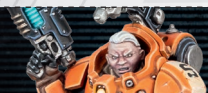




HEARTHKYN THEYN

APL
▼ 2MOVE
➔ 5"SAVE
🛡️ 3+WOUNDS
🔥 9

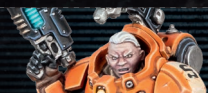
| NAME | ATK | HIT | DMG | WR |
|------------------------------|-----|-----|-----|----------------------------|
| 🔫 Autoch-pattern bolt pistol | 4 | 3+ | 3/4 | Range 8", Accurate 1 |
| 🔫 Autoch-pattern bolter | 4 | 4+ | 3/4 | Accurate 1 |
| 🔫 Bolt revolver | 4 | 3+ | 3/5 | Range 8" |
| 🔫 EtaCarn plasma pistol | 4 | 4+ | 3/5 | Range 8", Piercing 1 |
| 🔫 Ion blaster | 4 | 4+ | 3/4 | Piercing Crits 1 |
| 🔫 Ion pistol | 4 | 3+ | 3/4 | Range 8", Piercing Crits 1 |
| 👊 Concussion gauntlet | 4 | 4+ | 5/7 | Brutal, Shock |
| 🔫 Plasma weapon | 4 | 3+ | 4/6 | Lethal 5+ |

RULES CONTINUE ON OTHER SIDE ►

HEARTHKYN SALVAGER🔴, LEAGUES OF VOTANN, LEADER, THEYN

28

HEARTHKYN THEYN

APL
▼ 2MOVE
➔ 5"SAVE
🛡️ 3+WOUNDS
🔥 9

Eye of the Ancestors: STRATEGIC GAMBIT if this operative is in the killzone. Select one enemy operative, or up to two enemy operatives if three or more friendly **HEARTHKYN SALVAGER**🔴 operatives are incapacitated. Each of those enemy operatives gains one of your Grudge tokens.

Weavefield Crest: Once per battle, when an attack dice inflicts Normal Dmg on this operative, you can ignore that inflicted damage.

HEARTHKYN DÔZR

APL
▼ 2MOVE
➔ 5"SAVE
🛡️ 3+WOUNDS
🔥 8

| NAME | ATK | HIT | DMG | WR |
|------------------------------|-----|-----|-----|-----------------------------|
| 🔫 Autoch-pattern bolt pistol | 4 | 4+ | 3/4 | Range 8", Accurate 1 |
| 👊 Concussion knux | 4 | 3+ | 4/4 | Ceaseless, Lethal 5+, Shock |

Brawler: Whenever this operative is fighting or retaliating:

- Enemy operatives cannot assist.
- If it's incapacitated, you can strike the enemy operative in that sequence with one of your unresolved successes before it's removed from the killzone.
- Normal Dmg of 4 or more inflicts 1 less damage on it.

KNUX SMASH

1AP

▶ Select one enemy operative within this operative's control range. You can move that enemy operative up to 3" to a location it can be placed. Then inflict D3+1 damage on it (even if you don't move it); if the D3 result is a 3, also subtract 1 from that enemy operative's APL stat until the end of its next activation. This operative can then immediately perform a free **Charge** action (even if it's already performed the **Charge** action during that activation), but cannot move more than 3" during that action.

◆ This operative cannot perform this action unless an enemy operative is within its control range.

HEARTHKYN SALVAGER🔴, LEAGUES OF VOTANN, DÔZR

28

HEARTHKYN FIELD MEDIC

APL
▼ 2MOVE
➔ 5"SAVE
🛡️ 3+WOUNDS
🔥 8

| NAME | ATK | HIT | DMG | WR |
|-----------------|-----|-----|-----|-----------|
| 🔫 Bolt revolver | 4 | 4+ | 3/5 | Range 8" |
| 🔫 Plasma knife | 4 | 4+ | 3/5 | Lethal 5+ |

Medic: The first time during each turning point that another friendly **HEARTHKYN SALVAGER**🔴 operative would be incapacitated while visible to and within 3" of this operative, you can use this rule, providing neither this nor that operative is within control range of an enemy operative. If you do, that friendly operative isn't incapacitated, has 1 wound remaining and cannot be incapacitated for the remainder of the action. After that action, that friendly operative can immediately perform a free **Dash** action, but must end that move within this operative's control range. Subtract 1 from this and that operative's APL stats until the end of their next activations respectively, and if this rule was used during that friendly operative's activation, that activation ends. You cannot use this rule if this operative is incapacitated, or if it's a **Shoot** action and this operative would be a primary or secondary target.

