

WARHAMMER
40,000

KILL TEAM



HUNTER CLADE 

ARCHETYPE: RECON / SEEK AND DESTROY

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 wargear those operatives must be equipped with.

OPERATIVES

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

- **SKITARII RANGER ALPHA** operative equipped with one of the following:

- 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** operative equipped with one of the following:

- 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

- **SICARIAN RUSTSTALKER PRINCEPS**

- **SICARIAN INFILTRATOR PRINCEPS** operative equipped with one option from each of the following:

- Flechette blaster or stubcarbine
- Power weapon or taser goad

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

- **SKITARII RANGER MARKSMAN**

- **SKITARII RANGER DIKTAT**

- **SKITARII RANGER GUNNER** operative equipped with a gun butt and one of the following:

- Arc rifle, plasma caliver or transuranic arquebus

- **SKITARII RANGER SURVEYOR**

- **SKITARII VANGUARD SHOCKTROOPER**

- **SKITARII VANGUARD DIKTAT**

- **SKITARII VANGUARD GUNNER** operative equipped with a gun butt and one of the following:

- Arc rifle, plasma caliver or transuranic arquebus

- **SKITARII VANGUARD SURVEYOR**

- **SICARIAN RUSTSTALKER ASSASSIN** operative equipped with one of the following:

- Chordclaw and transonic razor or transonic blades

- **SICARIAN INFILTRATOR TRACKER** operative equipped with one option from each of the following:

- Flechette blaster or stubcarbine
- Power weapon or taser goad

◊ Your kill team cannot include more **SICARIAN** operatives than it does **RANGER** and **VANGUARD** operatives combined (but it can include the same).

◊ If your kill team includes no more than four **SICARIAN** operatives, it can include one additional **RANGER** or **VANGUARD** operative (for 11 operatives in total).

Your kill team can only include up to two **GUNNER** operatives, unless it contains three or fewer **SICARIAN** operatives, in which case it can include up to three **GUNNER** operatives. Each **GUNNER** operative must be equipped with different ranged weapons.

Your kill team can only include up to one **DIKTAT** and one **SURVEYOR** operative.

'SING THE SONG OF THE MACHINE GOD.
NONE MAY STAY OUR MARCH.

LET THE MERCILESS LOGIC
OF THE MACHINE GOD INVEST THEE.
NONE MAY STAY OUR MARCH.

PRAISE AND GLORY BE TO THE MACHINE GOD.
NONE MAY STAY OUR MARCH.'

- Translation of binharic
static chorus Litany of Praise



ABILITY

On this page you will find a common ability of the **HUNTER CLADE** kill team.

DOCTRINA IMPERATIVES

In the Strategy phase of the first Turning Point, when it is your turn to use a Strategic Ploy or pass, you must select one Doctrina Imperative below to become active for your kill team instead. That Imperative is active until the end of the battle, or until you change it to a different Imperative, whichever comes first.

In the Strategy phase of a subsequent Turning Point, when it is your turn to use a Strategic Ploy or pass, you can select one different Imperative below to become active for your kill team instead. That Imperative is active until the end of the battle **Doctrina Imperatives can be selected each Turning Point (instead of only twice per battle).**

Each Imperative has an Optimisation and a Deprecation effect. Both are in effect while that Imperative is active for your kill team.

Ignore each Imperative's Deprecation effect during first Turning Point that it's active for your kill team during the battle.



Protector Imperative

Optimisation: Each time a friendly **HUNTER CLADE** operative makes a shooting attack, in the Roll Attack Dice step of that shooting attack, **before any other re-rolls, if you rolled two or more failed hits, you can re-roll one of your attack dice.**

Deprecation: Each time a friendly **HUNTER CLADE** operative fights in combat, in the Roll Attack Dice step of that combat, **before any other re-rolls, you must re-roll one of your critical hits (if any).**

Conqueror Imperative

Optimisation: Each time a friendly **HUNTER CLADE** operative fights in combat, in the Roll Attack Dice step of that combat, you can re-roll one of your attack dice.

Deprecation: Each time a friendly **HUNTER CLADE** operative makes a shooting attack, in the Roll Attack Dice step of that shooting attack, **before any other re-rolls, you must re-roll one of your critical hits (if any).**

Bulwark Imperative

Optimisation: Each time a shooting attack is made against a friendly **HUNTER CLADE** operative, in the Roll Defense Dice step of that shooting attack, **before any other rules take effect, if you rolled two or more failed saves, you can re-roll one of your defence dice.**

Deprecation: Friendly **HUNTER CLADE** operatives cannot perform **Dash** actions.

Aggressor Imperative

Optimisation: Add ▲ to the Movement characteristic of friendly **HUNTER CLADE** operatives.

Deprecation: Each time a shooting attack is made against a friendly **HUNTER CLADE** operative, defence dice cannot be automatically retained as a result of Cover (they must be rolled instead).

Equalised Imperative

Optimisation: No effect.

Deprecation: No effect.

STRATEGIC PLOYS

If your faction is **HUNTER CLADE**, you can use the following Strategic Ploys during a game.

MARTIAL PROTOCOL (1CP)

Until the end of the Turning Point:

- Each time a friendly **HUNTER CLADE VANGUARD** operative that is within ○ of an objective marker or within ◆ of your opponent's drop zone makes a shooting attack, in the Roll Attack Dice step of that shooting attack, you can re-roll one of your attack dice.
- Each time a friendly **HUNTER CLADE RANGER** operative that has not moved during the Turning Point makes a shooting attack, in the Roll Attack Dice step of that shooting attack, you can re-roll one of your attack dice.

ACCELERANT AGENTS (1CP)

Until the end of the Turning Point, each time a friendly **HUNTER CLADE RUSTSTALKER** operative is activated:

- It can perform a free **Fight** action during that activation.
- It can perform two **Fight** actions during that activation.

NEUROSTATIC INTERFERENCE (1CP)

Until the end of the Turning Point, while an enemy operative is within ◆ of a friendly **HUNTER CLADE INFILTRATOR** operative, each time that enemy operative fights in combat or makes a shooting attack, in the Roll Attack Dice step of that combat or shooting attack, your opponent cannot re-roll their attack dice.

CALCULATED APPROACH (1CP)

Until the end of the Turning Point, each time a shooting attack is made against a friendly **HUNTER CLADE** operative that is more than ◆ from enemy operatives, in the Roll Defence Dice step of that shooting attack, if you retain any critical saves, you can select one of your failed saves to be retained as a successful normal save.

TACTICAL PLOYS

If your faction is **HUNTER CLADE**, you can use the following Tactical Ploys during a game.

PURSUERS (1CP)

Use this Tactical Ploy in the Scouting step of the mission sequence, when you resolve your scouting option.

- If you selected the Recon option, you can also perform a free **Dash** action with up to two friendly **HUNTER CLADE RANGER** operatives that are wholly within your drop zone.
- If you selected the Infiltrate option, during the first Turning Point, you can also change the order of up to two ready friendly **HUNTER CLADE RANGER** operatives when each of them are activated.

