

PSYCHOMANCER

Support Reanimation Protocols

M

5"

T

4

SV

4+

W

4

LD

6+

OC

1

65 PTS
Base 40mm



1 KOMMANDO

Nightmare Shroud (Aura)
In the Battle-shock step of your opponent's Command phase, if an enemy unit that is below its Starting Strength is within 6" of this model, that enemy unit must take a Battle-shock test, subtracting 1 from the roll when it does so.

2 BEWEGUNG

—

3 BESCHUSS

Abyssal lance

R	A	BS	S	AP	D
18"	1	4+	6	-3	3

VERWUNDET

2+ T1-3	3+ T4-5	4+ T6	5+ T7-11	6+ T12+
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4 ANGRIFF

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5 NAHKAMPF

Abyssal lance

R	A	WS	S	AP	D
Melee	1	4+	6	-3	3

VERWUNDET

2+ T1-3	3+ T4-5	4+ T6	5+ T7-11	6+ T12+
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Harbinger of Despair
Once per turn, at the start of your Command, Movement, Shooting, Charge or Fight phase, you can select one enemy unit within 18" of this model. That unit must take a Battle-shock test, subtracting 1 from the roll when it does so.

VERTEIDIGUNG

—

IMMER / EINMALIG

—

GEGEN DIESE EINHEIT
W4 · RW 4+ · 4 LP je Modell
WIRD VERWUNDET MIT

2+ S8+	3+ S5-7	4+ S4	5+ S3	6+ S1-2
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RETTUNGSWURF JE DS

DS 0 4+	DS -1 5+	DS -2 6+	DS -3 -	DS -4 -
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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 Psychomancer
Ausrüstung: Abyssal lance
Anführer
This model can be attached to the following units: IMMORTALS, NECRON WARRIORS

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