

TECHNOMANCER

80 PTS

M	T	Sv	W	LD	OC
10"	4	4+	4	6+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Staff of light	18"	3	4+	5	-2	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Staff of light	Melee	2	4+	5	-2	1

ABILITIES

CORE - Support

Rites of Reanimation
While this model is leading a unit, models in that unit have the Feel No Pain 5+ ability.

Technomancer
At the end of your Movement phase, select one friendly NECRONS model within 6" of the bearer. That model regains up to D3 lost wounds. Each model can only be selected for this ability once per turn.

Leader
This model can be attached to the following units: CANOPTEK WRAITHS, IMMORTALS, NECRON WARRIORS

FACTION RULES

Reanimation Protocols
If your Army Faction is NECRONS, at the end of your Command phase, each friendly unit with this ability that is on the battlefield activates its Reanimation Protocols:
- When a unit's Reanimation Protocols activate, that unit heals D3 wounds.

CORE RULES

Support
Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it.
Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.



AUFSTELLUNG

1x Technomancer (50mm)
Equipped with: Staff of light



KEYWORDS: Infantry, Character, Fly, Cryptek, Technomancer, Support
FACTION KEYWORDS: Necrons