

DARNATH LYSANDER

M	T	SV	W	LD	OC	
5"	6	2+	7	6+	1	4+

AUFSTELLUNG

1x Darnath Lysander (50mm)

Equipped with: Fist of Dorn

⌘ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Fist of Dorn CLEAVE 1, DEVASTATING WOUNDS	Melee	5	2+	10	-3	3

ABILITIES

CORE - Leader

RULES - Cleave, Combat Doctrines, Deep Strike, Leader, Transhuman Strategist

Icon of Obstinacy
Attacks that target this unit have -1 to hit rolls.

Rampart
(Once per battle, per army)
At the start of any phase, you can use this ability. If you do, this model has 2+ InSv until the end of the phase.

Leader
This model can be attached to the following units:
TERMINATOR ASSAULT SQUAD, TERMINATOR SQUAD

WEAPON RULES

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.

