SICARIAN RUSTSTALKER PRINCEPS

	APL	MOVE	SAVE	WOUNDS
	2	6"	4+	11

	NAME	ATK	HIT	DMG	WR
⚔	Chordclaw & transonic blades	5	3+	4/6	Balanced, Rending

Canticle of Destruction: Whenever a friendly **HUNTER CLADE⚙ RUSTSTALKER** operative within 3" of this operative is fighting, the first time you strike with a critical success during that sequence, inflict 1 additional damage.

Wasteland Stalker: Whenever an operative is shooting this operative, if you can retain any cover saves, you can retain one additional cover save, or you can retain one cover save as a critical success instead. This isn't cumulative with improved cover saves from Vantage terrain.

Control Protocol: You can use the Command Override firefight ploy for OCP if the specified friendly **HUNTER CLADE⚙** operative is visible to this operative.

SICARIAN INFILTRATOR PRINCEPS

	APL	MOVE	SAVE	WOUNDS
	▽ 2	➤ 6"	🛡 4+	🔻 11

	NAME	ATK	HIT	DMG	WR
🔥	Flechette blaster	5	3+	2/2	Range 8", Saturate, Silent
🔥	Stubcarbine	4	3+	3/4	Ceaseless
⚔	Power weapon	4	3+	4/6	Lethal 5+
⚔	Taser goad	4	3+	3/4	Lethal 5+, Shock

Canticle of Shroudpsalm: Whenever a friendly **HUNTER CLADE⬡ INFILTRATOR** operative is within 3" of this operative, has a Conceal order and is in cover, that friendly operative cannot be selected as a valid target, taking precedence over all other rules (e.g. Seek, Vantage terrain) except being within 2".

Control Protocol: You can use the Command Override firefight ploy for OCP if the specified friendly **HUNTER CLADE⬡** operative is visible to this operative.

HUNTER CLADE⬡, IMPERIUM, ADEPTUS MECHANICUS, LEADER, SICARIAN, INFILTRATOR, PRINCEPS

40

SKITARII RANGER ALPHA

NAME	ATK	HIT	DMG	WR
▦ Arc pistol	4	3+	4/5	Range 8", Piercing 1, Stun
▦ Galvanic rifle	4	3+	3/4	Heavy (Reposition only), Piercing Crits 1
▦ Master-crafted radium pistol	4	3+	2/4	Range 8", Balanced, Rending
▦ Phosphor blast pistol	4	3+	3/4	Range 8", Blast 1", Severe
▬ Arc maul	4	4+	4/5	Shock
▬ Gun butt	3	4+	2/3	-
▬ Power weapon	4	4+	4/6	Lethal 5+
▬ Taser goad	4	4+	3/4	Lethal 5+, Shock

HUNTER CLADE◉, IMPERIUM, ADEPTUS MECHANICUS, LEADER, SKITARII, RANGER, ALPHA

25

SKITARII RANGER ALPHA

APL	MOVE	SAVE	WOUNDS
▽ 2	➤ 6"	🛡 4+	◣ 8

Canticle of Elimination: Whenever a friendly **HUNTER CLADE⊕ RANGER** operative is within 3" of this operative, that friendly operative's ranged weapons have the Punishing weapon rule.

Targeting Protocol: Whenever this operative is shooting, if it hasn't moved during the activation, or if it's a counteraction, ranged weapons on its datacard have the Lethal 5+ weapon rule. Note this operative isn't restricted from moving after shooting.

Control Protocol: You can use the Command Override firefight ploy for OCP if the specified friendly **HUNTER CLADE⊕** operative is visible to this operative.

SKITARII VANGUARD ALPHA

	NAME	ATK	HIT	DMG	WR
	Arc pistol	4	3+	4/5	Range 8", Piercing 1, Stun
	Master-crafted radium pistol	4	3+	2/4	Range 8", Balanced, Rending
	Phosphor blast pistol	4	3+	3/4	Range 8", Blast 1", Severe
	Radium carbine	4	3+	2/4	Rending
	Arc maul	4	4+	4/5	Shock
	Gun butt	3	4+	2/3	-
	Power weapon	4	4+	4/6	Lethal 5+
	Taser goad	4	4+	3/4	Lethal 5+, Shock

HUNTER CLADE, IMPERIUM, ADEPTUS MECHANICUS, LEADER, SKITARII, VANGUARD, ALPHA

SKITARII VANGUARD ALPHA

APL	MOVE	SAVE	WOUNDS
▽ 2	➤ 6"	🛡 4+	▲ 8

Canticle of the Glow: Whenever an enemy operative is within 3" of this operative, if it's under the effects of the Rad-Saturation rule, also subtract 1 from the Atk stat of that enemy operative's weapons.

