

DEVOTEES OF DESTRUCTION

1 DP · PRIORITY ASSETS

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

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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

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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

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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].