

GLORIA MECHANICUS

Adeptus Mechanicus Tactic

Use this Tactic after determining which Canticle of the Omnissiah is in effect this battle round. Randomly determine a Canticle of the Omnissiah – that Canticle is in effect instead.



1 COMMAND POINT

PROTECTOR DOCTRINA IMPERATIVE

Adeptus Mechanicus Tactic

Use this Tactic when you choose a model in your kill team to shoot in the Shooting phase. Add 1 to hit rolls for the model until the end of the phase. If the model is within 6" of a friendly model equipped with an enhanced data-tether, you can add 2 to the hit rolls instead.



2 COMMAND POINTS

CONQUEROR DOCTRINA IMPERATIVE

Adeptus Mechanicus Tactic

Use this Tactic when you choose a model in your kill team to fight in the Fight phase. Add 1 to hit rolls for the model until the end of the phase. If the model is within 6" of a friendly model equipped with an enhanced data-tether, you can add 2 to the hit rolls instead.



2 COMMAND POINTS

DUNESTRIDER

Adeptus Mechanicus Tactic

Use this Tactic in the Movement phase when a model from your kill team Advances. Roll two dice and pick which result to use when making the Advance roll.



1 COMMAND POINT



STABILISATION ACTUATORS

Adeptus Mechanicus Tactic

Use this Tactic before you take a Falling test for a model from your kill team. You can re-roll the dice when taking this test, and when taking any further Falling tests for that model in this battle round.



1 COMMAND POINT

AUTO-TRACKING SOFTWARE

Adeptus Mechanicus Tactic

Use this Tactic in the Movement phase when an opponent declares a charge against a model from your kill team. When that model fires Overwatch this phase, they successfully hit on a roll of 5 or 6.



1 COMMAND POINT

HYPER-PENETRATIVE SHOT

Adeptus Mechanicus Tactic

Use this Tactic when you pick a model from your kill team armed with a transuranic arquebus to shoot. Until the end of the phase, attacks made by this model with this weapon do not suffer the penalties to hit rolls or Injury rolls for the target being obscured.



2 COMMAND POINTS

TRANSONIC ATTUNEMENT

Adeptus Mechanicus Tactic

Use this Tactic in the Fight phase when a model from your kill team armed with transonic blades, a transonic razor or a chordclaw is chosen to attack. Until the end of the phase, add 1 to wound rolls for attacks made by that model with any of these weapons.



1 COMMAND POINT

SCRYER-SKULL

Adeptus Mechanicus Tactic

Use this Tactic at the start of the Movement phase if an opponent picked the Plant Traps strategy in the Scouting phase. Pick a piece of terrain within 6" of your Leader. Your opponents must reveal to you whether or not they have booby-trapped that piece of terrain.



1 COMMAND POINT

OPTIMAL CONDITIONS

Adeptus Mechanicus Tactic

Use this Tactic at the start of the Movement phase. Add 1 to charge rolls made for models in your kill team until the end of the phase.



1 COMMAND POINT