OPHYDIAN DESTROYERS

M	T	SV	W	LD	OC
10"	5	4+	3	7+	2

AUFSTELLUNG

3-6x Ophydian Destroyer (50mm)

Equipped with: Ophydian hyperphase weapons

Wargear Options:

■ This unit can be equipped with up to 2x Plasmacyte.

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Ophydian hyperphase weapons	Melee	5	3+	4	-2	2

ABILITIES

RULES - Deep Strike, Reanimation Protocols

Plasmacyte

Once per battle for each Plasmacyte this unit has, when this unit is selected to fight, you can use this ability. If you do, until the end of the phase, melee weapons equipped by models in this unit have the [DEVASTATING WOUNDS] ability.

Tunnelling Horrors

At the end of your opponent's turn, if this unit is unengaged, you can use this ability. If you do:

- Place this unit in strategic reserves.

- This unit must make an ingress move in your next Movement phase (including in your first turn).