ROYAL WARDEN - NECRONS

50 PTS

M	T	Sv	W	LD	OC
5"	5	3+	4	6+	1

AUFSTELLUNG

1x Royal Warden (32mm)

Equipped with: Relic gauss blaster, Close combat weapon

KEYWORDS: Infantry, Character, Royal Warden, Leader

FACTION KEYWORDS: Necrons

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Relic gauss blaster LETHAL HITS, RAPID FIRE 2	24"	2	3+	5	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	4	3+	5	0	1

ABILITIES

CORE - Leader

Adaptive Strategy
This model's unit is eligible to shoot and declare a charge in a turn in which it Fell Back.

Engrammatic Logic
Once per battle, at the start of any phase, you can select one friendly NECRONS unit that is Battle-shocked and within 12" of this model. That unit is no longer Battle-shocked.

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

WEAPON ABILITIES

Lethal Hits
Each time an attack made with a [**LETHAL HITS**] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

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

Leader
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.