

# HUNTER CLADE

## ADEPTUS MECHANICUS SKITARII ELITE

# HUNTER CLADE OPERATIVES

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



## SKITARII RANGER ALPHA

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

## SKITARII RANGER DIKTAT

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



## SKITARII RANGER GUNNER

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

## SKITARII RANGER WARRIOR

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

## SKITARII RANGER SURVEYOR

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

## SKITARII VANGUARD ALPHA

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

## SKITARII VANGUARD DIKTAT

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

## SKITARII VANGUARD GUNNER

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



## SKITARII VANGUARD WARRIOR

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

## SKITARII VANGUARD SURVEYOR

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

## SICARIAN RUSTSTALKER PRINCEPS

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

## SICARIAN RUSTSTALKER WARRIOR

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

## SICARIAN INFILTRATOR PRINCEPS

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

## SICARIAN INFILTRATOR WARRIOR

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

# HUNTER CLADE KILL TEAM

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



## OPERATIVES

↘ 1 **HUNTER CLADE** operative selected from the following list:

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

  Or one option from each of the following:
  - Arc pistol or phosphor blast pistol
  - Arc maul or taser goad
- **SKITARII VANGUARD ALPHA** with one of the following options:
  - Radium carbine; gun butt
  - Master-crafted radium pistol; power weapon

  Or one option from each of the following:
  - Arc pistol or phosphor blast pistol
  - Arc maul or taser goad

↘ 9 **HUNTER CLADE** operatives selected from the following list:

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

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

* You cannot select more than six of these operatives combined.

## ARCHETYPES

RECON

SEEK & DESTROY

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

The newest version of these rules can be found online.
Scan the QR code or visit *warhammer-community.com*.

## SICARIAN RUSTSTALKER PRINCEPS




## SICARIAN INFILTRATOR PRINCEPS



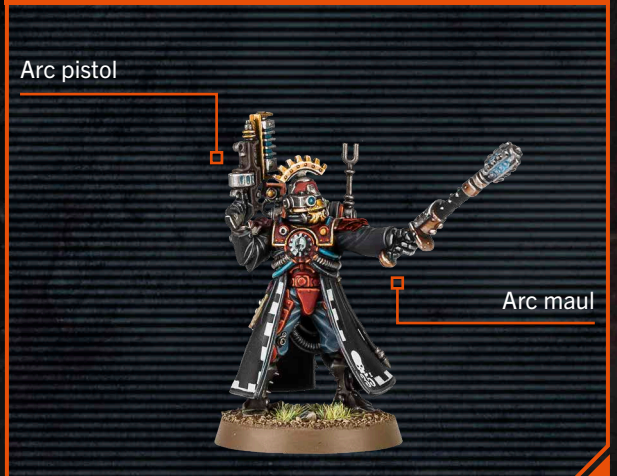

'IF THE OMNISSIAH HAD NEED, HE WOULD GRANT ME BACK MY FRAGILE SKIN TO FEEL THE ENEMY'S BLOWS. HE WOULD RESTORE MY BLOOD TO ITS THIN ORGANIC STATE THAT IT MIGHT FLOW UNDER THEIR ASSAULT. HE WOULD RETURN MY FEEBLE PITY FOR THOSE I CUT DOWN. HE REQUIRES NONE OF IT.'

