

WARHAMMER
40,000
KILL TEAM



Kasrkin 

KASRKIN KILL TEAM

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



OPERATIVES

- 1 **KASRKIN SERGEANT** operative equipped with one of the following options:
 - Bolt pistol; power weapon
 - Hot-shot lasgun; gun butt
 - Hot-shot laspistol; power weapon
 - Plasma pistol; chainsword

- 9 **KASRKIN** operatives selected from the following list:
 - **KASRKIN COMBAT MEDIC**
 - **KASRKIN DEMO-TROOPER**
 - **KASRKIN GUNNER** equipped with a gun butt and flamer
 - **KASRKIN GUNNER** equipped with a gun butt and grenade launcher
 - **KASRKIN GUNNER** equipped with a gun butt and hot-shot volley gun
 - **KASRKIN GUNNER** equipped with a gun butt and meltagun
 - **KASRKIN GUNNER** equipped with a gun butt and plasma gun
 - **KASRKIN RECON-TROOPER**
 - **KASRKIN SHARPSHOOTER**
 - **KASRKIN TROOPER**
 - **KASRKIN VOX-TROOPER**

Other than **KASRKIN TROOPER** operatives, your kill team can only include each operative above once.

Your kill team can include no more than four **KASRKIN GUNNER** and **KASRKIN SHARPSHOOTER** operatives combined.

'WE ARE A TEAM, A FINELY HONED UNIT. EVERY SOLDIER HAS THEIR PART TO PLAY. EVERYONE AND EVERYTHING, HAS A PURPOSE. NO WEIGHT IS DEAD, NO ITEM OF EQUIPMENT OR MORSEL OF SUSTENANCE IS SUPERFLUOUS.'

- Kasrkin Sergeant Kolson Reeve

TAC OPS

KASRKIN

36

KASRKIN • TAC OPS

If your faction is **KASRKIN**, you can use the Kasrkin Tac Ops listed below, as specified in the mission sequence.

VITAL OBJECTIVE

Kasrkin - Faction Tac Op 1

Reveal this Tac Op in the Target Reveal step of any Turning Point after the first. If this Tac Op is revealed, at the end of the Target Reveal step of each Turning Point, select one objective marker that friendly operatives do not control to be your Vital objective marker until the start of the next Turning Point.

- At the end of any Turning Point, if friendly operatives control your Vital objective marker, you score 1VP.
- If you achieve the first condition at the end of any subsequent Turning Points, you score 1VP.

STAND FAST



Kasrkin - Faction Tac Op 2



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

- At the end of any Turning Point, if friendly operatives control two or more objective markers, and friendly operatives control more objective markers than enemy operatives control, you score 1VP.
- If you achieve the first condition at the end of any subsequent Turning Points, you score 1VP.

SECURE ZONE

Kasrkin - Faction Tac Op 3

You can reveal this Tac Op in the Target Reveal step of any Turning Point. If this Tac Op is revealed, at the end of the Target Reveal step of each Turning Point, place one of your Secure Zone tokens anywhere in the killzone that is more than  from your drop zone and within 2  horizontally of an enemy operative. At the start of the next Turning Point, remove that token.

- At the end of any Turning Point, if a friendly operative is within 2  horizontally of your Secure Zone token and no enemy operatives are within 2  horizontally of your Secure Zone token, you score 1VP.
- If you achieve the first condition at the end of any subsequent Turning Points, you score 1VP.

'I HAVE SEEN FEW IMPERIAL TROOPS WITH THE SAME LEVEL OF RUGGED DETERMINATION, TACTICAL EXCELLENCE, STRENGTH OF CHARACTER AND RESOLUTE FAITH AS THE KASRKIN.'

- Inquisitor Lown Merddok
of the Ordo Militarium



ABILITY

Below, you will find a common ability of the **KASRKIN** kill team.

ELITE

Kasrkin are highly disciplined, physically and mentally robust and extremely well-trained. Experts in a wide array of wargear, they can march for long distances carrying heavy equipment and arrive at their destination ready to fight with furious determination.

