



KASRKIN SERGEANT

APL
▼ 3MOVE
➔ 6"SAVE
🛡️ 4+WOUNDS
🔥 9

NAME	ATK	HIT	DMG	WR
🔫 Bolt pistol	4	3+	3/4	Range 8"
🔫 Hot-shot lasgun	4	3+	3/4	-
🔫 Hot-shot laspistol	4	3+	3/4	Range 8"
🔫 Plasma pistol (standard)	4	3+	3/5	Range 8", Piercing 1
🔫 Plasma pistol (supercharge)	4	3+	4/5	Range 8", Hot, Lethal 5+, Piercing 1
⚔️ Chainsword	4	3+	4/5	-
🔫 Gun butt	3	3+	2/3	-
⚔️ Power weapon	4	3+	4/6	Lethal 5+

RULES CONTINUE ON OTHER SIDE ▶

KASRKIN®, IMPERIUM, ASTRA MILITARUM, LEADER, SERGEANT

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KASRKIN SERGEANT

APL
▼ 3MOVE
➔ 6"SAVE
🛡️ 4+WOUNDS
🔥 9

TACTICAL COMMAND

OAP

▶ Select one friendly **KASRKIN®** operative, then select one **SKILL AT ARMS** for that operative to have until the Ready step of the next Strategy phase. This can be in addition to any **SKILL AT ARMS** it already has, but they cannot be the same.

▶ Alternatively, instead of resolving the above effect, if your Clearance Sweep marker is in the killzone, you can remove it and place it again.

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

Veteran Leadership: Whenever this operative is in the killzone and you use the **SKILL AT ARMS STRATEGIC GAMBIT**, you can select one additional **SKILL AT ARMS** but they cannot be the same.

KASRKIN COMBAT MEDIC

APL
▼ 2MOVE
➔ 6"SAVE
🛡️ 4+WOUNDS
🔥 8

NAME	ATK	HIT	DMG	WR
🔫 Hot-shot lasgun	4	3+	3/4	-
🔫 Gun butt	3	4+	2/3	-

Medic! The first time during each turning point that another friendly **KASRKIN®** 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 ▶

KASRKIN®, IMPERIUM, ASTRA MILITARUM, MEDIC, COMBAT MEDIC

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KASRKIN COMBAT MEDIC

APL
▼ 2MOVE
➔ 6"SAVE
🛡️ 4+WOUNDS
🔥 8

MEDIKIT

OAP

▶ Select one friendly **KASRKIN®** 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.



KASRKIN DEMO-TROOPER

APL
▼ 2MOVE
➔ 6"SAVE
🛡️ 4+WOUNDS
🔥 8

NAME	ATK	HIT	DMG	WR
🔥 Hot-shot laspistol	4	3+	3/4	Range 8"
➔ Gun butt	3	4+	2/3	-

Melta Mine: This operative is carrying your Melta Mine marker. It can perform the **Pick Up Marker** action on that marker, and whenever it performs the **Place Marker** action on that marker, it can immediately perform a free **Dash** action. That marker cannot be placed within an enemy operative's control range (if this operative is incapacitated while carrying that marker and that marker cannot be placed, it's removed with this operative).

Proximity Mine: The first time your Melta Mine marker is within another operative's control range, remove that marker and inflict 2D6+3 damage on that operative; if it isn't incapacitated, end its action (if any), even if that action's effects aren't fulfilled. If it cannot be placed, move it the minimum amount to do so. Note that this operative is ignored for these effects (i.e. it cannot set it off or take damage from that marker).

RULES CONTINUE ON OTHER SIDE ►

KASRKIN®, IMPERIUM, ASTRA MILITARUM, DEMO-TROOPER

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KASRKIN DEMO-TROOPER

APL
▼ 2MOVE
➔ 6"SAVE
🛡️ 4+WOUNDS
🔥 8

Blast Padding: Whenever an operative is shooting this operative with a weapon that has the Blast or Torrent weapon rule (excluding weapons that have a sweeping profile), you can re-roll one of your defence dice. In addition, this operative isn't affected by the x" Devastating x weapon rule (i.e. Devastating with a distance) unless they are the target during that sequence.

