

CRYPTOTHRALLS

M	T	SV	W	LD	OC
5"	4	3+	2	8+	1



⚔ RANGED WEAPONS	RANGE	A	BS	S	AP	D
Scouring eye	6"	2	4+	5	-1	1
⚔ MELEE WEAPONS	RANGE	A	WS	S	AP	D
Scythed limbs	Melee	4	4+	5	-1	1

ABILITIES

CORE: **Feel No Pain 4+**

FACTION: **Reanimation Protocols**

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

Systematic Vigour: Each time a model in this unit is destroyed by a melee attack, if that model has not fought this phase, roll one D6: on a 3+, 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.

KEYWORDS: INFANTRY, CRYPTOTHRALLS



FACTION KEYWORDS:
NECRONS

CRYPTOTHRALLS

Some Crypteks are accompanied by bound Cryptothralls that act as slaves and bodyguards. These hunched and sinister beings are not truly sentient, but are rather construct creatures enslaved to the Cryptek's will and engrammatically compelled to protect their master with their living metal bodies and fierce, short-ranged weaponry.



WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 2 Cryptothralls

Every model is equipped with: scouring eye; scythed limbs.

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 INFANTRY** 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.

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