NECRONS

HAND OF THE DYNASTY

3 Stratagems · 2 Enhancements

1 DP · TAKE AND HOLD

ENHANCEMENTS (2)

Enlivened Sentinels — 20 pts

This unit has Scouts 5".

Tools of Dominion — 15 pts

This unit's ranged attacks have [RAPID FIRE 1].

DETACHMENT RULE

- Friendly IMMORTALS/NECRON WARRIORS units' ranged attacks have [ASSAULT].

- When a friendly IMMORTALS/NECRON WARRIORS unit is selected to make an advance move, that move does not prevent that unit from being eligible to start an action.

This detachment has the DYNASTY tag and cannot be taken with another DYNASTY detachment.

STRATAGEMS (3/3)

1 CP · HAND OF THE DYNASTY STRATAGEM · COMMAND

DOMINANCE PROTOCOLS

When: Command phase.
Target: One friendly IMMORTALS unit.
Effect: Your unit has +1 OC until the end of the turn.

1 CP · HAND OF THE DYNASTY STRATAGEM · MOVEMENT

WILL OF THE CONQUEROR

When: End of your Movement phase.
Target: One friendly IMMORTALS/NECRON WARRIORS unit.
Effect: Select one objective your unit is controlling. That objective is secured.

1 CP · HAND OF THE DYNASTY STRATAGEM · SHOOTING

NANOSATURATION

When: Your opponent's Shooting phase, when an enemy unit that targeted a friendly IMMORTALS/NECRON WARRIORS unit has shot.
Target: That IMMORTALS/NECRON WARRIORS unit.
Effect: Your unit shoots using snap shooting, but while doing so your unit can only target that enemy unit.