

IMMATERIAL INTERDICTION

ENHANCEMENTS

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-REGEL

- 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

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".	1 CP IMMATERIAL INTERDICTION STRATAGEM 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
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".	1 CP IMMATERIAL INTERDICTION STRATAGEM 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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