

# PLASMANCER

M

5"

T

4

SV

4+

W

4

LD

6+

OC

1



## RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Plasmic lance	18"	3	4+	7	-3	2

## MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Plasmic lance	Melee	2	4+	7	-3	2

## ABILITIES

CORE: **Leader**

FACTION: **Reanimation Protocols**

**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 and roll one D6 for each model in that enemy unit: for each 6, that unit suffers 1 mortal wound.

KEYWORDS: INFANTRY, CHARACTER, CRYPTOK, PLASMANCER



FACTION KEYWORDS:  
**NECRONS**

# PLASMANCER

*Plasmancers are unsubtle annihilators. They are capable of wielding energy as a weapon itself rather than needing to bind it to other forms. Arcs of unstable lightning leap from their forms to wrack nearby foes, and with a gesture these Crypteks can channel those same energies into searing ranged blasts.*



## WARGEAR OPTIONS

- None

## UNIT COMPOSITION

- 1 Plasmancer

**This model is equipped with:** plasmic lance.

## LEADER

This model can be attached to the following units:

- IMMORTALS
- LYCHGUARD
- NECRON WARRIORS

*You can attach this model to one of the above units even if one ROYAL WARDEN or NOBLE model has already been attached to it. If you do, and that Bodyguard unit is destroyed, the Leader units attached to it become separate units, with their original Starting Strengths.*

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