COMMAND OVERRIDE (1CP)

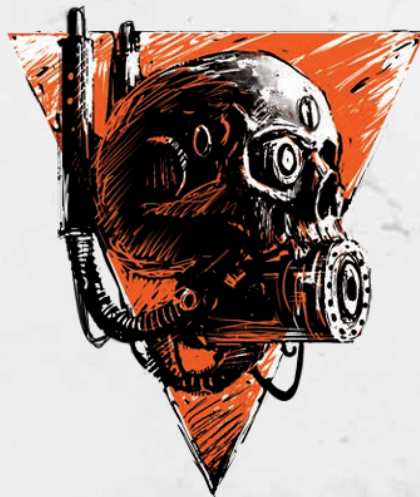
Use this Tactical Ploy when a ready friendly **HUNTER CLADE** operative is activated. Select one Doctrina Imperative (pg 60) that is not active for your kill team. Until the end of the Turning Point, that Imperative is treated as being active for that operative instead of the current active Imperative.

CONCEALED POSITION (1CP)

Use this Tactical Ploy in the Set Up Operatives step of the mission sequence. Select one friendly **HUNTER CLADE INFILTRATOR** operative. That operative can be set up with a Conceal order anywhere in the killzone that is within ▲ of Heavy terrain and more than ◆ from enemy operatives and the enemy drop zone. That operative cannot have its order changed during the first Turning Point as a result of the Infiltrate option in the Scouting step. You can only use this Tactical Ploy once.

MOTIVE FORCE VITALITY (1CP)

Use this Tactical Ploy when a ready friendly **HUNTER CLADE** operative is activated. That operative regains D3 lost wounds.



SKITARII RANGER MARKSMAN

Skitarii Ranger Marksmen 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.



M	APL	GA
3 ●	2	1
DF	SV	W
3	4+	7

NAME	A	BS/WS	D	SR	!
☉ Galvanic rifle	4	3+	3/4	Heavy	P1
✕ Gun butt	3	4+	2/3	-	-

ABILITIES

UNIQUE ACTIONS

HUNTER CLADE ●, IMPERIUM, ADEPTUS MECHANICUS, <FORGE WORLD>, SKITARII, RANGER, MARKSMAN



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.



M	APL	GA
3 ●	2	1
DF	SV	W
3	4+	7

NAME	A	BS/WS	D	SR	!
☉ Galvanic rifle	4	3+	3/4	Heavy	P1
✕ Gun butt	3	4+	2/3	-	-

ABILITIES

UNIQUE ACTIONS

Enhanced Data-tether (1AP): Select one friendly **HUNTER CLADE** ● operative Visible to and within ● of this operative. Add 1 to its APL. This operative cannot perform this action while within Engagement Range of an enemy operative.

HUNTER CLADE ●, IMPERIUM, ADEPTUS MECHANICUS, <FORGE WORLD>, SKITARII, RANGER, DIKTAT



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.



M	APL	GA
3 ○	2	1
DF	SV	W
3	4+	7

NAME	A	BS/WS	D	SR	!
☉ Galvanic rifle	4	3+	3/4	Heavy	P1
✕ Gun butt	3	4+	2/3	-	-

ABILITIES

UNIQUE ACTIONS

Omnispex (1AP): Select one friendly **HUNTER CLADE** operative Visible to and within of this operative, then select one enemy operative. Until the end of the Turning Point, each time that friendly operative makes a shooting attack, for that shooting attack:

- Areas of smoke have no effect when determining Line of Sight to that enemy operative.
- That enemy operative is not Obscured.
- If that enemy operative is the target, that friendly operative's ranged weapons have the No Cover special rule.

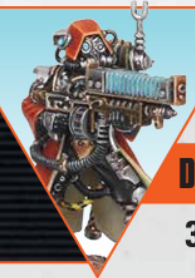
This operative cannot perform this action while within Engagement Range of an enemy operative.

HUNTER CLADE, IMPERIUM, ADEPTUS MECHANICUS, <FORGE WORLD>, SKITARII, RANGER, SURVEYOR



SKITARII RANGER GUNNER

In the hunt for the most dangerous of heretekes 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.



M	APL	GA
3 ○	2	1
DF	SV	W
3	4+	7

NAME	A	BS/WS	D	SR	!
☉ Arc rifle	4	3+	4/5	AP1	Stun
☉ Plasma caliver	<i>Each time this weapon is selected to make a shooting attack with, select one of the profiles below to use:</i>				
- Standard	4	3+	5/6	AP1	-
- Supercharge	4	3+	5/6	AP2, Hot	-
☉ Transuranic arquebus	4	2+	5/3	AP1, Heavy, Unwieldy	MW3
✕ Gun butt	3	4+	2/3	-	-

ABILITIES

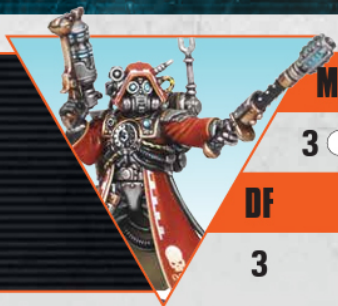
UNIQUE ACTIONS

HUNTER CLADE, IMPERIUM, ADEPTUS MECHANICUS, <FORGE WORLD>, SKITARII, RANGER, GUNNER



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.



	M	APL	GA
	3 ○	2	1
DF	SV	W	
3	4+	8	

NAME	A	BS/WS	D	SR	!
☉ Arc pistol	4	2+	4/5	Rng ♠, AP1	Stun
☉ Galvanic rifle	4	2+	3/4	Heavy	P1
☉ Master-crafted radium pistol	4	2+	2/4	Rng ♠, Balanced	Rending
☉ Phosphor blast pistol	4	2+	4/5	Rng ♠, Blast ▲, No Cover	-
✕ Arc maul	4	4+	4/5	-	Stun
✕ Gun butt	3	4+	2/3	-	-
✕ Power weapon	4	4+	4/6	Lethal 5+	-
✕ Taser goad	4	4+	3/4	Lethal 5+	Stun

ABILITIES

Control Edict: Once per Turning Point, when a ready friendly **HUNTER CLADE** operative is activated within ■ of this operative, you can select another ready friendly **HUNTER CLADE** operative within ■ of this operative that is eligible to be activated. After that first friendly operative has been activated, you can immediately activate that other friendly operative.

UNIQUE ACTIONS

HUNTER CLADE, IMPERIUM, ADEPTUS MECHANICUS, <FORGE WORLD>, LEADER, SKITARII, RANGER, ALPHA



SKITARII VANGUARD SHOCKTROOPER

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 Shocktroopers advance into the fray, securing key positions for their Hunter Clade.



