

HERNKYN YAEGIRO

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 YAEGIRO** 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 YAEGIRO** 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 YAEGIRO^{SKULL}

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 YAEGIRO^{SKULL}** 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 YAEGIRO

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