BATTLECLADE

STRATEGY PLOYS

NOOSPHERIC POSSESSION

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

For the purposes of this **SUPPORT** rule and the Comms Device equipment, the **AUTO-PROXY** or **SERVITOR UNDERSEER** operative must control your Comms Device marker to add 3" to its distance requirement for this rule.

DUTY OF RECLAMATION

Once per action, you can use the Command Reroll firefight ploy for 0CP if the attack or defence dice was rolled for a friendly **BATTLECLADE** operative that contests an objective marker or one of your mission markers.

INCANTATION OF THE IRON SOUL

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

PRIORITISED ACQUISITION

Select one objective marker or one of your mission markers.
- Whenever determining control of that marker, treat the total APL stat of friendly **BATTLECLADE** operatives that contest it as 1 higher if at least one friendly **BATTLECLADE** 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** operative is within 3" of that marker, add 1 to the Atk stat of its melee weapons (to a maximum of 4).

FIREFIGHT PLOYS

SYSTEM EXORCISM

Use this firefight ploy when you would activate a friendly **BATTLECLADE** operative. Remove one rules effect or stat change your opponent has applied to it (e.g. Poison token, -1APL, cannot be activated or perform actions, etc), then activate it. This ploy cannot allow it to regain lost wounds, ignore the effects of being injured, remove mission pack rules or remove -1APL that you have applied to it (i.e. from **TRANSFER POWER**).

REMOTE ACCESS

Use this firefight ploy during a friendly **BATTLECLADE TECH-PRIEST** operative's activation. Once during that activation, you can use one of the following rules:
- That operative doesn't require a marker to be within its control range to perform a mission action that usually requires this (this takes precedence over that action's conditions). Instead, the marker must be within 4" of it and no enemy operatives can contest that marker. However, you can ignore enemy operatives within control range of other friendly **BATTLECLADE** operatives when determining this.
- That operative doesn't require a hatchway's access point to be within its control range to perform an Operate Hatch action. Instead, that access point must be within 4" of it.

AUTO-FERRIC SUPPLICATION

Use this firefight ploy when an operative is shooting a friendly BATTLECLADE TECH-PRIEST operative, at the start of the Roll Attack Dice step. Until the end of the sequence, ignore the Piercing weapon rule.

SERVILE SURROGACY

Use this firefight ploy when a friendly **BATTLECLADE TECH-PRIEST** operative is selected as the valid target of a **Shoot** action or to fight against during the **Fight** action. Select one friendly **BATTLECLADE SERVITOR** operative visible to and within 3" of that first friendly operative to become the valid target or to be fought against (as appropriate) instead (even if it wouldn't normally be valid for this). If it's the **Fight** action, treat that **SERVITOR** operative as being within the fighting operative's control range for the duration of that action. If it's the **Shoot** action, that **SERVITOR** operative is only in cover or obscured if the original target was.

This ploy has no effect if it's the **Shoot** action and the ranged weapon has the Blast or Torrent weapon rule.

FACTION RULES

NOOSPHERIC NETWORK

Whenever a friendly **BATTLECLADE SERVITOR** operative is activated, you can **TRANSFER POWER**. If you do, subtract 1 from its APL stat until the end of that activation.

After that activation, you can **NETWORK COUNTERACT** with one other friendly **BATTLECLADE SERVITOR** operative before your opponent activates. Whenever you **NETWORK COUNTERACT** with a friendly operative, first select its order. It can then perform a 1AP action for free, but cannot move. Once it's done so, your opponent then activates as normal.

An operative cannot **TRANSFER POWER** or **NETWORK COUNTERACT** if it has an APL stat of less than 2 (e.g. if the stat has been changed to less than 2 by a rule). **NETWORK COUNTERACT** is a counteraction, but the operative doesn't need to be expended with an Engage order to do it. That means if they're ready when they **NETWORK COUNTERACT**, they can still be activated as normal later in the turning point. An operative that does **NETWORK COUNTERACT** cannot do so again, or counteract, during the same turning point.

FACTION EQUIPMENT

COVERT GUISES

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).

ELECTROMANTIC CAPACITORS

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.

CONCEALED APPARATUS

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**).

NEUROCYCLIC RESERVE CELLS

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).

OPERATIVES

ARCHETYPE: INFILTRATION / RECON

1 **BATTLECLADE TECHNOARCHEOLOGIST** operative
1 **BATTLECLADE SERVITOR UNDERSEER** operative
8 **BATTLECLADE** operatives selected from the following list:
- **AUTO-PROXY SERVITOR**
- **BREACHER SERVITOR**
- **COMBAT SERVITOR** with one of the following options:
  - Servo-claw; incendine igniter
  - Servo-claw; meltagun
  - Servo-claw; phosphor blaster
- **GUN SERVITOR** with heavy arc rifle and augmetic claw
- **GUN SERVITOR** with heavy bolter and augmetic claw
- **TECHNOMEDIC SERVITOR**

Other than **COMBAT SERVITOR** operatives, your kill team can only include each operative on this list once. Your kill team can only include up to one **COMBAT SERVITOR** operative with meltagun, and it can only include up to three **COMBAT SERVITOR** operatives with incendine igniter.

BATTLECLADE

TECHNOARCHEOLOGIST	APL 3	MV 6"	SV 3+	W 9

	A	HT	D	WR
⊕ Eradication pistol	4	3+	4/2	Rng 8", 1" Devastating 3, Lethal 5+
✕ Servo-arc arm	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.

SERVITOR UNDERSEER	APL 3	MV 6"	SV 3+	W 9

	A	HT	D	WR
⊕ Master-crafted radium pistol	4	3+	2/4	Rng 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 distance is being determined from must control that marker.
🔴 This operative cannot perform this action while within control range of an enemy operative.

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.

AUTO-PROXY SERVITOR	APL 2	MV 5"	SV 4+	W 8

	A	HT	D	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.

BREACHER SERVITOR	APL 2	MV 5"	SV 4+	W 8

	A	HT	D	WR
⊕ Lascutter				
- Close range	4	3+	4/5	Rng 2", Lethal 5+, Piercing 2
- Long range	4	3+	4/5	Rng 6", Lethal 5+
✕ Hydraulic pincer and 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.

COMBAT SERVITOR	APL 2	MV 5"	SV 4+	W 8

	A	HT	D	WR
⊕ Incendine igniter	4	2+	4/4	Rng 6", Saturate, Torent 1"
⊕ Meltagun	4	4+	6/3	Rng 6", Devastating 4, Piercing 2
⊕ Phosphor blaster	4	4+	3/4	Severe
✕ Servo-claw	3	4+	3/4	-

GUN SERVITOR	APL 2	MV 5"	SV 4+	W 11

	A	HT	D	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
- Sweeping	4	4+	4/5	Heavy (Dash only), Piercing Crits 1, Torent 1"
✕ Augmetic claw	3	4+	4/5	Brutal

TECHNOMEDIC SERVITOR	APL 2	MV 5"	SV 4+	W 8

	A	HT	D	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.

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.