

HYPERSCIENTIST [CRUCIBLE]

Leader Leader Leader Leader Leader Deep Strike Infiltrators Reanimation Protocols Stealth

M5" T4 SV4+ W4 LD6+ OC1

85 PTS

Base —

1KOMMANDO

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.

Harbinger of Despair

Once per battle round, at the start of a phase during your turn, you can select one enemy unit within 18" of this model. That unit must make a Battle-shock test, subtracting 1 from the test when it does so.

2BEWEGUNG

—

3BESCHUSS

Abyssal lance

R	A	BS	S	AP	D
18"	1	4+	6	-3	3

VERWUNDET

2+ T1-3

3+ T4-5

4+ T6

5+ T7-11

6+ T12+

Chronomancer's stave

BLAST

R	A	BS	S	AP	D
18"	D6	4+	5	-1	1

VERWUNDET

2+ T1-2

3+ T3-4

4+ T5

5+ T6-9

6+ T10+

Enmitic annihilator

RAPID FIRE 2

R	A	BS	S	AP	D
18"	2	2+	6	-1	1

VERWUNDET

2+ T1-3

3+ T4-5

4+ T6

5+ T7-11

6+ T12+

Enmitic exterminator

HEAVY

SUSTAINED HITS 1

RAPID FIRE 6

R	A	BS	S	AP	D
36"	6	2+	6	-1	1

VERWUNDET

2+ T1-3

3+ T4-5

4+ T6

5+ T7-11

6+ T12+

Gauss cannon

LETHAL HITS

R	A	BS	S	AP	D
24"	3	2+	5	-2	2

VERWUNDET

2+ T1-2

3+ T3-4

4+ T5

5+ T6-9

6+ T10+

Gauss destructor

HEAVY

LETHAL HITS

R	A	BS	S	AP	D
48"	1	2+	14	-4	6

VERWUNDET

2+ T1-7

3+ T8-13

4+ T14

5+ T15-27

6+ T28+

Heavy gauss cannon array

LETHAL HITS

R	A	BS	S	AP	D
24"	6	2+	8	-2	2

VERWUNDET

2+ T1-4

3+ T5-7

4+ T8

5+ T9-15

6+ T16+

Particle caster

DEVASTATING WOUNDS

PISTOL

R	A	BS	S	AP	D
12"	3	2+	5	0	1

VERWUNDET

2+ T1-2

3+ T3-4

4+ T5

5+ T6-9

6+ T10+

Particle shredder

BLAST

DEVASTATING WOUNDS

R	A	BS	S	AP	D
18"	D6+6	2+	7	0	1

VERWUNDET

2+ T1-3

3+ T4-6

4+ T7

5+ T8-13

6+ T14+

Plasmic lance

R	A	BS	S	AP	D
18"	3	4	7	-3	2

VERWUNDET

2+ T1-3

3+ T4-6

4+ T7

5+ T8-13

6+ T14+

Relic gauss blaster

LETHAL HITS

RAPID FIRE 2

R	A	BS	S	AP	D
24"	2	2+	5	-1	2

VERWUNDET

2+ T1-3

3+ T3-4

4+ T5

5+ T6-9

6+ T10+

Rod of covenant

R	A	BS	S	AP	D
12"	1	2+	5	-2	2

VERWUNDET

2+ T1-2

3+ T3-4

4+ T5

5+ T6-9

6+ T10+

Staff of light

R	A	BS	S	AP	D
18"	3	2+	5	-2	1

VERWUNDET

2+ T1-2

3+ T3-4

4+ T5

5+ T6-9

6+ T10+

Tachyon arrow

ONE SHOT

R	A	BS	S	AP	D
72"	1	2+	16	-5	D6+2

VERWUNDET

2+ T1-8

3+ T9-15

4+ T16

5+ T17-31

6+ T32+

► Heat ray - dispersed

IGNORES COVER

TORRENT

R	A	BS	S	AP	D
12"	2D6	N/A	5	-1	1

VERWUNDET

2+ T1-2

3+ T3-4

4+ T5

5+ T6-9

6+ T10+

► Heat ray - focused

MELTA 4

R	A	BS	S	AP	D
18"	2	2+	9	-4	D6

VERWUNDET

2+ T1-4

3+ T5-8

4+ T9

5+ T10-17

6+ T18+

Adaptive Strategy

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

Harbinger of Destruction

Each time a model in this unit makes a ranged attack, an unmodified Hit roll of 5+ scores a Critical Hit.

Living Lightning

In your Shooting phase, select one enemy unit within 18" of and visible to this model and roll 4 D6: for each 4+, that enemy unit suffers 1 mortal wound.

