NECRONS

Necrons - Dynasty Mephrit

CANOPTEK WRAITHS - Soul Harbingers

210 Pts

1																	
Full HP	9"			2+	4+	4	9				3	8	2	8+	2	3+	3++/3++
Mid HP	8"			5+	5+	3	8				2	7	2	9+	1	3+	3++/3++
Low HP	7"			6+	6+	2	7				1	6	2	10+		3+	3++/3++

Unit Aptitudes

Wraith Form	Each time this unit ends a Normal move, you can select one enemy unit it moved over during that move and roll one D6 for each model in this unit: for each 4+, that enemy unit suffers 1 mortal wound.
Swiftstrike	A model attacking with Whip coils adds 3 to its Initiative during the Fight phase.
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 / Rending

Weapons							Nb	Pts
Transdimensional beamer	12"	1	4	-2	3	Assault	3	24
Vicious claws	Melee	User	+4	-1	2	Melee	3	36

Faction Aptitudes		Unit type
Reanimation Protocols	Uncanny Artificers	Monster