



KASRKIN SERGEANT



APL ▼3 MOVE 6" SAVE 4+ WOUNDS 9

NAME	ATK	HIT	DMG	WR
Bolt pistol	4	3+	3/4	Range 8"
Hot-shot lasgun	4	3+	3/4	-
Hot-shot lascannon	4	3+	3/4	Range 8"
Plasma pistol (standard)	4	3+	3/5	Range 8", Piercing 1
Plasma pistol (supercharge)	4	3+	4/5	Range 8", Hot, Lethal 5+, Piercing 1
Chainsword	4	3+	4/5	-
Gun butt	3	3+	2/3	-
Power weapon	4	3+	4/6	Lethal 5+

RULES CONTINUE ON OTHER SIDE ►

KASRKIN®, IMPERIUM, ASTRA MILITARUM, LEADER, SERGEANT

(28)

KASRKIN SERGEANT



APL ▼3 MOVE 6" SAVE 4+ WOUNDS 9

TACTICAL COMMAND

OAP

- Select one friendly KASRKIN® operative, then select one SKILL AT ARMS for that operative to have until the Ready step of the next Strategy phase. This can be in addition to any SKILL AT ARMS it already has, but they cannot be the same.
- Alternatively, instead of resolving the above effect, if your Clearance Sweep marker is in the killzone, you can remove it and place it again.
- ◆ This operative cannot perform this action while within control range of an enemy operative.

KASRKIN COMBAT MEDIC



APL ▼2 MOVE 6" SAVE 4+ WOUNDS 8

NAME	ATK	HIT	DMG	WR
Hot-shot lasgun	4	3+	3/4	-
Gun butt	3	4+	2/3	-

Medic: The first time during each turning point that another friendly KASRKIN® 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 ►

KASRKIN®, IMPERIUM, ASTRA MILITARUM, MEDIC, COMBAT MEDIC

(28)

KASRKIN COMBAT MEDIC



APL ▼2 MOVE 6" SAVE 4+ WOUNDS 8

MEDIKIT

OAP

- Select one friendly KASRKIN® 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.



KASRKIN DEMO-TROOPER



APL ▼2 MOVE ➡6" SAVE ♦4+ WOUNDS ▲8

NAME	ATK	HIT	DMG	WR
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Hot-shot lascannon	4	3+	3/4	Range 8"
Gun butt	3	4+	2/3	-

Melta Mine: This operative is carrying your Melta Mine marker. It can perform the **Pick Up Marker** action on that marker, and whenever it performs the **Place Marker** action on that marker, it can immediately perform a free **Dash** action. That marker cannot be placed within an enemy operative's control range (if this operative is incapacitated while carrying that marker and that marker cannot be placed, it's removed with this operative).

Proximity Mine: The first time your Melta Mine marker is within another operative's control range, remove that marker and inflict 2D6+3 damage on that operative; if it isn't incapacitated, end its action (if any), even if that action's effects aren't fulfilled. If it cannot be placed, move it the minimum amount to do so. Note that this operative is ignored for these effects (i.e. it cannot set it off or take damage from that marker).

RULES CONTINUE ON OTHER SIDE ►

KASRKIN®, IMPERIUM, ASTRA MILITARUM, DEMO-TROOPER

(28)

KASRKIN DEMO-TROOPER



APL ▼2 MOVE ➡6" SAVE ♦4+ WOUNDS ▲8

Blast Padding: Whenever an operative is shooting this operative with a weapon that has the Blast or Torrent weapon rule (excluding weapons that have a sweeping profile), you can re-roll one of your defence dice. In addition, this operative isn't affected by the x" Devastating x weapon rule (i.e. Devastating with a distance) unless they are the target during that sequence.

