








































NECRONS				ANNIHILATION BARGE - Core Decimator										156 Pts			
Necrons - Dynasty Mephrit																	
1																	
Full HP	9"	13"		3+	4+	6		11	11	11	9	3	2	7+	4	3+	4++/4++
Mid HP	6"	9"		4+	5+	6		10	10	10	6	2	2	8+	3	3+	4++/4++
Low HP	3"	4"		5+	6+	6		9	9	9	3	1	2	9+	2	3+	4++/4++
Unit Aptitudes																	
Malevolent Arcing			In your Shooting phase, each time you select a target for this model's twin tesla destructor, roll one D6 for the target unit and one D6 for every other enemy unit within 3" of the target unit. On a 5+, the unit being rolled for is struck by arcing energies; after resolving all of this model's attacks against the target unit, each unit struck by arcing energies suffers D3 mortal wounds.														
Explosive Fatal Demise			When this model is destroyed, throw one D6 for each units within 6". On a 4+, the unit suffers D6 mortal wounds.														
Unit Special Rules																	
Shred / Skimmer / Oppen-topped																	
Psychic Domains																	

[illegible]

NECRONS					ANNIHILATION BARGE - Thunder Machine										150 Pts		
Necrons - Dynasty Mephrit																	
1																	
Full HP	9"	13"		3+	4+	6		11	11	11	9	3	2	7+	4	3+	4++/4++
Mid HP	6"	9"		4+	5+	6		10	10	10	6	2	2	8+	3	3+	4++/4++
Low HP	3"	4"		5+	6+	6		9	9	9	3	1	2	9+	2	3+	4++/4++
Unit Aptitudes																	
Malevolent Arcing		In your Shooting phase, each time you select a target for this model's twin tesla destructor, roll one D6 for the target unit and one D6 for every other enemy unit within 3" of the target unit. On a 5+, the unit being rolled for is struck by arcing energies; after resolving all of this model's attacks against the target unit, each unit struck by arcing energies suffers D3 mortal wounds.															
Explosive Fatal Demise		When this model is destroyed, throw one D6 for each units within 6". On a 4+, the unit suffers D6 mortal wounds.															
Unit Special Rules																	
Shred / Skimmer / Oppen-topped																	
Psychic Domains																	

Weapons								Pts
Gauss cannon		24"	3	5	-2	2	Heavy - Lethal Hits	8
Twin tesla destructor		36"	6	8	0	2	Heavy - Twin - Sustained Hits 2	22
Vehicles close combat		Melee	User	User	0	1	Melee	
Faction Aptitudes								Unit type
Reanimation Protocols	Uncanny Artificers							Vehicle

Necrons - Dynasty Mephrit

9



7"



5+



2



6



3



6



2



7+



2



3+



CANOPTEK SCARAB SWARMS - Carnage Mech Swarm

180 Pts

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

Psychic Domains

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

Psychic Domains

NECRONS
Necrons - Dynasty Mephrit

CANOPTEK SCARAB SWARMS - Eternity 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

Psychic Domains

Necrons - Dynasty Mephrit

7"

 $5+$ 

2



6



3



6



2



7+



2



3+



80 Pts

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

Psychic Domains

NECRONS
Necrons - Dynasty Mephrit

CANOPTTEK SPYDERS - Ahskaf & Gilufret

190 Pts

1																	
Full HP	8"			3+	4+	6	10				6	5	2	8+	2	3+	
Mid HP	7"			4+	5+	5	9				4	4	2	9+	1	3+	
Low HP	6"			5+	6+	4	8				2	3	2	10+		3+	

Unit Aptitudes







Canoptek Swarm	In your Command phase, select one friendly Canoptek Scarab Swarm unit within 6" of this unit. One destroyed model is returned to that Canoptek Scarab Swarm unit for each Spyder model in this unit.
Gloom Prism (Aura)	While a friendly Necrons unit is within 6" of the bearer, models in that unit have the Feel no Pain (4+) special rule against Psychic Attacks.
Fabricator Claw Array (Aura)	While a friendly Necrons Vehicle unit is within 6" of the bearer, that unit has the Feel no Pain (6+) special rule.
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 / Fearless

Psychic Domains


















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Weapons								Pts
Particle caster		12"	3	5	0	1	Pistol - Devastating Wounds	15
Whip coils		Melee	x2	User	0	1	Melee	27
Faction Aptitudes								Unit type
Reanimation Protocols	Uncanny Artificers							Monster

