

WARHAMMER
40,000

KILL TEAM



HEARTHKYN SALVAGERS 

ARCHETYPE: RECON / SECURITY

HEARTHKYN SALVAGER KILL TEAM

Below you will find a list of the operatives that make up a **HEARTHKYN SALVAGER** kill team, including, where relevant, any wargear those operatives must be equipped with.

OPERATIVES

➤ 1 **HEARTHKYN THEYN** operative equipped with one option from each of the following:

- Autoch-pattern bolt pistol, Autoch-pattern bolter, bolt revolver, EtaCarn plasma pistol, ion blaster or ion pistol
- Concussion gauntlet, plasma axe or plasma sword

➤ 9 **HEARTHKYN SALVAGER** operatives selected from the following list:

- **HEARTHKYN DÔZR**
- **HEARTHKYN FIELD MEDIC**
- **HEARTHKYN GRENADIER**
- **HEARTHKYN GUNNER** equipped with one of the following options:
 - EtaCarn plasma beamer (max one per kill team); fists
 - HYLas auto rifle (max one per kill team); fists
 - HYLas rotary cannon (max one per kill team); fists
 - L7 missile launcher (max one per kill team); fists
 - Magna rail rifle (max one per kill team); fists
- **HEARTHKYN JUMP PACK WARRIOR**
- **HEARTHKYN KINLYNK***
- **HEARTHKYN KOGNITÂAR***
- **HEARTHKYN LOKÂTR***
- **HEARTHKYN LUGGER***
- **HEARTHKYN WARRIOR***

* Operative equipped with one of the following options:

- Autoch-pattern bolter; fists
- Ion blaster; fists

Your kill team can only include up to three **GUNNER** operatives. Other than **GUNNER** and **WARRIOR** operatives, your kill team can only include each operative above once.

'FOR THE KIN. FOR THE VOTANN. THAT IS WHY WE DO EVERYTHING WE DO. WE OPERATE NOT OUT OF GREED OR MISERLINESS, OR OUT OF SOME HUNGER FOR POWER. NO, WE LOOK TO DEEPER REASONS. KIN AND VOTANN - THESE KEEP US TRUE, THESE HAVE HELPED US TO ENDURE THE WORST HORRORS OF THE GALAXY AND EMERGE STRONGER FOR MILLENNIA. OTHER RACES RISE AND FALL WITH SUCH PREDICTABILITY BECAUSE THEY HAVE NO SUCH FOUNDATION.'

- Hearthkyn Theyn Regyl Úlaty



TAC OPS

HEARTHKYN SALVAGER

If your faction is **HEARTHKYN SALVAGER**, you can use the Hearthkyn Salvager Tac Ops listed below, as specified in the mission sequence.

SETTLE GRUDGES

Hearthkyn Salvager – Faction Tac Op 1

You can reveal this Tac Op in the Target Reveal step of any Turning Point. When you do so, start a Settle Grudges tally for your kill team, adding one to the tally the first time an enemy operative with a Grudge token (pg 39) is incapacitated in each Turning Point.

- If you add the second mark to your Settle Grudges tally, you score 1VP.
- If you add the third mark to your Settle Grudges tally, you score 1VP.

EXCAVATE

Hearthkyn Salvager – Faction Tac Op 2


Reveal this Tac Op when a friendly operative performs the **Excavate** action (below). At the end of the battle:

- If friendly operatives control your Excavation token, you score 1VP.
- If a friendly operative is also carrying your Excavation token, you score 1VP.

Friendly operatives can perform the following mission action:

EXCAVATE

2AP


An operative can perform this action while it controls an objective marker that is more than  from your drop zone. If it does so, place your Excavation token on the centre of that objective marker. The **Pick Up** action can be performed upon your Excavation token by friendly **HEARTHKYN SALVAGER** operatives.


If the friendly operative is equipped with an excavation tool (pg 48), the **Excavate** action costs one less action point (to a minimum of OAP; this is not cumulative with the **LUGGER** operative's I've Got It ability). An operative cannot perform the **Excavate** action while within Engagement Range of an enemy operative, or if your Excavation token has already been placed.

RIG SITE

Hearthkyn Salvager – Faction Tac Op 3


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

- If a friendly operative performs the **Rig Site** action (below), you score 1VP.
- If you achieve the first condition and at the end of the battle the total APL of friendly operatives within  of a rigging point is greater than that of enemy operatives, you score 1VP.

A rigging point is a terrain feature more than  from your drop zone with a Vantage Point. Friendly operatives can perform the following mission action:

RIG SITE

2AP

An operative can perform this action while it and another friendly **HEARTHKYN SALVAGER** operative are within  of a rigging point, and one of them (but not the other) is on its Vantage Point. An operative cannot perform this action while it or the other friendly **HEARTHKYN SALVAGER** operative are within Engagement Range of an enemy operative.

ABILITIES

Below, you will find common abilities of the **HEARTHKYN SALVAGER** kill team.

GRUDGE

If a particular foe shames or insults the Kin gravely enough, they will become the subject of a Grudge. To destroy this most hated enemy, the Kin will go to any lengths, even if it is to their own detriment.

Each time an enemy operative incapacitates a friendly **HEARTHKYN SALVAGER** operative, that enemy operative gains a Grudge token.

Each time a friendly **HEARTHKYN SALVAGER** operative fights in combat or makes a shooting attack against an enemy operative, in the Roll Attack Dice step of that combat or shooting attack, for each Grudge token that enemy operative has, you can retain one of your successful normal hits as a critical hit instead.

STEADY ADVANCE

The Kin are a robust and pragmatic people, used to hard lives in the galactic core where danger is to be found aplenty on uncharted worlds and asteroids. Thus they are well trained and experienced in traversing treacherous terrain.

While a friendly **HEARTHKYN SALVAGER** operative is performing a Normal Move action, add ▲ to its Movement characteristic.

CLONESKEINS

The stable mutations that run through the shared Kin gene pool are collectively known as the cloneskeins. The pool itself is broad, deep and varied, and it is thanks to this that the Kin possess dense musculature, tough bone structure, high red and white blood cell counts, exceptional core strength and formidable physical resilience. More esoterically, the genetic boons the Kin possess mean their souls shine less brightly in the warp than those of Humans. There are rarer cloneskeins than these that can be found throughout the Kin population, such as those that enable certain members of their kind to connect with the so-called 'barriertech' that allows psychically active Kin to interact with the empyrean. Others grant the Kin enhanced reaction times, greater resistance to extremes of temperature or gravity, or vision that registers infrared and other energistic spectra. Many cloneskeins manifest physically, whether it be unusually coloured eyes or skin, craggy subdermal layers, chemical body odours or various other giveaways.