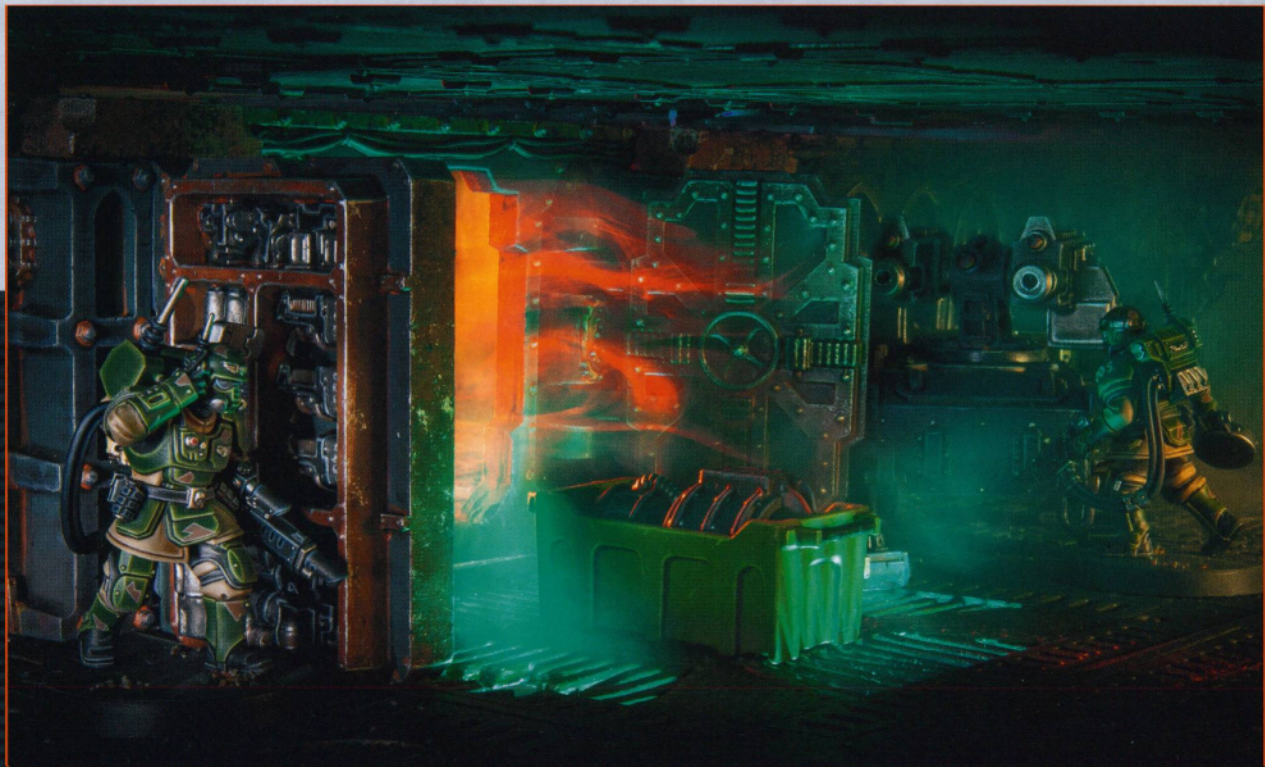
You start the battle with a pool of 10 Elite points and in each Strategy phase, add 2 elite points to your pool. Each time a friendly **KASRKIN** operative fights in combat or makes a shooting attack, in the Roll Attack Dice step of that combat or shooting attack, you can spend 1 or more of your Elite points to adjust one (and only one) of your dice. For each point you spend, add 1 to the dice result and reduce the number of Elite points in your pool by 1.

For example, a friendly **KASRKIN** operative makes a shooting attack. In the Roll Attack Dice step of that shooting attack, you roll four attack dice and the results are 1, 2, 4 and 6. You spend 2 Elite points to increase the result of one of your attack dice, modifying a 2 into a 4. Note that you cannot spend Elite points to modify more than one dice from the roll.



'WE HAVE THREE MINUTES TO STORM FOUR BUNKERS, KILL THE ESTIMATED THIRTY TO FORTY TRAITORS INSIDE AND BURN OR RECOVER EVERY SCRAP OF INTEL USABLE TO THE ENEMY, BEFORE THE MARAUDER SQUADRONS COME IN AND CARPET-BOMB THE WHOLE REGION. IT'S AN EASY ONE TODAY, GOOD FOR YOU GREENHORNS TO SEE HOW WE DO THINGS.'

- Kasrkin Sergeant Feodor Dansk



STRATEGIC PLOYS

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

ELIMINATION PATTERN 1CP

Until the end of the Turning Point, each time a friendly **KASRKIN** operative makes a shooting attack with a hot-shot weapon (excluding the Snipe profile) against a target that is not in Cover, that weapon gains the P1 critical hit rule for that shooting attack. A hot-shot weapon is a ranged weapon that includes 'hot-shot' in its name, e.g. hot-shot lasgun etc.

SAFEGUARD 1CP

Until the end of the Turning Point, each time a shooting attack is made against a friendly **KASRKIN** operative, if it is in Cover, you can re-roll any or all of your defence dice results of 1.

CLEARANCE SWEEP 1CP

Place one of your Clearance Sweep tokens anywhere in the killzone. Each time a shooting attack is made by a friendly **KASRKIN** operative within 2○ horizontally of that token against a target within 2○ horizontally of that token, in the Roll Attack Dice step of that shooting attack, you can spend 1 Elite point (pg 37) for free during that shooting attack (even if you don't have any in your pool). At the end of the Turning Point, remove that token.

REPOSITION 1CP

Select one friendly **KASRKIN** operative that is more than ■ from enemy operatives. That operative, and all other friendly **KASRKIN** operatives within ■ of that operative and more than ■ from enemy operatives, can immediately perform a free **Dash** action. You cannot use this Strategic Ploy during the first Turning Point.

TACTICAL PLOYS

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

COVER RETREAT 1CP

Use this Tactical Ploy when a friendly **KASRKIN** operative is activated. Until the end of that activation, while that operative is Visible to and within ◆ of another friendly **KASRKIN** operative that is not within Engagement Range of an enemy operative, that activated **KASRKIN** operative can perform the **Fall Back** action for one less action point (to a minimum of OAP).

NEUTRALISE TARGET 1CP

Use this Tactical Ploy after rolling attack dice for a shooting attack made by a friendly **KASRKIN** operative. If the target of that attack is not ready and either has an Engage order or is not in Cover, you can re-roll any or all of your attack dice for that shooting attack.

SEIZE THE INITIATIVE 1CP

Use this Tactical Ploy after rolling off to determine initiative. You can re-roll your dice.

FOR CADIA! 1CP

Use this Tactical Ploy when a friendly **KASRKIN** operative is activated. Until the end of the Turning Point:

- Add 1 to both Damage characteristics of a gun butt that operative is equipped with (if any).
- Each time that operative would lose a wound, roll one D6: on a 5+, that wound is not lost.

