

KASRKIN

STRATEGY PLOYS

ELIMINATION PATTERN

Whenever a friendly **KASRKIN** operative is shooting with a hot-shot weapon against a target 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.

ENGAGE FROM COVER

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

CLEARANCE SWEEP

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.

RELOCATE

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.

FIREFIGHT PLOYS

SEIZE THE INITIATIVE

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.

COVER RETREAT

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).

NEUTRALISE TARGET

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.

GIVE NO GROUND

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.

OPERATIVES

ARCHETYPE: SECURITY / SEEK AND DESTROY

1 **KASRKIN SERGEANT** operative equipped with one of the following options:
elected from the following list:

- 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** equipped with a gun butt and hot-shot lasgun
- **DEMO-TROOPER** with a gun butt, meltagun and hot-shot lasgun
- **GUNNER** equipped with a gun butt and flamer
- **GUNNER** with gun butt and grenade launcher
- **GUNNER** with gun butt and meltagun
- **GUNNER** with gun butt and plasma gun
- **GUNNER** with gun butt and hot-shot volley gun
- **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.

FACTION RULES

SKILL AT ARMS

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

LIGHT 'EM UP

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**).

STRIKE FAST

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

ICE IN YOUR VEINS

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.

FOR CADIA!

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.

FACTION EQUIPMENT

FOREGRIP

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.

LONG-RANGE SCOPE

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.

RELICS OF CADIA

Once per turning point, when a friendly **KASRKIN** operative is shooting, fighting or retaliating, if you roll two or more fails, you can discard one of them to retain another as a normal success instead.

COMBAT DAGGERS

Friendly **KASRKIN** operatives have the following melee weapon:

	A	HT	D	WR
X Combat dagger	3	4+	3/4	-

KASRKIN

SERGEANT	APL 3	MV 6"	SV 4+	W 9
	A HT D WR			
⊕ Bolt pistol	4	3+	3/4 Rng 8"	
⊕ Hot-shot lasgun	4	3+	3/4 -	
⊕ Hot-shot lascistol	4	3+	3/4 Rng 8"	
⊕ Plasma pistol				
- Standard	4	3+	3/5 Rng 8", Piercing 1	
- Supercharge	4	3+	4/5 Rng 8", Hot, Lethal 5+, Piercing 1	
✗ Chainsword	4	3+	4/5 -	
✗ Gun butt	4	3+	2/3 -	
✗ Power weapon	4	3+	4/6 Lethal 5+	

TACTICAL COMMAND 0AP

- 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.

COMBAT MEDIC	APL 2	MV 6"	SV 4+	W 8
	A HT D 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.

DEMO-TROOPER	APL 2	MV 6"	SV 4+	W 8
	A HT D WR			
⊕ Hot-shot lascistol	4	3+	3/4 Rng 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).

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.

GUNNER	APL 2	MV 6"	SV 4+	W 8
	A HT D WR			
⊕ Flamer	4	2+	3/3 Rng 8", Saturate, Torrent 2"	
⊕ Grenade Launcher				
- Frag	4	3+	2/4 Blast 2"	
- Krak	4	3+	4/5 Piercing 1	
⊕ Hot-shot volley gun				
- Focused	5	3+	3/4 Piercing Crits 1	
- Sweeping	4	3+	3/4 Piercing Crits 1, Torrent 1"	
⊕ Meltagun	4	3+	6/3 Rng 6", Devastating 4, Piercing 2	
⊕ Plasma gun				
- Standard	4	3+	4/6 Piercing 1	
- Supercharge	4	3+	5/6 Hot, Lethal 5+, Piercing 1	
✗ Gun butt	3	4+	2/3 -	

RECON-TROOPER	APL 2	MV 6"	SV 4+	W 8
	A HT D WR			
⊕ Hot-shot lasgun	4	3+	3/4 -	
✗ Gun butt	3	4+	2/3 -	

Reconnoitre Killzone : The Relocate strategy ploy costs you 0CP if this operative is the selected friendly KASRKIN operative.	AUSPEX SCAN 1AP
	<ul style="list-style-type: none"> 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.

SHARPSHOOTER	APL 2	MV 6"	SV 4+	W 8
	A HT D WR			
⊕ Hot-shot marksman rifle				
- Concealed	4	2+	3/3 Devastating 3, Heavy, Silent, Concealed Position*	
- Mobile	4	3+	3/4 -	
- Stationary	4	2+	3/3 Devastating 3, Heavy	
✗ Gun butt	3	4+	2/3 -	

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

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.

VOX-TROOPER	APL 2	MV 6"	SV 4+	W 8
	A HT D WR			
⊕ Hot-shot lasgun	4	3+	3/4 -	
✗ Gun butt	3	4+	2/3 -	

BATTLE COMMS 1AP
<ul style="list-style-type: none"> 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.

TROOPER	APL 2	MV 6"	SV 4+	W 8
	A HT D 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 **KASRKIN TROOPER** operative can perform the **Smoke Grenade** action.
- One **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).