

ENHANCEMENTS (4)

Destroyer Ankh

20 pts

The bearer has the Destroyer Cult keyword. Add 2" to the Move characteristic of models in the bearer's unit and add 2 to the Attacks characteristic of melee weapons equipped by the bearer.

Murdermind

15 pts

The bearer has the DESTROYER CULT keyword. Add 3" to the Move characteristic of the bearer.

Mark of the Nekrosor

20 pts

Each time a model in the bearer's unit makes an attack, add 1 to the Hit roll.

Cursed Circlet

25 pts

Each time an enemy unit is selected to shoot, after that unit has shot, if any models from the bearer's unit were destroyed as a result of those attacks, the bearer's unit can make a Surge move. To do so, roll one D6: the bearer's unit can be moved a number of inches up to the result, but the bearer's unit must finish that move as close as possible to the closest enemy unit (excluding Aircraft).

When doing so, those models can be moved within Engagement Range of that enemy unit. A unit cannot make a Surge move while it is Battle-shocked.

DETACHMENT RULE

- Add 2 to the Strength characteristic of weapons equipped by Destroyer Cult models from your army.
- The first time each turn that a Destroyer Cult unit from your army makes attacks that destroy a unit or cause it to become Below Half-strength, after that unit has finished resolving its attacks, until the end of the turn, add 2 to the Strength characteristic of weapons equipped by friendly Necrons models (excluding Destroyer Cult, Monster and Titanic models).

STRATAGEMS (12/12)

1 CP CURSED LEGION – BATTLE TACTIC STRATAGEM SHOOTING

Confronted with these android spectres of terminal

When: Your opponent's Shooting phase or the

Target: One Destroyer Cult unit from your army

Effect: Until the end of the phase, each time an

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Effect: Until the end of the phase, each time an

1 CP CURSED LEGION – STRATEGIC PLOY STRATAGEM SHOOTING

In the absolute destruction of their enemies, the

When: Your Shooting phase or the Fight phase, just

Target: One friendly Necrons unit (excluding

Effect: The friendly unit's Reanimation

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When: Your Shooting phase or the Fight phase, just

Target: One friendly Necrons unit (excluding

Effect: The friendly unit's Reanimation

1 CP CURSED LEGION – BATTLE TACTIC STRATAGEM SHOOTING

In the grip of the Destroyer madness, these Necrons

When: Your Shooting phase or the Fight phase.

Target: One Necrons unit (excluding Monsters

Effect: Until the end of the phase, weapons

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Target: One Necrons unit (excluding Monsters

Effect: Until the end of the phase, weapons

1 CP CURSED LEGION – STRATEGIC PLOY STRATAGEM SHOOTING

The murderous goad of the Destroyer madness

When: Your Shooting phase or your Charge phase.

Target: One Destroyer Cult unit from your army.

Effect: Until the end of the turn, your unit is eligible

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Target: One Destroyer Cult unit from your army.

Effect: Until the end of the turn, your unit is eligible

1 CP CURSED LEGION – BATTLE TACTIC STRATAGEM CHARGE

It is as though witnessing other Necrons engaged

When: Your Charge phase.

Target: One Necrons unit (excluding Monsters

Effect: Until the end of the phase, each time you

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When: Your Charge phase.

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CURSED LEGION – STRATEGIC PLOY STRATAGEM

CHARGE

The android soldiery of the cursed legion are

When: End of your opponent's Charge phase.

Target: One Necrons unit (excluding Monsters)

Effect: Your unit now declares a charge that only

1 CP

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The android soldiery of the cursed legion are

When: End of your opponent's Charge phase.

Target: One Necrons unit (excluding Monsters)

Effect: Your unit now declares a charge that only