


FARSTALKER KINBAND

FACTION EQUIPMENT

PIERCING SHOT


The Kroot make use of many forms of specially crafted ammunition. Bullets tipped with hardened alloys can punch through cover and armour alike.

Once per turning point, when a friendly **FARSTALKER KINBAND ** operative is performing the **Shoot** action and you select a Kroot rifle, Kroot scattergun or dual Kroot pistols (focused), you can use this rule. If you do, until the end of that action, that weapon has the Piercing 1 weapon rule. You cannot use the Piercing Shot and Toxin Shot rule during the same action.

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TOXIN SHOT

Kroot toxin bullets contain reservoirs of venom extracted from various alien fauna, all of which is incredibly lethal.


Once per turning point, when a friendly **FARSTALKER KINBAND** operative is performing the **Shoot** action and you select a Kroot rifle, Kroot scattergun or dual Kroot pistols (focused), you can use this rule. If you do, until the end of that action, that weapon has the Lethal 5+ and Stun weapon rules. You cannot use the Piercing Shot and Toxin Shot rule during the same action.

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MEAT

Kroot physiologies are far more resilient than their wiry frames suggest. The ingestion of raw meat only serves to bolster their regenerative abilities.


Once per turning point, when a friendly **FARSTALKER KINBAND** operative (excluding **HOUND**) is activated, if it's not within control range of enemy operatives, you can use this rule. If you do, that friendly operative regains up to D3+1 lost wounds.

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TROPHY

Kroot Farstalkers seek to cut down the most powerful of foes. They will aggressively pursue any enemy they judge worthy and harvest trophies from the corpse.

Once per battle, during a friendly **FARSTALKER KINBAND** operative's activation (excluding **HOUND**), 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.