NECRONS

VARGARD OBYRON [LEGENDS]

85 PTS

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

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Warscythe **DEVASTATING WOUNDS** **PRECISION**	Melee	4	2+	8	-3	2

AUFSTELLUNG

1x Vargard Obyron [Legends]

Equipped with: Warscythe

ABILITIES

CORE - Leader

Ghostwalk Mantle
While this model is leading a unit, models in that unit have the Fights First ability.

The Vargard's Duty
While this model is in the same unit as NEMESOR ZAHNDREKH, CHARACTER models in that unit have the Feel No Pain 4+ ability.

Leader
This model can be attached to the following units: IMMORTALS, LYCHGUARD, NECRON WARRIORS

You can attach this model to one of the above units even if NEMESOR ZAHNDREKH has already been attached to it. If it is, and that Bodyguard unit is destroyed, the Leader units attached to it become separate units, with their original Starting Strengths.

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.*

PRECISION
While resolving attacks made with one or more [**PRECISION**] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

CORE RULES

Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

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.