MEPHRIT DYNASTY RESURGENCE DECURION

As the tendrils of Hive Fleet Leviathan began to envelop the Cryptus System, a dormant host began to stir once more on the long-dead world of Perdita. A Tomb World of the ancient Mephrit Dynasty, Perdita had sheltered the slumbering Necrons for countless millennia. Yet the newly-awakened legions of the Mephrit Tomb World had yet to awaken in numbers enough to face the full might of the Tyranids, and so Resurgence Decurions were formed with which to cull the alien hordes. Dread Monoliths drifted into the centre of the Tyranid hordes – floating mountains ringed by a wall of implacable warriors steadily blasting their way through the numberless foe, machine bodies rent asunder before baleful energy lashed forth from the Monolith in response and the broken Warrior bodies slowly rose to rejoin the bloody harvest...

FORMATION:

2 units of Necron Warriors

2 units of Immortals

1 Monolith

RESTRICTIONS:

None.

SPECIAL RULES:

Locus of Resurrection: At the start of each friendly Movement phase, this Formation's Monolith can repair fallen models from the Formation. To do so, nominate a friendly unit of Necron Warriors or Immortals from this Formation that is within 6" of this Formation's Monolith. If the nominated unit is a unit of Necron Warriors, roll a D6; if the nominated unit is a unit of Immortals, roll a D3. Add a number of models to the unit equal to the result – this cannot take the unit beyond its starting size. These models must be placed within 6" of the Monolith. If a model cannot be placed for any reason, it is destroyed. Necron models repaired in this manner can move and act normally this turn.

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