

ARMOURED INFANTRY

2 DP · TAKE AND HOLD

ENHANCEMENTS

Omniastian Unguents (Aura)

35 pts

Astra Militarum Tech-Priest Engineeer model only. While a friendly Armoured Skirmisher unit is within 3" of the bearer, that unit has the Feel No Pain 5+ ability.

Grand Strategist

25 pts

Officer model only. After both players have deployed their armies, if the bearer's unit (or any Transport it is embarked within) is on the battlefield, select up to two units with the Regiment or Squadron keywords from your army and redeploy them. When doing so, you can set those units up in Strategic Reserves, regardless of how many units are already in Strategic Reserves.

Exemplary Officer

20 pts

Infantry Officer model only. Each time the bearer issues an Order to its own unit, you can select up to two other Platoon units within 3" of the bearer's unit. That Order is also issued to each of those units.

Master Manoeuvrist

15 pts

Infantry Officer model only. At the end of your opponent's Fight phase, if the bearer's unit is not within Engagement Range of one or more enemy units and every model in that unit is within 3" of an Astra Militarum Transport from your army, it can embark within that Transport.

DETACHMENT-REGEL

Add Squadron to the list of units each Officer unit from your army can issue Orders to. Add the Order below to those listed in the Voice of Command ability.

STRATAGEMS

1 CP

ARMOURED INFANTRY – STRATEGIC
PLOY STRATAGEM · WAHAPEDIA

MOVEMENT

BURST OF SPEED

When: End of your Movement phase.

Target: One ASTRA MILITARUM unit from your army that did not Remain Stationary or arrive from Reserves this phase.

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

1 CP

ARMOURED INFANTRY – BATTLE
TACTIC STRATAGEM · WAHAPEDIA

MOVEMENT

ORDER THE ADVANCE

When: Start of your Movement phase.

Target: One Astra Militarum Officer unit from your army.

Effect: Select one or more friendly ASTRA MILITARUM units within 6" of your unit; until the end of the phase, you can re-roll Advance rolls made for those units.

1 CP

ARMOURED INFANTRY – STRATEGIC
PLOY STRATAGEM · WAHAPEDIA

MOVEMENT

MOBILE FIREBASE

When: Your Movement phase, just after an Armoured Skirmisher unit from your army Advances or Falls Back.

Target: That ARMOURED SKIRMISHER unit.

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

1 CP

ARMOURED INFANTRY – BATTLE
TACTIC STRATAGEM · WAHAPEDIA

SHOOTING

COMBINED FIRE

When: Your Shooting phase, just after an Armoured Skirmisher unit from your army has shot.

Target: That ARMOURED SKIRMISHER unit.

Effect: Select one enemy unit hit by one or more of those attacks. Until the end of the phase, that enemy unit cannot have the Benefit of Cover, and each time an ARMOURED SKIRMISHER unit from your army makes an attack that targets that unit, improve the Strength characteristic of that attack by 2.

1 CP

ARMoured INFANTRY – BATTLE
TACTIC STRATAGEM · WAHAPEDIA

SHOOTING

OPENING SALVO

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, add 1 to the Wound roll.

1 CP

ARMoured INFANTRY – BATTLE
TACTIC STRATAGEM · WAHAPEDIA

SHOOTING

SUPPORTING ORDNANCE

When: Your Shooting phase.

Target: One Armoured Skirmisher unit from your army that 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 visible MONSTER or VEHICLE unit, you can re-roll the Hit roll.