

# HERNKYN YAEGIR

## STRATEGY PLOYS

### HIDDEN ENGAGEMENT

Whenever a friendly **HERNKYN YAEGIR** operative is shooting, if it's in cover from the target's perspective, its 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).

### IN POSITION

Whenever a friendly **HERNKYN YAEGIR** 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".

### MASTERFUL BLADEWORK

Whenever a friendly **HERNKYN YAEGIR** 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.

### TOUGH SURVIVALISTS

The first time an attack dice inflicts damage on each friendly **HERNKYN YAEGIR** operative during the turning point in the Resolve Attack Dice step, you can halve that inflicted damage (rounding up, to a minimum of 2).

## FIREFIGHT PLOYS

### BONDS THAT BIND

Use this firefight ploy when a friendly **HERNKYN YAEGIR** operative is activated. Select one other ready friendly **HERNKYN YAEGIR** 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.

Neither operative can be a **BOMBAST** operative if its Wroughtlock Negotiation **STRATEGIC GAMBIT** has been used this turning point.

### NO KIN LEFT BEHIND

Use this firefight ploy when a friendly **HERNKYN YAEGIR** 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 incapacitated as normal.

Whenever a friendly **HERNKYN YAEGIR** 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.

### STALWART DEFENCE

Use this firefight ploy when an enemy operative ends a move within control range of a friendly **HERNKYN YAEGIR** operative. Select one other friendly **HERNKYN YAEGIR** 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 **Shoot** action. During that action:

- It can target that enemy operative even though it's within control range of a friendly operative.
- Other enemy operatives cannot be selected 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).

### STURDY

Use this firefight ploy when an enemy operative is shooting a friendly **HERNKYN YAEGIR** 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).

## OPERATIVES

### ARCHETYPE: INFILTRATION / SEEK AND DESTROY

1 **HERNKYN YAEGIR THEYN** operative

9 **HERNKYN YAEGIR** operatives selected from the following list:

- **BLADEKYN**
- **BOMBAST**
- **GUNNER**
- **IRONBRAEK**
- **RIFLEKYN**
- **TRACKER**
- **WARRIOR** equipped with one of the following options:
  - Bolt revolver; plasma knife
  - Bolt shotgun; fists

Other than **WARRIOR**, your kill team can only include each operative above once.

## FACTION RULES

### RESOURCEFUL

In the Ready step of each Strategy phase after the first, you gain Resourceful points determined by the number of friendly **HERNKYN YAEGIR** 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

You can spend 1 of your Resourceful points during each activation of each friendly **HERNKYN YAEGIR** 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.

### DAUNTLESS EXPLORERS

**STRATEGIC GAMBIT** in the first turning point. Each friendly **HERNKYN YAEGIR** 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.

## FACTION EQUIPMENT

### FIRESTORM BOLT SHELLS

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.

### KV-CERAMIDE UNDERSUIT

Whenever an enemy 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.

### PLASMA KNIVES

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.

A	HT	D	WR
X Plasma knife	3	4+	3/5 Lethal 5+

### STABILISED BOLT SHELLS

Up to twice per turning point, whenever a friendly **HERNKYN YAEGIR** operative is performing the **Shoot** action and you selected 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.

# HERNKYN YAEGIR

THEYN	APL 2	MV 5"	SV 4+	W 9
	A	HT	D	WR
⊕ Bolt revolver	4	3+	3/5	Rng 8"
⊕ Bolt shotgun				
- Short range	4	3+	4/4	Rng 6"
- Long range	4	5+	2/2	-
X 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).

BLADEKYN	APL 2	MV 5"	SV 4+	W 8
	A	HT	D	WR
⊕ Throwing plasma knife	4	3+	3/5	Rng 6", Lethal 5+, Limited 1, Silent
X 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.

BOMBAST	APL 2	MV 5"	SV 4+	W 8
	A	HT	D	WR
⊕ Wroughtlock revolvers	4	3+	3/5	Rng 9", Ceaseless, Lethal 5+
X 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.

GUNNER	APL 2	MV 5"	SV 4+	W 8
	A	HT	D	WR
⊕ APM launcher				
- Armour piercing	5	4+	4/5	Bipod*, Heavy (Reposition only), Piercing 1
- Breaching	5	4+	3/5	Bipod*, Heavy (Reposition only), Blast 2"
- High explosive	5	4+	2/4	Bipod*, Heavy (Reposition only), Blast 3"
X 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. Not this operative isn't restricted from moving after shooting.

IRONBRAEK	APL 2	MV 5"	SV 4+	W 8
	A	HT	D	WR
⊕ Bolt revolver	4	4+	3/5	Rng 8"
X 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 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 YAEGIR** operative's control range, flip the marker over. If it's 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. 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 of distance to do so. Regardless, that marker isn't removed.

RIFLEKYN	APL 2	MV 5"	SV 4+	W 8
	A	HT	D	WR
⊕ Magna-coil rifle				
- Concealed	4	2+	3/3	Devastating 3, Heavy, Piercing 1, Silent, Concealed Position*
- Mobile	4	3+	3/4	Heavy (Reposition only), Piercing 1
- Stationary	4	2+	3/3	Devastating 3, Heavy, Piercing 1,
X 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.

**Weavewerke 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.

TRACKER	APL 2	MV 5"	SV 4+	W 8
	A	HT	D	WR
⊕ SiNR handbow	4	4+	3/5	Silent
⊕ Throwing Hatchet	4	3+	3/5	Rng 6", Limited 1, Rending, Silent
X Hatchet	4	3+	4/5	-

**Pan Spectral Visor:** Whenever this operative is shooting an enemy 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.

WARRIOR	APL 2	MV 5"	SV 4+	W 8
	A	HT	D	WR
⊕ Bolt revolver	4	4+	3/5	Rng 8"
⊕ Bolt shotgun				
- Short range	4	3+	4/4	Rng 6"
- Long range	4	5+	2/2	-
X Fists	3	4+	2/3	-
X Plasma knife	4	4+	3/5	Lethal 5+

**Intrepid:** Whenever you spend a Resourceful point for this operative, the following takes 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 4 instead.