



Hearthkyn Salvagers



Ion Blaster	4	3+	3/4
Concussion Gaultlet	4	4+	5/6

Eye of the Ancestors: Once in each Strategy phase, when you would use a Strategic Play 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.



Ion Blaster	4	3+	3/4
Plasma Sword	4	3+	4/6

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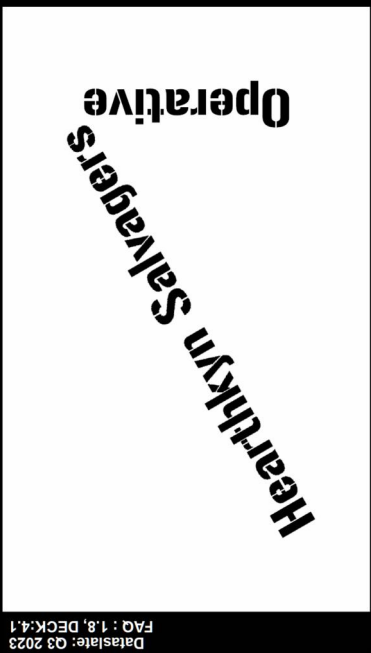


Ion Blaster	4	3+	3/4
Plasma Axe	4	3+	5/5

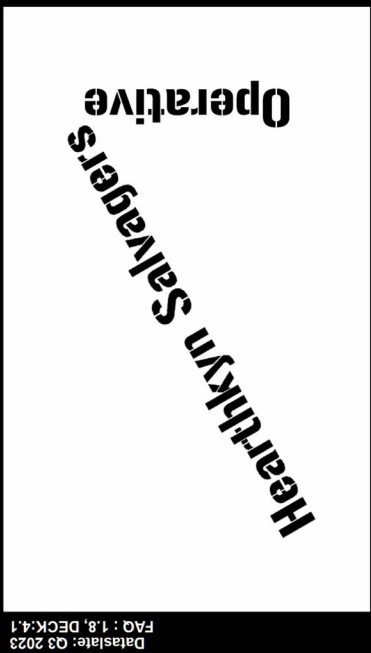
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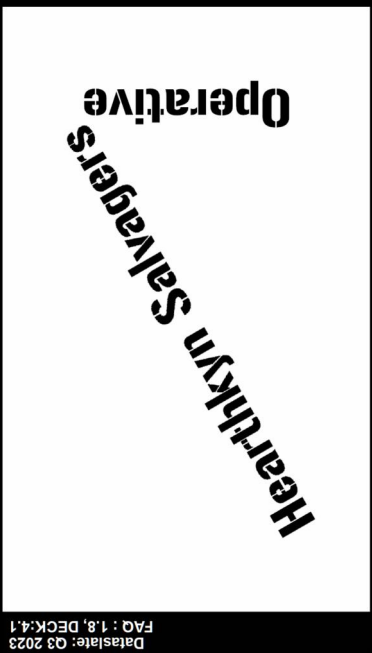
Hearthkyn Salvagers



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HEARTHKYN THEYN

M

APL

GA

2

2

1

DF

SV

W

3

3+

9

EtaCarn Plasma Pistol	4	4+	3/5
AP1 Rng			
Concussion Gaultlet	4	4+	5/6
			! Stun

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.

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3+

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EtaCarn Plasma Pistol	4	4+	3/5
AP1 Rng			
Plasma Sword	4	3+	4/6
Lethal 5+			

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Plasma Axe	4	3+	5/5

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.

HEARTHKYN DOZR

M

APL

GA

2

2

1

DF

SV

W

3

3+

8

Autoch Bolt Pistol	4	4+	3/4
Ceaseless Rng			
Concussion Knux	4	3+	4/4
Ceaseless Lethal 5+			! Stun

Knux Smash (1AP)
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.

Operative
Heartkhyn Salvagers

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HEARTHKYN FIELD MEDIC



M	APL	GA
2	2	1
DF	SV	W
3	3+	8

Bolt Revolver	4	4+	3/5
Rng			
Plasma Knife	4	3+	3/5
Lethal 5+			

Combat Surgery
Medipack (1 AP): 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 GRENAДИER




M	APL	GA
2	2	1
DF	SV	W
3	3+	8

Autoch Bolt Pistol	4	4+	3/4
Rng			
C8 Charge	4	3+	4/6
Rng 2 Blast AP1 Indirect Limited			
Fists	3	4+	2/3

Váyr-3 Utility Grenade (1AP)

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 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.

