



## SICARIAN RUSTSTALKER PRINCEPS

APL  
▼2MOVE  
6"SAVE  
4+WOUNDS  
11

NAME	ATK	HIT	DMG	WR
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Chordclaw & transonic blades	5	3+	4/6	Balanced, Rending
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**Canticle of Destruction:** Whenever a friendly **HUNTER CLADE** **RUSTSTALKER** operative within 3" of this operative is fighting, the first time you strike with a critical success during that sequence, inflict 1 additional damage.

**Wasteland Stalker:** Whenever an operative is shooting this operative, if you can retain any cover saves, you can retain one additional cover save, or you can retain one cover save as a critical success instead. This isn't cumulative with improved cover saves from Vantage terrain.

**Control Protocol:** You can use the Command Override firefighting ploy for OCP if the specified friendly **HUNTER CLADE** operative is visible to this operative.

HUNTER CLADE, IMPERIUM, ADEPTUS MECHANICUS, LEADER, SICARIAN, RUSTSTALKER, PRINCEPS

(40)

## SICARIAN INFILTRATOR PRINCEPS

APL  
▼2MOVE  
6"SAVE  
4+WOUNDS  
11

NAME	ATK	HIT	DMG	WR
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Flechette blaster	5	3+	2/2	Range 8", Saturate, Silent
Stubcarbine	4	3+	3/4	Ceaseless
Power weapon	4	3+	4/6	Lethal 5+
Taser goad	4	3+	3/4	Lethal 5+, Shock

**Canticle of Shroudpalm:** Whenever a friendly **HUNTER CLADE** **INFILTRATOR** operative is within 3" of this operative, has a Conceal order and is in cover, that friendly operative cannot be selected as a valid target, taking precedence over all other rules (e.g. Seek, Vantage terrain) except being within 2".

**Control Protocol:** You can use the Command Override firefighting ploy for OCP if the specified friendly **HUNTER CLADE** operative is visible to this operative.

HUNTER CLADE, IMPERIUM, ADEPTUS MECHANICUS, LEADER, SICARIAN, INFILTRATOR, PRINCEPS

(40)

## SKITARI RANGER ALPHA

APL  
▼2MOVE  
6"SAVE  
4+WOUNDS  
8

NAME	ATK	HIT	DMG	WR
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Arc pistol	4	3+	4/5	Range 8", Piercing 1, Stun
Galvanic rifle	4	3+	3/4	Heavy (Reposition only), Piercing Crits 1
Master-crafted radium pistol	4	3+	2/4	Range 8", Balanced, Rending
Phosphor blast pistol	4	3+	3/4	Range 8", Blast 1", Severe
Arc maul	4	4+	4/5	Shock
Gun butt	3	4+	2/3	-
Power weapon	4	4+	4/6	Lethal 5+
Taser goad	4	4+	3/4	Lethal 5+, Shock

RULES CONTINUE ON OTHER SIDE ▶

HUNTER CLADE, IMPERIUM, ADEPTUS MECHANICUS, LEADER, SKITARI, RANGER, ALPHA

(25)

## SKITARI RANGER ALPHA

APL  
▼2MOVE  
6"SAVE  
4+WOUNDS  
8

**Canticle of Elimination:** Whenever a friendly **HUNTER CLADE** **RANGER** operative is within 3" of this operative, that friendly operative's ranged weapons have the Punishing weapon rule.

**Control Protocol:** You can use the Command Override firefighting ploy for OCP if the specified friendly **HUNTER CLADE** operative is visible to this operative.

**Targeting Protocol:** Whenever this operative is shooting, if it hasn't moved during the activation, or if it's a counteraction, ranged weapons on its datacard have the Lethal 5+ weapon rule. Note this operative isn't restricted from moving after shooting.

## SKITARI VANGUARD ALPHA



APL ▼2 MOVE 6" SAVE 4+ WOUNDS 8

NAME	ATK	HIT	DMG	WR
Arc pistol	4	3+	4/5	Range 8", Piercing 1, Stun
Master-crafted radium pistol	4	3+	2/4	Range 8", Balanced, Rending
Phosphor blast pistol	4	3+	3/4	Range 8", Blast 1", Severe
Radium carbine	4	3+	2/4	Rending
Arc maul	4	4+	4/5	Shock
Gun butt	3	4+	2/3	-
Power weapon	4	4+	4/6	Lethal 5+
Taser goad	4	4+	3/4	Lethal 5+, Shock

RULES CONTINUE ON OTHER SIDE ►

HUNTER CLADE®, IMPERIUM, ADEPTUS MECHANICUS, LEADER, SKITARI, VANGUARD, ALPHA

(25)

## SKITARI VANGUARD ALPHA



APL ▼2 MOVE 6" SAVE 4+ WOUNDS 8

**Canticle of the Glow:** Whenever an enemy operative is within 3" of this operative, if it's under the effects of the Rad-Saturation rule, also subtract 1 from the Atk stat of that enemy operative's weapons.

**Rad-Saturation:** Whenever an enemy operative is within 2" of friendly HUNTER CLADE® VANGUARD operatives, worsen the Hit stat of that enemy operative's weapons by 1. This isn't cumulative with being injured.

**Control Protocol:** You can use the Command Override firefght ploy for OCP if the specified friendly HUNTER CLADE® operative is visible to this operative.

