

HEARTKYN THEYN



APL

▼ 2

MOVE

5"

SAVE

3+

WOUNDS

9

NAME	ATK	HIT	DMG	WR
Autoch-pattern bolt pistol	4	3+	3/4	Range 8", Accurate 1
Autoch-pattern bolter	4	4+	3/4	Accurate 1
Bolt revolver	4	3+	3/5	Range 8"
EtaCarn plasma pistol	4	4+	3/5	Range 8", Piercing 1
Ion blaster	4	4+	3/4	Piercing Crits 1
Ion pistol	4	3+	3/4	Range 8", Piercing Crits 1
Concussion gauntlet	4	4+	5/7	Brutal, Shock
Plasma weapon	4	3+	4/6	Lethal 5+

RULES CONTINUE ON OTHER SIDE ►

HEARTKYN SALVAGER, LEAGUES OF VOTANN, LEADER, THEYN

HEARTKYN THEYN



APL

▼ 2

MOVE

► 5"

SAVE

3+

WOUNDS

9

Eye of the Ancestors: STRATEGIC GAMBIT if this operative is in the killzone. Select one enemy operative, or up to two enemy operatives if three or more friendly **HEARTKYN SALVAGER** operatives are incapacitated. Each of those enemy operatives gains one of your Grudge tokens.

Weavefield Crest: Once per battle, when an attack dice inflicts Normal Dmg on this operative, you can ignore that inflicted damage.

HEARTKYN DÔZR



APL

▼ 2

MOVE

→ 5"

SAVE

🛡 3+

WOUNDS

⚠ 8

NAME	ATK	HIT	DMG	WR
三等奖 Autoch-pattern bolt pistol	4	4+	3/4	Range 8", Accurate 1
二等奖 Concussion knux	4	3+	4/4	Ceaseless, Lethal 5+, Shock

Brawler: Whenever this operative is fighting or retaliating:

- Enemy operatives cannot assist.
- If it's incapacitated, you can strike the enemy operative in that sequence with one of your unresolved successes before it's removed from the killzone.
- Normal Dmg of 4 or more inflicts 1 less damage on it.

KNUX SMASH

1AP

► Select one enemy operative within this operative's control range. You can move that enemy operative up to 3" to a location it can be placed. Then inflict D3+1 damage on it (even if you don't move it); if the D3 result is a 3, also subtract 1 from that enemy operative's APL stat until the end of its next activation. This operative can then immediately perform a free **Charge** action (even if it's already performed the **Charge** action during that activation), but cannot move more than 3" during that action.

◆ This operative cannot perform this action unless an enemy operative is within its control range.

HEARTKYN FIELD MEDIC



APL

▼ 2

MOVE

5"

SAVE

3+

WOUNDS

8

NAME	ATK	HIT	DMG	WR
Bolt revolver	4	4+	3/5	Range 8"
Plasma knife	4	4+	3/5	Lethal 5+

Medic!: The first time during each turning point that another friendly **HEARTKYN SALVAGER** operative would be incapacitated while visible to and within 3" of this operative, you can use this rule, providing neither this nor that operative is within control range of an enemy operative. If you do, that friendly operative isn't incapacitated, has 1 wound remaining and cannot be incapacitated for the remainder of the action. After that action, that friendly operative can immediately perform a free **Dash** action, but must end that move within this operative's control range. Subtract 1 from this and that operative's APL stats until the end of their next activations respectively, and if this rule was used during that friendly operative's activation, that activation ends. You cannot use this rule if this operative is incapacitated, or if it's a **Shoot** action and this operative would be a primary or secondary target.

RULES CONTINUE ON OTHER SIDE ►

HEARTKYN FIELD MEDIC



APL

▼ 2

MOVE

► 5"

SAVE

3+

WOUNDS

8

MEDIKIT

1AP

- Select one friendly **HEARTKYN SALVAGER** operative within this operative's control range to regain up to 2D3 lost wounds. It cannot be an operative that the Medic! rule was used on during this turning point.

- ◆ This operative cannot perform this action while within control range of an enemy operative.

HEARTKYN GRENADIER



APL

▼ 2

MOVE

5"

SAVE

3+

WOUNDS

8

NAME	ATK	HIT	DMG	WR
Autoch-pattern bolt pistol	4	4+	3/4	Range 8", Accurate 1
C8 HX charge	4	3+	4/6	Range 4", Blast 1", Heavy (Reposition only), Limited 1, Piercing 1, Saturate
Fists	3	4+	2/3	-

Grenadier: This operative can use frag, krak, smoke and stun grenades (see universal equipment). Doing so doesn't count towards any limited uses you have (i.e. if you also select those grenades from equipment for other operatives). Whenever this operative is using a frag or krak grenade, improve the Hit stat of that weapon by 1.

