

THRONE-BONDED OUTRIDERS

3 Stratagems · 2 Enhancements



1 DP · RECONNAISSANCE

ENHANCEMENTS (2)

Gyro-optimised Actuators

15 pts

ARMIGER unit only. This unit has MOBILE.

Ancestral Overbleed

10 pts

ARMIGER unit only. When you target this unit with the Fire Overwatch/Heroic Intervention stratagem, that use is -1 CP.

DETACHMENT RULE

While a friendly ARMIGER unit is affected by a Bondsman ability, that unit's ranged attacks have [IGNORES COVER].

This detachment has the ARMIGERS tag and cannot be taken with another ARMIGERS detachment.

STRATAGEMS (3/3)

1 CP

THRONE-BONDED OUTRIDERS STRATAGEM

COMMAND

HELM CONDITIONING

When: Your Command phase, when a friendly IMPERIAL KNIGHTS unit uses a Bondsman ability.

Target: That IMPERIAL KNIGHTS unit.

Effect: When selecting an ARMIGER model for that Bondsman ability, you can select one within 18" of your unit (excluding models already affected by a Bondsman ability).

1 CP

THRONE-BONDED OUTRIDERS STRATAGEM

COMMAND

NEURAL LASH

When: Command phase.

Target: One friendly IMPERIAL KNIGHTS TITANIC unit.

Effect: Select one friendly battle-shocked ARMIGER unit within 12" of your unit. That ARMIGER unit is no longer battle-shocked.

1 CP

THRONE-BONDED OUTRIDERS STRATAGEM

SHOOTING

HONOURED TO SERVE

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

Target: That ARMIGER unit.

Effect: Those attacks do not prevent your unit from being eligible to start an action.