KASRKIN GUNNER



APL ▼2 MOVE ➡6" SAVE ♦4+ WOUNDS ▲8

NAME	ATK	HIT	DMG	WR
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Flamer	4	2+	3/3	Range 8", Saturate, Torrent 2"
Grenade launcher (frag)	4	3+	2/4	Blast 2"
Grenade launcher (krak)	4	3+	4/5	Piercing 1
Hot-shot volley gun (focused)	5	3+	3/4	Piercing Crits 1
Hot-shot volley gun (sweeping)	4	3+	3/4	Piercing Crits 1, Torrent 1"
Meltagun	4	3+	6/3	Range 6", Devastating 4, Piercing 2
Plasma gun (standard)	4	3+	4/6	Piercing 1
Plasma gun (supercharge)	4	3+	5/6	Hot, Lethal 5+, Piercing 1
Gun butt	3	4+	2/3	-

KASRKIN®, IMPERIUM, ASTRA MILITARUM, GUNNER

(28)

KASRKIN RECON-TROOPER



APL ▼2 MOVE ➡6" SAVE ♦4+ WOUNDS ▲8

NAME	ATK	HIT	DMG	WR
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Hot-shot lasgun	4	3+	3/4	-
Gun butt	3	4+	2/3	-

Reconnoitre Killzone: The Relocate strategy ploy costs you OCP if this operative is the selected friendly KASRKIN® operative.

AUSPEX SCAN

1AP

▶ Until the start of this operative's next activation or until it's incapacitated (whichever comes first), whenever an enemy operative is within 8" of this operative, that enemy operative is being scanned. Whenever a friendly KASRKIN® operative is shooting an enemy operative that's being scanned, that enemy operative cannot be obscured.

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

KASRKIN®, IMPERIUM, ASTRA MILITARUM, RECON-TROOPER

(28)



KASRKIN SHARPSHOOTER



APL ▼2 MOVE 6" SAVE 4+ WOUNDS 8

NAME

ATK HIT DMG WR

Hot-shot marksman rifle (concealed)	4	2+	3/3	Devastating 3, Heavy, Silent, Concealed Position*
Hot-shot marksman rifle (mobile)	4	3+	3/4	-
Hot-shot marksman rifle (stationary)	4	2+	3/3	Devastating 3, Heavy
Gun butt	3	4+	2/3	-

Camo Cloak: Whenever an operative is shooting this operative:

- Ignore the Saturate weapon rule.
- If you can retain any cover saves, you can retain one additional cover save, or you can retain one cover save as a critical success instead. This isn't cumulative with improved cover saves from Vantage terrain.

***Concealed Position:** This operative can only use this weapon the first time it's performing the **Shoot** action during the battle.

KASRKIN®, IMPERIUM, ASTRA MILITARUM, SHARPSHOOTER

(28)

KASRKIN TROOPER



APL ▼2 MOVE 6" SAVE 4+ WOUNDS 8

NAME

ATK HIT DMG WR

Hot-shot lasgun	4	3+	3/4	-
Gun butt	3	4+	2/3	-

Adaptive Equipment: You can do each of the following once per turning point:

- One friendly KASRKIN® TROOPER operative can perform the **Smoke Grenade** action.
- One friendly KASRKIN® TROOPER operative can perform the **Stun Grenade** action.

The rules for these actions are found in universal equipment. Performing these actions using this rule doesn't count towards their action limits (i.e. if you also select those grenades from equipment).

KASRKIN®, IMPERIUM, ASTRA MILITARUM, TROOPER

(28)

KASRKIN VOX-TROOPER



APL ▼2 MOVE 6" SAVE 4+ WOUNDS 8

NAME

ATK HIT DMG WR

Hot-shot lasgun	4	3+	3/4	-
Gun butt	3	4+	2/3	-

BATTLE COMMS

1AP

► Select one other friendly KASRKIN® operative. Until the end of that operative's next activation, add 1 to its APL stat (to a maximum of 3 after all APL stat changes have been totalled).

◆ This operative can perform this action twice during its activation, but cannot perform this action while within control range of an enemy operative.

KASRKIN®, IMPERIUM, ASTRA MILITARUM, VOX-TROOPER

(28)

NOTES:



KASRKIN KILL TEAM

ARCHETYPES: SECURITY, SEEK & DESTROY

OPERATIVES

↳ 1 **KASRKIN** SERGEANT operative with one of the following options:

- Bolt pistol; power weapon
- Hot-shot lasgun; gun butt
- Hot-shot lascannon; power weapon
- Plasma pistol; chainsword

↳ 9 **KASRKIN** operatives selected from the following list:

- COMBAT MEDIC
- DEMO-TROOPER
- GUNNER with flamer and gun butt*
- GUNNER with grenade launcher and gun butt*
- GUNNER with hot-shot volley gun and gun butt*
- GUNNER with meltagun and gun butt*
- GUNNER with plasma gun and gun butt*
- RECON-TROOPER

CONTINUES ON OTHER SIDE ►

- SHARPSHOOTER*
- TROOPER
- VOX-TROOPER

Other than **TROOPER** operatives, your kill team can only include each operative on this list once.