## SICARIAN INFILTRATOR WARRIOR



APL ▼2 MOVE 6" SAVE 4+ WOUNDS 10

NAME	ATK	HIT	DMG	WR
Flechette blaster	5	3+	2/2	Range 8", Saturate, Silent
Stubcarbine	4	3+	3/4	Ceaseless
Power weapon	4	3+	4/6	Lethal 5+
Taser goad	4	3+	3/4	Lethal 5+, Shock

HUNTER CLADE®, IMPERIUM, ADEPTUS MECHANICUS, SICARIAN, INFILTRATOR, WARRIOR

(40)

## SICARIAN RUSTSTALKER WARRIOR



APL ▼2 MOVE 6" SAVE 4+ WOUNDS 10

NAME	ATK	HIT	DMG	WR
Chordclaw & transonic razor	5	3+	4/5	Balanced
Transonic blades	5	3+	4/6	Rending

**Wasteland Stalker:** Whenever an operative is shooting this operative, if you can retain any cover saves, you can retain one additional cover save, or you can retain one cover save as a critical success instead. This isn't cumulative with improved cover saves from Vantage terrain.

HUNTER CLADE®, IMPERIUM, ADEPTUS MECHANICUS, SICARIAN, RUSTSTALKER, WARRIOR

(40)

## SKITARI RANGER DIKTAT



APL  
▼ 2

MOVE  
6"

SAVE  
4+

WOUNDS  
7

### NAME

ATK HIT DMG WR

	Galvanic rifle	4	3+	3/4	Heavy (Reposition only), Piercing Crits 1
	Gun butt	3	4+	2/3	-

**Targeting Protocol:** Whenever this operative is shooting, if it hasn't moved during the activation, or if it's a counteraction, ranged weapons on its datacard have the Lethal 5+ weapon rule. Note this operative isn't restricted from moving after shooting.

### SIGNAL

1AP

► **SUPPORT.** Select one other friendly HUNTER CLADE® operative visible to and within 6" of this operative. Until the end of that operative's next activation, add 1 to its APL stat.

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

HUNTER CLADE®, IMPERIUM, ADEPTUS MECHANICUS, SKITARI, RANGER, DIKTAT

(25)

## SKITARI RANGER GUNNER



APL  
▼ 2

MOVE  
6"

SAVE  
4+

WOUNDS  
7

### NAME

ATK HIT DMG WR

	Arc rifle <sup>1</sup>	4	3+	4/5	Piercing 1, Stun
	Plasma caliver (standard) <sup>1</sup>	4	3+	4/6	Piercing 1
	Plasma caliver (supercharge) <sup>1</sup>	4	3+	5/6	Hot, Lethal 5+, Piercing 1
	Transuranic arquebus (mobile) <sup>2</sup>	4	3+	4/3	Devastating 2, Heavy (Dash only), Piercing 1
	Transuranic arquebus (stationary) <sup>2</sup>	4	2+	4/3	Devastating 3, Heavy, Piercing 1, Severe
	Gun butt	3	4+	2/3	-

**Targeting Protocol:** Whenever this operative is shooting, if it hasn't moved during the activation, or if it's a counteraction, ranged weapons on its datacard have the Lethal 5+ weapon rule. Note this operative isn't restricted from moving after shooting.

HUNTER CLADE®, IMPERIUM, ADEPTUS MECHANICUS, SKITARI, RANGER, GUNNER

1 (25) 2 (60x35)

## SKITARI RANGER SURVEYOR



APL  
▼ 2

MOVE  
6"

SAVE  
4+

WOUNDS  
7

### NAME

ATK HIT DMG WR

	Galvanic rifle	4	3+	3/4	Heavy (Reposition only), Piercing Crits 1
	Gun butt	3	4+	2/3	-

**Targeting Protocol:** Whenever this operative is shooting, if it hasn't moved during the activation, or if it's a counteraction, ranged weapons on its datacard have the Lethal 5+ weapon rule. Note this operative isn't restricted from moving after shooting.

### SPOT

1AP

► **SUPPORT.** Select one enemy operative visible to this operative. Until the end of the turning point, whenever a friendly HUNTER CLADE® operative within 3" of this 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.

HUNTER CLADE®, IMPERIUM, ADEPTUS MECHANICUS, SKITARI, RANGER, SURVEYOR

(25)

## SKITARI RANGER WARRIOR



APL  
▼ 2

MOVE  
6"

SAVE  
4+

WOUNDS  
7

### NAME

ATK HIT DMG WR

	Galvanic rifle	4	3+	3/4	Heavy (Reposition only), Piercing Crits 1
	Gun butt	3	4+	2/3	-

**Targeting Protocol:** Whenever this operative is shooting, if it hasn't moved during the activation, or if it's a counteraction, ranged weapons on its datacard have the Lethal 5+ weapon rule. Note this operative isn't restricted from moving after shooting.

HUNTER CLADE®, IMPERIUM, ADEPTUS MECHANICUS, SKITARI, RANGER, WARRIOR

(25)



## SKITARI VANGUARD DIKTAT

APL  
▼2MOVE  
6"SAVE  
4+WOUNDS  
7

NAME	ATK	HIT	DMG	WR
Radium carbine	4	3+	2/4	Rending
Gun butt	3	4+	2/3	-

**Rad-Saturation:** Whenever an enemy operative is within 2" of friendly **HUNTER CLADE® VANGUARD** operatives, worsen the Hit stat of that enemy operative's weapons by 1. This isn't cumulative with being injured.