KASRKIN GUNNER

APL
▼ 2MOVE
➔ 6"SAVE
🛡️ 4+WOUNDS
🔥 8

NAME	ATK	HIT	DMG	WR
🔥 Flamer	4	2+	3/3	Range 8", Saturate, Torrent 2"
🔥 Grenade launcher (frag)	4	3+	2/4	Blast 2"
🔥 Grenade launcher (krak)	4	3+	4/5	Piercing 1
🔥 Hot-shot volley gun (focused)	5	3+	3/4	Piercing Crits 1
🔥 Hot-shot volley gun (sweeping)	4	3+	3/4	Piercing Crits 1, Torrent 1"
🔥 Meltagun	4	3+	6/3	Range 6", Devastating 4, Piercing 2
🔥 Plasma gun (standard)	4	3+	4/6	Piercing 1
🔥 Plasma gun (supercharge)	4	3+	5/6	Hot, Lethal 5+, Piercing 1
➔ Gun butt	3	4+	2/3	-

KASRKIN®, IMPERIUM, ASTRA MILITARUM, GUNNER

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KASRKIN RECON-TROOPER

APL
▼ 2MOVE
➔ 6"SAVE
🛡️ 4+WOUNDS
🔥 8

NAME	ATK	HIT	DMG	WR
🔥 Hot-shot lasgun	4	3+	3/4	-
➔ Gun butt	3	4+	2/3	-

Reconnoitre Killzone: The Relocate strategy play costs you OCP if this operative is the selected friendly KASRKIN® operative.

AUSPEX SCAN

1AP

► Until the start of this operative's next activation or until it's incapacitated (whichever comes first), whenever an enemy operative is within 8" of this operative, that enemy operative is being scanned. Whenever a friendly KASRKIN® operative is shooting an enemy operative that's being scanned, that enemy operative cannot be obscured

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

KASRKIN®, IMPERIUM, ASTRA MILITARUM, RECON-TROOPER

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KASRKIN SHARPSHOOTER

APL
▼ 2MOVE
➔ 6"SAVE
🛡️ 4+WOUNDS
🔥 8

NAME	ATK	HIT	DMG	WR
🔫 Hot-shot marksman rifle (concealed)	4	2+	3/3	Devastating 3, Heavy, Silent, Concealed Position*
🔫 Hot-shot marksman rifle (mobile)	4	3+	3/4	-
🔫 Hot-shot marksman rifle (stationary)	4	2+	3/3	Devastating 3, Heavy
🔫 Gun butt	3	4+	2/3	-

Camo Cloak: Whenever an operative is shooting this operative:

- Ignore the Saturate weapon rule.
- If you can retain any cover saves, you can retain one additional cover save, or you can retain one cover save as a critical success instead. This isn't cumulative with improved cover saves from Vantage terrain.

*Concealed Position: This operative can only use this weapon the first time it's performing the **Shoot** action during the battle.

KASRKIN®, IMPERIUM, ASTRA MILITARUM, SHARPSHOOTER

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KASRKIN TROOPER

APL
▼ 2MOVE
➔ 6"SAVE
🛡️ 4+WOUNDS
🔥 8

NAME	ATK	HIT	DMG	WR
🔫 Hot-shot lasgun	4	3+	3/4	-
🔫 Gun butt	3	4+	2/3	-

Adaptive Equipment: You can do each of the following once per turning point:

- One friendly **KASRKIN® TROOPER** operative can perform the **Smoke Grenade** action.
- One friendly **KASRKIN® TROOPER** operative can perform the **Stun Grenade** action.

The rules for these actions are found in universal equipment. Performing these actions using this rule doesn't count towards their action limits (i.e. if you also select those grenades from equipment).

KASRKIN®, IMPERIUM, ASTRA MILITARUM, TROOPER

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KASRKIN VOX-TROOPER

APL
▼ 2MOVE
➔ 6"SAVE
🛡️ 4+WOUNDS
🔥 8

NAME	ATK	HIT	DMG	WR
🔫 Hot-shot lasgun	4	3+	3/4	-
🔫 Gun butt	3	4+	2/3	-

BATTLE COMMS

1AP

▶ Select one other friendly **KASRKIN®** operative. Until the end of that operative's next activation, add 1 to its APL stat (to a maximum of 3 after all APL stat changes have been totalled).

◆ This operative can perform this action twice during its activation, but cannot perform this action while within control range of an enemy operative.