- Decima-088, Skitarii Ranger Alpha

## SKITARII RANGER ALPHA




## SKITARII VANGUARD ALPHA



## SICARIAN INFILTRATOR WARRIOR




## SICARIAN RUSTSTALKER WARRIOR




## SKITARII RANGER DIKTAT




## SKITARII RANGER GUNNER




## SKITARII RANGER SURVEYOR



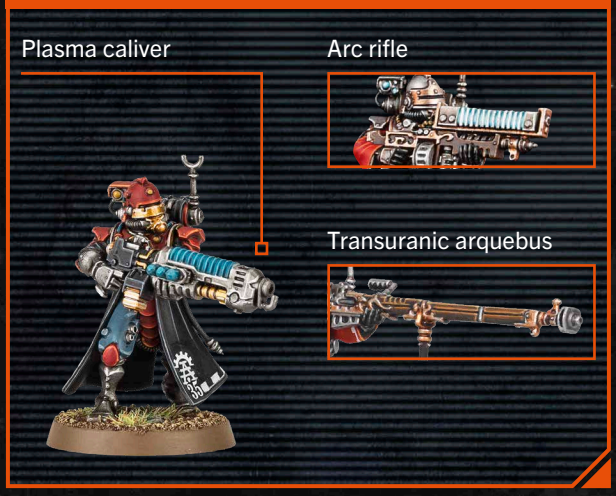

## SKITARII RANGER WARRIOR



## SKITARII VANGUARD DIKTAT




## SKITARII VANGUARD GUNNER




## SKITARII VANGUARD SURVEYOR




## SKITARII VANGUARD WARRIOR






# FACTION RULE

## DOCTRINA IMPERATIVES

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

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

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

### Protector Imperative

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

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

### Conqueror Imperative

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

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

### Bulwark Imperative

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

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

### Aggressor Imperative

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

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

### Neutral Imperative

**Optimisation:** None.

**Deprecation:** None.



'DETECTING A SEVEN-POINT-THREE PER CENT OPERATIONAL WEAKNESS IN LEFT FLANK OF ENEMY DEFENSIVE FORMATION. DIRECT ALL FIRE ON THE FOLLOWING TARGETING COORDINATES FOR OPTIMAL TACTICAL EXPLOITATION...'

- Vanguard Alpha Dorox-0.4343

# STRATEGY PLOYS

## DEBILITATING IRRADIATION

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

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

## NEUROSTATIC INTERFERENCE

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

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

## SCOUTING PROTOCOL

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

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

## ACCELERANT AGENTS

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

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



# FIREFIGHT PLOYS

## CONTROL EDICT

The leader of a Hunter Clade assumes partial control of another member of their kill team, coordinating precision strikes with the nearby operative.

Use this firefight ploy when it's your turn to activate a friendly operative. Select one friendly **HUNTER CLADE** **LEADER** operative and one other ready friendly **HUNTER CLADE** operative visible to and within 3" of that **LEADER** operative; activate one of them as normal. When that first friendly operative you activate is expended, you can activate the other friendly operative before your opponent activates. When that other operative is expended, your opponent then activates as normal. Whenever you use this ploy, you cannot select more than one **HUNTER CLADE** **SICARIAN** operative.

## SCRAPCODE OVERLOAD

The Hunter Clade's Infiltrator releases an enormous bombardment of static and scrapcode that disrupts communication channels, reduces enemy coordination and allows the kill team to seize objectives and materiel from under their foe's nose.

Use this firefight ploy when a friendly **HUNTER CLADE** **INFILTRATOR** operative is activated. Alternatively, use this firefight ploy when a friendly **HUNTER CLADE** **INFILTRATOR** operative, or an enemy operative within 3" of that friendly operative, would perform the **Pick Up Marker** or a mission action (excluding **Operate Hatch**). Until the start of that friendly operative's next activation, whenever determining control of a marker, treat the total APL stat of enemy operatives that contest it as 1 lower if at least one of those enemy operatives is within 3" of that friendly operative. Note this isn't a change to the APL stat, so any changes are cumulative with this, and this can change control of a marker before performing the action.

## COMMAND OVERRIDE

By activating command overrides, the imperatives of individual operatives can be altered in response to ever-shifting mission parameters.

Use this firefight ploy when you activate a friendly **HUNTER CLADE** operative. Select a **DOCTRINA IMPERATIVE** for that operative to have instead of its current one (if any) until the Ready step of the next Strategy phase.

## OMNISSIAH'S IMPERATIVE

The most extreme form of doctrina imperative, this protocol pushes an operative's wiring beyond safe limits, providing additional combat power at the cost of burned circuitry and charred flesh.

