YAEGIR THEYN



APL	MOVE	SAVE	WOUNDS
2	5"	4+	9

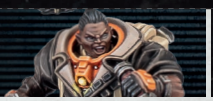
NAME	ATK	HIT	DMG	WR
Bolt revolver	4	3+	3/5	Range 8"
Bolt shotgun (short range)	4	3+	4/4	Range 6"
Bolt shotgun (long range)	4	5+	2/3	-
Plasma knife	4	3+	3/5	Lethal 5+

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 28

YAEGIR BLADEKYN



APL	MOVE	SAVE	WOUNDS
2	5"	4+	8

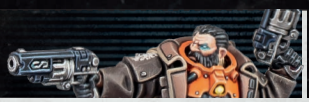
NAME	ATK	HIT	DMG	WR
Throwing plasma knife	4	3+	3/5	Range 6", Lethal 5+, Limited 1, Silent
Dual plasma knives	4	3+	3/5	Ceaseless, Lethal 5+

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 28

YAEGIR BOMBAST



APL	MOVE	SAVE	WOUNDS
2	5"	4+	8

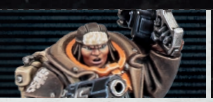
NAME	ATK	HIT	DMG	WR
Wroughtlock revolvers	4	3+	3/5	Range 9", Ceaseless, Lethal 5+
Fists	3	4+	2/3	-

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 28

YAEGIR GUNNER



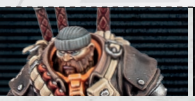
APL	MOVE	SAVE	WOUNDS
2	5"	4+	8

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 28

YAEGIR IRONBRAEK



APL	MOVE	SAVE	WOUNDS
2	5"	4+	8

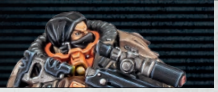
	NAME	ATK	HIT	DMG	WR
	Bolt revolver	4	4+	3/5	Range 8"
	Entrencher	3	4+	3/4	-

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 YAEGIR** 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 YAEGIR, LEAGUES OF VOTANN, IRONBRAEK 28

YAEGIR RIFLEKYN



APL	MOVE	SAVE	WOUNDS
2	5"	4+	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	-

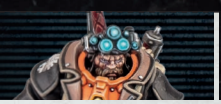
***Concealed Position:** This operative can only use this weapon the first time it's performing the **Shoot** action during the battle.

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 YAEGIR, LEAGUES OF VOTANN, RIFLEKYN 28

YAEGIR TRACKER



APL	MOVE	SAVE	WOUNDS
2	5"	4+	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 YAEGIR, LEAGUES OF VOTANN, TRACKER 28

YAEGIR WARRIOR



APL	MOVE	SAVE	WOUNDS
2	5"	4+	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+	2/3	-
	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 YAEGIR, LEAGUES OF VOTANN, WARRIOR 28

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.

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 ▶

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

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 YAEGIR
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 YAEGIR
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 YAEGIR** 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 YAEGIR
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 YAEGIR** 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 YAEGIR
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 YAEGIR** 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 YAEGIR

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 YAEGIR** 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 YAEGIR

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 YAEGIR** 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 YAEGIR

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 YAEGIR** operative is activated. Select one other ready friendly **HERNKYN YAEGIR** 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 YAEGIR

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 YAEGIR** 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 YAEGIR** 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 YAEGIR

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 YAEGIR operative. Select one other friendly HERNKYN YAEGIR 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).

You cannot use this ploy during an activation in which you've interrupted with the **Guard** action (or vice versa).

HERNKYN YAEGIR

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 YAEGIR 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 YAEGIR

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 YAEGIR 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, and that weapon has the Accurate 1 weapon rule.

HERNKYN YAEGIR

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 YAEGIR 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 YAEGIR
FACTION EQUIPMENT

KV-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 YAEGIR** 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 YAEGIR** 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.

NOTES:

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HERNKYN YAEGIR: 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 '26

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, STALWART DEFENCE

Additional text added to end:
'You cannot use this ploy during an activation in which you've interrupted with the **Guard** action (or vice versa).'

FACTION RULES, RESOURCEFUL

Table changed to read:

Operatives	Resourceful Points
5+	2
1-4	1
~~0-2~~	~~0~~

Second paragraph and bullet points changed to read:
'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.'

