

HEARTKYN SALVAGERS

STRATEGY PLOYS

NEED KEEPS

Select one objective marker or one of your mission markers.

- Whenever determining control of that marker, treat the total APL stat of friendly **HEARTKYN SALVAGER** operatives that contest it as 1 higher if at least one friendly **HEARTKYN SALVAGER** 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 SALVAGER** operative is within 3" of that marker, add 1 to the Atk stat of its melee weapons (to a maximum of 4).

TOIL EARDS

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.

WROUGHT DEFENCE

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

PROXIMATE FIREPOWER

Whenever a friendly **HEARTKYN SALVAGER** 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).

FIREFIGHT PLOYS

THE ANCESTORS ARE WATCHING

Use this firefight ploy during a friendly **HEARTKYN SALVAGER** operative's activation. Until the end of that activation, that operative can perform either a free Shoot or a free Fight action.

WORTH IT

Use this firefight ploy when a friendly **HEARTKYN SALVAGER** operative is incapacitated. It can perform a free mission action before it's removed from the killzone.

STURDY

Use this firefight ploy when an operative is shooting a friendly **HEARTKYN SALVAGER** operative, when you collect your defence dice. Change the attacker's retained critical successes to normal successes (any weapon rules they've already resolved aren't affected, e.g. Piercing Crits).

ENGAGE TO ACQUIRE

Use this firefight ploy after rolling your attack dice for a friendly **HEARTKYN SALVAGER** operative, if it's shooting against or fighting against an enemy operative that controls an objective marker or one of your mission markers. You can re-roll any of your attack dice.

OPERATIVES

ARCHETYPE: RECON / SECURITY

1 **HEARTKYN SALVAGER** **THEYN** equipped with one option from each of the following:

- Autoch-pattern bolt pistol, Autoch-pattern bolter, bolt revolver, EtaCarn plasma pistol, ion blaster or ion pistol
- Concussion gauntlet, plasma axe or plasma sword

9 **HEARTKYN SALVAGER** operatives selected from the following list:

- **DÔZR**
- **FIELD MEDIC**
- **GRENAIDER**
- **GUNNER** equipped with one of the following options:
 - EtaCarn plasma beamer; fists
 - HYLas auto rifle; fists
 - HYLas rotary cannon; fists
 - L7 missile launcher; fists
 - Magna rail rifle; fists
- **JUMP PACK WARRIOR**
- **KINLYNK***
- **KOGNITÄAR***
- **LOKÄTR***
- **LUGGER***
- **WARRIOR***

*Operative equipped with one of the following options:

- Autoch-pattern bolter; fists
- Ion blaster; fists

Your kill team can only include up to three **GUNNER** operatives. Other than **GUNNER** and **WARRIOR** operatives, your kill team can only include each operative above once.

FACTION RULES

GRUDGE

Whenever an enemy operative incapacitates a friendly **HEARTKYN SALVAGER** operative, that enemy operative gains one of your Grudge tokens for the battle.

Whenever a friendly **HEARTKYN SALVAGER** operative is shooting against, fighting against or retaliating against an enemy operative, for each of your Grudge tokens that enemy operative has, you can retain one of your normal successes as a critical success instead (including any normal successes already retained as a result of the Accurate weapon rule). Note that Grudge tokens aren't removed when you do this.

FACTION EQUIPMENT

PLASMA KNIVES

Friendly **HEARTKYN SALVAGER** operatives have the following melee weapon. Note that the **FIELD MEDIC** operative already has this weapon but with better stats; in that instance, use the better version.

A	HT	D	WR
X Plasma knife	3	4+	3/5 Lethal 5+

CLIMBING RIGS

Whenever a friendly **HEARTKYN SALVAGER** operative is climbing, treat the vertical distance as 1" less (to a minimum of 2"). Note this has no effect when using ladder equipment terrain, which treats the vertical distance as 1" (but would have an effect if the operative then continued climbing another terrain feature).

EXCAVATION TOOLS

Friendly **HEARTKYN SALVAGER** operatives can perform the **Pick Up Marker** action for 1 less AP, and don't have to control the marker to do so (taking precedence over that action's conditions – they only need to contest the marker).

WRIT OF CLAIM

Once per battle, if friendly **HEARTKYN SALVAGER** operatives contest two or more objective markers, after rolling off to decide initiative, you can use this rule. If you do, you can re-roll your dice.

OPERATIVES

THEYN	APL 2	MV 5"	SV 3+	W 9
	A	HT	D	WR
⊕ Autoch-pattern bolt pistol	4	3+	3/4 Rng 8", Accurate 1	
⊕ Autoch-pattern bolter	4	4+	3/4 Accurate 1	
⊕ Bolt revolver	4	3+	3/5 Rng 8"	
⊕ EtaCarn plasma pistol	4	4+	3/5 Rng 8", Piercing 1	
⊕ Ion blaster	4	4+	3/4 Piercing Crits 1	
⊕ Ion pistol	4	3+	3/4 Rng 8", Piercing Crits 1	
X Concussion gauntlet	4	4+	5/7 Brutal, Shock	
X Plasma weapon	4	3+	4/6 Lethal 5+	

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.

