IMPERIUM - ASTRA MILITARUM · DETACHMENT

HAMMER OF THE EMPEROR

2 DP · PURGE THE FOE

ENHANCEMENTS

Indomitable Steed — **15 pts**

Vehicle Officer model only. The bearer has the Feel No Pain 6+ ability.

Calm Under Fire — **15 pts**

Vehicle Officer model only. Once per turn, after the bearer issues an Order to a Squadron unit from your army, it can issue the same Order to another Squadron unit from your army.

Veteran Crew — **20 pts**

Vehicle Officer model only. Each time a model in the bearer's unit makes a ranged attack, re-roll a Hit roll of 1.

Regimental Banner — **20 pts**

Vehicle Officer model only. Add 3 to the bearer's Objective Control characteristic.

DETACHMENT-REGEL

Each time a Squadron unit from your army Advances, do not make an Advance roll for it; until the end of the phase, add 6" to the Move characteristics of models in that unit, and when making that Advance move, that unit can move within Engagement Range of enemy models but cannot end that move within Engagement Range of enemy models.

STRATAGEMS

1 CP — HAMMER OF THE EMPEROR – EPIC DEED STRATAGEM · WAHAPEDIA — COMMAND

FINAL HOUR

When: Your Command phase.
Target: One Squadron unit from your army that is Below Half-strength (excluding Officer units).
Effect: Until the end of the battle round, ranged weapons equipped by models in your unit (excluding [ONE SHOT] weapons) have the [HAZARDOUS] ability, and each time a model in your unit makes a ranged attack, you can ignore any or all modifiers to that attack's Ballistic Skill characteristic and to the Hit roll.

1 CP — HAMMER OF THE EMPEROR – BATTLE TACTIC STRATAGEM · WAHAPEDIA — MOVEMENT

BLAZING ADVANCE

When: Your Movement phase, just after a Squadron unit from your army Advances.
Target: That SQUADRON unit.
Effect: Until the end of the turn, your unit is eligible to shoot in a turn in which it Advanced.

1 CP — HAMMER OF THE EMPEROR – STRATEGIC PLOY STRATAGEM · WAHAPEDIA — MOVEMENT

TACTICAL WITHDRAWAL

When: Your Movement phase, just after a Squadron unit from your army Falls Back.
Target: That SQUADRON unit.
Effect: Until the end of the turn, your unit is eligible to shoot in a turn in which it Fell Back.

2 CP — HAMMER OF THE EMPEROR – WARGEAR STRATAGEM · WAHAPEDIA — SHOOTING

ABLATIVE PLATING

When: Your opponent's Shooting phase, just after an enemy unit has selected its targets.
Target: One Astra Militarum Vehicle 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, each time an attack is allocated to your unit, subtract 1 from the Damage characteristic of that attack.

1 CP

HAMMER OF THE EMPEROR – BATTLE TACTIC STRATAGEM · WAHAPEDIA

SHOOTING

FURIOUS CANNONADE

When: Your Shooting phase.
Target: One Squadron unit from your army that has not been selected to shoot this phase.
Effect: Until the end of the phase, each time a model in your unit makes an attack that targets a unit within 12", improve the Armour Penetration characteristic of that attack by 1.

1 CP

HAMMER OF THE EMPEROR – STRATEGIC PLOY STRATAGEM · WAHAPEDIA

CHARGE

CRASH THROUGH

When: Your Movement phase or your Charge phase.
Target: One Astra Militarum Vehicle unit from your army that has not been selected to move or charge this phase.
Effect: Until the end of the phase, each time your unit makes a Normal, Advance or Charge move, it can move horizontally through terrain features as if they were not there.