KASRKIN®, IMPERIUM, ASTRA MILITARUM, VOX-TROOPER

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NOTES:



KASRKIN KILL TEAM

ARCHETYPES: SECURITY, SEEK & DESTROY

OPERATIVES

➤ 1 **KASRKIN** **SERGEANT** operative 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:

- **COMBAT MEDIC**
- **DEMO-TROOPER**
- **GUNNER** with flamer and gun butt*
- **GUNNER** with grenade launcher and gun butt*
- **GUNNER** with hot-shot volley gun and gun butt*
- **GUNNER** with meltagun and gun butt*
- **GUNNER** with plasma gun and gun butt*
- **RECON-TROOPER**

CONTINUES ON OTHER SIDE ▶

- **SHARPSHOOTER***
- **TROOPER**
- **VOX-TROOPER**

Other than **TROOPER** operatives, your kill team can only include each operative on this list once.

* You cannot select more than four of these operatives combined.

Some **KASRKIN** rules refer to a 'hot-shot weapon'. This is a ranged weapon that includes 'hot-shot' in its name, e.g. hot-shot lasgun, all profiles of a hot-shot marksman rifle, etc.

KASRKIN FACTION RULE

SKILL AT ARMS

The Kasrkin go where they are needed. Battle-hardened, uncompromising and equipped with the best weapons available, these elites pursue their objectives with professionalism, hard-won experience and rigid determination.

STRATEGIC GAMBIT. Select a **SKILL AT ARMS** for friendly **KASRKIN** operatives to have until the Ready step of the next Strategy phase.

SKILL AT ARMS OPTIONS ARE PRESENTED ON THEIR OWN CARDS

KASRKIN FACTION RULE

SKILL AT ARMS

Light 'Em Up

Establishing overlapping fields of fire as they advance, the Kasrkin react to any enemy movement with a lethal volley of fire.

Friendly **KASRKIN** operatives' ranged weapons have the Severe weapon rule.



KASRKIN FACTION RULE

SKILL AT ARMS

Strike Fast

Kasrkin pride themselves upon their physical fitness and can cover ground swiftly, even when carrying heavy combat gear.

Whenever a friendly **KASRKIN** operative is performing the **Reposition** action, add 1" to its Move stat.

KASRKIN FACTION RULE

SKILL AT ARMS

Ice In Your Veins

All Cadians are subjected to a lifetime of war. Those chosen to join the ranks of the elite Kasrkin are amongst the hardest.

Whenever a friendly **KASRKIN** operative is fighting or retaliating, or an operative is shooting it, the first time an attack dice inflicts Normal Dmg of 3 or more on this operative during that sequence, that dice inflicts 1 less damage on it.

KASRKIN FACTION RULE

SKILL AT ARMS

For Cadia!

All Kasrkin strive to uphold the honour of their dead homeworld.

Add 1 to the Atk stat of friendly **KASRKIN** operatives' melee weapons (to a maximum of 4). Whenever a friendly **KASRKIN** operative is fighting, the first time you strike during that sequence, inflict 1 additional damage.

KASRKIN FACTION RULE

RAPID FIRE

Ruthlessly drilled and murderously efficient, Kasrkin lay down hails of high-powered fire against the foe.

Each friendly **KASRKIN** operative that doesn't perform an action in which it moves during its activation can perform two **Shoot** actions (excluding **Guard**) during that activation, but a bolt pistol, hot-shot lasgun or hot-shot laspistol must be selected for both of those actions.



KASRKIN MARKER/TOKEN GUIDE



Medic token



Auspex Scan token



Relics of Cadia token



Tactical Command token



Clearance Sweep marker



Melta Mine marker

KASRKIN STRATEGY PLOY

ELIMINATION PATTERN

Having already outmanoeuvred the foe, the Kasrkin attempt to fell their target in a single volley.

Whenever a friendly **KASRKIN** operative is shooting with a hot-shot weapon against an operative that cannot retain any cover saves or is being scanned (see **RECON-TROOPER**), that weapon has the Piercing Crits 1 weapon rule, or Piercing 1 instead if it's a hot-shot volley gun.

KASRKIN STRATEGY PLOY

ENGAGE FROM COVER

Kasrkin are used to being outnumbered and outgunned, using cover to avoid incoming fire as they engage.