'THE MEANING OF VICTORY IS NOT TO MERELY DEFEAT YOUR ENEMY, BUT TO DESTROY HIM - TO COMPLETELY ERADICATE HIM FROM LIVING MEMORY, TO LEAVE NO REMNANT OF HIS ENDEAVOURS, TO CRUSH UTTERLY HIS ACHIEVEMENT AND REMOVE FROM ALL RECORD EVERY TRACE OF HIS EXISTENCE. FROM THAT DEFEAT NO ENEMY CAN EVER RECOVER. THAT IS THE MEANING OF VICTORY.'

- Lord Commander Solar Macharius

KASRKIN SERGEANT

Leaders of Kasrkin kill teams, sergeants are extremely skilled and experienced soldiers who lead from the front. They experience all the same hardships as those who follow them, and are unflappable figures of authority who know how to get the best out of their troops.



M	APL	GA
3 ●	2	1
DF	SV	W
3	4+	9

NAME	A	BS/WS	D	SR	!
⦿ Bolt pistol	4	3+	3/4	Rng ●	-
⦿ Hot-shot lasgun	4	3+	3/4	-	-
⦿ Hot-shot laspistol	4	3+	3/4	Rng ●	-
⦿ Plasma pistol	<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	Rng ●, AP1	-
- Supercharge	4	3+	5/6	Rng ●, AP2, Hot	-
✕ Chainsword	4	3+	4/5	Ceaseless	-
✕ Gun butt	3	3+	2/3	-	-
✕ Power weapon	4	3+	4/6	Lethal 5+	-

ABILITIES

Leadership: In each Strategy phase, add 2 Elite points (pg 37) to your pool.

UNIQUE ACTIONS

KASRKIN●, IMPERIUM, ASTRA MILITARUM, LEADER, KASRKIN SERGEANT



KASRKIN COMBAT MEDIC

Though the Kasrkin place great pride in being able to fight on, even if wounded, many kill teams include combat medics. These Kasrkin have additional training and equipment to treat the injured and return them to the fight as soon as possible.



M	APL	GA
3 ●	2	1
DF	SV	W
3	4+	8

NAME	A	BS/WS	D	SR	!
⦿ Hot-shot lasgun	4	4+	3/4	-	-
✕ Gun butt	3	4+	2/3	-	-

ABILITIES

Medic! Once per Turning Point, the first time another friendly KASRKIN● 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.

UNIQUE ACTIONS

Combat Stimms (1AP): Select one friendly KASRKIN● 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 Medic! ability during the same Turning Point. This operative cannot perform this action while within Engagement Range of an enemy operative.

KASRKIN●, IMPERIUM, ASTRA MILITARUM, MEDIC, KASRKIN COMBAT MEDIC



KASRKIN DEMO-TROOPER

Clad in heavier armour and carrying a devastating melta mine, these Kasrkin serve in a necessary but incredibly dangerous role. It is their job – often under enemy fire – to place, prepare and detonate a melta mine, blasting their way into an armoured bunker or through fortress walls.



M **APL** **GA**

3 ● 2 1

DF **SV** **W**

3 4+ 8

NAME	A	BS/WS	D	SR	!
☉ Hot-shot laspistol	4	4+	3/4	Rng	-
☉ Melta mine	4	2+	4/2	AP2, Proximity*	MW3
✕ Gun butt	3	4+	2/3	-	-

ABILITIES

Blast Padding: Each time a shooting attack is made against this operative, if the ranged weapon has the Blast special rule, or makes a shooting attack against each operative within range of a specified point (e.g. melta mine), in the Roll Defence Dice step of that shooting attack, you can re-roll any or all of your defence dice. In addition, this operative is unaffected by the Splash X critical hit rule, unless it is selected as the target of the shooting attack.

***Proximity:** The first time an enemy operative moves within ● of this operative's Melta Mine token, make a shooting attack against each operative within ● of that token with this weapon (even if this operative is not in the killzone, and ignore all Ballistic Skill modifiers).

When making those shooting attacks, those operatives are always valid targets and cannot be in Cover. At the end of those shooting attacks, remove that token. An operative cannot make a shooting attack with this weapon by any other means, or if its Melta Mine token is not in the killzone.

UNIQUE ACTIONS

Plant Melta Mine (1AP): Place your Melta Mine token in a location Visible to and within ▲ of this operative and more than ● from enemy operatives. This operative can only perform this action once, and cannot perform this action while within Engagement Range of an enemy operative.



KASRKIN GUNNER

These specialists receive additional training in using a range of different weapons, whether they be flammers for burning foes from cover, hot-shot volley guns for scything through enemy heavy infantry, or meltaguns for burning into the toughest armour.



M	APL	GA
3 ●	2	1
DF	SV	W
3	4+	8

NAME	A	BS/WS	D	SR	!
☉ Flamer	5	2+	2/2	Rng ●, Torrent ●	-
☉ Grenade launcher	<i>Each time this weapon is selected to make a shooting attack with, select one of the profiles below to use:</i>				
- Frag	4	4+	2/4	Blast ●	-
- Krak	4	4+	4/5	AP1	-
☉ Hot-shot volley gun	5	4+	3/4	Fusillade	P1
☉ Meltagun	4	4+	6/3	Rng ●, AP2	MW4
☉ Plasma gun	<i>Each time this weapon is selected to make a shooting attack with, select one of the profiles below to use:</i>				
- Standard	4	4+	5/6	AP1	-
- Supercharge	4	4+	5/6	AP2, Hot	-
✕ Gun butt	3	4+	2/3	-	-

ABILITIES

UNIQUE ACTIONS

KASRKIN●, IMPERIUM, ASTRA MILITARUM, KASRKIN GUNNER



KASRKIN RECON-TROOPER

With their advanced auspex systems, these Kasrkin are the eyes and ears of their kill teams. They can detect enemy troops and ambushes from significant distances, and can scan local terrain and analyse ambient sounds for dangers.



