

NECRONS

CHRONOMANCER

Support

Reanimation Protocols

Stealth

M5"

T4

SV4+

W4

LD6+

OC1

RW4+

70 PTS

Base 40mm



1KOMMANDO

2BEWEGUNG

3BESCHUSS

Chronomancer's staveBLAST

R18"

A D6

BS 4+

S 5

AP -1

D 1

VERWUNDET

2+T1-2

3+T3-4

4+T5

5+T6-9

6+T10+

Chronometron

In your Shooting phase, after this model's unit has shot, if it is not within Engagement Range of any enemy units, that unit can make a Normal move of up to 5". If it does, until the end of the turn, that unit is not eligible to declare a charge.

4ANGRIFF

5NAHKAMPF

Chronomancer's stave

RMelee

A 3

WS 4+

S 5

AP -1

D 1

VERWUNDET

2+T1-2

3+T3-4

4+T5

5+T6-9

6+T10+

Timesplinter Mantle

- This unit has Stealth.
- Melee attacks that target this unit have -1 to hit rolls.

VERTEIDIGUNG

IMMER / EINMALIG

GEGEN DIESE EINHEIT

W4 · RW 4+ · 4++ · 4 LP je Modell

WIRD VERWUNDET MIT

2+S8+

3+S5-7

4+S4

5+S3

6+S1-2

RETTUNGSWURF JE DS

DS 04+

DS -14++

DS -24++

DS -34++

DS -44++

REGELN & KEYWORDS KURZ

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: -...

Stealth If every model in a unit has this ability, each time a ranged attack targets that unit, that unit has the benefit of cover against that attack (13.08).

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.

BLAST Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (roun...

AUFSTELLUNG

1x Chronomancer

Ausrüstung: Chronomancer's stave

Anführer

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

KEYWORDS Infantry, Character, Cryptek, Chronomancer, Support · FRAKTION Necrons