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

- Protector: This operative's ranged weapons have the Severe weapon rule.
- Conqueror: Whenever this operative is fighting, after resolving your first attack dice during that sequence, you can immediately resolve another (before your opponent).
- Bulwark: Improve this operative's Save stat by 1. In addition, whenever an operative is shooting this operative, you can collect and roll an additional defence dice. If you use this ploy during a **Shoot** action, this operative's Save stat is changed immediately (this takes precedence over the core rules).
- Aggressor: You can ignore the first vertical distance of 2" this operative moves during one climb up.
- Neutral: None.

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

# SICARIAN RUSTSTALKER PRINCEPS



| APL | MOVE | SAVE | WOUNDS |
|---|---|---|---|
| 2 | 6" | 4+ | 11 |

| | NAME | ATK | HIT | DMG | WR |
|---|---|---|---|---|---|
| | 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.

**HUNTER CLADE, ADEPTUS MECHANICUS, LEADER, SICARIAN, RUSTSTALKER, PRINCEPS** 40

# SICARIAN INFILTRATOR PRINCEPS



| APL | MOVE | SAVE | WOUNDS |
|---|---|---|---|
| 2 | 6" | 4+ | 11 |

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

**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".

**HUNTER CLADE, ADEPTUS MECHANICUS, LEADER, SICARIAN, INFILTRATOR, PRINCEPS** 40

# SKITARII RANGER ALPHA



| APL | MOVE | SAVE | WOUNDS |
|---|---|---|---|
| 2 | 6" | 4+ | 8 |

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

**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.

**HUNTER CLADE, ADEPTUS MECHANICUS, LEADER, SKITARII, RANGER, ALPHA** 25

# SKITARII VANGUARD ALPHA



| APL | MOVE | SAVE | WOUNDS |
|---|---|---|---|
| 2 | 6" | 4+ | 8 |

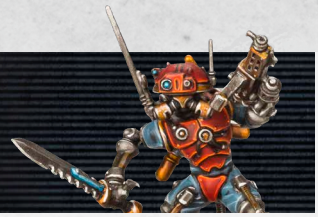
| NAME | ATK | HIT | DMG | WR |
|---|---|---|---|---|
| Arc pistol | 4 | 3+ | 4/5 | Range 8", Piercing 1, Stun |
| Master-crafted radium pistol | 4 | 3+ | 2/4 | Range 8", Balanced, Rending |
| Phosphor blast pistol | 4 | 3+ | 3/4 | Range 8", Blast 1", Severe |
| Radium carbine | 4 | 3+ | 2/4 | Rending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

**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.

**HUNTER CLADE, ADEPTUS MECHANICUS, LEADER, SKITARII, VANGUARD, ALPHA** 25

# SICARIAN INFILTRATOR WARRIOR



| APL | MOVE | SAVE | WOUNDS |
|---|---|---|---|
| 2 | 6" | 4+ | 10 |

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

HUNTER CLADE, ADEPTUS MECHANICUS, SICARIAN, INFILTRATOR, WARRIOR 40

# SICARIAN RUSTSTALKER WARRIOR



| APL | MOVE | SAVE | WOUNDS |
|---|---|---|---|
| 2 | 6" | 4+ | 10 |

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

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

HUNTER CLADE, ADEPTUS MECHANICUS, SICARIAN, RUSTSTALKER, WARRIOR 40

# SKITARII RANGER DIKTAT



| APL | MOVE | SAVE | WOUNDS |
|---|---|---|---|
| 2 | 6" | 4+ | 7 |

| | NAME | ATK | HIT | DMG | WR |
|---|---|---|---|---|---|
| | Galvanic rifle | 4 | 3+ | 3/4 | Heavy (Reposition only), Piercing Crits 1 |
| | Gun butt | 3 | 4+ | 2/3 | - |

