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+

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.

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.