

VALOURSTRIKE LANCE

0 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

Bearer of the Iron Chalice

20 pts

Imperial Knights model only. At the end of your Movement phase, select one other Imperial Knights model from your army that is within 12" of and visible to the bearer. That selected model regains up to D3 lost wounds, or up to 3 lost wounds if your army is Honoured.

Bearer of the Judicant's Helm

25 pts

Imperial Knights model only. At the start of your Shooting phase, select one other Imperial Knights model from your army that is within 12" of and visible to the bearer. Until the end of the phase, ranged weapons equipped by that selected model have the [IGNORES COVER] ability.

Bearer of the Evanescent Ion

15 pts

Imperial Knights model only. At the end of your Movement phase, select one other Imperial Knights model from your army that is within 12" of and visible to the bearer. Until the start of your next Movement phase, that selected model has the Stealth ability.

Bearer of the Lancer's Sigil

25 pts

Imperial Knights model only. At the start of your Charge phase, select one other Imperial Knights model from your army that is within 12" of and visible to the bearer. Until the end of the phase, you can re-roll Charge rolls made for that selected model.

DETACHMENT RULE

Each time an IMPERIAL KNIGHTS unit from your army Advances, until the end of the turn, ranged weapons equipped by IMPERIAL KNIGHTS models from your army have the [ASSAULT] ability.