

# HERNKYN YAEGIROSKULL 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 YAEGIROSKULL** 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 YAEGIRO

# 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 YAEGIRO** operative is activated. Select one other ready friendly **HERNKYN YAEGIRO** 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.

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## 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 YAEGIRO** 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 YAEGIRO** 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.

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## 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 YAEGIRO** operative. Select one other friendly **HERNKYN YAEGIRO** 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).