

SIEGE REGIMENT

0 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

Eager Advance

20 pts

Infantry Officer model only. While the bearer is leading a Regiment unit, that unit has the Scouts 6" ability.

Flash Grenades

20 pts

Infantry Officer model only. Enemy units cannot use the Fire Overwatch Stratagem to shoot at the bearer's unit.

Stalwart's Honours

15 pts

Officer model only. While the bearer is leading a unit, when that unit is issued an Order, it is also affected by the Take Cover! Order.

Legacy Sidearm

10 pts

Infantry Officer model only. Add 2 to the Attacks characteristics of the bearer's Pistols.

DETACHMENT RULE

At the start of the battle round, select one of the following types of artillery support.

- Creeping Barrage: Roll one D6 for each enemy unit that is more than 12" from every model from your army that is on the battlefield: On a 5+, until the end of the battle round, that unit is shaken. While a unit is shaken, subtract 2" from its Move characteristic and subtract 2 from Charge rolls made for it. The maximum number of units that can be shaken by this rule in each battle round depends on the battle size, as shown below.

- Incendiary Bombardment: Select a number of enemy units more than 12" from every model from your army that is on the battlefield. Until the end of the battle round, those enemy units are scattered. While a unit is scattered, it cannot have the Benefit of Cover. The maximum number of units you can select this way depends on the battle size, as shown below.

- Smoke Shells: Select a number of units from your army. Until the end of the battle round, those units have the Stealth ability. The maximum number of units you can select in this way depends on the battle size, as shown below.

Battle Size - Maximum Number of Units

Incursion - 2

Strike Force - 3

Onslaught - 4