NECRONS

# PSYCHOMANCER

**65 PTS**

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

## 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 |

**AUFSTELLUNG**

1x Psychomancer (40mm)

**Equipped with:** Abyssal lance

## ABILITIES

**CORE - 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

## CORE 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.

**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.