



Hunter Blade

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

Chordclaw	5	3+	4/5
Balanced			

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.

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Balanced			

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

Stubcarbine	4	3+	3/4
Ceaseless			
Power Weapon	4	3+	4/6
Lethal 5+			

Operative

Hunter Blade

FAQ : 1.8, DECK:4.2
Datafile: Q4 2023

Operative

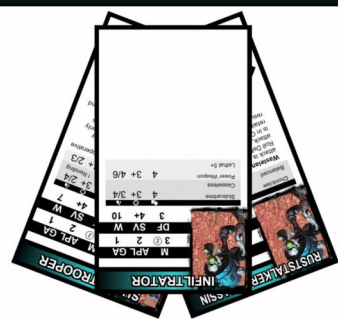
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Operative

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INFILTRATOR

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3 ②	2	1
DF	SV	W
3	4+	10

Stubcarbine	4	3+	3/4
Ceaseless			
Power Weapon	4	3+	4/6
Lethal 5+			



SHOCKTROOPER

M	APL	GA
3 ②	2	1
DF	SV	W
3	4+	7

Radium Carbine	4	3+	2/4
			! Rending
Gun Butt	3	4+	2/3

Rad-Saturation: While an enemy operative is Visible to and within ② of friendly operatives with this ability, that enemy operative is treated as being injured (only subtract ② from that enemy operative's Movement characteristic as a result of it being injured if it is activated, Visible to and within ② of friendly operatives with this ability).



VANGUARD DIKTAT

M	APL	GA
3 ②	2	1
DF	SV	W
3	4+	7

Radium Carbine	4	3+	2/4
			! Rending
Gun Butt	3	4+	2/3

Rad-Saturation: While an enemy operative is Visible to and within ② of friendly operatives with this ability, that enemy operative is treated as being injured (only subtract ② from that enemy operative's Movement characteristic as a result of it being injured if it is activated, Visible to and within ② of friendly operatives with this ability).

Enhanced Data-tether (1AP): Select one friendly HUNTER CLADE operative Visible to and within ② of this operative. Add 1 to its APL. This operative cannot perform this action while within Engagement Range of an enemy operative.



SHOCKTROOPER

M	APL	GA
3 ②	2	1
DF	SV	W
3	4+	7

Radium Carbine	4	3+	2/4
			! Rending
Gun Butt	3	4+	2/3

Rad-Saturation: While an enemy operative is Visible to and within ② of friendly operatives with this ability, that enemy operative is treated as being injured (only subtract ② from that enemy operative's Movement characteristic as a result of it being injured if it is activated, Visible to and within ② of friendly operatives with this ability).

Operative

Hunter Clade

Operative

Hunter Clade


Operative

Hunter Clade

Operative

Hunter Clade

VANGUARD GUNNER




	M	APL	GA
	3 ②	2	1
	DF	SV	W
	3	4+	7

Arc Rifle	4	3+	4/5
AP1			! Stun
Fists	3	4+	2/3

Rad-Saturation: While an enemy operative is Visible to and within ② of friendly operatives with this ability, that enemy operative is treated as being injured (only subtract ② from that enemy operative's Movement characteristic as a result of it being injured if it is activated, Visible to and within ② of friendly operatives with this ability).

VANGUARD ALPHA




	M	APL	GA
	3 ②	2	1
	DF	SV	W
	3	4+	7

Arc Pistol	4	2+	4/5
Rng ⑤ AP1			! Stun
Taser Goad	4	4+	3/4
Lethal 5+			! Stun

Rad-Saturation: While an enemy operative is Visible to and within ② of friendly operatives with this ability, that enemy operative is treated as being injured (only subtract ② from that enemy operative's Movement characteristic as a result of it being injured if it is activated, Visible to and within ② of friendly operatives with this ability).

Control Edict: Once per Turning Point, when a ready friendly HUNTER CLADE operative is activated within ③ of this operative, you can select another ready friendly HUNTER CLADE operative within ③ of this operative that is eligible to be activated. After that first friendly operative has been activated, you can immediately


