

EMBARKED REGIMENT

ENHANCEMENTS

Rigged Blind Grenades

Once per battle, when an enemy unit opens a Hatchway, if the bearer is on the battlefield, it can use this Enhancement. If it does, roll one D6: on a 2+, that enemy unit is Battle-shocked.

Shipboard Veteran

Each time you target an Astra Militarum unit from your army with a Stratagem, if that unit is visible to the bearer, roll one D6: on a 4+, you gain 1CP.

Covert Breach

At the start of the first battle round, the bearer's unit can make a Normal move of up to 6".

Elimination Force

At the start of the first battle round, select one enemy unit. Each time a model in the bearer's unit makes an attack that targets that enemy unit, if the Strength characteristic of that attack is less than the Toughness characteristic of that enemy unit, add 1 to the Wound roll.

DETACHMENT-REGEL

You can include up to one of the following units:

- Cadian Castellan
- Cadian Command Squad
- Gaunt's Ghosts
- 'Iron Hand' Straken
- Platoon Command Squad
- Sly Marbo
- Ursula Creed

You can include up to one of the following units:

- Commissar
- Ogryn Bodyguard
- Nork Deddog
- Primaris Psyker

- Regimental Engineer
- Regimental Preacher
- Sergeant Harker

You can include up to three of each of the following units:

- Cadian Shock Troops (10 models)
- Catachan Jungle Fighters (10 models)
- Death Korps of Krieg (10 models)
- Infantry Squad (10 models)

You can include up to one of each of the following units:

- Bullgryn Squad (3 models)
- Kaskrin (5 or 10 models)
- Ratling Snipers (5 models)
- Ogryn Squad (3 models)

STRATAGEMS

1 CP

EMBARKED REGIMENT – STRATEGIC
PLOY STRATAGEM · WAHAPEDIA

MOVEMENT

IDLE HANDS

When: Your Movement phase.

Target: One ASTRA MILITARUM unit from your army that has not been selected to move this phase and is not within Engagement Range of one or more enemy units.

Effect: Select one closed Hatchway within 1" of your unit. Your unit can operate that Hatchway.

Restriction: Until the end of the turn, your unit cannot operate a Hatchway again.

1 CP

EMBARKED REGIMENT – BATTLE
TACTIC STRATAGEM · WAHAPEDIA

SHOOTING

DUCK AND COVER

When: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.

Target: One ASTRA MILITARUM unit from your army (excluding OGRYN units) that was selected as the target of one or more of the attacking unit's attacks and has one or more models on the opposite side of an open Hatchway from one or more models in the attacking unit.

Effect: Until the end of the phase, each time an attack targets your unit, subtract 1 from the Hit roll.

1 CP

EMBARKED REGIMENT – BATTLE
TACTIC STRATAGEM · WAHAPEDIA

SHOOTING

AGAINST THE ODDS

When: Your Shooting phase or the Fight phase.

Target: One ASTRA MILITARUM unit from your army (excluding OGRYN units) that has not been selected to shoot or fight this phase.

Effect: Until the end of the phase, each time a model in your unit makes an attack, on a Critical Wound, improve the Armour Penetration characteristic of that attack by 2.

1 CP

EMBARKED REGIMENT – STRATEGIC
PLOY STRATAGEM · WAHAPEDIA

CHARGE

BRUTAL CHOKE POINT

When: Your opponent's Movement or Charge phase.

Target: One ASTRA MILITARUM unit from your army (excluding OGRYN units) that has not fired Overwatch this phase.

Effect: Until the end of the phase, each time a model in your unit makes an attack while firing Overwatch, an unmodified Hit roll of 5+ is required to score a hit, instead of an unmodified 6.