STRATEGIC PLOYS

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

NEED KEEPS 1CP

Select one objective marker. Until the end of the Turning Point, when determining control of that objective marker, treat the total APL of friendly **HEARTHKYN SALVAGER** operatives as being 1 higher. Note that this is not a modifier. In narrative play, this is cumulative with the Focused Battle Honour (see the Kill Team Core Book).

TOIL EARNS 1CP

Select one objective marker. Until the end of the Turning Point, while an enemy operative is within ■ of that objective marker, it has one additional Grudge token (pg 39).

WROUGHT DEFENCE 1CP

Until the end of the Turning Point, each time a shooting attack is made against a friendly **HEARTHKYN SALVAGER** operative, 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 instead.

PROXIMATE FIREPOWER 1CP

Until the end of the Turning Point, each time a friendly **HEARTHKYN SALVAGER** operative makes a shooting attack against an enemy operative within ◆ of it, improve the Ballistic Skill characteristic of its ranged weapons by 1 for that shooting attack.

TACTICAL PLOYS

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

THE ANCESTORS ARE WATCHING 1CP

Use this Tactical Ploy during a friendly **HEARTHKYN SALVAGER** operative's activation. Until the end of the activation, that operative isn't injured and can perform a free **Fight** or **Shoot** action.

WORTH IT 1CP

Use this Tactical Ploy when a friendly **HEARTHKYN SALVAGER** operative is incapacitated. It can immediately perform a free mission action before it's removed from the killzone.

HARDY 1CP

Use this Tactical Ploy at the start of the Roll Defence Dice step of a shooting attack made against a friendly **HEARTHKYN SALVAGER** operative. Change your opponent's retained critical hits to normal hits (any critical hit rules they've already resolved are unaffected, e.g. P1).

RAMPART 1CP

Use this Tactical Ploy in the Scouting step, after resolving your scouting option. Select one of the following:

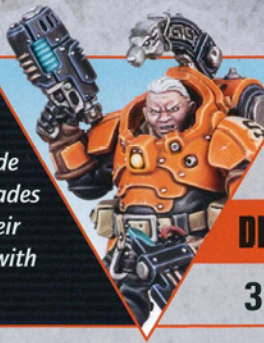
- Also resolve the Fortify scouting option. Initiative is still determined by your original selection, and you cannot select this if you already selected Fortify.
- Select one terrain feature within ■ of your drop zone. All parts of it with the Light trait gain the Heavy trait instead.
- Select one of your barricades to gain the Heavy trait, instead of the Light trait.

'EVERY PART OF THE HAMMER MATTERS. THE HAFT JUST AS MUCH AS THE HEAD, OR THE MICROGENERATORS, OR THE REGULATOR COUPLINGS. ALL MUST BE WROUGHT. ALL MUST BE PERFECTLY BALANCED. ANY WEAKNESSES, HOWEVER SMALL, AND IT WON'T STRIKE TRUE. SO IT IS TOO WITH THE KINHOST.'

- extract from *Teachings of the Hearth, Vol. 4*

HEARTHKYN THEYN

Those Hearthkyn Salvagers who show particular aptitude for leadership are nominated by their superiors or comrades to be promoted to the rank of Theyn. In command of their own squad, Theyns are highly experienced hulk-delvers with countless boarding actions to their name.



M	APL	GA
2 ●	2	1
DF	SV	W
3	3+	9

NAME	A	BS/WS	D	SR	!
⚡ Autoch-pattern bolt pistol	4	3+	3/4	Rng ♠, Ceaseless	-
⚡ Autoch-pattern bolter	4	3+	3/4	Ceaseless	-
⚡ Bolt revolver	4	3+	3/5	Rng ♠	-
⚡ EtaCarn plasma pistol	4	4+	3/5	Rng ♠, AP1	-
⚡ Ion blaster	4	3+	3/4	-	P1
⚡ Ion pistol	4	3+	3/4	Rng ♠	P1
⚡ Concussion gauntlet	4	4+	5/6	-	Stun
⚡ Plasma axe	4	3+	5/5	-	-
⚡ Plasma sword	4	3+	4/6	Lethal 5+	-

ABILITIES

Eye of the Ancestors: 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.

Force Field: The first time an attack dice inflicts 4 or more damage on this operative during the battle, ignore that inflicted damage.

Secure Salvage: Each time a friendly **HEARTHKYN SALVAGER** operative fights in combat, if it's within ● of an objective marker, in the Resolve Successful Hits step of that combat, you can subtract 1 from the damage inflicted on it from one of your opponent's successful hits (to a minimum of 3).

HEARTHKYN SALVAGER, VOTANN, LEADER, THEYN



HEARTHKYN DÔZR

Subtlety and nuance are concepts these brawny Kin have little time for. They can smash open sealed hatches or even solid walls with their concussion knux, punching a way through for their Kin. In battle, their weapons are even more devastating to their unfortunate enemies.



M	APL	GA
2 ●	2	1
DF	SV	W
3	3+	8

NAME	A	BS/WS	D	SR	!
⚡ Autoch-pattern bolt pistol	4	4+	3/4	Rng ♠, Ceaseless	-
⚡ Concussion knux	4	3+	4/4	Ceaseless, Lethal 5+	Stun

ABILITIES

Brawler: Each time this operative fights in combat:

- Enemy operatives cannot provide combat support.
- If it's incapacitated, you can strike with one of your remaining attack dice before it's removed from the killzone.

Secure Salvage: Each time a friendly **HEARTHKYN SALVAGER** operative fights in combat, if it's within ● of an objective marker, in the Resolve Successful Hits step of that combat, you can subtract 1 from the damage inflicted on it from one of your opponent's successful hits (to a minimum of 3).

UNIQUE ACTIONS

Knux Smash (1AP): Select one enemy operative within this operative's Engagement Range. You can move that enemy operative up to ■, then it suffers D3+1 mortal wounds. If the D3 result is a 3, subtract 1 from that enemy operative's APL in addition. For the move, the **FLY** keyword has no effect, and that enemy operative must finish in a location it can be placed. It cannot move over the edge of the killzone, through any part of another operative's base, or through a terrain feature (unless it has the Insignificant trait). This operative can then perform a free Charge action up to ■ (even if it's performed an action during this activation that prevents it from doing so).

