

CANOPTEK COURT

6 Stratagems · 4 Enhancements



2 DP · TAKE AND HOLD

ENHANCEMENTS (4)

Dimensional Sanctum

20 pts

CRYPTEK model only. Models in the bearer's unit have the Infiltrators ability.

Autodivinator

15 pts

CRYPTEK model only. Each time your opponent gains a CP as a result of an ability, roll one D6: on a 2+, you also gain 1CP.

Hyperphasic Fulcrum

15 pts

CRYPTEK model only. While the bearer is leading a unit, if that unit is wholly within your army's Power Matrix, each time a model in that unit makes an attack, re-roll a Wound roll of 1.

Metalodermal Tesla Weave

10 pts

CRYPTEK model only. Once per phase, when an enemy unit selects the bearer's unit as a target of a charge, roll one D6: on a 2-5, that enemy unit suffers D3 mortal wounds, on a 6, that enemy unit suffers 3 mortal wounds.

DETACHMENT RULE

- Ranged weapons equipped by Cryptek models from your army have the [ASSAULT] ability.
- In your Shooting phase, each time a Cryptek unit from your army is selected to shoot, select one of the following abilities: [ANTI-INFANTRY 3+], [ANTI-MOUNTED 4+], [ASSAULT], [HEAVY], [IGNORES COVER]. Until the end of the phase, ranged weapons equipped by models in that unit have that ability

STRATAGEMS (6/6)

1 CP CANOPTEK COURT – STRATEGIC PLOY STRATAGEM MOVEMENT

REACTIVE SUBROUTINES

When: Your opponent's Movement phase, just after an enemy unit ends a Normal, Advance or Fall Back move.

Target: One CANOPTEK unit from your army that is within 8" of that enemy unit.

Effect: Your unit can make a Normal move of up to 6".

1 CP CANOPTEK COURT – STRATEGIC PLOY STRATAGEM SHOOTING

COUNTERTEMPORAL SHIFT

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

Target: One CANOPTEK 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 CANOPTEK COURT – BATTLE TACTIC STRATAGEM SHOOTING

CURSE OF THE CRYPTEK

When: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has shot or fought.

Target: One CRYPTEK model from your army that was destroyed by one of the attacking unit's attacks. You can use this Stratagem on that model even though it was just destroyed.

Effect: Until the end of the battle, each time a friendly CANOPTEK model makes an attack that targets the attacking unit, add 1 to the Hit roll and add 1 to the Wound roll.

2 CP CANOPTEK COURT – BATTLE TACTIC STRATAGEM SHOOTING

CYNOSURE OF ERADICATION

When: The start of your Shooting phase or the start of the Fight phase.

Target: One CRYPTEK or CANOPTEK unit from your army that is wholly within your army's Power Matrix.

Effect: Until the end of the phase, weapons equipped by CRYPTEK or CANOPTEK models in your unit have the [DEVASTATING WOUNDS] ability.

1 CP CANOPTEK COURT – STRATEGIC PLOY STRATAGEM SHOOTING

SOLAR PULSE

When: Start of your Shooting phase.

Target: One CRYPTEK model from your army.

Effect: Select one objective marker within 18" of your CRYPTEK model. Until the end of the phase, weapons equipped by friendly NECRONS models have the [IGNORES COVER] ability while targeting units within range of that objective marker.

1 CP CANOPTEK COURT – STRATEGIC PLOY STRATAGEM CHARGE

SUBOPTIMAL FACADE

When: Your opponent's Charge phase, just after an enemy unit has declared a charge.

Target: One CANOPTEK unit from your army that was selected as a target of that charge and is wholly within your army's Power Matrix.

Effect: Your unit's Reanimation Protocols activate.