Full IIP 8' 3- 4- 6 10 6 5 2 8- 2 8- 2 3- Mid IIP 7' 4- 5- 5 9 4 4 2 2 9- 1 3- Low HP 6' 5- 6- 4 8 2 2 3 2 10- 3- Canopick Swarm In your Command plase, select one friendly Canopiek Searah Swarm unit within 6' of this unit. One destroyed model is returned to that Canopiek Searah Swarm unit within 6' of this unit. One destroyed model is returned to that Canopiek Searah Swarm unit within 6' of the bearer, models in that unit have the Feel no Pain (4+) special rule against Psychic Attacks. Fabricator Claw Array (Aura) While a friendly Necrous Vehicle unit is within 6' of the bearer, that unit have the Feel no Pain (6+) special rule. Unit Special Rules Unit Special Rules		•	NECDON	S														
Full HIP 8° 3+ 4+ 6 10 6 5 2 8+ 2 3+ Mid HIP 7° 4+ 5+ 5 9 4 4 4 2 9+ 1 3+ Mid HIP 7° 5+ 6+ 4 8 2 2 3 2 10+ 3+ Mid HIP 6° 5+ 5+ 6+ 4 8 2 2 3 2 10+ 3+ Mid HIP 6° 6 5+ 6+ 4 8 2 2 3 2 10+ 3+ Mid HIP 6° 6 5+ 6+ 4 8 2 2 3 2 10+ 3+ Mid HIP 6° 6 5+ 6+ 4 8 8 2 2 3 2 10+ 3+ Mid HIP 6° 6 10+ Mid HIP 8° 10+	NECRONS Necrons - Dynasty Mephrit					CANOPTEK SPYDERS - Ahskaf & Gilufret									190) Pts		
Mid HIP 7' 4+ 5+ 5 9 9 4 4 4 2 9+ 1 3+ Low HIP 6' 5+ 6+ 4 8 2 3 2 10+ 3+ Low HIP 6' 5+ 6+ 4 8 2 3 2 10+ 3+ Low HIP 6' 5+ 6+ 4 8 2 3 2 10+ 3+ Low HIP 6' 5+ 6+ 4 8 2 3 2 10+ 3+ Low HIP 6' 6+ 4 8 2 3 3 2 10+ 3+ Low HIP 6' 6+ 4 8 3 2 3 2 10+ Low HIP 6' 6+ 4 8 3 2 3 2 10+ Low HIP 6' 6+ 4 8 3 2 3 2 10+ Low HIP 6' 6+ 4 8 3 2 3 2 10+ Low HIP 6' 6+ 4 8 3 2 3 2 10+ Low HIP 6' 6+ 4 8 3 2 2 3 2 10+ Low HIP 6' 6+ 4 8 3 2 2 3 2 10+ Low HIP 6' 6+ 4 8 3 2 2 3 2 10+ Low HIP 6' 6+ 4 8 3 2 2 3 2 10+ Low HIP 6' 6+ 4 8 3 2 2 3 2 10+ Low HIP 6' 6+ 4 8 3 2 2 3 2 10+ Low HIP 6' 6+ 4 8 3 2 2 3 2 10+ Low HIP 6' 6+ 4 8 3 2 2 3 2 10+ Low HIP 6' 6+ 4 8 3 2 2 3 2 10+ Low HIP 6' 6+ 4 8 2 2 3 2 2 10	1	7		**	,X		TEN TO				D		X	14		0		
Low HP 6' 5+ 6+ 4 8 2 3 2 10+ 3+ Unit Aptitudes Canoptek Swarm In your Command phase, select one friendly Canoptek Searab Swarm unit within 6' of this unit. One destroyed model is returned to that Canoptek Searab Swarm unit flor each Spyder model in this unit. Gloom Prism (Aura) While a friendly Necrons unit is within 6' of the bearer, models in that unit have the Feel no Pain (4+) special rule against Psychic Attacks. 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 / Fearless	Full HP	8"			3+	4+	6	10				6	5	2	8+	2	3+	
Unit Apritudes Camoptek Swarm In your Command phase, select one friendly Canoptek Secards Swarm unit within 6' of this unit. One destroyed model is returned to that Canoptek Secards Swarm unit for each Spyder model in this unit. Gloom Prism (Aura) While a friendly Necrons unit is within 6' of the bearer, models in that unit have the Feel no Pain (4+) special rule against Psychic Attacks. Fabricator Claw Array (Aura) While a friendly Necrons Vehicle unit is within 6' of the bearer, that unit has the Feel no Pain (6+) special rule. 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 / Fearless	Mid HP	7"			4+	5+	5	9				4	4	2	9+	1	3+	