M	APL	GA
3 ●	2	1
DF	SV	W
3	4+	8

NAME	A	BS/WS	D	SR	!
☉ Hot-shot lasgun	4	4+	3/4	-	-
✕ Gun butt	3	4+	2/3	-	-

ABILITIES

Reconnoitre Killzone: In the Scouting step, after resolving your selection, you can resolve an additional Recon option (even if you have already selected that option). Initiative is still determined by your original selection. If both players have this or a similar ability, the Defender resolves this ability first.

UNIQUE ACTIONS

Warden Auspex (1AP): Select one enemy operative. Until the end of the Turning Point, each time a friendly KASRKIN● operative makes a shooting attack against that enemy operative, the ranged weapon that friendly operative is equipped with gains the No Cover special rule for that shooting attack, and that enemy operative is not treated as being in Cover for the specified Cover purposes of the Elimination Pattern Strategic Ploy and Neutralise Target Tactical Ploy (pg 38). This operative cannot perform this action while within Engagement Range of an enemy operative.

KASRKIN●, IMPERIUM, ASTRA MILITARUM, KASRKIN RECON-TROOPER



KASRKIN SHARPSHOOTER

These patient, keen-eyed Kasrkin are skilled snipers. With their hot-shot marksman rifles they can kill key targets and provide covering fire for the rest of their kill team. Thanks to their camo cloaks, Sharpshooters can infiltrate contested areas and remain hidden for protracted periods.



M	APL	GA
3 ●	2	1

DF	SV	W
3	4+	8

NAME	A	BS/WS	D	SR	!
☉ Hot-shot marksman rifle <i>Each time this weapon is selected to make a shooting attack with, select one of the profiles below to use:</i>					
- Sharpshot	4	3+	3/4	-	-
- Snipe	4	2+	3/3	Heavy, Silent	MW3
✕ Gun butt	3	4+	2/3	-	-

ABILITIES

Camo Cloak: 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

KASRKIN☉, IMPERIUM, ASTRA MILITARUM, KASRKIN SHARPSHOOTER



KASRKIN TROOPER

The rank and file of Kasrkin squads, these soldiers are consummate professionals. Many have seen action in the harshest of killzones and emerged victorious.



M	APL	GA
3 ●	2	1

DF	SV	W
3	4+	8

NAME	A	BS/WS	D	SR	!
☉ Hot-shot lasgun	4	4+	3/4	-	-
✕ Gun butt	3	4+	2/3	-	-

ABILITIES

Elite Trooper: Each time this operative makes a shooting attack, you can spend 1 Elite point (pg 37) for free during that shooting attack (even if you don't have any in your pool).

UNIQUE ACTIONS

KASRKIN☉, IMPERIUM, ASTRA MILITARUM, KASRKIN TROOPER



KASRKIN VOX-TROOPER

Carrying advanced vox systems, these Kasrkin are their kill team's link with higher command. It is their job to relay orders and intelligence between senior officers and their comrades, all of whom wear their own vox-links for quick, intra-squad communication.



M	APL	GA
3 ●	2	1

DF	SV	W
3	4+	8

NAME	A	BS/WS	D	SR	!
☉ Hot-shot lasgun	4	4+	3/4	-	-
✕ Gun butt	3	4+	2/3	-	-

ABILITIES

UNIQUE ACTIONS

Battle Comms (1AP): Select one friendly **KASRKIN** operative in the killzone. Add 1 to its APL. This operative can perform this action twice during its activation, but cannot perform this action while within Engagement Range of an enemy operative.

KASRKIN, IMPERIUM, ASTRA MILITARUM, KASRKIN VOX-TROOPER



EQUIPMENT

KASRKIN 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.


FOREGRIP [1EP]

Operative equipped with a hot-shot lasgun only. The operative gains the following ability for the battle:

Foregrip: Each time this operative performs an **Overwatch** action, for that action's shooting attack, do not worsen the Ballistic Skill characteristic of a hot-shot lasgun it is equipped with as a result of performing an **Overwatch** action.

LONG-RANGE SCOPE [2EP]

Operative equipped with a hot-shot lasgun or hot-shot marksman rifle only. The hot-shot lasgun or hot-shot marksman rifle the operative is equipped with gains the following critical hit rule for the battle:

Long-range Scope: Each time a friendly operative makes a shooting attack with this weapon against a target more than  from it, in the Roll Attack Dice step of that shooting attack, if you retain any critical hits, this weapon gains the No Cover special rule for that shooting attack.

ADRENALINE SHOT [1EP]

The operative gains the following ability for the battle:



Adrenaline Shot: Once per battle, when this operative is activated, you can use this ability. If you do so, until the end of the activation, you can ignore any or all modifiers to this operative's APL and Movement characteristics.

FRAG GRENADE [2EP]

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

Name	A	BS	D
Frag grenade	4	3+	2/3

Special Rules


Rng , Blast , Indirect, Limited

KRAK GRENADE [3EP]

The operative is equipped with the following ranged weapon for the battle. It cannot make a shooting attack with this weapon by performing an **Overwatch** action:

Name	A	BS	D
Krak grenade	4	3+	4/5



Special Rules

Rng , AP1, Indirect, Limited

DECOY GRENADE [2EP]

The operative can perform the following action during the battle:



DECOY GRENADE 1AP

Select one point in the killzone within  of this operative. Roll one D6 for each operative within 2  of that point, subtracting 1 from the result if that operative is not Visible to this operative. On a 4+, until the end of the Turning Point, that operative cannot perform **Guard** (pg 75) or **Overwatch** actions (if they are already on guard, they are no longer on guard). This operative can only perform this action once, and cannot perform this action while within Engagement Range of an enemy operative.

