

ANNIHILATION LEGION

6 Stratagems · 4 Enhancements



2 DP · PURGE THE FOE

ENHANCEMENTS (4)

Eternal Madness

20 pts

NECRONS model only. In the Fight phase, each time a model in the bearer's unit is destroyed, if that model had not fought this phase, roll one D6. On a 4+, do not remove the destroyed model from play; it can fight after the attacking model's unit has finished making its attacks, and is then removed from play.

Soulless Reaper

15 pts

DESTROYER CULT model only. Each time an enemy unit within Engagement Range of the bearer's unit is selected to Fall Back, roll one D6. On a 3+, that unit cannot Fall Back and must Remain Stationary.

Ingrained Superiority

5 pts

NECRONS model only. Each time a model in the bearer's unit makes an attack, on a Critical Wound, improve the Armour Penetration characteristic of that attack by 1.

Eldritch Nightmare

10 pts

DESTROYER CULT model only. At the start of the Fight phase, each enemy unit within Engagement Range of the bearer must take a Battle-shock test.

DETACHMENT RULE

Each time a DESTROYER CULT or FLAYED ONES unit from your army declares a charge, you can re-roll the Charge roll. If one or more targets of that charge are Below Half-strength, add 1 to the charge roll as well.

Each time a DESTROYER CULT unit from your army makes a ranged attack that targets the closest eligible target, add 1 to the Armour Penetration characteristic of that attack.

STRATAGEMS (6/6)

1 CP ANNIHILATION LEGION – BATTLE TACTIC STRATAGEM

MOVEMENT

BLOOD-FUELLED CRUELTY

When: Your opponent's Movement phase, just after an enemy unit ends a Fall Back move.

Target: One DESTROYER CULT or FLAYED ONES unit from your army that started the phase within Engagement Range of that enemy unit.

Effect: Roll one D6: on a 2-5, that enemy unit suffers D3 mortal wounds; on a 6, that enemy unit suffers 3 mortal wounds. Your unit can then make a Normal move, but must end that move as close as possible to that enemy unit.

1 CP ANNIHILATION LEGION – STRATEGIC PLOY STRATAGEM

SHOOTING

INSANITY'S IRE

When: Your opponent's Shooting phase, when an enemy unit that targeted a friendly unengaged DESTROYER CULT/FLAYED ONES unit this phase has shot.

Target: That DESTROYER CULT/FLAYED ONES unit.

Effect: Your unit can make a surge move of up to D6".

1 CP ANNIHILATION LEGION – STRATEGIC PLOY STRATAGEM

SHOOTING

MASKS 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 or FLAYED ONES 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 ANNIHILATION LEGION – BATTLE TACTIC STRATAGEM

SHOOTING

THE SPOOR OF FRAILTY

When: Your Shooting phase or the Fight phase.

Target: One DESTROYER CULT or FLAYED ONES unit from your army that has not been selected to shoot or fight this phase.

Effect: Until the end of the phase, each time a model from your unit makes an attack that targets a unit below Starting Strength, add 1 to the Hit roll. If the target is Below Half-strength, add 1 to the Wound roll as well.

1 CP ANNIHILATION LEGION – BATTLE TACTIC STRATAGEM

FIGHT

MURDEROUS REANIMATION

When: Fight phase.

Target: One DESTROYER CULT or FLAYED ONES unit from your army that has just destroyed an enemy unit, or just caused an enemy unit that was not Below Half-strength to become Below Half-strength.

Effect: Your unit's Reanimation Protocols activate.

1 CP ANNIHILATION LEGION – BATTLE TACTIC STRATAGEM

FIGHT

PITILESS HUNTERS

When: Fight phase.

Target: One DESTROYER CULT or FLAYED ONES unit from your army that has not been selected to fight this phase.

Effect: Until the end of the phase, each time a model in your unit makes a Pile-in or Consolidation move, it can move up to 6" instead of up to 3".