## SIGNAL

1AP

► **SUPPORT.** Select one other friendly **HUNTER CLADE®** operative visible to and within 6" of this operative. Until the end of that operative's next activation, add 1 to its APL stat.

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

HUNTER CLADE®, IMPERIUM, ADEPTUS MECHANICUS, SKITARI, VANGUARD, DIKTAT

(25)

## SKITARI VANGUARD GUNNER

APL  
▼2MOVE  
6"SAVE  
4+WOUNDS  
7

NAME	ATK	HIT	DMG	WR
Arc rifle <sup>1</sup>	4	3+	4/5	Piercing 1, Stun
Plasma caliver (standard) <sup>1</sup>	4	3+	4/6	Piercing 1
Plasma caliver (supercharge) <sup>1</sup>	4	3+	5/6	Hot, Lethal 5+, Piercing 1
Transuranic arquebus (mobile) <sup>2</sup>	4	3+	4/3	Devastating 2, Heavy (Dash only), Piercing 1
Transuranic arquebus (stationary) <sup>2</sup>	4	2+	4/3	Devastating 3, Heavy, Piercing 1, Severe
Gun butt	3	4+	2/3	-

**Rad-Saturation:** Whenever an enemy operative is within 2" of friendly **HUNTER CLADE® VANGUARD** operatives, worsen the Hit stat of that enemy operative's weapons by 1. This isn't cumulative with being injured.

HUNTER CLADE®, IMPERIUM, ADEPTUS MECHANICUS, SKITARI, VANGUARD, GUNNER

1 (25) 2 (60x35)

## SKITARI VANGUARD SURVEYOR

APL  
▼2MOVE  
6"SAVE  
4+WOUNDS  
7

NAME	ATK	HIT	DMG	WR
Radium carbine	4	3+	2/4	Rending
Gun butt	3	4+	2/3	-

**Rad-Saturation:** Whenever an enemy operative is within 2" of friendly **HUNTER CLADE® VANGUARD** operatives, worsen the Hit stat of that enemy operative's weapons by 1. This isn't cumulative with being injured.

## SPOT

1AP

► **SUPPORT.** Select one enemy operative visible to this operative. Until the end of the turning point, whenever a friendly **HUNTER CLADE®** operative within 3" of this 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.

HUNTER CLADE®, IMPERIUM, ADEPTUS MECHANICUS, SKITARI, VANGUARD, SURVEYOR

(25)

## SKITARI VANGUARD WARRIOR

APL  
▼2MOVE  
6"SAVE  
4+WOUNDS  
7

NAME	ATK	HIT	DMG	WR
Radium carbine	4	3+	2/4	Rending
Gun butt	3	4+	2/3	-

**Rad-Saturation:** Whenever an enemy operative is within 2" of friendly **HUNTER CLADE® VANGUARD** operatives, worsen the Hit stat of that enemy operative's weapons by 1. This isn't cumulative with being injured.

HUNTER CLADE®, IMPERIUM, ADEPTUS MECHANICUS, SKITARI, VANGUARD, WARRIOR

(25)



## HUNTER CLADE KILL TEAM

ARCHETYPE: RECON, SEEK & DESTROY

### OPERATIVES

↳ 1 HUNTER CLADE operative selected from the following list:

- **SICARIAN INFILTRATOR PRINCEPS** with one option from each of the following:
  - Flechette blaster or stubcarbine
  - Power weapon or taser goad
- **SICARIAN RUSTSTALKER PRINCEPS**
- **SKITARII RANGER ALPHA** with one of the following options:
  - Galvanic rifle; gun butt
  - Master-crafted radium pistol; power weaponOr one option from each of the following:
  - Arc pistol or phosphor blast pistol
  - Arc maul or taser goad
- **SKITARII VANGUARD ALPHA** with one of the following options:
  - Radium carbine; gun butt
  - Master-crafted radium pistol; power weaponOr one option from each of the following:
  - Arc pistol or phosphor blast pistol
  - Arc maul or taser goad

CONTINUES ON OTHER SIDE ►

Other than **GUNNER** and **WARRIOR** operatives, your kill team can only include each operative on this list once. Your kill team can only include up to one **DIKTAT** operative, up to one **SURVEYOR** operative and up to five **SICARIAN** operatives. Your kill team can only include up to one arc rifle, up to one plasma caliver and up to one transuranic arquebus.

\* You cannot select more than seven of these operatives combined.

↳ 9 HUNTER CLADE operatives selected from the following list:

- **SICARIAN INFILTRATOR WARRIOR\*** with one option from each of the following:
  - Flechette blaster or stubcarbine
  - Power weapon or taser goad
- **SICARIAN RUSTSTALKER WARRIOR\*** with one of the following options:
  - Chordclaw & transonic razor
  - Transonic blades
- **SKITARII RANGER DIKTAT**
- **SKITARII RANGER GUNNER\*** with gun butt and one of the following options:
  - Arc rifle, plasma caliver or transuranic arquebus
- **SKITARII RANGER SURVEYOR**
- **SKITARII RANGER WARRIOR**
- **SKITARII VANGUARD DIKTAT**
- **SKITARII VANGUARD GUNNER\*** with gun butt and one of the following options:
  - Arc rifle, plasma caliver or transuranic arquebus
- **SKITARII VANGUARD SURVEYOR**
- **SKITARII VANGUARD WARRIOR**

CONTINUES ON OTHER SIDE ►

## HUNTER CLADE FACTION RULE

### DOCTRINA IMPERATIVES

Tech-Priests dictate protocols for the Hunter Clade to follow as they move through their mission, straining the programming of the Skitarii and Sicarians in order to optimise their current status, to the detriment of all else.

