



FARSTALKER KINBAND: 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.

This document has a version number; when this document is revised, the version number will be incremented and new updates can be found under that version's subtitle. Where a version number has a letter, e.g. 1.1a, this means it has had a local amendment, only in that language, to clarify a translation issue or other minor correction.

ERRATA

UPDATE 1.2

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.

FIREFIGHT PLOYS, SLIP AWAY

First sentence changed to read:

'Use this firefight ploy during a friendly FARSTALKER KINBAND® operative's activation, before or after it performs an action.'

STRATEGY PLOYS, CUT-THROATS

Changed to read:

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

STRATEGY PLOYS, PREY

Relevant part of first sentence changed to read:

'[...] 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.'

KILL-BROKER OPERATIVE, CALL THE KILL RULE

Relevant part of third sentence changed to read:

'[...] that friendly operative's weapons have the Balanced weapon rule.'

KILL-BROKER OPERATIVE, VICTORY SHRIEK RULE

Second sentence changed to read:

'Until the end of the battle, that operative's weapons have the Balanced weapon rule.'

PREVIOUS ERRATAS

FACTION EQUIPMENT, PIERCING SHOT & TOXIN SHOT

Additional text added to end of paragraph:

'You cannot use the Piercing Shot and Toxin Shot rule during the same action.'

FACTION EQUIPMENT, TROPHY

'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.'

STRATEGY PLOYS, BOUND

Changed to read:

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

FARSTALKER KINBAND OPERATIVES

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Farstalker Kinbands operate as scouts for the Kroot species. They range far and wide throughout the galaxy, seeking new and valuable genetic material to return to their Shapers. Farstalker Kinbands contain expert trackers, hunters and guerrilla fighters who are capable of matching far more technologically advanced foes.

KROOT KILL-BROKER

Farstalker Kinbands are led by Kill-brokers. These Kroot are not only expert tacticians and skilled fighters, but also able negotiators, ensuring their kin receive just rewards for their services.

KROOT BOW-HUNTER

The accelerator bows wielded by these Kroot are distinctive weapons, with a Kroot rifle at their core. When fired, the bow's curves crackle with energy, charging the loaded arrow's head. Effects on struck enemies vary depending on the material the arrowhead is made from.



KROOT COLD-BLOOD

Cold-bloods have fought as mercenaries for many years indeed. They have seen and experienced much, and little inspires fear in them. The knowledge they have gained makes them adept with different ammunition types, selecting the optimum shot for each kill they wish to make.

KROOT CUT-SKIN

These Kroot have fully embraced close-combat fighting. Swift and ferocious, Cut-skins launch a flurry of savage blows against their foes, giving the enemy no opportunity to strike back before they are cut down.

KROOT HEAVY GUNNER

Kroot will fight for or against almost any race in the galaxy. In the process they are paid with – or steal – exotic weapons such as Dvorgite skinners, which charge biological material to create a searing stream of energy, or Londaxi tribalests – anti-armour weapons that fire solid shots at high speeds.

KROOT HOUND

Fast, nimble, ferocious and incredibly loyal to their Kroot masters, Kroot Hounds are natural companions to the Farstalker Kinbands. These beasts can steal into narrow passageways, recover objects and rip foes apart with their beaked jaws.



KROOT LONG-SIGHT

The finest shots in Farstalker Kinbands, Long-sights carry long-barrelled Kroot hunting rifles. They will gladly conceal themselves in position for days at a time to make the perfect shot. Few in their sights ever live to tell the tale.

KROOT PISTOLIER

Cool under pressure and comfortable fighting close to the enemy, Kroot Pistoliерs are dexterous and quick-thinking fighters. Once in optimum range, they unleash a fusillade from their pistols that is almost impossible to escape.

KROOT STALKER

Even among Kroot, these warriors are particularly able infiltrators and hunters. They possess an almost preternatural understanding of terrain and the art of concealment, able to get extremely close to an enemy before moving in for the kill.

KROOT TRACKER

These Kroot share a very strong personal bond with their Pech'ra – a bird that hails from Pech itself. The two work in a synchronised manner to aid their Kinband. The Pech'ra can not only distract enemies, but also warn the Kroot of the foe's presence.

KROOT WARRIOR

Kroot Warriors are fierce fighters, expert hunters and relentless trackers. Those of Farstalker Kindreds have spent many years as mercenaries, gaining much experience in war as well as consuming genetic material for the betterment of their kind's future.

FARSTALKER KINBAND KILL TEAM



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

OPERATIVES

- ✓ 1 **FARSTALKER KINBAND** **KILL-BROKER** operative with one of the following options:
 - Kroot rifle; ritual blade
 - Pulse weapon; ritual blade

- ✓ 11 **FARSTALKER KINBAND** operatives selected from the following list:
 - **BOW-HUNTER**
 - **COLD-BLOOD**
 - **CUT-SKIN**
 - **HOUND**
 - **LONG-SIGHT**
 - **PISTOLIER**
 - **STALKER**
 - **TRACKER**
 - **HEAVY GUNNER** with one of the following options:
 - Dvorgite skinner; blade
 - Londaxi tribalest; blade
 - **WARRIOR** with one of the following options:
 - Kroot rifle; blade
 - Kroot scattergun; blade

Other than **HOUND** and **WARRIOR** operatives, your kill team can only include each operative on this list once. Your kill team can only include up to two **HOUND** operatives.

ARCHETYPES



INFILTRATION



RECON

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

KILL-BROKER



BOW-HUNTER



COLD-BLOOD



The newest version of these rules can be found online.
Scan the QR code or visit warhammer-community.com.



CUT-SKIN

Cut-skin's blades



HOUND



LONG-SIGHT

Kroot hunting rifle



PISTOLIER

Dual Kroot pistols



STALKER

Stalker's blade



TRACKER

Kroot rifle



HEAVY GUNNER

Londaxi tribalest



Dvorgite Skinner



WARRIOR

Kroot rifle



Kroot scattergun



Blade