NECRONS

Necrons - Dynasty Mephrit

DOOMSDAY ARK - Ravage Gun System

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 unmodifed 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

Weapons							Pts
Doomsday cannon - Low power	24"	1	8	-3	D3+4	Heavy - Blast	16
Doomsday cannon - High power	72"	1	15	-4	D6+4	Primary - Large Blast	27
Vehicles close combat	Melee	User	User	0	1	Melee	0
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