NECRONS

Necrons - Dynasty Mephrit

210 Pts

1																	
Full HP	9"			2+	4+	4	9				3	8	2	8+	2	3+	3++/3++
Mid HP	8"			5+	5+	3	8				2	7	2	9+	1	3+	3++/3++
Low HP	7"			6+	6+	2	7				1	6	2	10+		3+	3++/3++

Unit Aptitudes







Wraith Form	Each time this unit ends a Normal move, you can select one enemy unit it moved over during that move and roll one D6 for each model in this unit: for each 4+, that enemy unit suffers 1 mortal wound.
Swiftstrike	A model attacking with Whip coils adds 3 to its Initiative during the Fight phase.
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 / Fearless / Rending

Psychic Domains

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Weapons								Pts
Particle caster		12"	3	5	0	1	Pistol - Devastating Wounds	15
Whip coils		Melee	x2	User	0	1	Melee	27
Faction Aptitudes								Unit type
Reanimation Protocols	Uncanny Artificers							Monster

Weapons								Pts
Close combat weapon		Melee	User	User	0	1	Melee	
Scouring eye		6"	2	5	-1	1	Pistol - Assault	10
Faction Aptitudes								Unit type
Reanimation Protocols	Uncanny Artificers							Infantry

NECRONS

Necrons - Dynasty Mephrit

Necrons - Dynasty Mephrit

5"

 3_+ 

4+



4



5



1



1



2



7+



1



3+



DEATHMARKS - Echoes of the Tomb World

290 Pts

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

















Psychic Domains

Weapons								Pts
Close combat weapon		Melee	User	User	0	1	Melee	
Synaptic disintegrator		36"	1	5	-2	2	Heavy - Precision Shots	90
Faction Aptitudes								Unit type
Reanimation Protocols	Uncanny Artificers							Infantry

NECRONS

Necrons - Dynasty Mephrit

219 Pts

1																	
Full HP	9"	13"		3+	4+	6		12	12	12	14	3	2	6+	5	3+	4++/4++
Mid HP	6"	9"		4+	5+	6		11	11	11	9	2	2	7+	4	3+	4++/4++
Low HP	3"	4"		5+	6+	6		10	10	10	5	1	2	8+	3	3+	4++/4++

Unit Aptitudes

















Overwhelming Obliteration	In your Movement phase, if this model Remains Stationary, until the end of the turn, its Doomsday cannon Weapon has the Devastating Wounds special rule, a successful unmodified Hit roll of 5+ scores a Critical Hit. and add 1 to the Hit and Wound rolls for this weapon,
Explosive Fatal Demise	When this model is destroyed, throw one D6 for each units within 6". On a 4+, the unit suffers D6 mortal wounds.







Unit Special Rules

















Shred / Skimmer / Oppen-topped







Psychic Domains

[illegible]

NECRONS					GHOST ARK - Transforming Trooper										126 Pts			
Necrons - Dynasty Mephrit																		
1																		
Full HP	10"	15"		3+	4+	6		12	12	12	12	3	2	7+	4	3+	4++/4++	
Mid HP	7"	10"		4+	5+	6		11	11	11	8	2	2	8+	3	3+	4++/4++	
Low HP	3"	4"		5+	6+	6		10	10	10	4	1	2	9+	2	3+	4++/4++	
Unit Aptitudes																		
Repair Barge			Once per phase, just after an enemy unit finishes making its attacks, if one or more friendly Necron Warriors units within 3" of this model lost one or more wounds as a result of those attacks, this model can use this special rule. If it does, select one of those Necron Warriors units; that unit’s Reanimation Protocols activate and reanimates D6 wounds instead of D3 wounds.															
Explosive Lethal Demise			When this model is destroyed, throw one D6 for each units within 6". On a 4+, the unit suffers D3 mortal wounds.															
Transport Capacity (10)			This model has a transport capacity of X Infantry models. It cannot carry models with the Bulky, Very Bulky or Extremely Bulky special rules.															
Firing Deck (0)			Each time this Transport shoots, select one weapon from up to X models embarked within it; this Transport counts as being equipped with those weapons as well.															
Unit Special Rules																		
Shred / Skimmer / Transport / Oppen-topped																		
Psychic Domains																		

