


**FARSTALKER KINBAND** 

# 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 KINBAND**  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 KINBAND**  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.

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### 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 KINBAND** 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 (taking precedence over that action's conditions – it only needs to contest the marker).

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### **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**💀 operative is incapacitated by an enemy operative. Until the end of the battle, whenever another friendly **FARSTALKER KINBAND**💀 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.