



## YAEGIR THEYN

APL  
2MOVE  
5"SAVE  
4+WOUNDS  
9

NAME	ATK	HIT	DMG	WR
Bolt revolver	4	3+	3/5	Range 8"
Bolt shotgun (short range)	4	3+	4/4	Range 6"
Bolt shotgun (long range)	4	5+	2/2	-
Plasma knife	4	3+	3/5	Lethal 5+

**Veteran Adventurer:** In the Ready step of each Strategy phase after the first, if this operative is in the killzone and isn't within control range of enemy operatives, you gain 1 Resourceful point.

**Outright Conviction:** The first time this operative would be incapacitated during the battle, it's not incapacitated, has 1 wound remaining and cannot be incapacitated for the remainder of the action. All remaining attack dice are discarded (including yours if this operative is fighting or retaliating).

HERNKYN YAEGIR®, LEAGUES OF VOTANN, LEADER, THEYN

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## YAEGIR BLADEKYN

APL  
2MOVE  
5"SAVE  
4+WOUNDS  
8

NAME	ATK	HIT	DMG	WR
Throwing plasma knife	4	3+	3/5	Range 6", Lethal 5+, Limited 1, Silent
Dual plasma knives	4	3+	3/5	Ceaseless, Lethal 5+

**Stalker:** This operative can perform the **Charge** action while it has a Conceal order.

**Irrepressible Hardiness:** If this operative is incapacitated during the **Fight** action, you can strike the enemy operative in that sequence with one of your unresolved successes before this operative is removed from the killzone.

HERNKYN YAEGIR®, LEAGUES OF VOTANN, BLADEKYN

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## YAEGIR BOMBAST

APL  
2MOVE  
5"SAVE  
4+WOUNDS  
8

NAME	ATK	HIT	DMG	WR
Wroughtlock revolvers	4	3+	3/5	Range 9", Ceaseless, Lethal 5+
Fists	3	4+	2/3	-

**Wroughtlock Negotiation: STRATEGIC GAMBIT.** This operative can immediately perform a free **Shoot** action (you can change its order to Engage to do so).

**Brazen Killer:** Whenever this operative incapacitates an enemy operative with its wroughtlock revolvers, roll one D6 separately for each other enemy operative visible to and within 2" of that enemy operative: if the result is higher than that other enemy operative's APL stat, subtract 1 from its APL stat until the end of its next activation.

HERNKYN YAEGIR®, LEAGUES OF VOTANN, BOMBAST

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## YAEGIR GUNNER

APL  
2MOVE  
5"SAVE  
4+WOUNDS  
8

NAME	ATK	HIT	DMG	WR
APM launcher (armour piercing)	5	4+	4/5	Heavy (Reposition only), Piercing 1, Bipod*
APM launcher (breaching)	5	4+	3/5	Blast 2", Heavy (Reposition only), Bipod*
APM launcher (high explosive)	5	4+	2/4	Blast 3", Heavy (Reposition only), Bipod*
Fists	3	4+	2/3	-

\***Bipod:** Whenever this operative is shooting with this weapon, if it hasn't moved during the activation, or if it's a counteraction, this weapon has the Ceaseless weapon rule. Note this operative isn't restricted from moving after shooting.

HERNKYN YAEGIR®, LEAGUES OF VOTANN, GUNNER

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## YÆGIR IRONBRAEK

APL  
▼ 2MOVE  
➡ 5"SAVE  
🛡️ 4+WOUNDS  
🔥 8

NAME	ATK	HIT	DMG	WR
🔫 Bolt revolver	4	4+	3/5	Range 8"
🔫 Entrencher	3	4+	3/4	-

**Minefield:** You have five Minefield markers for the battle. On the reverse side, three of them are HY-Pex mines (see below) and two are blank. Set up all your Minefield markers as if they were one item of equipment. Each must be set up reverse-side down (their specifics aren't revealed), more than 2" from other markers, access points and Accessible terrain, and more than 6" from your opponent's drop zone and your other Minefield markers. Whenever this operative is readied, if it's not within control range of enemy operatives, you can reset one of your flipped Minefield markers that's within its control range (flip the marker back over again).

