

NECRONS

Necrons - Dynasty Mephrit

CANOPTEK SCARAB SWARMS - Eternity Mech Swarm

180 Pts

9



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



Feeder mandibles

Melee

User

User

0

1

Melee - Lethal Hits

9

Pts

Faction Aptitudes

Unit type

Reanimation
Protocols

Uncanny
Artificers

Infantry