


**FARSTALKER KINBAND** 

# STRATEGY PLOY

## CUT-THROATS

Kroot warriors are lethal melee combatants. Their bladed weapons are capable of tearing through exposed flesh with ease.

Add 1 to the Atk stat of friendly **FARSTALKER KINBAND**  operatives' melee weapons (to a maximum of 5).

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### ROGUE

Kroot Farstalkers are naturally gifted hunters, using cover and shadow to their advantage as they close in upon their prey.

Whenever an operative is shooting a friendly **FARSTALKER KINBAND**  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.

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### PREY

When a Kroot Farstalker has selected their target, the hunter's focus is directed fully towards bringing down their chosen prey.


Whenever a friendly **FARSTALKER KINBAND**  operative is shooting during an activation in which it hasn't performed the **Charge**, **Fall Back** or **Reposition** action, its ranged weapons have the **Balanced** and **Severe** weapon rules; if the weapon already has the **Balanced** weapon rule, it has the **Ceaseless** and **Severe** weapon rules instead. Note that operative isn't restricted from performing those actions after shooting.

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### BOUND

The long, muscular legs of the Kroot allow them to cover great distances in a single, bounding leap.

During each friendly **FARSTALKER KINBAND** operative's activation, you can ignore the first vertical distance of 2" they move during one climb up.