HEARTHKYN SALVAGER, VOTANN, DÔZR



HEARTHKYN FIELD MEDIC

These Hearthkyn Salvagers are given exhaustive training in first aid under fire, as well as limited engineering tuition that enables them to provide care to damaged Ironkin. In a boarding action their skills are vital, for their squad will be far away from a fully-equipped Kin medical centre.



M APL GA

2 ● 2 1

DF SV W

3 3+ 8

NAME	A	BS/WS	D	SR	!
☠ Bolt revolver	4	4+	3/5	Rng ◆	-
☠ Plasma knife	4	4+	3/5	Lethal 5+	-

ABILITIES

Combat Surgery: Once per Turning Point, the first time another friendly **HEARTHKYN SALVAGER** operative would be incapacitated while Visible to and within ■ of this operative and not within Engagement Range of an enemy operative, if this operative is not within Engagement Range of an enemy operative, this operative can revive it. That friendly operative is not incapacitated, has 1 wound remaining, and if it was a shooting attack, any remaining attack dice are discarded. That friendly operative can then perform a free **Dash** action, but must finish that move within ▲ of this operative. Subtract 1 from both operatives' APL.

Secure Salvage: Each time a friendly **HEARTHKYN SALVAGER** operative fights in combat, if it's within ● of an objective marker, in the Resolve Successful Hits step of that combat, you can subtract 1 from the damage inflicted on it from one of your opponent's successful hits (to a minimum of 3).

UNIQUE ACTIONS

Medipack (1AP): Select one friendly **HEARTHKYN SALVAGER** operative Visible to and within ▲ of this operative. That friendly operative regains 2D3 lost wounds. An operative cannot be selected for this action if it was revived using the Combat Surgery ability during the same Turning Point. This operative cannot perform this action while within Engagement Range of an enemy operative.

HEARTHKYN SALVAGER ●, VOTANN, MEDIC, FIELD MEDIC



HEARTHKYN GRENADIER

Armed with bandoliers of grenades and explosives, Grenadiers perform a vital function for Hearthkyn Salvager teams. They can clear a corridor of foes in an instant, blow through locked doors and provide tactical support to their Kin in the heat of a firefight.



M APL GA

2 ● 2 1

DF SV W

3 3+ 8

NAME	A	BS/WS	D	SR	!
☠ Autoch-pattern bolt pistol	4	4+	3/4	Rng ◆ , Ceaseless	-
☠ C8 HX charge	4	3+	4/6	Rng 2 ● , Blast ▲ , AP1, Indirect, Limited	-
☠ Fists	3	4+	2/3	-	-

ABILITIES

Solid: Each time this operative would lose a wound as a result of a ranged weapon, if that weapon has the Blast X, Splash X and/or Torrent X rule, or makes shooting attacks against each operative within range of a specified point (e.g. mines), roll one D6: on a 4+, that wound is not lost.

Grenadier: This operative is equipped with a gravitic concussion grenade (pg 48) and it does not cost any equipment points for this operative.

Secure Salvage: Each time a friendly **HEARTHKYN SALVAGER** operative fights in combat, if it's within ● of an objective marker, in the Resolve Successful Hits step of that combat, you can subtract 1 from the damage inflicted on it from one of your opponent's successful hits (to a minimum of 3).

UNIQUE ACTIONS

Väyr-3 Utility Grenade (1AP): Place a Utility Grenade token within ◆ of this operative, then select one of the following effects to last until the end of the Turning Point:

- It costs operatives an additional ● to move within ■ of your Utility Grenade token. If they don't have sufficient Movement remaining, they cannot move within ■ of it. If they begin the move within ■ of it, ● must be subtracted first.
- While an operative is within ■ of your Utility Grenade token, its ranged weapons gain the Rng ◆ special rule.
- While an operative is within ■ of your Utility Grenade token, one additional action point must be subtracted for them to perform mission actions and the **Pick Up** action.

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

HEARTHKYN SALVAGER ●, VOTANN, GRENADIER



HEARTHKYN GUNNER

With wrecks often being home to myriad beasts, monsters and enemies, Hearthkyn Salvagers have access to a wide variety of special and heavy weapons. Gunners select the tools best suited to the task at hand, and their blasts of heavy fire have been the saviours of many a kill team.



M **APL** **GA**
 2 ● 2 1

DF **SV** **W**
 3 3+ 8

NAME	A	BS/WS	D	SR	!
⊕ EtaCarn plasma beamer	4	4+	4/6	AP2	Beam*
⊕ HYLas auto rifle	4	4+	3/4	Relentless	Rending
⊕ HYLas rotary cannon	6	4+	3/5	Ceaseless, Fusillade, Heavy, Scan*	-
⊕ L7 missile launcher	<i>Each time this weapon is selected to make a shooting attack with, select one of the profiles below to use:</i>				
- Blast	4	4+	3/5	Blast ●	-
- Focused	4	4+	5/6	AP1	-
⊕ Magna rail rifle	4	4+	5/4	AP2, Unwieldy	MW3
⊗ Fists	3	4+	2/3	-	-

ABILITIES

***Beam:** Each time a friendly operative makes a shooting attack with this weapon, in the Roll Attack Dice step of that shooting attack, for each critical hit retained, inflict D3 mortal wounds on each operative along one (and only one) beam line. An operative is along a beam line if a Cover line can be drawn to its base that crosses the base of the original target, but does not cross Heavy terrain.

***Scan:** Each time this operative makes a shooting attack with this weapon, enemy operatives are not Obscured for that shooting attack.

Secure Salvage: Each time a friendly **HEARTHKYN SALVAGER** operative fights in combat, if it's within ● of an objective marker, in the Resolve Successful Hits step of that combat, you can subtract 1 from the damage inflicted on it from one of your opponent's successful hits (to a minimum of 3).

UNIQUE ACTIONS

HEARTHKYN SALVAGER ●, VOTANN, GUNNER





HEARTHKYN JUMP PACK WARRIOR

Hearthkyn Salvagers have to overcome countless obstacles on their missions. Those using jump packs are able to navigate harsh terrain with ease, and in battle can utilise their equipment's power to increase the impact of their charge.

M **APL** **GA**
3 ● 2 1

DF **SV** **W**
3 3+ 8

NAME	A	BS/WS	D	SR	!
⦿ Autoch-pattern bolt pistol	4	4+	3/4	Rng ◆ , Ceaseless	-
✕ Plasma axe	4	3+	5/5	-	-

ABILITIES

Force Impact: Each time this operative performs a **Charge** action, its melee weapons gain the Brutal special rule until the end of the activation.

