

# LOKHUST LORD

M	T	SV	W	LD	OC
7"	6	3+	6	6+	2



⚔ RANGED WEAPONS	RANGE	A	BS	S	AP	D
Staff of light	18"	3	2+	5	-2	1
⚔ MELEE WEAPONS	RANGE	A	WS	S	AP	D
Lord's blade [DEVASTATING WOUNDS]	Melee	4	2+	8	-3	2
Staff of light	Melee	4	2+	5	-2	1

## ABILITIES

CORE: **Leader**

FACTION: **Reanimation Protocols**

**Destroyer Cult:** While this model is leading a unit, each time a model in that unit makes a ranged attack, a successful unmodified Hit roll of 5+ scores a Critical Hit.

**Driven by Hatred:** Each time this model makes an attack that targets an enemy unit that is Below Half-strength, you can re-roll the Hit roll and you can re-roll the Wound roll.

## WARGEAR ABILITIES

**Phylactery:** The bearer has the Feel No Pain 5+ ability.

**Resurrection Orb:** While the bearer is leading a unit, that unit's Reanimation Protocols activate at the end of your opponent's Command phase in addition to at the end of yours.

## INVULNERABLE SAVE

4+

KEYWORDS: MOUNTED, CHARACTER, FLY, LOKHUST LORD



FACTION KEYWORDS:  
**NECRONS**

# LOKHUST LORD

*Lokhust Lords skim into battle on swift grav-sled bodies. Driven by nihilistic hatred, their every optimised strike slaughters swathes of the foe. Meanwhile, should the enemy wound a Lokhust Lord, in return they must watch in despair as minute repair-scarabs spill from his phylactery in a silvery tide to repair his rent form.*



## WARGEAR OPTIONS

- This model's staff of light can be replaced with 1 Lord's blade.
- This model can be equipped with one of the following:
  - 1 phylactery
  - 1 resurrection orb

## UNIT COMPOSITION

- 1 Lokhust Lord

This model is equipped with: staff of light.

## LEADER

This model can be attached to the following units:

- LOKHUST DESTROYERS
- LOKHUST HEAVY DESTROYERS

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FACTION KEYWORDS:  
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