Whenever an operative is shooting a friendly **KASRKIN** operative that's in cover, you can re-roll one of your defence dice.

KASRKIN STRATEGY PLOY

CLEARANCE SWEEP

The Kasrkin advance steadily towards their objectives, clearing the battlefield of enemies quadrant by quadrant.

Place your Clearance Sweep marker in the killzone. Whenever a friendly **KASRKIN** operative within 5" horizontally of that marker is shooting an operative also within 5" horizontally of that marker, that friendly operative's weapons have the Ceaseless weapon rule. In the Ready step of the next Strategy phase, remove that marker.



KASRKIN☠ STRATEGY PLOY

RELOCATE

The Kasrkin are always on the move, advancing swiftly across the battlefield to take up new firing positions.

Select one friendly **KASRKIN☠** operative that's more than 3" from enemy operatives. That operative, and each other friendly **KASRKIN☠** operative that's both within 3" of that operative and more than 3" from enemy operatives, can immediately perform a free **Dash** action in an order of your choice. You cannot use this ploy during the first turning point.

KASRKIN☠ FIREFIGHT PLOY

SEIZE THE INITIATIVE

Kasrkin squads are bold and decisive, acting with speed and clarity even in the confusion of battle.

Use this firefight ploy at the start of the Firefight phase. One friendly **KASRKIN☠** operative can immediately perform a 1AP action for free, but it cannot move during that action. You cannot use this ploy if you're the player with initiative.

KASRKIN☠ FIREFIGHT PLOY

COVER RETREAT

Should a Kasrkin soldier need to retreat, their allies may lay down a withering barrage of covering fire.

Use this firefight ploy when a friendly **KASRKIN☠** operative performs the **Fall Back** action while visible to and within 6" of another friendly **KASRKIN☠** operative that's not within control range of enemy operatives. After that friendly operative has finished moving, but before that **Fall Back** action ends, that other friendly operative can immediately perform a free **Shoot** action (you can change its order to Engage to do so).

KASRKIN☠ FIREFIGHT PLOY

NEUTRALISE TARGET

Designating an exposed enemy operative as a priority target, this operative levels their weapon and fires a volley of rounds.

Use this firefight ploy after rolling your attack dice for a friendly **KASRKIN☠** operative, if it's shooting an operative that either cannot retain any cover saves or is being scanned (see **RECON-TROOPER**). You can re-roll any of your attack dice.



KASRKIN FIREFIGHT PLOY

GIVE NO GROUND

Hardened by a lifetime spent defending the Imperium from the horrific denizens of the Eye of Terror, the Kasrkin demonstrate unwavering discipline in the face of the enemy.

Use this firefight ploy during a friendly **KASRKIN** operative's activation, or at the end of the Firefight phase. Select one of your mission markers or an objective marker. Until the end of that activation or until the start of the next turning point respectively, if the total APL of friendly **KASRKIN** operatives that contest that marker is 2, and the total APL of enemy operatives that contest it is the same, friendly **KASRKIN** operatives control that marker.

KASRKIN FACTION EQUIPMENT

FOREGRIP

Fitted under the barrel of the gun, this foregrip helps stabilise the bearer's weapon, improving its handling at close range.

Whenever a friendly **KASRKIN** operative is shooting an operative within 3" of it, ranged weapons on its datacard (excluding weapons that include 'pistol' in their name, e.g. hot-shot laspistol, all profiles of a plasma pistol, etc.) have the Accurate 1 weapon rule.

KASRKIN FACTION EQUIPMENT

LONG-RANGE SCOPE

This weapon is fitted with a marksman's scope, enabling great accuracy even at long range.

Whenever a friendly **KASRKIN** operative is shooting an operative more than 6" from it, that friendly operative's hot-shot weapons have the Saturate weapon rule.

KASRKIN FACTION EQUIPMENT

RELICS OF CADIA

Small personal effects remind the Kasrkin of their homeworld, those they have lost, and that which they fight for.

Once per turning point, when a friendly **KASRKIN** operative is shooting, fighting or retaliating, if you roll two or more fails, you can discard one of them to retain another as a normal success instead.



KASRKIN FACTION EQUIPMENT

COMBAT DAGGERS

When close combat is required, the Kasrkin turn to their combat daggers in order to silence the enemy.

