

TEMPESTUS BOARDING REGIMENT

4 Stratagems · 2 Enhancements

ENHANCEMENTS (2)

Covert Breach

At the start of the first battle round, the bearer's unit can make a Normal move of up to 6".

Elimination Force

At the start of the first battle round, select one enemy unit. Each time a model in the bearer's unit makes an attack that targets that enemy unit, if the Strength characteristic of that attack is less than the Toughness characteristic of that enemy unit, add 1 to the Wound roll.

DETACHMENT RULE

You can include up to one of the following unit:

- Militarum Tempestus Command Squad

You can include up to one of the following units:

- Commissar
- Ogryn Bodyguard
- Primaris Psyker
- Regimental Enginseer
- Regimental Preacher

You can include up to three of each of the following units:

- Tempestus Scions (5 or 10 models)

You can include up to one of the following units:

- Bullgryn Squad (3 models)

STRATAGEMS (4/4)

1 CP

TEMPESTUS BOARDING REGIMENT – STRATEGIC
PLOY STRATAGEM

COMMAND

COORDINATED STRIKE

When: Start of your Command phase.

Target: One Officer model from your army.

Effect: Select one Order your model can issue. Every ASTRA MILITARUM unit from your army is issued that Order (regardless of any keywords those units are normally required to have).

Restriction: Until the end of the turn, OFFICER models from your army cannot issue Orders. You can only use this Stratagem once.

1 CP

TEMPESTUS BOARDING REGIMENT – STRATEGIC
PLOY STRATAGEM

MOVEMENT

LOCKDOWN

When: Your Movement phase.

Target: One ASTRA MILITARUM unit from your army that has not been selected to move this phase.

Effect: Until the end of the phase, after your unit ends a move, you can select one open Hatchway it moved through during that move; close that Hatchway.

1 CP

TEMPESTUS BOARDING REGIMENT – BATTLE
TACTIC STRATAGEM

SHOOTING

FIRE-PATTERN HURRICANUS

When: Your Shooting phase, just after a MILITARUM TEMPESTUS unit from your army has shot.

Target: That MILITARUM TEMPESTUS unit.

Effect: Select one enemy unit hit by one or more of those attacks. Until the start of your next Shooting phase, subtract 2 from the Move characteristic of models in that enemy unit, and subtract 2 from Advance and Charge rolls made for it.

1 CP

TEMPESTUS BOARDING REGIMENT – BATTLE TACTIC
STRATAGEM

FIGHT

BRUTAL TRAINING

When: Fight phase.

Target: One MILITARUM TEMPESTUS unit from your army that has not been selected to fight this phase.

Effect: Until the end of the phase, add 1 to the Attacks and Strength characteristics of melee weapons equipped by models in your unit.