HEARTHKYN GUNNER



M	APL	GA
2	2	1
DF	SV	W
3	3+	8

EtaCarn plasma beamer	4	4+	4/6
AP2 Beam			
Fists	3	4+	2/3

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.

HEARTHKYN GUNNER



M	APL	GA
2	2	1
DF	SV	W
3	3+	8

HYLas Auto Rifle	4	4+	3/4
Relentless			! Rending
Fists	3	4+	2/3

Operative

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HEARTHKYN GUNNER



M	APL	GA
2	2	1
DF	SV	W
3	3+	8

HYLas Rotary Cannon	6	4+	3/5
Ceaseless Fusillade Heavy Scan			
Fists	3	4+	2/3

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

HEARTHKYN GUNNER



M	APL	GA
2	2	1
DF	SV	W
3	3+	8

Magna Rail Rifle	4	4+	5/4
AP2 Unwieldy			! MW3
Fists	3	4+	2/3

HEARTHKYN GUNNER



M	APL	GA
2	2	1
DF	SV	W
3	3+	8

L7 Launcher Blast	4	4+	3/5
Blast			
Focussed	4	4+	5/6
AP1			
Fists	3	4+	2/3

HEARTHKYN JUMP PACK



M	APL	GA
2	2	1
DF	SV	W
3	3+	8

Autoch Bolt Pistol	4	4+	3/4
Ceaseless Rng			
Plasma Axe	4	3+	5/5

Fly
Force Impact: Each time this operative performs a arge action, its melee weapons gain the Brutal special rule until the end of the activation.
Boost (2AP):
► 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)

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HEARTHKYN KINLYNX



M	APL	GA
2	2	1
DF	SV	W
3	3+	8

Ion Blaster	4	4+	3/4
P1			
Fists	3	4+	2/3

Relay (1AP): Select one friendly HEARTHKYN SALVAGER operative Visible to and within 1 of this operative. Add 1 to its APL. This operative cannot perform this action while within Engagement Range of an enemy operative.

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 enemy operative is activated, remove its System Jam token. This operative cannot perform this action while within Engagement Range of an enemy operative.

HEARTHKYN KOGNITAAR



M	APL	GA
2	2	1
DF	SV	W
3	3+	8

Ion Blaster	4	4+	3/4
P1			
Fists	3	4+	2/3

Tactician

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 LOKATR



M	APL	GA
2	2	1
DF	SV	W
3	3+	8

Ion Blaster	4	4+	3/4
P1			
Fists	3	4+	2/3

Early Detection

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 3 of that token, that friendly operative's ranged weapon gains the No Cover special rule that shooting attack. This operative cannot perform this action while within Engagement Range of an enemy operative.

HEARTHKYN LUGGER



M	APL	GA
2	2	1
DF	SV	W
3	3+	8


Ion Blaster	4	4+	3/4
P1			
Fists	3	4+	2/3

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 OAP).

Re-equip (1AP): Reselect the weapon options of one friendly HEARTHKYN SALVAGER operative Visible to and within 1 of this operative. This operative cannot perform this action while within Engagement Range of an enemy operative.

HEARTHKYN WARRIOR



M	APL	GA
2 ②	2	1
DF	SV	W
3	3+	8

Ion Blaster

P1

Fists

4	4+	3/4
3	4+	2/3

(2) EXCAVATE

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 ⑥ 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 0AP); this is not cumulative with the LUGGER operatives I've Got It ability). An operative cannot perform the Excavate action while within Engagement Range

Action on point and control

Excavation token has already been

(3) RIG SITE

Reveal this tac op in the Target Reveal step of any turning point.

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

A rigging point IS a terrain feature more than ⑥ 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 ① 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 are within Engagement Range of an enemy operative

Action on Vantage with Buddv

(1) SETTLE GRUDGES

You can reveal thts 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 1 VP
- If you add the third mark to your Settle Grudges tally, you score 1 VP

Kill Grudge Tokens

Operative

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Tac Op

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Tac Op

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Tac Op

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KNUX SMASH

Abilities

Knux Smash (1AP): Select one enemy operative within this operatives Engagement Range. You can move that enemy operative up to **3**, then it suffers D3+1 mortal wounds. If the D3 result is a 3, subtract 1 from that enemy operatives 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 another operatives base, or through a terrain feature (unless it has the Insignificant trait).

