

FARSTALKER KINBANDO

FIREFIGHT PLOY

SAVAGE AMBUSH

Kroot Farstalkers are ambush predators, relying upon stealth, speed and bursts of savage violence to take down their enemies.

Use this firefight ploy during the **Fight** action when a ready friendly **FARSTALKER KINBANDO** operative that has Light or Heavy terrain within its control range is selected to fight against. In the Resolve Attack Dice step of that sequence, you resolve the first attack dice (i.e. defender instead of attacker).

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SLIP AWAY

Lithe and agile, the Kroot melt away from a fight using the same speed with which they strike.

Use this firefight ploy during a friendly **FARSTALKER KINBANDO** operative's activation, before or after it performs an action. During that activation, that operative can perform the **Fall Back** action for 1 less AP.

FARSTALKER KINBANDO SKULL **FIREFIGHT PLOY**

POACH

Farstalker Kindbands avoid protracted fights, using their speed and dexterity to advance upon and seize their objectives as swiftly as possible.

Use this firefight ploy during a friendly **FARSTALKER KINBANDO** operative's activation. Until the end of that activation, that operative doesn't have to control a marker to perform the **Pick Up Marker** or mission actions that usually require this (this takes precedence over that action's conditions – it only needs to contest the marker).

FARSTALKER KINBAND SKULL **FIREFIGHT PLOY**

VENGEANCE FOR THE KINBAND

Farstalker Kinbands are bonded by blood. The death of an ally awakes within the survivors a vengeful fury.

Use this firefight ploy when a friendly **FARSTALKER KINBAND** SKULL operative is incapacitated by an enemy operative. Until the end of the battle, whenever another friendly **FARSTALKER KINBAND** SKULL operative is shooting against, fighting against or retaliating against that enemy operative, that other friendly operative's weapons have the Relentless weapon rule. You cannot use this ploy again during the battle until that enemy operative is incapacitated.