

KAYLEX, ROGUE PARAGON

CONTRACTOR INFANTRY / PARAGON, [KAYLEX]

10

2 PKP

SELF PRESERVATION PROTOCOL

v.9

COST

18

GAURING EH42 MAGNUM

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

ASSASSINATE

ASSASSIN'S BLADE

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

ASSASSINATE

ACT EV MV SZ

4-2 8 6" 30

KAYLEX, ROGUE PARAGON

ABILITIES

MOVE ∞

ATTACK ∞

INTERACT

ASSAULT

REFRESH

TOTAL ANTIPSYCH

You can perform this action when a unit within 6" of this unit performs or is targeted by a psychokinetic action (☁️), or the marker of a psychokinetic action is placed within 6" of this unit.

Cancel the psychokinetic action.

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 that destroyed an enemy is resolved, choose one:

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

QAIRUS, SYNOD AGENT

CONTRACTOR FIELD OFFICER / [QAIRUS]

24

4 PKP

v.91

COST

17

KAESUS SHORTSWORD

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

ACT EV MV SZ ORD RAD

4 7 4" 30 2 8"

QAIRUS, SYNOD AGENT

ABILITIES

MOVE ∞

ATTACK ∞

INTERACT

ASSAULT

REFRESH

DISORIENT

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

WILLBREAK

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

SUBVERT

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

SPECIAL RULES

PRECARI COMBATSKIN (1)

At the start of this unit's activation discard all Adaptation tokens (☁️) assigned to it, then assign it one Adaptation token.

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

IN SHADOW CLAD

At the end of this unit's activation, you can spend one Adaptation token to move it up to 3".

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

***PRECARI PRECOGNITION**

While this unit has one or more Adaptation tokens assigned to it, it has the **Dodge** defense.

NONCOMBATANT

CONTRACTOR INFANTRY / CIVILIAN

16



NO DATA
FOUND

V.9 1

COST *

NONCOMBATANT

ABILITIES

MOVE ∞

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 purchased for a team; instead it may be added to a team by some Mission cards.

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.

ACT	EV	MV	SZ
▲ 2	5	4"	30