**HY-Pex Mines:** Whenever one of your reverse-side down Minefield markers is both within an enemy operative's control range and not within a friendly **HERNKYN YÆGIR** operative's control range, flip the marker over. If it's a blank, there's no effect. If it's a HY-Pex mine, inflict 3 damage on that enemy operative and roll one D6: if the result is less than that enemy operative's Save stat, inflict additional damage on it equal to the dice result; regardless of the result, 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. Regardless, that marker isn't removed.

**HERNKYN YÆGIR**, LEAGUES OF VOTANN, IRONBRAEK

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## YÆGIR RIFLEKYN

APL  
▼ 2MOVE  
➡ 5"SAVE  
🛡️ 4+WOUNDS  
🔥 8

NAME	ATK	HIT	DMG	WR
🔫 Magna-coil rifle (concealed)	4	2+	3/3	Devastating 3, Heavy, Piercing 1, Silent, Concealed Position*
🔫 Magna-coil rifle (mobile)	4	3+	3/4	Heavy (Reposition only), Piercing 1
🔫 Magna-coil rifle (stationary)	4	2+	3/3	Devastating 3, Heavy, Piercing 1
🔫 Fists	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.

**Weavewërke 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.

**HERNKYN YÆGIR**, LEAGUES OF VOTANN, RIFLEKYN

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## YÆGIR TRACKER

APL  
▼ 2MOVE  
➡ 5"SAVE  
🛡️ 4+WOUNDS  
🔥 8

NAME	ATK	HIT	DMG	WR
🔫 SiNR handbow	4	4+	3/5	Silent
🔫 Throwing hatchet	4	3+	3/5	Range 6", Limited 1, Rending, Silent
🔫 Hatchet	4	3+	4/5	-

**Pan Spectral Visor:** Whenever this operative is shooting an operative within 6" of it:

- This operative's weapons have the Seek Light weapon rule.
- That operative cannot be obscured.

**Tracker:** Whenever this operative is shooting against or fighting against an expended operative within 6" of it, this operative's weapons have the Punishing weapon rule.

**HERNKYN YÆGIR**, LEAGUES OF VOTANN, TRACKER

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## YÆGIR WARRIOR

APL  
▼ 2MOVE  
➡ 5"SAVE  
🛡️ 4+WOUNDS  
🔥 8

NAME	ATK	HIT	DMG	WR
🔫 Bolt revolver	4	4+	3/5	Range 8"
🔫 Bolt shotgun (short range)	4	3+	4/4	Range 6"
🔫 Bolt shotgun (long range)	4	5+	2/2	-
🔫 Fists	3	4+	2/3	-
🔫 Plasma knife	4	4+	3/5	Lethal 5+

**Intrepid:** Whenever you spend a Resourceful point for this operative, the following take precedence:

- If you add 1 to its APL stat, it lasts until the start of its next activation instead.
- If it regains lost wounds, it regains up to 4 instead.

**HERNKYN YÆGIR**, LEAGUES OF VOTANN, WARRIOR

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## HERNKYN YAEGIRS KILL TEAM

ARCHETYPES: INFILTRATION, SEEK & DESTROY

### OPERATIVES

- 1 **HERNKYN YAEGIR** **THEYN** operative
- 9 **HERNKYN YAEGIR** operatives selected from the following list:
  - **BLADEKYN**
  - **BOMBAST**
  - **GUNNER**
  - **IRONBRAEK**
  - **RIFLEKYN**
  - **TRACKER**
  - **WARRIOR** with one of the following options:
    - Bolt revolver; plasma knife
    - Bolt shotgun; fists

Other than **WARRIOR** operatives, your kill team can only include each operative on this list once.

