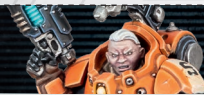




HEARTHKYN THEYN

APL
2MOVE
5"SAVE
3+WOUNDS
9

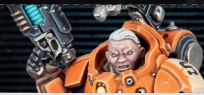
NAME	ATK	HIT	DMG	WR
Autoch-pattern bolt pistol	4	3+	3/4	Range 8", Accurate 1
Autoch-pattern bolter	4	4+	3/4	Accurate 1
Bolt revolver	4	3+	3/5	Range 8"
EtaCarn plasma pistol	4	4+	3/5	Range 8", Piercing 1
Ion blaster	4	4+	3/4	Piercing Crits 1
Ion pistol	4	3+	3/4	Range 8", Piercing Crits 1
Concussion gauntlet	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 GRENAДИER

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, GRENAДИER

28

HEARTHKYN GRENAДИER

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
➡ 7"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 KOGNITÂAR

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, you can re-roll one of your attack dice. 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, KOGNITÂAR

28

HEARTHKYN KOGNITÂAR

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 LOKÂTR

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, LOKÂTR

28

HEARTHKYN LOKÂTR

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.

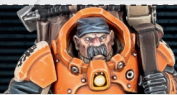
PAN SPECTRAL SCAN

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 LUGGER

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	-

Well Supplied: You can select one additional equipment option.

I've Got It: Once during each of this operative's activations, it can perform a mission action for 1 less AP.

HEARTHKYN SALVAGER, LEAGUES OF VOTANN, LUGGER

28

HEARTHKYN WARRIOR

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	-

Secure Salvage: Whenever an enemy operative is shooting against, fighting against or retaliating against this operative, if this operative contests an objective marker or one of your mission markers, in the Resolve Attack Dice step, you can subtract 1 from the damage inflicted on it from one success.

HEARTHKYN SALVAGER, LEAGUES OF VOTANN, WARRIOR

28

NOTES:

NOTES:



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).

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.

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.

Whenever a friendly **HEARTHKYN SALVAGER**  operative is climbing up, you can treat the vertical distance as 1" less (to a minimum of 2"). Note this has no effect when using ladder equipment terrain features, which treats the vertical distance as 1" (but would have an effect if the operative then continued climbing another terrain feature).

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.



UNIVERSAL EQUIPMENT

1X AMMO CACHE

Whether stockpiles deliberately set out for warriors to access quickly, or the abandoned munitions of the slain, these caches can prove vital for a swift reload in the heat of battle.

Before the battle, you can set up one of your Ammo Cache markers wholly within your territory. Friendly operatives can perform the following mission action during the battle.

AMMO RESUPPLY

DAP

- ▶ One of your Ammo Cache markers the active operative controls is used during this turning point.
- ▶ Until the start of the next turning point, whenever this operative is shooting with a weapon from its datacard, you can re-roll one of your attack dice.
- ◆ An operative cannot perform this action while within control range of an enemy operative, if that marker isn't yours, or if that marker has been used this turning point.

UNIVERSAL EQUIPMENT

1X RAZOR WIRE

Spooled rapidly out and affixed to jutting posts, razor wire acts as an easily deployed barrier and a painful deterrent to enemy operatives seeking to attack along particular routes.

Razor wire is Exposed and Obstructing terrain. Before the battle, you can set it up wholly within your territory, on the killzone floor and more than 2" from other equipment terrain features, access points and Accessible terrain.

Obstructing: Whenever an operative would cross over this terrain feature within 1" of it, treat the distance as an additional 1".

UNIVERSAL EQUIPMENT

1X COMMS DEVICE

Communications devices can be swiftly hijacked and employed to coordinate operations or call in support during a firefight.

Before the battle, you can set up one of your Comms Device markers wholly within your territory. While a friendly operative controls this marker, add 3" to the distance requirements of its **SUPPORT** rules that refer to friendly operatives (e.g. 'select one friendly operative within 6"' would be 9" instead). Note that you cannot benefit from your opponent's Comms Device markers.