* You cannot select more than four of these operatives combined.

Some **KASRKIN** rules refer to a 'hot-shot weapon'. This is a ranged weapon that includes 'hot-shot' in its name, e.g. hot-shot lasgun, all profiles of a hot-shot marksman rifle, etc.

KASRKIN FACTION RULE

SKILL AT ARMS

The Kasrkin go where they are needed. Battle-hardened, uncompromising and equipped with the best weapons available, these elites pursue their objectives with professionalism, hard-won experience and rigid determination.

STRATEGIC GAMBIT. Select a **SKILL AT ARMS** for friendly **KASRKIN** operatives to have until the Ready step of the next Strategy phase.

SKILL AT ARMS OPTIONS ARE PRESENTED ON THEIR OWN CARDS

KASRKIN FACTION RULE

SKILL AT ARMS

Light 'Em Up

Establishing overlapping fields of fire as they advance, the Kasrkin react to any enemy movement with a lethal volley of fire.

Whenever a friendly **KASRKIN** operative is shooting, its ranged weapons have the Severe weapon rule if any of the following are true for the target:

- It's ready.
- It's not in cover.
- It's being scanned (see **RECON-TROOPER**).



KASRKIN[®] FACTION RULE

SKILL AT ARMS

Strike Fast

Kasrkin pride themselves upon their physical fitness and can cover ground swiftly, even when carrying heavy combat gear.

Whenever a friendly KASRKIN[®] operative is performing the **Reposition** action, add 1" to its Move stat.

KASRKIN[®] FACTION RULE

SKILL AT ARMS

Ice In Your Veins

All Cadians are subjected to a lifetime of war. Those chosen to join the ranks of the elite Kasrkin are amongst the hardiest.

Whenever a friendly KASRKIN[®] operative is fighting or retaliating, or an operative is shooting it, the first time an attack dice inflicts Normal Dmg of 3 or more on this operative during that sequence, that dice inflicts 1 less damage on it.

KASRKIN[®] FACTION RULE

SKILL AT ARMS

For Cadia!

All Kasrkin strive to uphold the honour of their dead homeworld.

Add 1 to the Atk stat of friendly KASRKIN[®] operatives' melee weapons (to a maximum of 4). Whenever a friendly KASRKIN[®] operative is fighting, the first time you strike during that sequence, inflict 1 additional damage.

KASRKIN[®] MARKER/TOKEN GUIDE



Medic token



Auspex Scan token



Relics of Cadia token



Tactical
Command
token



Clearance
Sweep marker



Melta Mine marker



KASRKIN[©] STRATEGY PLOY

ELIMINATION PATTERN

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

Whenever a friendly KASRKIN[©] 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.

KASRKIN[©] STRATEGY PLOY

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[©] operative that's in cover, you can re-roll one of your defence dice.

KASRKIN[©] STRATEGY PLOY

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.

KASRKIN[©] STRATEGY PLOY

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.



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 end of the firefight phase (excluding the final Firefight phase). In the Initiative step of the next Strategy phase, after rolling off to decide initiative, you can do one of the following:

- Re-roll your dice.
- Force your opponent to re-roll their dice.

KASRKIN[©] FIREFIGHT PLOY

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 ready 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.

KASRKIN[©] FIREFIGHT PLOY

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

KASRKIN[©] FIREFIGHT PLOY

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.



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.

KASRKIN® FACTION EQUIPMENT

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, if you roll two or more fails, you can discard one of them to retain another as a normal success instead.

KASRKIN® FACTION EQUIPMENT

COMBAT DAGGERS

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

Friendly KASRKIN® operatives have the following melee weapon:

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



UNIVERSAL EQUIPMENT

1X AMMO CACHE

Whether stockpiles deliberately set out for warriors to access quickly, or the abandoned munitions of the slain, these caches can prove vital for a swift reload in the heat of battle.

