

## HUNTER CLADE

### STRATEGY PLOYS

#### DEBILITATING IRRADIATION

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 min. of 3).

#### NEUROSTATIC INTERFERENCE

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.

#### SCOUTING PROTOCOL

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 any order). You cannot use this play during the first turning point.

#### ACCELERANT AGENTS

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

### FIREFIGHT PLOYS

#### CONTROL EDICT

Use this firefight play 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 play, you cannot select more than one **HUNTER CLADE SICARIAN** operative.

#### SCRAPCODE OVERLOAD

Use this firefight play when a friendly **HUNTER CLADE INFILTRATOR** operative is activated. Alternatively, use this firefight play 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.

#### COMMAND OVERRIDE

Use this firefight play 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.

#### OMNISSIAH'S IMPERATIVE

Use this firefight play 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 operative has an additional rule determined by its **DOCTRINA IMPERATIVE**:

- **Protector**: This operative's ranged weapons have the Severe weapon rule.
- **Conqueror**: Whenever this operative is fighting, after resolving your first attack dice, you can immediately resolve another (before your opponent).
- **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 play during a **Shoot** action, this operative's Save stat is changed immediately (this takes precedence over the core rules).
- **Aggressor**: Ignore first vertical 2" this operative moves during one climb up.
- **Neutral**: None.

Note that you can use this play after rolling attack or defence dice for this operative, or before or after retaining or re-rolling those dice.

### FACTION RULES

#### DOCTRINA IMPERATIVES

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**; you must still select it as a **STRATEGIC GAMBIT**, as below).

**STRATEGIC GAMBIT**. Select a **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

### FACTION EQUIPMENT

#### RAD BOMBARDMENT

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).

#### REDUNDANCY SYSTEMS

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.

#### REFRACTOR FIELD

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.

#### EXTREMIS MIND-LINK

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.

HUNTER CLADE

SICARIAN INFILTRATOR PRINCEPS	APL 2	MV 6"	SV 4+	W 11
A	HT	D	WR	
⊕ Flechette blaster	5	3+	2/2	Rng 8", Saturate, Silent
⊕ Stubcarbine	4	3+	3/4	Ceaseless
X Power weapon	4	3+	4/6	Lethal 5+
X Taser goad	4	3+	3/4	Lethal 5+, Shock

**Canticle of Shroudpsalm:** 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 firefight play for OCP if the specified friendly **HUNTER CLADE** operative is visible to this operative.

SICARIAN RUSTSTALKER PRINCEPS	APL 2	MV 6"	SV 4+	W 11
A	HT	D	WR	
X Chordclaw & transonic blades	5	3+	4/6	Balanced, Rending

**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 firefight play for OCP if the specified friendly **HUNTER CLADE** operative is visible to this operative.

SKITARII RANGER ALPHA	APL 2	MV 6"	SV 4+	W 8
A	HT	D	WR	
⊕ Arc pistol	4	3+	4/5	Rng 8", Piercing 1, Stun
⊕ Galvanic rifle	4	3+	3/4	Heavy (Reposition only), Piercing Crits 1
⊕ Master-crafted radium pistol	4	3+	2/4	Rng 8", Balanced, Rending
⊕ Phosphor blast pistol	4	3+	3/4	Rng 8", Blast 1", Severe
X Arc maul	4	4+	4/5	Shock
X Gun butt	3	4+	2/3	-
X Power weapon	4	4+	4/6	Lethal 5+
X Taser goad	4	4+	3/4	Lethal 5+, Shock

**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.

**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.

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

SKITARII VANGUARD ALPHA	APL 2	MV 6"	SV 4+	W 8
A	HT	D	WR	
⊕ Arc pistol	4	3+	4/5	Rng 8", Piercing 1, Stun
⊕ Master-crafted radium pistol	4	3+	2/4	Rng 8", Balanced, Rending
⊕ Phosphor blast pistol	4	3+	3/4	Rng 8", Blast 1", Severe
⊕ Radium carbine	4	3+	2/4	Rending
X Arc maul	4	4+	4/5	Shock
X Gun butt	3	4+	2/3	-
X Power weapon	4	4+	4/6	Lethal 5+
X Taser goad	4	4+	3/4	Lethal 5+, Shock

**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 firefight play for OCP if the specified friendly **HUNTER CLADE** operative is visible to this operative.

