IMPERIUM - ADEPTUS MECHANICUS · DETACHMENT

SKITARII HUNTER COHORT

2 DP · RECONNAISSANCE

ENHANCEMENTS

Cantic Thrallnet — **25 pts**

At the start of the battle round, you can select one friendly SKITARII unit within 12" of the bearer. Until the start of the next battle round, the Protector Imperative and the Conqueror Imperative are both active for that unit.

Clandestine Infiltrator — **15 pts**

The bearer, and models in any unit they are leading, have the Infiltrators and Scouts 6" abilities.

Veiled Hunter — **10 pts**

After both players have deployed their armies, you can select up to three SKITARII INFANTRY units from your army and redeploy all of those units. When doing so, any of those units can be placed into Strategic Reserves, regardless of how many units are already in Strategic Reserves.

Battle-Sphere Uplink — **25 pts**

In your Shooting phase, after the bearer's unit has shot, if it is not within Engagement Range of one or more enemy units, that unit can make a Normal move of up to 6". If it does, until the end of the turn, that unit is not eligible to declare a charge.

DETACHMENT-REGEL

Friendly SKITARII INFANTRY, SKITARII MOUNTED and IRONSTRIDER BALLISTARII units have Stealth.

STRATAGEMS

2 CP — SKITARII HUNTER COHORT – STRATEGIC PLOY STRATAGEM · WAHAPEDIA — SHOOTING

BINHARIC OFFENCE

When: The start of your Shooting phase or the start of the Fight phase.
Target: Two SKITARII units from your army that have not been selected to shoot or fight this phase, and one enemy unit.
Effect: Until the end of the phase, improve the Armour Penetration characteristic of weapons equipped by models in both of your units by 1.
Restriction: Until the end of the phase, each time a model in either of your units makes an attack, it can only target that enemy unit (and only if it is an eligible target].

1 CP — SKITARII HUNTER COHORT – STRATEGIC PLOY STRATAGEM · WAHAPEDIA — SHOOTING

BIONIC ENDURANCE

When: Your opponent's Shooting phase orthe Fight phase, just after an enemy unit has selected its targets.
Target: One SICARIAN, PTERAXII or SYDONIAN 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, models in your unit have the Feel No Pain 5+ ability.

1 CP

SKITARII HUNTER COHORT – STRATEGIC PLOY STRATAGEM · WAHAPEDIA

SHOOTING

ISOLATE AND DESTROY

When: Your Shooting phase.
Target: One SICARIAN, PTERAXII, SYDONIAN, IRONSTRIDER BALLISTARII or SKITARII MOUNTED unit from your army that has not been selected to shoot this phase.
Effect: Until the end of the phase, each time a model in your unit makes an attack, if there are no other enemy units within 6" of the unit targeted by that attack, add 1 to the Wound roll.

1 CP

SKITARII HUNTER COHORT – STRATEGIC PLOY STRATAGEM · WAHAPEDIA

SHOOTING

SHROUD PROTOCOLS

When: Your opponent's Shooting phase, just after an enemy unit has selected its targets.
Target: One SKITARII INFANTRY 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, your unit can only be selected as the target of a ranged attack if the attacking model is within 18".

1 CP

SKITARII HUNTER COHORT – STRATEGIC PLOY STRATAGEM · WAHAPEDIA

CHARGE

EXPEDITED PURGE PROTOCOL

When: Your Charge phase.
Target: One SKITARII unit from your army.
Effect: Until the end of the phase, your unit is eligible to declare a charge in a turn in which it Advanced.

1 CP

SKITARII HUNTER COHORT – STRATEGIC PLOY STRATAGEM · WAHAPEDIA

FIGHT

PROGRAMMED WITHDRAWAL

When: End of your opponent's Fight phase.
Target: Up to two SICARIAN units from your army, or one SKITARII INFANTRY or SKITARII MOUNTED unit from your army.
Effect: Remove those units from the battlefield and place them into Strategic Reserves.
Restriction: Each unit targeted with this Stratagem must be more than 3" away from all enemy units.