At the end of the Select Operatives step, select one **DOCTRINA IMPERATIVE** to be a Primary Mode for your kill team until the end of the battle (note that selecting a Primary Mode doesn't automatically give you the effects of that **DOCTRINA IMPERATIVE** for the battle; you must still select it as a **STRATEGIC GAMBIT**, as below).

**STRATEGIC GAMBIT.** Select one **DOCTRINA IMPERATIVE** for friendly **HUNTER CLADE** operatives to have until the Ready step of the next Strategy phase. Each **DOCTRINA IMPERATIVE** has both an Optimisation and a Deprecation rule. Both are in effect while your kill team has that **DOCTRINA IMPERATIVE**. Once per battle, when you select the **DOCTRINA IMPERATIVE** that's your kill team's Primary Mode, you can ignore its Deprecation rule.



### Protector Imperative

**Optimisation:** Friendly **HUNTER CLADE** operatives' ranged weapons have the Ceaseless weapon rule.

**Deprecation:** Worsen the Hit stat of friendly **HUNTER CLADE** operatives' melee weapons by 1. This isn't cumulative with being injured.

### Conqueror Imperative

**Optimisation:** Friendly **HUNTER CLADE** operatives' melee weapons have the Ceaseless weapon rule.

**Deprecation:** Worsen the Hit stat of friendly **HUNTER CLADE** operatives' ranged weapons by 1. This isn't cumulative with being injured.

### Bulwark Imperative

**Optimisation:** Normal Dmg of 3 or more inflicts 1 less damage on friendly **HUNTER CLADE** operatives.

**Deprecation:** Subtract 1" from the Move stat of friendly **HUNTER CLADE** operatives.

### Aggressor Imperative

**Optimisation:** Add 1" to the Move stat of friendly **HUNTER CLADE** operatives.

**Deprecation:** Worsen the Save stat of friendly **HUNTER CLADE** operatives by 1.

### Neutral Imperative

**Optimisation:** None.

**Deprecation:** None.

## HUNTER CLADE<sup>®</sup> STRATEGY PLOY

### DEBILITATING IRRADIATION

The Skitarii Vanguard push forward, shrouded in clouds of radiation. Those caught in this lethal miasma find their combat abilities greatly degraded.

Whenever an enemy operative is shooting against, fighting against or retaliating against a friendly **HUNTER CLADE** **VANGUARD** operative, if that enemy operative is under the effects of the Rad-Saturation rule (see **VANGUARD** operatives), subtract 1 from the Normal Dmg stat of its weapons (to a minimum of 3).

## HUNTER CLADE<sup>®</sup> STRATEGY PLOY

### NEUROSTATIC INTERFERENCE

Sicarian Infiltrators confound their foes by emitting hissing static and electromagnetic pulses that cloud minds and interfere with vox-networks.

Whenever an enemy operative within 6" of a friendly **HUNTER CLADE** **INFILTRATOR** operative is shooting, fighting or retaliating, your opponent cannot re-roll their attack dice.



## HUNTER CLADE® STRATEGY PLOY

### SCOUTING PROTOCOL

Operating as advanced scouts, Skitarii Rangers avoid close combat, darting from cover to cover to evade the attention of their enemies.

Each friendly **HUNTER CLADE® RANGER** operative that has a Conceal order and is more than 6" from enemy operatives can immediately perform a free **Dash** action in an order of your choice. You cannot use this ploy during the first turning point.

## HUNTER CLADE® STRATEGY PLOY

### ACCELERANT AGENTS

Sicarian Ruststalkers are flooded with aggression-inducing binharic code, inciting within them a lust for violence and enabling them to strike with blinding speed and nightmarish force.

During each friendly **HUNTER CLADE® RUSTSTALKER** operative's activation, it can perform two **Fight** actions, and one of them can be free.

## HUNTER CLADE® 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® LEADER** operative and one other ready friendly **HUNTER CLADE®** 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® SICARIAN** operative.

## HUNTER CLADE® FIREFIGHT PLOY

### 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® INFILTRATOR** operative is activated. Alternatively, use this firefight ploy when a friendly **HUNTER CLADE® 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.



## HUNTER CLADE® FIREFIGHT PLOY

### 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.

## HUNTER CLADE® FIREFIGHT PLOY

### 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® operative's activation. Alternatively, use it when an enemy operative is shooting a friendly HUNTER CLADE® 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.

## 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 Omniaiah.

Once per battle, you can use the Control Edict firefght ploy 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.

## UNIVERSAL EQUIPMENT

### 1X AMMO CACHE

Whether stockpiles deliberately set out for warriors to access quickly, or the abandoned munitions of the slain, these caches can prove vital for a swift reload in the heat of battle.

Before the battle, you can set up one of your Ammo Cache markers wholly within your territory. Friendly operatives can perform the following mission action during the battle.