	M	APL	GA
	3 ○	2	1
DF	SV	W	
3	4+	7	

NAME	A	BS/WS	D	SR	!
☉ Radium carbine	4	3+	2/4	-	Rending
✕ Gun butt	3	4+	2/3	-	-

ABILITIES

Rad-Saturation: While an enemy operative is Visible to and within ○ of friendly operatives with this ability, that enemy operative is treated as being injured (only subtract ○ from that enemy operative's Movement characteristic as a result of it being injured if it is activated, Visible to and within ○ of friendly operatives with this ability).

UNIQUE ACTIONS

HUNTER CLADE, IMPERIUM, ADEPTUS MECHANICUS, <FORGE WORLD>, SKITARII, VANGUARD, SHOCKTROOPER



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.



M	APL	GA
3 ○	2	1
DF	SV	W
3	4+	7

NAME	A	BS/WS	D	SR	!
☉ Radium carbine	4	3+	2/4	-	Rending
☒ Gun butt	3	4+	2/3	-	-

ABILITIES

Rad-Saturation: While an enemy operative is Visible to and within ○ of friendly operatives with this ability, that enemy operative is treated as being injured (only subtract ○ from that enemy operative's Movement characteristic as a result of it being injured if it is activated, Visible to and within ○ of friendly operatives with this ability).

UNIQUE ACTIONS

Enhanced Data-tether (1AP): Select one friendly **HUNTER CLADE** operative Visible to and within ◆ of this operative. Add 1 to its APL. This operative cannot perform this action while within Engagement Range of an enemy operative.

HUNTER CLADE, IMPERIUM, ADEPTUS MECHANICUS, <FORGE WORLD>, SKITARII, VANGUARD, DIKTAT



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.



M	APL	GA
3 ○	2	1
DF	SV	W
3	4+	7

NAME	A	BS/WS	D	SR	!
☉ Radium carbine	4	3+	2/4	-	Rending
☒ Gun butt	3	4+	2/3	-	-

ABILITIES

Rad-Saturation: While an enemy operative is Visible to and within ○ of friendly operatives with this ability, that enemy operative is treated as being injured (only subtract ○ from that enemy operative's Movement characteristic as a result of it being injured if it is activated, Visible to and within ○ of friendly operatives with this ability).

UNIQUE ACTIONS

Omnispex (1AP): Select one friendly **HUNTER CLADE** operative Visible to and within ■ of this operative, then select one enemy operative. Until the end of the Turning Point, each time that friendly operative makes a shooting attack, for that shooting attack:

- Areas of smoke have no effect when determining Line of Sight to that enemy operative.
- That enemy operative is not Obscured.
- If that enemy operative is the target, that friendly operative's ranged weapons have the No Cover special rule.

This operative cannot perform this action while within Engagement Range of an enemy operative.

HUNTER CLADE, IMPERIUM, ADEPTUS MECHANICUS, <FORGE WORLD>, SKITARII, VANGUARD, SURVEYOR



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.



M	APL	GA
3 ○	2	1
DF	SV	W
3	4+	7

NAME	A	BS/WS	D	SR	!
☉ Arc rifle	4	3+	4/5	AP1	Stun
☉ Plasma caliver	Each time this weapon is selected to make a shooting attack with, select one of the profiles below to use:				
- Standard	4	3+	5/6	AP1	-
- Supercharge	4	3+	5/6	AP2, Hot	-
☉ Transuranic arquebus	4	2+	5/3	AP1, Heavy, Unwieldy	MW3
✕ Gun butt	3	4+	2/3	-	-

ABILITIES

Rad-Saturation: While an enemy operative is Visible to and within ○ of friendly operatives with this ability, that enemy operative is treated as being injured (only subtract ○ from that enemy operative's Movement characteristic as a result of it being injured if it is activated, Visible to and within ○ of friendly operatives with this ability).

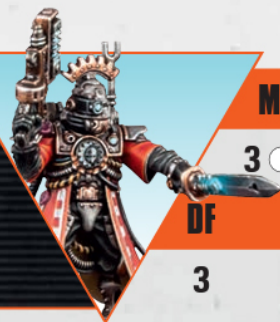
UNIQUE ACTIONS

HUNTER CLADE ⚔, **IMPERIUM**, **ADEPTUS MECHANICUS**, <FORGE WORLD>, **SKITARII**, **VANGUARD**, **GUNNER**



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.



M	APL	GA
3 ○	2	1
DF	SV	W
3	4+	8

NAME	A	BS/WS	D	SR	!
☉ Arc pistol	4	2+	4/5	Rng ⚔, AP1	Stun
☉ Master-crafted radium pistol	4	2+	2/4	Rng ⚔, Balanced	Rending
☉ Phosphor blast pistol	4	2+	4/5	Rng ⚔, Blast ▲, No Cover	-
☉ Radium carbine	4	2+	2/4	-	Rending
✕ Arc maul	4	4+	4/5	-	Stun
✕ Gun butt	3	4+	2/3	-	-
✕ Power weapon	4	4+	4/6	Lethal 5+	-
✕ Taser goad	4	4+	3/4	Lethal 5+	Stun

ABILITIES

Rad-Saturation: While an enemy operative is Visible to and within ○ of friendly operatives with this ability, that enemy operative is treated as being injured (only subtract ○ from that enemy operative's Movement characteristic as a result of it being injured if it is activated, Visible to and within ○ of friendly operatives with this ability).

Control Edict: Once per Turning Point, when a ready friendly **HUNTER CLADE** ⚔ operative is activated within ■ of this operative, you can select another ready friendly **HUNTER CLADE** ⚔ operative within ■ of this operative that is eligible to be activated. After that first friendly operative has been activated, you can immediately activate that other friendly operative.

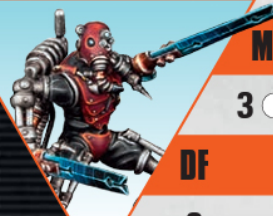
UNIQUE ACTIONS

HUNTER CLADE ⚔, **IMPERIUM**, **ADEPTUS MECHANICUS**, <FORGE WORLD>, **LEADER**, **SKITARII**, **VANGUARD**, **ALPHA**



SICARIAN RUSTSTALKER ASSASSIN

Ruststalker Assassins 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 quarry to the death, above and beyond others of their kind.



M	APL	GA
3 ○	2	1

DF	SV	W
3	4+	10

NAME	A	BS/WS	D	SR	!
✘ Chordclaw and transonic razor	5	3+	4/5	Balanced	-
✘ Transonic blades	5	3+	4/6	-	Rending

ABILITIES

Wasteland Stalkers: Each time a shooting attack is made against this operative, in the Roll Defence Dice step of that shooting attack, before rolling your defence dice, if it is in Cover, one additional dice can be retained as a successful normal save as a result of Cover.

