

NECRONS

ROYAL WARDEN

M5"

T5

SV3+

W4

LD6+

OC1

50 PTS

Base 32mm



Leader

Reanimation Protocols

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.

2BEWEGUNG

3BESCHUSS

Relic gauss blaster

RAPID FIRE 2

R	A	BS	S	AP	D
24"	2	3+	5	-1	2

VERWUNDET

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

Adaptive Strategy

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

4ANGRIFF

5NAHKAMPF

Close combat weapon

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

VERWUNDET

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

VERTEIDIGUNG

IMMER / EINMALIG

GEGEN DIESE EINHEIT

W5 · RW 3+ · 4 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S10+	S6-9	S5	S3-4	S1-2

RETTUNGSWURF JE DS

DS 0	DS -1	DS -2	DS -3	DS -4
3+	4+	5+	6+	-

REGELN & KEYWORDS KURZ

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: -...

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.

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

AUFSTELLUNG

1x Royal Warden

Ausrüstung: Relic gauss blaster, Close combat weapon

Anführer

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

KEYWORDS Infantry, Character, Royal Warden, Leader · FRAKTION Necrons