Before the battle, you can set up one of your Ammo Cache markers wholly within your territory. Friendly operatives can perform the following mission action during the battle.

AMMO RESUPPLY

OAP

- ▶ One of your Ammo Cache markers the active operative controls is used during this turning point.
- ▶ Until the start of the next turning point, whenever this operative is shooting with a weapon from its datacard, you can re-roll one of your attack dice.
- ◆ An operative cannot perform this action while within control range of an enemy operative, if that marker isn't yours, or if that marker has been used this turning point.

UNIVERSAL EQUIPMENT

1X RAZOR WIRE

Spoiled rapidly out and affixed to jutting posts, razor wire acts as an easily deployed barrier and a painful deterrent to enemy operatives seeking to attack along particular routes.

Razor wire is Exposed and Obstructing terrain. Before the battle, you can set it up wholly within your territory, on the killzone floor and more than 2" from other equipment terrain features, access points and Accessible terrain.

Obstructing: Whenever an operative would cross over this terrain feature within 1" of it, treat the distance as an additional 1".

UNIVERSAL EQUIPMENT

1X COMMS DEVICE

Communications devices can be swiftly hijacked and employed to coordinate operations or call in support during a firefight.

Before the battle, you can set up one of your Comms Device markers wholly within your territory. While a friendly operative controls this marker, add 3" to the distance requirements of its **SUPPORT** rules that refer to friendly operatives (e.g. 'select one friendly operative within 6"' would be 9" instead). Note that you cannot benefit from your opponent's Comms Device markers.

UNIVERSAL EQUIPMENT

1X MINES

The battlefields of the 41st Millennium are plagued by myriad types of mine, from simple frag charges to monofilament web-snare and microplasma charges. Ultimately, all serve a similar, horrible purpose.

Before the battle, you can set up one of your Mines markers wholly within your territory and more than 2" from other markers, access points and Accessible terrain. The first time that marker is within an operative's control range, remove that marker and inflict D3+3 damage on that operative.



UNIVERSAL EQUIPMENT

2X LIGHT BARRICADES

Designed to be lugged into place and then deployed by operatives and combat engineers, these barriers are proof against small arms fire.

Light barricades are Light terrain, except the feet, which are Insignificant and Exposed. Before the battle, you can set up any of them wholly within your territory, on the killzone floor and more than 2" from other equipment terrain features, access points and Accessible terrain.

1X HEAVY BARRICADE

A redoubtable slab of plastel and adamantine, this layered protective barrier provides shelter amidst the fiercest firefights.

A heavy barricade is Heavy terrain. Before the battle, you can set it up wholly within 4" of your drop zone, on the killzone floor and more than 2" from other equipment terrain features, access points and Accessible terrain.

UNIVERSAL EQUIPMENT

2X LADDERS

Carried into battle in their compacted forms, these ladders provide a rapid route of ingress to strongholds, or access to vital vantage points.

Ladders are Exposed terrain. Before the battle, you can set up any of them as follows:

- Wholly within your territory.
- Upright against terrain that's at least 2" tall.
- More than 2" from other equipment terrain features.
- More than 1" from doors and access points.

In addition, an operative can either move through ladders as if they aren't there (but cannot finish on them), or climb them. Once per action, whenever an operative is climbing this terrain feature, treat the vertical distance as 1". Note that if an operative then continues climbing another terrain feature during that action (including another ladder), that distance is determined as normal.

UNIVERSAL EQUIPMENT

UTILITY GRENADES

From neuro-suppressant psybombs to smoke-belching chemical charges, grenades of this sort can suppress the enemy and be the difference between life and death.

When you select this equipment, select two utility grenades (2 smoke, 2 stun, or 1 smoke and 1 stun). Each selection is a unique action your operatives can perform, but your kill team can only perform that action a total number of times during the battle equal to your selection.

STUN GRENADE

1AP

- Select one enemy operative visible to and within 6" of this operative. That operative and each other operative within 1" of it takes a stun test. For an operative to take a stun test, roll one D6: on a 3+, subtract 1 from its APL stat until the end of its next activation.
- ◆ An operative cannot perform this action while within control range of an enemy operative, or if you have reached the total number of times your kill team can perform it.