RULES CONTINUE ON OTHER SIDE ►

HEARTHKYN SALVAGER🔴, LEAGUES OF VOTANN, MEDIC, FIELD MEDIC

28



HEARTHKYN FIELD MEDIC

APL
▼ 2MOVE
➔ 5"SAVE
🛡️ 3+WOUNDS
🔥 8

MEDIKIT 1AP

▶ Select one friendly **HEARTHKYN SALVAGER** operative within this operative's control range to regain up to 2D3 lost wounds. It cannot be an operative that the Medic! rule was used on during this turning point.

◆ This operative cannot perform this action while within control range of an enemy operative.

HEARTHKYN GRENADIER

APL
▼ 2MOVE
➔ 5"SAVE
🛡️ 3+WOUNDS
🔥 8

| NAME | ATK | HIT | DMG | WR |
|------------------------------|-----|-----|-----|--|
| 🔫 Autoch-pattern bolt pistol | 4 | 4+ | 3/4 | Range 8", Accurate 1 |
| 🔫 C8 HX charge | 4 | 3+ | 4/6 | Range 4", Blast 1", Heavy (Reposition only), Limited 1, Piercing 1, Saturate |
| 👊 Fists | 3 | 4+ | 2/3 | - |

Grenadier: This operative can use frag, krak, smoke and stun grenades (see universal equipment). Doing so doesn't count towards any limited uses you have (i.e. if you also select those grenades from equipment for other operatives). Whenever this operative is using a frag or krak grenade, improve the Hit stat of that weapon by 1.

RULES CONTINUE ON OTHER SIDE ▶

HEARTHKYN SALVAGER, LEAGUES OF VOTANN, GRENADIER

28

HEARTHKYN GRENADIER

APL
▼ 2MOVE
➔ 5"SAVE
🛡️ 3+WOUNDS
🔥 8

VÅYR-3 UTILITY GRENADE 1AP

▶ Place one of your Utility Grenade markers within 6" of this operative. It must be visible to this operative, or on Vantage terrain of a terrain feature that's visible to this operative. Whenever an operative is within 3" of that Utility Grenade marker, its controlling player must spend 1 additional AP for that operative to perform the **Pick Up Marker** and mission actions.

▶ In the Ready step of the next Strategy phase, roll one D3. Remove that Utility Grenade marker after a number of activations equal to the result have been completed or at the end of the turning point (whichever comes first).

◆ This operative cannot perform this action while within control range of an enemy operative.

HEARTHKYN GUNNER

APL
▼ 2MOVE
➔ 5"SAVE
🛡️ 3+WOUNDS
🔥 8

| NAME | ATK | HIT | DMG | WR |
|----------------------------------|-----|-----|-----|--|
| 🔫 EtaCarn plasma beamer | 4 | 4+ | 5/6 | Piercing 1, Beam* |
| 🔫 HYLas auto rifle | 4 | 4+ | 4/5 | Ceaseless, Rending |
| 🔫 HYLas rotary cannon (focused) | 5 | 4+ | 4/5 | Ceaseless, Heavy (Reposition only), Saturate |
| 🔫 HYLas rotary cannon (sweeping) | 4 | 4+ | 4/5 | Ceaseless, Heavy (Reposition only), Saturate, Torrent 1" |
| 🔫 L7 missile launcher (blast) | 4 | 4+ | 3/5 | Blast 2" |
| 🔫 L7 missile launcher (focused) | 4 | 4+ | 5/6 | Piercing 1 |
| 🔫 Magna rail rifle | 4 | 4+ | 4/2 | Devastating 3, Heavy (Dash only), Piercing 2 |
| 👊 Fists | 3 | 4+ | 2/3 | - |

