

CHRONOMANCER

M	T	SV	W	LD	OC	
5"	4	4+	4	6+	1	4+

AUFSTELLUNG

1x Chronomancer (40mm)

Equipped with: Chronomancer's stave

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Chronomancer's stave <small>BLAST</small>	18"	D6	4+	5	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Chronomancer's stave	Melee	3	4+	5	-1	1

ABILITIES

CORE - Support

RULES - Reanimation Protocols, Stealth, Support

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.

Timesplinter Mantle

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

Leader

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



WEAPON RULES

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 (rounding down). If this ability takes the form **[BLAST X]**, each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a **[BLAST 2]** weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*