RULES CONTINUE ON OTHER SIDE ►

HEARTKYN GRENADIER



APL

▼ 2

MOVE

► 5"

SAVE

3+

WOUNDS

8

VÄYR-3 UTILITY GRENADE

1AP

- ▶ Place one of your Utility Grenade markers within 6" of this operative. It must be visible to this operative, or on Vantage terrain or a terrain feature that's visible to this operative. Whenever an operative is within 3" of that Utility Grenade marker, its controlling player must spend 1 additional AP for that operative to perform the **Pick Up Marker** and mission actions.
- ▶ In the Ready step of the next Strategy phase, roll one D3. Remove that Utility Grenade marker after a number of activations equal to the result have been completed or at the end of the turning point (whichever comes first).
- ◆ This operative cannot perform this action while within control range of an enemy operative.

HEARTKYN GUNNER



APL

▼ 2

MOVE

5"

SAVE

3+

WOUNDS

8

NAME	ATK	HIT	DMG	WR	
EtaCarn plasma beamer	4	4+	5/6	Piercing 1, Beam*	
HYLas auto rifle	4	4+	4/5	Ceaseless, Rending	
HYLas rotary cannon (focused)	5	4+	4/5	Ceaseless, Heavy (Reposition only), Saturate	
HYLas rotary cannon (sweeping)	4	4+	4/5	Ceaseless, Heavy (Reposition only), Saturate, Torrent 1"	
L7 missile launcher (blast)	4	4+	3/5	Blast 2"	
L7 missile launcher (focused)	4	4+	5/6	Piercing 1	
Magna rail rifle	4	4+	4/2	Devastating 3, Heavy (Dash only), Piercing 2	
Fists	3	4+	2/3	-	

RULES CONTINUE ON OTHER SIDE ►

HEARTKYN GUNNER



APL

▼ 2

MOVE

5"

SAVE

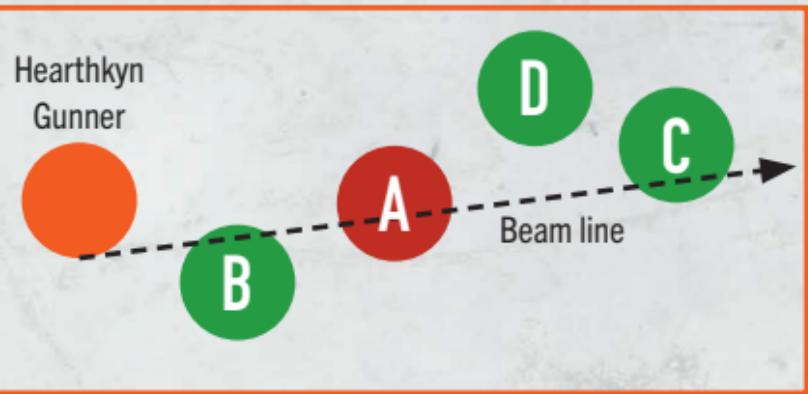
3+

WOUNDS

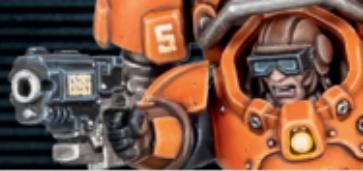
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*Beam: Whenever this operative is shooting with this weapon, each retained critical success immediately inflicts D3 damage on each other operative along one (and only one) beam line (roll separately for each operative), but the target isn't affected. An operative is along a beam line if a targeting line can be drawn from this operative to its base, and that line crosses the base of the original target but doesn't cross Heavy terrain.

In this example, Operative A is the target. Operatives B and C are along the beam line, but Operative D isn't.



HEARTKYN JUMP PACK WARRIOR



APL

▼ 2

MOVE

7"

SAVE

3+

WOUNDS

8

NAME	ATK	HIT	DMG	WR
Autoch-pattern bolt pistol	4	4+	3/4	Range 8", Accurate 1
Plasma weapon	4	3+	4/6	Lethal 5+, Force Impact*

Jump Pack: Whenever this operative performs an action in which it moves, it can **FLY**. If it does, don't move it. Instead, remove it from the killzone and set it back up wholly within a distance equal to its Move stat (or 3" if it was a **Dash**) horizontally of its original location (in a killzone that uses the close quarters rules, e.g. Killzone: Tomb World, this distance cannot be measured over or through Wall terrain, and that operative cannot be set up on the other side of an access point – in other words it cannot **FLY** through an open hatchway). Note that it gains no additional distance when performing the **Charge** action. It must be set up in a location it can be placed, and unless it's the **Charge** action, it cannot be set up within control range of an enemy operative.

***Force Impact:** Whenever this operative is fighting with this weapon, if it's performed the **Charge** action during the activation, this weapon has the Brutal weapon rule.