HEARTHKYN DOZR

EARLY DETECTION

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 as a result of the Recon scouting option (although this option can still be selected to determine initiative as normal).

HEARTHKYN LOKATOR

COMBAT SURGERY

Abilities

Combat Surgery: Once per Turning Point, the first time another friendly HEARTHKYN SALVAGER operative would be incapacitated while Visible to and within **3** 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 **1** of this operative. Subtract 1 from both operatives' APL.

HEARTHKYN FIELD MEDIC

VAYR-3 UTILITY GRENADE (1/3)

Abilities

Vayr-3 Utility Grenade (1AP): Place a Utility Grenade token within **6** of this operative, until the end of the Turning Point.

It costs operatives an additional **2** to move within **3** of your Utility Grenade token. If they don't have sufficient Movement remaining, they cannot move within **3** of it. If they begin the move within **3** of it, **2** must be subtracted first.

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

HEARTHKYN GRENADIER

Abilities
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Abilities
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VÅYR-3 UTILITY GRENADE (2/3)

Abilities

Våyr-3 Utility Grenade (1AP): Place a Utility Grenade token within 🗡️ of this operative, until the end of the Turning Point:

While an operative is within 3 of your Utility Grenade token, its ranged weapons gain the Rng 🗡️ special rule.

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

HEARTHKYN GRENADIER

VÅYR-3 UTILITY GRENADE (3/3)

Abilities

Våyr-3 Utility Grenade (1AP): Place a Utility Grenade token within 🗡️ of this operative, until the end of the Turning Point:

While an operative is within 3 of your Utility Grenade token, one addition AP 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 GRENADIER

TACTICIAN

Abilities

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

► While an enemy operative is within 3 of your Attack token, each time a friendly 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 SALVAGERe operative is within 3 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.

HEARTHKYN KOGNITAAR

SET UP CLIMBING RIG

Abilities

Set Up Climbing Rig (1AP): This optative 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 while within ▲ horizontally and any distance vertically of this token.

HEARTHKYN JUMP PACK

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Abilities

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NEED KEEPS

Strategic

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).

+1 APL Control Point

TOIL EARNS

Strategic

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).

Extra Grudge on Point

WROUGHT DEFENCE

Strategic

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

Crit save promotes fail

PROXIMATE FIREPOWER

Strategic

1CP

Until the end of the Turning Point, each time a friendly HEARTHKYN SALVAGER operative makes a shooting attack against an enemy operative within 6" of it, improve the Ballistic Skill characteristic of its ranged weapons by 1 for that shooting attack.

+1 BS within 6

Strategic
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Strategic
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THE ANCESTORS ARE WATCHING

Tactical

1CP

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

Not injured and free attack

WORTH IT

Tactical

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.

Mission action on death

HARDY

Tactical

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).

Enemy crits to hits

RAMPART

Tactical

1 CP

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 3 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.

Fortify or Make Heavy

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Tactical

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Tactical

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SYSTEM JAM

Condition

This operative has the Jam condition

Until the end of the battle, while this 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 this operative is activated, remove this System Jam Condition.

Activate Last

SYSTEM JAM

Condition

This operative has the Jam condition

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Activate Last

GRUDGE

Condition

This operative has a Grudge condition

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

Shooting hit to crit

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Shooting hit to crit

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Condition

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Shooting hit to crit

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Shooting hit to crit

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Shooting hit to crit

GRUDGE TALLY

Tac Op Count

Use with the SETTLE GRUDGES tac op. The first time each turning point that you incapacitate an operative that has a Grudge token, take a Grudge Tally card

2 = 1VP, 3 = 2VP

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Tac Op Count

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AUTOCH PATTERN BOLTER

Abilities

OCP

Replace the operatives Ion weapon with a corresponding Bolter weapon. The weapon loses P1 and gains Ceaseless

Change P1 to Ceaseless

AUTOCH PATTERN BOLTER

Abilities

OCP

Replace the operatives Ion weapon with a corresponding Bolter weapon. The weapon loses P1 and gains Ceaseless

