


















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 model, 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

Weapons								Nb	Pts
Monomolecular proboscis	Melee	User	User	-1	1	Melee		1	3
Hyperphase glaive	Melee	User	+2	-2	D3	Melee		3	33
Hyperphase reap-blade	Melee	User	+1	-3	1	Melee		3	30
Hyperphase threshers	Melee	+1	User	-1	1	Melee		3	27

Faction Aptitudes

Unit type

Reanimation Protocols	Uncanny Artificers	Infantry
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