



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.

ERRATA

OCTOBER '25

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**.

FIREFIGHT PLOYS, SEIZE THE INITIATIVE

Changed to read:

'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.**'

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.'

FIREFIGHT PLOYS, COVER RETREAT

Relevant part of first sentence changed to read:

'[...] within 6" of another **ready** friendly **KASRKIN** operative that's [...]'

Relevant part of last sentence changed to read:

'[...] that other friendly operative can immediately perform a free **Shoot** action (**you can change its order to Engage to do so**).'

FACTION EQUIPMENT, RELICS OF CADIA

Relevant part changed to read:

'[...] when a friendly **KASRKIN** operative is shooting, **fighting or retaliating**, if you roll two or more fails, [...]'

PREVIOUS ERRATAS

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.'

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.'

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 Cadial:

'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, [...]

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.'

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.

KASRKIN SERGEANT

2

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

4

KASRKIN KILL TEAM SELECTION



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 laspistol; 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



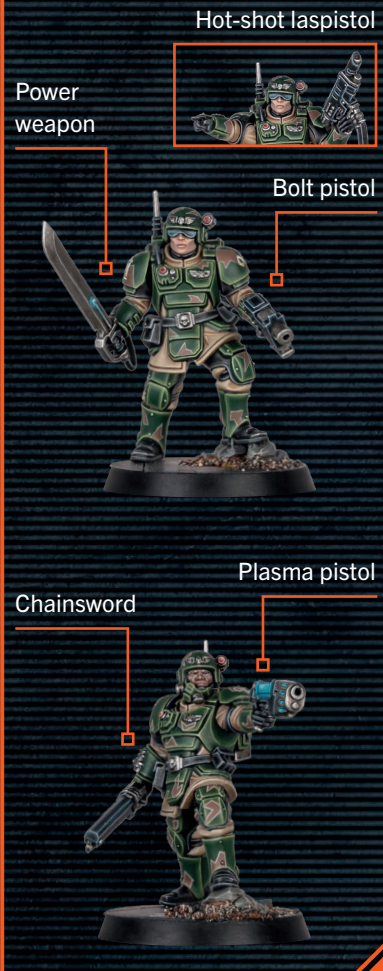
SECURITY



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

COMBAT MEDIC

Hot-shot lasgun



DEMO-TROOPER

Hot-shot laspistol

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

