

NECRONS

PLASMANCER

Support

Reanimation Protocols

M

5"

T

4

SV

4+

W

4

LD

6+

OC

1

60 PTS

Base 32mm



1

KOMMANDO

—

2

BEWEGUNG

—

3

BESCHUSS

Plasmic lance

R

18"

A

3

BS

4+

S

7

AP

-3

D

2

VERWUNDET

2+

T1–3

3+

T4–6

4+

T7

5+

T8–13

6+

T14+

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.

4

ANGRIFF

—

5

NAHKAMPF

Plasmic lance

R

Melee

A

2

WS

4+

S

7

AP

-3

D

2

VERWUNDET

2+

T1–3

3+

T4–6

4+

T7

5+

T8–13

6+

T14+

◆

VERTEIDIGUNG

—

∞

IMMER / EINMALIG

—

GEGEN DIESE EINHEIT

W4 · RW 4+ · 4 LP je Modell

WIRD VERWUNDET MIT

2+

3+

4+

5+

6+

S8+      S5–7      S4      S3      S1–2

RETTUNGSWURF JE DS

DS 0

DS –1

DS –2

DS –3

DS –4

4+      5+      6+      –      –

REGELN & KEYWORDS KURZ

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: -...

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.

AUFSTELLUNG

1x Plasmancer

Ausrüstung: Plasmic lance

Anführer

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

KEYWORDS Infantry, Character, Cryptek, Plasmancer, Support · FRAKTION Necrons