#### AMMO RESUPPLY

OAP

- One of your Ammo Cache markers the active operative controls is used during this turning point.
- Until the start of the next turning point, whenever this operative is shooting with a weapon from its datacard, you can re-roll one of your attack dice.
- ◆ An operative cannot perform this action while within control range of an enemy operative, if that marker isn't yours, or if that marker has been used this turning point.



## UNIVERSAL EQUIPMENT

### 1X RAZOR WIRE

Spoiled rapidly out and affixed to jutting posts, razor wire acts as an easily deployed barrier and a painful deterrent to enemy operatives seeking to attack along particular routes.

Razor wire is Exposed and Obstructing terrain. Before the battle, you can set it up wholly within your territory, on the killzone floor and more than 2" from other equipment terrain features, access points and Accessible terrain.

**Obstructing:** Whenever an operative would cross over this terrain feature within 1" of it, treat the distance as an additional 1".

## UNIVERSAL EQUIPMENT

### 1X COMMS DEVICE

Communications devices can be swiftly hijacked and employed to coordinate operations or call in support during a firefight.

Before the battle, you can set up one of your Comms Device markers wholly within your territory. While a friendly operative controls this marker, add 3" to the distance requirements of its **SUPPORT** rules that refer to friendly operatives (e.g. 'select one friendly operative within 6"' would be 9" instead). Note that you cannot benefit from your opponent's Comms Device markers.

## UNIVERSAL EQUIPMENT

### 1X MINES

The battlefields of the 41st Millennium are plagued by myriad types of mine, from simple frag charges to monofilament web-snare and microplasma charges. Ultimately, all serve a similar, horrible purpose.

Before the battle, you can set up one of your Mines markers wholly within your territory and more than 2" from other markers, access points and Accessible terrain. The first time that marker is within an operative's control range, remove that marker and inflict D3+3 damage on that operative.

## UNIVERSAL EQUIPMENT

### 2X LIGHT BARRICADES

Designed to be lugged into place and then deployed by operatives and combat engineers, these barriers are proof against small arms fire.

Light barricades are Light terrain, except the feet, which are Insignificant and Exposed. Before the battle, you can set up any of them wholly within your territory, on the killzone floor and more than 2" from other equipment terrain features, access points and Accessible terrain.

### 1X HEAVY BARRICADE

A redoubtable slab of plasteel and adamantine, this layered protective barrier provides shelter amidst the fiercest firefights.

A heavy barricade is Heavy terrain. Before the battle, you can set it up wholly within 4" of your drop zone, on the killzone floor and more than 2" from other equipment terrain features, access points and Accessible terrain.



## UNIVERSAL EQUIPMENT

### 2X LADDERS

Carried into battle in their compacted forms, these ladders provide a rapid route of ingress to strongholds, or access to vital vantage points.

Ladders are Exposed terrain. Before the battle, you can set up any of them as follows:

- Wholly within your territory.
- Upright against terrain that's at least 2" tall.
- More than 2" from other equipment terrain features.
- More than 1" from doors and access points.

In addition, an operative can either move through ladders as if they aren't there (but cannot finish on them), or climb them. Once per action, whenever an operative is climbing this terrain feature, treat the vertical distance as 1". Note that if an operative then continues climbing another terrain feature during that action (including another ladder), that distance is determined as normal.

## UNIVERSAL EQUIPMENT

### UTILITY GRENADES

From neuro-suppressant psybombs to smoke-belching chemical charges, grenades of this sort can suppress the enemy and be the difference between life and death.

When you select this equipment, select two utility grenades (2 smoke, 2 stun, or 1 smoke and 1 stun). Each selection is a unique action your operatives can perform, but your kill team can only perform that action a total number of times during the battle equal to your selection.

### STUN GRENADE

1AP

- Select one enemy operative visible to and within 6" of this operative. That operative and each other operative within 1" of it takes a stun test. For an operative to take a stun test, roll one D6: on a 3+, subtract 1 from its APL stat until the end of its next activation.
- ◆ An operative cannot perform this action while within control range of an enemy operative, or if you have reached the total number of times your kill team can perform it.

## UNIVERSAL EQUIPMENT

### EXPLOSIVE GRENADES

A variety of offensive grenades are employed by the forces of the 41st Millennium. These range from simple fragmentation grenades to plasma and gravitic concussion grenades, while even more exotic devices are used to crack open enemy armour.

When you select this equipment, select two explosive grenades (2 frag, 2 krak, or 1 frag and 1 krak). Each selection is a ranged weapon your operatives can use, but your kill team can only use that weapon a total number of times during the battle equal to your selection.

#### NAME

ATK HIT DMG

☰ Frag grenade

4 4+ 2/4

#### WR

Range 6", Blast 2", Saturate

#### NAME

ATK HIT DMG

☰ Krak grenade

4 4+ 4/5

#### WR

Range 6", Piercing 1, Saturate

## UNIVERSAL EQUIPMENT

### 1X PORTABLE BARRICADE

Little more than a suppression shield with armoured feet, these barricades can be hefted and borne forwards to provide mobile cover.

A portable barricade is Light, Protective and Portable terrain. Before the battle, you can set it up wholly within your territory, on the killzone floor and more than 2" from other equipment terrain features, access points and Accessible terrain.

