

SPEARHEAD-AT-ARMS

0 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

Martial Tuition

15 pts

Imperial Knights model only. While two or more Armiger models are under the effects of the bearer's Bondsman ability, once per turn, you can target one of those Armiger models with the Counter-offensive Stratagem for 0CP.

Fables of Nightmare

10 pts

Imperial Knights model only. While two or more Armiger models are under the effects of the bearer's Bondsman ability, melee weapons equipped by those Armiger models have the [PRECISION] ability.

Mentor's Pride

20 pts

Imperial Knights model only. While two or more Armiger models are under the effects of the bearer's Bondsman ability, each time each of those Armiger models makes an attack, you can re-roll a Hit roll of 1.

Tales of Heroism

10 pts

Imperial Knights model only. While two or more Armiger models are under the effects of the bearer's Bondsman ability, each time one of those Armiger models makes a melee attack, you can ignore any or all modifiers to the Hit roll and/or the Wound roll.

DETACHMENT RULE

Each time a model from your army uses its Bondsman ability, if no other model from your army has used that Bondsman ability that turn, you can select up to three friendly Armiger models (instead of one) within 12" of that model, or within 15" of that model while your army is Honoured (you still cannot select a model that is already being affected by a Bondsman ability). Until the start of your next Command phase, those models are affected by that Bondsman ability.