STUN GRENADE [3EP]

The operative can perform the following action during the battle:

STUN GRENADE 1AP

Select one point in the killzone within  of this operative. Roll one D6 for each operative within  of that point, subtracting 1 from the result if that operative is not Visible to this operative. On a 4+, subtract 1 from that operative's APL. This operative can only perform this action once, and cannot perform this action while within Engagement Range of an enemy operative.

COMBAT BLADE [1EP]

This operative is equipped with the following melee weapon for the battle. Both its Damage characteristics benefit from the For Cadia! Tactical Ploy

Name	A	WS	D
Combat Blade	3	4+	3/4

KASRKIN SPEC OPS RULES




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

BATTLE HONOURS

Each time a **KASRKIN** operative gains a Battle Honour, instead of determining one from its specialism, you can determine one from the Kasrkin 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).



KASRKIN SPECIALIST

D6	Battle Honour
1	War-hardened: The first time an enemy operative is incapacitated by this operative in each battle, add 1 Elite point (pg 37) to your pool.
2	Vengeful: Each time this operative fights in combat or makes a shooting attack against an enemy operative that does not have the IMPERIUM keyword, before rolling your attack dice, you can retain one as a successful normal hit without rolling it.
3	Resolute: While this operative is carrying or within  of an objective marker, 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.
4	Kill shot: Select one of the ranged weapons this operative is equipped with (if the weapon has more than one profile, select one of those profiles). Add 1 to its Critical Damage characteristic.
5	Sharp Instincts: Each time this operative makes a shooting attack, enemy operatives must be more than 2  (instead of ) from this operative to be in Cover.
6	Independent Equipment: Before the battle, when selecting equipment from your stash, you can select one item of equipment to equip this operative with for one less equipment point (to a minimum of OEP).



RARE EQUIPMENT

Each time you would determine an item of rare equipment to add to your stash, if your faction is **KASRKIN**, 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. PLASTEEL ARMOUR ENHANCEMENT [1EP]

KASRKIN DEMO-TROOPER operative only. The operative gains the following ability for the battle:

Plasteel Armour Enhancement: Each time a shooting attack is made against this operative, in the Resolve Successful Hits step of that shooting attack, each time an attack dice would inflict Critical Damage on this operative, you can choose for that attack dice to inflict Normal Damage instead.

2. TACTICAL VOX-NET [3EP]

KASRKIN VOX-TROOPER operative only. The operative gains the following ability for the battle:

Tactical Vox-net: At the end of each Roll Attack Dice step, roll one D6 for each Elite point you spent in that step. On a 6, you gain 1 Elite point.

3. MEMENTO OF CADIA [4EP]

The operative gains the following ability for the battle:

Memento of Cadia: Once during the battle, when this operative is activated, you can use this ability. If you do so, until the end of its activation, this operative can perform two **Shoot** actions during its activation.

4. DIAGNOSTICATOR [2EP]

KASRKIN COMBAT MEDIC operative only. The operative gains the following ability for the battle:

Diagnosticator:

- Each time this operative performs the **Combat Stimms** action (pg 39), the friendly operative selected regains D3+3 lost wounds (instead of 2D3).
- After the battle, in the Update Dataslates step, if this operative was not incapacitated during the battle, you can re-roll two Casualty tests as a result of this **MEDIC** operative, rather than one.

5. EMPEROR'S LIGHT [3EP]

Operative equipped with a hot-shot lasgun only. The hot-shot lasgun the operative is equipped with gains the AP1 special rule for the battle.

6. KASRKIN SURVEYOR [2EP]

KASRKIN RECON-TROOPER operative only. The operative gains the following ability for the battle:

Kasrkin Surveyor: 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 OAP).

LOOK TO YOUR BATTLE GEAR AND IT WILL PROTECT YOU

- WE GUARD IT WITH OUR LIVES -

YOUR ARMOUR IS YOUR SOUL, AND YOUR SOUL'S DEDICATION ITS ARMOUR

- THE SOUL OF A WARRIOR IS THE SHIELD OF HUMANITY -

HONOUR THE CRAFT OF DEATH

- ONLY THE EMPEROR IS HIGHER IN OUR DEVOTION -

HONOUR THE BATTLE GEAR OF THE DEAD

- WE ASK ONLY TO SERVE -

- Part of the Warrior's Catechism of Worship

STRATEGIC ASSETS

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

MISSION COMMAND

As an elite combat unit, the Kasrkin are often free to determine their attack plans as appropriate. Their mission command is a trove of tactical data, intel and reconnaissance information.

You start each battle with D3 additional Elite points (pg 37).

FIELD RECOVERY UNIT

An automated medical field unit can swiftly diagnose and treat wounds, aiding the recovery of soldiers. In the event of serious injury, however, it is no replacement for prolonged professional care.

After the battle, in the Update Dataslates step, when making Recovery tests for friendly **KASRKIN** operatives, roll one additional D6 and select which D6 to use for that test. The first time a Recovery test is failed in that step, however, you cannot use this strategic asset again until the next game.

