

HONOURED COMPANIONS

3 Stratagems · 2 Enhancements



1 DP · TAKE AND HOLD

ENHANCEMENTS (2)

Arae-shrike

20 pts

Enemy units that are selected to make an ingress move cannot be set up within 12" of this unit.

Celeritous Sentries

15 pts

(Once per phase, per unit)

You can target this unit with the Heroic Intervention stratagem, regardless of any other uses of that stratagem this phase. If you do:

- That use is -1 CP.
- That use does not prevent any uses of that stratagem on other units this phase.

DETACHMENT RULE

While a friendly Trusted Sentinel unit is within range of an objective, that unit's attacks can re-roll wound rolls of 1.

STRATAGEMS (3/3)

1 CP

HONOURED COMPANIONS STRATAGEM

MOVEMENT

SWIFT AS THE EAGLE

When: Your opponent's Movement phase, when an enemy unit ends a move within 8" of a friendly unengaged Trusted Sentinel unit.

Target: That TRUSTED SENTINEL unit.

Effect: Your unit can make a normal move of up to D3+3".

1 CP

HONOURED COMPANIONS STRATAGEM

FIGHT

AVENGE THE FALLEN

When: Fight phase, when a friendly Trusted Sentinel unit that is below starting strength is selected to fight.

Target: That TRUSTED SENTINEL unit.

Effect: Your unit's melee attacks (excluding those made by Character models) have +2 A.

1 CP HONoured COMPANIONS STRATAGEM **FIGHT**

EMPEROR'S DOMAIN

When: Fight phase, when a friendly Trusted Sentinel unit is selected to make a consolidation move.

Target: That TRUSTED SENTINEL unit.

Effect: You can select the objective consolidation mode for that consolidation move, regardless of that consolidation move's Before Moving restrictions.

This means your unit can move out of engagement range with enemy units, provided it meets the conditions of the objective consolidation mode.