IMPERIUM - ASTRA MILITARUM · DETACHMENT

SIEGE REGIMENT

2 DP · DISRUPTION

ENHANCEMENTS

Eager Advance — **20 pts**

Infantry Officer model only. While the bearer is leading a Regiment unit, that unit has the Scouts 6" ability.

Flash Grenades — **20 pts**

Infantry Officer model only. Enemy units cannot use the Fire Overwatch Stratagem to shoot at the bearer's unit.

Stalwart's Honours — **15 pts**

Officer model only. While the bearer is leading a unit, when that unit is issued an Order, it is also affected by the Take Cover! Order.

Legacy Sidearm — **10 pts**

Infantry Officer model only. Add 2 to the Attacks characteristics of the bearer's Pistols.

DETACHMENT-REGEL

At the start of the battle round, select one of the following types of artillery support.

- Creeping Barrage: Roll one D6 for each enemy unit that is more than 12" from every model from your army that is on the battlefield: On a 5+, until the end of the battle round, that unit is shaken. While a unit is shaken, subtract 2" from its Move characteristic and subtract 2 from Charge rolls made for it. The maximum number of units that can be shaken by this rule in each battle round depends on the battle size, as shown below.

- Incendiary Bombardment: Select a number of enemy units more than 12" from every model from your army that is on the battlefield. Until the end of the battle round, those enemy units are scattered. While a unit is scattered, it cannot have the Benefit of Cover. The maximum number of units you can select this way depends on the battle size, as shown below.

- Smoke Shells: Select a number of units from your army. Until the end of the battle round, those units have the Stealth ability. The maximum number of units you can select in this way depends on the battle size, as shown below.

Battle Size - Maximum Number of Units

Incursion - 2

Strike Force - 3

Onslaught - 4

STRATAGEMS

2 CP — SIEGE REGIMENT – STRATEGIC PLOY STRATAGEM · WAHAPEDIA — COMMAND

OVER THE TOP

When: Start of your Command phase.
Target: One Infantry Officer model from your army.
Effect: Until the end of the phase, when your model issues the Move! Move! Move! Order, it can issue that Order to any number of eligible friendly Infantry Regiment units, regardless of range to your model.

1 CP — SIEGE REGIMENT – BATTLE TACTIC STRATAGEM · WAHAPEDIA — SHOOTING

CALLOUS SACRIFICE

When: Your Shooting phase.
Target: One Platoon unit from your army that is within Engagement Range of one or more enemy units.
Effect: Until the end of the phase, enemy units are not considered to be within Engagement Range of your unit for the purposes of selecting targets of ranged weapons. Until the end of the phase, each time an enemy model loses a wound, while that model's unit is within Engagement Range of your unit, roll one D6: on a 4+, one model from your unit is destroyed after the attacking unit has finished making its attacks.

1 CP — SIEGE REGIMENT – WARGEAR STRATAGEM · WAHAPEDIA — SHOOTING

FLARE BURST

When: Your Shooting phase.
Target: One Astra Militarum Character unit from your army that has not been selected to shoot this phase.
Effect: Until the end of the phase, each time your unit makes an attack that targets a visible enemy unit within 12", you can re-roll the Hit roll.

1 CP — SIEGE REGIMENT – STRATEGIC PLOY STRATAGEM · WAHAPEDIA — SHOOTING

FURIOUS FUSILLADE

When: Your Shooting phase.
Target: One Platoon unit from your army that has not been selected to shoot this phase.
Effect: Until the end of the phase, add 1 to the Attacks characteristic of ranged weapons equipped by models in your unit while targeting an enemy unit within half range.

1 CP — SIEGE REGIMENT – WARGEAR STRATAGEM · WAHAPEDIA — CHARGE

MINEFIELD

When: Start of your opponent's Charge phase.
Target: One Platoon unit from your army.
Effect: Until the end of the phase, each time an enemy unit ends a Charge move within Engagement Range of your unit, roll one D6 for each model in that enemy unit: for each 5+, that enemy unit suffers 1 mortal wound (to a maximum of 6 mortal wounds).

1 CP — SIEGE REGIMENT – BATTLE TACTIC STRATAGEM · WAHAPEDIA — FIGHT

TRENCH FIGHTERS

When: Fight phase, just after an enemy unit has selected its targets.
Target: One Astra Militarum Infantry 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 a model in your unit is destroyed, if that model has not fought this phase, roll one D6, adding 2 to the result if it is a Regiment model. On a 4+, do not remove the destroyed model from play; it can fight after the attacking unit has finished making its attacks, and is then removed from play.