

KASRKIN^{SKULL} STRATEGY PLOY

ELIMINATION PATTERN

Having already outmanoeuvred the foe, the Kaskin attempt to fell their target in a single volley.

Whenever a friendly **KASRKIN^{SKULL}** operative is shooting with a hot-shot weapon against an operative that's not in cover or is being scanned (see **RECON-TROOPER**), that weapon has the Piercing Crits 1 weapon rule, or Piercing 1 instead if it's a hot-shot volley gun.

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ENGAGE FROM COVER

Kasrkin are used to being outnumbered and outgunned, using cover to avoid incoming fire as they engage.

Whenever an operative is shooting a friendly **KASRKIN^{SKULL}** operative that's in cover, you can re-roll one of your defence dice.



KASRKIN[¶]

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CLEARANCE SWEEP

The Kasrkin advance steadily towards their objectives, clearing the battlefield of enemies quadrant by quadrant.

Place your Clearance Sweep marker in the killzone. Whenever a friendly KASRKIN[¶] operative within 5" horizontally of that marker is shooting an operative also within 5" horizontally of that marker, that friendly operative's weapons have the Ceaseless weapon rule. In the Ready step of the next Strategy phase, remove that marker.

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RELOCATE

The Kasrkin are always on the move, advancing swiftly across the battlefield to take up new firing positions.

Select one friendly KASRKIN[©] operative that's more than 3" from enemy operatives. That operative, and each other friendly KASRKIN[©] operative that's both within 3" of that operative and more than 3" from enemy operatives, can immediately perform a free Dash action in an order of your choice. You cannot use this ploy during the first turning point.