NECRONS Necrons - Dynasty Mephrit						CANOPTEK WRAITHS - Soul Harbingers										210 Pts	
1	THEOREMS	Dynascy	•		(4)	PA TO			6			X	+44		0		
Full HP	9"	\$2000000000000000000000000000000000000	ANTON THE PROPERTY AS	2+	4+	4	9			<u> </u>	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++
									_								
								nit Aptitu									
Wraith Form					nds a Norm ers 1 mortal		ou can sele	ect one ener	ny unit it n	oved over	during that	move and	roll one D6	for each r	nodel in thi	is unit: for	each 4+,
Swiftstrike			A model a	attacking wi	ith Whip co	oils adds 3 t	to its Initiat	ive during	he Fight pl	nase.							
Deadly Demise			When this	s model is	destroyed, t	hrow one l	D6 for eacl	n units with	n 6". On a	6, the unit	suffers 1 m	ortal woun	d.				
							Unit	Special ?	Rules								
Shred / Fearless / F	Rending																
							Psy	chic Don	nains								

				<i>6</i> 3			•	
Weapons	*	(U	(3)		Ø,	Pts
Transdimensional beamer	12"	1	4	-2	3	Assault		24
Vicious claws	Melee	User	+4	-1	2	Melee		36
	Fact	ion Aptitudes						Unit type
Reanimation Protocols	Uncanny Artificers							Monster