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

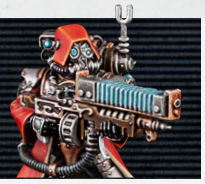
**SIGNAL** 1AP

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

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

**HUNTER CLADE, ADEPTUS MECHANICUS, SKITARII, RANGER, DIKTAT** 25

# SKITARII RANGER GUNNER



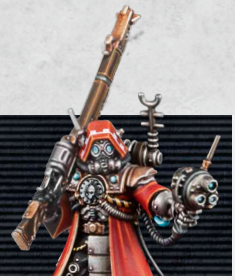
| APL | MOVE | SAVE | WOUNDS |
|---|---|---|---|
| 2 | 6" | 4+ | 7 |

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

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

**HUNTER CLADE, ADEPTUS MECHANICUS, SKITARII, RANGER, GUNNER** [1] 25 [2] 60x35

# SKITARII RANGER SURVEYOR



| APL | MOVE | SAVE | WOUNDS |
|---|---|---|---|
| 2 | 6" | 4+ | 7 |

| NAME | ATK | HIT | DMG | WR |
|---|---|---|---|---|
| Galvanic rifle | 4 | 3+ | 3/4 | Heavy (Reposition only), Piercing Crits 1 |
| Gun butt | 3 | 4+ | 2/3 | - |

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

**SPOT** 1AP

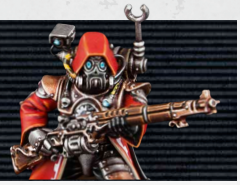
**SUPPORT**. Select one enemy operative visible to this operative. Until the end of the turning point, whenever a friendly HUNTER CLADE operative within 3" of this operative is shooting that enemy operative, you can use this effect. If you do:

- That friendly operative's ranged weapons have the Seek Light weapon rule.
- That enemy operative cannot be obscured.

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

HUNTER CLADE, ADEPTUS MECHANICUS, SKITARII, RANGER, SURVEYOR 25

# SKITARII RANGER WARRIOR



| APL | MOVE | SAVE | WOUNDS |
|---|---|---|---|
| 2 | 6" | 4+ | 7 |

| NAME | ATK | HIT | DMG | WR |
|---|---|---|---|---|
| Galvanic rifle | 4 | 3+ | 3/4 | Heavy (Reposition only), Piercing Crits 1 |
| Gun butt | 3 | 4+ | 2/3 | - |

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

HUNTER CLADE, ADEPTUS MECHANICUS, SKITARII, RANGER, WARRIOR 25

# SKITARII VANGUARD DIKTAT



| APL | MOVE | SAVE | WOUNDS |
|---|---|---|---|
| 2 | 6" | 4+ | 7 |

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

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

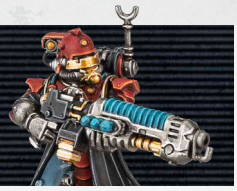
**SIGNAL** 1AP

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

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

HUNTER CLADE, ADEPTUS MECHANICUS, SKITARII, VANGUARD, DIKTAT 25

# SKITARII VANGUARD GUNNER



| APL | MOVE | SAVE | WOUNDS |
|---|---|---|---|
| 2 | 6" | 4+ | 7 |

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

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

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# SKITARII VANGUARD SURVEYOR



| APL | MOVE | SAVE | WOUNDS |
|---|---|---|---|
| 2 | 6" | 4+ | 7 |

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

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

**SPOT** 1AP

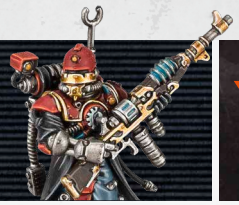
▶ **SUPPORT**. Select one enemy operative visible to this operative. Until the end of the turning point, whenever a friendly HUNTER CLADE operative within 3" of this operative is shooting that enemy operative, you can use this effect. If you do:

- That friendly operative's ranged weapons have the Seek Light weapon rule.
- That enemy operative cannot be obscured.