UNIQUE ACTIONS

HUNTER CLADE, IMPERIUM, ADEPTUS MECHANICUS, <FORGE WORLD>, SKITARII, SICARIAN, RUSTSTALKER, ASSASSIN



SICARIAN RUSTSTALKER PRINCEPS

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



M	APL	GA
3 ○	2	1

DF	SV	W
3	4+	11

NAME	A	BS/WS	D	SR	!
✘ Chordclaw and transonic blades	5	2+	4/6	Balanced	Rending

ABILITIES

Wasteland Stalkers: Each time a shooting attack is made against this operative, in the Roll Defence Dice step of that shooting attack, before rolling your defence dice, if it is in Cover, one additional dice can be retained as a successful normal save as a result of Cover.

UNIQUE ACTIONS

HUNTER CLADE, IMPERIUM, ADEPTUS MECHANICUS, <FORGE WORLD>, SKITARII, LEADER, SICARIAN, RUSTSTALKER, PRINCEPS




SICARIAN INFILTRATOR TRACKER

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



M	APL	GA
3	2	1
DF	SV	W
3	4+	10

NAME	A	BS/WS	D	SR	!
☉ Flechette blaster	5	3+	2/3	Rng  , Fusillade, Relentless	-
☉ Stubcarbine	4	3+	3/4	Ceaseless	-
✘ Power weapon	4	3+	4/6	Lethal 5+	-
✘ Taser goad	4	3+	3/4	Lethal 5+	Stun

ABILITIES**UNIQUE ACTIONS**


HUNTER CLADE , IMPERIUM, ADEPTUS MECHANICUS, <FORGE WORLD>, SKITARII, SICARIAN, INFILTRATOR, TRACKER

**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.



M	APL	GA
3	2	1
DF	SV	W
3	4+	11

NAME	A	BS/WS	D	SR	!
☉ Flechette blaster	5	2+	2/3	Rng  , Fusillade, Relentless	-
☉ Stubcarbine	4	2+	3/4	Ceaseless	-
✘ Power weapon	4	3+	4/6	Lethal 5+	-
✘ Taser goad	4	3+	3/4	Lethal 5+	Stun

ABILITIES**UNIQUE ACTIONS**

Data Prehensiles: Once per Turning Point, during this operative's activation, it can perform a mission action for one less AP (to a minimum of 0AP). This is not cumulative with the Servo-skull equipment (pg 69).

HUNTER CLADE , IMPERIUM, ADEPTUS MECHANICUS, <FORGE WORLD>, SKITARII, LEADER, SICARIAN, INFILTRATOR, PRINCEPS



EQUIPMENT

HUNTER CLADE operatives in your kill team can be equipped with equipment from this list, as specified in the mission sequence. Any equipment marked with a + can be selected a maximum of once, and each operative can be equipped with no more than one of each item.

UPLINKED VID-FEED (1EP)

RANGER or **VANGUARD** operative only. The operative gains the following ability for the battle:

Uplinked Vid-Feed: Each time this operative performs an **Overwatch** action, for that action's shooting attack, do not worsen the Ballistic Skill characteristic of its ranged weapons as a result of performing an **Overwatch** action.

SERVO-SKULL+ (2EP)

The operative gains the following ability for the battle:

Servo-skull: Once per Turning Point, during this operative's activation, it can perform a mission action for one less AP (to a minimum of OAP).

MECHADENDRITES+ (2EP)

The operative gains the following ability for the battle:

Mechadendrite: Once per Turning Point, during this operative's activation, it can perform the **Pick Up** action for one less AP (to a minimum of OAP).

CENSE BEARER (2EP)

The operative gains the following ability for the battle:

Cense Bearer: Each time a friendly **HUNTER CLADE** operative within ■ of this operative is activated, you can ignore any or all modifiers to that friendly operative's Movement characteristic for that activation (excluding the modifier from the Bulwark Imperative, pg 60).

COMMAND UPLINK* (4EP)

DIKTAT operative only. The operative can perform the following action during the battle:

Command Uplink (2AP): Add 1CP to your pool. This operative cannot perform this action while within ● of an enemy operative.

ENRICHED ROUNDS (2EP)

Select one radium carbine or master-crafted radium pistol the operative is equipped with. Add 1 to that weapon's Normal Damage characteristic for the battle.

OPTIMISED GAIT (1EP)

RUSTSTALKER operative only. The operative gains the following ability for the battle:

Optimised Gait: Each time this operative is activated, it can ignore the first distance of ● it travels for a climb, drop or traverse during that activation.

REFRACTOR FIELD+ (3EP)

LEADER operative only. The operative gains the following ability for the battle:

Refractor Field: This operative has a 4+ invulnerable save.



TAC OPS

If your faction is **HUNTER CLADE**, you can use the Hunter Clade Tac Ops listed below, as specified in the mission sequence.

FACTION TAC OP 1: RELENTLESS PURSUIT

You can reveal this Tac Op in the Target Reveal step of any Turning Point.

- At the end of any Turning Point, if there are no enemy operatives in the killzone more than **1** from friendly operatives, you score 1VP.
- If you achieve the first condition in any subsequent Turning Points, you score 1VP.

FACTION TAC OP 2: CALCULATED ERADICATION

Reveal this Tac Op when a Doctrina Imperative (pg 60) first becomes active for your kill team.

- At the end of any Turning Point, if an Imperative is active for your kill team, and the total wounds lost by enemy operatives during that Turning Point is greater than that lost by friendly operatives, you score 1VP.
- At the end of any Turning Point, if a different Imperative is active for your kill team, and the total wounds lost by enemy operatives during that Turning Point is greater than that lost by friendly operatives, you score 1VP.
- **When counting wounds lost for this Tac Op, if an operative is reduced to 0 wounds, ignore excess wounds lost. For example, if 5 damage is inflicted on an operative with 2 wounds remaining, count 2 wounds lost.**

Designer's Note: After revealing this Tac Op, we recommend keeping a tally of wounds lost by each kill team during each Turning Point.

FACTION TAC OP 3: ASSASSINATION ORDER

Reveal this Tac Op in the Target Reveal step of the first Turning Point. Your opponent selects one of their operatives.

- If that enemy operative is incapacitated before the fourth Turning Point, you score 1VP.
- If the first condition is achieved by a friendly **HUNTER CLADE** operative within **4** of that enemy operative, you score 1VP.



Designer's Note: This differs from the wording of the Reputation to Maintain Tac Op (ELUCIDIAN STARSTRIDER), where excessive damage only furthers a Rogue Trader's reputation!



HUNTER CLADE SPEC OPS RULES

Over the following pages you will find a selection of rules for Spec Ops campaigns in which you have selected **HUNTER CLADE** as your Faction keyword.

BATTLE HONOURS

Each time a **HUNTER CLADE** operative gains a Battle Honour, instead of determining one from its specialism, you can determine one from the Hunter Clade Specialist table on the right. You can either roll one D6 to randomly determine the Battle Honour (re-rolling if it isn't suitable), or you can select an appropriate one. As with any Battle Honour, an operative cannot have the same one more than once (if a duplicate result is rolled, roll again until a different result is rolled).

