



BATTLECLADE TECHNOARCHEOLOGIST



APL 3 MOVE 6" SAVE 3+ WOUNDS 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 Omnisearch tokens. Whenever a friendly **BATTLECLADE** operative is shooting against, fighting against or retaliating against an enemy operative that has one of your Omnisearch 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 2 MOVE 5" SAVE 4+ WOUNDS 8

NAME	ATK	HIT	DMG	WR
Taser goad	4	4+	3/4	Lethal 5+, Shock

Achillian 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 OMNISIAH 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 2 MOVE 5" SAVE 4+ WOUNDS 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 2 MOVE 5" SAVE 4+ WOUNDS 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	Blast 1", Severe
Servo-claw	3	4+	3/4	-

BATTLECLADE, IMPERIUM, ADEPTUS MECHANICUS, COMBAT, SERVITOR

(25)



BATTLECLADE GUN SERVITOR



APL 2 MOVE 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 3 MOVE 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	-

DATACORONAL ACCUMULATOR

1AP

► **SUPPORT.** Determine the friendly BATTLECLADE operative within 6" of this operative and/or a friendly BATTLECLADE AUTO-PROXY operative, then roll one D3. If the result is equal to or less than the number of objective markers those friendly operatives contest, you gain 1CP. For the purposes of the Comms Device universal equipment, the operative the distance is being determined from must control your Comms Device marker to add 3" to its distance requirement for this rule.

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

RULES CONTINUE ON OTHER SIDE ►

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

(32)

BATTLECLADE SERVITOR UNDERSEER



APL 3 MOVE 6" SAVE 3+ WOUNDS 9

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.

BATTLECLADE TECHNOMEDIC SERVITOR



APL 2 MOVE 5" SAVE 4+ WOUNDS 8

NAME	ATK	HIT	DMG	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 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, TECHNOMEDIC, SERVITOR

(25)



BATTLECLADE TECHNOMEDIC SERVITOR



APL
▼ 2

MOVE
5'

SAVE
4+

WOUNDS

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.

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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.

Once during each friendly BATTLECLADE[•] SERVITOR operative's activation, before or after it performs an action, you can spend 1AP to TRANSFER POWER.

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 more than 2" during that action. 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 Omnisiah 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 Omnisiah'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 the Comms Device universal equipment, the operative the distance is being determined from must control your Comms Device marker to add 3" to its distance requirement for this rule.

BATTLECLADE® STRATEGY PLOY

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 Reroll firefighting 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.

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 mission pack rules.

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 Omnissiah'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 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, you can **TRANSFER POWER** for OAP (this takes precedence over the normal Noospheric Network rules).

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BATTLECLADE: 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.

ERRATAS

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**.

FACTION RULES, NOOSPHERIC NETWORK

First paragraph changed to read:

'Once during each friendly BATTLECLADE SERVITOR operative's activation, before or after it performs an action, you can spend 1AP to TRANSFER POWER.'

Third sentence of second paragraph changed to read:

'It can then perform a 1AP action for free, but cannot move more than 2" during that action.'

FIREFIGHT PLOYS, SYSTEM EXORCISM

Last sentence changed to read:

'This ploy cannot allow it to regain lost wounds, ignore the effects of being injured, or remove mission pack rules or remove -1APL that you've applied to it (i.e. from TRANSFER POWER.)'

JANUARY '26

COMBAT SERVITOR OPERATIVE, PHOSPHOR BLASTER WEAPON

'Blast 1" weapon rule added.

SERVITOR UNDERSEER OPERATIVE

'Noospheric Spur' unique action deleted and **'Datacoronal Accumulator'** unique action added.

FACTION EQUIPMENT, ELECTROMANTIC CAPACITORS

Relevant part of second sentence deleted:

'Whenever a ready friendly BATTLECLADE operative is retaliating, [...]'

FACTION EQUIPMENT, NEUROCYCLIC RESERVE CELLS

Relevant part of third sentence deleted:

'If you do, you can TRANSFER POWER for 0AP, but it cannot perform Shoot or Fight actions during that activation (this takes precedence over the normal Noospheric Network rules).'

PREVIOUS ERRATAS

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.'

FIREFIGHT PLOYS, SYSTEM EXORCISM

Relevant part of last sentence changed to read:

'[...] ignore the effects of being injured, **remove mission pack rules** or remove -1APL that you've applied to it [...]'

SERVITOR UNDERSEER OPERATIVE, NETWORK OVERRIDE ACTION

Additional text added to end of effect:

'For the purposes of the Comms Device universal equipment, the operative the distance is being determined from must control that marker.'

This section provides clarification on ambiguous and complex rules interactions.

Q: If a friendly operative has counteracted as a result of the Noospheric Network faction rule, can it go on guard later in the turning point during its activation?

A: No.

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.

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.'

PREVIOUS RULES COMMENTARIES

Q: Does the Remote Access firefight ploy allow the friendly **TECH-PRIEST** operative to place a marker within 4", rather than within its control range?

A: No.

Q: Can you **NETWORK COUNTERACT** if your opponent doesn't have any ready operatives remaining to activate?

A: Yes.

Q: How does the System Exorcism firefight ploy interact with rules that apply an effect to operatives only while they are within a specific area (e.g. **DEATH KORPS** Gas Bombardment)?

A: System Exorcism has no effect in these scenarios.

Q: When using the System Exorcism firefight ploy to remove a rules effect where multiple identical tokens can be given to an operative (e.g. **HEARTKYN SALVAGER** Grudge), do I remove all of those tokens or one?

A: All of those tokens.

BATTLECLADE OPERATIVES

TECHNOARCHEOLOGIST



SERVITOR UNDERSEER



Technoarchaeologists 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.

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 Omnissiah 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 divinatory 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



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



INFILTRATION



RECON

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

TECHNOARCHEOLOGIST



SERVITOR UNDERSEER



AUTO-PROXY SERVITOR



BREACHER SERVITOR



TECHNOMEDIC SERVITOR



COMBAT SERVITOR



GUN SERVITOR



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 Omnisearcher 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.

