GEOMANCER - NECRONS

75 PTS

M	T	Sv	W	LD	OC
8"	4	4+	4	6+	1

AUFSTELLUNG

1x Geomancer (50mm)

Equipped with: ➤ Tremorglaive - reverberating beam, ➤ Tremorglaive - shock wave pulse, Tremorglaive

KEYWORDS: Infantry, Character, Cryptek, Geomancer, Support

FACTION KEYWORDS: Necrons

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
➤ Tremorglaive - reverberating beam MELTA 2	18"	2	4+	8	-2	2
➤ Tremorglaive - shock wave pulse IGNORES COVER, TORRENT	18"	D6+2	N/A	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Tremorglaive	Melee	2	4+	8	-2	2

ABILITIES

CORE - Support

Obelisk Node Control
While this model is within range of an objective marker you control, enemy units that are set up on the battlefield from Reserves cannot be set up within 12" of this model.

Tectonic Reverberations
In your Movement phase, you can select one enemy unit within 18" of and visible to this model. Until the start of your next Movement phase that enemy unit is pinned. While a unit is pinned, subtract 2 from that unit's Move characteristic and subtract 2 from Charge rolls made for it.

Vanguard Protocols
If this model is attached to a Canoptek Macrocytes unit during the Declare Battle Formations step, this model has the Scouts 8" ability.

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

WEAPON ABILITIES

Ignores Cover
Each time an attack is made with an [**IGNORES COVER**] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

Melta
This ability always takes the form [**MELTA** X]. Each time a model makes an attack with a [**MELTA**] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a [**MELTA** 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

Torrent
Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

FACTION 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.

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CORE RULES

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.