

# 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<br>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