

NECRONS

LYCHGUARD

Reanimation Protocols

M

5"

T

5

SV

3+

W

2

LD

7+

OC

1

80–160 PTS

Base 32mm



1

KOMMANDO

—

2

BEWEGUNG

—

3

BESCHUSS

—

4

ANGRIFF

—

5 NAHKAMPF

Hyperphase sword

R	A	WS	S	AP	D
Melee	3	3+	6	-2	1

VERWUNDET

2+ T1–3	3+ T4–5	4+ T6	5+ T7–11	6+ T12+
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Warscythe

DEVASTATING WOUNDS

R	A	WS	S	AP	D
Melee	2	3+	8	-3	2

VERWUNDET

2+ T1–4	3+ T5–7	4+ T8	5+ T9–15	6+ T16+
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VERTEIDIGUNG

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.

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IMMER / EINMALIG

—

GEGEN DIESE EINHEIT

W5 · RW 3+ · 2 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S10+	S6–9	S5	S3–4	S1–2

RETTUNGSWURF JE DS

DS 0	DS -1	DS -2	DS -3	DS -4
3+	4+	5+	6+	–

REGELN & KEYWORDS KURZ

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: -...

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...

AUFSTELLUNG

5-10x Lychguard

Ausrüstung: Hyperphase sword, Warscythe

- Each Lychguard can replace its Warscythe with Hyperphase sword and dispersion shield.

KEYWORDS Infantry, Lychguard · FRAKTION Necrons