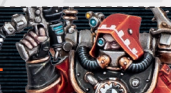




## BATTLECLADE TECHNOARCHEOLOGIST



APL	MOVE	SAVE	WOUNDS
3	6"	3+	9

NAME	ATK	HIT	DMG	WR
Eradication pistol	4	3+	4/2	Range 8", 1" Devastating 3, Lethal 5+
Servo-arc claw	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.

BATTLECLADE, IMPERIUM, ADEPTUS MECHANICUS, TECH-PRIEST, LEADER, TECHNOARCHEOLOGIST

32

## BATTLECLADE AUTO-PROXY SERVITOR



APL	MOVE	SAVE	WOUNDS
2	5"	4+	8

NAME	ATK	HIT	DMG	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 OMNISHIAH 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.

BATTLECLADE, IMPERIUM, ADEPTUS MECHANICUS, AUTO-PROXY, SERVITOR

25

## BATTLECLADE BREACHER SERVITOR



APL	MOVE	SAVE	WOUNDS
2	5"	4+	8

NAME	ATK	HIT	DMG	WR
Lascutter (close range)	4	3+	4/5	Range 2", Lethal 5+, Piercing 2
Lascutter (short range)	4	3+	4/5	Range 6", Lethal 5+
Hydraulic pincer & 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.

BATTLECLADE, IMPERIUM, ADEPTUS MECHANICUS, BREACHER, SERVITOR

25

## BATTLECLADE COMBAT SERVITOR



APL	MOVE	SAVE	WOUNDS
2	5"	4+	8

NAME	ATK	HIT	DMG	WR
Incendine igniter	4	2+	4/4	Range 6", Saturate, Torrent 1"
Meltagun	4	4+	6/3	Range 6", Devastating 4, Piercing 2
Phosphor blaster	4	4+	3/4	Severe
Servo-claw	3	4+	3/4	-

BATTLECLADE, IMPERIUM, ADEPTUS MECHANICUS, COMBAT, SERVITOR

25





## BATTLECLADE GUN SERVITOR

APL  
2MOVE  
5"SAVE  
4+WOUNDS  
11

NAME	ATK	HIT	DMG	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
Heavy bolter (sweeping)	4	4+	4/5	Heavy (Dash only), Piercing Crits 1, Torrent 1"
Augmetic claw	3	4+	4/5	Brutal

BATTLECLADE, IMPERIUM, ADEPTUS MECHANICUS, GUN, SERVITOR

32

## BATTLECLADE SERVITOR UNDERSEER

APL  
3MOVE  
6"SAVE  
3+WOUNDS  
9

NAME	ATK	HIT	DMG	WR
Master-crafted radium pistol	4	3+	2/4	Range 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.

◆ 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.

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

BATTLECLADE, IMPERIUM, ADEPTUS MECHANICUS, TECH-PRIEST, SERVITOR UNDERSEER

32

## BATTLECLADE TECHNOMIC SERVITOR

APL  
2MOVE  
5"SAVE  
4+WOUNDS  
8

NAME	ATK	HIT	DMG	WR
Servo-chirurgical 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.

RULES CONTINUE ON OTHER SIDE ►

BATTLECLADE, IMPERIUM, ADEPTUS MECHANICUS, MEDIC, TECHNOMIC, SERVITOR

25

## BATTLECLADE TECHNOMIC SERVITOR

APL  
2MOVE  
5"SAVE  
4+WOUNDS  
8

### 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.








## BATTLECLADE KILL TEAM

ARCHETYPES: INFILTRATION, RECON

### OPERATIVES

- 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**


CONTINUES ON OTHER SIDE ➤


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 FACTION RULE

### NOOSPHERIC NETWORK

Servitors are yoked to their Tech-Priest masters by an invisible web of control. This noospheric network enables servitors to be rapidly reorganised, transferring processing power to other thralls who might better serve the Tech-Priests' immediate wishes. While some are left to conform to their basic programming, others are instructed with key tasks that must be fulfilled for the glory of the Machine God.