You can spend 1 of your Resourceful points during each activation of each friendly **HERNKYN YAEGIR** operative to do one of the following:

- Before or after it performs an action, if it's not within control range of enemy operatives, you can use this rule. If you do, add 1 to that friendly operative's APL stat until the end of its activation.
- When it's activated, if it's not within control range of enemy operatives, it regains up to D3+1 lost wounds.

## HERNKYN YAEGIR FACTION RULE

### RESOURCEFUL

Hernkyn Yaegirs are self-sufficiency specialists. They are also skilled warriors who, usually unsupported, embark upon missions equipped for countless contingencies. This allows them to adapt to hazardous environments and enemy actions with decisive speed.

In the Ready step of each Strategy phase after the first, you gain Resourceful points determined by the number of friendly **HERNKYN YAEGIR** operatives in the killzone that aren't within control range of enemy operatives. At the end of each turning point, discard your Resourceful points.

OPERATIVES	RESOURCEFUL POINTS
5+	2
1-4	1

CONTINUES ON OTHER SIDE

## HERNKYN YAEGIR FACTION RULE

### DAUNTLESS EXPLORERS

The first of their kindred to set foot on new worlds, Yaegirs are frequently deployed for extended periods and are experts in swiftly evaluating and exploiting their area of operations.

**STRATEGIC GAMBIT** in the first turning point. Each friendly **HERNKYN YAEGIR** operative wholly within your drop zone can immediately perform a free **Reposition** action. Each that does so must end that move wholly within 4" of your drop zone.





## HERNKYN YAEIGIR MARKER/TOKEN GUIDE



Outright  
Conviction  
token



Throwing  
Plasma Knife  
token



Throwing  
Hatchet token



Resourceful  
points  
(Values 1 & 2)



Fallen Kin  
marker



Minefield  
marker



HY-Pex Mine  
marker



Stabilised Bolt  
Shells token




Firestorm Bolt  
Shells token

## HERNKYN YAEIGIR STRATEGY PLOY

### HIDDEN ENGAGEMENT


Being experienced survivalists, Hernkyn Yaegirs are skilled hunters, well used to stalking and engaging their prey from the shadows.

Whenever a friendly **HERNKYN YAEIGIR**  operative is shooting, if it's in cover from the target's perspective, that friendly operative's weapons have the Balanced weapon rule. Note that your opponent still determines the targeting lines for this (i.e. they decide which point of their operative's base targeting lines are drawn from).

## HERNKYN YAEIGIR STRATEGY PLOY

### MASTERFUL BLADEWORK


Yaegirs are extensively trained in the use of plasma knives and other close combat weapons, wielding them with ruthless precision.

Whenever a friendly **HERNKYN YAEIGIR**  operative is fighting, or has a Conceal order and is retaliating, add 1 to the Atk stat of its melee weapons (to a maximum of 4) and they have the Balanced weapon rule; if the weapon already has that weapon rule, it has the Ceaseless weapon rule instead of Balanced.

## HERNKYN YAEIGIR STRATEGY PLOY

### TOUGH SURVIVALISTS

A lifetime of frontier exploration coupled with their kind's natural fortitude renders Hernkyn Yaegirs highly resistant to injury.

The first time an attack dice inflicts damage on each friendly **HERNKYN YAEIGIR**  operative during the turning point in the Resolve Attack Dice step, you can halve that inflicted damage (rounding up, to a minimum of 2).





## HERNKYN YAEGRIS STRATEGY PLOY

### IN POSITION

Hernkyn Yaegirs stalk their enemies with great patience, using the surrounding terrain to conceal themselves from prying eyes.

Whenever a friendly **HERNKYN YAEGRIS** operative has a Conceal order and is in cover, it cannot be selected as a valid target, taking precedence over all other rules (e.g. Seek, Vantage terrain) except being within 2".

## HERNKYN YAEGRIS FIREFIGHT PLOY

### STURDY

Stocky and stalwart, Hernkyn Yaegirs grit their teeth and shrug off wounds that would fell other species.

