

RAD-ZONE CORPS

6 Stratagems · 4 Enhancements



2 DP · TAKE AND HOLD

ENHANCEMENTS (4)

Radial Suffusion

25 pts

From the second battle round onwards, when resolving the Fallout effect of the Rad-bombardment Detachment rule, if the bearer is on the battlefield, roll one D6 for each enemy unit within 6" of your opponent's deployment zone, in addition to those that are within your opponent's deployment zone.

Malphonic Susurrus

20 pts

While the bearer is leading a unit, models in that unit have the Stealth ability.

Peerless Eradicator

20 pts

While the bearer is leading a unit, ranged weapons equipped by models in that unit have the [SUSTAINED HITS 1] ability.

Autoclavic Denunciation

15 pts

Ranged weapons equipped by the bearer have the [ANTI-INFANTRY 2+] and [ANTI-MONSTER 4+] abilities.

DETACHMENT RULE

BOMBARDMENT

At the start of the first battle round, for each enemy unit within your opponent's deployment zone, your opponent must decide whether that unit will take cover or stand firm. You then roll one D6 for each of those enemy units and apply the relevant result below:

- Unit Standing Firm: On a 3+, that unit suffers D3 mortal wounds.
- Unit Taking Cover: That unit is battle-shocked. On a 5+, that unit suffers D3 mortal wounds.

FALLOUT

At the start of your Command phase during the second, third, fourth and fifth battle rounds, roll one D6 for each enemy unit within your opponent's deployment zone. On a 3+, that unit suffers 1 mortal wound and must take a Battle-shock test.

STRATAGEMS (6/6)

1 CP RAD-ZONE CORPS – STRATEGIC PLOY STRATAGEM **COMMAND**

EXTINCTION ORDER

When: Your Command phase.

Target: One Tech-Priest model from your army and one objective marker within 24" of that model.

Effect: Roll one D6 for each enemy unit within range of that objective marker. On a 4+, that unit suffers 1 mortal wound and it must take a Battle-shock test.

1 CP RAD-ZONE CORPS – BATTLE TACTIC STRATAGEM **MOVEMENT**

AGGRESSOR IMPERATIVE

When: Your Movement phase.

Target: One SKITARII unit from your army that has not been selected to move this phase. If that unit is BATTLELINE, you can also target one friendly SKITARII unit (excluding BATTLELINE units) within 6" of it.

Effect: Until the end of the phase, each time one of those units Advances, do not make an Advance roll for it. Instead, until the end of the phase, add 6" to the Move characteristic of models in that unit.

2 CP RAD-ZONE CORPS – BATTLE TACTIC STRATAGEM **SHOOTING**

BULWARK IMPERATIVE

When: Your opponent's Shooting phase, just after an enemy unit has selected its targets.

Target: One SKITARII unit from your army that was selected as the target of one or more of the attacking unit's attacks. If that unit is BATTLELINE, you can also target one friendly SKITARII unit (excluding BATTLELINE units) within 6" of it.

Effect: Until the end of the phase, models in those units from your army have a 4+ invulnerable save.

1 CP RAD-ZONE CORPS – WARGEAR STRATAGEM **SHOOTING**

LETHAL DOSAGE

When: Your Shooting phase.

Target: One ADEPTUS MECHANICUS unit from your army that has not been selected to shoot this phase.

Effect: Until the end of the phase, ranged weapons equipped by models in your unit have the [LETHAL HITS] ability.

1 CP RAD-ZONE CORPS – BATTLE TACTIC STRATAGEM **SHOOTING**

PRE-CALIBRATED PURGE SOLUTION

When: Your Shooting phase.

Target: One ADEPTUS MECHANICUS unit from your army that has not been selected to shoot this phase. If that unit is BATTLELINE, you can also target one friendly SKITARII unit (excluding BATTLELINE units) within 6" of it.

Effect: Until the end of the phase, each time a model in one of those units makes a ranged attack, if the target of that attack is within your opponent's deployment zone, you can re-roll the Hit roll.

2 CP RAD-ZONE CORPS – BATTLE TACTIC STRATAGEM **FIGHT**

BALEFUL HALO

When: Fight phase, just after an enemy unit has selected its targets.

Target: One ADEPTUS MECHANICUS unit from your army (excluding Vehicle units) that was selected as the target of one or more of that enemy unit's attacks. If that unit is BATTLELINE, you can also target one friendly SKITARII unit (excluding BATTLELINE units) within 6" of it.

Effect: Until the end of the phase, each time an attack targets one of those units from your army, subtract 1 from the Wound roll.