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.

CONTINUES ON OTHER SIDE ➤

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.





## BATTLECLADE MARKER/TOKEN GUIDE



Omniscanner token



Mechanosuture Array token



Prioritised Acquisition token



Network Counteract token



Gaze of the Omnissiah token



Breach marker

## BATTLECLADE STRATEGY PLOY

### NOOSPHERIC POSSESSION

By broadcasting portions of their neural architecture into their thralls, sometimes via a well-positioned relay, manipulative Servitor Underseers effectively possess their tools to better direct the Omnissiah's wrath.

**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.

## BATTLECLADE STRATEGY PLOY

### DUTY OF RECLAMATION

Embedded in Battleclade operatives are lurking strands of enhanced binharic doctrine. These instructions await the moment to activate, triggered by the proximity of a Tech-Priest's designated prize.

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

## BATTLECLADE STRATEGY PLOY

### INCANTATION OF THE IRON SOUL

Through chanted binharic praise from the Tech-Priests, or sparked by holy subroutines, microactuators lock into bracing positions and reserve power cells are brought online. The flesh may be weak, but the sacred invulnerability of the Machine God's augmetic blessings is evident to all.

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.





## BATTLECLADE STRATEGY PLOY

### PRIORITISED ACQUISITION

Acquisition is a holy task to a Technoarcheologist, and their zealous fanaticism bleeds into their binharic instructions. Faced with the sacrilege of thieves, aggression protocols are initiated and biochemical stimulants are released in their thralls, endowing all with a measure of their master's repugnance.

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).

## BATTLECLADE FIREFIGHT PLOY

### SYSTEM EXORCISM

By redirecting sensory pathways, purging contaminants or unleashing feral machine spirits to consume tainted logic loops, the elite operatives of a Battleclade can exorcise many dangerous afflictions.

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, or remove -1APL that you have applied to it (i.e. from **TRANSFER POWER**).

## BATTLECLADE FIREFIGHT PLOY

### REMOTE ACCESS

Projecting a canticle of hexamathic authority, the most worthy Tech-Priests can commune with intransigent machine spirits even without physical contact.

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.

## BATTLECLADE FIREFIGHT PLOY

### AUTO-FERRIC SUPPLICATION

In extremis, the Ommissiah's faithful channel their zeal into shielding energy projectors and the refractive realignment of their bionic body parts.

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.







## BATTLECLADE FIREFIGHT PLOY

### SERVILE SURROGACY

Deeply woven into each thrall's cybernetic programming is the instinct to bodily shield their masters should they be threatened.


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.

## 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).

## BATTLECLADE FACTION EQUIPMENT

### 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.

## BATTLECLADE FACTION EQUIPMENT

### 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**).





## BATTLECLADE FACTION EQUIPMENT

### 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).

## 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-snares 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.

**HEARTHKYN SALVAGER** 🦋 **FLY**, **MANDRAKE** 🦋 **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.

## 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 ▶





## 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.

## NOTES:

## NOTES:

## NOTES:





# BATTLECLADE: UPDATE LOG

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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

JUNE '25

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**.

### FIREFIGHT PLOYS, SERVILE SURROGACY

Additional text added to end of first paragraph:

'If it's the **Shoot** action, that **SERVITOR** operative is only in cover or obscured if the original target was.'

### TECHNOMEDIC SERVITOR OPERATIVE, MECHANOSUTURE ARRAY RULE

Changed to read:

'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 **then** 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.**'

## RULES COMMENTARY

JUNE '25

This section provides clarification on ambiguous and complex rules interactions.

**Q:** *If my opponent uses a rule that would cancel or interrupt when I would activate an operative (e.g. **NEMESIS CLAW** Vox Scream, **MANDRAKE** DIRGEMAW Haunting Focus), can I use the System Exorcism firefight ploy to stop my opponent's rule from taking effect?*

**A:** Yes. System Exorcism can be used anywhere within the 'would activate' rule resolution order, including before interrupt effects or after firefight ploys, taking precedence over such rules and the player with the initiative deciding.