Use this firefight ploy when an operative is shooting a friendly **HERNKYN YAEGRIS** operative, when you collect your defence dice. Change the attacker's retained critical successes to normal successes (any weapon rules they've already resolved aren't affected, e.g. Piercing Crits).

## HERNKYN YAEGRIS FIREFIGHT PLOY

### BONDS THAT BIND

Squads of Hernkyn Yaegirs are exceptionally close-knit and operate with instinctive coordination.

Use this firefight ploy when a friendly **HERNKYN YAEGRIS** operative is activated. Select one other ready friendly **HERNKYN YAEGRIS** operative visible to and within 3" of that operative. When that first friendly operative is expended, you can activate that other friendly operative before your opponent activates. When that other operative is expended, your opponent then activates as normal.

Neither operative can be a **BOMBAST** operative if its Wroughtlock Negotiation **STRATEGIC GAMBIT** has been used this turning point.

## HERNKYN YAEGRIS FIREFIGHT PLOY

### NO KIN LEFT BEHIND

All Kin desire to return to their Hold's Ancestor Core upon their death. Hernkyn will fight tooth and nail to ensure that none of their fallen are left behind.

Use this firefight ploy when a friendly **HERNKYN YAEGRIS** operative is incapacitated. Before that operative is removed from the killzone, remove your Fallen Kin marker from the killzone (if any), then place it within that operative's control range. That operative is then removed from the killzone as normal.

Whenever a friendly **HERNKYN YAEGRIS** operative within 3" of your Fallen Kin marker is shooting, fighting or retaliating, in the Roll Attack Dice step, you can retain one of your fails as a normal success instead of discarding it, or retain one of your normal successes as a critical success instead.





## HERNKYN YAEIR FIREFIGHT PLOY

### STALWART DEFENCE

The Kin are steadfast and determined in defence. They maintain accurate and punishing fire even as their enemies close in.

Use this firefight ploy when an enemy operative ends the **Charge** action within control range of a friendly **HERNKYN YAEIR** operative. Select one other friendly **HERNKYN YAEIR** operative visible to and within 6" of that friendly operative, but that isn't itself within control range of enemy operatives. The selected operative can perform a free **Shoot** action. During that action:

- It can target that enemy operative even though it's within control range of a friendly operative.
- You cannot select any other enemy operative as a valid target.
- You cannot select a frag or krak grenade, or a weapon with the Blast or x" Devastating x weapon rule (i.e. Devastating with a distance).

## HERNKYN YAEIR FACTION EQUIPMENT

### PLASMA KNIVES

The superheated edge of a plasma knife can slice through several inches of solid metal. Armour and bone are no match for such a cutting edge.

Friendly **HERNKYN YAEIR** operatives have the following melee weapon. Note that some operatives already have this weapon but with better stats; in that instance, use the better version, and that weapon has the Balanced weapon rule for the battle.

NAME	ATK	HIT	DMG
 Plasma knife	3	4+	3/5

### WR

Lethal 5+

## HERNKYN YAEIR FACTION EQUIPMENT

### STABILISED BOLT SHELLS

Fitted with fin stabilisers, these specially crafted bolt shells are designed to enhance accuracy and lethality at extreme range.

Up to twice per turning point, whenever a friendly **HERNKYN YAEIR** operative is performing the **Shoot** action and you select a bolt shotgun (long range), you can use this rule. If you do, until the end of that action, improve the Hit stat of that weapon by 1 and add 1 to both of its Dmg stats.

## HERNKYN YAEIR FACTION EQUIPMENT

### FIRESTORM BOLT SHELLS

These bolt rounds are packed with shrapnel and phosphor, detonating on impact and emitting a cloud of lethal burning shards.

Once per turning point, when a friendly **HERNKYN YAEIR** operative is performing the **Shoot** action and you select a bolt shotgun (short range), you can use this rule. If you do, until the end of that action, that weapon has the Blast 1" weapon rule.