Weapons								Pts
Vehicles close combat		Melee	User	User	0	1	Melee	
Gaussflayer array		24"	5	4	0	1	Salvo 5/10 - Rapid Fire 5 - Lethal Hits	16
Faction Aptitudes								Unit type
Reanimation Protocols	Uncanny Artificers							Vehicle

NECRONS					GHOST ARK - Vitality Warmech										126 Pts			
Necrons - Dynasty Mephrit																		
1																		
Full HP	10"	15"		3+	4+	6		12	12	12	12	3	2	7+	4	3+	4++/4++	
Mid HP	7"	10"		4+	5+	6		11	11	11	8	2	2	8+	3	3+	4++/4++	
Low HP	3"	4"		5+	6+	6		10	10	10	4	1	2	9+	2	3+	4++/4++	
Unit Aptitudes																		
Repair Barge			Once per phase, just after an enemy unit finishes making its attacks, if one or more friendly Necron Warriors units within 3" of this model lost one or more wounds as a result of those attacks, this model can use this special rule. If it does, select one of those Necron Warriors units; that unit's Reanimation Protocols activate and reanimates D6 wounds instead of D3 wounds.															
Explosive Lethal Demise			When this model is destroyed, throw one D6 for each units within 6". On a 4+, the unit suffers D3 mortal wounds.															
Transport Capacity (10)			This model has a transport capacity of X Infantry models. It cannot carry models with the Bulky, Very Bulky or Extremely Bulky special rules.															
Firing Deck (0)			Each time this Transport shoots, select one weapon from up to X models embarked within it; this Transport counts as being equipped with those weapons as well.															
Unit Special Rules																		
Shred / Skimmer / Transport / Oppen-topped																		
Psychic Domains																		

Weapons								Pts
Vehicles close combat		Melee	User	User	0	1	Melee	
Gaussflayer array		24"	5	4	0	1	Salvo 5/10 - Rapid Fire 5 - Lethal Hits	16
Faction Aptitudes								Unit type
Reanimation Protocols	Uncanny Artificers							Vehicle

NECRONS

Necrons - Dynasty Mephrit

Necrons - Dynasty Mephrit

5"



3+



4+



4



5



1



1



2



7+



2



3+



IMMORTALS - Dominion of the Eternal Star

200 Pts

Unit Aptitudes







Implacable Eradication

Each time a model in this unit makes an attack, re-roll a Wound roll of 1. If the target of that attack is an enemy unit within range of an objective marker, you can re-roll the Wound roll instead.

Unit Special Rules

Shred

Psychic Domains

Weapons								Pts
Close combat weapon		Melee	User	User	0	1	Melee	
Tesla carbine		18"	2	5	0	1	Assault - Sustained Hits 2	
Faction Aptitudes								Unit type
Reanimation Protocols	Uncanny Artificers							Infantry

NECRONS

Necrons - Dynasty Mephrit

Necrons - Dynasty Mephrit

IMMORTALS - Veiled Revenants

270 Pts

10



5"



3+



4+



4



5



1



1



2



7+



2

 $3+$ 

Unit Aptitudes







Implacable Eradication

Each time a model in this unit makes an attack, re-roll a Wound roll of 1. If the target of that attack is an enemy unit within range of an objective marker, you can re-roll the Wound roll instead.

Unit Special Rules

Shred

Psychic Domains

Weapons								Pts
Close combat weapon		Melee	User	User	0	1	Melee	
Gauss blaster		24"	2	5	-1	1	Assault - Lethal Hits	70
Faction Aptitudes								Unit type
Reanimation Protocols	Uncanny Artificers							Infantry

NECRONS

Necrons - Dynasty Mephrit

90 Pts

1



5"

 2_+  2_+ 

5



5



4



3



2



5+



1

 3_+ 







Unit Aptitudes

Relentless March	While this model is leading a unit, add 1" to the Move characteristic of models in that unit.
The Lord's Will	While this model is leading a unit, you can target that unit with Stratagems even when it is Battle-shocked.
Resurrection Orb	While the bearer is leading a unit, that unit's Reanimation Protocols activate at the end of your opponent's Command phase in addition to at the end of yours.
The Veil of Darkness	The bearer of the Veil of Darkness has the Deep Strike special rule. In addition, once per game, at the start of any friendly Movement phase, the bearer can use the Veil of Darkness to remove himself and his unit from the table, even if they are locked in combat. They then immediately arrive anywhere on the board using the rules for Deep Strike.

