

ENHANCEMENTS

- Recon Star

10 pts
- ASTRA MILITARUM INFANTRY PLATOON unit only. In your first Movement phase, this unit can make an ingress move.
- Long-range Scout

10 pts
- SCOUT SENTINEL unit only. This unit has Infiltrators.

DETACHMENT-REGEL

- Friendly SCOUT SENTINEL/ASTRA MILITARUM INFANTRY SMOKE units have the Signal Flares ability.
- This detachment has the RECON tag and cannot be taken with another RECON detachment.

STRATAGEMS

- 1 CP   DESIGNATION FORCE STRATAGEM   MOVEMENT

Alerted by proximity snares set up by recon teams, readied

When: Your opponent's Movement phase, when an enemy unit

Target: That ASTRA MILITARUM INFANTRY unit.

Effect: Your unit can make a normal move of up to D3+3".
- 1 CP   DESIGNATION FORCE STRATAGEM   SHOOTING

Named for the density and reek of their concealing smoke, varied

When: Start of your opponent's Shooting phase

Target: One friendly ASTRA MILITARUM INFANTRY SMOKE unit.

Effect: When an attack targets either your unit, or a unit that is not
- 1 CP   DESIGNATION FORCE STRATAGEM   MOVEMENT

Alerted by proximity snares set up by recon teams, readied

When: Your opponent's Movement phase, when an enemy unit

Target: That ASTRA MILITARUM INFANTRY unit.

Effect: Your unit can make a normal move of up to D3+3".
- 1 CP   DESIGNATION FORCE STRATAGEM   SHOOTING

With a daring reconnaissance dangerously close to the

When: Start of your Shooting phase.

Target: One friendly SCOUT SENTINEL/ASTRA MILITARUM

Effect: While a visible enemy unit is within 6" of your unit, that unit
- 1 CP   DESIGNATION FORCE STRATAGEM   SHOOTING

Named for the density and reek of their concealing smoke, varied

When: Start of your opponent's Shooting phase

Target: One friendly ASTRA MILITARUM INFANTRY SMOKE unit.

Effect: When an attack targets either your unit, or a unit that is not
- 1 CP   DESIGNATION FORCE STRATAGEM   SHOOTING

With a daring reconnaissance dangerously close to the

When: Start of your Shooting phase.

Target: One friendly SCOUT SENTINEL/ASTRA MILITARUM

Effect: While a visible enemy unit is within 6" of your unit, that unit