

ROYAL WARDEN

M	T	SV	W	LD	OC
5"	5	3+	4	6+	1

AUFSTELLUNG

1x Royal Warden (32mm)

Equipped with: Relic gauss blaster, Close combat weapon

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Relic gauss blaster <small>LETHAL HITS, RAPID FIRE 2</small>	24"	2	3+	5	-1	2

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	4	3+	5	0	1

ABILITIES

CORE - Leader

RULES - Leader, Reanimation Protocols

Adaptive Strategy

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

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.

Leader

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



WEAPON RULES

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.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].

Rapid Fire

This ability always takes the form [**RAPID FIRE X**]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE 1**] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

