IMPERIUM - ADEPTUS MECHANICUS · DETACHMENT

LORDS OF THE FORGE

2 DP · PRIORITY ASSETS

ENHANCEMENTS

Vingh's Wafers of Dynamism — **25 pts**

At the start of the first battle round, if this unit is an attached unit, this unit has MOBILE until the end of the battle.

TL-409 — **30 pts**

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DETACHMENT-REGEL

Friendly TECH-PRIEST models have:

- 4+ InSv.

- Feel No Pain 5+.

Friendly TECH-PRIEST models have the following ability:

Baffling Data Screed: In your Shooting phase, when this unit is selected to shoot, if this unit is not battle-shocked, you can use this ability. If you do, roll one D6:

- On a 2+, select one enemy VEHICLE unit within 12" of this unit. That enemy unit makes a battle-shock roll, with -1 to that battle-shock roll. A unit cannot be selected for this ability more than once per turn.

- Or: On 2+, those ranged attacks do not prevent this unit from being hidden.

STRATAGEMS

1 CP — LORDS OF THE FORGE STRATAGEM · WAHAPEDIA — MOVEMENT

OVERLOADED SAFEGUARDS

When: Your Movement phase, when a friendly TECH-PRIEST unit is selected to make a fall-back move.
Target: That TECH-PRIEST unit.
Effect: That move does not prevent your unit from being eligible to shoot/declare a charge.

1 CP — LORDS OF THE FORGE STRATAGEM · WAHAPEDIA — SHOOTING

HOLY AVARICE

When: Your Shooting phase, when a friendly TECH-PRIEST unit starts an action.
Target: That TECH-PRIEST unit.
Effect: That action does not prevent your unit from being eligible to shoot.

1 CP — LORDS OF THE FORGE STRATAGEM · WAHAPEDIA — SHOOTING

SCRIPTURAL PROGNOSIS

When: In your opponent's Shooting phase or the Fight phase, when an enemy unit targets a friendly TECH-PRIEST unit that is within range of an objective.
Target: That TECH-PRIEST unit.
Effect: Attacks that target your unit have -1 AP until that enemy unit has attacked.