

BASTIONS OF TYRANNY

3 Stratagems · 2 Enhancements



1 DP · PRIORITY ASSETS

ENHANCEMENTS (2)

Pterrorshade Rookery

20 pts

When this unit is selected to shoot, select one enemy unit within 24" of this unit. That enemy unit has +6" detection range until this unit has shot.

Hate-filled Dominion

20 pts

This unit can re-roll rolls to determine the A of a weapon.

DETACHMENT RULE

Friendly KNIGHT TYRANT units' attacks that target a battle-shocked unit have +1 to the hit roll.

STRATAGEMS (3/3)

1 CP

BASTIONS OF TYRANNY STRATAGEM

MOVEMENT

PITLESS FOCUS

When: Your Movement phase, when a friendly KNIGHT TYRANT unit is selected to make a fall-back move.

Target: That KNIGHT TYRANT unit.

Effect: That move does not prevent your unit from being eligible to shoot.

1 CP

BASTIONS OF TYRANNY STRATAGEM

ANY

RUNE-CURSED STRONGHOLD

When: Any phase, when a friendly KNIGHT TYRANT unit suffers a mortal wound.

Target: That KNIGHT TYRANT unit.

Effect: Your unit has Feel No Pain 5+ against mortal wounds.

1 CP

BASTIONS OF TYRANNY STRATAGEM

SHOOTING

INTIMIDATING REMINDER

When: Your Shooting phase, when a friendly KNIGHT TYRANT unit has shot.

Target: That KNIGHT TYRANT unit.

Effect: Select one enemy unit hit by those attacks. That enemy unit is suppressed until the start of your next Command phase: While a unit is suppressed, that unit's attacks have -1 to hit rolls.