NECRONS

Necrons - Dynasty Mephrit

CANOPTEK SCARAB SWARMS - Centipede Mech Swarm — 180 Pts

9																		
	7"				5+	2	6				3	6	2	7+	2	3+		

Unit Aptitudes

Self-destruction	At the start of the Fight phase, if this unit is within Engagement Range of one or more enemy units, you can select one model in this unit to destroy. If you do, do not roll for that model's Deadly Demise special rule; instead, select one enemy unit within Engagement Range of that model and roll one D6, adding 1 to the result if that unit is a Vehicle. On a 2-5, that unit suffers D3 mortal wounds; on a 6+, that unit suffers D3+3 mortal wounds.
Swarm	While an enemy unit is within Engagement Range of this unit, subtract 1 from the Objective Control characteristic of models in that enemy unit.
Deadly Demise	When this model is destroyed, throw one D6 for each units within 6". On a 6, the unit suffers 1 mortal wound.

Unit Special Rules

Shred / Swarm

Weapons

							Nb	Pts
Feeder mandibles	Melee	User	User	0	1	Melee - Lethal Hits	9	

Faction Aptitudes

Reanimation Protocols

Uncanny Artificers

Unit type

Infantry