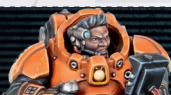
RULES CONTINUE ON OTHER SIDE ▶

HEARTHKYN SALVAGER, LEAGUES OF VOTANN, GUNNER

28

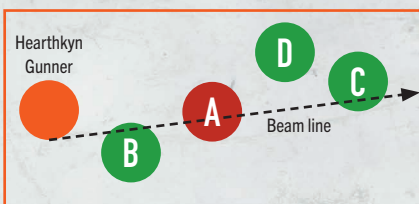


HEARTHKYN GUNNER

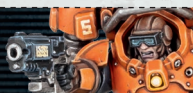
APL
▼ 2MOVE
➔ 5"SAVE
🛡️ 3+WOUNDS
🔥 8

***Beam:** Whenever this operative is shooting with this weapon, each retained critical success immediately inflicts D3 damage on each other operative along one (and only one) beam line (roll separately for each operative), but the target isn't affected. An operative is along a beam line if a targeting line can be drawn from this operative to its base, and that line crosses the base of the original target but doesn't cross Heavy terrain.

In this example, Operative A is the target. Operatives B and C are along the beam line, but Operative D isn't.



HEARTHKYN JUMP PACK WARRIOR

APL
▼ 2MOVE
➔ 8"SAVE
🛡️ 3+WOUNDS
🔥 8

| NAME | ATK | HIT | DMG | WR |
|------------------------------|-----|-----|-----|--------------------------|
| 🔫 Autoch-pattern bolt pistol | 4 | 4+ | 3/4 | Range 8", Accurate 1 |
| ⚡ Plasma weapon | 4 | 3+ | 4/6 | Lethal 5+, Force Impact* |

Jump Pack: Whenever this operative performs an action in which it moves, it can **FLY**. If it does, don't move it. Instead, remove it from the killzone and set it back up wholly within a distance equal to its Move stat (or 3" if it was a **Dash**) horizontally of its original location (in a killzone that uses the close quarters rules, e.g. Killzone: Tomb World, this distance cannot be measured over or through Wall terrain, and that operative cannot be set up on the other side of an access point – in other words it cannot **FLY** through an open hatchway). Note that it gains no additional distance when performing the **Charge** action. It must be set up in a location it can be placed, and unless it's the **Charge** action, it cannot be set up within control range of an enemy operative.

***Force Impact:** Whenever this operative is fighting with this weapon, if it's performed the **Charge** action during the activation, this weapon has the Brutal weapon rule.

HEARTHKYN SALVAGER, LEAGUES OF VOTANN, JUMP PACK WARRIOR

28

HEARTHKYN KINLYNK

APL
▼ 2MOVE
➔ 5"SAVE
🛡️ 3+WOUNDS
🔥 8

| NAME | ATK | HIT | DMG | WR |
|-------------------------|-----|-----|-----|------------------|
| 🔫 Autoch-pattern bolter | 4 | 4+ | 3/4 | Accurate 1 |
| 🔫 Ion blaster | 4 | 4+ | 3/4 | Piercing Crits 1 |
| 👊 Fists | 3 | 4+ | 2/3 | - |

SIGNAL

1AP

▶ **SUPPORT.** Select one other friendly **HEARTHKYN SALVAGER** operative in the killzone. Until the end of that operative's next activation, add 1 to its APL stat.

◆ This operative cannot perform this action while within control range of an enemy operative.

RULES CONTINUE ON OTHER SIDE ▶

HEARTHKYN SALVAGER, LEAGUES OF VOTANN, KINLYNK

28

HEARTHKYN KINLYNK

APL
▼ 2MOVE
➔ 5"SAVE
🛡️ 3+WOUNDS
🔥 8

SYSTEM JAM

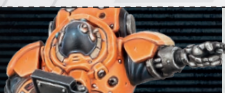
1AP

▶ Select one enemy operative that's a valid target for this operative and that doesn't have one of your System Jam tokens; it gains one. Until the end of the battle, whenever an enemy operative has one of your System Jam tokens, it cannot be activated until each enemy operative without one is expended. When an enemy operative that has one of your System Jam tokens is activated, remove that token.

◆ This operative cannot perform this action while within control range of an enemy operative.



