

LORD [LEGENDS]

M	T	SV	W	LD	OC
5"	5	3+	4	6+	1

AUFSTELLUNG

1x Lord [Legends]

Equipped with: Staff of light, Lord's blade

Wargear Options:

- This model can be equipped with 1x Resurrection orb.
- This model can replace its Staff of light with Lord's blade.

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Staff of light	18"	3	3+	5	-2	1

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Lord's blade DEVASTATING WOUNDS	Melee	3	3+	8	-3	2
Staff of light	Melee	3	3+	5	-2	1

ABILITIES

CORE - Leader

RULES - Leader, Reanimation Protocols

Relentless March

While this model is leading a unit, add 1" to the Move characteristic of models in that unit.

Resurrection orb

(Once per battle, per unit) At the end of any phase, you can use this ability. If you do, this unit resurrects:

- When a unit resurrects, that unit's Reanimation Protocols activate, but that unit heals D6 wounds (instead of D3 wounds). You cannot resurrect more than one unit per turn.

The Lord's Will

While this model is leading a unit, you can target that unit with Stratagems even when it is Battle-shocked.



Leader

This model can be attached to the following units:

- IMMORTALS
- LYCHGUARD
- NECRON WARRIORS

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.