

THRONE-BONDED OUTRIDERS

3 Stratagems · 2 Enhancements

ENHANCEMENTS (2)

Gyro-optimised Actuators

15 pts

ARMIGER unit only. This unit has MOBILE.

Ancestral Overbleed

10 pts

ARMIGER unit only. When you target this unit with the Fire Overwatch/Heroic Intervention stratagem, that use is -1 CP.

DETACHMENT RULE

While a friendly ARMIGER unit is affected by a Bondsman ability, that unit's ranged attacks have [IGNORES COVER].

This detachment has the ARMIGERS tag and cannot be taken with another ARMIGERS detachment.

STRATAGEMS (3/3)

1 CP THRONE-BONDED OUTRIDERS STRATAGEM

COMMAND

Noble pilots have little time for panicked or despairing

When: Command phase.

Target: One friendly IMPERIAL KNIGHTS TITANIC unit.

Effect: Select one friendly battle-shocked ARMIGER unit within 12"

1 CP THRONE-BONDED OUTRIDERS STRATAGEM

COMMAND

Some longer-serving bondsmen become so conditioned to efficient

When: Your Command phase, when a friendly IMPERIAL KNIGHTS

Target: That IMPERIAL KNIGHTS unit.

Effect: When selecting an ARMIGER model for that Bondsman

1 CP THRONE-BONDED OUTRIDERS STRATAGEM

SHOOTING

Determined to prove worthy of a place in battle alongside their

When: Your Shooting phase, when a friendly ARMIGER unit has shot.

Target: That ARMIGER unit.

Effect: Those attacks do not prevent your unit from being eligible