IMPERIUM - GREY KNIGHTS

ARGENT ASSAULT

3 Stratagems · 2 Enhancements

1 DP · PRIORITY ASSETS

ENHANCEMENTS (2)

Psychic Celerity — 15 pts

TERMINATOR model only. This unit has +1 to charge rolls.

Vigilance of Titan — 20 pts

TERMINATOR model only. At the start of your Shooting phase, you can select one visible enemy unit within 12" of this unit. That enemy unit has +6" detection range.

DETACHMENT RULE

When a friendly PALADIN SQUAD unit is selected to fight, if the S of those attacks is lower than the T of the target, those attacks have +1 to wound rolls.

STRATAGEMS (3/3)

1 CP ARGENT ASSAULT STRATAGEM FIGHT

A THREAT ENDED

When: Fight phase, when a friendly PALADIN SQUAD unit is selected to fight.
Target: That PALADIN SQUAD unit.
Effect: Your unit's melee attacks have [PRECISION].

1 CP ARGENT ASSAULT STRATAGEM ANY

TRUESILVER AEGIS

When: Any phase, when a friendly PALADIN SQUAD unit suffers a mortal wound.
Target: That PALADIN SQUAD unit.
Effect: Your unit has Feel No Pain 4+ against mortal wounds.

1 CP ARGENT ASSAULT STRATAGEM FIGHT

AURA OF VENGEANCE

When: Fight phase, when an enemy unit targets a friendly PALADIN SQUAD unit.
Target: That PALADIN SQUAD unit.
Effect: That enemy unit's melee attacks have [HAZARDOUS].