IMPERIUM - IMPERIAL KNIGHTS · DETACHMENT

GATE WARDEN LANCE

2 DP · TAKE AND HOLD

ENHANCEMENTS

Vengeful Tread — **15 pts**

Imperial Knights model only. Once per turn, you can target the bearer with the Tank Shock Stratagem for 0CP.

Acquisitor-at-Arms — **15 pts**

Imperial Knights model only. While the bearer is on your defensive line and there are no enemy units on your defensive line, add the bearer's Objective Control characteristic to that of each model affected by the bearer's Bondsman ability.

Purgation's Hand — **20 pts**

Imperial Knights model only. Each time the bearer makes a melee attack, if the bearer is on your defensive line, re-roll a Hit roll of 1 and re-roll a Wound roll of 1.

Augury Halo — **20 pts**

Imperial Knights model only. Each time the bearer makes a ranged attack, while the bearer is on your defensive line, weapons equipped by the bearer have the [IGNORES COVER] ability.

DETACHMENT-REGEL

At the start of the first battle round, select two objectives to be your foundations. Place a circular 40mm foundation marker in each one. When you draw a line from any part of one your foundation markers to any part of the other, if any part of a model's base (or any part of a model's hull, for a model without a base) crosses that line, that model's unit is said to be on your defensive line.

While an IMPERIAL KNIGHTS unit from your army is on your defensive line, that unit has the Against the Horde ability.

STRATAGEMS

1 CP — GATE WARDEN LANCE – BATTLE TACTIC STRATAGEM · WAHAPEDIA — MOVEMENT

MARSHAL THE DEFENCE

When: Your Movement phase.
Target: Up to two Imperial Knights units from your army that have not been selected to move this phase.
Effect: Until the end of the phase, add 3" to the Move characteristic of models in your units.

1 CP — GATE WARDEN LANCE – BATTLE TACTIC STRATAGEM · WAHAPEDIA — SHOOTING

DRIVE THEM OUT!

When: Your Shooting phase or the Fight phase.
Target: One Imperial Knights unit from your army that has not been selected to shoot or fight this phase.
Effect: Until the end of the phase, each time a model in your unit makes an attack that targets an enemy unit on your defensive line, an unmodified Hit roll of 5+ scores a Critical Hit.

1 CP

GATE WARDEN LANCE – BATTLE TACTIC STRATAGEM · WAHAPEDIA

SHOOTING

TITANIC BOMBARDMENT

When: Your Shooting phase.
Target: One Imperial Knights Titanic unit from your army that Remained Stationary this turn, that is on your defensive line and that has not been selected to shoot this phase.
Effect: Until the end of the phase, ranged weapons equipped by models in your unit have the [SUSTAINED HITS 2] ability.

1 CP

GATE WARDEN LANCE – EPIC DEED STRATAGEM · WAHAPEDIA

CHARGE

FORTRESS OF INTIMIDATION

When: Start of your opponent's Charge phase.
Target: One Imperial Knights Titanic unit from your army that is on your defensive line.
Effect: Until the end of the phase, each time an enemy unit selects your unit as a target of a charge, that unit must take a Battle-shock test, subtracting 1 from the result.

1 CP

GATE WARDEN LANCE – STRATEGIC PLOY STRATAGEM · WAHAPEDIA

FIGHT

LANCEBREAKER

When: Fight 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 and is on your defensive line.
Effect: Until the end of the phase, each time an attack targets your unit, if the Strength characteristic of that attack is greaterthan the Toughness characteristic of your unit, subtract 1 from the Wound roll

1 CP

GATE WARDEN LANCE – BATTLE TACTIC STRATAGEM · WAHAPEDIA

FIGHT

STEADFAST SUPERIORITY

When: Fight phase.
Target: One Imperial Knights unit from your army that is within Engagement Range of one or more enemy units, that is on your defensive line and that has not already been selected to fight this phase.
Effect: Until the end of the phase, each time a model in your unit makes an attack, you can re-roll the Hit roll.