

YÆGIR THEYN



APL
▼ 2

MOVE
➡ 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).

YÆGIR BLADEKYN



APL
▼ 2

MOVE
➡ 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.

YÆGIR BOMBAST



APL
▼ 2

MOVE
➡ 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.

YÆGIR GUNNER



APL
▼ 2

MOVE
➡ 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.

YÆGIR IRONBRAEK





APL
▼ 2

MOVE
➡ 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.

YÆGIR RIFLEKYN



APL
▼ 2

MOVE
➡ 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.

YÆGIR TRACKER



APL
▼ 2

MOVE
➡ 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.

YÆGIR WARRIOR



APL
▼ 2

MOVE
➡ 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.