HEARTHKYN KOGNITÅAR

APL
▼ 2MOVE
➔ 5"SAVE
🛡️ 3+WOUNDS
🔥 8

| NAME | ATK | HIT | DMG | WR |
|-------------------------|-----|-----|-----|------------------|
| 🔥 Autoch-pattern bolter | 4 | 4+ | 3/4 | Accurate 1 |
| 🔥 Ion blaster | 4 | 4+ | 3/4 | Piercing Crits 1 |
| 👊 Fists | 3 | 4+ | 2/3 | - |

Tactician: STRATEGIC GAMBIT If this operative is in the killzone. Place either your Attack or Defence marker in the killzone. Whenever a friendly **HEARTHKYN SALVAGER** operative is shooting against, fighting against or retaliating against an enemy operative that's within 3" of your Attack marker, that friendly operative's weapons have the Balanced weapon rule. Whenever an enemy operative is shooting a friendly **HEARTHKYN SALVAGER** operative that's within 3" of your Defence marker, you can re-roll one of your defence dice. In the Ready step of the next Strategy phase, remove that marker.

RULES CONTINUE ON OTHER SIDE ▶

HEARTHKYN SALVAGER, LEAGUES OF VOTANN, KOGNITÅAR

28

HEARTHKYN KOGNITÅAR

APL
▼ 2MOVE
➔ 5"SAVE
🛡️ 3+WOUNDS
🔥 8

ACCELERATED APPRAISAL 1AP

- ▶ If your Attack or Defence marker is in the killzone, remove it.
- ▶ Place your Attack or Defence marker in the killzone.
- ◆ This operative cannot perform this action while within control range of an enemy operative.

HEARTHKYN LOKÅTR

APL
▼ 2MOVE
➔ 5"SAVE
🛡️ 3+WOUNDS
🔥 8

| NAME | ATK | HIT | DMG | WR |
|-------------------------|-----|-----|-----|------------------|
| 🔥 Autoch-pattern bolter | 4 | 4+ | 3/4 | Accurate 1 |
| 🔥 Ion blaster | 4 | 4+ | 3/4 | Piercing Crits 1 |
| 👊 Fists | 3 | 4+ | 2/3 | - |

RULES CONTINUE ON OTHER SIDE ▶

HEARTHKYN SALVAGER, LEAGUES OF VOTANN, LOKÅTR

28

HEARTHKYN LOKÅTR

APL
▼ 2MOVE
➔ 5"SAVE
🛡️ 3+WOUNDS
🔥 8

SPOT 1AP

▶ **SUPPORT.** Select one enemy operative visible to this operative. Until the end of the turning point, whenever a friendly **HEARTHKYN SALVAGER** operative within 3" of this operative is shooting that enemy operative, you can use this effect. If you do:

- That friendly operative's ranged weapons have the Seek Light weapon rule.
- That enemy operative cannot be obscured.
- ◆ This operative cannot perform this action while within control range of an enemy operative.

PAN SPECTRAL SCAN 1AP

▶ Place your Pan Spectral Scan marker in the killzone. Whenever a friendly **HEARTHKYN SALVAGER** operative is shooting an enemy operative that's within 3" of that marker, that friendly operative's ranged weapons have the Accurate 1 and Saturate weapon rules. When this operative is next activated, is incapacitated or performs this action again (whichever comes first), remove that marker.

- ◆ This operative cannot perform this action while within control range of an enemy operative.



HEARTHKYN SALVAGERS KILL TEAM

ARCHETYPES: RECON, SECURITY

OPERATIVES

- 1 **HEARTHKYN SALVAGER** **THEYN** operative 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 or plasma weapon
- 9 **HEARTHKYN SALVAGER** operatives selected from the following list:
 - **DÔZR**
 - **FIELD MEDIC**
 - **GRENADIER**
 - **GUNNER** with one of the following options:
 - EtaCarn plasma beamer; fists
 - HYLas auto rifle; fists
 - HYLas rotary cannon; fists
 - L7 missile launcher; fists
 - Magna rail rifle; fists

CONTINUES ON OTHER SIDE

- **JUMP PACK WARRIOR**
- **KINLYNK**
- **KOGNITÂAR**
- **LOKÂTR**
- **LUGGER**
- **WARRIOR**

Other than **GUNNER** and **WARRIOR** operatives, your kill team can only include each operative on this list once. Your kill team can only include up to three **GUNNER** operatives (each must have a different option).

