



# HEARTHKYN SALVAGERS: UPDATE LOG

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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

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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**.

### FACTION RULES, GRUDGE

Relevant part of first sentence of second paragraph changed to read:

'[...] 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).'

### STRATEGY PLOYS, WROUGHT DEFENCE

Changed to read:

'Whenever an operative is shooting a friendly **HEARTHKYN 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.'

### THEYN OPERATIVE, WEAVERFIELD CREST RULE

Changed to read:

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

### DÔZR OPERATIVE, BRAWLER RULE

Additional bullet point added:

'Normal Dmg of 4 or more inflicts 1 less damage on it.'

### KINLYNK OPERATIVE, SIGNAL ACTION

Second sentence of effect changed to read:

'Select one other friendly **HEARTHKYN SALVAGER** operative in the killzone.'

## PREVIOUS ERRATAS

### STRATEGY PLOYS, PROXIMATE FIREPOWER

Additional text added to end:

'This can allow you to apply or remove the Hit stat change during an action (this takes precedence over the core rules).'

### FIELD MEDIC OPERATIVE, MEDIC! RULE

Changed to read:

'The first time during each turning point that another friendly **HEARTHKYN 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 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.'

### JUMP PACK WARRIOR OPERATIVE

Move stat changed to '7'.

### THEYN OPERATIVE, EYE OF THE ANCESTORS RULE

First sentence changed to read:

'**STRATEGIC GAMBIT** if this operative is in the killzone.'

### KOGNITÅAR OPERATIVE, TACTICIAN RULE

First sentence changed to read:

'**STRATEGIC GAMBIT** if this operative is in the killzone.'

### FACTION EQUIPMENT, CLIMBING RIGS

Relevant part of first sentence changed to read:

'Whenever a friendly **HEARTHKYN SALVAGER** operative is climbing up, you can treat the vertical distance as [...]

### FACTION EQUIPMENT, WRIT OF CLAIM

Changed to read:

'Once per battle, if friendly **HEARTHKYN 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.'

## PREVIOUS RULES COMMENTARIES

This section provides clarification on ambiguous and complex rules interactions.

**Q:** If a **HEARTHKYN SALVAGER** **DÔZR** operative performing its **Knux Smash** action moves an enemy operative, and during that move a marker that would 'end its action' is within that enemy operative's control range (e.g. **HERNKYN YAEGIR** **IRONBRAEK Hy-Pex Mines**) but not the **DÔZR** operative's control range, does the **Knux Smash** action end?

**A:** No.

# HEARTHKYN SALVAGER OPERATIVES

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Highly adept warriors and explorers of wrecked voidships and abandoned space stations, Hearthkyn Salvagers are tasked with identifying valuable material and marking it for later retrieval. Heavily armed and utterly resolute, Hearthkyn Salvager kill teams seize and defend such claims with the steadfast determination typical of the Kin.

## HEARTHKYN THEYN

Those Hearthkyn Salvagers who show particular aptitude for leadership are nominated by their superiors or comrades to be promoted to the rank of Theyn. In command of their own squad, Theyns are highly experienced hulk-delvers with countless boarding actions to their name.

## HEARTHKYN DÔZR

Subtlety and nuance are concepts these brawny Kin have little time for. They can smash open sealed hatches or even solid walls with their concussion knux, punching a way through for their Kin. In battle, their weapons are even more devastating to their unfortunate enemies.

## HEARTHKYN FIELD MEDIC

These Hearthkyn Salvagers are given exhaustive training in first aid under fire, as well as limited engineering tuition that enables them to provide care to damaged Ironkin. In a boarding action their skills are vital, for their squad will be far away from a fully-equipped Kin medical centre.

## HEARTHKYN GRENADIER

Armed with bandoliers of grenades and explosives, Grenadiers perform a vital function for Hearthkyn Salvager teams. They can clear a corridor of foes in an instant, blow through locked doors and provide tactical support to their Kin in the heat of a firefight.

## HEARTHKYN GUNNER

With wrecks often being home to myriad beasts, monsters and enemies, Hearthkyn Salvagers have access to a wide variety of special and heavy weapons. Gunners select the tools best suited to the task at hand, and their blasts of heavy fire have been the saviours of many a kill team.

## HEARTHKYN JUMP PACK WARRIOR

Hearthkyn Salvagers have to overcome countless obstacles on their missions. Those using jump packs are able to navigate harsh terrain with ease, and in battle can utilise their equipment's power to increase the impact of their charge.





### HEARTHKYN KINLYNK

Empyrean energies, voidship armour plating and thick rock all threaten to interfere with squad comms, and the Kinlynks have to work tirelessly to ensure all their Kin can remain in contact. They calmly relay tactical information in the heat of battle, and even disrupt enemy comms.

### HEARTHKYN KOGNITÂAR

These Ironkin possess extremely complex artificial intelligences, and use this immense cogitational power to support their squad. Constantly receiving, organising and analysing data, Kognitâar provide incredible real-time tactical information to their Kin whenever it is needed.

### HEARTHKYN LOKÂTR

With dangers lying around every corner, in every vent and even within a wreck's walls, the pan spectral scanners of the Lokâtrs are essential in allowing the Kin to anticipate threats and react in whichever way is the most practical.

### HEARTHKYN LUGGER

In a wreck, where it is hard to insert vehicles, these redoubtable Kin carry enormous loads of essential equipment and supplies without complaint. Contributing every ounce of strength they have to their cause, they are highly regarded by their Kin.

### HEARTHKYN WARRIOR

Hearthkyn Warriors are robust and grizzled individuals, fiercely proud of their role in hazardous boarding operations. Warriors provide vital support to their squad's specialists, gunning down foes as their comrades conduct mission-essential tasks.

# HEARTHKYN SALVAGERS KILL TEAM

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HEARTHKYN SALVAGERS » KILL TEAM SELECTION



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

## OPERATIVES

- 1 **HEARTHKYN SALVAGER** **THEYN** operative 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 or plasma weapon
- 9 **HEARTHKYN SALVAGER** operatives selected from the following list:
  - **DÔZR**
  - **FIELD MEDIC**
  - **GRENADIER**
  - **JUMP PACK WARRIOR**
  - **KINLYNK\***
  - **KOGNITÂAR\***
  - **LOKÂTR\***
  - **LUGGER\***
  - **WARRIOR\***
  - **GUNNER** 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

Other than **GUNNER** and **WARRIOR** operatives, your kill team can only include each operative on this list once. Your kill team can only include up to three **GUNNER** operatives (each must have a different option).

- \* With one of the following options:
  - Autoch-pattern bolter; fists
  - Ion blaster; fists

## ARCHETYPES



RECON



SECURITY

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

## THEYN

EtaCarn plasma pistol



Plasma weapon

Concussion gauntlet



## DÔZR

Concussion knux



Autoch-pattern bolt pistol

## FIELD MEDIC

Bolt revolver



Plasma knife

## GRENADIER

C8 HX charge



## JUMP PACK WARRIOR

Autoch-pattern bolt pistol

Plasma weapon



## KINLYNK

Autoch-pattern bolter



## KOGNITÂAR

Autoch-pattern bolter



## LOKÂTR

Ion blaster



## LUGGER

Ion blaster



## WARRIOR

Autoch-pattern bolter

Ion blaster



## GUNNER

HYLas rotary cannon

HYLas auto rifle

EtaCarn plasma beamer



L7 missile launcher

Magna rail rifle