RANGER GUNNER



	M	APL	GA
	3 ②	2	1
	DF	SV	W
	3	4+	7

Plasma Caliver	4	3+	5/6
AP1			
Overcharged	4	3+	5/6
AP2 Hot			
Fists	3	4+	2/3

RANGER GUNNER



	M	APL	GA
	3 ②	2	1
	DF	SV	W
	3	4+	7

Arquebus	4	2+	5/3
AP1 Heavy Unwealdy			! MW3
Fists	3	4+	2/3

Unwealdy Costs +1AP to fire. Cannot overwatch

Operative

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Operative

Hunter Clade


Operative

Hunter Clade

Operative

Hunter Clade

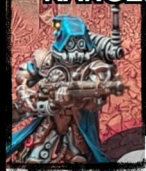
RANGER MARKSMAN



	M	APL	GA
	3 ②	2	1
DF	SV	W	
	3	4+	7

Galvanic Rifle	4	3+	3/4
Heavy			! AP1
Fists	3	4+	2/3


RANGER MARKSMAN



	M	APL	GA
	3 ②	2	1
DF	SV	W	
	3	4+	7

Galvanic Rifle	4	3+	3/4
Heavy			! AP1
Fists	3	4+	2/3

RANGER SURVEYER



	M	APL	GA
	3 ②	2	1
DF	SV	W	
	3	4+	7

Galvanic Rifle	4	3+	3/4
Heavy			! AP1
Fists	3	4+	2/3

RUSTSTALKER ASSASSIN



	M	APL	GA
	3 ②	2	1
DF	SV	W	
	3	4+	10

Chordclaw	5	3+	4/5
Balanced			

Operative

Hunter Clade

Operative

Hunter Clade

Operative

Hunter Clade

Operative

Hunter Clade

Omnispex (1AP): Select one friendly HUNTER CLADE operative Visible to and within 1 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

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.

RUSTSTALKER ASSASSIN

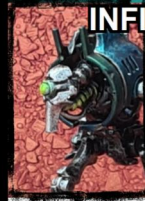


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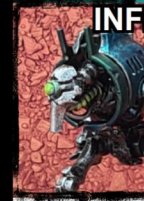
INFILTRATOR



M	APL	GA
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Ceaseless			
Power Weapon	4	3+	4/6
Lethal 5+			

(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 3 of that enemy operative, you score 1VP.

Kill Target

Operative

Hunter Clade

Operative

Hunter Clade

Operative

Hunter Clade

Tac Op

Hunter Clade

(2) CALCULATED ERADICATION

Reveal this Tac Op when a Doctrina Imperative 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.

Lose less wounds

(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 6 from friendly operatives, you score 1VP.
- If you achieve the first condition in any subsequent Turning Points, you score 1VP

All enemy within 6

AGGRESSOR IMPERATIVE

Doctrina

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).

Shoot reroll

EQUALISED IMPERATIVE

Doctrina

Equalised Imperative
Optimisation: None.

Deprecation: None.

Shoot reroll

Tac Op

Hunter Clade

Tac Op

Hunter Clade

Doctrina

Hunter Clade

Doctrina

Hunter Clade

MARTIAL PROTOCOL

Strategic

1CP

Until the end of the Turning Point:

- Each time a friendly HUNTER CLADE VANGUARD operative that is within ② of an objective marker or within ⑥ 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.

Skitarii Reroll

ACCELERANT AGENTS

Strategic

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.

Ruststalkers Buff

NEUROSTATIC INTERFERENCE

Strategic

1CP

Until the end of the Turning Point, while an enemy operative is within ⑥ 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.

Infiltrator reroll block

CALCULATED APPROACH

Strategic

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 ⑥ 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.

Crit Save +1

Strategic

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PURSUERS

Tactical

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.

Extra Scout Actions

CONCEALED POSITION

Tactical

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.

Forward Deploy Inf

COMMAND OVERRIDE

Tactical

1CP

Use this Tactical Ploy when a ready friendly HUNTER CLADE operative is activated. Select one Doctrina Imperative 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.

Other Doctrina

MOTIVE FORCE VITALITY

Tactical

1 CP

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

Heal D3

Tactical

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Tactical

Hunter Clade

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PROTECTOR IMPERATIVE

Doctrina

Protector Imperative

Optimisation: 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.

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).

Shoot reroll

CONQUEROR IMPERATIVE

Doctrina

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).

Shoot Fight

BULWARK IMPERATIVE

Doctrina

Bulwark Imperative

Optimisation: 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.

Deprecation: Friendly HUNTER CLADE operatives cannot perform Dash actions

Def reroll

CENSE BEARER

2EP

The operative gains the following ability for the battle:

Cense Bearer: Each time a friendly HUNTER CLADE operative within **3** 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).

Area Full Move

Doctrina

Hunter Clade

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Doctrina

Hunter Clade

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Doctrina

Hunter Clade

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Equipment

Hunter Clade


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COMMAND UPLINK

Max: 1

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.