UNIVERSAL EQUIPMENT

EXPLOSIVE GRENADES

A variety of offensive grenades are employed by the forces of the 41st Millennium. These range from simple fragmentation grenades to plasma and gravitic concussion grenades, while even more exotic devices are used to crack open enemy armour.

When you select this equipment, select two explosive grenades (2 frag, 2 krak, or 1 frag and 1 krak). Each selection is a ranged weapon your operatives can use, but your kill team can only use that weapon a total number of times during the battle equal to your selection.

NAME

ATK HIT DMG

FRAG GRENADE

4 4+ 2/4

WR

Range 6", Blast 2", Saturate

NAME

ATK HIT DMG

KRAK GRENADE

4 4+ 4/5

WR

Range 6", Piercing 1, Saturate



UNIVERSAL EQUIPMENT

1X PORTABLE BARRICADE

Little more than a suppression shield with armoured feet, these barricades can be hefted and borne forwards to provide mobile cover.

A portable barricade is Light, Protective and Portable terrain. Before the battle, you can set it up wholly within your territory, on the killzone floor and more than 2" from other equipment terrain features, access points and Accessible terrain.

Protective: While an operative is in cover from this terrain feature, improve its Save stat by 1 (to a maximum of 2+).

RULE CONTINUES ON OTHER SIDE ►

Portable: This terrain feature only provides cover while an operative is connected to it and if the shield is intervening (ignore its feet). Operatives connected to the inside of it can perform the following unique action during the battle.

MOVE WITH BARRICADE 1AP

- The same as the **Reposition** action, except the active operative can move no more than its Move stat minus 2" and cannot climb, drop, jump or use any kill team's rules that remove it and set it back up again (e.g. **HEARTHKYN SALVAGER** FLY, **MANDRAKE** SHADOW PASSAGE).
- Before this operative moves, remove the portable barricade it's connected to. After it moves, set up the portable barricade so it's connected again, but the portable barricade cannot be set up within 2" of other equipment terrain features, access points or Accessible terrain. If this is not possible, the portable barricade is not set up again.
- ◆ This action is treated as a **Reposition** action. An operative cannot perform this action while within control range of an enemy operative, or during the same activation in which it performed the Fall Back or Charge action.

UNIVERSAL EQUIPMENT

UTILITY GRENADES

From neuro-suppressant psybombs to smoke-belching chemical charges, grenades of this sort can suppress the enemy and be the difference between life and death.

When you select this equipment, select two utility grenades (2 smoke, 2 stun, or 1 smoke and 1 stun). Each selection is a unique action your operatives can perform, but your kill team can only perform that action a total number of times during the battle equal to your selection.

RULE CONTINUES ON OTHER SIDE ►

SMOKE GRENADE

1AP

- Place one of your Smoke Grenade markers within 6" of this operative. It must be visible to this operative, or on Vantage terrain of a terrain feature that's visible to this operative. The marker creates an area of smoke 1" horizontally and unlimited height vertically from (but not below) it.
- While an operative is wholly within an area of smoke, it's obscured to operatives more than 2" from it, and vice versa. In addition, whenever an operative is shooting an enemy operative wholly within an area of smoke, ignore the Piercing weapon rule unless they are within 2" of each other.
- In the Ready step of the next Strategy phase, roll one D3. Remove that Smoke Grenade marker after a number of activations equal to that D3 have been completed or at the end of the turning point (whichever comes first).
- ◆ An operative cannot perform this action while within control range of an enemy operative, or if you have reached the total number of times your kill team can perform it.



KASRKin: UPDATE LOG

Rules will be periodically updated to maintain fair balance and interact more smoothly with the game. Rules changes will be updated directly into online documents and then listed below. Any minor changes to standardise wording that don't have any practical impact on the rule will be updated directly into online documents but not be listed here.

This document has a version number; when this document is revised, the version number will be incremented and new updates can be found under that version's subtitle. Where a version number has a letter, e.g. 1.1a, this means it has had a local amendment, only in that language, to clarify a translation issue or other minor correction.

ERRATA

This section collects amendments to the rules. Amended text for clarification and edits are shown in blue, while amended text for balance updates are shown in magenta.

FACTION RULES, SKILL AT ARMS

Light 'Em Up changed to read:

'Whenever a friendly KASRKin operative is shooting, its ranged weapons have the Severe weapon rule if any of the following are true for the target:

- It's ready.
- It's not in cover.
- It's being scanned (see RECON-TROOPER).'

