

VALOURSTRIKE LANCE

6 Stratagems · 4 Enhancements



2 DP · PURGE THE FOE

ENHANCEMENTS (4)

Bearer of the Iron Chalice

20 pts

Imperial Knights model only. At the end of your Movement phase, select one other Imperial Knights model from your army that is within 12" of and visible to the bearer. That selected model regains up to D3 lost wounds, or up to 3 lost wounds if your army is Honoured.

Bearer of the Judicant's Helm

25 pts

Imperial Knights model only. At the start of your Shooting phase, select one other Imperial Knights model from your army that is within 12" of and visible to the bearer. Until the end of the phase, ranged weapons equipped by that selected model have the [IGNORES COVER] ability.

Bearer of the Evanescent Ion

15 pts

Imperial Knights model only. At the end of your Movement phase, select one other Imperial Knights model from your army that is within 12" of and visible to the bearer. Until the start of your next Movement phase, that selected model has the Stealth ability.

Bearer of the Lancer's Sigil

25 pts

Imperial Knights model only. At the start of your Charge phase, select one other Imperial Knights model from your army that is within 12" of and visible to the bearer. Until the end of the phase, you can re-roll Charge rolls made for that selected model.

DETACHMENT RULE

Each time an IMPERIAL KNIGHTS unit from your army Advances, until the end of the turn, ranged weapons equipped by IMPERIAL KNIGHTS models from your army have the [ASSAULT] ability.

STRATAGEMS (6/6)

2 CP VALOURSTRIKE LANCE – BATTLE TACTIC STRATAGEM

MOVEMENT

FULL TILT

When: Your Movement phase.

Target: One Imperial Knights unit from your army that has not been selected to move this phase.

Effect: Until the end of the phase, add 2" to the Move characteristic of your models and add 2 to Advance rolls made for those model's units.

1 CP VALOURSTRIKE LANCE – STRATEGIC PLOY STRATAGEM

MOVEMENT

TACTICAL FOIL

When: Your opponent's Movement phase, just after an enemy unit ends a Normal, Advance or Fall Back move.

Target: One Imperial Knights model from your army that is within 8" of that unit.

Effect: Your model can make a Normal move of up to D6".

1 CP VALOURSTRIKE LANCE – WARGEAR STRATAGEM

SHOOTING

ROTATE ION SHIELDS

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

Target: One Imperial Knights unit from your army that was selected as the target of one or more of the attacking unit's attacks.

Effect: Until the end of the phase, models in your unit have a 4+ invulnerable save.

1 CP VALOURSTRIKE LANCE – STRATEGIC PLOY STRATAGEM

SHOOTING

VOW OF RETRIBUTION

When: Your Shooting phase.

Target: One Imperial Knights unit from your army that has not been selected to shoot this phase.

Effect: Until the end of the phase, ranged weapons equipped by your models have the [LETHAL HITS] ability.

1 CP VALOURSTRIKE LANCE – STRATEGIC PLOY STRATAGEM

FIGHT

RUN THEM THROUGH!

When: Fight phase.

Target: One Imperial Knights unit from your army that has not been selected to fight this phase.

Effect: Until the end of the phase, melee weapons equipped by your models have the [LANCE] ability.

1 CP VALOURSTRIKE LANCE – BATTLE TACTIC STRATAGEM

FIGHT

THUNDERSTOMP

When: Fight phase.

Target: One Imperial Knights model from your army that has not been selected to fight this phase.

Effect: Until the end of the phase, the Attacks characteristic of any armoured Feet melee weapons equipped by your model is 8, the Attacks characteristic of any titanic Feet melee weapons equipped by your model is 12, and improve the Armour Penetration characteristic of those weapons by 1.