

HAND OF THE DYNASTY

 1 DP · TAKE AND HOLD

ENHANCEMENTS

<div>Enlivened Sentinels</div> <div>This unit has Scouts 5".</div>	20 pts
<div>Tools of Dominion</div> <div>This unit's ranged attacks have [RAPID FIRE 1].</div>	15 pts

DETACHMENT-REGEL

- 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

<div><div>1 CP</div><div>HAND OF THE DYNASTY STRATAGEM · WAHAPEDIA</div><div>COMMAND</div></div> <div>DOMINANCE PROTOCOLS When: Command phase. Target: One friendly IMMORTALS unit. Effect: Your unit has +1 OC until the end of the turn.</div>	<div><div>1 CP</div><div>HAND OF THE DYNASTY STRATAGEM · WAHAPEDIA</div><div>SHOOTING</div></div> <div>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.</div>
<div><div>1 CP</div><div>HAND OF THE DYNASTY STRATAGEM · WAHAPEDIA</div><div>MOVEMENT</div></div> <div>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.</div>	