UNIVERSAL EQUIPMENT

1X MINES

The battlefields of the 41st Millennium are plagued by myriad types of mine, from simple frag charges to monofilament web-snares and microplasma charges. Ultimately, all serve a similar, horrible purpose.

Before the battle, you can set up one of your Mines markers wholly within your territory and more than 2" from other markers, access points and Accessible terrain. The first time that marker is within an operative's control range, remove that marker and inflict D3+3 damage on that operative.



UNIVERSAL EQUIPMENT

2X LIGHT BARRICADES

Designed to be lugged into place and then deployed by operatives and combat engineers, these barriers are proof against small arms fire.

Light barricades are Light terrain, except the feet, which are Insignificant and Exposed. Before the battle, you can set up any of them wholly within your territory, on the killzone floor and more than 2" from other equipment terrain features, access points and Accessible terrain.

1X HEAVY BARRICADE

A redoubtable slab of plasteel and adamantine, this layered protective barrier provides shelter amidst the fiercest firefights.

A heavy barricade is Heavy terrain. Before the battle, you can set it up wholly within 4" of your drop zone, on the killzone floor and more than 2" from other equipment terrain features, access points and Accessible terrain.

UNIVERSAL EQUIPMENT

2X LADDERS

Carried into battle in their compacted forms, these ladders provide a rapid route of ingress to strongholds, or access to vital vantage points.

Ladders are Insignificant and Exposed terrain. Before the battle, you can set up any of them as follows:

- Wholly within your territory.
- Upright against terrain that's at least 2" tall.
- More than 2" from other equipment terrain features.
- More than 1" from doors and access points.

Once per action, whenever an operative is climbing the terrain feature a ladder is placed against, treat the vertical distance as 1" if the ladder is within that operative's control range during that entire climb.

UNIVERSAL EQUIPMENT

UTILITY GRENADES

From neuro-suppressant psybombs to smoke-belching chemical charges, grenades of this sort can suppress the enemy and be the difference between life and death.

When you select this equipment, select two utility grenades (2 smoke, 2 stun, or 1 smoke and 1 stun). Each selection is a unique action your operatives can perform, but your kill team can only perform that action a total number of times during the battle equal to your selection.

STUN GRENADE

1AP

▶ Select one enemy operative visible to and within 6" of this operative. That operative and each other operative within 1" of it takes a stun test. For an operative to take a stun test, roll one D6: on a 3+, subtract 1 from its APL stat until the end of its next activation.

◆ An operative cannot perform this action while within control range of an enemy operative, or if you have reached the total number of times your kill team can perform it.

UNIVERSAL EQUIPMENT

EXPLOSIVE GRENADES

A variety of offensive grenades are employed by the forces of the 41st Millennium. These range from simple fragmentation grenades to plasma and gravitic concussion grenades, while even more exotic devices are used to crack open enemy armour.

When you select this equipment, select two explosive grenades (2 frag, 2 krak, or 1 frag and 1 krak). Each selection is a ranged weapon your operatives can use, but your kill team can only use that weapon a total number of times during the battle equal to your selection.

NAME	ATK	HIT	DMG
☄ Frag grenade	4	4+	2/4

WR

Range 6", Blast 2", Saturate

NAME	ATK	HIT	DMG
☄ Krak grenade	4	4+	4/5

WR

Range 6", Piercing 1, Saturate



UNIVERSAL EQUIPMENT

1X PORTABLE BARRICADE

Little more than a suppression shield with armoured feet, these barricades can be hefted and borne forwards to provide mobile cover.

A portable barricade is Light, Protective and Portable terrain, except the feet which are Insignificant and Exposed. Before the battle, you can set it up wholly within your territory, on the killzone floor and more than 2" from other equipment terrain features, access points and Accessible terrain.

Protective: While an operative is in cover from this terrain feature, improve its Save stat by 1 (to a maximum of 2+).

RULE CONTINUES ON OTHER SIDE ▶

Portable: This terrain feature only provides cover while an operative is connected to it and if the shield is intervening (ignore its feet). Operatives connected to the inside of it can perform the following unique action during the battle.