**Protective:** While an operative is in cover from this terrain feature, improve its Save stat by 1 (to a maximum of 2+).

RULE CONTINUES ON OTHER SIDE ►



**Portable:** This terrain feature only provides cover while an operative is connected to it and if the shield is intervening (ignore its feet). Operatives connected to the inside of it can perform the following unique action during the battle.

MOVE WITH BARRICADE 1AP

- The same as the **Reposition** action, except the active operative can move no more than its Move stat minus 2" and cannot climb, drop, jump or use any kill team's rules that remove it and set it back up again (e.g. **HEARTKYN SALVAGER**, **FLY, MANDRAKE** or **SHADOW PASSAGE**).
  - Before this operative moves, remove the portable barricade it's connected to. After it moves, set up the portable barricade so it's connected again, but the portable barricade cannot be set up within 2" of other equipment terrain features, access points or Accessible terrain. If this is not possible, the portable barricade is not set up again.
  - ◆ This action is treated as a **Reposition** action. An operative cannot perform this action while within control range of an enemy operative, or during the same activation in which it performed the **Fall Back** or **Charge** action.

# SMOKE GRENADE 1AP

- ▶ Place one of your Smoke Grenade markers within 6" of this operative. It must be visible to this operative, or on Vantage terrain of a terrain feature that's visible to this operative. The marker creates an area of smoke 1" horizontally and unlimited height vertically from (but not below) it.
  - ▶ While an operative is wholly within an area of smoke, it's obscured to operatives more than 2" from it, and vice versa. In addition, whenever an operative is shooting an enemy operative wholly within an area of smoke, ignore the Piercing weapon rule unless they are within 2" of each other.
  - ▶ In the Ready step of the next Strategy phase, roll one D3. Remove that Smoke Grenade marker after a number of activations equal to that D3 have been completed or at the end of the turning point (whichever comes first).
  - ◆ An operative cannot perform this action while within control range of an enemy operative, or if you have reached the total number of times your kill team can perform it.

# UNIVERSAL EQUIPMENT

## UTILITY GRENADES

From neuro-suppressant psybombs to smoke-belching chemical charges, grenades of this sort can suppress the enemy and be the difference between life and death.

When you select this equipment, select two utility grenades (2 smoke, 2 stun, or 1 smoke and 1 stun). Each selection is a unique action your operatives can perform, but your kill team can only perform that action a total number of times during the battle equal to your selection.

**RULE CONTINUES ON OTHER SIDE**

**NOTES:**



# HUNTER CLADE: UPDATE LOG

Rules will be periodically updated to maintain fair balance and interact more smoothly with the game. Rules changes will be updated directly into online documents and then listed below. Any minor changes to standardise wording that don't have any practical impact on the rule will be updated directly into online documents but not be listed here.

## ERRATA

This section collects amendments to the rules. Amended text for clarification and edits are shown in blue, while amended text for balance updates are shown in magenta.

### TEAM SELECTION

Asterisk changed to read:

'You cannot select more than seven of these operatives combined.'

### INFILTRATOR PRINCEPS OPERATIVE, CANTICLE OF SHROUDPSALM RULE

Relevant part changed to read:

'[...] that friendly operative cannot be selected as a valid target, taking precedence over all other rules (e.g. Seek, Vantage terrain) except being within 2".'

### SICARIAN RUSTSTALKER PRINCEPS, SICARIAN INFILTRATOR PRINCEPS, SKITARI RANGER ALPHA & SKITARI VANGUARD ALPHA OPERATIVES

'Control Protocol' additional rule added.

### ALL OPERATIVES

'IMPERIUM' keyword added.

### FIREFIGHT PLOYS, OMNISIAH'S IMPERATIVE

First paragraph changed to read:

'Use this firefight ploy during a friendly HUNTER CLADE® operative's activation. Alternatively, use it when an enemy operative is shooting a friendly HUNTER CLADE® operative, at the end of the Roll Attack Dice step. Inflict D3+1 damage on that friendly operative. Until the Ready step of the next Strategy phase, that friendly operative has an additional rule determined by its current DOCTRINA IMPERATIVE as follows.'

Additional text added to end of third bullet point:

'If you use this ploy during a Shoot action, this operative's Save stat is changed immediately (this takes precedence over the core rules).'

JULY '25

### FIREFIGHT PLOYS, OMNISIAH'S IMPERATIVE

Third sentence of first paragraph deleted:

'Inflict D3+1 damage on that friendly operative.'

## PREVIOUS ERRATAS

### FIREFIGHT PLOYS, OMNISIAH'S IMPERATIVE

Fourth bullet point changed to read:

'Aggressor: You can ignore the first vertical distance of 2" this operative moves during one climb up.'

### FACTION RULES, DOCTRINA IMPERATIVES

First paragraph changed to read:

'At the end of the Select Operatives step, select one DOCTRINA IMPERATIVE to be a Primary Mode for your kill team until the end of the battle (note that selecting a Primary Mode doesn't automatically give you the effects of that DOCTRINA IMPERATIVE for the battle; you must still select it as a STRATEGIC GAMBIT, as below).

