

DEVOTED OF YNNEAD

0 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

Gaze of Ynnead

15 pts

Farseer model only. The bearer's Eldritch Storm weapon has the [Devastating Wounds] ability.

Storm of Whispers

10 pts

Warlock model only. In your Shooting phase, after the bearer has shot, select one enemy unit hit by one or more of those attacks. That unit must take a Battle-shock test.

Borrowed Vigour

10 pts

Archon model only. Add 2 to the Attacks characteristic of the bearer's melee weapons.

Morbid Might

15 pts

Succubus model only. Each time the bearer makes a melee attack, you can re-roll the Wound roll.

DETACHMENT RULE

Lethal Intent

At the end of your opponent's Shooting phase, if one or more YNNARI units from your army were destroyed this phase, select one YNNARI INFANTRY or YNNARI MOUNTED unit from your army that was within 6" of your destroyed unit. That unit can make a normal move of up to D6+1.

Lethal Surge

Once per turn, when a YNNARI unit from your army performs the Fade Back Agile Manoeuvre, it can make a surge move of up to D6+1" instead of a normal move.

Lethal Reprisal

At the start of the Fight phase, select one Ynnari unit from your army (excluding Titanic units) that is below its Starting Strength. Until the end of the phase, that unit has the Fights First ability.