

IMPERIUM - ASTRA MILITARUM

RECON ELEMENT

6 Stratagems · 4 Enhancements



2 DP · RECONNAISSANCE

ENHANCEMENTS (4)

Guerrilla Honours

25 pts

Infantry Officer model only. After both players have deployed their armies, if the bearer is on the battlefield, select up to three other Astra Militarum Infantry units from your army and redeploy them. When doing so, you can set those units up in Strategic Reserves if you wish, regardless of how many units are already in Strategic Reserves.

Scare Gas Grenades

5 pts

Astra Militarum Infantry model only. Once per battle, at the start of any phase, the bearer can use this Enhancement. If it does, select one enemy unit within 8" of the bearer's unit (excluding Monster and Vehicle units); that unit must take a Battle-shock test.

Tripwires

20 pts

Astra Militarum Infantry model only. Each time an enemy Infantry or Mounted unit ends a Normal, Advance, Charge, or Fall Back move within 8" of the bearer's unit, roll a D6; on a 4+, until the start of your next turn, that enemy unit is stunned. While a unit is stunned, each time a model in that unit makes an attack, subtract 1 from the Hit roll.

Survival Gear

5 pts

Astra Militarum Infantry model only. The bearer has the Scouts 6" ability.

DETACHMENT RULE

Friendly ASTRA MILITARUM units (excluding TITANIC units) have Stealth.

STRATAGEMS (6/6)

1 CP RECON ELEMENT – STRATEGIC PLOY STRATAGEM **MOVEMENT**

DRAW THEM OUT

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

Target: One Platoon unit from your army that is within 8" of that enemy unit, and is not within Engagement Range of one or more enemy units.

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

1 CP RECON ELEMENT – STRATEGIC PLOY STRATAGEM **SHOOTING**

COURAGEOUS DIVERSION

When: Start of your opponent's Shooting phase.

Target: One Astra Militarum Infantry or Astra Militarum Mounted unit from your army.

Effect: Until the end of the phase, your unit has the Feel No Pain 6+ ability, and each time an enemy model makes an attack, if your unit is the closest eligible target, subtract 1 from the Hit roll.

1 CP RECON ELEMENT – BATTLE TACTIC STRATAGEM **SHOOTING**

CRACK SHOTS

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, ranged weapons equipped by models in your unit have the [PRECISION] ability.

1 CP RECON ELEMENT – WARGEAR STRATAGEM **CHARGE**

TANGLEFOOT GRENADES

When: Start of your opponent's Charge phase.

Target: One ASTRA MILITARUM GRENADES unit from your army.

Effect: Select one visible enemy unit within 12" of your unit. When that enemy unit declares a charge, that enemy unit has -1 to charge rolls.

1 CP RECON ELEMENT – BATTLE TACTIC STRATAGEM **ANY**

SCOUTING OUTRIDERS

When: End of your opponent's turn.

Target: One Astra Militarum Mounted or Astra Militarum Walker unit from your army that is wholly within 10" of one or more battlefield edges and not within Engagement Range of one or more enemy units.

Effect: Remove your unit from the battlefield and place it into Strategic Reserves.

1 CP RECON ELEMENT – WARGEAR STRATAGEM **ANY**

SCRAMBLE FIELD

When: Start of your opponent's Reinforcements step.

Target: One Astra Militarum Infantry unit from your army.

Effect: Until the end of the phase, enemy units that are set up on the battlefield as Reinforcements cannot be set up within 12" of your unit.