IMPERIUM - ADEPTUS MECHANICUS · DETACHMENT

COHORT CYBERNETICA

1 DP · TAKE AND HOLD

ENHANCEMENTS

Necromechanic — 20 pts

Once per battle round, when a saving throw made for a friendly Legio Cybernetica or Adeptus Mechanicus Vehicle model within 12" of the bearer is failed, the bearer can use this Enhancement. If they do, change the Damage characteristic of that attack to 0.

Lord of Machines — 15 pts

Once per turn, at the start of your opponent's Shooting phase, select one enemy Vehicle unit within 12" of and visible to the bearer. That unit must take a Leadership test: if that test is passed, until the end of the phase, each time a model in that unit makes an attack, subtract 1 from the Hit roll; if that test is failed, that unit is not eligible to shoot this phase.

Emotionless Clarity — 10 pts

Once per turn, when a friendly LEGIO CYBERNETICA or ADEPTUS MECHANICUS VEHICLE model with the Deadly Demise ability that is within 12" of the bearer is destroyed, the bearer can use this Enhancement. If it does, do not roll to determine whether any mortal wounds are inflicted as a result of that model's Deadly Demise ability. Instead, mortal wounds are automatically inflicted.

Arch Negator — 5 pts

Ranged weapons equipped by the bearer have the [ANTI-VEHICLE 4+] ability.

DETACHMENT-REGEL

Add 2" to the Move characteristic of models in Legio Cybernetica units from your army. In addition, unless that unit is Battle-shocked, add 1 to the Objective Control characteristic of models in that unit.

STRATAGEMS

1 CP — COHORT CYBERNETICA – BATTLE TACTIC STRATAGEM · WAHAPEDIA — COMMAND

AUTO-DIVINATORY TARGETING

When: Your Command phase.
Target: One LEGIO CYBERNETICA or ADEPTUS MECHANICUS VEHICLE unit from your army, and one objective marker.
Effect: Until the start of your next Command phase, ranged weapons equipped by models in your unit have a Ballistic Skill characteristic of 3+ and the [IGNORES COVER] ability, but they can only target units within range of the selected objective marker.

1 CP — COHORT CYBERNETICA – BATTLE TACTIC STRATAGEM · WAHAPEDIA — COMMAND

BENEVOLENCE OF THE OMNISSIAH

When: Your Command phase.
Target: One LEGIO CYBERNETICA or ADEPTUS MECHANICUS VEHICLE unit from your army.
Effect: Until the start of your next Command phase, models in your unit have the Feel No Pain 6+ ability, which is improved to Feel No Pain 5+ against mortal wounds.

1 CP

COHORT CYBERNETICA – EPIC DEED STRATAGEM · WAHAPEDIA

COMMAND

MACHINE SPIRIT RESURGENT

When: Your Command phase.
Target: One LEGIO CYBERNETICA or ADEPTUS MECHANICUS VEHICLE unit from your army that is below its Starting Strength.
Effect: Until the start of your next Command phase, each time a model in your unit makes an attack, you can re-roll the Hit roll. If your unit is Below Half-strength, you can re-roll the Wound roll as well.

1 CP

COHORT CYBERNETICA – EPIC DEED STRATAGEM · WAHAPEDIA

COMMAND

MACHINE SUPERIORITY

When: Your Command phase.
Target: One LEGIO CYBERNETICA or ADEPTUS MECHANICUS VEHICLE unit from your army.
Effect: Until the end of the turn, your unit is eligible to shoot in a turn in which it Fell Back and you can ignore any or all modifiers to its characteristics and/or to any roll or test made for it (excluding modifiers to saving throws).

1 CP

COHORT CYBERNETICA – BATTLE TACTIC STRATAGEM · WAHAPEDIA

COMMAND

MOTIVE IMPERATIVE

When: Your Command phase.
Target: One ADEPTUS MECHANICUS VEHICLE unit from your army.
Effect: Until the start of your next Command phase, add 3" to the Move characteristic of models in your unit and add 1 to Advance and Charge rolls made for it.

1 CP

COHORT CYBERNETICA – STRATEGIC PLOY STRATAGEM · WAHAPEDIA

COMMAND

TRANSCENDENT COGITATION

When: Your Command phase.
Target: One LEGIO CYBERNETICA or ADEPTUS MECHANICUS VEHICLE unit from your army.
Effect: Until the start of your next Command phase, the Conqueror Imperative and Protector Imperative are both active for your unit.