HUNTER CLADE SPECIALIST

D6 Specialism

- 1** **Fixated:** The first time you roll attack dice for this operative in each battle, if you do not roll any critical hits, you can select one successful normal hit to be retained as a critical hit instead. That retained hit cannot cause any further critical hits to be retained (e.g. as a result of the Rending critical hit rule).
- 2** **Faith in the Machine:** Each time this operative is activated, you can ignore any or all modifiers to its APL.
- 3** **Blessed Components:** You can re-roll Recovery tests taken for this operative.
- 4** **Enhanced Bionics:** Each time this operative would lose a wound, roll one D6: on a 6, that wound is not lost.
- 5** **Consecrated Cybernetics:** At the start of each Firefight phase, roll one D6 for this operative: on a 4+, this operative is not affected by the Deprecation effect of your active Imperative (pg 60).
- 6** **Autonomic Cortex:** Once per battle, when this operative is activated, you can use the Command Override Tactical Ploy (pg 61) without spending any CPs.

RARE EQUIPMENT

Each time you would determine an item of rare equipment to add to your stash, if your faction is **HUNTER CLADE**, you can determine one from the table below instead of determining one from another source. To do so, you can either roll one D6 to randomly determine the rare equipment (re-rolling if it isn't suitable), or you can select an appropriate one. As with any item of rare equipment, your stash cannot include more than one of each item (if a duplicate result is rolled, roll again until a different result is rolled).

1. THORIUM ROUNDS (2EP)

Select a master-crafted radium pistol the operative is equipped with. It gains the following improvements for the battle:

- Lethal 5+ special rule.
- Add 1 to its Normal Damage characteristic. This is not cumulative with the Enriched Rounds equipment (pg 69).


2. TECHNODERMIC WEAVE (3EP)

Change the operative's Save characteristic to 3+ for the battle.

3. AUTOREPAIR APPENDAGE (2EP)

Each time the operative is activated, you can use the Motive Force Vitality Tactical Ploy (pg 61) without spending any CPs.

4. AMPLIFIED DATA EMITTER (3EP)

DIKTAT operative only. Each time the operative performs the **Enhanced Data-tether** action, you can select any friendly **HUNTER CLADE** operative in the killzone (instead of one Visible to and within  of it).


5. OMNISPECTRAL ANALYSER (3EP)

SURVEYOR operative only. For the battle, for the purposes of the operative's **Omnispex** action, add the following bullet point to the list of effects for the shooting attack specified by that action:

- That friendly operative's ranged weapons have the Relentless special rule.

6. ARC GRENADE (3EP)

The operative is equipped with the following ranged weapon for the battle:

Name	A	BS	D
Arc grenade	4	3+	3/4
Special Rules	!		
Rng  , AP1, Indirect, Limited	Stun		

STRATEGIC ASSETS

Each time you would add a strategic asset to your base of operations, if your faction is **HUNTER CLADE**, you can select one from the list below instead of selecting one from another source. As with any strategic asset, you can never have more than one of each.

ELECTROMAGNETIC SPECTRA-STORM

Before battle, the Skitarii of this kill team chant a binharic psalm. This triggers a microrelease of their own motive force, which interacts with chemicals in the air to create a shimmering veil of flashes, obscuring them from view.

During the first Turning Point, when determining if a friendly **HUNTER CLADE** operative is in an enemy operative's Line of Sight, if that friendly operative is more than **1** from that enemy operative, that friendly operative is treated as being in Cover.

REPAIR REPOSITORY

This large, archaic device has a mysterious provenance and is made of components that cannot be replaced. Provided a wounded operative is patient enough, the repository will repair any damage to their bionics.

Once after each battle, before rolling a Recovery test for a friendly **HUNTER CLADE** operative, if that operative was Rested, you can automatically pass that Recovery test.

REQUISITIONS

In a Spec Ops campaign, if your faction is **HUNTER CLADE**, you can use the following Requisitions in addition to those presented in other publications.

ARCHEOTECH VAULT (1RP)

The headquarters of this kill team's Tech-Priest masters contains a vault of rare and powerful equipment. These can be assigned to designated units who have earned the right to carry such artefacts.

Purchase this Requisition before or after a game. Remove one item of rare equipment from your stash and add a different item of rare equipment to your stash. You cannot purchase this Requisition if you do not have any rare equipment in your stash.

RECYCLED (0RP)

A damaged or ineffective operative is decommissioned and their bionics used for parts.

Purchase this Requisition when a **HUNTER CLADE** operative is removed from your dataslate. Add up the number of ranks that operative had (e.g. a Grizzled operative has 4 ranks) and subtract the number of Battle Scars that operative had. You gain a number of Requisition points equal to the difference.

DATA AUGUR

This kill team's base of operations is fitted with sophisticated data-gathering systems. Additionally, they have remote access to augur feeds on allied stations, providing a detailed understanding of the surrounding area, which is essential on their hunts.

When determining your Tac Ops for each battle, you can select two from one draw, instead of one. Note that you can still only select a total of three Tac Ops for each battle.



MARK ASSIGNED (1RP)

Hunter Clades are expert assassins, often deployed to hunt their targets relentlessly in order to eliminate them, thus removing a crucial element of the enemy's war effort.

Purchase this Requisition before or after a game. Select one operative type (e.g. Kommando Snipa Boy, Marksman Pathfinder etc.) to be marked for your kill team, and make a note of it in the Notes section of your dataslate. Each time a friendly **HUNTER CLADE** operative fights in combat or makes a shooting attack, if the target is marked for your kill team, you can re-roll one of your attack dice. If an enemy operative marked for your kill team is incapacitated by a friendly **HUNTER CLADE** operative, that friendly operative gains 2XP and that enemy operative is no longer marked for your kill team. You cannot use this Requisition if you already have an operative marked for your kill team, but you can choose for an operative to be no longer marked for your kill team in order to use this Requisition.

SPEC OPS

Each time you would select a Spec Op for your kill team to be assigned to, if your faction is **HUNTER CLADE**, you can select one from the list below instead of selecting one from another source.



DAUNTLESS PURSUIT

With a machine-like focus, the kill team relentlessly pursues their quarry, giving chase across killzone after killzone until the enemy can run no more.

OPERATION 1: PURSUIT

The kill team gives chase to their enemies, engaging in back-to-back battles. With their Machine God-given stamina and focus, they aim to outlast the enemy with their gruelling tactics.

Complete five games in which you scored victory points from the 'Overrun', 'Rout' and/or 'Relentless Pursuit' Tac Op.

OPERATION 2: EXECUTION

The enemy has nowhere left to run. Your kill team advances to complete its assassination order.

Complete a game in which you scored victory points from the 'Calculated Eradication' or 'Execution' Tac Op.

COMMENDATION:

- You gain one Requisition point.
- You can distribute 5 XP across the operatives on your roster.
- You can add one item of rare equipment to your stash, or you can increase your asset capacity by one.

SPEC OPS BONUS:

For the purposes of a mission's Spec Ops bonus, this Spec Op is considered an 'Purge Order' Spec Op.

