NECRONS

Necrons - Dynasty Mephrit

TECHNOMANCER - Canopticant Koranosahk

90 Pts

1																	
	5"			3+	3+	5	4				4	3	2	6+	1	4+	

Unit Aptitudes

Rites of Reanimation	While this model is leading a unit, models in that unit have the Feel no Pain (5+) special rule.
Technomancer	At the end of your Movement phase, you can select one friendly Necrons model within 3" of the bearer. That model regains up to D3 lost wounds. Each model can only be selected for this special rule once per turn.
Canoptek Control Node (Aura)	While a friendly Canoptek unit is within 6" of the bearer, each time a Canoptek model in that unit makes an attack, add 1 to the Hit roll.

Unit Special Rules

Independent Character / Shred

Weapons							Nb	Pts
Staff of light - Shoot	18"	3	5	-2	1	Assault	1	9
Staff of light - Melee	Melee	User	+1	-2	1	Melee	1	11

Faction Aptitudes

Reanimation Protocols

Uncanny Artificers

Unit type

Infantry