Unit Special Rules

Independent Character / Deep Strike / Shred

Psychic Domains

Weapons								Pts
Staff of light - Shoot		18"	3	5	-2	1	Assault	9
Staff of light - Melee		Melee	User	+1	-2	1	Melee	11
Faction Aptitudes								Unit type
Reanimation Protocols	Uncanny Artificers							Infantry

NECRONS
Necrons - Dynasty Mephrit

LORD - Sylphek the Phasing Knave

145 Pts

1



5"



2+



2+



5



5



4



3



2



5+



1



3+



Unit Aptitudes

Relentless March

While this model is leading a unit, add 1" to the Move characteristic of models in that unit.

The Lord's Will

While this model is leading a unit, you can target that unit with Stratagems even when it is Battle-shocked.

Resurrection Orb

While the bearer is leading a unit, that unit's Reanimation Protocols activate at the end of your opponent's Command phase in addition to at the end of yours.







The Orb of Eternity

Once per battle, in your Command phase, the bearer can use this Relic. If it does, select one friendly unit within 6" of the bearer that is not at its Starting Strength. That unit's reanimation protocols are enacted, and every destroyed model in that unit begins to reassemble. Each time a Reanimation Protocol roll is made for those reanimation protocols, add 1 to the result.

Unit Special Rules

Independent Character / Shred

Psychic Domains

Weapons								Pts
Staff of light - Shoot		18"	3	5	-2	1	Assault	9
Staff of light - Melee		Melee	User	+1	-2	1	Melee	11
Tachyon arrow		72"	1	16	-5	D6+2	Assault - One Use Only	25
Faction Aptitudes								Unit type
Reanimation Protocols	Uncanny Artificers							Infantry

NECRONS

Necrons - Dynasty Mephrit

LYCHGUARDS - Sentinels of the Immortal Court

200 Pts

5



































5"

3+

3+

5

5

2

3

2

6+

1

3+

4++/4++

Unit Aptitudes







Guardian Protocols


















While a Noble model is leading this unit, each time an attack targets this unit, subtract 1 from the Wound roll.

Unit Special Rules

Shred

Psychic Domains

Weapons								Pts
Hyperphase sword		Melee	User	+2	-2	1	Melee	50
Faction Aptitudes								Unit type
Reanimation Protocols	Uncanny Artificers							Infantry


NECRONS					MONOLITH - Dimensional Colossus										291 Pts		
Necrons - Dynasty Mephrit																	
1																	
Full HP	7"	10"		2+	3+	8		17	17	17	20	3	2	7+	8	2+	4++/4++
Mid HP	5"	7"		3+	4+	8		16	16	16	13	2	2	8+	7	2+	4++/4++
Low HP	2"	3"		4+	5+	8		15	15	15	7	1	2	9+	6	2+	4++/4++
Unit Aptitudes																	
Eternity Gate			In the Reinforcements step of your Movement phase, you can select one Necrons Infantry unit from your army that is either in Reserves or on the battlefield (if you select the latter, remove that unit from the battlefield and place it into Reserves). That unit is then set up anywhere on the battlefield that is wholly within 6" of this model and not within Engagement Range of any enemy models. That unit cannot declare a charge this turn.														
Explosive Fatal Demise			When this model is destroyed, throw one D6 for each units within 6". On a 4+, the unit suffers D6 mortal wounds.														
Transport Capacity (20)			This model has a transport capacity of X Infantry models. It cannot carry models with the Bulky, Very Bulky or Extremely Bulky special rules.														
Firing Deck (0)			Each time this Transport shoots, select one weapon from up to X models embarked within it; this Transport counts as being equipped with those weapons as well.														
Unit Special Rules																	
Shred / Deep Strike / Transport / Heavyweight																	
Psychic Domains																	


[illegible]


NECRONS


Necrons - Dynasty Mephrit


20















































5"

3+

4+

4

4

1

1

2

7+

2

4+

NECRON WARRIORS - Guardians of the Endless Night

300 Pts

Unit Aptitudes







Their Number is Legion

Each time this unit's Reanimation Protocols activate, it reanimates D3+3 wounds instead of D3 wounds, unless it is within range of an objective marker you control, in which case it reanimates D3+6 wounds instead.

