

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

[illegible]