

ARMOURED INFANTRY

12 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

Omissionian Unguents (Aura)

35 pts

Astra Militarum Tech-Priest Enginseer 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 RULE

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 (12/12)

1 CP ARMoured INFANTRY – STRATEGIC PLOY STRATAGEM

MOVEMENT

Armoured fighting vehicles and transports keep pace

When: Your Movement phase, just after an

Target: That Armoured Skirmisher unit.

Effect: Until the end of the turn, your unit is eligible

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1 CP ARMoured INFANTRY – BATTLE TACTIC STRATAGEM

MOVEMENT

At a barked order, armour and infantry surge forward

When: Start of your Movement phase.

Target: One Astra Militarum Officer unit from

Effect: Select one or more friendly Astra

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1 CP ARMoured INFANTRY – STRATEGIC PLOY STRATAGEM

MOVEMENT

Pushing bodies or engines to the limit, these warriors

When: End of your Movement phase.

Target: One Astra Militarum unit from your

Effect: Your unit can make a Normal move of up

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MOVEMENT

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When: End of your Movement phase.

Target: One Astra Militarum unit from your

Effect: Your unit can make a Normal move of up

1 CP ARMoured INFANTRY – BATTLE TACTIC STRATAGEM

SHOOTING

Emerging from their armoured transports, heavily

When: Your Shooting phase.

Target: One Astra Militarum unit from your army

Effect: Until the end of the phase, each time a

1 CP ARMoured INFANTRY – BATTLE TACTIC STRATAGEM

SHOOTING

Emerging from their armoured transports, heavily

When: Your Shooting phase.

Target: One Astra Militarum unit from your army

Effect: Until the end of the phase, each time a

1 CP ARMoured INFANTRY – BATTLE TACTIC STRATAGEM

SHOOTING

Hammering the enemy, this transport's crew share

When: Your Shooting phase, just after an Armoured

Target: That Armoured Skirmisher unit.

Effect: Select one enemy unit hit by one or more of

1 CP ARMoured INFANTRY – BATTLE TACTIC STRATAGEM

SHOOTING

Hammering the enemy, this transport's crew share

When: Your Shooting phase, just after an Armoured

Target: That Armoured Skirmisher unit.

Effect: Select one enemy unit hit by one or more of

1 CP

ARMoured INFANTRY – BATTLE TACTIC
STRATAGEM

SHOOTING

This vehicle's heavy weapons support lightly

When: Your Shooting phase.

Target: One Armoured Skirmisher unit from your

Effect: Until the end of the phase, each time a

1 CP

ARMoured INFANTRY – BATTLE TACTIC
STRATAGEM

SHOOTING

This vehicle's heavy weapons support lightly

When: Your Shooting phase.

Target: One Armoured Skirmisher unit from your

Effect: Until the end of the phase, each time a