PSYCHOMANCER

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

AUFSTELLUNG
1x Psychomancer (40mm)
Equipped with: Abyssal lance

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Abyssal lance	18"	1	4+	6	-3	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Abyssal lance	Melee	1	4+	6	-3	3

ABILITIES

CORE - Support

RULES - Reanimation Protocols, Support

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.

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.

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