EXPEDITIOUS ASSASSINATIONS

The command ark has uploaded numerous targets to the noosphere. The kill team must hunt down and assassinate each as quickly as possible before seeking extraction.

OPERATION 1: ASSASSINATIONS

Various enemy targets must be tracked and assassinated as quickly as possible before word of the Hunter Clade's objective spreads and the Skitarii can be contained or evaded.

Complete five games in which you scored victory points from the 'Headhunter' and/or 'Assassination Order' Tac Op.

OPERATION 2: SIGNAL LANDER FOR EXTRACTION

The enemy is reacting to your presence and your mission is now at an end. With your kill team's communications with HQ blocked, they must secure a landing zone and guide in their source of extraction in a more primitive fashion.

Complete a game in which you scored victory points from the 'Vantage' Tac Op.

COMMENDATION:

- You gain one Requisition point.
- After the battle, all friendly operatives pass Casualty and Recovery tests.
- You can add one item of rare equipment to your stash, or you can increase your asset capacity by one.

SPEC OPS BONUS:

For the purposes of a mission's Spec Ops bonus, this Spec Op is considered an 'Elimination' Spec Op.

ADEPTUS MECHANICUS KILL TEAMS

ADEPTUS MECHANICUS WEAPONS AND WARGEAR

The Adeptus Mechanicus controls some of the most arcane weapons in the Imperium. Many of the technologies they use are no longer known or used by other elements of the Imperial military, the Tech-Priests keeping knowledge of them a closely guarded secret. It matters not whether a foe is at range from a forge world's troops or in close combat; the followers of the Machine God will use highly sophisticated weapons to smite them.

Radium weapons are so volatile they eventually kill their wielders. The bullet cylinders of these firearms are so thoroughly drenched in radium that a volley of rounds can cause a localised rad-storm. Against such an onslaught, foes are left blackening and sloughing away. Galvanic rifles, meanwhile, are precision tools that fire advanced servitor-bullets. When these rounds strike a foe, they cause all of the potential energy of that target to burn out in a killing blast of electric force. On the other hand, if the burning spheres fired by phosphor weapons do not slay their unfortunate victims, the blinding white flame caused by these firearms marks them as a target for later volleys of Skitarii fire. In turn, arc weapons are powered by bulky permacapacitors, which are zinc-plated blocks. They discharge with a loud crack, firing bolts of blue-white electricity that can fry a being's brain.

'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 strategic exploitation ...'

– Vanguard Alpha Dorox-0.4343

A weapon particularly favoured by Skitarii Rangers is the transuranic arquebus. This long-barrelled heavy weapon fires shells of depleted transuranium that can puncture some of the heaviest armour and reduce biological matter to a pulp. These firearms are perfect for Hunter Clades whether they be hunting enemy generals or war machines.

Sicarian Ruststalkers and Infiltrators make considerable use of rapid firing, short-ranged weapons such as the flechette blaster and the stubcarbine. The former is a lightweight firearm that discharges hundreds of tiny darts, each of which bears a dormant cerebral cell. After hitting home, one of these darts emits a bioelectric pulse that attracts more of its kind to the target. The latter fires an enormous volume of solid shot at the enemy, bringing them down with a hail of lead.

Taser and transonic technology are widely used by Adeptus Mechanicus warriors and are incorporated into melee weapons such as taser goads, transonic blades, transonic razors and chordclaws. Taser weapons store an immense amount of potential energy. When a foe is struck with these weapons, the energy is unleashed in a scorching blast. Transonic blades, meanwhile, emit a continuous, low buzz that can turn stomachs. When they strike armour, these weapons adjust their hostile sonic field to match the armour's resonant frequency, slicing straight through it.



NAMES AND DEMEANOURS

Every Hunter Clade has an official designation, as do the warriors that fight within it. Some clades stick rigidly to these alpha-numeric codes, while others choose to embellish them.

This section is a tool to help you determine the names of your Adeptus Mechanicus warriors as well as the title of your Hunter Clade and its quirks and background. If you wish to generate any of these randomly, roll the number of dice as indicated by the appropriate table(s). Otherwise, choose whichever are your favourites.

KILL TEAM NAME

The tech-magi of the Adeptus Mechanicus are beings who care much for order and logic. Thus, when they form kill teams, they have an official designation that is highly functional, with a simple task and alpha-numeric

designation. An example of such a name is Hunter Clade 93756. However, for all their affinity with the machine, Tech-Priests are still human at their core and can be vain, eccentric, ambitious and even borderline insane. Thus, unofficially, many Hunter Clades are given all manner of monikers, with some named for the Tech-Priest who formed them. Some earn a degree of battlefield notoriety and are given names by their foes. You can use any of the tables below to name your kill team. They are not intended to be rolled together, but if you would like to do so, you are free to. Additionally, you are welcome to invent your own name for your kill team; these tables should provide helpful inspiration.

TABLE 1

D6	First Component	D6	Second Component
1	Rust	1	Ghosts
2	Cog	2	Hackers
3	Night	3	Stalkers
4	Purgation	4	Hunters
5	Nemesis	5	Linkage
6	Circuit	6	Purgers

TABLE 3

D6	Result
1	Resolution Zero
2	Cog-Circuit-Theta 2-7
3	Nullifier Axiom
4	Circuit Prima
5	Nemesis Linkage 8-2-4
6	Actuator Alpha

TABLE 2 – NUMERICAL DESIGNATIONS

D6	Result
1	00183
2	55332
3	93845
4	12985
5	03845
6	76427

'Know, absolutely, that your life means nothing. Cogitate this fact. Recognise its veracity. Assess every implication that it has regarding the nature of your existence. Make it the core logical constant around which you order your mental, biological and mechanical subroutines. Accept, then, that only your service to the Omnissiah gives you meaning, purpose. Thus can you best condition yourself to be a vessel of his will.'

– Magos-Didactus Tartholomyr Drox to Skitaril Maniple Typhor-998/56-c



ADEPTUS MECHANICUS KILL TEAMS

HUNTER CLADE OPERATIVE NAMES

Skitarii typically have entirely functional names, though some tech-magi may give some of their favoured units more personal names if they are so inclined. To name your

Skitarii, use either of the two tables below. You can roll on the charts or choose your favourite combination of names from them. You can also use them as inspiration for names of your own making.

