LOKHUST LORD

80 PTS

M	T	Sv	W	LD	OC
8"	6	3+	6	6+	2

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Staff of light	18"	3	2+	5	-2	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Lord's blade DEVASTATING WOUNDS	Melee	4	2+	8	-3	2
Staff of light	Melee	4	2+	5	-2	1

ABILITIES

CORE - Leader

Destroyer Cult
While this model is leading a unit, each time a model in that unit makes a ranged attack, a successful unmodifed Hit roll of 5+ scores a Critical Hit.

Driven by Hatred
Each time this model makes an attack that targets an enemy unit that is Below Half-strength, you can re-roll the Hit roll and you can re-roll the Wound roll.

Nanoscarab amulet
The bearer has the Feel No Pain 5+ ability.

Resurrection orb
(Once per battle, per unit) At the end of any phase, you can use this ability. If you do, this unit resurrects:

- When a unit resurrects, that unit's Reanimation Protocols activate, but that unit heals D6 wounds (instead of D3 wounds). You cannot resurrect more than one unit per turn.

Leader
This model can be attached to the following units: LOKHUST DESTROYERS, LOKHUST HEAVY DESTROYERS

WEAPON ABILITIES

Devastating Wounds
Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

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.

AUFSTELLUNG

1x Lokhust Lord (Large Flying Base)

Equipped with: Staff of light, Lord's blade

Wargear Options:
- This model can replace its Staff of light with Lord's blade.
- This model can be equipped with one of: Nanoscarab amulet, Resurrection orb.

KEYWORDS: Mounted, Character, Fly, Destroyer Cult, Lokhust Lord, Leader
FACTION KEYWORDS: Necrons

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CORE RULES

Feel No Pain 5+
This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.

Leader
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.

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