

CANOPTEK COURT

2 DP · TAKE AND HOLD

ENHANCEMENTS

Dimensional Sanctum

20 pts

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

Hyperphasic Fulcrum

15 pts

CRYPTTEK 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.

Autodivinator

15 pts

CRYPTTEK 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.

Metalodermal Tesla Weave

10 pts

CRYPTTEK 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-REGEL

- 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

1 CP

CANOPTEK COURT – STRATEGIC
PLOY STRATAGEM · WAHAPEDIA

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 · WAHAPEDIA

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 · WAHAPEDIA

SHOOTING

CURSE OF THE CRYPTTEK

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

Target: One CRYPTTEK 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 · WAHAPEDIA

SHOOTING

CYNOSURE OF ERADICATION

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

Target: One CRYPTTEK 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 CRYPTTEK or CANOPTEK models in your unit have the [DEVASTATING WOUNDS] ability.

1 CP

CANOPTEK COURT – STRATEGIC
PLOY STRATAGEM · WAHAPEDIA

SHOOTING

SOLAR PULSE

When: Start of your Shooting phase.

Target: One CRYPTTEK model from your army.

Effect: Select one objective marker within 18" of your CRYPTTEK 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 · WAHAPEDIA

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.