

ENHANCEMENTS (4)

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.

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.

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 0CP.

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 RULE

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.

STRATAGEMS (6/6)

1 CP KABALITE CARTEL – EPIC DEED STRATAGEM

COMMAND

ENEMIES WITHOUT NUMBER

When: Your Command phase, just after you complete a Contract.

Target: One Archon WARLORD from your army.

Effect: Select one new Contract (this can be one you have already completed), then select one unit from your opponent's army that is on the battlefield and matches the 'Contract' description in that Contract. Until that Contract is completed, that unit is your Contract unit and the Murderous Agenda Detachment rule applies as normal.

1 CP KABALITE CARTEL – STRATEGIC PLOY STRATAGEM

SHOOTING

DEADLY DECEIVERS

When: Your opponent's Shooting phase, just after an enemy unit has selected its targets.

Target: One Kabal or Blades for Hire unit from your army that was selected as the target of one or more of the attacking unit's attacks.

Effect: Until the end of the phase, your unit can only be selected as the target of a ranged attack if the attacking model is within 18".

1 CP KABALITE CARTEL – BATTLE TACTIC STRATAGEM **SHOOTING**

MAKING A POINT

When: Your Shooting phase.

Target: One Kabalite Warriors or Hand of the Archon unit from your army that has not been selected to shoot this phase.

Effect: Until the end of the phase, improve the Ballistic Skill and Armour Penetration characteristics of ranged weapons equipped by models in your unit by 1.

1 CP KABALITE CARTEL – EPIC DEED STRATAGEM **SHOOTING**

TAILORED TOXINS

When: Your Shooting phase or the Fight phase.

Target: One Kabal or Blades for Hire unit from your army that has not been selected to shoot or fight this phase.

Effect: Until the end of the phase, each time a model in your unit makes an attack that targets your Contract unit, an unmodified Hit roll of 5+ scores a Critical Hit.

1 CP KABALITE CARTEL – STRATEGIC PLOY STRATAGEM **FIGHT**

DOUBLE-CROSS

When: Fight phase, just after an enemy unit has selected its targets.

Target: One Kabal or Blades for Hire unit from your army that was selected as the target of one or more of the attacking unit's attacks, and one friendly Drukhari unit (excluding Vehicles).

Effect: Until the end of the phase, each time you would allocate an attack to a model in your KABAL or BLADES FOR HIRE unit, if your DRUKHARI unit is within Engagement Range of the attacking model, no saving throw is made for that attack; instead, your DRUKHARI unit suffers a number of mortal wounds equal to the Damage characteristic of that attack.

1 CP KABALITE CARTEL – BATTLE TACTIC STRATAGEM **FIGHT**

TAKEN ALIVE

When: Fight phase.

Target: One Drukhari unit from your army that has not been selected to fight this phase.

Effect: Until the end of the phase, each time a model in your unit makes an attack, add 1 to the Hit roll. If your Contract unit is destroyed as a result of those attacks, every unit in your opponent's army must take a Battle-shock test. You cannot gain more than 3 Pain tokens as a result of failed Battle-shock tests caused by this Stratagem.