- * With one of the following options:
 - Autoch-pattern bolter; fists
 - Ion blaster; fists

HEARTHKYN SALVAGER **FACTION RULE**

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.

Whenever an enemy operative incapacitates a friendly **HEARTHKYN SALVAGER** operative, that enemy operative gains one of your Grudge tokens for the battle.

Whenever a friendly **HEARTHKYN SALVAGER** operative is shooting against, fighting against or retaliating against an enemy operative, for each of your Grudge tokens that enemy operative has, you can retain one of your normal successes as a critical success instead (including any normal successes already retained as a result of the Accurate weapon rule). Note that Grudge tokens aren't removed when you do this.

HEARTHKYN SALVAGER **MARKER/TOKEN GUIDE**








HEARTHKYN SALVAGER STRATEGY PLOY

NEED KEEPS

Those whose need is greatest shall fight hardest for their prize.

Select one objective marker or one of your mission markers.

- Whenever determining control of that marker, treat the total APL stat of friendly **HEARTHKYN SALVAGER**  operatives that contest it as 1 higher if at least one friendly **HEARTHKYN SALVAGER**  operative contests that marker. Note this isn't a change to the APL stat, so any changes are cumulative with this.
- Whenever a friendly **HEARTHKYN SALVAGER**  operative is within 3" of that marker, add 1 to the Atk stat of its melee weapons (to a maximum of 4); if the weapon already has an Atk stat of 4, it has the Balanced weapon rule.

HEARTHKYN SALVAGER STRATEGY PLOY

TOIL EARNS


The harder the prize is won, the greater the reward.

Select one objective marker or one of your mission markers. Whenever an enemy operative is within 3" of that marker, treat it as having one additional Grudge token.

HEARTHKYN SALVAGER STRATEGY PLOY

WROUGHT DEFENCE


Artificers of consummate skill, the Kin forge armour of great quality and resilience.

Whenever an operative is shooting a friendly **HEARTHKYN SALVAGER**  operative, if you rolled one or less successes (including any re-rolls), you can retain one of your fails as a normal success instead of discarding it.

HEARTHKYN SALVAGER STRATEGY PLOY

PROXIMATE FIREPOWER

Hearthkyn Salvagers are supremely effective in close-quarters environments.

Whenever a friendly **HEARTHKYN SALVAGER**  operative is shooting an enemy operative within 6" of it, improve the Hit stat of that friendly operative's ranged weapons by 1 (to a maximum of 3+). This can allow you to apply or remove the Hit stat change during an action (this takes precedence over the core rules).



HEARTHKYN SALVAGER FIREFIGHT PLOY

THE ANCESTORS ARE WATCHING

The Kin revere their Ancestors and are guided by the lessons of their forebears.

Use this firefight ploy during a friendly **HEARTHKYN SALVAGER** operative's activation. Until the end of that activation, that operative can perform either a free **Shoot** or a free **Fight** action and you can ignore any changes to that operative's weapon stats from being injured.

HEARTHKYN SALVAGER FIREFIGHT PLOY

WORTH IT

Kin will gladly risk death if the rewards to their kindred are justified.

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

HEARTHKYN SALVAGER FIREFIGHT PLOY

STURDY

Stocky and stalwart, Hearthkyn Salvagers grit their teeth and shrug off wounds that would fell a Human.

Use this firefight ploy when an operative is shooting a friendly **HEARTHKYN SALVAGER** operative, when you collect your defence dice. Change the attacker's retained critical successes to normal successes (any weapon rules they've already resolved aren't affected, e.g. Piercing Crits).

HEARTHKYN SALVAGER FIREFIGHT PLOY

ENGAGE TO ACQUIRE

Some prizes must be wrested from the foe by force. The necessity of violent acquisition incites within the Kin a ruthless determination.


Use this firefight ploy after rolling your attack dice for a friendly **HEARTHKYN SALVAGER** operative, if it's shooting against or fighting against an enemy operative that controls an objective marker or one of your mission markers. You can re-roll any of your attack dice.




HEARTHKYN SALVAGER FACTION EQUIPMENT

PLASMA KNIVES

The superheated edge of a plasma knife can slice through several inches of solid metal. Armour and bone are no match for such a cutting edge.

