

# DOMINUS FOEBREAKERS

3 Stratagems · 2 Enhancements



1 DP · PRIORITY ASSETS

## ENHANCEMENTS (2)

### 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 RULE

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

## STRATAGEMS (3/3)

1 CP

DOMINUS FOEBREAKERS STRATAGEM

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

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

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.