

BATTLECLADE☠

FACTION EQUIPMENT

COVERT GUISES



Using filthy bodysuits of local design, falsified insignia or emitters that broadcast shrouding static-filled hisses to foil biological senses, this Battleclade can infiltrate into restricted areas undetected.

After revealing this equipment option, roll one D3. As a **STRATEGIC GAMBIT** in the first turning point, a number of friendly **BATTLECLADE☠** operatives equal to the result that are wholly within your drop zone can immediately perform a free **Reposition** action, but must end that move wholly within 3" of your drop zone. Your **TECHNOARCHEOLOGIST** operative cannot perform more than one **Reposition** action in the Strategy phase of the first turning point (i.e. as a result of the Seeker of Divine Arcana rule as well).

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ELECTROMANTIC CAPACITORS

Wired into an operative's numerous mechanical components, these devices can charge the bodies of a clandestine team with coruscating arcs of the sacred Motive Force.



Friendly **BATTLECLADE**  operatives' melee weapons have the Shock weapon rule. Whenever a ready friendly **BATTLECLADE**  operative is retaliating, its melee weapons also have the Severe weapon rule.

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CONCEALED APPARATUS

Seemingly lightly equipped servitors can, at an imperative from their master, swiftly assemble far more deadly apparatus, the components of which were hidden in body cavities or as entirely different mechanisms.

STRATEGIC GAMBIT in the second turning point. You can swap the locations of any number of friendly **BATTLECLADE**  **SERVITOR** operatives with each other (excluding **GUN SERVITOR**), and you can swap the locations of friendly **BATTLECLADE**  **GUN SERVITOR** operatives with each other (remove them from the killzone and set them back up again). You cannot swap any operatives that have done any of the following during the battle:

- Used any weapons on their datacard.
- Performed any actions on their datacard.
- Used the Mechanosuture Array rule (see **TECHNOMEDIC**).

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NEUROCYCLIC RESERVE CELLS

Battleclades are granted these devices to accelerate servitor capabilities.

After revealing this equipment option, roll one D3. A number of times during the battle equal to the result, whenever you **TRANSFER POWER**, you can use this rule. If you do, don't subtract 1 from the operative's APL stat, but it cannot perform **Shoot** or **Fight** actions during that activation (this takes precedence over the normal Noospheric Network rules).