

LYCHGUARD

80–160 PTS

M	T	Sv	W	LD	OC
5"	5	3+	2	7+	1

⌘ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Hyperphase sword	Melee	3	3+	6	-2	1
Warscythe DEVASTATING WOUNDS	Melee	2	3+	8	-3	2

ABILITIES

- Dispersion Shield**
The bearer has a 4+ invulnerable save.
- Guardian Protocols**
While a NOBLE model is leading this unit, each time an attack targets this unit, if the Strength characteristic of that attack is greater than the Toughness characteristic of this unit, subtract 1 from the Wound roll.

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
- 5-10x Lychguard (32mm)
- Equipped with: Hyperphase sword, Warscythe
- Wargear Options:
 - Each Lychguard can replace its Warscythe with Hyperphase sword and dispersion shield.



KEYWORDS: Infantry, Lychguard

FACTION KEYWORDS: Necrons