

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 lascannon, all profiles of a plasma pistol, etc.) have the Accurate 1 weapon rule.

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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^{SKULL}

FACTION EQUIPMENT

COMBAT DAGGERS

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

Friendly **KASRKIN^{SKULL}** operatives have the following melee weapon:

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