Secure Salvage: Each time a friendly **HEARTHKYN SALVAGER** operative fights in combat, if it's within ● of an objective marker, in the Resolve Successful Hits step of that combat, you can subtract 1 from the damage inflicted on it from one of your opponent's successful hits (to a minimum of 3).

UNIQUE ACTIONS

Boost (2AP): Perform a free **Normal Move** action with this operative with the following additional rules:

- It can move up to 2 ◆ (instead of its Movement characteristic).
- It can only move in a straight line and in one direction.

Set Up Climbing Rig (1AP): This operative can perform this action while on a Vantage Point and not within Engagement Range of an enemy operative. Place a Climbing Rig token within ▲ of this operative. Until the end of the battle, friendly operatives are treated as being equipped with climbing equipment (pg 48) while within ▲ horizontally and any distance vertically of that token.

HEARTHKYN SALVAGER, VOTANN, FLY, JUMP PACK WARRIOR



HEARTHKYN KINLYNK

Empyrean energies, voidship armour plating and thick rock all threaten to interfere with squad comms, and the Kinlynks have to work tirelessly to ensure all their Kin can remain in contact. They calmly relay tactical information in the heat of battle, and even disrupt enemy comms.



M **APL** **GA**
2 ● 2 1

DF **SV** **W**
3 3+ 8

NAME	A	BS/WS	D	SR	!
⦿ Autoch-pattern bolter	4	4+	3/4	Ceaseless	-
⦿ Ion blaster	4	4+	3/4	-	P1
✕ Fists	3	4+	2/3	-	-

UNIQUE ACTIONS

Relay (1AP): Select one friendly **HEARTHKYN SALVAGER** 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.

Secure Salvage: Each time a friendly **HEARTHKYN SALVAGER** operative fights in combat, if it's within ● of an objective marker, in the Resolve Successful Hits step of that combat, you can subtract 1 from the damage inflicted on it from one of your opponent's successful hits (to a minimum of 3).

System Jam (1AP): Select one enemy operative in this operative's Line of Sight that doesn't have a System Jam token; it gains one. Until the end of the battle, while an operative has a System Jam token, it isn't eligible to be activated until all other eligible operatives from its kill team have been activated. When that enemy operative is activated, remove its System Jam token. This operative cannot perform this action while within Engagement Range of an enemy operative.

HEARTHKYN SALVAGER, VOTANN, KINLYNK



HEARTHKYN KOGNITĀAR

These Ironkin possess extremely complex artificial intelligences, and use this immense cogitational power to support their squad. Constantly receiving, organising and analysing data, Kognitāar provide incredible real-time tactical information to their Kin whenever it is needed.



M	APL	GA
2 ●	2	1
DF	SV	W
3	3+	8

NAME	A	BS/WS	D	SR	!
⦿ Autoch-pattern bolter	4	4+	3/4	Ceaseless	-
⦿ Ion blaster	4	4+	3/4	-	P1
✕ Fists	3	4+	2/3	-	-

ABILITIES

Tactician: Once in each Strategy phase, when it is your turn to use a Strategic Ploy or pass, you can instead place either your Attack token or your Defend token in the killzone.

- While an enemy operative is within ■ of your Attack token, each time a friendly **HEARTHKYN SALVAGER** operative fights in combat with or makes a shooting attack against it, in the Roll Attack Dice step of that combat or shooting attack, you can re-roll one of your attack dice.
- While a friendly **HEARTHKYN SALVAGER** operative is within ■ of your Defend token, each time a shooting attack is made against it, in the Roll Defence Dice step of that shooting attack, you can re-roll one of your defence dice.
- At the end of each Turning Point, remove your Attack token or Defend token.

Secure Salvage: Each time a friendly **HEARTHKYN SALVAGER** operative fights in combat, if it's within ○ of an objective marker, in the Resolve Successful Hits step of that combat, you can subtract 1 from the damage inflicted on it from one of your opponent's successful hits (to a minimum of 3).

UNIQUE ACTIONS

Accelerated Appraisal (1AP): If your Attack token or Defend token (see opposite) is in the killzone, remove it, then place either your Attack token or Defend token in the killzone. This operative cannot perform this action while within Engagement Range of an enemy operative.



HEARTHKYN LOKÂTR

With dangers lying around every corner, in every vent and even within a wreck's walls, the pan spectral scanners of the Lokâtrs are essential in allowing the Kin to anticipate threats and react in whichever way is the most practical.



M APL GA

2 ● 2 1

DF SV W

3 3+ 8

NAME	A	BS/WS	D	SR	!
⦿ Autoch-pattern bolter	4	4+	3/4	Ceaseless	-
⦿ Ion blaster	4	4+	3/4	-	P1
✕ Fists	3	4+	2/3	-	-

ABILITIES

Early Detection: In the Set Up Operatives step, enemy operatives that are set up in the killzone cannot be outside of their drop zone (unless the mission specifies). In addition, enemy operatives cannot move until the Firefight phase of the first Turning Point (although your opponent can still select the Recon scouting option for the purpose of determining initiative).

Secure Salvage: Each time a friendly **HEARTHKYN SALVAGER** operative fights in combat, if it's within ● of an objective marker, in the Resolve Successful Hits step of that combat, you can subtract 1 from the damage inflicted on it from one of your opponent's successful hits (to a minimum of 3).

UNIQUE ACTIONS

Pan Spectral Scan (1AP): Place one of your Scan tokens in the killzone. Until the end of the Turning Point, each time a friendly **HEARTHKYN SALVAGER** operative makes a shooting attack against an enemy operative within ■ of that token, that friendly operative's ranged weapon gains the No Cover special rule for that shooting attack. In addition, that enemy operative is not Obscured for that shooting attack. This operative cannot perform this action while within Engagement Range of an enemy operative.

HEARTHKYN SALVAGER, VOTANN, LOKÂTR



HEARTHKYN LUGGER

In a wreck, where it is hard to insert vehicles, these redoubtable Kin carry enormous loads of essential equipment and supplies without complaint. Contributing every ounce of strength they have to their cause, they are highly regarded by their Kin.



M APL GA

2 ● 2 1

DF SV W

3 3+ 8

NAME	A	BS/WS	D	SR	!
⦿ Autoch-pattern bolter	4	4+	3/4	Ceaseless	-
⦿ Ion blaster	4	4+	3/4	-	P1
✕ Fists	3	4+	2/3	-	-

ABILITIES

Well Stocked: If this operative is selected for deployment, you can select five additional points worth of equipment for the battle.