Friendly **HEARTHKYN SALVAGER**  operatives have the following melee weapon. Note that the **FIELD MEDIC** operative already has this weapon but with better stats; in that instance, use the better version.


| NAME | ATK | HIT | DMG |
|--|-----|-----|-----|
|  Plasma knife | 3 | 4+ | 3/5 |

WR
Lethal 5+

HEARTHKYN SALVAGER FACTION EQUIPMENT

CLIMBING RIGS

This climbing gear allows pioneering Hearthkyn Salvagers to traverse any difficult terrain they may encounter during the course of their duty.


During each friendly **HEARTHKYN SALVAGER**  operative's activation, you can do one of the following:

- When that operative is climbing up, you can treat the vertical distance as 2" (regardless of how far the operative actually moves vertically).
- When that operative is dropping, ignore the vertical distance.

HEARTHKYN SALVAGER FACTION EQUIPMENT

EXCAVATION TOOLS


Powered picks, plasma cutters and pneumatic drills are items of equipment that allow the Hearthkyn Salvagers to extract treasures buried deep.

Friendly **HEARTHKYN SALVAGER**  operatives can perform the **Pick Up Marker** action for 1 less AP, and don't have to control the marker to do so (this takes precedence over that action's conditions – they only need to contest the marker).

HEARTHKYN SALVAGER FACTION EQUIPMENT

WRIT OF CLAIM

When the Salvagers of a League have staked their claim, they will defend their due with steadfast determination.

Once per battle, if friendly **HEARTHKYN SALVAGER**  operatives contest two or more objective markers, after rolling off to decide initiative, you can use this rule. If you do, you can re-roll your dice.



HEARTHKYN SALVAGERS: UPDATE LOG

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

ERRATA

APRIL '26

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

FIREFIGHT PLOYS, THE ANCESTORS ARE WATCHING

Additional text added to end of second sentence:
'[...] that operative can perform either a free **Shoot** or a free **Fight** action **and you can ignore any changes to that operative's weapon stats from being injured.**'

JUMP PACK WARRIOR OPERATIVE

Move stat changed to '8''.

LUGGER OPERATIVE, WELL SUPPLIED RULE

Additional text added to end:

'You can select one additional equipment option, **and in the Ready step of the first Strategy phase, you gain 1 additional CP.**'

PREVIOUS ERRATAS

FACTION RULES, GRUDGE

Relevant part of first sentence of second paragraph changed to read:

'[...] you can retain one of your normal successes as a critical success instead (including any normal successes already retained as a result of the Accurate weapon rule).'

STRATEGY PLOYS, NEED KEEPS

Relevant part of second bullet point changed to read:

'[...] add 1 to the Atk stat of its melee weapons (to a maximum of 4); if the weapon already has an Atk stat of 4, it has the Balanced weapon rule.'

STRATEGY PLOYS, PROXIMATE FIREPOWER

Additional text added to end:

'This can allow you to apply or remove the Hit stat change during an action (this takes precedence over the core rules).'

STRATEGY PLOYS, WROUGHT DEFENCE

Changed to read:

'Whenever an operative is shooting a friendly HEARTHKYN SALVAGER operative, if you rolled one or less successes (including any re-rolls), you can retain one of your fails as a normal success instead of discarding it.'

FIELD MEDIC OPERATIVE, MEDIC! RULE

Changed to read:

'The first time during each turning point that another friendly HEARTHKYN SALVAGER operative would be incapacitated while visible to and within 3" of this operative, you can use this rule, providing neither this nor that operative is within control range of an enemy operative. If you do, that friendly operative isn't incapacitated, has 1 wound remaining and cannot be incapacitated for the remainder of the action. After that action, that friendly operative can then immediately perform a free Dash action, but must end that move within this operative's control range. Subtract 1 from this and that operative's APL stats until the end of their next activations respectively, and if this rule was used during that friendly operative's activation, that activation ends. You cannot use this rule if this operative is incapacitated, or if it's a Shoot action and this operative would be a primary or secondary target.'

THEYN OPERATIVE, WEAVERFIELD CREST RULE

Changed to read:

'Once per battle, when an attack dice inflicts Normal Dmg on this operative, you can ignore that inflicted damage.'

THEYN OPERATIVE, EYE OF THE ANCESTORS RULE

First sentence changed to read:

'STRATEGIC GAMBIT if this operative is in the killzone.'