SHRINE TO LOST CADIA

A collection of memories, relics and mementos of their lost home world acts as a constant reminder of the Kasrkin's pain, shame and suffering, but equally inspires them to fight on and ignore their afflictions.

Friendly **KASRKIN** operatives can earn no more than 4XP from each battle as a result of a passed Casualty test (instead of 3XP). In addition, when determining Battle Scars for friendly **KASRKIN** operatives, they are treated as having one less Battle Scar for the purposes of modifying the dice result, and treat the Cerebral Affliction Battle Scar (see the Kill Team Core Book) as a passed Casualty test instead.



REQUISITIONS

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

ASSESS AND OPTIMISE 1RP

When the kill team is assigned to a new operation, they assess and optimise their operating parameters to maximise success.

Purchase this Requisition before a game, when your kill team is assigned to a Spec Op. You can immediately use the Asset Acquired and Equipment Drop Requisitions (see the Kill Team Core Book) once each without spending any additional Requisition points. You cannot use this Requisition again until your kill team is assigned to a new Spec Op.

DEEDS OF THE FALLEN 1RP

When a member of the kill team is slain, they are honoured by their fellow Kasrkin. The deeds of the fallen are recorded so the history of the Cadians can live on, even though their home is now gone.

Purchase this Requisition when a friendly **KASRKIN** operative gains a Battle Scar and is slain. Each other friendly **KASRKIN** operative on your dataslate earns 1XP.

ELITE COMPATRIOTS 2RP

Kasrkin units that have suffered significant casualties are often merged with other units to ensure that squads are at full strength. Though rivalries are common amongst such kill teams, when all is said and done they are all Kasrkin, and the mission always comes first.

Purchase this Requisition when you add a friendly **KASRKIN** operative to your dataslate. That operative earns 6XP.

'DEATH IS ALWAYS WITH US. IT IS A CONSTANT COMPANION, SOMETIMES CHOOSING TO BE FRIEND, SOMETIMES CHOOSING TO BE FOE. WE CANNOT CHANGE IT, OR DETERMINE WHICH. ALL WE CAN DO IS INFLUENCE IT. WE DO THAT THROUGH TRAINING, TRAINING AND TRAINING AGAIN.'

- Kasrkin Gryf Kolson

SPEC OPS

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



NEUTRALISE THREAT

A substantial enemy presence has developed in the sector, with regular offensives hampering Imperial efforts. The Kasrkin have been authorised to rapidly engage and neutralise the threat.

OPERATION 1: ENGAGE ON SIGHT

Destroy the enemy the moment they are encountered.

Complete five games in which you scored victory points from the 'Secure Zone', 'Execution' and/or 'Rout' Tac Op.

OPERATION 2: CRIPPLE BASE

The foe's movements have been subdued. The Kasrkin now advance to capture a key base of operations and rout their enemy entirely.

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

COMMENDATION

- You gain one Requisition point.
- You can distribute up to 5XP across the operatives on your dataslate (this is not affected by a passed Casualty test).
- 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 a 'Purge Order' Spec Op.

SPECIAL FORCES

As highly capable specialists, Kasrkin are able to operate at the very pinnacle of what is possible for an unaugmented Human. They have been called in to complete a complex operation with multiple elements.

OPERATION 1: ADVANCED WARFARE

The kill team must conduct a series of missions, succeeding in all lest the operation be a failure.

Complete at least six games and score victory points from every Tac Op of an archetype of your choosing.

COMMENDATION

- You gain two Requisition points.
- You can distribute up to 5XP across the operatives on your dataslate (this is not affected by a passed Casualty test).
- After the battle, all friendly operatives pass Casualty and Recovery tests.

SPEC OPS BONUS

None.

NAMES AND DEMEANOURS

This section is a tool to help you determine the names of your Kasrkin operatives, the title of your kill team and your kill team's quirks and background. 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.

20

OPERATIVE NAMES

If you wish to randomly generate a name for one of your Kasrkin, you can roll a D66 and consult the table below. 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.

D66 KASRKIN NAME

11	Jens
12	Karsk
13	Otwin
14	Hekler
15	Reeve
16	Pavlo
21	Hektor
22	Ogan
23	Thenmann
24	Kyser
25	Erlen
26	Raphe
31	Creed
32	Ackerman
33	Mattias
34	Mortens
35	Dansk
36	Feodor
41	Tomas
42	Kolson
43	Vance
44	Pask
45	Niems
46	Gryf
51	Willem
52	Sonnen
53	Echter
54	Farestein
55	Dekker
56	Graf
61	Arvans
62	Viers
63	Kolm
64	Bask
65	Vesker
66	Henker

KILL TEAM NAMES

The vast majority of Kasrkin kill teams are known by their squad designation number, which represents where they sit within the organisational hierarchy of their companies – for example, Squad 3, 5th Squad or Squad IV. Others, while likely having an official designation, may be named according to their sergeant, like Squad Dekker or Squad Feodor. To generate a name for your sergeant, and thus your kill team, roll on the Operative Names Generator to the left, pick a favourite from the list of options or make up a new name of your choice. Kasrkin squads and kill teams may acquire nicknames amongst the wider company because of the reputation they have earned, e.g. Kolson's Diehards, Reeve's Yompers or Dansk's Raiders. Some become the chosen weapon of a commander who always selects them for the most important missions, later becoming known by such nicknames as The Colonel's Blade, Pask's Chosen or Thenmann's Firsts.

