NECRONS · DETACHMENT

CURSED LEGION

2 DP · PURGE THE FOE

ENHANCEMENTS

Destroyer Ankh — **20 pts**

The bearer has the Destroyer Cult keyword. Add 2" to the Move characteristic of models in the bearer's unit and add 2 to the Attacks characteristic of melee weapons equipped by the bearer.

Murdermind — **15 pts**

The bearer has the DESTROYER CULT keyword. Add 3" to the Move characteristic of the bearer.

Mark of the Nekrosor — **20 pts**

Each time a model in the bearer's unit makes an attack, add 1 to the Hit roll.

Cursed Circlet — **25 pts**

Each time an enemy unit is selected to shoot, after that unit has shot, if any models from the bearer's unit were destroyed as a result of those attacks, the bearer's unit can make a Surge move. To do so, roll one D6: the bearer's unit can be moved a number of inches up to the result, but the bearer's unit must finish that move as close as possible to the closest enemy unit (excluding Aircraft).

When doing so, those models can be moved within Engagement Range of that enemy unit. A unit cannot make a Surge move while it is Battle-shocked.

DETACHMENT-REGEL

- Add 2 to the Strength characteristic of weapons equipped by Destroyer Cult models from your army.

- The first time each turn that a Destroyer Cult unit from your army makes attacks that destroy a unit or cause it to become Below Half-strength, after that unit has finished resolving its attacks, until the end of the turn, add 2 to the Strength characteristic of weapons equipped by friendly Necrons models (excluding Destroyer Cult, Monster and Titanic models).

STRATAGEMS

1 CP — CURSED LEGION – STRATEGIC PLOY STRATAGEM · WAHAPEDIA — SHOOTING

DRIVEN TO BUTCHERY

When: Your Shooting phase or your Charge phase.
Target: One Destroyer Cult unit from your army.
Effect: Until the end of the turn, your unit is eligible to shoot and declare a charge in a turn in which it Advanced.
Restriction: You can only use this Stratagem once per turn.

1 CP — CURSED LEGION – BATTLE TACTIC STRATAGEM · WAHAPEDIA — SHOOTING

IMAGE OF DEATH

When: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.
Target: One Destroyer Cult unit from your army that was selected as the target of one or more of the attacking unit's attacks.
Effect: Until the end of the phase, each time an attack targets your unit, subtract 1 from the Hit roll.

1 CP

CURSED LEGION – BATTLE TACTIC STRATAGEM · WAHAPEDIA

SHOOTING

METHODICAL MURDER

When: Your Shooting phase or the Fight phase.
Target: One NECRONS unit (excluding Monsters and Vehicles) from your army that has not been selected to shoot or fight this phase.
Effect: Until the end of the phase, weapons equipped by models in your unit have the [SUSTAINED HITS 1] ability.

1 CP

CURSED LEGION – STRATEGIC PLOY STRATAGEM · WAHAPEDIA

SHOOTING

MORTIS PROTOCOLS

When: Your Shooting phase or the Fight phase, just after the first time a Destroyer Cult unit from your army destroys an enemy unit this turn.
Target: One friendly NECRONS unit (excluding Monsters and Vehicles) within 9" of that DESTROYER CULT unit.
Effect: The friendly unit's Reanimation Protocols activate.

1 CP

CURSED LEGION – BATTLE TACTIC STRATAGEM · WAHAPEDIA

CHARGE

SPREADING MADNESS

When: Your Charge phase.
Target: One NECRONS unit (excluding Monsters and Vehicles) from your army that has not declared a charge this phase.
Effect: Until the end of the phase, each time your unit declares a charge, if one or more targets of that charge are within Engagement Range of one or more friendly units, add 2 to the Charge roll.

2 CP

CURSED LEGION – STRATEGIC PLOY STRATAGEM · WAHAPEDIA

CHARGE

UNNATURAL AGGRESSION

When: End of your opponent's Charge phase.
Target: One NECRONS unit (excluding Monsters and Vehicles) from your army that is within 6" of one or more enemy units and would be eligible to declare a charge against one or more of those enemy units if it were your Charge phase.
Effect: Your unit now declares a charge that only targets one or more of those enemy units, and you resolve that charge.