

NECRONS

Necrons - Dynasty Mephrit

DEATHMARKS - Echoes of the Tomb World

290 Pts

10																	
	5"			3+	4+	4	5				1	1	2	7+	1	3+	







Unit Aptitudes

Hyperspace Hunters

Once per turn, in the Reinforcements step of your opponent’s Movement phase, when an enemy unit is set up on the battlefield from Reserves within 18" of and visible to this unit, this unit can shoot as if it were your Shooting phase with the Preferred Enemy special rule, but must only target that enemy unit when doing so, and can only do so if that enemy unit is an eligible target.

Unit Special Rules

Shred / Deep Strike

Weapons							Nb	Pts
Close combat weapon	Melee	User	User	0	1	Melee	10	
Synaptic disintegrator	36"	1	5	-2	2	Heavy - Precision Shots	10	90

Faction Aptitudes

Unit type

Reanimation Protocols	Uncanny Artificers							Infantry
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