IMPERIUM - ADEPTUS MECHANICUS · DETACHMENT

ERADICATION COHORT

2 DP · PURGE THE FOE

ENHANCEMENTS

Omnicogitator — **25 pts**

Skitarii Marshal model only. The Conqueror Imperative and Protector Imperative are both active for the bearer's unit.

Martial Signatum Amplificator — **15 pts**

Tech-Priest model only. Models in the bearer's unit have the Skitarii keyword.

Belicosa-class Capacitor Vanes — **25 pts**

Adeptus Mechanicus model only. Add 6" to the Range characteristic of ranged weapons equipped by models in the bearer's unit, and add 1 to the Strength characteristic of those weapons.

Omnissiah's Fury — **10 pts**

Skitarii Marshal model only. Add 2 to the Attacks characteristic of melee weapons equipped by the bearer, and improve the Armour Penetration and Damage characteristics of those weapons by 1.

DETACHMENT-REGEL

Each time a model in a Skitarii unit from your army makes an attack:

- If the Protector Imperative is active for that unit, re-roll a Hit roll of 1.

- If the Conqueror Imperative is active for that unit, re-roll a Wound roll of 1.

STRATAGEMS

1 CP — ERADICATION COHORT – STRATEGIC PLOY STRATAGEM · WAHAPEDIA — MOVEMENT

UNRELENTING AGGRESSION

When: Your Movement phase, just after an ADEPTUS MECHANICUS unit from your army Falls Back.
Target: That ADEPTUS MECHANICUS unit.
Effect: Until the end of the turn, your unit is eligible to shoot in a turn in which it Fell Back. If your unit has the Skitarii keyword, your unit is eligible to shoot and declare a charge in a turn in which it Fell Back instead.

1 CP — ERADICATION COHORT – STRATEGIC PLOY STRATAGEM · WAHAPEDIA — SHOOTING

ANALYTIC REPRISALS

When: Your opponent's Shooting phase, just after an enemy unit has shot.
Target: One Skitarii Infantry unit from your army that lost one or more models as a result of the attacking unit's attacks.
Effect: Your unit can shoot as if it were your Shooting phase, but must target only that enemy unit when doing so, and can only do so if that enemy unit is an eligible target.

1 CP — ERADICATION COHORT – WARGEAR STRATAGEM · WAHAPEDIA — SHOOTING

THREAT-COGITATION TARGETERS

When: Your Shooting phase.
Target: One Skitarii Vehicle unit from your army that has not been selected to shoot this phase.
Effect: Until the end of the phase, each time a ranged attack made by a model in your unit is allocated to a MONSTER or VEHICLE model, you can re-roll the Damage roll.

1 CP — ERADICATION COHORT – WARGEAR STRATAGEM · WAHAPEDIA — SHOOTING

UNSHACKLED WRATH

When: Your Shooting phase.
Target: One Skitarii unit from your army that has not been selected to shoot this phase.
Effect: Select the [SUSTAINED HITS 1] or [LETHAL HITS] ability. Until the end of the phase, ranged weapons equipped by models in your unit have the selected ability. You can instead select the [SUSTAINED HITS 1], [LETHAL HITS] and [HAZARDOUS] abilities to apply to those weapons until the end of the phase.

1 CP

ERADICATION COHORT – BATTLE TACTIC STRATAGEM · WAHAPEDIA

CHARGE

PRECISION ONSLAUGHT

When: Your Charge phase, just after a Sicarian unit from your army declares a charge.
Target: That SICARIAN unit.
Effect: Until the end of the phase, when your unit ends a Charge move, select one enemy unit within Engagement Range of it, then roll one D6 for each model in your unit that is within Engagement Range of that enemy unit: for each 4+, that enemy unit suffers 1 mortal wound.

1 CP

ERADICATION COHORT – WARGEAR STRATAGEM · WAHAPEDIA

FIGHT

SERVO-DRIVEN CHARGE

When: Fight phase.
Target: One ADEPTUS MECHANICUS 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 [LANCE] ability.