

CRONOS

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

AUFSTELLUNG

1-2x Cronos - Equipped with: Spirit Vortex, Spirit Syphon, Spirit-leech Tentacles

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

ABILITIES

RULES - Deadly Demise 1, Feel No Pain 5+

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.