























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																		
Weapons															Nb	Pts		
Heavy death ray					24"	1	12	-4	D6+1	Heavy - Sustained Hits 3				1	19			
Particle whip					24"	1	8	-1	D6+3	Ordnance - Large Blast - Devastating Wounds				1	8			
Portal of exile					Melee	User	User	-2	3	Melee				1	10			
Gauss flux arc					24"	3	6	-1	1	Heavy - Rapid Fire 3 - Lethal Hits				4	44			
Faction Aptitudes															Unit type			
Reanimation Protocols		Uncanny Artificers														Vehicle		