Relevant part of Ice in Your Veins changed to read:

'[...] the first time an attack dice inflicts Normal Dmg of 3 or more on this operative during that sequence, [...]'

Additional text added to end of For Cadia!:

'Whenever a friendly KASRKin operative is fighting, the first time you strike during that sequence, inflict 1 additional damage.'

STRATEGY PLOYS, CLEARANCE SWEEP

Relevant part of second sentence changed to read:

'[...] that friendly operative's weapons have the Ceaseless weapon rule.'

STRATEGY PLOYS, ELIMINATION PATTERN

Relevant part changed to read:

'[...] against an operative that's not in cover or is being scanned (see RECON-TROOPER), that weapon has the Piercing Crits 1 weapon rule, [...]'

UPDATE 1.2

FIREFIGHT PLOYS, NEUTRALISE TARGET

Relevant part of first sentence changed to read:

'[...] if it's shooting an operative that's expended and is either not in cover or is being scanned (see RECON-TROOPER).'

FACTION EQUIPMENT, LONG-RANGE SCOPE

Changed to read:

'Whenever a friendly KASRKin operative is shooting an operative more than 6" from it, in the Roll-Attack-Dice step, if you retain any critical successes, that friendly operative's hot-shot weapons (excluding hot-shot laspistol) have the Saturate weapon rule.'

SERGEANT OPERATIVE, TACTICAL COMMAND ACTION

First effect changed to read:

'Select one friendly KASRKin operative, then select one SKILL AT ARMS for that operative to have (instead of any it currently has) until the Ready step of the next Strategy phase. This can be in addition to any SKILL AT ARMS it already has, but they cannot be the same.'

RECON-TROOPER OPERATIVE, AUSPEX SCAN ACTION

Effect changed to read:

'Until the start of this operative's next activation or until it's incapacitated (whichever comes first), whenever an enemy operative is within 8" of this operative, that enemy operative is being scanned. Whenever a friendly KASRKin operative is shooting an enemy operative that's being scanned, that enemy operative cannot be obscured.'

PREVIOUS ERRATAS

RECON-TROOPER OPERATIVE, RECONNOITRE KILLZONE RULE

Second and third sentences deleted:

'If this operative is in an INQUISITORIAL AGENT kill team, you can still use this rule (replace KASRKIN on that ploy with INQUISITORIAL AGENT). This takes precedence over the restriction in the Inquisitorial Requisition rule, and you cannot use that ploy with an INQUISITORIAL AGENT kill team unless this operative is selected.'

COMBAT MEDIC OPERATIVE, MEDIC! RULE

Changed to read:

'The first time during each turning point that another friendly KASRKIN 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 then 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.'

KASRKIN OPERATIVES

Amongst Cadia's most elite warriors, the Kasrkin are trained from birth in the art of war. Clad in carapace armour and bearing a wide range of specialist wargear, they are the special forces of the Cadian regiments, tasked with completing nigh impossible missions in the defence and furtherance of the Imperial cause.

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KASRKIN SERGEANT

Leaders of Kasrkin kill teams, sergeants are extremely skilled and experienced soldiers who lead from the front. They experience all the same hardships as those who follow them, and are unflappable figures of authority who know how to get the best out of their troops.

KASRKIN COMBAT MEDIC

Though the Kasrkin place great pride in being able to fight on, even if wounded, many kill teams include combat medics. These Kasrkin have additional training and equipment to treat the injured and return them to the fight as soon as possible.

'TRAIN. BRIEF. ACTION. DEBRIEF. TRAIN. THAT IS OUR LIFE. THAT IS WHAT IT MEANS TO BE KASRKIN.'

- Kasrkin Sergeant Irla Pavlo

KASRKIN DEMO-TROOPER

Clad in heavier armour and carrying a devastating melta mine, these Kasrkin serve in a necessary but incredibly dangerous role. It is their job – often under enemy fire – to place, prepare and detonate a melta mine, blasting their way into an armoured bunker or through fortress walls.

KASRKIN GUNNER

These specialists receive additional training in using a range of different weapons, whether they be flamers for burning foes from cover, hot-shot volley guns for scything through enemy heavy infantry, or meltaguns for burning into the toughest armour.

