

AELDARI - DRUKHARI

CRONOS

55–100 PTS



CRONOS

M	T	SV	W	LD	OC	
7"	7	3+	7	7+	2	6+

RANGED WEAPONS

WEAPON		RANGE	A	BS	S	AP	D
Spirit Syphon	IGNORES COVER TORRENT	12"	D6	N/A	5	-1	1
Spirit Vortex	BLAST IGNORES COVER	18"	D6	3+	5	-1	1

MELEE WEAPONS

WEAPON		RANGE	A	WS	S	AP	D
Spirit-leech Tentacles	ANTI-INFANTRY 2+	Melee	6	3+	5	-1	1

AUFSTELLUNG

1-2x Cronos - Equipped with: Spirit Vortex, Spirit Syphon, Spirit-leech Tentacles (Large Flying Base)

ABILITIES

Pain Engine (Aura)

Each time you spend 1 Pain token to Empower a friendly unit within 9" of this unit, roll one D6, adding 1 to the result if one or more models in this unit are not equipped with a spirit vortex: on a 5+, you gain 1 Pain token.

Designer's Note: Pain tokens you spend for reasons other than Empowering a unit do not trigger this ability.

Pain Parasite (Pain)

In your Shooting phase or the Fight phase, when you select this unit to shoot or fight, you can spend 1 Pain token to Empower this unit. While Empowered, each time this unit shoots or fights, after it has resolved its attacks, if one or more enemy models were destroyed as a result of those attacks, one model in this unit regains up to 3 lost wounds (if all models in this unit have their starting number of wounds and this unit is below its Starting Strength, 1 model is returned to this unit with 3 wounds remaining).

WEAPON RULES

ANTI

This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

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).

IGNORES COVER

Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

TORRENT

Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.



CORE RULES

◆ **Deadly Demise 1**

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

◆ **Feel No Pain 5+**

This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.

◆ **Power from Pain**

All Drukhari units have a Pain ability, tagged with the word 'Pain'. Pain abilities only apply to a unit while it is Empowered. If your Army Faction is Drukhari, you can Empower units from your army with Pain abilities by spending Pain tokens (see below).

GAINING PAIN TOKENS

If your Army Faction is Drukhari, you gain Pain tokens as follows:

- 1 Pain token at the start of your Command phase.
- 1 Pain token each time an enemy unit is destroyed.
- 1 Pain token each time an enemy unit fails a Battle-shock test.

Each time you gain a Pain token, keep it to one side – this is your Pain token pool. Each time you spend a Pain token, reduce your Pain token pool by the same amount.

EMPOWERED THROUGH PAIN

Each Pain ability will state when you can spend Pain tokens to Empower that unit. When you do, until the end of the phase, that unit is Empowered and all Pain abilities it has take effect. While an Attached unit is Empowered, the Pain abilities of all Leader and Bodyguard units in that unit take effect - you do not need to spend additional Pain tokens to activate each of those Pain abilities.