























NECRONS																	
Necrons - Dynasty Mephrit										ANNIHILATION BARGE - Thunder Machine						150 Pts	
1																	
Full HP	9"	13"		3+	4+	6		11	11	11	9	3	2	7+	4	3+	4++/4++
Mid HP	6"	9"		4+	5+	6		10	10	10	6	2	2	8+	3	3+	4++/4++
Low HP	3"	4"		5+	6+	6		9	9	9	3	1	2	9+	2	3+	4++/4++
Unit Aptitudes																	
Malevolent Arcing			In your Shooting phase, each time you select a target for this model's twin tesla destructor, roll one D6 for the target unit and one D6 for every other enemy unit within 3" of the target unit. On a 5+, the unit being rolled for is struck by arcing energies; after resolving all of this model's attacks against the target unit, each unit struck by arcing energies suffers D3 mortal wounds.														
Explosive Fatal Demise			When this model is destroyed, throw one D6 for each units within 6". On a 4+, the unit suffers D6 mortal wounds.														
Unit Special Rules																	
Shred / Skimmer / Oppen-topped																	
Weapons														Nb	Pts		
Gauss cannon					24"	3	5	-2	2	Heavy - Lethal Hits				1	8		
Twin tesla destructor					36"	6	8	0	2	Heavy - Twin - Sustained Hits 2				1	22		
Vehicles close combat					Melee	User	User	0	1	Melee				1			
Faction Aptitudes															Unit type		
Reanimation Protocols		Uncanny Artificers													Vehicle		