

## ENHANCEMENTS

## Vingh's Wafers of Dynamism

25 pts

At the start of the first battle round, if this unit is an attached unit, this unit has MOBILE until the end of the battle.

## TL-409

30 pts

## DETACHMENT-REGEL

Friendly TECH-PRIEST models have:

- 4+ InSv.
- Feel No Pain 5+.

Friendly TECH-PRIEST models have the following ability:

**Baffling Data Screed:** In your Shooting phase, when this unit is selected to shoot, if this unit is not battle-shocked, you can use this ability. If you do, roll one D6:

- On a 2+, select one enemy VEHICLE unit within 12" of this unit. That enemy unit makes a battle-shock roll, with -1 to that battle-shock roll. A unit cannot be selected for this ability more than once per turn.
- Or: On 2+, those ranged attacks do not prevent this unit from being hidden.

## STRATAGEMS

1 CP

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MOVEMENT

## OVERLOADED SAFEGUARDS

**When:** Your Movement phase, when a friendly TECH-PRIEST unit is selected to make a fall-back move.

**Target:** That TECH-PRIEST unit.

**Effect:** That move does not prevent your unit from being eligible to shoot/declare a charge.

1 CP

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SHOOTING

## SCRIPTURAL PROGNOSIS

**When:** In your opponent's Shooting phase or the Fight phase, when an enemy unit targets a friendly TECH-PRIEST unit that is within range of an objective.

**Target:** That TECH-PRIEST unit.

**Effect:** Attacks that target your unit have -1 AP until that enemy unit has attacked.

1 CP

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SHOOTING

## HOLY AVARICE

**When:** Your Shooting phase, when a friendly TECH-PRIEST unit starts an action.

**Target:** That TECH-PRIEST unit.

**Effect:** That action does not prevent your unit from being eligible to shoot.