

## ENHANCEMENTS

## Pact of Destruction

15 pts

- When this unit uses its Dark Pacts ability, this unit can re-roll Leadership rolls.
- In your Shooting phase, when this unit has shot, if this unit used its Dark Pacts ability and if those attacks destroyed an enemy model, this unit heals 3 wounds.

## Eye Of Oblivion

20 pts

When this unit is selected to shoot, select one enemy unit within 24" of this unit. That enemy unit has +6" detection range until this unit has shot.

## DETACHMENT-REGEL

Friendly HAVOCS/OBLITERATORS units' ranged attacks have [HEAVY].

## STRATAGEMS

1 CP

DEVOTEES OF DESTRUCTION  
STRATAGEM · WAHAPEDIA

MOVEMENT

## SNARE OF FIRE

**When:** Your opponent's Movement phase, when an enemy unit ends a move within 8" of a friendly unengaged HAVOCS unit.

**Target:** That HAVOCS unit.

**Effect:** Your unit can make a normal move of up to D3+3".

1 CP

DEVOTEES OF DESTRUCTION  
STRATAGEM · WAHAPEDIA

SHOOTING

## UNDYING HATRED

**When:** Your opponent's Shooting phase, when an enemy unit targets a friendly HAVOCS/OBLITERATORS unit.

**Target:** That HAVOCS/OBLITERATORS unit.

**Effect:** Attacks that target your unit with a S greater than your unit's T have -1 to wound rolls.

1 CP

DEVOTEES OF DESTRUCTION  
STRATAGEM · WAHAPEDIA

SHOOTING

## RUINATION'S BOUNTY

**When:** Your Shooting phase, when a friendly HAVOCS/OBLITERATORS unit is selected to shoot.

**Target:** That HAVOCS/OBLITERATORS unit.

**Effect:** When your unit uses the Dark Pacts ability, your unit's ranged attacks have: [LETHAL HITS]. [SUSTAINED HITS 1].