


# KASRKIN

## FACTION RULE

### SKILL AT ARMS

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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**

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#### 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**).

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#### 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.

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#### 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 hardest.

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.

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
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#### 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.

# MARKER/TOKEN GUIDE



Medic token



Auspex Scan  
token



Relics of Cadia  
token



Tactical  
Command  
token



Clearance  
Sweep marker



Melta Mine marker