Friendly **KASRKIN**  operatives have the following melee weapon:

NAME	ATK	HIT	DMG
 Combat dagger	3	4+	3/4

NOTES:

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KASRKIN: 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**.

SERGEANT OPERATIVE, VETERAN LEADERSHIP RULE

Relevant part changed to read:

'[...] you can select one additional **SKILL AT ARMS** **but they cannot be the same.**'

PREVIOUS ERRATAS

SERGEANT OPERATIVE

'Veteran Leadership' additional rule added.

SERGEANT OPERATIVE, TACTICAL COMMAND ACTION

First effect changed to read:

'Select one friendly **KASRKIN** operative, then select one **SKILL AT ARMS** for that operative to have (instead of any it currently has) until the Ready step of the next Strategy phase. This can be in addition to any **SKILL AT ARMS** it already has, but they cannot be the same.'

RECON-TROOPER OPERATIVE, AUSPEX SCAN ACTION

Effect changed to read:

'Until the start of this operative's next activation or until it's incapacitated (whichever comes first), whenever an enemy operative is within 8" of this operative, that enemy operative is being scanned. Whenever a friendly **KASRKIN** operative is shooting an enemy operative that's being scanned, that enemy operative cannot be obscured.'

RECON-TROOPER OPERATIVE, RECONNOITRE KILLZONE RULE

Second and third sentences deleted:

~~'If this operative is in an **INQUISITORIAL AGENT** kill team, you can still use this rule (replace **KASRKIN** on that ploy with **INQUISITORIAL AGENT**). This takes precedence over the restriction in the Inquisitorial Requisition rule, and you cannot use that ploy with an **INQUISITORIAL AGENT** kill team unless this operative is selected.'~~

COMBAT MEDIC OPERATIVE, MEDIC! RULE

Changed to read:

'The first time during each turning point that another friendly **KASRKIN** 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.'

FACTION RULES

'Rapid Fire' rule added.

FACTION RULES, SKILL AT ARMS

Ice in Your Veins

Relevant part changed to read:

'[...] the first time an attack dice inflicts Normal Dmg of 3 or more on this operative during that sequence, [...]

For Cadia!

Additional text added to end:

'Whenever a friendly **KASRKIN** operative is fighting, the first time you strike during that sequence, inflict 1 additional damage.'

Light 'Em Up

Changed to read:

'Friendly **KASRKIN** operatives' ranged weapons have the **Severe weapon rule**.'

STRATEGY PLOYS, CLEARANCE SWEEP

Relevant part of second sentence changed to read:

'[...] that friendly operative's weapons have the **Ceaseless weapon rule**.'

STRATEGY PLOYS, ELIMINATION PATTERN

Relevant part changed to read:

'[...] against an operative that either cannot retain any cover saves or is being scanned (see **RECON-TROOPER**), that weapon has the **Piercing Crits 1 weapon rule**, [...]

FIREFIGHT PLOYS, NEUTRALISE TARGET

Relevant part of first sentence changed to read:

'[...] if it's shooting an operative that either cannot retain any cover saves or is being scanned (see **RECON-TROOPER**).'

FIREFIGHT PLOYS, COVER RETREAT

Relevant part of first sentence changed to read:

'[...] within 6" of another ready friendly **KASRKIN** operative that's [...]

Relevant part of last sentence changed to read:

'[...] that other friendly operative can immediately perform a free **Shoot** action (you can change its order to Engage to do so).'

FIREFIGHT PLOYS, SEIZE THE INITIATIVE

Changed to read:

'Use this firefight ploy at the start of the Firefight phase. One friendly **KASRKIN** operative can immediately perform a 1AP action for free, but it cannot move during that action. You cannot use this ploy if you're the player with initiative.'

FACTION EQUIPMENT, LONG-RANGE SCOPE

Changed to read:

'Whenever a friendly **KASRKIN** operative is shooting an operative more than 6" from it, ~~in the Roll Attack Dice step, if you retain any critical successes, that friendly operative's~~ hot-shot weapons ~~(excluding hot-shot laspistol)~~ have the Saturate weapon rule.'

FACTION EQUIPMENT, RELICS OF CADIA

Relevant part changed to read:

'[...] when a friendly **KASRKIN** operative is shooting, **fighting or retaliating**, if you roll two or more fails, [...]'