# BATTLECLADE OPERATIVES

## TECHNOARCHEOLOGIST



Technoarcheologists are ferociously acquisitive Tech-Priests who specialise in unearthing mechanistic arcana and exotic resources. They use delving expertise and powerful scanners to pinpoint the location of the prizes they seek, and provide a zealous focus to the unthinking thralls who serve them.

## SERVITOR UNDERSEER



Minor Tech-Priests specialising in the reprogramming and oversight of their cybernetic thralls, Servitor Underseers' skills are highly valued by more senior Tech-Priests. They translate the mission's priorities into complex subroutines that they feed to their servitor wards via their commandment array.

## GUN SERVITOR



Gun Servitors are bulky and unsubtle weapons platforms fitted with range-finders and servo-stabilisers. Ferocious implants such as heavy bolters enable them to scour hordes of enemies from any sites of interest to their masters, while with more esoteric heavy arc rifles they can send out crackling bolts that fry corrupted mechanisms as easily as flesh and bone.

## TECHNOMEDIC SERVITOR



On forge worlds, a servitor's Human components are rarely repaired. Battleclades, however, often operate unsupported in dangerous territories, on missions where no tool can be easily replaced. Technomedics use a mix of crude biosurgery and mechanical repairs to keep the team's cybernetic operatives functioning under fire for long enough to fulfil their purpose.



Battleclade kill teams disassemble the enemies of the Omnisiah in calibrated acts of aggression. Implanted with industrial tools, cybernetic systems and deadly augmented weapons, these servitors execute whatever acquisitive mission their zealous masters decree.

## BREACHER SERVITOR



Breacher Servitors clear a path to their Battleclade's goal and ensure their master's extraction route is unobstructed. With their high-energy lascutter and other specialist tools, they carve courses through natural obstacles, security bulkheads, shielded fortifications, or even the flesh and armour of the foe.

## AUTO-PROXY SERVITOR



Auto-Proxy Servitors function as specialist data relays. They carry an achillan eye – a powerful divinitory scanner – which they use to identify enemy weak points and local instabilities, and a dataspike, with which they hack control nodes or pass on updated subroutines to fellow servitors.

## COMBAT SERVITOR



Repurposed from local menial thralls or specially constructed for the mission at hand, Combat Servitors are implanted with martial imperative programming and weapon grafts. They are ideal guardians, unthinkingly ready and willing to kill or lay down their existences to protect their masters' interests.

**'LET NOTHING DISSUADE YOUR QUEST  
FOR KNOWLEDGE. LET NONE SLOW YOUR  
PURSUIT AND ACQUISITION OF HOLY  
TECHNOLOGY. LET NONE STAND BETWEEN  
YOU AND THE PROCUREMENT OF THAT  
WHICH IS RIGHTFULLY THE MACHINE  
GOD'S DUE.'**

- Thusdorius Knoch, Invictus Acquisitor



# BATTLECLADE KILL TEAM

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BATTLECLADE » KILL TEAM SELECTION



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

## OPERATIVES

- 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.

## ARCHETYPES

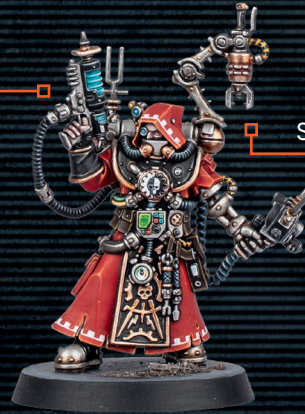


Archetypes are used in certain mission packs, e.g. Approved Ops. The game sequence will specify how.