## HERNKYN YAEIR☠ FACTION EQUIPMENT

### 1X CERAMIDE UNDERSUIT

Hernkyn Yaegirs ordinarily wear only light armour. These thin but resilient semi-ceramic undersuits provide the wearer with an additional layer of protection.

Whenever an operative is shooting a friendly **HERNKYN YAEIR☠** operative, if the ranged weapon in that sequence has the Blast or Torrent weapon rule, you can re-roll one of your defence dice. In addition, friendly **HERNKYN YAEIR☠** operatives aren't affected by the x" Devastating x weapon rule (i.e. Devastating with a distance) unless they are the target during that sequence.

## UNIVERSAL EQUIPMENT

### 1X AMMO CACHE

Whether stockpiles deliberately set out for warriors to access quickly, or the abandoned munitions of the slain, these caches can prove vital for a swift reload in the heat of battle.

Before the battle, you can set up one of your Ammo Cache markers wholly within your territory. Friendly operatives can perform the following mission action during the battle.

### AMMO RESUPPLY

OAP

- ▶ One of your Ammo Cache markers the active operative controls is used during this turning point.
- ▶ Until the start of the next turning point, whenever this operative is shooting with a weapon from its datacard, you can re-roll one of your attack dice.
- ◆ An operative cannot perform this action while within control range of an enemy operative, if that marker isn't yours, or if that marker has been used this turning point.

## UNIVERSAL EQUIPMENT

### 1X RAZOR WIRE

Spooled rapidly out and affixed to jutting posts, razor wire acts as an easily deployed barrier and a painful deterrent to enemy operatives seeking to attack along particular routes.

Razor wire is Exposed and Obstructing terrain. Before the battle, you can set it up wholly within your territory, on the killzone floor and more than 2" from other equipment terrain features, access points and Accessible terrain.

**Obstructing:** Whenever an operative would cross over this terrain feature within 1" of it, treat the distance as an additional 1".

## UNIVERSAL EQUIPMENT

### 1X COMMS DEVICE

Communications devices can be swiftly hijacked and employed to coordinate operations or call in support during a firefight.

Before the battle, you can set up one of your Comms Device markers wholly within your territory. While a friendly operative controls this marker, add 3" to the distance requirements of its **SUPPORT** rules that refer to friendly operatives (e.g. 'select one friendly operative within 6"' would be 9" instead). Note that you cannot benefit from your opponent's Comms Device markers.





## UNIVERSAL EQUIPMENT

### 1X MINES

The battlefields of the 41st Millennium are plagued by myriad types of mine, from simple frag charges to monofilament web-snares and microplasma charges. Ultimately, all serve a similar, horrible purpose.

Before the battle, you can set up one of your Mines markers wholly within your territory and more than 2" from other markers, access points and Accessible terrain. The first time that marker is within an operative's control range, remove that marker and inflict D3+3 damage on that operative.

## UNIVERSAL EQUIPMENT

### 2X LIGHT BARRICADES

Designed to be lugged into place and then deployed by operatives and combat engineers, these barriers are proof against small arms fire.

Light barricades are Light terrain, except the feet, which are Insignificant and Exposed. Before the battle, you can set up any of them wholly within your territory, on the killzone floor and more than 2" from other equipment terrain features, access points and Accessible terrain.

### 1X HEAVY BARRICADE

A redoubtable slab of plasteel and adamantine, this layered protective barrier provides shelter amidst the fiercest firefights.

A heavy barricade is Heavy terrain. Before the battle, you can set it up wholly within 4" of your drop zone, on the killzone floor and more than 2" from other equipment terrain features, access points and Accessible terrain.

## UNIVERSAL EQUIPMENT

### 2X LADDERS

Carried into battle in their compacted forms, these ladders provide a rapid route of ingress to strongholds, or access to vital vantage points.

Ladders are Insignificant and Exposed terrain. Before the battle, you can set up any of them as follows:

- Wholly within your territory.
- Upright against terrain that's at least 2" tall.
- More than 2" from other equipment terrain features.
- More than 1" from doors and access points.

