

NECRONS

CHRONOMANCER

70 PTS



M

5"

T

4

SV

4+

W

4

LD

6+

OC

1

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Chronomancer's stave	18"	D6	4+	5	-1	1

MELEE WEAPONS

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

AUFSTELLUNG

1x Chronomancer (40mm)

Equipped with: Chronomancer's stave

ABILITIES

CORE - 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).

CORE RULES

- 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:
 - When a unit's Reanimation Protocols activate, that unit heals D3 wounds.
- Stealth

If every model in a unit has this ability, each time a ranged attack targets that unit, that unit has the benefit of cover against that attack (13.08).
- 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. That unit will then lead that bodyguard unit for the battle and form an attached unit with it.
Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

