



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.



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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).

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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's either not in cover or is being scanned (see **RECON-TROOPER**). You can re-roll any of your attack dice.

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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.