MOVE WITH BARRICADE 1AP

▶ The same as the **Reposition** action, except the active operative can move no more than its Move stat minus 2" and cannot climb, drop, jump or use any kill team's rules that remove it and set it back up again (e.g.

HEARTHKYN SALVAGER ⚔️ **FLY**, **MANDRAKE** ⚔️ **SHADOW PASSAGE**).

▶ Before this operative moves, remove the portable barricade it's connected to. After it moves, set up the portable barricade so it's connected again, but the portable barricade cannot be set up within 2" of other equipment terrain features, access points or Accessible terrain. If this is not possible, the portable barricade is not set up again.

◆ This action is treated as a **Reposition** action. An operative cannot perform this action while within control range of an enemy operative, or during the same activation in which it performed the **Fall Back** or **Charge** action.

UNIVERSAL EQUIPMENT

UTILITY GRENADES

From neuro-suppressant psybombs to smoke-belching chemical charges, grenades of this sort can suppress the enemy and be the difference between life and death.

When you select this equipment, select two utility grenades (2 smoke, 2 stun, or 1 smoke and 1 stun). Each selection is a unique action your operatives can perform, but your kill team can only perform that action a total number of times during the battle equal to your selection.

RULE CONTINUES ON OTHER SIDE ▶

SMOKE GRENADE 1AP

▶ Place one of your Smoke 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. The marker creates an area of smoke 1" horizontally and unlimited height vertically from (but not below) it.

▶ While an operative is wholly within an area of smoke, it's obscured to operatives more than 2" from it, and vice versa. In addition, whenever an operative is shooting an enemy operative wholly within an area of smoke, weapons with the Piercing 2 or Piercing Crits 2 weapon rule have the Piercing 1 or Piercing Crits 1 weapon rule (respectively) instead.

▶ In the Ready step of the next Strategy phase, roll one D3. Remove that Smoke 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).

◆ An operative cannot perform this action while within control range of an enemy operative, or if you have reached the total number of times your kill team can perform it.



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

OCTOBER '25

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**.

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, 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.'

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.'

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.'

PREVIOUS ERRATAS

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).'

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.'

JUMP PACK WARRIOR OPERATIVE

Move stat changed to '7'.

THEYN OPERATIVE, EYE OF THE ANCESTORS RULE

First sentence changed to read:

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

KOGNITÅAR OPERATIVE, TACTICIAN RULE

First sentence changed to read:

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

FACTION EQUIPMENT, CLIMBING RIGS

Relevant part of first sentence changed to read:

'Whenever a friendly **HEARTHKYN SALVAGER** operative is climbing up, you can treat the vertical distance as [...]'

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 | • GUNNER with one of the following options: |
| • FIELD MEDIC | ◦ EtaCarn plasma beamer; fists |
| • GRENADIER | ◦ HYLas auto rifle; fists |
| • JUMP PACK WARRIOR | ◦ HYLas rotary cannon; fists |
| • KINLYNK* | ◦ L7 missile launcher; fists |
| • KOGNITÂAR* | ◦ Magna rail rifle; fists |
| • 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

ARCHETYPES



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

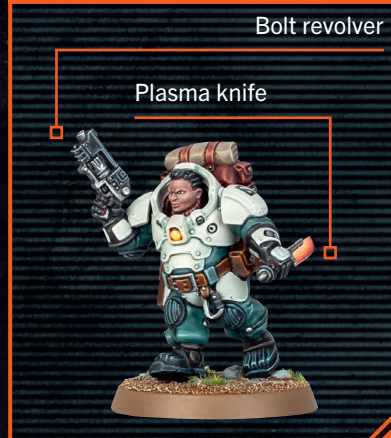
THEYN



DÔZR



FIELD MEDIC



GRENADIER

C8 HX charge



JUMP PACK WARRIOR

Autoch-pattern bolt pistol

Plasma weapon



KINLYNK

Autoch-pattern bolter



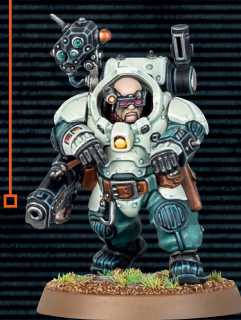
KOGNITÂAR

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

