

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

Weapons								Nb	Pts
Staff of light - Shoot	18"	3	5	-2	1	Assault		1	9
Staff of light - Melee	Melee	User	+1	-2	1	Melee		1	11
Tachyon arrow	72"	1	16	-5	D6+2	Assault - One Use Only		1	25

Faction Aptitudes

Unit type

Reanimation Protocols	Uncanny Artificers	Infantry
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