


















NECRONS
Necrons - Dynasty Mephrit

SKORPEKH DESTROYERS - Voidborne Reapers

203 Pts

4																	
Destroyers	7"			3+	3+	6	6				2	4	2	7+	1	3+	
Canoptek Plasmacyte	7"			4+	4+	4	5				1	1	2	7+	1	4+	

Unit Aptitudes

Whirling Onslaught	Each time a model in this unit makes a melee attack, you can ignore any or all modifiers to that attack’s WS characteristic and/or that attack’s Hit roll.
Plasmacyte	As long as this unit has a Plasmacyte, when this unit is selected to fight, until the end of the phase, melee weapons equipped by models in this unit have the Devastating Woounds special rule and a successful unmodified Hit roll of 5+ scores a Critical Hit.

Unit Special Rules

Shred

Psychic Domains

[illegible]