

MECHANISED ASSAULT

0 Stratagems · 4 Enhancements

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.