Once per action, whenever an operative is climbing the terrain feature a ladder is placed against, treat the vertical distance as 1" if the ladder is within that operative's control range during that entire climb.

## UNIVERSAL EQUIPMENT

### UTILITY GRENADES

From neuro-suppressant psybombs to smoke-belching chemical charges, grenades of this sort can suppress the enemy and be the difference between life and death.

When you select this equipment, select two utility grenades (2 smoke, 2 stun, or 1 smoke and 1 stun). Each selection is a unique action your operatives can perform, but your kill team can only perform that action a total number of times during the battle equal to your selection.

#### STUN GRENADE

1AP

► Select one enemy operative visible to and within 6" of this operative. That operative and each other operative within 1" of it takes a stun test. For an operative to take a stun test, roll one D6: on a 3+, subtract 1 from its APL stat until the end of its next activation.

◆ An operative cannot perform this action while within control range of an enemy operative, or if you have reached the total number of times your kill team can perform it.





## UNIVERSAL EQUIPMENT

### EXPLOSIVE GRENADES

A variety of offensive grenades are employed by the forces of the 41st Millennium. These range from simple fragmentation grenades to plasma and gravitic concussion grenades, while even more exotic devices are used to crack open enemy armour.

When you select this equipment, select two explosive grenades (2 frag, 2 krak, or 1 frag and 1 krak). Each selection is a ranged weapon your operatives can use, but your kill team can only use that weapon a total number of times during the battle equal to your selection.

NAME	ATK	HIT	DMG
🔥 Frag grenade	4	4+	2/4

#### WR

Range 6", Blast 2", Saturate

NAME	ATK	HIT	DMG
🔥 Krak grenade	4	4+	4/5

#### WR

Range 6", Piercing 1, Saturate

## UNIVERSAL EQUIPMENT

### 1X PORTABLE BARRICADE

Little more than a suppression shield with armoured feet, these barricades can be hefted and borne forwards to provide mobile cover.

A portable barricade is Light, Protective and Portable terrain, except the feet which are Insignificant and Exposed. Before the battle, you can set it up wholly within your territory, on the killzone floor and more than 2" from other equipment terrain features, access points and Accessible terrain.

**Protective:** While an operative is in cover from this terrain feature, improve its Save stat by 1 (to a maximum of 2+).

RULE CONTINUES ON OTHER SIDE ▶

**Portable:** This terrain feature only provides cover while an operative is connected to it and if the shield is intervening (ignore its feet). Operatives connected to the inside of it can perform the following unique action during the battle.

### MOVE WITH BARRICADE 1AP

- ▶ The same as the **Reposition** action, except the active operative can move no more than its Move stat minus 2" and cannot climb, drop, jump or use any kill team's rules that remove it and set it back up again (e.g.

**HEARTHKYN SALVAGER** 🐞 **FLY**, **MANDRAKE** 🐞 **SHADOW PASSAGE**).

- ▶ Before this operative moves, remove the portable barricade it's connected to. After it moves, set up the portable barricade so it's connected again, but the portable barricade cannot be set up within 2" of other equipment terrain features, access points or Accessible terrain. If this is not possible, the portable barricade is not set up again.

- ◆ This action is treated as a **Reposition** action. An operative cannot perform this action while within control range of an enemy operative, or during the same activation in which it performed the **Fall Back** or **Charge** action.

## UNIVERSAL EQUIPMENT

### UTILITY GRENADES

From neuro-suppressant psybombs to smoke-belching chemical charges, grenades of this sort can suppress the enemy and be the difference between life and death.

When you select this equipment, select two utility grenades (2 smoke, 2 stun, or 1 smoke and 1 stun). Each selection is a unique action your operatives can perform, but your kill team can only perform that action a total number of times during the battle equal to your selection.

