



HERNKYN YAEGIR: UPDATE LOG

Rules will be periodically updated to maintain fair balance and interact more smoothly with the game. Rules changes will be updated directly into online documents and then listed below. Any minor changes to standardise wording that don't have any practical impact on the rule will be updated directly into online documents but not be listed here.

ERRATA

OCTOBER '25

This section collects amendments to the rules. Amended text for clarification and edits are shown in **blue**, while amended text for balance updates are shown in **magenta**.

FACTION RULES, RESOURCEFUL

Table changed to read:

Operatives	Resourceful Points
5+	2
1-4	1
0-2	0

Second paragraph and bullet points changed to read:

'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.'

PREVIOUS ERRATAS

THEYN OPERATIVE, VETERAN ADVENTURER RULE

Relevant part changed to read:

'[...] if this operative **is in the killzone** and isn't within control range of enemy operatives, [...]

IRONBRAEK OPERATIVE, MINEFIELD RULE

Fourth sentence changed to read:

'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.'

STRATEGY PLOYS, IN POSITION

Changed to read:

'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"**.'

STRATEGY PLOYS, MASTERFUL BLADEWORK

Changed to read:

'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.**'

FIREFIGHT PLOYS, STALWART DEFENCE

Third bullet point deleted:

'Worsen the Hit stat of its weapons by 1.'

FACTION EQUIPMENT, PLASMA KNIVES

Additional text added to end of second sentence:

'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.**'

HERNKYN YÆGIR OPERATIVES

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Bands of Hernkyn serve the Leagues of Votann as scouts and rangers, plying the void and infiltrating worlds in search of raw resources to exploit. Yægirs are the Hernkyn's hardened commandos, responsible for securing and protecting the claims of the Leagues of Votann during the most dangerous missions.



YÆGIR THEYN

The Theyns amongst the Hernkyn Yægirs are hugely experienced warriors, explorers, survivalists and adventurers. They lead their bands of Yægirs with an iron-clad conviction in the service their mission will offer to the Votann.

YÆGIR BLADEKYN

Bladekyn silently stalk their quarry, their advanced blades deactivated to maximise efficiency and stealth. When they strike with their searing plasma knives, it is with a flurry of expert lunges and slashes, carving through armour and leaving smoking and cauterised gouges in the foe's flesh.

YÆGIR BOMBAST

Bombasts unleash noisy fusillades of fire from their twinned wroughtlock revolvers. Such ostentatious displays are a measured tactic to draw attention from their fellow Yægirs, and to force the enemy into hasty and reckless action.

YÆGIR GUNNER

Providing the team's heaviest firepower, Gunners are ordnance specialists. Armed with an APM – adaptive payload missile – launcher, they can recalibrate the chemical nature of the missile's warhead, enabling widespread destruction or armour piercing death.

YÆGIR IRONBRAEK

Once a team is in place, it is the Ironbraeks who coordinate the Yægirs' lethal security measures. They are master sappers, shoring up defences, undermining the enemy's paths and preparing hidden fields of high-yield penetrative explosives – or HY-Pex mines.



YAEGIR RIFLEKYN

Expert snipers and covert assassins, these operatives work their way into ideal firing positions unseen. The Riflekyn's weavewërke cloak projects a shifting field of camouflaging energies, muffling the short bursts of accurate fire from their heavy duty magna-coil rifle.

YAEGIR TRACKER

Yaegir Trackers are excellent hunters of resources, energy signatures and the enemy. Their SiNR handbows fire specialised bolt shells that employ Kin force field technology to suppress their noisy detonations, resulting in contained and intensified internal ruptures.

YAEGIR WARRIOR

Those Hernkyn who fight as part of the Yaegirs are amongst the toughest and most resourceful of their hardy kind. They enforce their kindred's aggressive claim on whatever it needs with blasts from their bolt shotgun, or skilled swipes with a plasma knife.

'YOU MISUNDERSTAND, HUMAN. I AM NOT HERE TO DEBATE. I AM NOT HERE TO COMPROMISE. WHAT YOU SEE AS YOURS, I AM TAKING FOR MY KINDRED. YOU WANT TO BARGAIN? TÔRYK, UNHOLSTER OUR MEANS OF NEGOTIATION.'

- Håvyr Starseeker, Theyn of Need's Gaård,
Farsail of Thryk Kindred

HERNKYN YAEGIRS KILL TEAM

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HERNKYN YAEGIRS » KILL TEAM SELECTION



Below you will find a list of the operatives that make up a **HERNKYN YAEGIR** kill team, including, where relevant, any weapons specified for that operative.

OPERATIVES

- 1 **HERNKYN YAEGIR** **THEYN** operative
- 9 **HERNKYN YAEGIR** operatives selected from the following list:
 - **BLADEKYN**
 - **BOMBAST**
 - **GUNNER**
 - **IRONBRAEK**
 - **RIFLEKYN**
 - **TRACKER**
 - **WARRIOR** with one of the following options:
 - Bolt revolver; plasma knife
 - Bolt shotgun; fists

Other than **WARRIOR** operatives, your kill team can only include each operative on this list once.

ARCHETYPES



Archetypes are used in certain mission packs, e.g. Approved Ops. The game sequence will specify how.

THEYN

Plasma knife

Bolt shotgun



'THE HEARTH IS WITH US. ALWAYS. IT IS IN THE FIRE OF OUR SCOUT SHIP'S REACTORS, FAR AS IT TRAVELS FROM THE HOLD. IT BURNS IN WAR WHEN WE TAKE WHAT WE NEED. IT FLARES IN THE COMRADESHIP OF FAMILY, IN THE TIES OF LOYALTY. IT SEETHES IN OUR HEARTS: A MOLTEN FURY WITH WHICH TO CRUSH THOSE WHO WRONG US.'

- Åktul the Stern, Yaegir Warrior of the Kindred of Krönn, Kronus Hegemony

BLADEKYN

Dual plasma knives



BOMBAST

Wroughtlock revolvers



GUNNER

APM launcher



IRONBRAEK

Entrencher



RIFLEKYN

Magna-coil rifle



TRACKER

SiNR handbow

Hatchet



WARRIOR

Bolt shotgun

Bolt revolver

Plasma knife

