

VARGARD OBYRON [LEGENDS]

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

AUFSTELLUNG
1x Vargard Obyron [Legends]
Equipped with: Warscythe

⌘ MELEE WEAPONS

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

ABILITIES

CORE - Leader

RULES - Leader, Reanimation Protocols

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.