

SPEARHEAD-AT-ARMS

6 Stratagems · 4 Enhancements



2 DP · RECONNAISSANCE

ENHANCEMENTS (4)

Martial Tuition

15 pts

Imperial Knights model only. While two or more Armiger models are under the effects of the bearer's Bondsman ability, once per turn, you can target one of those Armiger models with the Counter-offensive Stratagem for OCP.

Fables of Nightmare

10 pts

Imperial Knights model only. While two or more Armiger models are under the effects of the bearer's Bondsman ability, melee weapons equipped by those Armiger models have the [PRECISION] ability.

Mentor's Pride

20 pts

Imperial Knights model only. While two or more Armiger models are under the effects of the bearer's Bondsman ability, each time each of those Armiger models makes an attack, you can re-roll a Hit roll of 1.

Tales of Heroism

10 pts

Imperial Knights model only. While two or more Armiger models are under the effects of the bearer's Bondsman ability, each time one of those Armiger models makes a melee attack, you can ignore any or all modifiers to the Hit roll and/or the Wound roll.

DETACHMENT RULE

Each time a model from your army uses its Bondsman ability, if no other model from your army has used that Bondsman ability that turn, you can select up to three friendly Armiger models (instead of one) within 12" of that model, or within 15" of that model while your army is Honoured (you still cannot select a model that is already being affected by a Bondsman ability). Until the start of your next Command phase, those models are affected by that Bondsman ability.

STRATAGEMS (6/6)

1 CP SPEARHEAD-AT-ARMS – BATTLE TACTIC STRATAGEM SHOOTING

EXEMPLAR'S WISDOM

When: Your Shooting phase, just after an Imperial Knights Titanic model from your army has shot.

Target: That IMPERIAL KNIGHTS TITANIC model, and one or more friendly Armiger models affected by that model's Bondsman ability.

Effect: Select one enemy unit hit by one or more of those attacks. Until the end of the phase, each time one of your ARMIGER models makes an attack that targets that enemy unit, improve the Armour Penetration characteristic of that attack by 1.

1 CP SPEARHEAD-AT-ARMS – EPIC DEED STRATAGEM SHOOTING

LET DUTY BE YOUR SHIELD

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

Target: One Armiger unit from your army that was selected as the target of one or more of the attacking units attacks.

Effect: Until the end of the phase, each time an attack targets your unit, worsen the Armour Penetration characteristic of that attack by 1.

1 CP SPEARHEAD-AT-ARMS – STRATEGIC PLOY STRATAGEM

SHOOTING

MANTLE OF THE MENTOR

When: Start of your Shooting phase.

Target: One Armiger model from your army, or one Imperial Knights Titanic model from your army, and one or more friendly ARMIGER models affected by that model's Bondsman ability.

Effect: Until the end of the phase, your ARMIGER models are eligible to shoot in a turn in which they Fell Back.

1 CP SPEARHEAD-AT-ARMS – BATTLE TACTIC STRATAGEM SHOOTING

THIN THEIR RANKS

When: Start of your Shooting phase.

Target: One Armiger model from your army, or one Imperial Knights Titanic model from your army, and one or more friendly ARMIGER models affected by that model's Bondsman ability.

Effect: Until the end of the phase, ranged weapons equipped by your ARMIGER models have the [RAPID FIRE 1] ability.

1 CP SPEARHEAD-AT-ARMS – STRATEGIC PLOY STRATAGEM FIGHT

SQUIRES OF THE HUNT

When: End of your opponent's Fight phase.

Target: One Armiger model from your army, or one Imperial Knights Titanic model from your army, and one or more friendly ARMIGER models affected by that model's Bondsman ability.

Effect: For each of your ARMIGER models that is within 9" of one or more battlefield edges and not within Engagement Range of one or more enemy units, remove that ARMIGER model from the battlefield and place it into Strategic Reserves.

1 CP SPEARHEAD-AT-ARMS – BATTLE TACTIC STRATAGEM FIGHT

VIRTUE OF COURAGE

When: Start of the Fight phase.

Target: One Armiger model from your army, or one Imperial Knights Titanic model from your army, and one or more friendly ARMIGER models affected by that model's Bondsman ability.

Effect: Select one enemy unit. Until the end of the phase, each time one of your ARMIGER models makes an attack that targets that enemy unit, add 1 to the Hit roll.