Unit Special Rules

Shred


Psychic Domains


Weapons								Pts
Close combat weapon		Melee	User	User	0	1	Melee	
Gauss reaper		12"	2	5	-1	1	Assault - Lethal Hits	100
Faction Aptitudes								Unit type
Reanimation Protocols	Uncanny Artificers							Infantry


NECRONS


Necrons - Dynasty Mephrit


20















































5"

3+

4+

4

4

1

1

2

7+

2

4+

NECRON WARRIORS - Legion of Endless Vigil

200 Pts

Unit Aptitudes







Their Number is Legion

Each time this unit's Reanimation Protocols activate, it reanimates D3+3 wounds instead of D3 wounds, unless it is within range of an objective marker you control, in which case it reanimates D3+6 wounds instead.

Unit Special Rules

Shred

Psychic Domains

Weapons								Pts
Close combat weapon		Melee	User	User	0	1	Melee	
Gauss flayer		24"	1	4	0	1	Rapid Fire 1 - Lethal Hits	

NECRONS

Necrons - Dynasty Mephrit

5"



3+



4+



4



4



1



1



2



7+



2



4+



NECRON WARRIORS - Legion of the Infinite Conquest

200 Pts

Unit Aptitudes

Their Number is Legion

Each time this unit's Reanimation Protocols activate, it reanimates D3+3 wounds instead of D3 wounds, unless it is within range of an objective marker you control, in which case it reanimates D3+6 wounds instead.

Unit Special Rules

Shred


Psychic Domains


[illegible]


NECRONS


Necrons - Dynasty Mephrit


20















































5"

3+

4+

4

4

1

1

2

7+

2

4+

Unit Aptitudes







Their Number is Legion


















Each time this unit's Reanimation Protocols activate, it reanimates D3+3 wounds instead of D3 wounds, unless it is within range of an objective marker you control, in which case it reanimates D3+6 wounds instead.

Unit Special Rules

Shred

Psychic Domains

Weapons								Pts
Close combat weapon		Melee	User	User	0	1	Melee	
Gauss flayer		24"	1	4	0	1	Rapid Fire 1 - Lethal Hits	


NECRONS		NECRON WARRIORS - Legion of Unyielding Iron												200 Pts			
Necrons - Dynasty Mephrit																	
20																	
	5"			3+	4+	4	4				1	1	2	7+	2	4+	
Unit Aptitudes																	
Their Number is Legion		Each time this unit's Reanimation Protocols activate, it reanimates D3+3 wounds instead of D3 wounds, unless it is within range of an objective marker you control, in which case it reanimates D3+6 wounds instead.															
Unit Special Rules																	
Shred																	
Psychic Domains																	


[illegible]


NECRONS


Necrons - Dynasty Mephrit


10















































5"

3+

4+

4

4

1

1

2

7+

2

4+

NECRON WARRIORS - Phalanx of the Silent Sands

100 Pts

Unit Aptitudes







Their Number is Legion


















Each time this unit's Reanimation Protocols activate, it reanimates D3+3 wounds instead of D3 wounds, unless it is within range of an objective marker you control, in which case it reanimates D3+6 wounds instead.

Unit Special Rules

Shred

Psychic Domains

Weapons								Pts
Close combat weapon		Melee	User	User	0	1	Melee	
Gauss flayer		24"	1	4	0	1	Rapid Fire 1 - Lethal Hits	

NECRONS																NECRON WARRIORS - Reclaimers of Eternity																100 Pts			
Necrons - Dynasty Mephrit																																			
10																																			
5"						3+		4+		4		4						1		1		2		7+		2		4+							
Unit Aptitudes																																			
Their Number is Legion																Each time this unit's Reanimation Protocols activate, it reanimates D3+3 wounds instead of D3 wounds, unless it is within range of an objective marker you control, in which case it reanimates D3+6 wounds instead.																			
Unit Special Rules																																			
Shred																																			
Psychic Domains																																			

[illegible]

NECRONS

Necrons - Dynasty Mephrit

OVERLORD - Azdatokh the Shaper

132 Pts

5"

 2_+  2_+ 

5

5



6



5

2

1

5+



1

 2_+  $4_{++}/4_{++}$

Unit Aptitudes

Implacable Resilience

Each time an attack is allocated to this model, subtract 1 from that attack's Damage characteristic.

My Will Be Done

Once per battle round, one unit from your army with this special rule can be targeted with a Stratagem for OCP, even if you have already targeted a different unit with that Stratagem this phase.







Mindshackle Scarabs

Fear tests taken as a result of mindshackle scarabs must be taken on 3D6.

