

GATE WARDEN LANCE

0 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

Vengeful Tread

15 pts

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

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 RULE

At the start of the first battle round, select two objectives to be your foundations. Place a circular foundation marker in each one. When you draw a line from the closest part of one foundation marker to the closest 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.