Rad-Saturation: Whenever an enemy operative is within 2" of friendly **HUNTER CLADE⚙ VANGUARD** operatives, worsen the Hit stat of that enemy operative's weapons by 1. This isn't cumulative with being injured.

Control Protocol: You can use the Command Override firefight ploy for OCP if the specified friendly **HUNTER CLADE⚙** operative is visible to this operative.

SICARIAN INFILTRATOR WARRIOR

APL	MOVE	SAVE	WOUNDS
2	6"	4+	10

NAME	ATK	HIT	DMG	WR
Flechette blaster	5	3+	2/2	Range 8", Saturate, Silent
Stubcarbine	4	3+	3/4	Ceaseless
Power weapon	4	3+	4/6	Lethal 5+
Taser goad	4	3+	3/4	Lethal 5+, Shock

HUNTER CLADE, IMPERIUM, ADEPTUS MECHANICUS, SICARIAN, INFILTRATOR, WARRIOR

40

SICARIAN RUSTSTALKER WARRIOR

APL	MOVE	SAVE	WOUNDS
2	6"	4+	10

	NAME	ATK	HIT	DMG	WR
⚔	Chordclaw & transonic razor	5	3+	4/5	Balanced
⚔	Transonic blades	5	3+	4/6	Rending

Wasteland Stalker: Whenever an operative is shooting this operative, if you can retain any cover saves, you can retain one additional cover save, or you can retain one cover save as a critical success instead. This isn't cumulative with improved cover saves from Vantage terrain.

SKITARII RANGER DIKTAT

NAME	ATK	HIT	DMG	WR
🔫 Galvanic rifle	4	3+	3/4	Heavy (Reposition only), Piercing Crits 1
⚔ Gun butt	3	4+	2/3	-

Targeting Protocol: Whenever this operative is shooting, if it hasn't moved during the activation, or if it's a counteraction, ranged weapons on its datacard have the Lethal 5+ weapon rule. Note this operative isn't restricted from moving after shooting.

SIGNAL — 1AP

▶ **SUPPORT**. Select one other friendly **HUNTER CLADE** operative visible to and within 6" of this operative. Until the end of that operative's next activation, add 1 to its APL stat.

◆ This operative cannot perform this action while within control range of an enemy operative.

SKITARII RANGER GUNNER

	APL	MOVE	SAVE	WOUNDS
	▽ 2	6"	4+	7

	NAME	ATK	HIT	DMG	WR
🔴	Arc rifle[1]	4	3+	4/5	Piercing 1, Stun
🔴	Plasma caliver (standard)[1]	4	3+	4/6	Piercing 1
🔴	Plasma caliver (supercharge)[1]	4	3+	5/6	Hot, Lethal 5+, Piercing 1
🔴	Transuranic arquebus (mobile)[2]	4	3+	4/3	Devastating 2, Heavy (Dash only), Piercing 1
🔴	Transuranic arquebus (stationary)[2]	4	2+	4/3	Devastating 3, Heavy, Piercing 1, Severe
🗡	Gun butt	3	4+	2/3	-

Targeting Protocol: Whenever this operative is shooting, if it hasn't moved during the activation, or if it's a counteraction, ranged weapons on its datacard have the Lethal 5+ weapon rule. Note this operative isn't restricted from moving after shooting.

HUNTER CLADE, IMPERIUM, ADEPTUS MECHANICUS, SKITARII, RANGER, GUNNER

[1] 25 [2] 60x35

SKITARII RANGER SURVEYOR

APL	MOVE	SAVE	WOUNDS
▽ 2	➤ 6"	🛡 4+	❤ 7

	NAME	ATK	HIT	DMG	WR
🔫	Galvanic rifle	4	3+	3/4	Heavy (Reposition only), Piercing Crits 1
⚔	Gun butt	3	4+	2/3	-

Targeting Protocol: Whenever this operative is shooting, if it hasn't moved during the activation, or if it's a counteraction, ranged weapons on its datacard have the Lethal 5+ weapon rule. Note this operative isn't restricted from moving after shooting.

SPOT   1AP

▶ **SUPPORT**. Select one enemy operative visible to this operative. Until the end of the turning point, whenever a friendly **HUNTER CLADE**⚙ operative within 3" of this operative is shooting that enemy operative, you can use this effect. If you do:
- That friendly operative's ranged weapons have the Seek Light weapon rule.
- That enemy operative cannot be obscured.

