LYCHGUARD

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

AUFSTELLUNG

5-10x Lychguard (32mm)

Equipped with: Hyperphase sword, Warscythe

Wargear Options:

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

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

RULES - Reanimation Protocols

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 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.*