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.'

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, [...]'

THEYN & WARRIOR OPERATIVES, BOLT SHOTGUN (LONG RANGE) WEAPON PROFILE

Dmg stat changed to '2/3'.

STRATEGY PLOYS, IN POSITION

Changed to read:
'Whenever a friendly **HERNKYN YAEGIR** 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 YAEGIR** 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

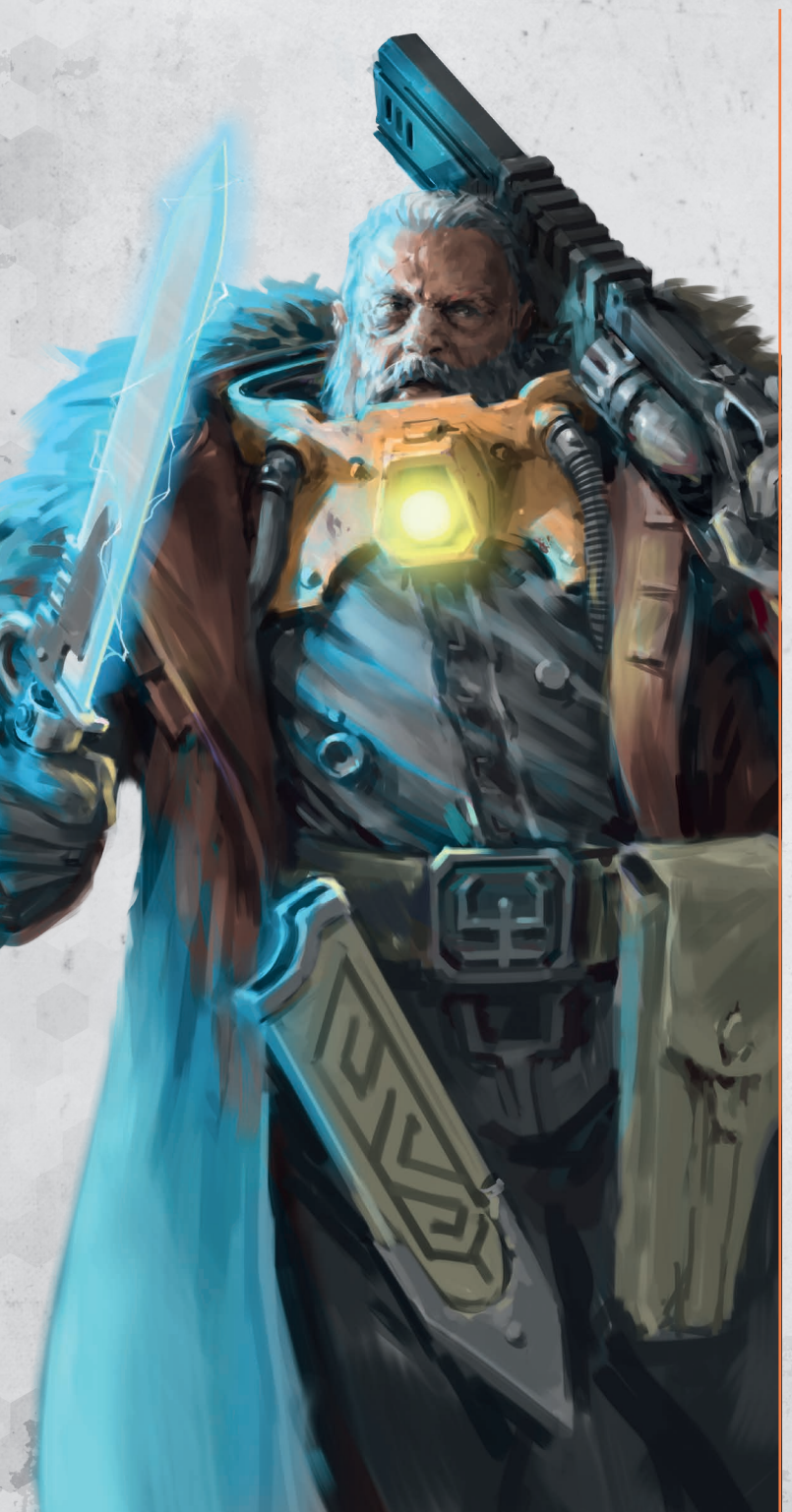
Additional text added to end of second sentence:
'Note that some operatives already have this weapon but with better stats; in that instance, use the better version, and that weapon has the Balanced weapon rule for the battle.'