TABLE 1

D6	First Element	D6	Second Element
1	Lho	1	-XXVII
2	Sy-gex	2	-6e20F
3	Protos-Reductus	3	-089
4	O9	4	323Mk12
5	Mu	5	-998/56c
6	8-	6	-1111

TABLE 2

D6	First Element	D6	Second Element
1	Rhy	1	Gedd-38f
2	Dos	2	-511
3	Exitor-Dho	3	-888.88
4	Delpha	4	-66.75/Mk98
5	Decima	5	-1010
6	Zhu	6	-0.44/K

BASE OF OPERATIONS

D6	Location
1	Armoury-vault: Buried deep below the ground, an armoury-vault is an ideal place for a kill team to resupply and to amass its collected archeo-relics.
2	Forge-temple: At a forge-temple, a kill team can venerate the Machine God and equally receive newly produced weaponry.
3	Servitor Repair-works: Though not a glorious dedication to the Machine God like other edifices of the Adeptus Mechanicus, servitor repair-works will surely see restored any kill team that uses it as a base.
4	Cogitator Shrine: When not at war, the warriors of this kill team are spiritually replenished being in the mere presence of a cogitator shrine.
5	Archaeopter Wing: The kill team is delivered swiftly to its missions by its wing of Archaeopter Transvectors.
6	Skorpius Duneriders: The kill team crosses even the most hazardous of terrain in its column of implacable Skorpius Duneriders.

BACKGROUND

D6	Designation
1	Explorator Team: The members of this kill team are conquerors who use the light of knowledge to drive back the shadow of ignorance amidst a galaxy of darkness and superstition.
2	Archeotech Hunters: These warriors hunt down ancient lore and holy technologies, such as archeotech troves and sacred STCs, claiming it from the heretics and aliens who hold it.
3	Campaign Veterans: These are surviving Skitarii from a long-fought conflict, meshing like cogs to form a deadly machine. Their experience makes them able hunters.
4	Titan Guards: These Skitarii are blessed garrison guardians of a mighty god-engine, hunting down those who would dare threaten their sacred charge.
5	Infiltrator Team: This is a fast-moving band of elite hunters who are experts in infiltrating enemy positions to claim the heads of their targets.
6	Rad-zone Corps: These hunters bathe the battlefield in purifying radiation, seeking to fashion a promised land in which only true servants of the Omnissiah can endure.

SQUAD QUIRK

D6	Unsanctioned Divergence
1	Acquisitive: Offer unto the Omnissiah his due, regardless of the obstacles that stand in your way or the false priorities imposed by those of the flesh.
2	Requiring Re-sanctification: Skitarii too long in the field become corrupted by fragments of scrap data that can make them sluggish or unpredictable.
3	Pursuing Auto-perfection: Whether it be a blade thrust or the pull of a carbine's trigger, a deed must be repeated ad infinitum until it attains the perfection of worship.
4	Mercilessly Decisive: Logic dictates that the enemy must be annihilated regardless of the cost, and to you, logic is all.
5	Secretive: Behind screens of stealth technology and auspex-obfuscation, your hidden holy works proceed apace.
6	Beyond the Crux Mechanicus: Your warriors are now so blessed that they are more machine than flesh, and all the more resilient for it.



WARHAMMER
40,000

KILL TEAM

HUNTER CLADE

UPDATE 1.1

As it's revised regularly, this document has a version number; 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. When this document is revised, the version number will be incremented and new updates can be identified by the presence of an asterisk (*).

ERRATA

This section collects amendments to the rules. Amended text within this errata is highlighted in blue.

WHITE DWARF ISSUE 468

Page 67, Sicarian Ruststalker Assassin, transonic blades
Change the Attacks characteristic to '5'.

WHITE DWARF ISSUE 468 & KILL TEAM ANNUAL 2022

***Pages 70 (White Dwarf) & 103 (Annual), Calculated Eradication Tac Op**

Add the following:

'When counting wounds lost for this Tac Op, if an operative is reduced to 0 wounds, ignore excess wounds lost. For example, if 5 damage is inflicted on an operative with 2 wounds remaining, count 2 wounds lost.'

Designer's Note: *This differs from the wording of the Reputation to Maintain Tac Op (ELUCIDIAN STARSTRIDER®), where excessive damage only furthers a Rogue Trader's reputation!*



KILL TEAM ANNUAL 2022

HUNTER CLADE

- Doctrina Imperatives can be selected each Turning Point (instead of only twice per battle).
- Ignore each Imperative's Deprecation effect during first Turning Point that it's active for your kill team during the battle.
- Operative selection:
 - Your kill team cannot include more **SICARIAN** operatives than it does **RANGER** and **VANGUARD** operatives combined (but it can include the same).
 - If your kill team includes no more than four **SICARIAN** operatives, it can include one additional **RANGER** or **VANGUARD** operative (for 11 operatives in total).

DESIGNER'S COMMENTARY

This section presents commentary from game designers to clarify and expand on rare and more complex rules.

WHITE DWARF ISSUE 468 & KILL TEAM ANNUAL 2022

**Q: With the Balance Dataslate change in mind, does the Deprecation take effect for a Doctrina Imperative selected for the Command Override Tactical Ploy?*

A: Yes. Deprecation effects are only ignored the first time a Doctrina Imperative is selected for your kill team in the Strategy phase.

THE BALANCE DATASLATE

Q4 2023

This document contains the collected Q4 updates to the rules for game balance improvements. New updates can be identified by the presence of an asterisk (*) bullet point.



CORE RULES

- **New Core Rule:** Some rules allow you to activate operatives in succession before your opponent can activate. Regardless of such rules, you can never activate more than two operatives in the same Turning Point before your opponent has had a turn to activate a ready operative or perform **Overwatch**.
- **New Core Rule:** The Movement characteristic cannot be modified to less than 2 (even if injured).



EQUIPMENT

- You can only select each equipment with the Indirect special rule (e.g. dynamite, krak grenade, fusion grenade) once per battle. If a friendly operative already equipped with such equipment is selected for deployment (e.g. **ASSAULT GRENADIER PATHFINDER** operative), this counts as your selection.



REPLACED ARMY LISTS

Over time, certain new army lists will be introduced that are designed to replace similar army lists from the Compendium. We recommend the newer army list replaces the older one where balance is concerned, particularly in an organised play setting such as a tournament. These army lists and their replacements are as follows:

FORGE WORLD replaced by **HUNTER CLADE**

THOUSAND SONS replaced by **WARPCOVEN**

TROUPE replaced by **VOID-DANCER TROUPE**



CRITICAL OPERATIONS 2022

- Each player cannot score more than 16 victory points in total from the mission objective during the battle (instead of 12), and a maximum of 24 victory points from the game (instead of 20).
- Loot mission action: Each objective marker can be looted a maximum of four times during the battle (instead of three).





KILL TEAM ANNUAL 2022

GELLERPOX INFECTED

- Techno-curse ability: Distance requirement is reduced to ○ (instead of ■), and ■ for **GLITCHLING** operatives (instead of ◆).
- Revoltingly Resilient ability: **GLITCHLING** and **GELLERPOX MUTANT** operatives ignore lost wounds on a 6 (instead of a 5+).
- **VULGRAR THRICE-CURSED** operative's Lead the Infection ability: You can only use it once per battle.
- Rust Emanations Strategic Ploy: While within Engagement Range of a friendly **NIGHTMARE HULK** operative only.