RULE CONTINUES ON OTHER SIDE ▶





## SMOKE GRENADE

1AP

- ▶ Place one of your Smoke Grenade markers within 6" of this operative. It must be visible to this operative, or on Vantage terrain of a terrain feature that's visible to this operative. The marker creates an area of smoke 1" horizontally and unlimited height vertically from (but not below) it.
- ▶ While an operative is wholly within an area of smoke, it's obscured to operatives more than 2" from it, and vice versa. In addition, whenever an operative is shooting an enemy operative wholly within an area of smoke, weapons with the Piercing 2 or Piercing Crits 2 weapon rule have the Piercing 1 or Piercing Crits 1 weapon rule (respectively) instead.
- ▶ In the Ready step of the next Strategy phase, roll one D3. Remove that Smoke Grenade marker after a number of activations equal to the result have been completed or at the end of the turning point (whichever comes first).
- ◆ An operative cannot perform this action while within control range of an enemy operative, or if you have reached the total number of times your kill team can perform it.

## NOTES:

## NOTES:

## NOTES:





# HERNKYN YAEGR: 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

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, RESOURCEFUL

Table changed to read:

Operatives	Resourceful Points
5+	2
1-4	1
<del>0-2</del>	<del>0</del>

Second paragraph and bullet points changed to read:

'You can spend 1 of your Resourceful points during each activation of each friendly **HERNKYN YAEGR** operative to do one of the following:

- Before or after it performs an action, if it's not within control range of enemy operatives, you can use this rule. If you do, add 1 to that friendly operative's APL stat until the end of its activation.
- When it's activated, if it's not within control range of enemy operatives, it regains up to D3+1 lost wounds.'



## PREVIOUS ERRATAS

### THEYN OPERATIVE, VETERAN ADVENTURER RULE

Relevant part changed to read:

'[...] if this operative **is in the killzone and** isn't within control range of enemy operatives, [...]

### IRONBRAEK OPERATIVE, MINEFIELD RULE

Fourth sentence changed to read:

'Each must be set up reverse-side down (their specifics aren't revealed), more than 2" from other markers, access points **and Accessible terrain**, and more than 6" from your opponent's drop zone and your other Minefield markers.'

### STRATEGY PLOYS, IN POSITION

Changed to read:

'Whenever a friendly **HERNKYN YAGIRO** operative has a Conceal order and is in cover, it cannot be selected as a valid target, taking precedence over all other rules (e.g. **Seek**, Vantage terrain) **except being within 2"**.'

### STRATEGY PLOYS, MASTERFUL BLADEWORK

Changed to read:

'Whenever a friendly **HERNKYN YAGIRO** operative is fighting, or has a Conceal order and is retaliating, **add 1 to the Atk stat of its melee weapons (to a maximum of 4) and they have the Balanced weapon rule; if the weapon already has that weapon rule, it has the Ceaseless weapon rule instead of Balanced.**'

### FIREFIGHT PLOYS, STALWART DEFENCE

Third bullet point deleted:

~~'Worsen the Hit stat of its weapons by 1.'~~

### FACTION EQUIPMENT, PLASMA KNIVES

Additional text added to end of second sentence:

'Note that some operatives already have this weapon but with better stats; in that instance, use the better version, **and that weapon has the Balanced weapon rule for the battle.**'



# HERNKYN YÆGIR OPERATIVES

2

Bands of Hernkyn serve the Leagues of Votann as scouts and rangers, plying the void and infiltrating worlds in search of raw resources to exploit. Yægirs are the Hernkyn's hardened commandos, responsible for securing and protecting the claims of the Leagues of Votann during the most dangerous missions.



## YÆGIR THEYN

The Theyns amongst the Hernkyn Yægirs are hugely experienced warriors, explorers, survivalists and adventurers. They lead their bands of Yægirs with an iron-clad conviction in the service their mission will offer to the Votann.

## YÆGIR BLADEKYN

Bladekyn silently stalk their quarry, their advanced blades deactivated to maximise efficiency and stealth. When they strike with their searing plasma knives, it is with a flurry of expert lunges and slashes, carving through armour and leaving smoking and cauterised gouges in the foe's flesh.

