IMPERIUM - IMPERIAL KNIGHTS · DETACHMENT

DOMINUS FOEBREAKERS

1 DP · PRIORITY ASSETS

ENHANCEMENTS

Blessed Plate — **30 pts**

IMPERIAL KNIGHTS DOMINUS model only. This model has +1 T.

Archeotech Autoloaders — **25 pts**

IMPERIAL KNIGHTS DOMINUS model only. This unit can re-roll rolls to determine the A of a weapon.

DETACHMENT-REGEL

Friendly IMPERIAL KNIGHTS DOMINUS units' attacks that target a unit in a terrain area have +1 to hit rolls.

STRATAGEMS

1 CP — DOMINUS FOEBREAKERS STRATAGEM · WAHAPEDIA — MOVEMENT

GROUND-SHAKING STRIDES

When: Your Movement phase, when a friendly IMPERIAL KNIGHTS DOMINUS unit is selected to move.
Target: That IMPERIAL KNIGHTS DOMINUS unit.
Effect: Your unit has +2" M.

1 CP — DOMINUS FOEBREAKERS STRATAGEM · WAHAPEDIA — SHOOTING

FIRE SHOCKED

When: Your Shooting phase, when a friendly IMPERIAL KNIGHTS DOMINUS unit has shot.
Target: That IMPERIAL KNIGHTS DOMINUS unit.
Effect: Select one enemy unit hit by those attacks. That enemy unit makes a battle-shock roll, with -1 to that battle-shock roll.

1 CP — DOMINUS FOEBREAKERS STRATAGEM · WAHAPEDIA — SHOOTING

FOEBREAKER FIRESTORM

When: Your Shooting phase, when a friendly engaged IMPERIAL KNIGHTS DOMINUS unit is selected to shoot.
Target: That IMPERIAL KNIGHTS DOMINUS unit.
Effect: Your unit's [BLAST] ranged attacks: Do not have [BLAST]. Have +1 A.