NECRONS

CRYPTOTHRALLS

60 PTS

CRYPTOTHRALL

M	T	SV	W	LD	OC
5"	4	3+	3	8+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Scouring eye	6"	2	4+	5	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Scythed limbs	Melee	4	4+	5	-1	1

AUFSTELLUNG

2x Cryptothrall - Equipped with: Scouring eye, Scythed limbs (32mm)

ABILITIES

Bound Creation

While this unit is in the same unit as a CRYPTEK model, that CRYPTEK model has the Feel No Pain 4+ ability.

Cryptek Retinue

At the start of the Declare Battle Formations step, this unit can join one other unit from your army that is being led by a CRYPTEK model (a unit cannot have more than one CRYPTOTHRALLS unit joined to it). If it does, until the end of the battle, every model in this unit counts as being part of that Bodyguard unit, and that Bodyguard unit's Starting Strength is increased accordingly.

Systematic Vigour

Each time a CRYPTOTHRALL model in this unit is destroyed by a melee attack, if that model has not fought this phase, roll one D6: on a 2+, do not remove it from play. The destroyed model can fight after the attacking model's unit has finished making its attacks, and it is then removed from play.

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.