## YÆGIR BOMBAST

Bombasts unleash noisy fusillades of fire from their twinned wroughtlock revolvers. Such ostentatious displays are a measured tactic to draw attention from their fellow Yægirs, and to force the enemy into hasty and reckless action.

## YÆGIR GUNNER

Providing the team's heaviest firepower, Gunners are ordnance specialists. Armed with an APM – adaptive payload missile – launcher, they can recalibrate the chemical nature of the missile's warhead, enabling widespread destruction or armour piercing death.

## YÆGIR IRONBRAEK

Once a team is in place, it is the Ironbraeks who coordinate the Yægirs' lethal security measures. They are master sappers, shoring up defences, undermining the enemy's paths and preparing hidden fields of high-yield penetrative explosives – or HY-Pex mines.





## YAEGIR RIFLEKYN

Expert snipers and covert assassins, these operatives work their way into ideal firing positions unseen. The Riflekyn's weavewërke cloak projects a shifting field of camouflaging energies, muffling the short bursts of accurate fire from their heavy duty magna-coil rifle.

## YAEGIR TRACKER

Yaegir Trackers are excellent hunters of resources, energy signatures and the enemy. Their SiNR handbows fire specialised bolt shells that employ Kin force field technology to suppress their noisy detonations, resulting in contained and intensified internal ruptures.

## YAEGIR WARRIOR

Those Hernkyn who fight as part of the Yaegirs are amongst the toughest and most resourceful of their hardy kind. They enforce their kindred's aggressive claim on whatever it needs with blasts from their bolt shotgun, or skilled swipes with a plasma knife.

**'YOU MISUNDERSTAND, HUMAN. I AM NOT HERE TO DEBATE. I AM NOT HERE TO COMPROMISE. WHAT YOU SEE AS YOURS, I AM TAKING FOR MY KINDRED. YOU WANT TO BARGAIN? TÔRYK, UNHOLSTER OUR MEANS OF NEGOTIATION.'**

- Hâvyr Starseeker, Theyn of Need's Gaârd,  
Farsail of Thryk Kindred



# HERNKYN YAEGIRS KILL TEAM

4

HERNKYN YAEGIRS » KILL TEAM SELECTION



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

## OPERATIVES

- 1 **HERNKYN YAEGIR** **THEYN** operative
- 9 **HERNKYN YAEGIR** operatives selected from the following list:
  - **BLADEKYN**
  - **BOMBAST**
  - **GUNNER**
  - **IRONBRAEK**
  - **RIFLEKYN**
  - **TRACKER**
  - **WARRIOR** with one of the following options:
    - Bolt revolver; plasma knife
    - Bolt shotgun; fists

Other than **WARRIOR** operatives, your kill team can only include each operative on this list once.

## ARCHETYPES



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

## THEYN

Plasma knife

Bolt shotgun



'THE HEARTH IS WITH US. ALWAYS. IT IS IN THE FIRE OF OUR SCOUT SHIP'S REACTORS, FAR AS IT TRAVELS FROM THE HOLD. IT BURNS IN WAR WHEN WE TAKE WHAT WE NEED. IT FLARES IN THE COMRADESHIP OF FAMILY, IN THE TIES OF LOYALTY. IT SEETHES IN OUR HEARTS: A MOLTEN FURY WITH WHICH TO CRUSH THOSE WHO WRONG US.'

- Åktul the Stern, Yaegir Warrior of the Kindred of Krönn, Kronus Hegemony

## BLADEKYN

Dual plasma knives





**BOMBAST**

Wroughtlock revolvers

**GUNNER**

APM launcher

**IRONBRAEK**

Entrencher

**RIFLEKYN**

Magna-coil rifle

**TRACKER**

SiNR handbow

Hatchet

**WARRIOR**

Bolt shotgun

Bolt revolver

Plasma knife