Emoptek Swarm In your Command phase, select one friendly Canoptek Scarab Swarm unit within 6° of this unit. One destroyed model is returned to that Canoptek Scarab Swarm unit for each Spyder model in this unit. Gloom Prism (Aura) While a friendly Necrons unit is within 6° of the bearer, models in that unit have the Feel no Pain (4*) special rule against Psychic Attacks. Fabricator Claw Array (Aura) While a friendly Necrons Vehicle unit is within 6° of the bearer, that unit has the Feel no Pain (6*) special rule. 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 / Fearless	Low HP	6"			5+	6+	4	8				2	3	2	10+		3+	
Emoptek Swarm In your Command phase, select one friendly Canoptek Scarab Swarm unit within 6° of this unit. One destroyed model is returned to that Canoptek Scarab Swarm unit for each Spyder model in this unit. Gloom Prism (Aura) While a friendly Necrons unit is within 6° of the bearer, models in that unit have the Feel no Pain (4*) special rule against Psychic Attacks. Fabricator Claw Array (Aura) While a friendly Necrons Vehicle unit is within 6° of the bearer, that unit has the Feel no Pain (6*) special rule. 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 / Fearless																		
Cartopick Swarm unit for each Spyder model in this unit. Gloom Prism (Aura) While a friendly Necrons unit is within 6' of the bearer, models in that unit have the Feel no Pain (4+) special rule against Psychic Attacks. Fabricator Claw Array (Aura) While a friendly Necrons Vehicle unit is within 6' of the bearer, that unit has the Feel no Pain (6+) special rule. 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 / Fearless																		
Fabricator Claw Array (Aura) While a friendly Necrons Vehicle unit is within 6' of the bearer, that unit has the Feel no Pain (6+) special rule. 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 / Fearless	Canoptek Swarm							lly Canopte	ek Scarab S	warm unit v	vithin 6" of	this unit. O	ne destroy	red model is	returned t	o that Cand	ptek Scara	ıb Swarm
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 / Fearless	Gloom Prism (Aura	a)		While a fr	iendly Nec	rons unit is	within 6" o	of the beare	er, models i	n that unit	have the Fe	eel no Pain	(4+) specia	l rule agains	st Psychic A	attacks.		
Unit Special Rules Shred / Fearless	Fabricator Claw Arr	ray (Aura)		While a friendly Necrons Vehicle unit is within 6" of the bearer, that unit has the Feel no Pain (6+) special rule.														
Shred / Fearless	Deadly Demise			When this	s model is o	destroyed, t	hrow one l	D6 for eacl	n units with	n 6". On a	6, the unit	suffers 1 m	ortal wound	d.				
Shred / Fearless																		
Shred / Fearless																		
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	Unit Special Rules																	
Psychic Domains	Shred / Fearless																	
								Psy	chic Don	nains								

Weeners	*	(0)			© 7	Dec
Weapons Automaton claws	Melee	Q User	+2 -2	2	Melee	Pts
Twin particle beamer	18"	2	6 0		Assault - Twin - Blast - Devastating Wounds	24
	Faction A	Aptitudes				Unit type
Reanimation Protocols	Uncanny Artificers					Monster / Jet Pack