

KAYLEX, ROGUE PARAGON

CONTRACTOR INFANTRY / PARAGON, [KAYLEX]

12

2 PKP

SELF PRESERVATION PROTOCOL

V1

COST 18

GAURING EH42 MAGNUM

RNG	ACC	2+	5+	8+
6"	4	3	3	3

ASSASSINATE

ASSASSIN'S BLADE

RNG	ACC	2+	6+	9+
1"	5	3	3	3

ASSASSINATE

ACT

4/2

EV

8

MV

6"

SZ

30

ABILITIES

MOVE ∞

TOTAL ANTIPSYCH

You can perform this action when one of the following occurs within 6" of this unit:

- A unit performs a psychokinetic action (👁️)
- A unit is targeted by a psychokinetic action
- The marker of a psychokinetic action is placed

Cancel the psychokinetic action.

ATTACK ∞

INTERACT

ASSAULT

REFRESH

Reminder, when an action is cancelled its cost remains spent, but it can be attempted again.

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SPECIAL RULES

SELF PRESERVATION PROTOCOL

This unit has the Self Preservation Protocol enhancement.

SELF PRESERVATION PROTOCOL -
Activate this enhancement when this unit is deployed.

When this unit would be incapacitated, instead heal all damage assigned to it and place it completely within 3" of its current location, then deactivate this enhancement.

ECONOMY OF MOTION

Immediately after a melee attack performed by this unit is resolved, if it destroyed an enemy choose one:

- This unit can move up to 3".
- This unit can perform one ranged attack.

V1

QAIRUS, SYNOD AGENT

CONTRACTOR FIELD OFFICER / [QAIRUS]

24

3 PKP

V1

COST 19

KAESUS SHORTSWORD

RNG	ACC	3+	5+	8+
1"	5	9	10	13

ORD

2

ACT

4

EV

7

MV

4"

SZ

30

ORD

2

RAD

8"

ABILITIES

MOVE ∞

DISORIENT

Assign target enemy within 6" one Concussion token (🌀), then push it up to 2" in any direction.

ATTACK ∞

WILLBREAK

Discard one token assigned to target unit within 6" (friendly or enemy). If you do, this unit deals 2 damage to the target.

INTERACT

SUBVERT

You can perform one melee or ranged attack with target enemy trooper within 6". The target of Subvert is considered friendly until the attack is resolved, and the attack cannot generate additional attacks.

ASSAULT

REFRESH

IN SHADOW CLAD

Place this unit completely within 3" of its current location.

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SPECIAL RULES

PRECARI COMBATSKIN (1)

Assign this unit one Adaptation token (🛡️) at the start of its activation.

This unit can spend one Adaptation token to pay the cost of the **REFRESH** action.

***PRECARI PRECOGNITION**

While this unit has one or more Adaptation tokens assigned to it, it has the **DODGE** (🛡️) defense.

MIRAGE NANOFIELD

During the Determine Hit Level step of the first enemy attack each round targeting this unit that would result in a hit, the attack misses instead. Place this unit completely within 3" of its current location.

COVERT OPS **BIOENGINEER**

This unit gains +2 to Medical test rolls.

V1

NONCOMBATANT

CONTRACTOR INFANTRY / CIVILIAN

16



NO DATA
FOUND

ACT

2

EV

5

MV

4"

SZ

30

V1

GOST

*

NONCOMBATANT

ABILITIES

MOVE

∞

V1

SPECIAL RULES

NON-MILITARY ASSET

Unless otherwise specified this unit may not be Commanded and does not generate AP as a result of objectives when it is destroyed.

***SCENARIO ELEMENT**

This unit cannot be recruited during team selection; instead it may be added to a team by some Mission effects.

This profile represents VIPs, workers, evacuees, targets, or other noncombatants based on the mission cards in use. They can be represented by a model, or 30mm marker if no model is available.

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Environment art by V. Dajep