Change P1 to Ceaseless

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Change P1 to Ceaseless

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AUTOCH PATTERN BOLTER

Abilities

OCP

Replace the operatives Ion weapon with a corresponding Bolter weapon. The weapon loses P1 and gains Ceaseless

Change P1 to Ceaseless

PLASMA KNIFE

2EP

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

Plasma Knife	4	4+	3/5
Lethal 5+			

Abilities
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Heartkhyn Salvagers

FAQ : 1.8, DECK:4.1
Date: Q3 2023

Abilities
Heartkhyn Salvagers

FAQ : 1.8, DECK:4.1
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Equipment
Heartkhyn Salvagers

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CLIMBING EQUIPMENT

1EP

The operative gains the following ability:

- Each time this operative climbs or descends a terrain feature, the first vertical distance of up to 3 ② it travels is counted as ②
- This operative does not need to be within ▲ of a physical and climbable part of the 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.

Easy Climb

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Easy Climb

WEAVEFIELD CREST

3EP

Weavefield Crest: While a friendly HEARTHXYN SALVAGER operative is within ⑤ of this operative, that operative has a 4+ invulnerable save

Area 4++

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EXCAVATION TOOL

2EP

The operative gains the ability for 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 more than 6 from your opponent's drop zone. Until the end of the battle, friendly operatives do not have to traverse that terrain feature, they can through it as if it were not there, so they do so within ▲ of that token. Note that they cannot finish the on that terrain feature. You can select this item of equipment no more than three times for the battle.

Make traversable free

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Equipment

Date: 03 2023
Deck: 4.1

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Deck: 4.1

AUTO-CALIBRATOR

1EP

Select one of the operatives 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.

Never mod BS

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Never mod BS

GRAVITIC GRENADE

2EP

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

Gravitic Grenade	4	3+	2/4
Rng	Blast	② Indirect Limited	

PLASMA KNIFE

2EP

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

Plasma Knife	4	4+	3/5
Lethal 5+			

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2EP

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Lethal 5+			

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HEARTHKYN SALVAGERS

Recon, Security

1 leader and 9 operatives

HEARTHKYN THEYN
HEARTHKYN FIELD MEDIC
HEARTHKYN GRENADIER
HEARTHKYN GUNNER w. Plasma Beamer
HEARTHKYN GUNNER w. Auto Rifle
HEARTHKYN GUNNER w. Rotary Cannon
HEARTHKYN GUNNER w. Missile Launcher
HEARTHKYN GUNNER w. Rail Rifle
HEARTHKYN JUMP PACK
HEARTHKYN KINLYNK
HEARTHKYN KOGNITAAR
HEARTHKYN LOKATR
HEARTHKYN LUGGER
HEARTHKYN WARRIOR
HEARTHKYN FIELD MEDIC

GRUDGE

Faction Ability

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

Faction Ability

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

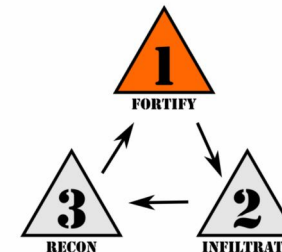
FORTIFY

Matched Play

Set up one additional barricade within ☛ of your drop zone

Critical Ops

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



Team
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Scouting
Heartkhyn Salvagers

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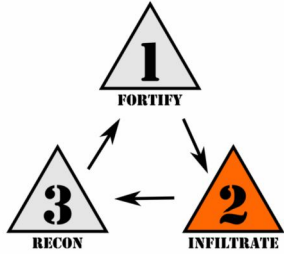
INFILTRATE

Matched Play

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

Critical Ops

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



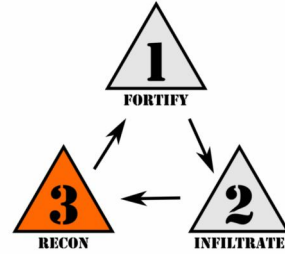
RECON

Matched Play

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

Critical Ops

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



MATCHED PLAY

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

TURN SEQUENCE

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

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Scouting

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Matched

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Matched

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SCORE CARD

COMMAND POINTS	SECONDARY	PRIMARY	
		1	2
		2	3
		3	4

PHIL TEAM

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or contact directly at bigphilgunner@gmail.com

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Scorecard
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