























NECRONS																	
Necrons - Dynasty Mephrit										GHOST ARK - Transforming Trooper						126 Pts	
1																	
Full HP	10"	15"		3+	4+	6		12	12	12	12	3	2	7+	4	3+	4++/4++
Mid HP	7"	10"		4+	5+	6		11	11	11	8	2	2	8+	3	3+	4++/4++
Low HP	3"	4"		5+	6+	6		10	10	10	4	1	2	9+	2	3+	4++/4++
Unit Aptitudes																	
Repair Barge			Once per phase, just after an enemy unit finishes making its attacks, if one or more friendly Necron Warriors units within 3" of this model lost one or more wounds as a result of those attacks, this model can use this special rule. If it does, select one of those Necron Warriors units; that unit's Reanimation Protocols activate and reanimates D6 wounds instead of D3 wounds.														
Explosive Lethal Demise			When this model is destroyed, throw one D6 for each units within 6". On a 4+, the unit suffers D3 mortal wounds.														
Transport Capacity (10)			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 / Skimmer / Transport / Oppen-topped																	
Weapons																Nb	Pts
Vehicles close combat					Melee	User	User	0	1	Melee						1	
Gaussflayer array					24"	5	4	0	1	Salvo 5/10 - Rapid Fire 5 - Lethal Hits						2	16
Faction Aptitudes															Unit type		
Reanimation Protocols		Uncanny Artificers													Vehicle		