

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+

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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).

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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).

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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.