2AP for 1CP

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.

Radium +1/0 D

ENRICHED ROUNDS

2EP

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Radium +1/0 D

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Equipment

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Equipment

Hunter Blade

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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 ② it travels for a climb, drop or traverse during that activation.

Ruststalker Move

OPTIMISED GAIT

1EP

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Ruststalker Move

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Ruststalker Move

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1EP

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Ruststalker Move

Equipment

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Equipment

Hunter Blade

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Equipment

Hunter Blade

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REFRACTOR FIELD

3EP

LEADER operative only. The operative gains the following ability for the battle:
Refractor Field: This operative has a 4+ invulnerable save.

4+ Invul

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.

No Overwatch BS-

SERVO-SKULL

Max: 1

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 0AP).

Mission -1AP

MECHADENDRITES

Max: 1

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 0AP).

Pickup -1AP

Equipment

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HUNTER CLADE

Seek and Destroy, Recon

5(2)/5 or 7(3)/4 or 8(3)/3 Skitarii (g

Skitarii Alpha
Skitarii Vanguard Gunner
Skitarii Vanguard Diktat
Skitarii Vanguard Stormtrooper
Skitarii Ranger Gunner
Skitarii Ranger Surveyer
Skitarii Ranger Marksman
Sicarian Ruststalker
Sicarian Infiltrator

DOCTRINA

Faction Ability

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 (you cannot change your active Imperative again).

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

THE BALANCE DATASLATE
Doctrina Imperatives can be selected each Turning Point (instead of only twice per battle). Ignore each Imperative's Deprecation effect during the first Turning Point that it is active for your kill team during the battle.

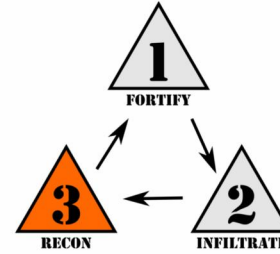
RECON

Matched Play

Perform a free Dash action with one operative that is wholly within your drop zone


Critical Ops

Perform a free Dash action with one friendly operative that is wholly within your drop zone as if it can FLY



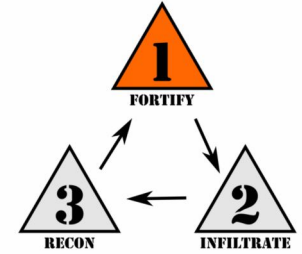
FORTIFY

Matched Play

Set up one additional barricade within  of your drop zone

Critical Ops

Set up one additional barricade wholly within your territory. Unlike normal barricades, you can set it up on a Vantage Point.



Team

Hunter Clade

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Abilities

Hunter Clade

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Scouting

Hunter Clade

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Scouting

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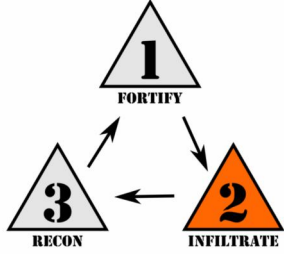
INFILTRATE

Matched Play

Once during the first turning point, when you select an operative to activate, you can change its order

Critical Ops

Once during the first turning point, when you select an operative to activate, you can change its order



MATCHED PLAY

- DETERMINE MISSION
- READ MISSION BRIEFING
- DETERMINE KILLZONE
- SET UP OBJECTIVE MARKERS
- SET UP THE KILLZONE
- SELECT DROP ZONE
- SELECT A KILL TEAM
- SELECT TAC OPS
- SELECT EQUIPMENT
- SET UP BARRICADES
- SET UP OPERATIVES
- SCOUTING
- BEGIN THE BATTLE

TURN SEQUENCE

- INITIATIVE PHASE
 - READY OPERATIVES
 - DETERMINE INITIATIVE
- STRATEGY PHASE
 - GENERATE COMMAND POINTS
 - PLAY STRATEGIC PLOYS
 - TARGET REVEAL
- FIREFIGHT PHASE
 - PERFORM ACTIONS

SCORE CARD

COMMAND POINTS	PRIMARY			
	SECONDARY			
	1	2	3	4
	1	2	3	4

Scorecard

Hunter Grade

Date: 1.8, DECK:4.2

Matched

Hunter Grade

Date: 1.8, DECK:4.2

Matched

Hunter Grade

Date: 1.8, DECK:4.2

Scouting

Hunter Grade

Date: 1.8, DECK:4.2