



ENHANCEMENTS

Sanctuary

20 pts

Imperial Knights model only. The bearer has a 5+ invulnerable save.

Mysterious Guardian

35 pts

Imperial Knights model only. (Once per battle, per army) At the end of your opponent's turn, if this unit is unengaged, you can use this ability. If you do:

- Place this unit in strategic reserves.
- This unit has Deep Strike until the start of your next Shooting phase.
- This unit must make an ingress move in your next Movement phase (including in your first turn).

Bringer of Justice

30 pts

Imperial Knights model only. Improve the Attacks characteristic of melee weapons equipped by the bearer by 2, and each time the bearer makes a melee attack, add 1 to the Hit roll.

Hunter's Eye

25 pts

Imperial Knights model only. Ranged weapons equipped by the bearer have the [IGNORES COVER] ability.

DETACHMENT-REGEL

Imperial Knights models from your army have the Feel No Pain 6+ ability. In addition, at the start of your Command phase, each Imperial Knights model from your army regains 1 lost wound.

STRATAGEMS

1 CP

FREEBLADE COMPANY – WARGEAR
STRATAGEM · WAHAPEDIA

MOVEMENT

FULL TILT

When: Your Movement phase.

Target: One Imperial Knights unit from your army.

Effect: Until the end of the phase, if your unit Advances, do not make an Advance roll for it. Instead, until the end of the phase, add 6" to the Move characteristic of models in your unit, or 9" instead if your unit is an Armiger or Destrier unit.

1 CP

FREEBLADE COMPANY – STRATEGIC
PLOY STRATAGEM · WAHAPEDIA

SHOOTING

POINT-BLANK BARRAGE

When: Your Shooting phase.

Target: One Imperial Knights unit from your army that has not been selected to shoot this phase.

Effect: Until the end of the phase, when making ranged attacks with Blast weapons, models in your unit can target enemy units within Engagement Range of your unit (provided no other friendly units are also within Engagement Range of that enemy unit). In addition, until the end of the phase, your unit does not suffer the penalty to its Hit rolls for being within Engagement Range of one or more enemy units, but each time a model in your unit makes an attack with a Blast weapon that targets a unit within Engagement Range of your unit, on an unmodified Hit roll of 1, your unit suffers 1 mortal wound after all of its attacks have been resolved.

1 CP

FREEBLADE COMPANY – BATTLE
TACTIC STRATAGEM · WAHAPEDIA

SHOOTING

STRENGTH FROM EXILE

When: Your Shooting phase or the Fight phase.

Target: One Imperial Knights unit from your army that has not been selected to shoot or fight this phase.

Effect: Until the end of the phase, each time a model in your unit makes an attack, if there are no other friendly units within 9" of your unit, re-roll a Hit roll of 1 and re-roll a Wound roll of 1.

1 CP

FREEBLADE COMPANY – EPIC DEED
STRATAGEM · WAHAPEDIA

SHOOTING

SURVIVOR OF STRIFE

When: Your opponent's Shooting phase, just after an enemy unit has selected its targets.

Target: One Imperial Knights unit from your army that was selected as the target of one or more of the attacking unit's attacks.

Effect: Until the end of the phase, each time an attack targets your unit, if the Strength characteristic of that attack is greater than the Toughness characteristic of your unit, subtract 1 from the Wound roll.

1 CP

FREEBLADE COMPANY – STRATEGIC
PLOY STRATAGEM · WAHAPEDIA

FIGHT

FLANKING MANOEUVRES

When: End of your opponent's Fight phase.

Target: One Armiger unit from your army that is within 9" of one or more battlefield edges and not within Engagement Range of one or more enemy units.

Effect: Remove your unit from the battlefield and place it into Strategic Reserves.

1 CP

FREEBLADE COMPANY – EPIC DEED
STRATAGEM · WAHAPEDIA

ANY

NOBLE SACRIFICE

When: Any phase.

Target: One Imperial Knights unit from your army that was just destroyed. You can target that unit with this Stratagem even though it was just destroyed.

Effect: Your unit's Deadly Demise ability inflicts mortal wounds on a D6 roll of 4+, adding 1 to the result if it is an Armiger unit, instead of only a 6.