

# HERNKYN YAEGIRO

# 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 YAEGIRO** 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 YAEGIRO<sup>SKULL</sup> 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 YAEGIRO** 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 YAEGIROSKULL 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 YAEGIROSKULL** 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 YAEGIRO<sup>SKULL</sup> 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 YAEGIRO** 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".