

FREEBLADE COMPANY

ENHANCEMENTS

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-REGEL

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.

STRATAGEMS

1 CP

FREEBLADE COMPANY – WARGEAR
STRATAGEM

MOVEMENT

With the enemy before them, their Knight's machine

When: Your Movement phase.

Target: One Imperial Knights unit from your army.

Effect: Until the end of the phase, if your unit

1 CP

FREEBLADE COMPANY – EPIC DEED
STRATAGEM

SHOOTING

The fires of war have steeled this Freeblade's resolve.

When: Your opponent's Shooting phase, just after an

Target: One Imperial Knights unit from your army

Effect: Until the end of the phase, each time an

1 CP

FREEBLADE COMPANY – STRATEGIC
PLOY STRATAGEM

SHOOTING

Few can withstand the point-blank fury of a Knight.

When: Your Shooting phase.

Target: One Imperial Knights unit from your army

Effect: Until the end of the phase, when making

1 CP

FREEBLADE COMPANY – BATTLE
TACTIC STRATAGEM

SHOOTING

Well used to a life without allies or fire support,

When: Your Shooting phase or the Fight phase.

Target: One Imperial Knights unit from your

Effect: Until the end of the phase, each time a

1 CP

FREEBLADE COMPANY – STRATEGIC
PLOY STRATAGEM

FIGHT

Eager to earn glory, Knight Armigers focus on swiftly

When: End of your opponent's Fight phase.

Target: One Armiger unit from your army that

Effect: Remove your unit from the battlefield and

1 CP

FREEBLADE COMPANY – EPIC DEED
STRATAGEM

ANY

Sensing their end drawing close, the scion overloads

When: Any phase.

Target: One Imperial Knights unit from your army

Effect: Your unit's Deadly Demise ability inflicts