DÔZR OPERATIVE, BRAWLER RULE

Additional bullet point added:

'Normal Dmg of 4 or more inflicts 1 less damage on it.'

KINLYNK OPERATIVE, SIGNAL ACTION

Second sentence of effect changed to read:

'Select one other friendly HEARTHKYN SALVAGER operative in the killzone.'

KOGNITÅAR OPERATIVE, TACTICIAN RULE

First sentence changed to read:

'STRATEGIC GAMBIT if this operative is in the killzone.'

Relevant part of third sentence changed to read:

'[...] an enemy operative that's within 3" of your Attack marker, that friendly operative's weapons have the Balanced weapon rule.'

FACTION EQUIPMENT, CLIMBING RIGS

Changed to read:

'During each friendly HEARTHKYN SALVAGER operative's activation, you can do one of the following:

- When that operative is climbing up, you can treat the vertical distance as 2" (regardless of how far the operative actually moves vertically).
- When that operative is dropping, ignore the vertical distance.'

FACTION EQUIPMENT, WRIT OF CLAIM

Changed to read:

'Once per battle, if friendly HEARTHKYN SALVAGER operatives contest two or more objective markers, after rolling off to decide initiative, you can use this rule. If you do, you can re-roll your dice.'

PREVIOUS RULES COMMENTARIES

This section provides clarification on ambiguous and complex rules interactions.

Q: *If a **HEARTHKYN SALVAGER** **DÔZR** operative performing its **Knux Smash** action moves an enemy operative, and during that move a marker that would 'end its action' is within that enemy operative's control range (e.g. **HERNKYN YAEGIR** **IRONBRAEK Hy-Pex Mines**) but not the **DÔZR** operative's control range, does the **Knux Smash** action end?*

A: No.

HEARTHKYN SALVAGER OPERATIVES

2

Highly adept warriors and explorers of wrecked voidships and abandoned space stations, Hearthkyn Salvagers are tasked with identifying valuable material and marking it for later retrieval. Heavily armed and utterly resolute, Hearthkyn Salvager kill teams seize and defend such claims with the steadfast determination typical of the Kin.

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.

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.

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.

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.

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.

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.





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.

HEARTHKYN KOGNITÂAR

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

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.

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.

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.

HEARTHKYN SALVAGERS KILL TEAM

4

HEARTHKYN SALVAGERS » KILL TEAM SELECTION



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

OPERATIVES

- 1 **HEARTHKYN SALVAGER** **THEYN** operative 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 or plasma weapon
- 9 **HEARTHKYN SALVAGER** operatives selected from the following list:
 - **DÔZR**
 - **FIELD MEDIC**
 - **GRENADIER**
 - **JUMP PACK WARRIOR**
 - **KINLYNK***
 - **KOGNITÂAR***
 - **LOKÂTR***
 - **LUGGER***
 - **WARRIOR***
 - **GUNNER** with one of the following options:
 - EtaCarn plasma beamer; fists
 - HYLas auto rifle; fists
 - HYLas rotary cannon; fists
 - L7 missile launcher; fists
 - Magna rail rifle; fists

Other than **GUNNER** and **WARRIOR** operatives, your kill team can only include each operative on this list once. Your kill team can only include up to three **GUNNER** operatives (each must have a different option).

- * With one of the following options:
 - Autoch-pattern bolter; fists
 - Ion blaster; fists

ARCHETYPES



RECON



SECURITY

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

THEYN

EtaCarn plasma pistol



Plasma weapon

Concussion gauntlet



DÔZR

Concussion knux



Autoch-pattern bolt pistol

FIELD MEDIC

Bolt revolver



Plasma knife

GRENADIER

C8 HX charge



JUMP PACK WARRIOR

Autoch-pattern bolt pistol

Plasma
weapon



KINLYNK

Autoch-pattern
bolter



KOGNITÂAR

Autoch-pattern bolter



LOKÂTR

Ion blaster



LUGGER

Ion blaster



WARRIOR

Autoch-pattern
bolter

Ion blaster



GUNNER

HYLas rotary cannon

HYLas auto rifle

EtaCarn plasma
beamer



L7 missile
launcher

Magna rail rifle