4ANGRIFF

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5NAHKAMPF

Abyssal lance

R	A	WS	S	AP	D
Melee	1	4+	6	-3	3

VERWUNDET

2+ T1-3

3+ T4-5

4+ T6

5+ T7-11

6+ T12+

Chronomancer's stave

R	A	WS	S	AP	D
Melee	3	4+	5	-1	1

VERWUNDET

2+ T1-2

3+ T3-4

4+ T5

5+ T6-9

6+ T10+

Close combat weapon

R	A	WS	S	AP	D
Melee	4	3+	5	0	1

VERWUNDET

2+ T1-2

3+ T3-4

4+ T5

5+ T6-9

6+ T10+

Flayer claws

SUSTAINED HITS 1

TWIN-LINKED

R	A	WS	S	AP	D
Melee	4	3+	4	-1	1

VERWUNDET

2+ T1-2

3+ T3

4+ T4

5+ T5-7

6+ T8+

Flensing claw

R	A	WS	S	AP	D
Melee	8	2+	6	-1	1

VERWUNDET

2+ T1-3

3+ T4-5

4+ T6

5+ T7-11

6+ T12+

Hyperphase harvester

R	A	WS	S	AP	D
Melee	4	2+	10	-3	3

VERWUNDET

2+ T1-5

3+ T6-9

4+ T10

5+ T11-19

6+ T20+

Hyperphase sword

R	A	WS	S	AP	D
Melee	3	3+	6	-2	1

VERWUNDET

2+ T1-3

3+ T4-5

4+ T6

5+ T7-11

6+ T12+

Lord's blade

DEVASTATING WOUNDS

R	A	WS	S	AP	D
Melee	4	2+	8	-3	2

VERWUNDET

2+ T1-4

3+ T5-7

4+ T8

5+ T9-15

6+ T16+

Ophydian hyperphase weapons

R	A	WS	S	AP	D
Melee	5	3+	4	-2	2

VERWUNDET

2+ T1-2

3+ T3

4+ T4

5+ T5-7

6+ T8+

Plasmic lance

R	A	WS	S	AP	D
Melee	2	4+	7	-3	2

VERWUNDET

2+ T1-3

3+ T4-6

4+ T7

5+ T8-13

6+ T14+

Rod of covenant

R	A	WS	S	AP	D
Melee	3	3+	5	-2	2

VERWUNDET

2+ T1-2

3+ T3-4

4+ T5

5+ T6-9

6+ T10+

Skorpekth hyperphase weapons

R	A	WS	S	AP	D
Melee	4	3+	7	-2	2

VERWUNDET

2+ T1-3

3+ T4-6

4+ T7

5+ T8-13

6+ T14+

Staff of light

R	A	WS	S	AP	D
Melee	4	2+	5	-2	1

VERWUNDET

2+ T1-2

3+ T3-4

4+ T5

5+ T6-9

6+ T10+

Stalker's forelimbs

R	A	WS	S	AP	D
Melee	4	3+	7	-1	3

VERWUNDET

2+ T1-3

3+ T4-6

4+ T7

5+ T8-13

6+ T14+

Voidblade

R	A	WS	S	AP	D
Melee	4	3+	5	-2	1

VERWUNDET

2+ T1-2

3+ T3-4

4+ T5

5+ T6-9

6+ T10+

Voidscythe

DEVASTATING WOUNDS

R	A	WS	S	AP	D
Melee	3	3+	12	-3	3

VERWUNDET

2+ T1-6

3+ T7-11

4+ T12

5+ T13-23

6+ T24+

Warscythe

DEVASTATING WOUNDS

R	A	WS	S	AP	D
Melee	2	3+	8	-3	2

VERWUNDET

2+ T1-4

3+ T5-7

4+ T8

5+ T9-15

6+ T16+

VERTEIDIGUNG

Timesplinter Mantle

While this model is leading a unit, each time an attack targets that unit, subtract 1 from the Hit roll.

My Will Be Done

Once per battle round, one unit from your army with this ability can be targeted with a Stratagem for OCP, even if you have already targeted a different unit with that Stratagem this phase.

United in Destruction

While this model is leading a unit, melee weapons equipped by models in that unit have the [Lethal Hits] ability.

IMMER / EINMALIG

GEHEN DIESE EINHEIT

W4 - RW 4+ - 4 LP je Modell

WIRD VERWUNDET MIT

2+ S8+

RETTUNGSWURF JE DS

DS 0 4+

3+ S5-7

4+ S4

DS -1 5+

DS -2 6+

DS -3 -

DS -4 -

6+ S1-2

6+ S3

6+ S4

6+ S5

6+ S6

6+ S7

REGELN & KEYWORDS KURZ

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally.

Infiltrators

During deployment, if every model in a unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from your opponent's deployment...

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.

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).

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...

DEVASTATING WOUNDS

Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of...

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.

HEAVY

In your Shooting phase, each time an attack is made with a [HEAVY] weapon, add 1 to the hit roll if all of the following apply to the attacking unit: - That unit is en...

IGNORES COVER

Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a mod...

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.

MELTA

This ability always takes the form [MELTA X].

ONE SHOT

Each weapon with this ability can only be selected to make attacks with once per battle.

PISTOL

[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

RAPID FIRE

This ability always takes the form [RAPID FIRE X].

SUSTAINED HITS

This ability always takes the form [SUSTAINED HITS X].

TORRENT

Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

TWIN-LINKED

Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

AUFSTELLUNG

1x Hyperscientist [Crucible]

Ausrüstung:

Abyssal lance, Chronomancer's stave, Enmitic annihilator, Enmitic exterminator, Gauss cannon, Gauss destructor, Heavy gauss cannon array, Particle caster, Particle shredder, Plasmic lance, Relic gauss blaster, Rod of covenant, Staff of light, Tachyon arrow, ► Heat ray - dispersed, ► Heat ray - focused, Close combat weapon, Flayer claws, Flensing claw, Hyperphase harvester, Hyperphase sword, Lord's blade, Ophydian hyperphase weapons, Skorpekth hyperphase weapons, Stalker's forelimbs, Voidblade, Voidsythe, Warscythe

• This model can be equipped with one of:

Abyssal lance, Chronomancer's stave, Enmitic annihilator, Enmitic exterminator, Gauss cannon, Gauss destructor, Heat ray, Heavy gauss cannon array, Particle caster, Particle shredder, Plasmic lance, Relic gauss blaster, Rod of covenant, Staff of light, Tachyon arrow.

Anführer

This model can be attached to the following units: Ophydian Destroyers