◆ This operative cannot perform this action while within control range of an enemy operative.

HUNTER CLADE⚙**, IMPERIUM, ADEPTUS MECHANICUS, SKITARII, RANGER, SURVEYOR**   25

SKITARII RANGER WARRIOR

		APL	MOVE	SAVE	WOUNDS
		▽ 2	6"	4+	7

	NAME	ATK	HIT	DMG	WR
	Galvanic rifle	4	3+	3/4	Heavy (Reposition only), Piercing Crits 1
	Gun butt	3	4+	2/3	-

Targeting Protocol: Whenever this operative is shooting, if it hasn't moved during the activation, or if it's a counteraction, ranged weapons on its datacard have the Lethal 5+ weapon rule. Note this operative isn't restricted from moving after shooting.

SKITARII VANGUARD DIKTAT

APL	MOVE	SAVE	WOUNDS
2	6"	4+	7

	NAME	ATK	HIT	DMG	WR
🔫	Radium carbine	4	3+	2/4	Rending
⚔	Gun butt	3	4+	2/3	-

Rad-Saturation: Whenever an enemy operative is within 2" of friendly **HUNTER CLADE⚙ VANGUARD** operatives, worsen the Hit stat of that enemy operative's weapons by 1. This isn't cumulative with being injured.

SIGNAL — 1AP

▶ **SUPPORT.** Select one other friendly **HUNTER CLADE⚙** operative visible to and within 6" of this operative. Until the end of that operative's next activation, add 1 to its APL stat.

◆ This operative cannot perform this action while within control range of an enemy operative.

SKITARII VANGUARD GUNNER

	APL	MOVE	SAVE	WOUNDS
	▽ 2	➤ 6"	▢ 4+	◇ 7

	NAME	ATK	HIT	DMG	WR
▥▥▥	Arc rifle[1]	4	3+	4/5	Piercing 1, Stun
▥▥▥	Plasma caliver (standard)[1]	4	3+	4/6	Piercing 1
▥▥▥	Plasma caliver (supercharge)[1]	4	3+	5/6	Hot, Lethal 5+, Piercing 1
▥▥▥	Transuranic arquebus (mobile)[2]	4	3+	4/3	Devastating 2, Heavy (Dash only), Piercing 1
▥▥▥	Transuranic arquebus (stationary)[2]	4	2+	4/3	Devastating 3, Heavy, Piercing 1, Severe
▬	Gun butt	3	4+	2/3	-

Rad-Saturation: Whenever an enemy operative is within 2" of friendly **HUNTER CLADE✱ VANGUARD** operatives, worsen the Hit stat of that enemy operative's weapons by 1. This isn't cumulative with being injured.

HUNTER CLADE✱, IMPERIUM, ADEPTUS MECHANICUS, SKITARII, VANGUARD, GUNNER

[1] 25 [2] 60x35

SKITARII VANGUARD SURVEYOR

		APL	MOVE	SAVE	WOUNDS
		▽ 2	➤ 6"	🛡 4+	♥ 7

	NAME	ATK	HIT	DMG	WR
▥	Radium carbine	4	3+	2/4	Rending
▬	Gun butt	3	4+	2/3	-

Rad-Saturation: Whenever an enemy operative is within 2" of friendly **HUNTER CLADE**⊙ **VANGUARD** operatives, worsen the Hit stat of that enemy operative's weapons by 1. This isn't cumulative with being injured.

SPOT   1AP

▶ **SUPPORT**. Select one enemy operative visible to this operative. Until the end of the turning point, whenever a friendly **HUNTER CLADE**⊙ operative within 3" of this operative is shooting that enemy operative, you can use this effect. If you do:
- That friendly operative's ranged weapons have the Seek Light weapon rule.
- That enemy operative cannot be obscured.

◆ This operative cannot perform this action while within control range of an enemy operative.

HUNTER CLADE⊙**, IMPERIUM, ADEPTUS MECHANICUS, SKITARII, VANGUARD, SURVEYOR**

SKITARII VANGUARD WARRIOR

APL	MOVE	SAVE	WOUNDS
2	6"	4+	7

	NAME	ATK	HIT	DMG	WR
▦	Radium carbine	4	3+	2/4	Rending
▬	Gun butt	3	4+	2/3	-

Rad-Saturation: Whenever an enemy operative is within 2" of friendly **HUNTER CLADE◉ VANGUARD** operatives, worsen the Hit stat of that enemy operative's weapons by 1. This isn't cumulative with being injured.