

NECRONS

TECHNOMANCER

M

10"

T

4

SV

4+

W

4

LD

6+

OC

1

80 PTS

Base 50mm



- Support
- Reanimation Protocols

1

KOMMANDO

—

2

BEWEGUNG

Technomancer

At the end of your Movement phase, select one friendly NECRONS model within 6" of the bearer. That model regains up to D3 lost wounds. Each model can only be selected for this ability once per turn.

3

BESCHUSS

Staff of light

R	A	BS	S	AP	D
18"	3	4+	5	-2	1
VERWUNDET					
2+	3+	4+	5+	6+	
T1-2	T3-4	T5	T6-9	T10+	

4

ANGRIFF

—

5

NAHKAMPF

Staff of light

R	A	WS	S	AP	D
Melee	2	4+	5	-2	1
VERWUNDET					
2+	3+	4+	5+	6+	
T1-2	T3-4	T5	T6-9	T10+	

VERTEIDIGUNG

IMMER / EINMALIG

—

Rites of Reanimation

While this model is leading a unit, models in that unit have the Feel No Pain 5+ ability.

GEGEN DIESE EINHEIT

W4 · RW 4+ · 4 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S8+	S5-7	S4	S3	S1-2

RETTUNGSWURF JE DS

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

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: -...

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.

AUFSTELLUNG

1x Technomancer

Ausrüstung: Staff of light

Anführer

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

KEYWORDS Infantry, Character, Fly, Cryptek, Technomancer, Support · FRAKTION Necrons