FACTION EQUIPMENT, STABILISED BOLT SHELLS

Additional text added to end of last sentence:
'[...] improve the Hit stat of that weapon by 1 and add 1 to both of its Dmg stats, and that weapon has the Accurate 1 weapon rule.'

HERNKYN YAEGIR OPERATIVES

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. Yaegirs are the Hernykn's hardened commandos, responsible for securing and protecting the claims of the Leagues of Votann during the most dangerous missions.



YAEGIR THEYN

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

YAEGIR 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.

YAEGIR 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 Yaegirs, and to force the enemy into hasty and reckless action.

YAEGIR 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.

YAEGIR IRONBRAEK

Once a team is in place, it is the Ironbraeks who coordinate the Yaegirs' 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

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

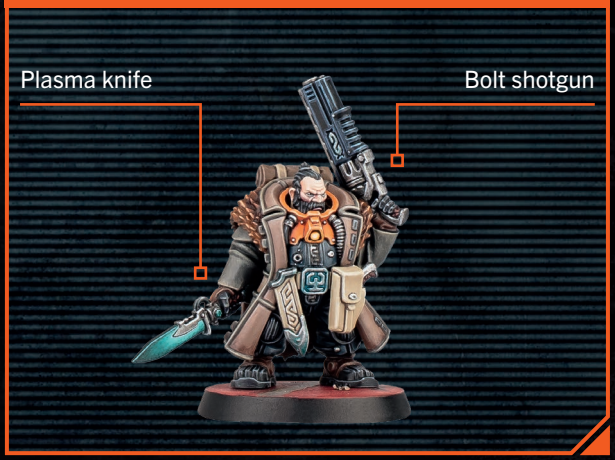
Other than **WARRIOR** operatives, your kill team can only include each operative on this list once.

ARCHETYPES



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

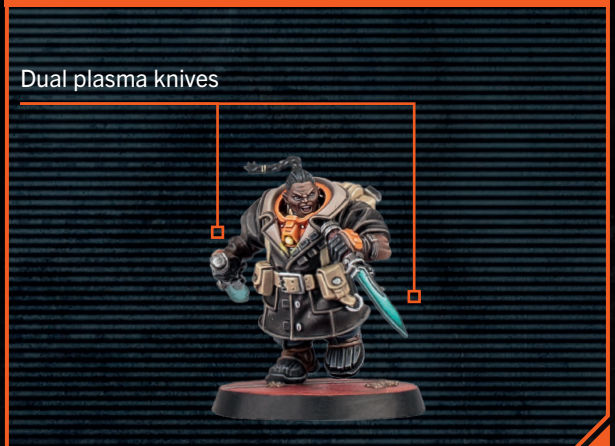
THEYN



'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.'

- Âktul the Stern, Yaegir Warrior of the Kindred of Krônn, Kronus Hegemony

BLADEKYN



BOMBAST



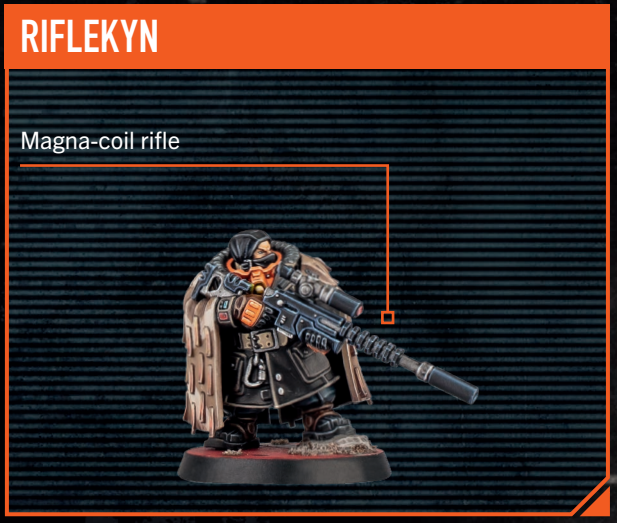
GUNNER



IRONBRAEK



RIFLEKYN



TRACKER



WARRIOR