## TECHNOARCHEOLOGIST

Eradication pistol

Servo-arc claw



## SERVITOR UNDERSEER

Dataspikes

Master-crafted radium pistol



## AUTO-PROXY SERVITOR

Taser goad





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



## BREACHER SERVITOR

Lascutter



Hydraulic  
pincer

## TECHNOMEDIC SERVITOR



Servo-chirurgical  
claw

## COMBAT SERVITOR

Phosphor blaster



Servo-claw



Incendine igniter



## GUN SERVITOR

Augmetic claw



Heavy arc rifle



Heavy bolter



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BATTLECLADE » KILL TEAM SELECTION



# DESIGNER'S COMMENTARY

A Battleclade is a kill team for players that like to plan many steps ahead, using operatives that support one another. It operates very unusually compared to other kill teams; you'll have to think differently from your standard operating procedure. This team provides combos and activation orders unlike any other, giving you countless ways to threaten and react.

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This kill team's at its best when you're utilising its Noospheric Network faction rule. This rule effectively allows you to transfer servitors' action points on the fly, deprioritising certain activations to perform crucial actions where needed. This completely changes the threat potential. Most operatives can only truly threaten during their activation with a limited number of action points, and your opponent can plan around this accordingly. Noospheric Network provides a number of possibilities to experiment with. You can set up network counteracts in advance, using an operative's activation to get into position with a plan to network counteract them later. You can double Shoot action – once during an operative's activation, then once later during a network counteract. You can also more freely react – your opponent cannot ignore expended operatives if they could still network counteract. Don't forget, performing an action during a network counteract is optional, so you can network counteract just to change an operative's order – great for getting an operative on Engage back to Conceal. Experimenting with this rule will be essential, as it opens up many tactics within the game not previously seen.

The Servitor Underseer is the master-controller – able to manoeuvre your servitors around and network counteract them. If you use the Comms Device universal equipment in addition, it's a large area of control to exert over the killzone. Don't overlook this operative's Noospheric Spur action; when you follow up with its Network Override action, it can create a key play your opponent wasn't expecting. What's more, as Network Override allows you to network counteract during this operative's activation, you can use Noospheric Spur afterwards to Dash an operative to safety.

Your team's damage output will frequently come from the ranged weapons of Gun and Combat Servitors. There's a variety of different options, so try to utilise them in the most efficient way against their ideal targets. This kill team is slower

than average, so use the aforementioned network counteracts and Noospheric Spur action, and the Breacher Servitor's Breach action, to overcome this deficit. Gun and Combat Servitors, like most of your kill team, aren't particularly threatening in a fight. Consider the Electromagnetic Capacitors faction equipment for this (which gets even better when retaliating), and the Breacher Servitor, to compete with some of your opponent's fighting potential.

The Auto-Proxy Servitor is an important support operative. Their Achillan Eye rule and Gaze of the Omnissiah action improve the shooting of your other operatives, and they also extend the reach of your Servitor Underseer by acting as a mobile point from which that operative can use its unique actions. Combined with the Noospheric Possession strategy ploy, you can amp up the benefits provided to servitors from this operative.

Much of your focus will be on servitors and how best to utilise them, but the leader of your kill team – the Technoarcheologist – should not be forgotten. This operative is quite independent from the rest of the team: a tech-explorer with their own agenda. Whilst your servitors do the damage and grab the attention of your opponent, use the Technoarcheologist more like a scalpel, sneaking about to claim objectives and set up unexpected plays. There are many possibilities presented by their Seeker of Divine Arcana rule, such as getting this operative to safety after an objective grab, or looting some precious VPs before your opponent has the chance to. They can attack when needed, and even boost attacks with their Omniscanner action. However, if the Technoarcheologist can score you VPs, it's often the best plan (and their Omnissiah-given purpose) – let the servitors do the dirty work!

It may take you a few games to get to grips with this team, but once you figure it out you'll start to see the possibilities available to you, and your opponent will learn not to underestimate the threat posed by your action order flexibility.

