IMPERIUM - GREY KNIGHTS · DETACHMENT

# ARGENT ASSAULT

1 DP · PRIORITY ASSETS

## ENHANCEMENTS

**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-REGEL

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

**1 CP** — ARGENT ASSAULT STRATAGEM · WAHAPEDIA — 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 · WAHAPEDIA — 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].

**1 CP** — ARGENT ASSAULT STRATAGEM · WAHAPEDIA — 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.