Unit Special Rules

Independent Character / It Will Not Die / Fear / Shred

Psychic Domains

Weapons								Pts
Tachyon arrow		72"	1	16	-5	D6+2	Assault - One Use Only	25
Voidblade		Melee	User	x2	-3	2	Melee - Rending - Entropic Strike	7
Faction Aptitudes								Unit type
Reanimation Protocols	Uncanny Artificers							Infantry

NECRONS

Necrons - Dynasty Mephrit

Necrons - Dynasty Mephrit

PLASMANCER - Orontakh the Outcast Torment

68 Pts

1



5"

 3_+ 

4+



5



4



4



2



2



6+



1



4+



Unit Aptitudes

Harbinger of Destruction

While this model is leading a unit, each time a model in that unit makes a ranged attack, a successful unmodified Hit roll of 5+ scores a Critical Hit.

Living Lightning







In your Shooting phase, select one enemy unit within 18" of and visible to this model and roll one D6 for each model in that enemy unit: for each 6, that unit suffers 1 mortal wound.

Unit Special Rules

Independent Character / Shred

Psychic Domains

[illegible]

Weapons								Pts
Close combat weapon		Melee	User	User	0	1	Melee	
Relic gauss blaster		24"	2	5	-1	2	Rapid Fire 2 - Lethal Hits	9
Faction Aptitudes								Unit type
Reanimation Protocols	Uncanny Artificers							Infantry

NECRONS
Necrons - Dynasty Mephrit

SKORPEKH DESTROYERS - Voidborne Reapers

203 Pts

4																	
Destroyers	7"			3+	3+	6	6				2	4	2	7+	1	3+	
Canoptek Plasmacyte	7"			4+	4+	4	5				1	1	2	7+	1	4+	

Unit Aptitudes

Whirling Onslaught	Each time a model in this unit makes a melee attack, you can ignore any or all modifiers to that attack’s WS characteristic and/or that attack’s Hit roll.
Plasmacyte	As long as this unit has a Plasmacyte, when this unit is selected to fight, until the end of the phase, melee weapons equipped by models in this unit have the Devastating Woounds special rule and a successful unmodified Hit roll of 5+ scores a Critical Hit.

Unit Special Rules

Shred

Psychic Domains

NECRONS
Necrons - Dynasty Mephrit

SKORPEKH LORD - Rakszos the Moon Husk

127 Pts

1



9"



2+



2+



6



8



9



4



2



5+



3



3+



4++/4++

Unit Aptitudes

United In Destruction

While this model is leading a unit, melee weapons equipped by models in that unit have the Lethal Hits special rule.







Crimson Harvest

Each time this model ends a Charge move, select one enemy unit within Engagement Range of this model and roll one D6: on a 2-5, that unit suffers D3 mortal wounds;on a 6, that unit suffers D3+3 mortal wounds.

Unit Special Rules

Independent Character / Shred

Psychic Domains

Weapons								Pts
Enmitic annihilator		18"	2	6	-1	1	Rapid Fire 2	10
Flensing claw		Melee	x2	User	-1	1	Melee - Rending	5
Hyperphase harvester		Melee	User	+4	-3	3	Melee	12
Faction Aptitudes								Unit type
Reanimation Protocols	Uncanny Artificers							Infantry

NECRONS
Necrons - Dynasty Mephrit

TECHNOMANCER - Canopticant Koranosahk

90 Pts

1



































5"

3+

3+

5

4

4

3

2

6+

1

4+







Unit Aptitudes

Rites of Reanimation	While this model is leading a unit, models in that unit have the Feel no Pain (5+) special rule.
Technomancer	At the end of your Movement phase, you can select one friendly Necrons model within 3" of the bearer. That model regains up to D3 lost wounds. Each model can only be selected for this special rule once per turn.
Canoptek Control Node (Aura)	While a friendly Canoptek unit is within 6" of the bearer, each time a Canoptek model in that unit makes an attack, add 1 to the Hit roll.