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

HUNTER CLADE, ADEPTUS MECHANICUS, SKITARII, VANGUARD, SURVEYOR 25

# SKITARII VANGUARD WARRIOR



| APL | MOVE | SAVE | WOUNDS |
|---|---|---|---|
| 2 | 6" | 4+ | 7 |

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

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

HUNTER CLADE, ADEPTUS MECHANICUS, SKITARII, VANGUARD, WARRIOR 25

# FACTION EQUIPMENT

**The following equipment options are available to HUNTER CLADE kill teams, alongside the universal equipment online. You cannot select each option more than once per battle.**

## RAD BOMBARDMENT

With a short binharic transmission, the Hunter Clade call down a radioactive bombardment. Mortar rounds rain down, emitting swathes of irradiating energy that flush the enemy from cover or force them to retreat from critical objectives.

Once per battle **STRATEGIC GAMBIT** in any turning point after the first. Select one objective marker or your opponent's drop zone. Roll one D6 separately for each enemy operative within control range of that selected objective marker or within that drop zone, and subtract 1 if any part of that enemy operative's base is underneath Vantage terrain: on a 4+, subtract 1 from that operative's APL stat until the end of its next activation; on a 6, also inflict D3 damage on it (roll separately for each).

## REDUNDANCY SYSTEMS

Expected to operate behind enemy lines for extended periods, Hunter Clade operatives are often upgraded with redundancy augmetics such as backup lungs and emergency blood packs, ensuring that they remain capable of functioning even after suffering terrible damage.

Once per turning point, when a friendly **HUNTER CLADE** operative is activated, if it's not within control range of enemy operatives, you can use this rule. If you do, that friendly operative regains up to D3+2 lost wounds.

## REFRACTOR FIELD

A miniaturised shield generator given to key warriors of the Adeptus Mechanicus, this device projects a barrier of energy that deflects shots and preserves the machine form of the bearer.

Once per turning point, when an operative is shooting a friendly **HUNTER CLADE** operative, at the start of the Roll Defence Dice step, you can use this rule. If you do, worsen the *x* of the Piercing weapon rule by 1 (if any) until the end of that sequence. Note that Piercing 1 would therefore be ignored.

## EXTREMIS MIND-LINK

This technology allows Hunter Clade leaders to retain close control over their Skitarii and Sicarian soldiers. In turn, the soldiery see the mind-link as a blessed thing, for the edicts transmitted to them are surely the will of the Omnissiah.

Once per battle, you can use the Control Edict firefight ploy for 0CP, 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.

'THE MAGI OF THE FORGE-TEMPLES ARE THE BLESSED INTERMEDIARIES. THEY ARE SANCTIFIED IN THE AUGURS OF THE MACHINE GOD BY THEIR KNOWLEDGE. IN PURE AND LOGICAL BENEDICTION DO THEY GRANT US THE WORD OF THE OMNISSIAH. FUELLED WITH THE GRACE OF THE MOTIVE FORCE ARE WE WHO ARE THE CHOSEN INSTRUMENTS OF RETRIBUTION – THE TEETH OF THE COG.'

- excerpt from Benediction Binharic of the Omnissiah



# HUNTER CLADE: UPDATE LOG

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

**This document has a version number; when this document is revised, the version number will be incremented and new updates can be found under that version's subtitle. Where a version number has a letter, e.g. 1.1a, this means it has had a local amendment, only in that language, to clarify a translation issue or other minor correction.**

## ERRATA

## UPDATE 1.2

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, OMNISSIAH'S IMPERATIVE

Changed fourth bullet point to read:
'Aggressor: You can ignore the first vertical distance of 2" this operative moves during one climb up.'

## PREVIOUS ERRATAS

### INFILTRATOR PRINCEPS OPERATIVE, CANTICLE OF SHROUDPSALM RULE

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

### FIREFIGHT PLOYS, OMNISSIAH'S IMPERATIVE

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

Additional text added to end of third bullet point:
'If you use this ploy during a **Shoot** action, this operative's Save stat is changed immediately (this takes precedence over the core rules).'

### FACTION RULE, DOCTRINA IMPERATIVES

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

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

Bulwark Imperative Optimisation changed to read:
'Normal Dmg of 3 or more inflicts 1 less damage on friendly **HUNTER CLADE** operatives.'