

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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Plasmic lance	18"	3	4+	7	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Plasmic lance	Melee	2	4+	7	-3	2

ABILITIES

- CORE - Support
- Harbinger of Destruction

While this model is leading a unit, each time a model in that unit makes a ranged attack, a successful unmodified Hit roll of 5+ scores a Critical Hit.
- Living Lightning

In your Shooting phase, select one enemy unit within 18" of and visible to this model (excluding units with the Lone Operative ability that are not part of an Attached unit and are not within 12" of this model) and roll four D6: for each 4+, that enemy unit suffers 1 mortal wound.
- Leader

This model can be attached to the following units: IMMORTALS, NECRON WARRIORS

FACTION 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.

CORE RULES

- Support

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it.

Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.



AUFSTELLUNG

1x Plasmancer (32mm)

Equipped with: Plasmic lance





KEYWORDS: Infantry,
Character, Cryptek,
Plasmancer, Support

FACTION KEYWORDS:
Necrons