

CHRONOMANCER

Support Reanimation Protocols Stealth

M

5"

T

4

SV

4+

W

4

LD

6+

OC

1

RW

4+

70 PTS
Base 40mm



1

KOMMANDO

—

2

BEWEGUNG

—

3

BESCHUSS

Chronomancer's stave

BLAST

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

VERWUNDET

2+	3+	4+	5+	6+
T1-2	T3-4	T5	T6-9	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.

4

ANGRIFF

—

5

NAHKAMPF

Chronomancer's stave

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

VERWUNDET

2+	3+	4+	5+	6+
T1-2	T3-4	T5	T6-9	T10+

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

VERTEIDIGUNG

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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
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RETTUNGSWURF JE DS

DS 0 4+	DS -1 4++	DS -2 4++	DS -3 4++	DS -4 4++
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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