NECRONS

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

AUFSTELLUNG

5-10x Lychguard (32mm)

Equipped with: Hyperphase sword, Warscythe

Wargear Options:

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

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 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.*

CORE 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.