TECHNOMANCER

M	T	SV	W	LD	OC
5"	4	4+	4	6+	1

⬥ RANGED WEAPONS	RANGE	A	BS	S	AP	D
Staff of light	18"	3	4+	5	-2	1

⚔ MELEE WEAPONS	RANGE	A	WS	S	AP	D
Staff of light	Melee	2	4+	5	-2	1

ABILITIES

CORE: **Leader**

FACTION: **Reanimation Protocols**

Rites of Reanimation: While this model is leading a unit, models in that unit have the Feel No Pain 5+ ability.

Technomancer: At the end of your Movement phase, you can select one friendly **Necrons** model within 3" of the bearer. That model regains up to D3 lost wounds. Each model can only be selected for this ability once per turn.

WARGEAR ABILITIES

Canoptek Cloak: The bearer has the **Fly** keyword, the Lone Operative ability and a Move characteristic of 10".

Canoptek Control Node (Aura): While a friendly **Canoptek** unit is within 6" of the bearer, each time a **Canoptek** model in that unit makes an attack, add 1 to the Hit roll.

KEYWORDS: **Infantry, Character, Cryptek, Technomancer**

FACTION KEYWORDS:
Necrons

TECHNOMANCER

Technomancers possess the power to augment and swiftly repair Necron units in the field. Some Technomancers use Canoptek cloaks to flit swiftly to wherever they are needed most, while others employ the nanoscarab beams of their Canoptek control nodes to augment from afar.

WARGEAR OPTIONS

- This model's Canoptek cloak can be replaced with 1 Canoptek control node.

UNIT COMPOSITION

- **1 Technomancer**

This model is equipped with: staff of light; Canoptek cloak.

LEADER

This model can be attached to the following units:

- **Immortals**
- **Lychguard**
- **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.*

KEYWORDS: **Infantry, Character, Cryptek, Technomancer**

FACTION KEYWORDS:
Necrons