IMPERIUM - IMPERIAL KNIGHTS · DETACHMENT

QUESTORIS COMPANIONS

3 DP · TAKE AND HOLD

ENHANCEMENTS

Crushing Condemnation — **10 pts**

Imperial Knights model only. When the bearer is selected to fight, after resolving its attacks, if one or more enemy units were destroyed by those attacks, the bearer can use this Enhancement. If it does, this Enhancement is expended, then select one enemy unit that is not within Engagement Range of any units from your army and is within 12" of and visible to the bearer. Roll six D6: for each 4+, that enemy unit suffers 1 mortal wound.

Herald of Triumph — **15 pts**

Imperial Knights model only. When the bearer ends a Charge move, it can use this Enhancement. If it does, this Enhancement is expended, the each enemy unit within Engagement Range of the bearer must take a Battle-shock test, subtracting 1 from the result.

Wyrmslayer Divination — **10 pts**

Imperial Knights model only. In your Shooting phase, when the bearer is selected to shoot, it can use this Enhancement. If it does, this Enhancement is expended, then until the end of the phase, each time it makes an attack that targets a unit that can Fly, you can re-roll the Hit roll.

Pennant of Silvered Fury — **15 pts**

Imperial Knights model only. When the bearer is selected to fight, it can use this Enhancement. If it does, this Enhancement is expended, then until the end of the phase, melee equipped by the bearer have the [SUSTAINED HITS 2] ability.

DETACHMENT-REGEL

At the start of your turn, if your current Oath is fulfilled, determine an additional Oath, with the exception that you cannot select a Deed or Quality you have already selected (if you are randomly selecting the Deed and/or Quality and roll any result that you have already selected, select a Deed or Quality you have not already selected instead). If you cannot determine an additional Oath because you have already selected each Deed and each Quality, do not determine an additional Oath.

The Qualities from Oaths you have fulfilled continue to apply to all models in your army with the Code Chivalric ability. When the Deed for an additional Oath is completed, you instead gain 1CP, regardless of how you selected the Deed or Quality.

STRATAGEMS

1 CP — QUESTORIS COMPANIONS – EPIC DEED STRATAGEM · WAHAPEDIA — COMMAND

HERO'S TREAD

When: End of your Command phase.
Target: One Imperial Knights Titanic model from your army that is within range of an objective marker you control.
Effect: Your Level of Control over that objective marker is 5 (unless it would otherwise be higher), until your opponent's Level of Control over that objective marker is greater than yours at the end of a phase.

2 CP — QUESTORIS COMPANIONS – EPIC DEED STRATAGEM · WAHAPEDIA — MOVEMENT

UNSTOPPABLE WARRIOR

When: Your Movement phase, just after an Imperial Knights Titanic unit from your army Falls Back.
Target: That IMPERIAL KNIGHTS TITANIC unit.
Effect: Until the end of the turn, your unit is eligible to shoot and declare a charge in a turn in which it Fell Back.

1 CP

QUESTORIS COMPANIONS – EPIC DEED STRATAGEM · WAHAPEDIA

SHOOTING

COURAGEOUS STAND

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

Target: One Imperial Knights Titanic 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 the Feel No Pain 6+ ability.

1 CP

QUESTORIS COMPANIONS – EPIC DEED STRATAGEM · WAHAPEDIA

SHOOTING

TITANIC DUEL

When: Your Shooting phase or the Fight phase.

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

Effect: Until the end of the phase, each time your model makes an attack that targets a MONSTER, TITANIC or WALKER unit, add 1 to the Hit roll and add 1 to the Wound roll.

1 CP

QUESTORIS COMPANIONS – EPIC DEED STRATAGEM · WAHAPEDIA

CHARGE

DRIVEN BY THE PAST

When: Your Charge phase.

Target: One Imperial Knights Titanic unit from your army.

Effect: Until the end of the turn, your unit is eligible to declare a charge in a turn in which it Advanced.

1 CP

QUESTORIS COMPANIONS – EPIC DEED STRATAGEM · WAHAPEDIA

FIGHT

MOMENT OF GLORY

When: Fight phase, just before an Imperial Knights Titanic unit from your army Consolidates.

Target: That IMPERIAL KNIGHTS TITANIC unit.

Effect: Until the end of the phase, each time your unit Consolidates, models in it can move an additional 3" provided your unit can end that move within Engagement Range of one or more enemy units.