

FREEBLADE COMPANY

0 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

Sanctuary

20 pts

Imperial Knights model only. The bearer has a 5+ invulnerable save.

Mysterious Guardian

35 pts

Imperial Knights model only. (Once per battle, per army) At the end of your opponent's turn, if this unit is unengaged, you can use this ability. If you do:

- Place this unit in strategic reserves.
- This unit has Deep Strike until the start of your next Shooting phase.
- This unit must make an ingress move in your next Movement phase (including in your first turn).

Bringer of Justice

30 pts

Imperial Knights model only. Improve the Attacks characteristic of melee weapons equipped by the bearer by 2, and each time the bearer makes a melee attack, add 1 to the Hit roll.

Hunter's Eye

25 pts

Imperial Knights model only. Ranged weapons equipped by the bearer have the [IGNORES COVER] ability.

DETACHMENT RULE

Imperial Knights models from your army have the Feel No Pain 6+ ability. In addition, at the start of your Command phase, each Imperial Knights model from your army regains 1 lost wound.