DÔZR	APL 2	MV 5"	SV 3+	W 8
	A	HT	D	WR
⊕ Autoch-pattern bolt pistol	4	4+	3/4 Rng 8", Accurate 1	
X Concussion knux	4	3+	4/4 Ceaseless, Lethal 5+, Shock	

Brawler: Whenever this operative is fighting or retaliating:

- Enemy operatives cannot assist.
- Normal Dmg of 4 or more inflicts 1 less damage on it
- 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.

KNUX SMASH

● 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.

- Cannot perform this action unless an enemy operative is within control range.

HEARTHKYN SALVAGERS

FIELD MEDIC	APL 2	MV 5"	SV 3+	W 8
	A HT D WR			
⊕ Bolt revolver	4	4+ 3/5 Rng 8"		
X Plasma knife	4	4+ 3/5 Lethal 5+		

Medic: The first time during each turning point that another friendly **HEARTHKYN SALVAGER** operative would be removed from the killzone as 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 and has 1 wound remaining. 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.

GRENADIER	APL 2	MV 5"	SV 3+	W 8
	A HT D WR			
⊕ Autoch-pattern bolt pistol	4	4+ 3/4 Rng 8", Accurate 1		
⊕ C8 HX charge	4	3+ 4/6 Rng 4", Blast 1", Heavy (Reposition only), Limited 1, Piercing 1, Saturate		
X 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.

GUNNER	APL 2	MV 5"	SV 3+	W 8
	A HT D 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		
- Sweeping	4	4+ 4/5 Ceaseless, Heavy (Reposition only), Saturate, Torrent 1"		
⊕ L7 missile launcher				
- Blast	4	4+ 3/5 Blast 2"		
- Focused	4	4+ 5/6 Piercing 1		
⊕ Magna rail rifle	4	4+ 4/2 Devastating 3, Heavy (Dash only), Piercing 2		
X Fists	3	4+ 2/3 -		

***Beam:** When 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.

JUMP PACK WARRIOR	APL 2	MV 7"	SV 3+	W 8
	A HT D WR			
⊕ Autoch-pattern bolt pistol	4	4+ 3/4 Rng 8", Accurate 1		
X Plasma weapon	4	3+ 4/6 Lethal 5+, Force Impact*		

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

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**) of its original location, measuring the horizontal distance only (in a killzone that uses the close quarters rules, e.g. Killzone: Gallowdark, 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.

KINLYNK	APL 2	MV 5"	SV 3+	W 8
	A HT D WR			
⊕ Autoch-pattern bolter	4	4+ 3/4 Accurate 1		
⊕ Ion blaster	4	4+ 3/4 Piercing Crits 1		
X Fists	3	4+ 2/3 -		

SIGNAL	1AP	SYSTEM JAM	1AP
● SUPPORT. Select one other friendly HEARTHKYN 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.		● 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.		● This operative cannot perform this action while within control range of an enemy operative.	

KOGNITÅAR	APL 2	MV 5"	SV 3+	W 8
	A HT D WR			
⊕ Autoch-pattern bolter	4	4+ 3/4 Accurate 1		
⊕ Ion blaster	4	4+ 3/4 Piercing Crits 1		
X 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 **HEARTHKYN 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 **HEARTHKYN 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.

ACCELERATED APPRAISAL	1AP
● If your Attack or Defence marker is in the killzone, remove it.	
● Place your Attack or Defence marker in the killzone.	
● Cannot perform this action while within control range of an enemy operative.	

LOKÅTR	APL 2	MV 5"	SV 3+	W 8
	A HT D WR			
⊕ Autoch-pattern bolter	4	4+ 3/4 Accurate 1		
⊕ Ion blaster	4	4+ 3/4 Piercing Crits 1		
X Fists	3	4+ 2/3 -		

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 HEARTHKYN SALVAGER operative within 3" of this operative is shooting that enemy operative you can use this effect. If you do:		● Place your Pan Spectral Scan marker in the killzone. Whenever a HEARTHKYN 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.	
● That friendly operative's ranged weapons have the Seek Light weapon rule.		● This operative cannot perform this action while within control range of an enemy operative.	
● That enemy operative cannot be obscured.			
● Cannot perform this action while within control range of an enemy operative.			

LUGGER	APL 2	MV 5"	SV 3+	W 8
	A HT D WR			
⊕ Autoch-pattern bolter	4	4+ 3/4 Accurate 1		
⊕ Ion blaster	4	4+ 3/4 Piercing Crits 1		
X 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.

WARRIOR	APL 2	MV 5"	SV 3+	W 8
	A HT D WR			
⊕ Autoch-pattern bolter	4	4+ 3/4 Accurate 1		
⊕ Ion blaster	4	4+ 3/4 Piercing Crits 1		
X 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.