

ADVANCED ACQUISITION CADRE

6 Stratagems · 2 Enhancements

ENHANCEMENTS (2)

Unmasking Suite

15 pts

GHOSTKEEL BATTLESUIT/PATHFINDER TEAM/STEALTH BATTLESUITS unit only. When this unit is selected to shoot, you can select one enemy unit within 24" of this unit. That enemy unit has +9" detection range until this unit has shot.

Negation Emitters

15 pts

STEALTH BATTLESUITS unit only. This unit has -3" detection range.

DETACHMENT RULE

In your Shooting phase, when a friendly PATHFINDER TEAM/STEALTH BATTLESUITS unit is selected to shoot, those ranged attacks do not prevent your unit from being hidden.

STRATAGEMS (6/6)

1 CP ADVANCED ACQUISITION CADRE STRATAGEM MOVEMENT

These small devices emit tightbeam triangulation signals for

When: End of your Movement phase.

Target: One friendly PATHFINDER TEAM/STEALTH BATTLESUITS unit.

Effect: Select one objective your unit is controlling. That objective

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1 CP ADVANCED ACQUISITION CADRE STRATAGEM SHOOTING

An experimental new form of portable electrocamouflage

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

Target: That PATHFINDER TEAM/STEALTH BATTLESUITS unit.

Effect: Your unit has +1 Sv.

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Effect: Your unit has +1 Sv.

1 CP ADVANCED ACQUISITION CADRE STRATAGEM SHOOTING

Deployed from overflights of heavier stealth-capable carrier

When: Your Shooting phase, when a friendly PATHFINDER TEAM/

Target: That PATHFINDER TEAM/STEALTH BATTLESUITS unit.

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

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When: Your Shooting phase, when a friendly PATHFINDER TEAM/

Target: That PATHFINDER TEAM/STEALTH BATTLESUITS unit.

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