**STRATEGIC GAMBIT.** Select one DOCTRINA IMPERATIVE for friendly HUNTER CLADE® operatives to have until the Ready step of the next Strategy phase. Each DOCTRINA IMPERATIVE has both an Optimisation and a Deprecation rule. Both are in effect while your kill team has that DOCTRINA IMPERATIVE. Once per battle, when you select the DOCTRINA IMPERATIVE that's your kill team's Primary Mode, you can ignore its Deprecation rule.'

Bulwark Imperative Optimisation changed to read:

'Normal Dmg of 3 or more inflicts 1 less damage on friendly HUNTER CLADE® operatives.'

# HUNTER CLADE OPERATIVES

To the techno-zealots of the Adeptus Mechanicus, the galaxy is a complex mechanism, its workings the creation of their Machine God. They see the acquisition of knowledge as holy work, and task their cybernetically altered servants with carrying it out, no matter the cost.

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## SKITARI RANGER ALPHA

Ranger Alphas are the most dedicated of their kind, relied upon to formulate reconnaissance and hunting parameters, and to lead their Hunter Clade in gruelling duties.

## SKITARI RANGER DIKTAT

The enhanced data-tethers carried by these Skitarii enable them to communicate directly with their Tech-Priest masters. It is a great honour indeed to be chosen to carry one, as it is seen as the mouthpiece of the Tech-Priests, who are said to be prophets of the Machine God himself.



## SKITARI RANGER GUNNER

In the hunt for the most dangerous of hereteks or xenos aggressors, a forge world's ruling Tech-Priests may issue high-performing Hunter Clade Rangers with advanced weaponry. Strange, esoteric technologies power such armaments, rendering them lethal indeed to the Rangers' foes.

## SKITARI RANGER WARRIOR

Skitarii Ranger Warriors hunt the foes of the Machine God relentlessly, and their bionically enhanced stamina is legendary. They pursue like patient predators, inexorably tracking their prey before taking the killing shot with their long rifles of ancient design.

## SKITARI RANGER SURVEYOR

The omnispex wielded by these Skitarii is a device fitted with a Raptor-class machine spirit. This can glean all kinds of data from a killzone and from a Hunter Clade's enemies. Not only is it useful for the kill team in battle, but such information is a fine devotion to the Machine God in itself.

## SKITARI VANGUARD ALPHA

Skitarii Alphas have passed a point called the Crux Mechanicus. With bodies more machine than flesh, they enact Tech-Priest overseers' orders like holy commands.

## SKITARI VANGUARD DIKTAT

To be a Diktat among Skitarii is to be obeyed without question, due to their direct link with the Tech-Priests. Hunter Clades receiving word from their masters through these warriors are filled with zealous conviction, willing to drive through unimaginable terrors to find and slay their quarry.

## SKITARI VANGUARD GUNNER

These Skitarii wield some of the most dangerous man-portable weapons in a forge world's arsenal – to the carrier as well as the Omnissiah's enemies. To have survived long enough to join a Hunter Clade while carrying this kind of weapon shows the Machine God's favour.



## SKITARI VANGUARD WARRIOR

So much radiation pours from these Skitarii and their ammunition that they contaminate the air around them. Showing toughness, resilience and dauntless bravery above others of their kind, Vanguard Warriors advance into the fray, securing key positions for their Hunter Clade.

## SKITARI VANGUARD SURVEYOR

The omnispec's machine spirit can read heat emissions, data signatures and biological waveforms, even at extreme range. Should it be kept focused for an extended period, it will reveal the enemy's weaknesses. This is perfect for Hunter Clades, whose primary purpose is to eliminate key targets.

## SICARIAN RUSTSTALKER PRINCEPS

Excelling in assassination missions and surprise attacks, Princeps lead their Ruststalkers in the hunt for any their Tech-Priest masters have marked for death. In their lives, Princeps have claimed many foes in the most hazardous of environments.

## SICARIAN RUSTSTALKER WARRIOR

Ruststalker Warriors fall upon their foes in a stabbing, slashing frenzy, unleashing a blur of attacks. They are selected for kill team duties due to their level of dogged determination to hunt quarries to the death, above and beyond others of their kind.

## SICARIAN INFILTRATOR PRINCEPS

Sicarian Infiltrator Princeps have a greater detachment from emotion than even others of their kind. No hunting mission is too dangerous for them, and no assassination task too harrowing.

## SICARIAN INFILTRATOR WARRIOR

Experts in penetrating enemy strongholds, Sicarian Infiltrator Warriors emit a white noise that attacks their foes' sensoriums with a painful neurostatic bombardment.

# HUNTER CLADE KILL TEAM



Below you will find a list of the operatives that make up a **HUNTER CLADE** kill team, including, where relevant, any weapons specified for that operative.



