IMPERIUM - ADEPTUS MECHANICUS

HALOSCREED BATTLECLADE

6 Stratagems · 4 Enhancements

3 DP · PRIORITY ASSETS

ENHANCEMENTS (4)

Transoracular Dyad Wafers — 15 pts

CYBERNETICA DATASMITH model only. When the bearer is attached to a Kastelan Robots unit, until the end of the battle, models in that unit gain the Halo Override keyword. That unit cannot be selected when selecting units as part of the Noospheric Transference Detachment rule.

Cognitive Reinforcement — 30 pts

ADEPTUS MECHANICUS model only (excluding CYBERNETICA DATASMITH models). The Conqueror Imperative and Protector Imperative are both active for the bearer's unit.

Sanctified Ordnance — 10 pts

ADEPTUS MECHANICUS model only. Add 6" to the range characteristic of ranged weapons equipped by models in the bearer's unit and, each time a Hazardous test is taken for that unit, you can re-roll the result.

Inloaded Lethality — 15 pts

Tech-Priest Dominus or Tech-Priest Manipulus model only. Add 3 to the Attacks characteristic of the bearer's melee weapons and add 1 to the Damage characteristic of the bearer's melee weapons.

DETACHMENT RULE

In your Command phase, select one or more ADEPTUS MECHANICUS units from your army (including units that are embarked within TRANSPORTS). The maximum number of units you can select depends on the battle size, as follows:

INCURSION: 1 UNIT

STRIKE FORCE: 2 UNITS

ONSLAUGHT: 3 UNITS

Until the start of your next Command phase, those units gain the HALO OVERRIDE keyword. Then, select one of the Override abilities below. Until the start of your next Command phase, units from your army with the HALO OVERRIDE keyword have the selected Override ability:

Electromotive Energisation

Add 2" to the Move characteristic of models in this unit.

Microactuator Bracing

Add 1 to the Toughness characteristic of models in this unit.

Predation Protocols

This unit is eligible to declare a charge in a turn in which it Advanced.

Muted Servomotors

Models in this unit have the Stealth ability.

STRATAGEMS (6/6)

1 CP HALOSCREED BATTLE CLADE – STRATEGIC PLOY STRATAGEM — MOVEMENT

AGGRESSIVE IMPULSE

When: Your Movement phase.
Target: One Skorpius Dunerider model from your army that has not been selected to move this phase.
Effect: Until the end of the turn, each time an ADEPTUS MECHANICUS unit disembarks from that model after it has made a Normal move, that unit makes an assault disembark move (Core Rules, 18.06) for that disembarkation.

1 CP HALOSCREED BATTLE CLADE – STRATEGIC PLOY STRATAGEM — MOVEMENT

ANALYTICAL DIVINATION

When: Your opponent's Movement phase, just after an enemy unit ends a Normal, Advance or Fall Back move.
Target: One Adeptus Mechanicus Infantry unit (excluding Kataphron units) from your army that is within 8" of that enemy unit and not within Engagement Range of one or more enemy units.
Effect: Your unit can make a Normal move of up to D6", or up to 6" instead if it is a HALO OVERRIDE unit.

1 CP HALOSCREED BATTLE CLADE – STRATEGIC PLOY STRATAGEM — MOVEMENT

GUIDED RETREAT

When: Your Movement phase, when a friendly ADEPTUS MECHANICUS unit is selected to make a fall-back move.
Target: That ADEPTUS MECHANICUS unit.
Effect: If your unit is a HALO OVERRIDE unit, your unit can re-roll hazard rolls. That fall-back move does not prevent your unit from: Being eligible to shoot. Being eligible to declare a charge.

1 CP HALOSCREED BATTLE CLADE – STRATEGIC PLOY STRATAGEM — MOVEMENT

NEURAL OVERLOAD

When: Your Movement phase.
Target: One ADEPTUS MECHANICUS unit from your army.
Effect: If your unit is a HALO OVERRIDE unit, it suffers D3 mortal wounds. Select one Override ability. Until the start of your next Command phase, that ability is active for your unit. Designer's Note: This means that if the targeted unit already has the HALO OVERRIDE keyword, it can be affected by multiple Override abilities at the same time, but suffers mortal wounds to do so. Alternatively, if your unit does not have the HALO OVERRIDE keyword, it instead has the chosen Override ability until the start of your next Command phase, but does not benefit from any other Override abilities that are active.

1 CP HALOSCREED BATTLE CLADE – BATTLE TACTIC STRATAGEM — SHOOTING

ERADICATION PROTOCOLS

When: Your Shooting phase or the Fight phase.
Target: One ADEPTUS MECHANICUS unit from your army that has not been selected to shoot or fight this phase.
Effect: Until the end of the phase, each time a model in your unit makes an attack, re-roll a Wound roll of 1, and, if it is a HALO OVERRIDE unit, re-roll a Hit roll of 1.

1 CP HALOSCREED BATTLE CLADE – BATTLE TACTIC STRATAGEM — SHOOTING

TARGETING OVERRIDE

When: Your Shooting phase or the Fight phase.
Target: One ADEPTUS MECHANICUS unit from your army that has not been selected to shoot or fight this phase.
Effect: Until the end of the phase, each time a model in your unit makes an attack, an unmodified Hit roll of 5+ scores a Critical Hit.