PLASMANCER

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

AUFSTELLUNG
1x Plasmancer (32mm)
Equipped with: Plasmic lance

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

RULES - Reanimation Protocols, Support

Harbinger of Destruction
While this model is leading a unit, each time a model in that unit makes a ranged attack, a successful unmodifed 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