

PATH OF THE OUTCAST

3 Stratagems · 2 Enhancements



1 DP · RECONNAISSANCE

ENHANCEMENTS (2)

Camouflaged Snipers

10 pts

RANGERS unit only. This unit's ranged attacks do not prevent this unit from being hidden.

Assassin's Eye

15 pts

RANGERS/SHROUD RUNNERS unit only. This unit's ranged attacks that target a CHARACTER unit have +1 AP.

DETACHMENT RULE

When a friendly RANGERS/SHROUD RUNNERS unit is selected to shoot, enemy units have +6" detection range until that friendly unit has shot.

STRATAGEMS (3/3)

1 CP

PATH OF THE OUTCAST STRATAGEM

SHOOTING

CASTING BACK THE VEIL

When: Your Shooting phase, when a friendly RANGERS/SHROUD RUNNERS unit has shot.

Target: That RANGERS/SHROUD RUNNERS unit.

Effect: Select one enemy unit hit by those ranged attacks. That enemy unit has +6" detection range.

1 CP

PATH OF THE OUTCAST STRATAGEM

SHOOTING

ELDRITCH SUPPRESSION

When: Your Shooting phase, when a friendly RANGERS/SHROUD RUNNERS unit has shot.

Target: That RANGERS/SHROUD RUNNERS unit.

Effect: Select one enemy unit hit by those ranged attacks. That enemy unit makes a battle-shock roll, with -1 to that battle-shock roll if a model in that enemy unit was destroyed by those attacks.

1 CP PATH OF THE OUTCAST STRATAGEM

SHOOTING

NOMADS OF THE HIDDEN WAY

When: Your Shooting phase, when a friendly RANGERS/SHROUD RUNNERS unit has shot.

Target: That RANGERS/SHROUD RUNNERS unit.

Effect: Your unit can make a normal move of up to D6". Your unit is not eligible to declare a charge or embark within a TRANSPORT until the end of the turn.