

# HEARTKYN SALVAGERØ 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 **HEARTKYN SALVAGERØ** operatives that contest it as 1 higher if at least one friendly **HEARTKYN SALVAGERØ** operative contests that marker.  
Note this isn't a change to the APL stat, so any changes are cumulative with this.
- Whenever a friendly **HEARTKYN SALVAGERØ** operative is within 3" of that marker, add 1 to the Atk stat of its melee weapons (to a maximum of 4).

# HEARTHKYN SALVAGERØ 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.

# HEARTKYN SALVAGERØ STRATEGY PLOY

## WROUGHT DEFENCE

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

Whenever an operative is shooting a friendly **HEARTKYN SALVAGERØ** 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.

# HEARTKYN SALVAGER<sup>®</sup>

# STRATEGY PLOY

## PROXIMATE FIREPOWER

Hearthkyn Salvagers are supremely effective in close-quarters environments.

Whenever a friendly **HEARTKYN SALVAGER<sup>®</sup>** 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).