I've Got It: Once per Turning Point, during this operative's activation, it can perform a mission action or the **Pick Up** action for one less action point (to a minimum of 0AP).

Secure Salvage: Each time a friendly **HEARTHKYN SALVAGER** operative fights in combat, if it's within ● of an objective marker, in the Resolve Successful Hits step of that combat, you can subtract 1 from the damage inflicted on it from one of your opponent's successful hits (to a minimum of 3).

UNIQUE ACTIONS

Re-equip (1AP): Reselect the weapon options of one friendly **HEARTHKYN SALVAGER** operative Visible to and within ▲ of this operative. For example, if a **THEYN** operative has a bolt revolver and concussion gauntlet, you could change its bolt revolver, concussion gauntlet or both to another valid option specified on page 37. That operative reverts back to its standard weapon options at the end of the battle. This operative cannot perform this action while within Engagement Range of an enemy operative.

HEARTHKYN SALVAGER, VOTANN, LUGGER



HEARTHKYN WARRIOR

Hearthkyn Warriors are robust and grizzled individuals, fiercely proud of their role in hazardous boarding operations. Warriors provide vital support to their squad's specialists, gunning down foes as their comrades conduct mission-essential tasks.



M	APL	GA
2 ●	2	1

DF	SV	W
3	3+	8

NAME	A	BS/WS	D	SR	!
⦿ Autoch-pattern bolter	4	4+	3/4	Ceaseless	-
⦿ Ion blaster	4	4+	3/4	-	P1
✕ Fists	3	4+	2/3	-	-

ABILITIES

Secure Salvage: Each time a friendly **HEARTHKYN SALVAGER** operative fights in combat, if it's within ● of an objective marker, in the Resolve Successful Hits step of that combat, you can subtract 1 from the damage inflicted on it from one of your opponent's successful hits (to a minimum of 3).

UNIQUE ACTIONS

HEARTHKYN SALVAGER ●, VOTANN, WARRIOR



EQUIPMENT



HEARTHKYN SALVAGER operatives in your kill team can be equipped with equipment from this list, as specified in the mission sequence. Each operative can be equipped with no more than one of each item.

GRAVITIC CONCUSSION GRENADE [2EP]

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

Name	A	BS	D
Gravitic concussion grenade	4	3+	2/4

Special Rules

Rng , Blast , Indirect, Limited

PLASMA KNIFE [2EP]




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

Name	A	WS	D	SR
Plasma knife	3	4+	3/5	Lethal 5+

CLIMBING EQUIPMENT [1EP]


The operative gains the following ability for the battle:

Climbing Equipment:

- Each time this operative ascends or descends a terrain feature while climbing, the first vertical distance of up to 3  it travels are counted as  for that climb.
- This operative does not need to be within  of a physical and climbable part of a terrain feature in order to climb it.
- Each time this operative drops, the intended location can be any vertical distance from the level it occupies.
- Each time this operative drops, it counts any vertical distance it travels as half for that drop.




WEAVEFIELD CREST [3EP]

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

Weavefield Crest: While a friendly **HEARTHKYN SALVAGER** operative is within  of this operative, that operative has a 4+ invulnerable save.

EXCAVATION TOOL [2EP]

The operative gains the following ability for the battle:

Excavation Tool: At the end of the Set Up Barricades step, place one of your Clearance tokens within  of a part of a terrain feature with the Traversable trait and more than  from your opponent's drop zone. Until the end of the battle, friendly operatives do not have to traverse that terrain feature; they can move through it as if it were not there, so long as they do so within  of that token. Note that they cannot finish the move on that terrain feature. You can select this item of equipment no more than three times for the battle.

AUTO-CALIBRATOR [1EP]

Select one of the operative's ranged weapons. Each time the operative makes a shooting attack with that weapon during the battle, you can ignore any or all modifiers to its Ballistic Skill characteristic.

PLASMA BLADES

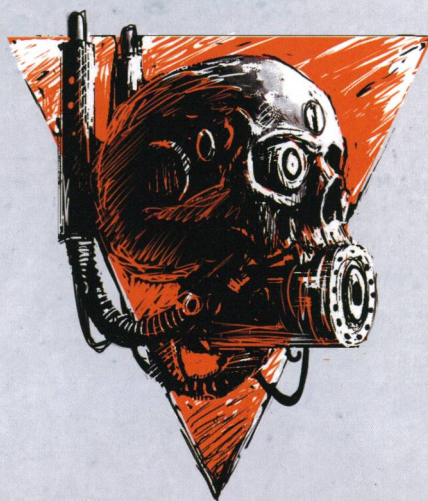
The Kin make substantial use of searing-hot plasma fields, either to wreathe blades or form the weapons themselves. Such blades scythe through physical shields and body armour with equal ease, and reduce the foe to cauterised chunks of meat. With each League of Votann possessing its own proprietary technology, the plasma blades wielded by the Kin of different Leagues often glow hot in differing colours. For example, the blades fashioned by the Brôkhyr of the Greater Thurian League ripple with fiery orange, whereas those of the Trans-Hyperian League sear the eyes with a bright teal. It is far from unheard of for Kin of one League to wield blades shimmering with the colours of another, for the Kin are a trading people well used to the exchanging and purchasing of weapons from each other.

HEARTHKYN SALVAGER SPEC OPS RULES


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

BATTLE HONOURS

Each time a **HEARTHKYN SALVAGER** operative gains a Battle Honour, instead of determining one from its specialism, you can determine one from the Hearthkyn Salvager Specialist table below. 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).



HEARTHKYN SALVAGER SPECIALIST

D6	Battle Honour
1	Rugged Survivalist: Each time this operative is activated, it regains 1 lost wound.
2	Stubborn: You can ignore any or all modifiers to this operative's characteristics.
3	Begrudging: While this operative has less than half of its wounds remaining, each time it fights in combat with or makes a shooting attack against an enemy operative, that enemy operative has one additional Grudge token (pg 39) for that combat or shooting attack.
4	Inveterate Toughness: Each time an attack dice inflicts damage on this operative, Damage characteristics of more than 4 are treated as 4.
5	Void-dredger: Each time this operative makes a shooting attack against an enemy operative within  of it, its ranged weapons gain the No Cover special rule for that shooting attack.
6	Honoured: Enemy operatives do not gain a Grudge token (pg 39) for incapacitating this operative. Instead, the first enemy operative that causes this operative to lose any wounds during the battle gains a Grudge token.