KASRKIN RECON-TROOPER

With their advanced auspeX systems, these Kasrkin are the eyes and ears of their kill teams. They can detect enemy troops and ambushes from significant distances, and can scan local terrain and analyse ambient sounds for dangers.





KASRKIN SHARPSHOOTER

These patient, keen-eyed Kasrkin are skilled snipers. With their hot-shot marksman rifles they can kill key targets and provide covering fire for the rest of their kill team. Thanks to their camo cloaks, Sharpshooters can infiltrate contested areas and remain hidden for protracted periods.

KASRKIN TROOPER

The rank and file of Kasrkin squads, these soldiers are consummate professionals. Many have seen action in the harshest of killzones and emerged victorious.

KASRKIN VOX-TROOPER

Carrying advanced vox systems, these Kasrkin are their kill team's link with higher command. It is their job to relay orders and intelligence between senior officers and their comrades, all of whom wear their own vox-links for quick, intra-squad communication.

'SOME THINK OF WE KASRKIN AS STRONG BECAUSE THEY SEE US AS BEING UNAFFECTED BY THE HORRORS OF THE GALAXY, BECAUSE WE FIGHT ON DESPITE ALL THE DEATH AND DESTRUCTION. THAT SOMEHOW WE ARE SO TOUGH, COLD OR BOTH THAT WE ARE CAPABLE OF IGNORING IT. THIS IS NOT TRUE. WHAT WE EXPERIENCE WILL BE WITH US FOR AS LONG AS WE LIVE. OUR STRENGTH IS NOT IN IGNORING THE HORRORS – IT IS THE OPPOSITE. THE DEVASTATION WE WITNESS IS OUR FUEL TO FIGHT ON.'

- Kasrkin Captain Erlen Kyser

KASRKIN KILL TEAM



Below you will find a list of the operatives that make up a **KASRKIN** kill team, including, where relevant, any weapons specified for that operative.

OPERATIVES

- ↳ 1 **KASRKIN** **SERGEANT** operative with one of the following options:
 - Bolt pistol; power weapon
 - Hot-shot lasgun; gun butt
 - Hot-shot lascannon; power weapon
 - Plasma pistol; chainsword

- ↳ 9 **KASRKIN** operatives selected from the following list:
 - **COMBAT MEDIC**
 - **DEMO-TROOPER**
 - **GUNNER** with flamer and gun butt*
 - **GUNNER** with grenade launcher and gun butt*
 - **GUNNER** with hot-shot volley gun and gun butt*
 - **GUNNER** with meltagun and gun butt*
 - **GUNNER** with plasma gun and gun butt*
 - **RECON-TROOPER**
 - **SHARPSHOOTER***
 - **TROOPER**
 - **VOX-TROOPER**

Other than **TROOPER** operatives, your kill team can only include each operative on this list once.

* You cannot select more than four of these operatives combined.

Some **KASRKIN** rules refer to a 'hot-shot weapon'. This is a ranged weapon that includes 'hot-shot' in its name, e.g. hot-shot lasgun, all profiles of a hot-shot marksman rifle, etc.

ARCHETYPES



SECURITY



SEEK &
DESTROY

Archetypes are used in certain mission packs, e.g. Approved Ops. The game sequence will specify how.

SERGEANT



'WE ARE A TEAM, A FINELY HONED UNIT. EVERY SOLDIER HAS THEIR PART TO PLAY. EVERYONE AND EVERYTHING, HAS A PURPOSE. NO WEIGHT IS DEAD, NO ITEM OF EQUIPMENT OR MORSEL OF SUSTENANCE IS SUPERFLUOUS.'

- Kasrkin Sergeant Kolson Reeve

The newest version of these rules can be found online.
Scan the QR code or visit warhammer-community.com.



COMBAT MEDIC

Hot-shot lasgun



DEMO-TROOPER

Hot-shot lasc pistol

Melta mine



RECON-TROOPER

Hot-shot lasgun



GUNNER

Grenade launcher



Meltagun



Plasma gun



Hot-shot volley gun



SHARPSHOOTER

Hot-shot marksman rifle



TROOPER

Hot-shot lasgun



VOX-TROOPER

Hot-shot lasgun

