

# PSYCHOMANCER

M T SV W LD OC

5" 4 4+ 4 6+ 1



## RANGED WEAPONS

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

## MELEE WEAPONS

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

## ABILITIES

CORE: Leader

FACTION: Reanimation Protocols

**Nightmare Shroud (Aura):** While an enemy unit is within 9" of this model, subtract 1 from the Leadership characteristic of models in that unit.

**Harbinger of Despair:** At the start of your Shooting phase, select one enemy unit within 18" of this unit. That unit must take a Battle-shock test.

KEYWORDS: INFANTRY, CHARACTER, CRYPTEK, PSYCHOMANCER

FACTION KEYWORDS:  
NECRONS

# PSYCHOMANCER

Psychomancers study the science of fear. They are expert manipulators, conjuring phantasms and temporary hard-light constructs that trigger primal survival instincts in their victims' minds, or overload even the most advanced sensoria. No being is safe from the creeping tendrils of the Psychomancer's art.



## WARGEAR OPTIONS

- None

## UNIT COMPOSITION

- 1 Psychomancer

This model is equipped with: abyssal 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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