SQUAD QUIRK

D6 TRAIT

- 1 Parade Ground Drilled:** These Kasrkin maintain high standards of discipline and efficiency at all times, their equipment and uniforms in perfect condition.
- 2 Survivors of Cadia:** These Kasrkin fought on Cadia until its fall. The defeat brings much shame to them, yet grants them determination to never fail in such a way again.
- 3 Faithful:** These Kasrkin possess an unshakeable faith in the Emperor, bordering on fanatical zealotry.
- 4 A Cut Above the Rest:** This kill team contains elite fighting troops, among the best in all the Imperium. These Kasrkin know it, disdaining most other soldiers.
- 5 Iron-hard Killers:** The Kasrkin of this kill team can truthfully claim to have killed Heretic Astartes, and are held in awe by their fellows for this achievement.
- 6 Diehards:** Stubborn to the last, these Kasrkin don't yield unless given no other choice. Many foes putting this to the test haven't survived to tell the tale.

BACKGROUND

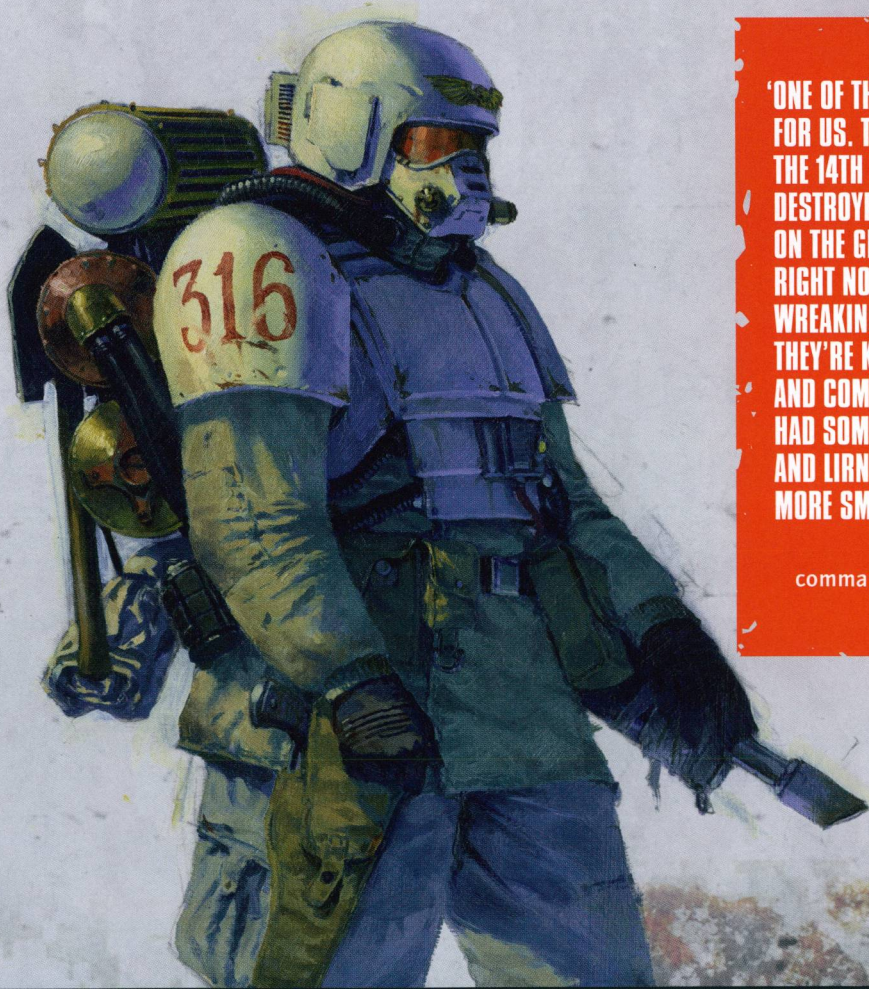
D6 WAR STORY

- 1 Elite Guards:** This kill team have served as the bodyguards to senior ranking Astra Militarum officers.
- 2 Hardened Veterans:** These Kasrkin have fought and bled on battlefields uncounted. Highly experienced, little phases them while at war.
- 3 Forward Ops Experts:** The Kasrkin of this kill team are highly trained for rapid movement, close-quarters combat and reconnaissance operations far beyond their own front lines.
- 4 Whiteshield Corps:** These Kasrkin came up through the Cadian Whiteshield Corps together, forming an extremely tight bond over many years of tough training.
- 5 Cadian Through and Through:** Every Kasrkin in this squad is a Cadian by birth. They have no time for soldiers not hailing from their world joining Cadian regiments, whether through a sense of superiority or not wanting the burden of their failure to save their world to be taken on by any other.
- 6 Sappers:** These Kasrkin have earned a reputation as bunker busters and siege warfare experts, bravely storming enemy positions to force breaches in walls and shatter strongpoints.

BASE OF OPERATIONS

D6 LOCATION

- 1 Chimeras:** This kill team has a number of personal Chimeras rigged for all the squad's needs, including conducting long-distance operations far from Imperial lines.
- 2 Valkyries:** This Kasrkin kill team has an open-ended requisition to make use of Valkyries, sanctioned by a patron officer. Their Aeronautica crew have become comrades in arms to the kill team, prepping their craft to respond at a moment's notice to deliver and extract the Kasrkin from mission to mission.
- 3 Under the Stars:** These Kasrkin carry everything they need with them, relying on Cadian strength and will. They never stay in one place for long, establishing only rough camps before moving on.
- 4 Barracks:** This kill team's barracks has been outfitted to suit the needs of a Kasrkin squad who perform all manner of dangerous missions against varying targets.
- 5 Forward Operating Base:** These Kasrkin have established a forward operating base miles from friendly positions. From here they can strike at the enemy and then return to a place of relative safety.
- 6 Wild Lair:** Whether a hidden cave, well-camouflaged forest grove, underground bunker or ruined sanctuary, this kill team have established a hidden base of operations far from their own front lines.



