

CHRONOMANCER

M

5"

T

4

SV

4+

W

4

LD

6+

OC

1



⚔ RANGED WEAPONS	RANGE	A	BS	S	AP	D
Aeonstave [BLAST]	18"	D6	4+	5	-1	1
⚔ MELEE WEAPONS	RANGE	A	WS	S	AP	D
Aeonstave	Melee	3	4+	5	-1	1

ABILITIES

CORE: **Leader**

FACTION: **Reanimation Protocols**

Timesplinter Mantle: While this model is leading a unit, each time an attack targets that unit, subtract 1 from the Hit roll.

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" as if it were your Movement phase. If it does, until the end of the turn, that unit is not eligible to declare a charge.

INVULNERABLE SAVE

4+

KEYWORDS: INFANTRY, CHARACTER, CRYPTOK, CHRONOMANCER



FACTION KEYWORDS:
NECRONS

CHRONOMANCER

Chronomancers are Crypteks who harness temporal energies, their aeonstaves slowing down or speeding up weaponised time. Their timesplinter mantles use crystallised moments to confound enemy blows, while their chronometrons hasten allies through time itself.



WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Chronomancer

This model is equipped with: aeonstave.

LEADER

This model can be attached to the following units:

- Lychguard
- Immortals
- Necron Warriors

*You can attach this model to one of the above units even if one **ROYAL WARDEN** or **NOBLE** model has already been attached to it. If you do, and that Bodyguard unit is destroyed, the Leader units attached to it become separate units, with their original Starting Strengths.*

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