RARE EQUIPMENT

Each time you would determine an item of rare equipment to add to your stash, if your faction is **HEARTHKYN SALVAGER**, 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).

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HEARTHKYN SALVAGERS • SPEC OPS RULES • RARE EQUIPMENT

1. A GRUDGE DECLARED [3EP]

The operative gains the following ability for the battle:

A Grudge Declared: Once during the battle, in the Strategy phase, when it's your turn to use a Strategic Ploy or pass, you can instead select one enemy operative to gain a Grudge token (pg 39).

2. DARKSTAR WEAPON [2EP]

Select one of the operative's melee weapons. Until the end of the battle, that weapon gains the Rending critical hit rule.

3. RELIC PLATE [3EP]

The operative gains the following ability for the battle:

Relic Plate: Each time a shooting attack is made against this operative, in the Roll Defence Dice step of that shooting attack, you can re-roll one of your defence dice.

4. RIGHT OF CLAIM [3EP]

The operative gains the following ability for the battle:

Right of Claim: While this operative is within ○ of an objective marker, add 1 to its Defence characteristic.

5. GRAV-LIFT DEVICE [2EP]

The operative can perform the following action once during the battle:

GRAV-LIFT DEVICE 1AP

Place a Grav-wave token within ◆ of this operative. Until the end of the battle, each time a friendly **HEARTHKYN SALVAGER** operative moves within ▲ of that token, it gains the **FLY** keyword until the end of its activation.

6. ION EXPEDITER [2EP]

Select one ion blaster or ion pistol the operative is equipped with. Add 1 to both of its Damage characteristics for the battle.



STRATEGIC ASSETS

Each time you would add a strategic asset to your base of operations, if your faction is **HEARTHKYN SALVAGER**, 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.

SUPPLY HOLD

The Kin expect to recover a great deal of technology and resources on their missions, and so have established a sizeable supply hold to secure all of it.

While your base of operations has this strategic asset, double the quantities of **HEARTHKYN SALVAGER** equipment (pg 48) in your stash.

ENHANCED PAN SPECTRAL SCANNER

This larger version of the handheld pan spectral scanner can survey a more substantial expanse of ground, enabling the Kin to better assess the nature of the terrain around them and discover the optimal routes of travel through a space hulk.

In the Select Drop Zone step, after rolling off to determine who decides Attacker and Defender, you can re-roll your dice.

EXCAVATION MACHINERY

Though the Hearthkyn Salvagers' primary purpose is not to strip a space hulk or wreck of all its valuables, they have the operational remit and equipment to pave the way for those completing that task. Heavy excavation machinery can help them clear paths or move priority salvage, and can even serve as barricades if need be.

At the end of the Scouting step, if you are the Defender or selected the Fortify option, you can move one terrain feature within ■ of your drop zone that does not include any parts with the Heavy trait up to ■.



REQUISITIONS

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

THEIR HEARTH BURNS 1RP

When a Kin has become especially impassioned or angry, or becomes utterly relentless in the pursuit of their goals, it is said of them that Their Hearth Burns. Kin in this state of mind are particularly dogged and dangerous foes.

Purchase this Requisition after a game in which a friendly **HEARTHKYN SALVAGER** operative was incapacitated by an enemy operative. That friendly operative is harbouring a grudge against that enemy operative's faction (make a note of this and the enemy's Faction keyword in the 'Notes' section of its narrative datacard). Each time that friendly operative fights in combat or makes a shooting attack against an enemy operative with that Faction keyword, that enemy operative has one additional Grudge token (pg 39) for that combat or shooting attack.

Once that friendly operative has incapacitated 3 enemy operatives with that Faction keyword (this does not have to be in the same battle), it's no longer harbouring a grudge. You cannot use this Requisition if a friendly operative is already harbouring a grudge, unless you choose to renounce the grudge, in which case that friendly operative loses D6 experience points and is no longer harbouring a grudge.

RETURN TO THE ANCESTOR 1RP

A key driving force for the Kin is to enrich their Votann with knowledge of the galaxy. The more experience and information a Kin accrues, the more they bring to their Ancestor Core.

Purchase this Requisition after a game in which a friendly **HEARTHKYN SALVAGER** operative was incapacitated and removed from your dataslate. You gain a number of Requisition Points equal to the number of ranks that operative had. For example, if that operative had the Ace rank, you would gain 3RP.

PETITION THE GUILD 2RP

The kill team approaches one of the Kin's many Guilds seeking unusual equipment that will aid them on their missions. The Guild is happy to oblige, provided that the squad offer something of comparable value to them in return.

Purchase this Requisition before a game, if your kill team is currently conducting a Spec Op. Randomly determine one Recon or Security Tac Op. Until that Spec Op ends, keep a tally of victory points you score from that Tac Op. When you add the fifth mark to the tally, you can add one item of rare equipment to your stash.

SPEC OPS

Each time you would select a Spec Op for your kill team to be assigned to, if your faction is **HEARTHKYN SALVAGER**, you can select one from those found on the following page instead of selecting one from another source.



RECOVER KIN-TECH

A trove of ancient Kin technology has been identified and marked for recovery by a team of Hearthkyn Salvagers who have boarded this vessel previously. Too valuable to leave here any longer, the kill team must secure the site and prepare for the artefacts' extraction.

OPERATION 1: SECURE SITE

The trove is located in the heart of enemy territory. The squad must fight their way to the location, securing both a route to the artefacts and a route for their extraction.

Complete five games in which you scored victory points from the 'Rig Site', 'Seize Ground' and/or 'Vantage' Tac Op.

OPERATION 2: EXCAVATION

Having secured the area in which the trove of technology is residing, your kill team is now ready to extract it to safety and bring it back into Kin hands, where it belongs.

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

COMMENDATION

- You gain four Requisition points.
- 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 a 'Recover Archeotech' Spec Op.

GRUDGE BAND

The kill team has suffered a great horror at the hands of one of their enemies. Every warrior's Hearth burns. The Kin have formed a Grudgeband to pursue this foe, swearing an oath to eliminate them or die in the attempt.

OPERATION 1: BEGIN THE HUNT

The doom of the enemy is begun today. The kill team will not stop until every last one of them is naught but dust and ash, tracking them through any danger.

Complete five games in which you scored victory points for at least two Seek and Destroy Tac Ops in each of those games.

OPERATION 2: NO RECONCILIATION

The enemy is all but broken. Now is the time to destroy them utterly, and have vengeance.

