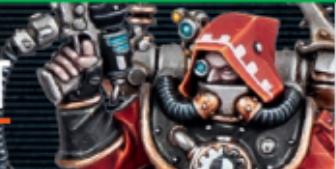


BATTLECLADE TECHNOARCHEOLOGIST



APL

▼ 3

MOVE

6"

SAVE

3+

WOUNDS

9

NAME	ATK	HIT	DMG	WR	
Eradication pistol	4	3+	4/2	Range 8", 1" Devastating 3, Lethal 5+	
Servo-arc claw	4	4+	3/4	Severe, Shock	

Seeker of Divine Arcana: **STRATEGIC GAMBIT**. You can immediately change this operative's order and/or it can immediately perform a free **Omniscanner**, **Fall Back**, **Place Marker**, **Pick Up Marker**, **Reposition** or mission action. If it's the **Fall Back** or **Reposition** action and this operative isn't carrying a marker, it must end that move either within your drop zone (if this isn't possible, then as close as possible to it), or with an objective marker or one of your mission markers within its control range.

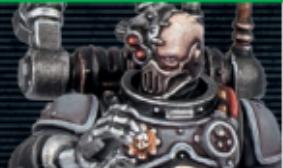
OMNISCANNER

1AP

► Select one enemy operative visible to or within 8" of this operative to gain one of your Omniscanner tokens. Whenever a friendly **BATTLECLADE** operative is shooting against, fighting against or retaliating against an enemy operative that has one of your Omniscanner tokens, that friendly operative's weapons have the Ceaseless weapon rule.

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

BATTLECLADE AUTO-PROXY SERVITOR



APL

▼ 2

MOVE

→ 5"

SAVE

4+

WOUNDS

8

NAME	ATK	HIT	DMG	WR
→ Taser goad	4	4+	3/4	Lethal 5+, Shock

Achillan Eye: Whenever a friendly **BATTLECLADE** operative is shooting an enemy operative visible to this operative, that friendly operative's ranged weapons have the Saturate weapon rule. This rule has no effect if this operative is within control range of an enemy operative.

GAZE OF THE OMNISSIAH

1AP

► Select one enemy operative visible to this operative. Until the end of the turning point, whenever a friendly **BATTLECLADE** 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.

BATTLECLADE BREACHER SERVITOR



APL

▼ 2

MOVE

► 5"

SAVE

4+

WOUNDS

8

NAME	ATK	HIT	DMG	WR
☰ Lascutter (close range)	4	3+	4/5	Range 2", Lethal 5+, Piercing 2
☰ Lascutter (short range)	4	3+	4/5	Range 6", Lethal 5+
▬ Hydraulic pincer & lascutter	4	4+	4/6	Lethal 5+

BREACH

1AP

► Place one of your Breach markers within this operative's control range as close as possible to a terrain feature within control range of it. Whenever an operative is within 1" of that marker, it treats parts of that terrain feature that are no more than 1" thick as Accessible terrain.

◆ This operative cannot perform this action while within control range of an enemy operative, or if a terrain feature isn't within its control range.

BATTLECLADE COMBAT SERVITOR



APL

▼ 2

MOVE

5"

SAVE

4+

WOUNDS

8

NAME	ATK	HIT	DMG	WR	
Incendine igniter	4	2+	4/4	Range 6", Saturate, Torrent 1"	
Meltagun	4	4+	6/3	Range 6", Devastating 4, Piercing 2	
Phosphor blaster	4	4+	3/4	Severe	
Servo-claw	3	4+	3/4	-	

BATTLECLADE GUN SERVITOR



APL

▼ 2

MOVE

5"

SAVE

4+

WOUNDS

11

NAME	ATK	HIT	DMG	WR
Heavy arc rifle	5	4+	4/6	Heavy (Dash only), Piercing 1, Stun
Heavy bolter (focused)	5	4+	4/5	Heavy (Dash only), Piercing Crits 1
Heavy bolter (sweeping)	4	4+	4/5	Heavy (Dash only), Piercing Crits 1, Torrent 1"
Augmetic claw	3	4+	4/5	Brutal

BATTLECLADE SERVITOR UNDERSEER



APL

▼ 3

MOVE

6"

SAVE

3+

WOUNDS

9

NAME	ATK	HIT	DMG	WR	
Master-crafted radium pistol	4	3+	2/4	Range 8", Balanced, Rending	
Dataspikes	3	5+	2/3	-	

NOOSPHERIC SPUR

1AP

► **SUPPORT.** Select one friendly **BATTLECLADE SERVITOR** operative within 6" of either this operative or a friendly **BATTLECLADE AUTO-PROXY** operative to immediately perform a free **Dash** action. You cannot select each friendly **SERVITOR** operative for this rule more than once per turning point. For the purposes of the Comms Device universal equipment, the operative the distance is being determined from must control that marker.

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

RULES CONTINUE ON OTHER SIDE ►

BATTLECLADE SERVITOR UNDERSEER



APL

▼ 3

MOVE

► 6"

SAVE

3+

WOUNDS

9

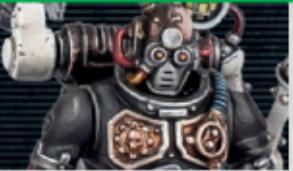
NETWORK OVERRIDE

1AP

► **SUPPORT.** Select one friendly **BATTLECLADE SERVITOR** operative within 6" of either this operative or a friendly **BATTLECLADE AUTO-PROXY** operative to immediately **NETWORK COUNTERACT** (you don't have to **TRANSFER POWER** to do so). Continue this operative's activation after doing so. For the purposes of the Comms Device universal equipment, the operative the distance is being determined from must control that marker.

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

BATTLECLADE TECHNOMEDIC SERVITOR



APL

▼ 2

MOVE

► 5"

SAVE

4+

WOUNDS

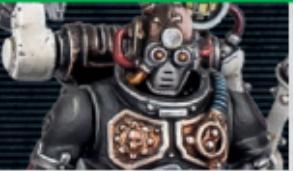
8

NAME	ATK	HIT	DMG	WR
Servo-chirurgic claw	4	4+	3/4	Rending

Mechanosuture Array: Once per turning point, when another friendly **BATTLECLADE** operative would be incapacitated while visible to and within 3" of this operative, you can use this rule, providing neither this nor that operative is within control range of an enemy operative. If you do, that friendly operative isn't incapacitated, has 1 wound remaining and cannot be incapacitated for the remainder of the action. After that action, that friendly operative can immediately perform a free **Dash** action, but must end that move within this operative's control range. If this rule was used during that friendly operative's activation, that activation ends. You cannot use this rule if this operative is incapacitated, or if it's a **Shoot** action and this operative would be a primary or secondary target.

RULES CONTINUE ON OTHER SIDE ►

BATTLECLADE TECHNOMEDIC SERVITOR



APL

▼ 2

MOVE

► 5"

SAVE

4+

WOUNDS

8

EXPEDIENT REPAIR

1AP

► Select one friendly **BATTLECLADE** operative within this operative's control range to regain up to D3+3 lost wounds. It cannot be an operative that the Mechanosuture Array rule was used on during this turning point.

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