


BATTLECLADE

FIREFIGHT PLOY

SYSTEM EXORCISM

By redirecting sensory pathways, purging contaminants or unleashing feral machine spirits to consume tainted logic loops, the elite operatives of a Battleclade can exorcise many dangerous afflictions.

Use this firefight ploy when you would activate a friendly **BATTLECLADE**  operative. Remove one rules effect or stat change your opponent has applied to it (e.g. Poison token, -1APL, cannot be activated or perform actions, etc.), then activate it. This ploy cannot allow it to regain lost wounds, ignore the effects of being injured, remove mission pack rules or remove -1APL that you've applied to it (i.e. from **TRANSFER POWER**).

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REMOTE ACCESS

Projecting a canticle of hexamathic authority, the most worthy Tech-Priests can commune with intransigent machine spirits even without physical contact.

Use this firefight ploy during a friendly **BATTLECLADE👁️ TECH-PRIEST** operative's activation. Once during that activation, you can use one of the following rules:


- That operative doesn't require a marker to be within its control range to perform a mission action that usually requires this (this takes precedence over that action's conditions). Instead, the marker must be within 4" of it and no enemy operatives can contest that marker. However, you can ignore enemy operatives within control range of other friendly **BATTLECLADE👁️** operatives when determining this.
- That operative doesn't require a hatchway's access point to be within its control range to perform an **Operate Hatch** action. Instead, that access point must be within 4" of it.

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AUTO-FERRIC SUPPLICATION

In extremis, the Omnissiah's faithful channel their zeal into shielding energy projectors and the refractive realignment of their bionic body parts.



Use this firefight ploy when an operative is shooting a friendly **BATTLECLADE ** **TECH-PRIEST** operative, at the start of the Roll Attack Dice step. Until the end of the sequence, ignore the Piercing weapon rule.

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SERVILE SURROGACY

Deeply woven into each thrall's cybernetic programming is the instinct to bodily shield their masters should they be threatened.

Use this firefight ploy when a friendly **BATTLECLADE ** **TECH-PRIEST** operative is selected as the valid target of a **Shoot** action or to fight against during the **Fight** action. Select one friendly **BATTLECLADE ** **SERVITOR** operative visible to and within 3" of that first friendly operative to become the valid target or to be fought against (as appropriate) instead (even if it wouldn't normally be valid for this). If it's the **Fight** action, treat that **SERVITOR** operative as being within the fighting operative's control range for the duration of that action. If it's the **Shoot** action, that **SERVITOR** operative is only in cover or obscured if the original target was.

This ploy has no effect if it's the **Shoot** action and the ranged weapon has the Blast or Torrent weapon rule.