



HEARTHKYN SALVAGER

UPDATE 1.2

As it's revised regularly, this document has a version number; where a version number has a letter, e.g. 1.1a, this means it has had a local amendment, only in that language, to clarify a translation issue or other minor correction. When this document is revised, the version number will be incremented and new updates can be identified by the presence of an asterisk (*).

ERRATA

This section collects amendments to the rules. Amended text within this errata is highlighted in blue.

KILL TEAM: GALLOWFALL


Page 46, Hearthkyn Lokâtr, Early Detection ability

Change the second sentence to read:

'In addition, enemy operatives cannot move [before the battle begins](#) (although your opponent can still select the Recon scouting option for the purpose of determining initiative).'


***Page 42, Hearthkyn Grenadier, Vâyr-3 Utility Grenade**

Change the first sentence to read:

'Place a Utility Grenade token within  of this operative, then select one of the following effects to last until the end of the Turning Point, [even if this operative is incapacitated](#).'

***Page 48, Climbing Equipment**

Change the second bullet point to read:

'This operative [only needs](#) to be within  [horizontally of a terrain feature in order to climb it](#).'

DESIGNER'S COMMENTARY

This section presents commentary from game designers to clarify and expand on rare and more complex rules.

KILL TEAM: GALLOWFALL

For the **LUGGER** operative's **Re-equip** action:

Q: When reselecting weapon options, what are the restrictions?

A: Select as if it were the Select a Kill Team step of the mission sequence. For a **GUNNER** operative, you can't select a weapon you've already selected for the battle, even if the **GUNNER** operative that had it has been incapacitated.

*Q: If the friendly **HEARTHKYN SALVAGER** operative had the auto-calibrator equipment on their original weapon, what happens to it?*

A: They no longer have that equipment, even if they return to their original weapon with a subsequent **Re-equip** action.

For the **GUNNER** operative's Beam critical hit rule:

Q: When determining operatives along the beam line, is it operatives before the original target, after, or both?

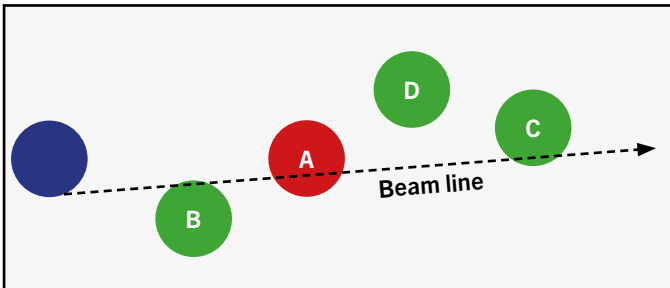
A: Both. See diagram below.

Q: Are mortal wounds inflicted on the original target?

A: No.

Q: When inflicting mortal wounds, do you roll a D3 for each operative separately?

A: Yes.



In this example, Operative A is the original target. Operatives B and C are along the beam line, but operative D is not.