

HUNTER CLADE^{SKULL} STRATEGY PLOY

DEBILITATING IRRADIATION

The Skitarii Vanguard push forward, shrouded in clouds of radiation. Those caught in this lethal miasma find their combat abilities greatly degraded.

Whenever an enemy operative is shooting against, fighting against or retaliating against a friendly **HUNTER CLADE^{SKULL} VANGUARD** operative, if that enemy operative is under the effects of the Rad-Saturation rule (see **VANGUARD** operatives), subtract 1 from the Normal Dmg stat of its weapons (to a minimum of 3).

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NEUROSTATIC INTERFERENCE

Sicarian Infiltrators confound their foes by emitting hissing static and electromagnetic pulses that cloud minds and interfere with vox-networks.

Whenever an enemy operative within 6" of a friendly **HUNTER CLADE[®] INFILTRATOR** operative is shooting, fighting or retaliating, your opponent cannot re-roll their attack dice.



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SCOUTING PROTOCOL

Operating as advanced scouts, Skitarii Rangers avoid close combat, darting from cover to cover to evade the attention of their enemies.

Each friendly **HUNTER CLADE[®] RANGER** operative that has a Conceal order and is more than 6" from enemy operatives can immediately perform a free **Dash** action in an order of your choice. You cannot use this ploy during the first turning point.

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ACCELERANT AGENTS

Sicarian Ruststalkers are flooded with aggression-inducing binharic code, inciting within them a lust for violence and enabling them to strike with blinding speed and nightmarish force.

During each friendly **HUNTER CLADESKULL** **RUSTSTALKER** operative's activation, it can perform two **Fight** actions, and one of them can be free.