

KABALITE WARRIORS

110 PTS



M7"

T3

SV4+

W1

LD7+

OC2

6+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Blast Pistol PISTOL	6"	1	3+	8	-3	D3
Blaster ASSAULT	18"	1	3+	8	-4	D6+1
Dark Lance HEAVY	36"	1	4+	12	-3	D6+2
Shredder ASSAULT TORRENT	18"	D6	N/A	6	0	1
Splinter Cannon ANTI-INFANTRY 3+ HEAVY SUSTAINED HITS 1	36"	3	4+	3	-1	2
Splinter Pistol ANTI-INFANTRY 3+ ASSAULT PISTOL	12"	1	3+	2	0	1
Splinter Rifle ANTI-INFANTRY 3+ ASSAULT	24"	2	3+	2	0	1
Splinter Rifle ANTI-INFANTRY 3+ ASSAULT	24"	2	3+	2	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close Combat Weapon	Melee	2	3+	3	0	1
Close Combat Weapon	Melee	2	3+	3	0	1
Close Combat Weapon	Melee	2	3+	3	0	1
Close Combat Weapon	Melee	2	3+	3	0	1
Close Combat Weapon	Melee	2	3+	3	0	1
Close Combat Weapon	Melee	2	3+	3	0	1

Power Weapon **ANTI-INFANTRY 3+** Melee 3 3+ 3 -2 1

AUFSTELLUNG

9x Kabalite Warrior with Shredder oder Kabalite Warrior oder Kabalite Warrior with Blaster oder Kabalite Warrior with Splinter Cannon oder Kabalite Warrior with Dark Lance
1x Sybarite

Equipped with: Blast Pistol, Blaster, Dark Lance, Shredder, Splinter Cannon, Splinter Pistol, Splinter Rifle, Close Combat Weapon, Power Weapon

Wargear Options:

- Each Sybarite can replace its Splinter Rifle with Blast Pistol or Splinter Pistol.
- Each Sybarite can replace its Close Combat Weapon with Power Weapon.
- Each Sybarite can be equipped with one of: Phantasm Grenade Launcher, Kabalite Icon.

ABILITIES

Cruel Enforcers

At the end of your Command phase, if this unit is within range of an objective marker you control, that objective marker remains under you control, until your opponent's Level of Control over that objective marker is greater than yours at the end of a phase.

Kabalite Icon

While the bearer's unit is not Battle-shocked, add 1 to the bearer's Objective Control characteristic.

Phantasm Grenade Launcher

The bearer's unit has the Smoke and Grenades keywords.



Sadistic Raiders (Pain)

In your Shooting phase or the Fight phase, when you select this unit to shoot or fight, you can spend 1 Pain token to Empower this unit. While Empowered, each time a model in this unit makes an attack, re-roll a Wound roll of 1. If the target is within range of an objective marker, you can re-roll the Wound roll instead.

WEAPON RULES

ANTI

This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

ASSAULT

Units containing one or more models with an [ASSAULT] weapon can shoot using **assault** shooting (10.05).

HEAVY

In your Shooting phase, each time an attack is made with a [HEAVY] weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.

PISTOL

[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

SUSTAINED HITS

This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).

TORRENT

Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.