

IMMATERIAL INTERDICTION

3 Stratagems · 2 Enhancements



1 DP · RECONNAISSANCE

ENHANCEMENTS (2)

Predestined Coordinates

10 pts

INTERCEPTOR SQUAD unit only. In your first Movement phase, this unit can make an ingress move.

Astral Overlap

10 pts

INTERCEPTOR SQUAD unit only. This unit has Stealth.

DETACHMENT RULE

In your Shooting phase, when a friendly INTERCEPTOR SQUAD unit has shot, you can use this ability. If you do:

- That unit cannot use its Personal Teleporters ability.
- That unit can make a surge move of up to D6+1".

STRATAGEMS (3/3)

1 CP

IMMATERIAL INTERDICTION STRATAGEM

MOVEMENT

RESPONSIVE DISPLACEMENT

When: Your opponent's Movement phase, when an enemy unit that was engaged with a friendly INTERCEPTOR SQUAD unit ends a fall-back move, if that INTERCEPTOR SQUAD unit is unengaged.

Target: That INTERCEPTOR SQUAD unit.

Effect: Your unit can make a normal move of up to D3+3".

1 CP

IMMATERIAL INTERDICTION STRATAGEM

SHOOTING

BY THOUGHT ALONE

When: Your Shooting phase, when a friendly INTERCEPTOR SQUAD unit starts an action.

Target: That INTERCEPTOR SQUAD unit.

Effect: That action does not prevent your unit from being eligible to shoot.

1 CP IMMATERIAL INTERDICTION STRATAGEM

CHARGE

BLADES FROM THE BEYOND

When: Fight phase, when a friendly INTERCEPTOR SQUAD unit that made a charge move this turn is selected to fight.

Target: That INTERCEPTOR SQUAD unit.

Effect: Your unit's melee attacks have [LANCE].