

MECHANISED ASSAULT

6 Stratagems · 4 Enhancements



2 DP · RECONNAISSANCE

ENHANCEMENTS (4)

Bold Leadership

25 pts

Infantry Officer model only. If you control an objective marker at the end of your Command phase, and the bearer's unit (or any Transport it is embarked within) is within range of that objective marker, that objective marker remains under your control, even if you have no models within range of it, until your opponent controls it at the start or end of any turn.

Vanguard Honours

15 pts

Infantry Officer model only. The bearer's unit can disembark from a Transport after it has Advanced. If it does, it counts as having made a Normal move that phase, and cannot declare a charge in the same turn, but can otherwise act normally in the remainder of the turn.

Sacred Unguents

10 pts

Astra Militarum Tech-Priest Enginseer model only. At the start of your Shooting phase, select one Transport from your army (excluding Aircraft and Titanic units) within 3" of the bearer. Until the end of the phase, each time that Transport makes an attack, you can re-roll the Hit roll.

Smoke Grenades

10 pts

Infantry Officer model only. The bearer's unit has the Benefit of Cover and the Stealth ability while the bearer's unit is wholly within 3" of one or more friendly Transport models.

DETACHMENT RULE

Each time an Astra Militarum model from your army makes a ranged attack in a turn in which it disembarked from a Transport, add 1 to the Wound roll.

STRATAGEMS (6/6)

1 CP MECHANISED ASSAULT – WARGEAR STRATAGEM **COMMAND**

VOX-RELAY

When: Your Command phase.

Target: One Infantry Officer unit from your army embarked within a Transport. You can use this Stratagem on that unit even though it is embarked within a TRANSPORT.

Effect: Until the end of the phase, your unit can issue Orders even though it is not on the battlefield, and it can issue Orders to Astra Militarum Transport units from your army (excluding TITANic units) regardless of the distance to and from your unit's TRANSPORT.

1 CP MECHANISED ASSAULT – STRATEGIC PLOY STRATAGEM

MOVEMENT

RAPID DISPERSAL

When: Your Movement phase.

Target: One Astra Militarum Infantry unit from your army that disembarked from a Transport this phase.

Effect: Your INFANTRY unit can make a Normal move of up to D6".

1 CP MECHANISED ASSAULT – BATTLE TACTIC STRATAGEM

MOVEMENT

SWIFT INTERCEPTION

When: Your opponent's Movement phase, just after an enemy unit ends a Normal, Advance or Fall Back move.

Target: One Transport unit from your army (excluding AIRCRAFT and TITANic units) that is not within Engagement Range of one or more enemy units, and is within 8" of the enemy unit that just ended that move.

Effect: Your TRANSPORT can make a Normal move of up to 6".

1 CP MECHANISED ASSAULT – BATTLE TACTIC STRATAGEM

SHOOTING

CLEAR AND SECURE

When: Your Shooting phase.

Target: One ASTRA MILITARUM unit from your army that disembarked from a Transport this turn and 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 range of an objective marker, you can re-roll the Hit roll and you can re-roll the Wound roll.

1 CP MECHANISED ASSAULT – BATTLE TACTIC STRATAGEM **CHARGE**

HASTY EXTRACTION

When: Your opponent's Charge phase, after an enemy unit has selected targets for its charge but before it makes a Charge move.

Target: One Astra Militarum Infantry unit from your army that was selected as a target of that charge.

Effect: Provided your unit is not within Engagement Range of one or more enemy units and every model in your unit is within 3" of an Astra Militarum Transport from your army, it can embark within that TRANSPORT.

1 CP MECHANISED ASSAULT – STRATEGIC PLOY STRATAGEM **ANY**

MOVE OUT

When: End of your opponent's turn.

Target: One ASTRA MILITARUM unit from your army.

Effect: Provided your unit is not within Engagement Range of one or more enemy units and every model in your unit is within 3" of an Astra Militarum Transport from your army, it can embark within that TRANSPORT.