

IMMATERIAL INTERDICTION

6 Stratagems · 2 Enhancements

ENHANCEMENTS (2)

Predestined Coordinates

10 pts

INTERCEPTOR SQUAD unit only. In your first Movement phase, this unit can make an ingress move.

Astral Overlap

10 pts

INTERCEPTOR SQUAD unit only. This unit has Stealth.

DETACHMENT RULE

In your Shooting phase, when a friendly INTERCEPTOR SQUAD unit has shot, you can use this ability. If you do:

- That unit ~~cannot~~ use its Personal Teleporters ability.
- That unit can make a surge move of up to D6+1".

STRATAGEMS (6/6)

1 CP IMMATERIAL INTERDICTION STRATAGEM

MOVEMENT

Masters of reading the ebb and flow of battle, Interceptors stay

When: Your opponent's Movement phase, when an enemy unit

Target: That INTERCEPTOR SQUAD unit.

Effect: Your unit can make a normal move of up to D3+3".

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SHOOTING

Employing telekinetic sorceries even in the midst of a furious

When: Your Shooting phase, when a friendly INTERCEPTOR SQUAD

Target: That INTERCEPTOR SQUAD unit.

Effect: That action does not prevent your unit from being eligible

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FIGHT

With exceptional skill, these Interceptors teleport perilously

When: Fight phase, when a friendly INTERCEPTOR SQUAD unit that

Target: That INTERCEPTOR SQUAD unit.

Effect: Your unit's melee attacks have [LANCE].

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