



BATTLECLADE: UPDATE LOG

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

RULES COMMENTARY

NOVEMBER '25

This section provides clarification on ambiguous and complex rules interactions.

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

A: No.

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

A: System Exorcism has no effect in these scenarios.

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

A: All of those tokens.

PREVIOUS ERRATAS

This section collects amendments to the rules. Amended text for clarification and edits are shown in **blue**, while amended text for balance updates are shown in **magenta**.

FIREFIGHT PLOYS, SERVILE SURROGACY

Additional text added to end of first paragraph:

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

FIREFIGHT PLOYS, SYSTEM EXORCISM

Relevant part of last sentence changed to read:

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

SERVITOR UNDERSEER OPERATIVE, NOOSPHERIC SPUR & NETWORK OVERRIDE ACTIONS

Additional text added to end of effect:

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

TECHNOMEDIC SERVITOR OPERATIVE, MECHANOSUTURE ARRAY RULE

Changed to read:

'Once per turning point, when another friendly **BATTLECLADE** operative would be **incapacitated** while visible to and within 3" of this operative, you can use this rule, providing neither this nor that operative is within control range of an enemy operative. If you do, that friendly operative isn't incapacitated, has 1 wound remaining **and cannot be incapacitated for the remainder of the action**. After that action, that friendly operative can **then** immediately perform a free **Dash** action, but must end that move within this operative's control range. If this rule was used during that friendly operative's activation, that activation ends. You cannot use this rule if this operative is incapacitated, **or if it's a Shoot action and this operative would be a primary or secondary target**.'

PREVIOUS RULES COMMENTARIES

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

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

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

A: No.

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

A: Yes.

BATTLECLADE OPERATIVES

TECHNOARCHEOLOGIST



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

SERVITOR UNDERSEER



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

GUN SERVITOR



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

TECHNOMEDIC SERVITOR



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

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

BREACHER SERVITOR



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

AUTO-PROXY SERVITOR



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

COMBAT SERVITOR



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

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

- Thusdorius Knoch, Invictus Acquisitor

BATTLECLADE KILL TEAM

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BATTLECLADE » KILL TEAM SELECTION



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

OPERATIVES

- 1 **BATTLECLADE** **TECHNOARCHEOLOGIST** operative
- 1 **BATTLECLADE** **SERVITOR UNDERSEER** operative
- 8 **BATTLECLADE** operatives selected from the following list:
 - **AUTO-PROXY SERVITOR**
 - **BREACHER SERVITOR**
 - **COMBAT SERVITOR** with one of the following options:
 - Servo-claw; incendine igniter
 - Servo-claw; meltagun
 - Servo-claw; phosphor blaster
 - **GUN SERVITOR** with heavy arc rifle and augmetic claw
 - **GUN SERVITOR** with heavy bolter and augmetic claw
 - **TECHNOMEDIC SERVITOR**

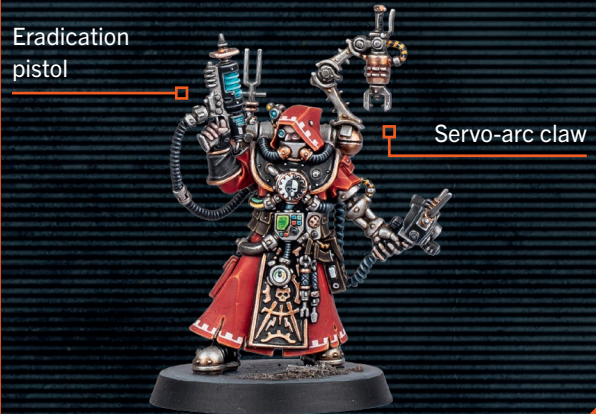
Other than **COMBAT SERVITOR** operatives, your kill team can only include each operative on this list once. Your kill team can only include up to one **COMBAT SERVITOR** operative with meltagun, and it can only include up to three **COMBAT SERVITOR** operatives with incendine igniter.

ARCHETYPES



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

TECHNOARCHEOLOGIST



SERVITOR UNDERSEER



AUTO-PROXY SERVITOR



BREACHER SERVITOR

Lascutter



Hydraulic pincer

TECHNOMEDIC SERVITOR



Servo-chirurgic claw

COMBAT SERVITOR

Phosphor blaster



Servo-claw



Incendine igniter



GUN SERVITOR

Augmetic claw



Heavy arc rifle



Heavy bolter



DESIGNER'S COMMENTARY

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

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

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

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

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

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

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

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

