

# HUNTER CLADE

## FACTION EQUIPMENT

### RAD BOMBARDMENT

With a short binharic transmission, the Hunter Clade call down a radioactive bombardment. Mortar rounds rain down, emitting swathes of irradiating energy that flush the enemy from cover or force them to retreat from critical objectives.

Once per battle **STRATEGIC GAMBIT** in any turning point after the first. Select one objective marker or your opponent's drop zone. Roll one D6 separately for each enemy operative within control range of that selected objective marker or within that drop zone, and subtract 1 if any part of that enemy operative's base is underneath Vantage terrain: on a 4+, subtract 1 from that operative's APL stat until the end of its next activation; on a 6, also inflict D3 damage on it (roll separately for each).

# HUNTER CLADE👤 FACTION EQUIPMENT

## REDUNDANCY SYSTEMS

Expected to operate behind enemy lines for extended periods, Hunter Clade operatives are often upgraded with redundancy augmetics such as backup lungs and emergency blood packs, ensuring that they remain capable of functioning even after suffering terrible damage.


Once per turning point, when a friendly **HUNTER CLADE👤** operative is activated, if it's not within control range of enemy operatives, you can use this rule. If you do, that friendly operative regains up to D3+2 lost wounds.

# HUNTER CLADE

## FACTION EQUIPMENT

### REFRACTOR FIELD

A miniaturised shield generator given to key warriors of the Adeptus Mechanicus, this device projects a barrier of energy that deflects shots and preserves the machine form of the bearer.

Once per turning point, when an operative is shooting a friendly **HUNTER CLADE**  operative, at the start of the Roll Defence Dice step, you can use this rule. If you do, worsen the x of the Piercing weapon rule by 1 (if any) until the end of that sequence. Note that Piercing 1 would therefore be ignored.

# HUNTER CLADE

## FACTION EQUIPMENT

### EXTREMIS MIND-LINK

This technology allows Hunter Clade leaders to retain close control over their Skitarii and Sicarian soldiers. In turn, the soldiery see the mind-link as a blessed thing, for the edicts transmitted to them are surely the will of the Omnissiah.

Once per battle, you can use the Control Edict firefight play for OCP, but instead of activating the selected friendly operatives in succession, activate them at the same time. Complete their activations action by action in any order.