

PATH OF THE OUTCAST

6 Stratagems · 2 Enhancements

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 (6/6)

1 CP PATH OF THE OUTCAST STRATAGEM SHOOTING

Once these snipers have found their range to a shrouded foe with

When: Your Shooting phase, when a friendly RANGERS/SHROUD

Target: That RANGERS/SHROUD RUNNERS unit.

Effect: Select one enemy unit hit by those ranged attacks. That

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Struck by a sudden volley of precision shots when no foe can be

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