

SEKHETAR COHORT

3 Stratagems · 2 Enhancements



1 DP · DISRUPTION

ENHANCEMENTS (2)

Occulus Infernum

20 pts

In your Movement phase, at the start or end of this unit's move, you can select one friendly SEKHETAR ROBOTS unit within 6" of this unit. That unit's ranged attacks have +1 BS until the start of your next turn.

Walking Rampart

30 pts

This model has the following abilities:

- Soul Bound: In your Movement phase, at the start or end of this unit's move, you can select one friendly SEKHETAR ROBOTS unit within 3" of this model. That SEKHETAR ROBOTS unit heals D3+1 wounds.
- Kine-shielded Guardians: While this model is within 3" of a friendly SEKHETAR ROBOTS unit, this model has Lone Operative.

DETACHMENT RULE

- Friendly SEKHETAR ROBOTS units' attacks have [PSYCHIC].
- Friendly THOUSAND SONS PSYKER units have the following ability:

Infusion (Aura): While a friendly SEKHETAR ROBOTS unit is within 12" of this unit, that unit's melee attacks have +1 WS.

STRATAGEMS (3/3)

1 CP

SEKHETAR COHORT STRATAGEM

MOVEMENT

ARCANE VENTING

When: End of your Movement phase.

Target: One friendly SEKHETAR ROBOTS unit.

Effect: Select one objective your unit is controlling. That objective is secured.

1 CP

SEKHETAR COHORT STRATAGEM

SHOOTING

ECTOPLASMIC EXTRUSION

When: Your Shooting phase, when a friendly SEKHETAR ROBOTS unit within 12" of a friendly THOUSAND SONS PSYKER unit starts an action.

Target: That SEKHETAR ROBOTS unit.

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

1 CP SEKHETAR COHORT STRATAGEM SHOOTING

WARP FIELDS

When: Your opponent's Shooting phase, when an enemy unit targets a friendly SEKHETAR ROBOTS unit within 12" of a friendly THOUSAND SONS PSYKER unit.

Target: That SEKHETAR ROBOTS unit.

Effect: Ranged attacks that target your unit with a S greater than your unit's T have -1 to wound rolls.