Unit Special Rules

Independent Character / Shred

Psychic Domains

Weapons								Pts
Staff of light - Shoot		18"	3	5	-2	1	Assault	9
Staff of light - Melee		Melee	User	+1	-2	1	Melee	11
Faction Aptitudes								Unit type
Reanimation Protocols	Uncanny Artificers							Infantry

NECRONS
Necrons - Dynasty Mephrit

TECHNOMANCER - Orumuset the Voyager

110 Pts

1



5"



3+



3+



5



4



4



3



2



6+



1



4+









Unit Aptitudes

Rites of Reanimation	While this model is leading a unit, models in that unit have the Feel no Pain (5+) special rule.
Technomancer	At the end of your Movement phase, you can select one friendly Necrons model within 3" of the bearer. That model regains up to D3 lost wounds. Each model can only be selected for this special rule once per turn.
Canoptek Control Node (Aura)	While a friendly Canoptek unit is within 6" of the bearer, each time a Canoptek model in that unit makes an attack, add 1 to the Hit roll.

Unit Special Rules

Independent Character / Shred / Lone Operative

Psychic Domains

Weapons								Pts
Staff of light - Shoot		18"	3	5	-2	1	Assault	9
Staff of light - Melee		Melee	User	+1	-2	1	Melee	11
Faction Aptitudes								Unit type
Reanimation Protocols	Uncanny Artificers							Jet Pack

NECRONS

Necrons - Dynasty Mephrit

TOMB BLADES - Jumbo Jaeger

78 Pts

3



12"

 2_+ 

4+



4



5



2



1



2



7+



2

 4_+  $5++/5++$

Unit Aptitudes

Evasion Engrams

Each time an attack targets this unit, subtract 1 from the Hit roll.

Shieldvanes

The bearer has a 3+ Save characteristic.

Nebuloscope

Ranged weapons equipped by the bearer have the Ignores cover special rule.







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 / Scout

Psychic Domains

Weapons								Pts
Close combat weapon		Melee	User	User	0	1	Melee	
Twin tesla carbine		18"	2	5	0	1	Assault - Twin - Sustained Hits 2 - Ignores Cover	18
Faction Aptitudes								Unit type
Reanimation Protocols	Uncanny Artificers							Jetbike

Necrons - Dynasty Mephrit

TOMB BLADES - Regal Valkyrie

96 Pts

3



12"

 2_+ 

4+



4



5



2



1



2



7+



2



4+

 $5^{++}/5^{++}$

Unit Aptitudes

Evasion Engrams

Each time an attack targets this unit, subtract 1 from the Hit roll.

Shadowloom

The bearer has a 5++ invulnerable save.







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 / Scout

Psychic Domains

Weapons								Pts
Close combat weapon		Melee	User	User	0	1	Melee	
Particle beamer		18"	2	6	0	D3	Assault - Blast - Devastating Wounds	36
Faction Aptitudes								Unit type
Reanimation Protocols	Uncanny Artificers							Jetbike

NECRONS

Necrons - Dynasty Mephrit

Necrons - Dynasty Mephrit

5



9"

 3_+ 

3+



5



5



2



3



2



7+



1



3+

 $5++/5++$

TRIARCH PRAETORIANS - Raid Decimator

24.5 Pts

Unit Aptitudes

Relentless Combatants

You can re-roll Charge rolls made for this unit, and this unit is eligible to declare a charge in a turn in which it Fell Back.

Unit Special Rules

Shred / Deep Strike


















Psychic Domains

[illegible]

NECRONS
Necrons - Dynasty Mephrit

TRIARCH STALKER - Ramokht Walker

162 Pts

1																	
Full HP	9"	13"		2+	3+	7		11	11	11	12	4	2	7+	4	3+	4++/4++
Mid HP	6"	9"		3+	4+	7		10	10	10	8	3	2	8+	3	3+	4++/4++
Low HP	3"	4"		4+	5+	7		9	9	9	4	2	2	9+	2	3+	4++/4++







Unit Aptitudes

Targeting Relay	In your Shooting phase, each time this model is selected to shoot, after resolving its attacks, select one enemy unit that was hit by one or more of those attacks. Until the end of the phase, that unit cannot have the Benefit of Cover.
Lethal Demise	When this model is destroyed, throw one D6 for each units within 6". On a 6, the unit suffers D3 mortal wounds.

Unit Special Rules

Shred / Move Through Cover / Walker

Psychic Domains

Weapons								Pts
Particle shredder		18"	1	7	-1	2	Heavy - Large Blast - Devastating Wounds	9
Stalker's forelimbs - Strike		Melee	User	x2	-3	3	Melee	12
Stalker's forelimbs - Sweep		Melee	x2	User	-1	1	Melee	11
Faction Aptitudes								Unit type
Reanimation Protocols	Uncanny Artificers							Vehicle