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

COMMENDATION

- Each friendly operative that caused you to add a mark to your Settle Grudges tally earns 4XP.
- Each other operative on your dataslate earns 1XP. Neither this nor the above bullet point is affected by a passed Casualty test.

SPEC OPS BONUS

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

NAMES AND DEMEANOURS

This section is a tool to help you determine the names of your Hearthkyn Salvager operatives, the title of your kill team and their unique character and history. If you wish to generate any of these randomly, roll the appropriate number of dice as indicated by the table(s). Otherwise, choose whichever are your favourites, or use multiple quirks, names or background ideas if you feel they work for your kill team.

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OPERATIVE NAMES

If you wish to randomly generate a name for one of your Hearthkyn Salvager operatives, you can roll a D66 and consult the appropriate tables below, or simply pick any combination that feels appropriate. To roll a D66, simply roll two D6, one after the other – the first represents tens, and the second represents digits, giving you a result between 11 and 66.

Male Names

D66	GIVEN NAME	D66	CHOSEN NAME
11	Kôrv	11	Thuûrk
12	Krynn	12	Grât
13	Ûkyr	13	Hypêk
14	Yôht	14	Trâna
15	Vykât	15	Krônna
16	Nârunn	16	Hegêm
21	Hâk	21	Ymyk
22	Vôrk	22	Conglahr
23	Yâhp	23	Ûrann
24	Tôryk	24	Regyl
25	Vânn	25	Sôldyk
26	Ôkhav	26	Hyrthka
31	Hêtyunn	31	Farstrydd
32	Ânnyk	32	Dêlyk
33	Yûka	33	Cthynn
34	Pykô	34	Gylûr
35	Vâk	35	Strykk
36	Ûtann	36	Rokhewyr
41	Okkâ	41	Stârflyt
42	Vynn	42	Iyrnwêrke
43	Ëttok	43	Thûndryk
44	Nîyak	44	Sêykr
45	Drûkh	45	Skêyfyr
46	Okyp	46	Wârspeke
51	Ûnnvyr	51	Vôtyk
52	Kôttak	52	Kynn
53	Âdunn	53	Gâard
54	Hvôr	54	Keen Eye
55	Akkyt	55	Stôyk
56	Tôk	56	Star Seeker
61	Yhêl	61	the Wise
62	Ynnôk	62	the Unbroken
63	Hâvyr	63	the Stern
64	Pyûk	64	the Lucky
65	Pûnnak	65	the Swift
66	Âktol	66	the Strong

Female Names

D66	GIVEN NAME	D66	CHOSEN NAME
11	Pôkhamm	11	Ânhad
12	Ymmâ	12	Hûri
13	Kîrv	13	Rânsa
14	Vymm	14	Pêya
15	Vêyha	15	Ônas
16	Ëkhya	16	Emônyr
21	Ôrumm	21	Myrr
22	Dêki	22	Côn
23	Yvâ	23	Sûrta
24	Mûrym	24	Ûlaty
25	Ûmyk	25	Skârstreng
26	Ryûk	26	Kêynshot
31	Sîmmka	31	Stûrmm
32	Ëkyr	32	Dûtyk
33	Hâluk	33	Fyrgrite
34	Vûkha	34	Vydsêke
35	Kylû	35	Wôlbrokke
36	Vyhâ	36	Nytgâard
41	Kîmm	41	Flytstêp
42	Pîya	42	Hâvyr
43	Âmmuk	43	Blôhdfyr
44	Hêykha	44	Sêyr
45	Kâhyrm	45	Iyrnstêde
46	Ïyka	46	Deyprôkh
51	Pôyuk	51	Faenwrôght
52	Ymmî	52	Ânstyr
53	Pêmm	53	Styrdâh
54	Yrêk	54	Fyrfist
55	Vîya	55	Beast Slayer
56	Ëyv	56	Ork Bane
61	Vêmmha	61	the Stoic
62	Pôlyk	62	the Skilled
63	Ymmê	63	the Strong
64	Ïhap	64	the Intrepid
65	Mêmm	65	the Unyielding
66	Kvyma	66	the Fierce

KILL TEAM NAMES

How Hearthkyn Salvager kill teams name themselves varies greatly. While it can depend on the particular leanings of their Leagues and Kindreds, the independent nature of far-ranging space hulk explorers often encourages a divergence from more established naming conventions. Some use a simple numbering system, such as Sveyr Crew 14 or the 7th Hearthkyn Salvager Team. Others name themselves for their Theyn (use the name generator in this section to find a name for yours). It is far from unheard of for a Hearthkyn Salvager kill team to name themselves for their goals or purposes, such as the name of the space hulk they are exploring or a Grudge they seek to settle. There are a number of tables below to reflect some of these ideas. Feel free to roll on whichever you prefer, choose your favourite option or even merge elements from different tables to form a completely unique name!

D6	THEYN'S NAME	GROUP NAME
1	[Theyn's Name]'s	Salvagers
2	[Theyn's Name]'s	Fardélvyrs
3	[Theyn's Name]'s	Ârkiogards
4	[Theyn's Name]'s	Trôwls
5	[Theyn's Name]'s	Deepers
6	[Theyn's Name]'s	Grymgårds

D6	UNIT	NUMBER
1	Salvage Band	17
2	Treasure Markers	2-6
3	Delve-unit	5
4	Exkåvatyr	3-2
5	Svêyr Unit	21
6	Tråil-findyr	83

Designer's Note: *Feel free to invert the results of this table, e.g. if you choose/roll 'Salvage Band 17', you can easily call them the '17th Salvage Band', if you prefer.*

D6	KILL TEAM NAME
1	The Wreck Scrapers
2	The Relic Hunters
3	The Beast Purgers
4	The Hulk Bravers
5	The Warp Divers
6	The Avengers of Vymm Rån̄sa

Designer's Note: *For the sixth option on this table, you can replace Vymm Rån̄sa with any name from the name generator if you so wish.*

BACKGROUND

D6 PROVENANCE

- 1 Mercenaries:** These Hearthkyn Salvagers sell their services to the highest bidder, using the opportunity to discover new rich veins of resources for their Kindred while getting paid in the process.
- 2 Wreck-wisened:** Having explored too many space hulks to count, the grizzled warriors of this kill team can traverse the most dangerous hulks and wrecks and still mark out the greatest prizes.
- 3 Broken League:** The Kin of this kill team hail from a League that no longer exists. They will do anything to see it restored to its former glory.
- 4 Van of the Prospect:** This kill team belong to a far-ranging Prospect, pushing the boundaries of known space and cultivating intelligence to further the cause of their Kindred.
- 5 Former Hernkyn:** These Hearthkyn Salvagers all once lived as Hernkyn, roaming widely throughout the galaxy and learning much of its places and peoples.
- 6 Rising Kindred:** This is a time of great prosperity for this kill team's League. Full of optimism for the future, they eagerly cross the stars, seeking to elevate their people even further.