SICARIAN INFILTRATOR WARRIOR	APL 2	MV 6"	SV 4+	W 10
A	HT	D	WR	
⊕ Flechette blaster	5	3+	2/2	Rng 8", Saturate, Silent
⊕ Stubcarbine	4	3+	3/4	Ceaseless
X Power weapon	4	3+	4/6	Lethal 5+
X Taser goad	4	3+	3/4	Lethal 5+, Shock

SICARIAN RUSTSTALKER WARRIOR	APL 2	MV 6"	SV 4+	W 10
A	HT	D	WR	
X Chordclaw & transonic razor	5	3+	4/5	Balanced
X 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.

SKITARII RANGER	APL 2	MV 6"	SV 4+	W 7
A	HT	D	WR	
⊕ Arc rifle	4	3+	4/5	Piercing 1, Stun
⊕ Galvanic rifle	4	3+	3/4	Heavy (Reposition only), Piercing Crits 1
⊕ Plasma caliver				
- Standard	4	3+	4/6	Piercing 1
- Supercharge	4	3+	5/6	Hot, Lethal 5+, Piercing 1
⊕ Transuranic arquebus				
- Mobile	4	3+	4/3	Devastating 2, Heavy (Dash only), Piercing 1
- Stationary	4	2+	4/3	Devastating 3, Heavy, Piercing 1, Severe
X 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 (DIKTAT only)** 1AP  
● **SUPPORT.** Select one other friendly **HUNTER CLADE** operative visible to and within 6". Until the end of that operative's next activation, add 1 to its APL stat.  
● Cannot perform this action while within control range of an enemy operative.

**SPOT (SURVEYOR only)** 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.  
● Cannot perform this action while within control range of an enemy operative.

SKITARII VANGUARD	APL 2	MV 6"	SV 4+	W 7
A	HT	D	WR	
⊕ Arc rifle	4	3+	4/5	Piercing 1, Stun
⊕ Plasma caliver				
- Standard	4	3+	4/6	Piercing 1
- Supercharge	4	3+	5/6	Hot, Lethal 5+, Piercing 1
⊕ Radium carbine	4	3+	2/4	Rending
⊕ Transuranic arquebus				
- Mobile	4	3+	4/3	Devastating 2, Heavy (Dash only), Piercing 1
- Stationary	4	2+	4/3	Devastating 3, Heavy, Piercing 1, Severe
X 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 (DIKTAT only)** 1AP  
● **SUPPORT.** Select one other friendly **HUNTER CLADE** operative visible to and within 6". Until the end of that operative's next activation, add 1 to its APL stat.  
● Cannot perform this action while within control range of an enemy operative.

**SPOT (SURVEYOR only)** 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.  
● Cannot perform this action while within control range of an enemy operative.

# HUNTER CLADE

## OPERATIVES

### ARCHETYPE: RECON / SEEK AND DESTROY

- 1 **HUNTER CLADE** operative selected from the following list:
- **SICARIAN INFILTRATOR PRINCEPS** with one option from each of the following:
    - Flechette blaster or subcarbine
    - Power weapon or taser goad
  - **SICARIAN RUSTSTALKER PRINCEPS**
  - **SKITARII RANGER ALPHA** with one of the following options:
    - Galvanic rifle; gun butt
    - Mastercrafted 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
    - Mastercrafted 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 elected from the following list:
- **SICARIAN INFILTRATOR WARRIOR\*** with one option from each of:
    - Flechette blaster or subcarbine
    - Power weapon or taser goad
  - **SICARIAN RUSTSTALKER WARRIOR\*** with one of the following options:
    - Chordclaw and transonic razor or transonic blades
  - **SKITARII RANGER DIKTAT**
  - **SKITARII RANGER GUNNER\*** equipped with a gun but and one of:
    - Arc rifle, plasma caliver or transuranic arquebus
  - **SKITARII RANGER SURVEYOR**
  - **SKITARII RANGER WARRIOR**
  - **SKITARII VANGUARD DIKTAT**
  - **SKITARII VANGUARD GUNNER\*** equipped with a gun but and one of:
    - Arc rifle, plasma caliver or transuranic arquebus
  - **SKITARII VANGUARD SURVEYOR**
  - **SKITARII VANGUARD WARRIOR**

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

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.