

# BATTLECLADE<sup>®</sup> STRATEGY PLOY

## NOOSPHERIC POSSESSION

By broadcasting portions of their neural architecture into their thralls, sometimes via a well-positioned relay, manipulative Servitor Underseers effectively possess their tools to better direct the Omnissiah's wrath.

**SUPPORT.** Whenever a friendly **BATTLECLADE<sup>®</sup> SERVITOR** operative is within 6" of a friendly **BATTLECLADE<sup>®</sup> AUTO-PROXY** or **BATTLECLADE<sup>®</sup> SERVITOR UNDERSEER** operative, that friendly **SERVITOR** operative's weapons have the Accurate 1 weapon rule.

For the purposes of the Comms Device universal equipment, the operative the distance is being determined from must control that marker.

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## DUTY OF RECLAMATION

Embedded in Battleclade operatives are lurking strands of enhanced binharic doctrine. These instructions await the moment to activate, triggered by the proximity of a Tech-Priest's designated prize.

Once per action, you can use the Command Re-roll firefight ploy for OCP if the attack or defence dice was rolled for a friendly **BATTLECLADE<sup>®</sup>** operative that contests an objective marker or one of your mission markers.

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## INCANTATION OF THE IRON SOUL

Through chanted binharic praise from the Tech-Priests, or sparked by holy subroutines, microactuators lock into bracing positions and reserve power cells are brought online. The flesh may be weak, but the sacred invulnerability of the Machine God's augmetic blessings is evident to all.

Whenever an attack dice inflicts damage of 3 or more on a friendly **BATTLECLADE<sup>®</sup>** operative, roll one D6: on a 5+, subtract 1 from that inflicted damage.

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## PRIORITISED ACQUISITION

Acquisition is a holy task to a Technoarcheologist, and their zealous fanaticism bleeds into their binharic instructions. Faced with the sacrilege of thieves, aggression protocols are initiated and biochemical stimulants are released in their thralls, endowing all with a measure of their master's repugnance.

Select one objective marker or one of your mission markers.

- Whenever determining control of that marker, treat the total APL stat of friendly BATTLECLADE<sup>®</sup> operatives that contest it as 1 higher if at least one friendly BATTLECLADE<sup>®</sup> operative contests that marker. Note this isn't a change to the APL stat, so any changes are cumulative with this.
- Whenever a friendly BATTLECLADE<sup>®</sup> operative is within 3" of that marker, add 1 to the Atk stat of its melee weapons (to a maximum of 4).