BASE OF OPERATIONS

D6 LOCATION

- 1 Hekaton Land Fortresses:** Even small space hulks and shipwrecks are large constructs, and this kill team make use of heavy vehicles as mobile bases and storage facilities.
- 2 H3-C Recon Salvage Shelter Pack:** Specially designed for Hearthkyn Salvagers, these highly durable, portable shelters are easily set up, expanded and collapsed, containing everything they can expect to need on their operations.
- 3 Comet-class Scout Ship:** The Kin of this kill team possess their own Comet-class scout ship, which they use to find new targets and shadow them.
- 4 'We Need Only What We Carry, We Carry Only What We Need':** Strong, rugged individuals even among their own kind, these Hearthkyn Salvagers pride themselves on carrying everything they require on their backs.
- 5 Sagitaur Squadron:** This kill team employ Sagitaur for fast deployment to the greatest prizes, and to move heavy gear swiftly.
- 6 Hernkyn Hideaway:** The Kin of this kill team have discovered a disused Hernkyn hideaway from which to conduct their missions.

SQUAD QUIRK

D6 BOND

- 1 Sailed to Far-space:** The Kin of this kill team are viewed as reckless risk-takers by the rest of their Kindred.
- 2 Grudgeband:** These Hearthkyn Salvagers have experienced great betrayal and loss. They will not stop until the score is settled.
- 3 Adventurers:** Few things excite this kill team more than the prospect of another adventure far away from home, and being the first to find new treasures and seams of resources.
- 4 'That's not Kin':** Significant exposure to the wilds of the galaxy and the strange ways of other species have led the Kin of this kill team to regard the outside world with greater distrust.
- 5 Treasure Seekers:** With keen eyes for wealth and resources, these Hearthkyn Salvagers go wherever they expect to find the greatest haul.
- 6 'The Void is in Our Veins':** Even amongst their kind, this kill team are superb voidfarers and zero gravity fighters.

HEARTHKYRN SALVAGERS

NARRATIVE DATASLATE

Kill Team Name	Requisition Points	Asset Capacity	Spec Ops Log:
Player Name	Stash		Strategic Assets
Faction Keyword	Notes		
Selectable Keyword			
Base of Operations			
History			
Quirks			



HEARTHKYN SALVAGERS

NARRATIVE DATACARD

Operative

Rested Tally

Experience Points

Operative Type

Specialism



Battle Honours

Battle Scars

Notes



FELLGOR RAVAGERS - NARRATIVE DATACARD

Operative

Rested Tally

Experience Points

Operative Type

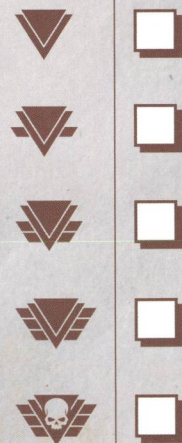
Specialism



Battle Honours

Battle Scars

Notes





HEARTHKYN SALVAGER

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](#).

KILL TEAM: GALLOWFALL

***Page 46, Hearthkyn Lokâtr, Early Detection ability**

Change the second sentence to read:

'In addition, enemy operatives cannot move [before the battle begins](#) (although your opponent can still select the Recon scouting option for the purpose of determining initiative).'

DESIGNER'S COMMENTARY

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

KILL TEAM: GALLOWFALL

For the **LUGGER** operative's **Re-equip** action:

Q: When reselecting weapon options, what are the restrictions?

A: Select as if it were the Select a Kill Team step of the mission sequence. For a **GUNNER** operative, you can't select a weapon you've already selected for the battle, even if the **GUNNER** operative that had it has been incapacitated.

*Q: If the friendly **HEARTHKYN SALVAGER** operative had the auto-calibrator equipment on their original weapon, what happens to it?*

A: They no longer have that equipment, even if they return to their original weapon with a subsequent **Re-equip** action.

For the **GUNNER** operative's Beam critical hit rule:

Q: When determining operatives along the beam line, is it operatives before the original target, after, or both?

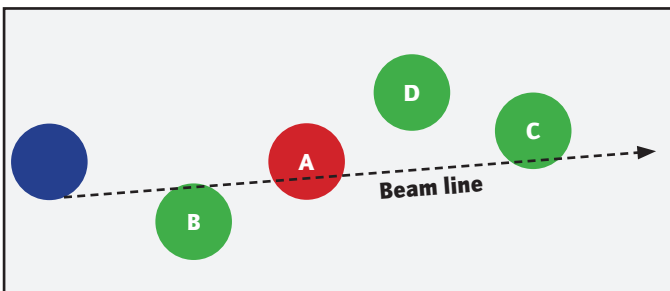
A: Both. See diagram below.

Q: Are mortal wounds inflicted on the original target?

A: No.

Q: When inflicting mortal wounds, do you roll a D3 for each operative separately?

A: Yes.



In this example, Operative A is the original target. Operatives B and C are along the beam line, but operative D is not.

THE BALANCE DATASLATE

Q2 2023

This document contains the collected Q2 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**), 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: SOULSHACKLE



EXACTION SQUAD

- * Add the following to Ruthless Efficiency ability: 'In addition, if the target is within  of another friendly **EXACTION SQUAD**  operative, that ranged weapon has the P1 critical hit rule for that shooting attack.'
- * Add 1 to Wounds characteristic of all operatives.
- * The following weapons gain the Lethal 5+ special rule: **R-VR CYBER-MASTIFF**'s mechanical bite; **MARKSMAN**'s executioner shotgun; **REVELATUM**'s scoped shotpistol.
- * Execution Order Tactical Ploy: 0+CP (costing 1 additional Command point for each previous time you've used it during the battle), and you can use it more than once.



KILL TEAM: GALLOWFALL

HEARTHKYN SALVAGER

- * Change Steady Advance ability: 'While a friendly **HEARTHKYN SALVAGER**  operative is performing a **Normal Move** action, add  to its Movement characteristic.'



KILL TEAM: ASHES OF FAITH

CHAOS CULT

- * **ICONARCH**'s Ruinous Invigoration ability: To a minimum of 3 (instead of 2).