KASRKIN OPERATIVES

Amongst Cadia's most elite warriors, the Kasrkin are trained from birth in the art of war. Clad in carapace armour and bearing a wide range of specialist wargear, they are the special forces of the Cadian regiments, tasked with completing nigh impossible missions in the defence and furtherance of the Imperial cause.

KASRKIN SERGEANT

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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.

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.

'TRAIN. BRIEF. ACTION. DEBRIEF. TRAIN. THAT IS OUR LIFE. THAT IS WHAT IT MEANS TO BE KASRKIN.'

- Kasrkin Sergeant Irla Pavlo

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.

KASRKIN GUNNER

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

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.





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.

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.

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.

'SOME THINK OF WE KASRKIN AS STRONG BECAUSE THEY SEE US AS BEING UNAFFECTED BY THE HORRORS OF THE GALAXY, BECAUSE WE FIGHT ON DESPITE ALL THE DEATH AND DESTRUCTION. THAT SOMEHOW WE ARE SO TOUGH, COLD OR BOTH THAT WE ARE CAPABLE OF IGNORING IT. THIS IS NOT TRUE. WHAT WE EXPERIENCE WILL BE WITH US FOR AS LONG AS WE LIVE. OUR STRENGTH IS NOT IN IGNORING THE HORRORS — IT IS THE OPPOSITE. THE DEVASTATION WE WITNESS IS OUR FUEL TO FIGHT ON.'

- Kasrkin Captain Erlen Kyser

KASRKIN KILL TEAM

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KASRKIN KILL TEAM SELECTION



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

OPERATIVES

➤ 1 **KASRKIN** **SERGEANT** operative 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:

- **COMBAT MEDIC**
- **DEMO-TROOPER**
- **GUNNER** with flamer and gun butt*
- **GUNNER** with grenade launcher and gun butt*
- **GUNNER** with hot-shot volley gun and gun butt*
- **GUNNER** with meltagun and gun butt*
- **GUNNER** with plasma gun and gun butt*
- **RECON-TROOPER**
- **SHARPSHOOTER***
- **TROOPER**
- **VOX-TROOPER**

Other than **TROOPER** operatives, your kill team can only include each operative on this list once.

* You cannot select more than four of these operatives combined.

Some **KASRKIN** rules refer to a 'hot-shot weapon'. This is a ranged weapon that includes 'hot-shot' in its name, e.g. hot-shot lasgun, all profiles of a hot-shot marksman rifle, etc.

ARCHETYPES



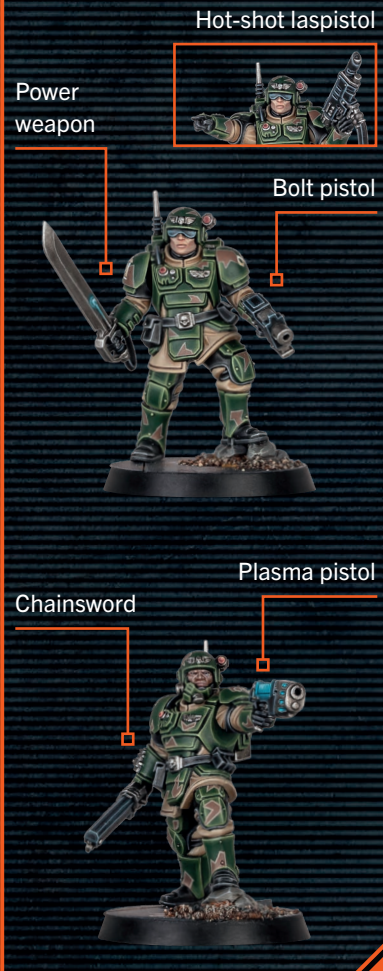
SECURITY



SEEK &
DESTROY

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

SERGEANT



'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

COMBAT MEDIC

Hot-shot lasgun



DEMO-TROOPER

Hot-shot laspistol

Melta mine



RECON-TROOPER

Hot-shot lasgun



GUNNER

Grenade launcher

Meltagun

Plasma gun

Hot-shot volley gun



SHARPSHOOTER

Hot-shot marksman rifle



TROOPER

Hot-shot lasgun



VOX-TROOPER

Hot-shot lasgun

