

COHORT ACQUISITUS

 1 DP · RECONNAISSANCE

ENHANCEMENTS

<div>Explorator Dispensation</div> <div>This unit has Infiltrators.</div>	20 pts
<div>Stealth-screened Cybercanids</div> <div>This unit has Lone Operative 15".</div>	15 pts

DETACHMENT-REGEL

- Friendly PTERAXII/INFILTRATORS/RANGERS/SERBERYS RAIDERS/ SERBERYS SULPHURHOUNDS units have RECON AUGURY.
- Friendly RECON AUGURY units have the following ability: Enhanced Augurs: In your Shooting phase, this unit can select one visible enemy unit within 12". That enemy unit is analysed:
- While a unit is analysed, that unit has +3" detection range.

STRATAGEMS

<div><div>1 CP</div><div>COHORT ACQUISITUS STRATAGEM · WAHAPEDIA</div><div>MOVEMENT</div></div> <div>REPOLARISED AUGURS When: Start of your opponent's Movement phase. Target: One friendly unengaged RECON AUGURY unit. Effect: Your unit has -3" detection range until the end of the turn.</div>	<div><div>1 CP</div><div>COHORT ACQUISITUS STRATAGEM · WAHAPEDIA</div><div>FIGHT</div></div> <div>CLANDESTINE REPOSITION When: End of your opponent's Fight phase. Target: One friendly unengaged INFILTRATORS/PTERAXII unit. Effect: Place your unit in strategic reserves.</div>
<div><div>1 CP</div><div>COHORT ACQUISITUS STRATAGEM · WAHAPEDIA</div><div>SHOOTING</div></div> <div>DEFECT SCRUTINY When: Your Shooting phase, when a friendly ADEPTUS MECHANICUS unit is selected to shoot. Target: That ADEPTUS MECHANICUS unit. Effect: Select one visible enemy unit within 12" of a friendly RECON AUGURY unit. Your unit's ranged attacks that target that enemy unit have [IGNORES COVER].</div>	