

OBEISANCE PHALANX

2 DP · DISRUPTION

ENHANCEMENTS

Honourable Combatant

10 pts

OVERLORD model only. Each time the bearer's unit destroys an enemy CHARACTER unit, your opponent loses 1CP if they have any.

Unflinching Will

20 pts

OVERLORD model only. The bearer's melee weapons have the [PRECISION] and [ANTI-INFANTRY 5+] abilities.

Warrior Noble

15 pts

OVERLORD model only. Each time a melee attack targets the bearer's unit, subtract 1 from the Hit roll.

Eternal Conqueror

25 pts

OVERLORD model only. Each time a model in the bearer's unit makes an attack that targets an enemy unit within range of an objective marker, you can re-roll the Hit roll.

DETACHMENT-REGEL

Certain areas of the battlefield are considered to be within your army's Power Matrix, as follows:

- Your deployment zone is always within your army's Power Matrix.
- At the start of any phase, if you control at least half of the objective markers within No Man's Land, until the end of that phase, No Man's Land is within your army's Power Matrix.
- At the start of any phase, if you control at least half of the objective markers within your opponent's deployment zone, until the end of that phase, your opponent's deployment zone is within your army's Power Matrix.

Each time a model in a CRYPTTEK or CANOPTTEK unit from your army makes an attack, re-roll a Hit roll of 1. If such a unit is wholly within your Power Matrix, you can re-roll the Hit roll instead.

STRATAGEMS

1 CP

OBEISANCE PHALANX – STRATEGIC
PLOY STRATAGEM · WAHAPEDIA

COMMAND

TERRITORIAL OBSESSION

When: Your Command phase.

Target: One Lychguard or Triarch unit from your army.

Effect: Until the start of your next Command phase, add 1 to the Objective Control characteristic of models in your unit. If your unit has the VEHICLE keyword, add 3 to the Objective Control characteristic instead.

1 CP

OBEISANCE PHALANX – BATTLE
TACTIC STRATAGEM · WAHAPEDIA

SHOOTING

ENSLAVED ARTIFICE

When: Your Shooting phase or the Fight phase.

Target: One NECRONS unit from your army (excluding TITANIC units) that has not been selected to shoot or fight this phase.

Effect: Until the end of the phase, each time a model in your unit makes an attack, an unmodified Hit roll of 5+ scores a Critical Hit.

1 CP

OBEISANCE PHALANX – BATTLE
TACTIC STRATAGEM · WAHAPEDIA

SHOOTING

NANOASSEMBLY PROTOCOLS

When: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.

Target: One NECRONS VEHICLE 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 is allocated to a model in your unit, subtract 1 from the Damage characteristic of that attack.

1 CP

OBEISANCE PHALANX – EPIC DEED
STRATAGEM · WAHAPEDIA

FIGHT

SENTINELS OF ETERNITY

When: Fight phase, just after an enemy unit has selected its targets.

Target: One LYCHGUARD or TRIARCH PRAETORIANS 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 a model in your unit is destroyed, if that model has not fought this phase, roll one D6: on a 4+, do not remove it from play. The destroyed model can fight after the attacking model's unit has finished making attacks, and is then removed from play.

1 CP

OBEISANCE PHALANX – BATTLE TACTIC
STRATAGEM · WAHAPEDIA

FIGHT

SUFFER NO RIVAL

When: Fight phase.

Target: One LYCHGUARD or TRIARCH unit from your army that has not been selected to fight this phase.

Effect: Until the end of the phase, melee weapons equipped by models in your unit have the [PRECISION] ability.

1 CP

OBEISANCE PHALANX – EPIC DEED
STRATAGEM · WAHAPEDIA

ANY

YOUR TIME IS NIGH

When: Any phase, just after your opponent's WARLORD is destroyed.

Target: Your NECRONS WARLORD.

Effect: Until the end of the battle, each time an enemy unit takes a Battle-shock or Leadership test, subtract 1 from the result.