

# HUNTER CLADE<sup>SKULL</sup> FIREFIGHT PLOY

## CONTROL EDICT

The leader of a Hunter Clade assumes partial control of another member of their kill team, coordinating precision strikes with the nearby operative.

Use this firefight ploy when it's your turn to activate a friendly operative. Select one friendly **HUNTER CLADE<sup>SKULL</sup> LEADER** operative and one other ready friendly **HUNTER CLADE<sup>SKULL</sup>** operative visible to and within 3" of that **LEADER** operative; activate one of them as normal. When that first friendly operative you activate is expended, you can activate the other friendly operative before your opponent activates. When that other operative is expended, your opponent then activates as normal. Whenever you use this ploy, you cannot select more than one **HUNTER CLADE<sup>SKULL</sup> SICARIAN** operative.

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## SCRAPCODE OVERLOAD

The Hunter Clade's Infiltrator releases an enormous bombardment of static and scrapcode that disrupts communication channels, reduces enemy coordination and allows the kill team to seize objectives and materiel from under their foe's nose.

Use this firefight ploy when a friendly **HUNTER CLADE<sup>SKULL</sup> INFILTRATOR** operative is activated. Alternatively, use this firefight ploy when a friendly **HUNTER CLADE<sup>SKULL</sup> INFILTRATOR** operative, or an enemy operative within 3" of that friendly operative, would perform the **Pick Up Marker** or a mission action (excluding **Operate Hatch**). Until the start of that friendly operative's next activation, whenever determining control of a marker, treat the total APL stat of enemy operatives that contest it as 1 lower if at least one of those enemy operatives is within 3" of that friendly operative. Note this isn't a change to the APL stat, so any changes are cumulative with this, and this can change control of a marker before performing the action.

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## COMMAND OVERRIDE

By activating command overrides, the imperatives of individual operatives can be altered in response to ever-shifting mission parameters.

Use this firefight ploy when you activate a friendly **HUNTER CLADE** operative. Select a **DOCTRINA IMPERATIVE** for that operative to have instead of its current one (if any) until the Ready step of the next Strategy phase.

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## OMNISIAH'S IMPERATIVE

The most extreme form of doctrina imperative, this protocol pushes an operative's wiring beyond safe limits, providing additional combat power at the cost of burned circuitry and charred flesh.

Use this firefight ploy during a friendly **HUNTER CLADE<sup>SKULL</sup>** operative's activation. Alternatively, use it when an enemy operative is shooting a friendly **HUNTER CLADE<sup>SKULL</sup>** operative, at the end of the Roll Attack Dice step. Until the Ready step of the next Strategy phase, that friendly operative has an additional rule determined by its current **DOCTRINA IMPERATIVE** as follows:

- Protector: This operative's ranged weapons have the Severe weapon rule.
- Conqueror: Whenever this operative is fighting, after resolving your first attack dice during that sequence, you can immediately resolve another (before your opponent).

CONTINUES ON OTHER SIDE



- **Bulwark:** Improve this operative's Save stat by 1. In addition, whenever an operative is shooting this operative, you can collect and roll an additional defence dice. If you use this ploy during a **Shoot** action, this operative's Save stat is changed immediately (this takes precedence over the core rules).
- **Aggressor:** You can ignore the first vertical distance of 2" this operative moves during one climb up.
- **Neutral:** None.

Note that you can use this ploy after rolling attack or defence dice for this operative, or before or after retaining or re-rolling those dice.