

IMPERIALIS FLEET

6 Stratagems · 4 Enhancements



2 DP · RECONNAISSANCE

ENHANCEMENTS (4)

Digital Weapons

10 pts

Each time the bearer is selected to fight, roll three D6; for each 4+, one enemy unit within Engagement Range of the bearer suffers 1 mortal wound. Mortal wounds inflicted by this Enhancement are allocated as if they have the [PRECISION] ability.

Fleetmaster

20 pts

Once per battle round, you can target the bearer's unit with the Violent Acquisition, Masters of the Void or Close-quarters Barrage Stratagems for OCP.

Clandestine Operation

15 pts

At the start of the Declare Battle Formations step, you can select up to three AGENTS OF THE IMPERIUM INFANTRY units from your army (excluding GREY KNIGHTS TERMINATOR SQUAD units) - those units gain the Infiltrators ability.

Combat Landers

10 pts

At the start of the Declare Battle Formations step, you can select up to three VOIDFARERS units from your army - those units gain the Deep Strike ability.

DETACHMENT RULE

At the start of your Command phase, you can select one of the following to apply:

Eliminate At All Costs

Select one enemy unit on the battlefield. Until the start of your next Command phase, each time an Agents of the Imperium model from your army makes an attack that targets that enemy unit, add 1 to the Hit roll.

Acquire At All Costs

Select one objective marker on the battlefield. Until the start of your next Command phase, while an Agents of the Imperium unit from your army is within range of that objective marker, improve the Leadership and Objective Control characteristics of models in that unit by 1 and models in that unit have a 5+ invulnerable save.

STRATAGEMS (5/6)

1 CP IMPERIALIS FLEET – STRATEGIC PLOY STRATAGEM **MOVEMENT**

EMPEROR'S WILL

When: Your Movement phase.

Target: One AGENTS OF THE IMPERIUM unit from your army.

Effect: Until the end of the phase, your unit is eligible to shoot in a turn in which it Advanced or Fell Back.

1 CP IMPERIALIS FLEET – BATTLE TACTIC STRATAGEM **SHOOTING**

CLOSE-QUARTERS BARRAGE

When: Your Shooting phase.

Target: One VOIDFARERS unit from your army.

Effect: Until the end of the phase, each time a model in your unit makes a ranged attack that targets a unit within 12", improve the Strength and Armour Penetration characteristics of that attack by 1.

1 CP IMPERIALIS FLEET – WARGEAR STRATAGEM **SHOOTING**

DISPLACER FIELD

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

Target: One AGENTS OF THE IMPERIUM CHARACTER unit from your army (excluding OFFICIO ASSASSINORUM units) that was selected as the target of one or more of the attacking unit's attacks.

Effect: Until the end of the phase, models in your unit have a 4+ invulnerable save and, after the attacking unit has resolved its attacks, unless your unit is within Engagement Range of one or more enemy units, it can make a Normal move of up to 6" (when doing so, models in this unit move as if they have the Fly keyword).

1 CP IMPERIALIS FLEET – EPIC DEED STRATAGEM **SHOOTING**

SELFLESS BODYGUARD

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

Target: One AGENTS OF THE IMPERIUM Attached unit 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 with the [PRECISION] ability is allocated to a CHARACTER model in your unit, if there are one or more Bodyguard models in your unit, roll one D6: on a 2+, that attack is allocated to a Bodyguard model of your choice in your unit instead.

2 CP IMPERIALIS FLEET – STRATEGIC PLOY STRATAGEM **SHOOTING**

VIOLENT ACQUISITION

When: Your Shooting phase or the Fight phase.

Target: One AGENTS OF THE IMPERIUM unit from your army.

Effect: Until the end of the phase, each time a model in your unit makes an attack that targets an enemy unit within range of an objective marker, that attack has the [SUSTAINED HITS 1], [LANCE] and [IGNORES COVER] abilities.

1 CP IMPERIALIS FLEET – EPIC DEED STRATAGEM **ANY**

MASTERS OF THE VOID