

KABALITE AGONYSTS

6 Stratagems · 2 Enhancements

ENHANCEMENTS (2)

Towering Arrogance

15 pts

ARCHON model only. This unit has:

- +1 Ld and OC.

Contempt For Rivals

20 pts

ARCHON model only. This unit's attacks have [PRECISION].

DETACHMENT RULE

Friendly BLADES FOR HIRE/KABAL units' ranged attacks have [SUSTAINED HITS 1: non-MONSTER/VEHICLE].

This detachment has the KABAL tag and cannot be taken with another KABAL detachment.

STRATAGEMS (6/6)

1 CP KABALITE AGONYSTS STRATAGEM SHOOTING

Contracts to annihilate, maim or capture singular victims of

When: Your Shooting phase or the Fight phase, when a friendly

Target: That BLADES FOR HIRE/KABAL unit.

Effect: Your unit's attacks that target a CHARACTER unit can:

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When: Your Shooting phase or the Fight phase, when a friendly

Target: That BLADES FOR HIRE/KABAL unit.

Effect: Your unit's attacks that target a CHARACTER unit can:

1 CP KABALITE AGONYSTS STRATAGEM SHOOTING

Defensive barriers or camouflage are little protection against

When: Your Shooting phase, when a friendly KABALITE WARRIORS

Target: That KABALITE WARRIORS unit.

Effect: Your unit's ranged attacks have [IGNORES COVER].

1 CP KABALITE AGONYSTS STRATAGEM SHOOTING

Defensive barriers or camouflage are little protection against

When: Your Shooting phase, when a friendly KABALITE WARRIORS

Target: That KABALITE WARRIORS unit.

Effect: Your unit's ranged attacks have [IGNORES COVER].

1 CP

KABALITE AGONYSTS STRATAGEM

SHOOTING

The capability of militant kabals to project their killing power

When: Your Shooting phase, when a friendly BLADES FOR HIRE/

Target: That BLADES FOR HIRE/KABAL unit.

Effect: Those attacks do not prevent your unit from being hidden.

1 CP

KABALITE AGONYSTS STRATAGEM

SHOOTING

The capability of militant kabals to project their killing power

When: Your Shooting phase, when a friendly BLADES FOR HIRE/

Target: That BLADES FOR HIRE/KABAL unit.

Effect: Those attacks do not prevent your unit from being hidden.