'ONE OF THEIR SQUADS OPENED THE HARGLE PASS FOR US. THREE MORE RESCUED THAT COMPANY OF THE 14TH TRAPPED ON HILL 338. A COUPLE MORE DESTROYED EIGHTY-THREE GREENSKIN AIRCRAFT ON THE GROUND AT ONE OF THE XENOS' BASES. RIGHT NOW, I'VE GOT ABOUT TWO DOZEN TEAMS WREAKING HAVOC ACROSS THE BATTLEFRONT. THEY'RE KILLING ORKS, FEEDING US INTELLIGENCE AND COMPLETING EVERY TASK. WERE THAT I ALWAYS HAD SOME OF THESE TROOPS TO HAND. THE TARNIS AND LIRNEL III CAMPAIGNS WOULD HAVE GONE MUCH MORE SMOOTHLY.'

- General Mattias Ackerman,
commander of the Cadian Shock Troopers III Corps

KASRKIN – NARRATIVE DATASLATE

Kill Team Name

Requisition Points

Asset Capacity

Spec Ops Log:

Player Name

Faction Keyword

Stash

Strategic Assets

Selectable Keyword

Base of Operations

History

Quirks

Notes

NARRATIVE DATACARD

Operative

Rested Tally

Experience Points

Operative Type

Specialism



Battle Honours

Battle Scars

Notes



120

NARRATIVE DATACARD

Operative

Rested Tally

Experience Points

Operative Type

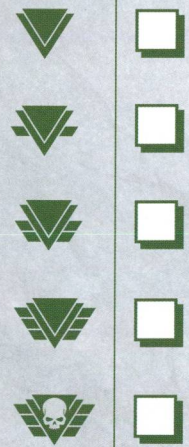
Specialism



Battle Honours

Battle Scars

Notes





KASRKIN

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: SHADOWVAULTS

Page 40, Kasrkin Demo-trooper, Plant Melta Mine action

Add the following to the relevant part of the first sentence:

'Place your Melta Mine token [in a location Visible to and](#) within  of this operative and more than  from enemy operatives.'

***Page 40, Kasrkin Demo-trooper, Proximity special rule**

Change the bracketed part of the first sentence to read:

'(even if this operative is not in the killzone, [and ignore all Ballistic Skill modifiers](#))'

THE BALANCE DATASLATE

Q1 2023

This document contains the collected Q1 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).



SEASON TWO



KILL TEAM: INTO THE DARK

FARSTALKER KINBAND

- Operative selection: Can take 1 additional operative (not a Kill-broker).
- **KROOT BOW HUNTER's** accelerator bow: Improve BS characteristic by 1 (all profiles).
- **KROOT PISTOLIER's** dual kroot pistols: Improve BS characteristic by 1.
- **KROOT LONG SIGHT's** kroot hunting rifle: Improve BS characteristic by 1.
- Cut-throats Strategic Ploy: To a maximum of 5 Attacks (instead of 4).
- Change the EP of equipment as follows: Meat [1EP], Trophy [3EP].
- Add the following to Rogue ability: 'In addition, each time a shooting attack is made against this operative, the No Cover special rule has no effect for that shooting attack.'


IMPERIAL NAVY BREACHER

- * Add the following to Blitz Tactical Ploy: 'If you do either, you cannot re-roll the remaining attack dice.'
- * **NAVIS GRENADIER** operative: Delete final sentence of Grenadier ability.
- * Brace for Counter-Attack Strategic Ploy: To a minimum of 3 (instead of 2).



INTERCESSION SQUAD




INTERCESSION SQUAD

- * Durable Chapter Tactic: Updated in **INTERCESSION SQUAD**  army list (Warhammer Community download).



KILL TEAM: SHADOWVAULTS

HIEROTEK CIRCLE

- * Reanimation Protocols ability: Resolve before Living Metal ability, operatives regain D3+3 lost wounds and can instead be placed within  of that reanimation token (but not within Engagement Range of enemy operatives) with an order of your choice.
- * **PLASMACYTE ACCELERATOR's** **Accelerate** action: OAP and within  (instead of .
- * **PLASMACYTE REANIMATOR's** Reanimation Beam ability: Do not subtract 1 from this operative's APL for doing so.
- * **CRYPTTEK, DESPOTEK** and **APPRENTAK** operatives: Add 2 to Wounds characteristic and improve BS/WS characteristic of weapons on their datacard by 1.
- * **CRYPTTEK's** **Command** action and **DESPOTEK's** **Demand** action: OAP.
- Commence Reanimation Tactical Ploy: OCP.
- **Phase Oculars** action (equipment): OAP.
- * **CRYPTTEK's** **Cryptek** actions: Change all instances of 'the end of the Turning Point' and 'the start of the next Turning Point' to 'the start of this operative's next activation, if it's incapacitated, or if another friendly operative performs this action (whichever comes first)'.

KASRKIN

- * Add 1 to Wounds characteristic of all operatives.
- * Add the following to Elite ability: 'In each Strategy phase, add 2 elite points to your pool.'
- * Add the following equipment:

COMBAT BLADE

1EP

This operative is equipped with the following melee weapon for the battle. Both its Damage characteristics benefit from the For Cadia! Tactical Ploy.

Name	A	WS	D
Combat blade	3	4+	3/4