

KABALITE CARTEL

ENHANCEMENTS

Leechbite Plate

5 pts

Archon model only. The bearer has a Save characteristic of 3+. At the start of either player's Command phase, you can spend 1 Pain token; if you do, the bearer regains all of its lost wounds.

Webway Awl

25 pts

Archon model only. Models in the bearer's unit have the Deep Strike ability, and you can target the bearer's unit with the Rapid Ingress Stratagem for OCP.

Informant Network

30 pts

Archon model only. At the start of the Declare Battle Formations step, select up to three Kabalite Warriors and/or Hand of the Archon units from your army; those units gain the Infiltrators ability.

Towering Arrogance

20 pts

Archon models only. While the bearer is leading a unit, improve the Leadership and Objective Control characteristics of models in that unit by 1.

DETACHMENT-REGEL

At the start of the first battle round, select one of the Contracts from below, then select one unit from your opponent's army that matches the 'Contract' description in the Contract. Until that Contract is completed, that unit is your Contract unit and Kabal and Blades For Hire units from your army have the ability stated in that Contract. At the start of your Command phase, if your Contract unit is destroyed, that Contract is completed and you gain 3 Pain tokens.

Trophy Hunters

Contract: One Character unit.

Ability: Each time a Kabal or Blades for Hire model in this unit makes an attack that targets the Contract unit, that attack has the [Precision] ability.

Sow Fear and Terror

Contract: One Infantry or Mounted unit (excluding units containing only Character models). At the start of Your Command phase, this Contract is completed if all non-Character models in that unit are destroyed.

Ability: Each time a Kabal or Blades for Hire model in this unit makes an attack that targets an Infantry or Mounted unit, that attack has the [Sustained Hits 1] ability.

Show of Strength

Contract: One Monster or Vehicle unit.

Ability: Each time a Kabal or Blades for Hire model in this unit makes an attack that targets a Monster or Vehicle unit, that attack has the [Lethal Hits] ability.