HEARTHKYN KINLYNK

APL
▼ 2MOVE
► 5"SAVE
3+WOUNDS
8

NAME	ATK	HIT	DMG	WR
Autoch-pattern bolter	4	4+	3/4	Accurate 1
Ion blaster	4	4+	3/4	Piercing Crits 1
Fists	3	4+	2/3	-

SIGNAL

1AP

► **SUPPORT.** Select one other friendly **HEARTHKYN SALVAGER** operative in the killzone. Until the end of that operative's next activation, add 1 to its APL stat.

◆ This operative cannot perform this action while within control range of an enemy operative.

RULES CONTINUE ON OTHER SIDE ►

HEARTHKYN KINLYNK



APL

▼ 2

MOVE

► 5"

SAVE

3+

WOUNDS

8

SYSTEM JAM

1AP

► Select one enemy operative that's a valid target for this operative and that doesn't have one of your System Jam tokens; it gains one. Until the end of the battle, whenever an enemy operative has one of your System Jam tokens, it cannot be activated until each enemy operative without one is expended. When an enemy operative that has one of your System Jam tokens is activated, remove that token.

◆ This operative cannot perform this action while within control range of an enemy operative.

HEARTKYN KOGNITÄAR

APL
▼ 2MOVE
► 5"SAVE
3+WOUNDS
8

NAME	ATK	HIT	DMG	WR
Autoch-pattern bolter	4	4+	3/4	Accurate 1
Ion blaster	4	4+	3/4	Piercing Crits 1
Fists	3	4+	2/3	-

Tactician: **STRATEGIC GAMBIT** if this operative is in the killzone. Place either your Attack or Defence marker in the killzone. Whenever a friendly **HEARTKYN SALVAGER** operative is shooting against, fighting against or retaliating against an enemy operative that's within 3" of your Attack marker, you can re-roll one of your attack dice. Whenever an enemy operative is shooting a friendly **HEARTKYN SALVAGER** operative that's within 3" of your Defence marker, you can re-roll one of your defence dice. In the Ready step of the next Strategy phase, remove that marker.

RULES CONTINUE ON OTHER SIDE ►

HEARTKYN KOGNITÂAR



APL

▼ 2

MOVE

► 5"

SAVE

3+

WOUNDS

8

ACCELERATED APPRAISAL

1AP

- ▶ If your Attack or Defence marker is in the killzone, remove it.
- ▶ Place your Attack or Defence marker in the killzone.
- ◆ This operative cannot perform this action while within control range of an enemy operative.

HEARTKYN LOKÂTR



APL

▼ 2

MOVE

5"

SAVE

3+

WOUNDS

8

NAME	ATK	HIT	DMG	WR
Autoch-pattern bolter	4	4+	3/4	Accurate 1
Ion blaster	4	4+	3/4	Piercing Crits 1
Fists	3	4+	2/3	-

RULES CONTINUE ON OTHER SIDE ►

HEARTKYN LOKÂTR



APL

▼ 2

MOVE

→ 5"

SAVE

3+

WOUNDS

8

SPOT

1AP

PAN SPECTRAL SCAN

1AP

► **SUPPORT.** Select one enemy operative visible to this operative. Until the end of the turning point, whenever a friendly **HEARTKYN SALVAGER** operative within 3" of this operative is shooting that enemy operative, you can use this effect. If you do:

- That friendly operative's ranged weapons have the Seek Light weapon rule.
 - That enemy operative cannot be obscured.
- ◆ This operative cannot perform this action while within control range of an enemy operative.

► Place your Pan Spectral Scan marker in the killzone. Whenever a friendly **HEARTKYN SALVAGER** operative is shooting an enemy operative that's within 3" of that marker, that friendly operative's ranged weapons have the Accurate 1 and Saturate weapon rules. When this operative is next activated, is incapacitated or performs this action again (whichever comes first), remove that marker.

◆ This operative cannot perform this action while within control range of an enemy operative.

HEARTKYN LUGGER



APL

▼ 2

MOVE

5"

SAVE

3+

WOUNDS

8

NAME	ATK	HIT	DMG	WR
Autoch-pattern bolter	4	4+	3/4	Accurate 1
Ion blaster	4	4+	3/4	Piercing Crits 1
Fists	3	4+	2/3	-

Well Supplied: You can select one additional equipment option.

I've Got It: Once during each of this operative's activations, it can perform a mission action for 1 less AP.

HEARTKYN WARRIOR



APL

▼ 2

MOVE

5"

SAVE

3+

WOUNDS

8

NAME	ATK	HIT	DMG	WR
Autoch-pattern bolter	4	4+	3/4	Accurate 1
Ion blaster	4	4+	3/4	Piercing Crits 1
Fists	3	4+	2/3	-

Secure Salvage: Whenever an enemy operative is shooting against, fighting against or retaliating against this operative, if this operative contests an objective marker or one of your mission markers, in the Resolve Attack Dice step, you can subtract 1 from the damage inflicted on it from one success.