

IMPERIUM - ASTRA MILITARUM

COMBINED ARMS

6 Stratagems · 4 Enhancements



2 DP · TAKE AND HOLD

ENHANCEMENTS (4)

Death Mask of Ollanius

10 pts

Officer model only. While the bearer's unit is Battle-shocked, subtract 1 from the Objective Control characteristic of models in that unit, instead of changing it to 0

Reactive Command

15 pts

Officer model only. Each time an enemy unit is set up within 8" of the bearer's unit, the bearer can issue one Order. This is not counted towards the number of Orders the bearer can issue each battle round.

Drill Commander

20 pts

Officer model only. While the bearer is leading a unit, each time a model in that unit makes a ranged attack, if that unit Remained Stationary this turn, a Critical Hit is scored on a successful unmodified Hit roll of 5+.

Grand Strategist

15 pts

Officer model only. In your Command phase, the bearer can issue one additional Order.

DETACHMENT RULE

Each time a model in a Regiment unit from your army makes a ranged attack that targets a visible unit (excluding Monsters and Vehicles) that attack has the [LETHAL HITS] ability.

Each time a model in a Squadron unit from your army makes a ranged attack that targets a visible Monster or Vehicle unit, that attack has the [LETHAL HITS] ability.

STRATAGEMS (6/6)

2 CP COMBINED ARMS – STRATEGIC PLOY STRATAGEM **COMMAND**

FLEXIBLE COMMAND

When: Your Command phase.

Target: Any number of Astra Militarum Officer units from your army.

Effect: Until the end of the phase, your Officers can issue Orders to Regiment units and Squadron units.

1 CP COMBINED ARMS – EPIC DEED STRATAGEM **COMMAND**

INSPIRED COMMAND

When: Your opponent's Command phase.

Target: One Astra Militarum Officer unit from your army.

Effect: Your OFFICER can issue one Order as if it were your Command phase.

1 CP COMBINED ARMS – BATTLE TACTIC STRATAGEM **SHOOTING**

FIELDS OF FIRE

When: Your Shooting phase.

Target: One Regiment unit and one Squadron unit from your army that have not been selected to shoot this phase.

Effect: Select one enemy unit. Until the end of the phase, each time your selected REGIMENT and SQUADRON units make an attack that targets that enemy unit, improve the Armour Penetration characteristic of that attack by 1.

1 CP COMBINED ARMS – BATTLE TACTIC STRATAGEM **SHOOTING**

STALWART PROTECTOR

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

Target: One Astra Militarum Vehicle unit from your army.

Effect: Until the end of the phase, each time a ranged attack is allocated to an INFANTRY model from your army, if that model is not fully visible to every model in the attacking unit because of your VEHICLE, that model has the Benefit of Cover against that attack.

1 CP COMBINED ARMS – BATTLE TACTIC STRATAGEM **ANY**

COORDINATED ACTION

When: Start of any phase.

Target: One Regiment unit from your army and one Squadron unit from your army within 6" of and visible to that REGIMENT unit.

Effect: Until the end of the phase, Orders affecting one of your units affect the other, and vice versa.

2 CP COMBINED ARMS – STRATEGIC PLOY STRATAGEM **ANY**

REINFORCEMENTS!

When: Any phase.

Target: One Infantry Regiment unit from your army that was just destroyed. You can target that unit with this Stratagem even though it was just destroyed.

Effect: Add a new unit to your army identical to your destroyed unit, in Strategic Reserves, at its Starting Strength and with all of its wounds remaining.

Restriction: This Stratagem cannot be used to return destroyed CHARACTER units to Attached units. You can only use this Stratagem once per battle.