## OPERATIVES

- ▼ 1 **HUNTER CLADE** operative selected from the following list:
  - **SICARIAN INFILTRATOR PRINCEPS** with one option from each of the following:
    - Flechette blaster or stubcarbine
    - Power weapon or taser goad
  - **SICARIAN RUSTSTALKER PRINCEPS**
  - **SKITARII RANGER ALPHA** with one of the following options:
    - Galvanic rifle; gun butt
    - Master-crafted radium pistol; power weapon
 Or one option from each of the following:
    - Arc pistol or phosphor blast pistol
    - Arc maul or taser goad
  - **SKITARII VANGUARD ALPHA** with one of the following options:
    - Radium carbine; gun butt
    - Master-crafted radium pistol; power weapon
 Or one option from each of the following:
    - Arc pistol or phosphor blast pistol
    - Arc maul or taser goad

- ▼ 9 **HUNTER CLADE** operatives selected from the following list:
  - **SICARIAN INFILTRATOR WARRIOR\*** with one option from each of the following:
    - Flechette blaster or stubcarbine
    - Power weapon or taser goad
  - **SICARIAN RUSTSTALKER WARRIOR\*** with one of the following options:
    - Chordclaw & transonic razor
    - Transonic blades
  - **SKITARII RANGER DIKTAT**
  - **SKITARII RANGER GUNNER\*** with gun butt and one of the following options:
    - Arc rifle, plasma caliver or transuranic arquebus
  - **SKITARII RANGER SURVEYOR**
  - **SKITARII RANGER WARRIOR**
  - **SKITARII VANGUARD DIKTAT**
  - **SKITARII VANGUARD GUNNER\*** with gun butt and one of the following options:
    - Arc rifle, plasma caliver or transuranic arquebus
  - **SKITARII VANGUARD SURVEYOR**
  - **SKITARII VANGUARD WARRIOR**

Other than **GUNNER** and **WARRIOR** operatives, your kill team can only include each operative on this list once. Your kill team can only include up to one **DIKTAT** operative, up to one **SURVEYOR** operative and up to five **SICARIAN** operatives. Your kill team can only include up to one arc rifle, up to one plasma caliver and up to one transuranic arquebus.

\* You cannot select more than seven of these operatives combined.

## ARCHETYPES



RECON



SEEK &  
DESTROY

Archetypes are used in certain mission packs, e.g. Approved Ops. The game sequence will specify how.

The newest version of these rules can be found online.  
Scan the QR code or visit [warhammer-community.com](http://warhammer-community.com).



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## HUNTER CLADE ▷ KILL TEAM SELECTION

### SICARIAN RUSTSTALKER PRINCEPS



Chordclaw &  
transonic blades

### SICARIAN INFILTRATOR PRINCEPS



Flechette  
blaster

'IF THE OMNISSIAH HAD NEED, HE WOULD GRANT ME BACK MY FRAGILE SKIN TO FEEL THE ENEMY'S BLOWS. HE WOULD RESTORE MY BLOOD TO ITS THIN ORGANIC STATE THAT IT MIGHT FLOW UNDER THEIR ASSAULT. HE WOULD RETURN MY FEEBLE PITY FOR THOSE I CUT DOWN. HE REQUIRES NONE OF IT.'

- Decima-088, Skitarii Ranger Alpha



### SKITARI RANGER ALPHA



Arc maul

### SKITARI VANGUARD ALPHA



Arc pistol

Arc maul

### SICARIAN INFILTRATOR WARRIOR



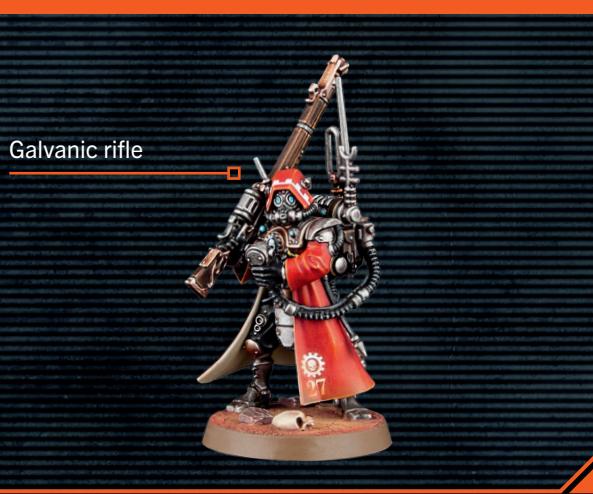
Power weapon      Stubcarbine

### SICARIAN RUSTSTALKER WARRIOR



Transonic blades

### SKITARI RANGER DIKTAT



Galvanic rifle

### SKITARI RANGER GUNNER

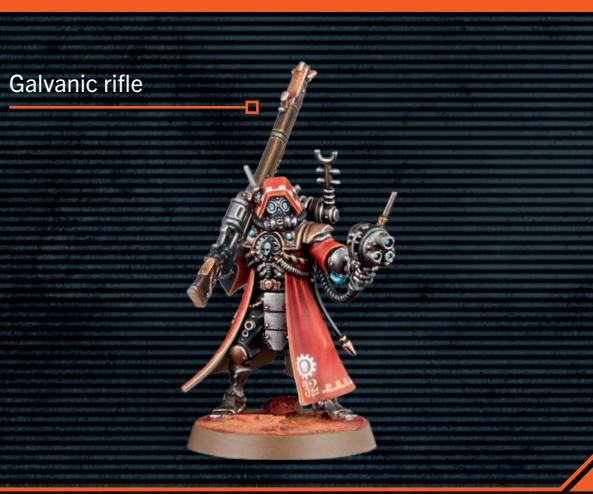


Arc rifle

Plasma caliver

Transuranic arquebus

### SKITARI RANGER SURVEYOR



Galvanic rifle

### SKITARI RANGER WARRIOR



Galvanic rifle

### SKITARI VANGUARD DIKTAT



### SKITARI VANGUARD GUNNER



### SKITARI VANGUARD SURVEYOR



### SKITARI VANGUARD WARRIOR