ELUCIDIAN STARSTRIDER

- **LECTRO-MAESTER**'s **Voltagheist Field** and **Voltagheist Charge** actions: OAP.
- Archeotech Beam Privateer Support Asset: Improve its BS characteristic by 1.
- **VOIDSMAN** operative's rotor cannon: Gains the Relentless special rule.
- Undaunted Explorers Strategic Ploy:
 - The first time attack dice are resolved against it (instead of each time it fights in combat or a shooting attack is made against it).
 - Damage halved to a minimum of 2 (rounding up).

HUNTER CLADE

- Doctrina Imperatives can be selected each Turning Point (instead of only twice per battle).
- Ignore each Imperative's Deprecation effect during first Turning Point that it's active for your kill team during the battle.
- Operative selection:
 - Your kill team cannot include more **SICARIAN** operatives than it does **RANGER** and **VANGUARD** operatives combined (but it can include the same).
 - If your kill team includes no more than 4 **SICARIAN** operatives, it can include 1 additional **RANGER** or **VANGUARD** operative (for 11 operatives in total).
- * Change Protector Imperative Optimisation to: 'Each time a friendly **HUNTER CLADE** operative makes a shooting attack, in the Roll Attack Dice step of that shooting attack, you can re-roll one of your attack dice.'
- * Change Bulwark Imperative Optimisation to: 'Each time a shooting attack is made against a friendly **HUNTER CLADE** operative, in the Roll Defence Dice step of that shooting attack, you can re-roll one of your defence dice.'
- * Change Bulwark Imperative Deprecation to: 'Friendly **HUNTER CLADE** operatives cannot perform **Dash** actions.'

VOID-DANGER TROUPE

- Change relevant part of Cegorach's Jest Strategic Ploy to: 'once in the Resolve Successful Hits step of that combat, when your opponent strikes with a normal hit'.
- Saedath ability: Delete third bullet point from the effects of adding the fourth mark to your Performance tally.
- Domino Field Strategic Ploy: 1+CP. This Strategic Ploy costs 1 additional Command point for each previous time you've used it during the battle (e.g. 1CP the first time you would use it, 2CP the second time, etc.).

WYRMBLADE

- * Change second paragraph of Cult Ambush ability to: 'The first time this operative performs either a **Fight** or **Shoot** action in each of its activations, if its order was changed from Conceal to Engage during that activation, or it wasn't visible to every enemy operative at the start of that activation, in the Roll Attack Dice step of that combat or shooting attack, you can re-roll any or all of your attack dice results of one result (e.g. results of 2).'
- * Add the following to **TALON** operative's **Familiar's Soulsight** action: 'Until the end of the Turning Point, each time this operative fights in combat with that enemy operative, in the Resolve Successful Hits step of that combat, the first time you resolve one of your successful critical hits, you can immediately resolve one of your successful normal hits (or a successful critical hit if you have none).'
- * **HEAVY GUNNER** operatives gain the following ability: '**Suspensor System**: The Heavy special rule of ranged weapons the operative is equipped with is treated differently. Instead, an operative cannot move more than 3○ in the same activation in which it performs a **Shoot** action with any of those ranged weapons.'

WARPCOVEN

- Add the following to Exalted Astartes Strategic Ploy: 'In addition, until the end of the Turning Point, each time a friendly **RUBRIC MARINE** operative is activated, if it does not perform a **Fight** action during that activation, it can perform two **Shoot** actions during that activation. If it's a **GUNNER** operative, one additional action point must be subtracted to perform the second **Shoot** action.'
- **RUBRIC MARINE** operatives: Change APL characteristic to 3 and change Attacks characteristic of their fists and gargoyles bayonets to 4.
- Delete **SORCERER** operative's Rubric Command ability.
- **RUBRIC MARINE** operatives gain the following ability: '**Sorcerer's Command**: Each time this operative is activated, if it isn't within ◆ of a friendly **SORCERER** operative, subtract 1 from its APL characteristic.'
- Change Rubric Affinity Battle Honour to: 'Select one friendly **RUBRIC MARINE** operative from your dataslate. For the purposes of that operative's Sorcerer's Command ability, this **SORCERER** operative only needs to be in the killzone (instead of within ◆).'
- Archetypes: Recon or Security, regardless of operatives selected.



KILL TEAM: GALLOWFALL

HEARTHKYN SALVAGER

- Change Steady Advance ability to: 'While a friendly **HEARTHKYN SALVAGER** operative is performing a **Normal Move** action, add ▲ to its Movement characteristic.'
- Add 1 to Wounds characteristic of all operatives.
- **HEARTHKYN FIELD MEDIC** operative's plasma knife: Gains the Lethal 5+ special rule.
- Equipment plasma knife: 2EP, change Attacks characteristic to 4, gains the Lethal 5+ special rule.
- Change **THEYN** operative's Eye of the Ancestors ability to: 'Once in each Strategy phase, when you would use a Strategic Ploy or pass, you can select one enemy operative to gain a Grudge token instead, or two enemy operatives if three or more friendly **HEARTHKYN SALVAGER** operatives are incapacitated.'

FELGOR RAVAGER

- * While a **FELGOR RAVAGER** operative has a Frenzy token, treat its APL characteristic as 1 (after all modifiers) for the purposes of determining control (e.g. objective markers).
- * Incapacitating a **FELGOR RAVAGER** operative with a Frenzy token: Add the following bullet point: 'Critical damage is inflicted on it in a subsequent shooting attack (i.e. not the same shooting attack in which it gained a Frenzy token).'



KILL TEAM: ASHES OF FAITH

CHAOS CULT

- **ICONARCH** operative's Ruinous Deterioration and Ruinous Invigoration abilities: Become unique actions that cost 1AP, last until the start of that operative's next activation, and Ruinous Invigoration's damage reduction is to a minimum of 3 (instead of 2).
- **MUTANT** and **TORMENT** operatives' Unnatural Regeneration ability: Ignore lost wounds on a 6 (instead of a 5+).
- Sickening Aura Strategic Ploy: While within ○ of a friendly **MUTANT** or **TORMENT** operative only.
- **MUTANT** operative's blasphemous appendages: Change special rule to Ceaseless (instead of Relentless).
- * Friendly **DEVOTEE** operatives can mutate at the end of a combat in which they incapacitated an enemy operative and were not incapacitated themselves (they cannot do so just by inflicting damage).
- * Mutation into a new operative: The new operative no longer has full wounds remaining. Instead, it has the same wounds remaining as the preceding operative did, but then regains D3+1 wounds if it's now a **MUTANT** operative or D3+3 if it's now a **TORMENT** operative; in either case, it cannot go above its maximum wounds.

INQUISITORIAL AGENT

- Operative selection: Including Ancillary Support, you can only select up to two operatives equipped with weapons that have the AP2 special rule (even if only in one of their profiles).
- **INTERROGATOR** and **TOME-SKULL** operatives: Change GA characteristic to 2 and they fulfil each other's Group Activation requirements.
- Absolute Authority Tactical Ploy: Cannot be used to stop the same ploy more than once per battle, or a ploy that no CP was spent on.