



KROOT KILL-BROKER

APL
▼ 2MOVE
6"SAVE
5+WOUNDS
9

NAME	ATK	HIT	DMG	WR
Kroot rifle	4	3+	3/4	-
Pulse weapon	4	4+	4/5	-
Ritual blade	4	3+	4/5	-

Call The Kill: STRATEGIC GAMBIT if this operative is in the killzone. Select one enemy operative to be your mark for the turning point. Whenever a friendly FARSTALKER KINBANDA operative is shooting against, fighting against or retaliating against your mark, that friendly operative's weapons have the Balanced weapon rule. Whenever your mark is incapacitated, you can select a new enemy operative to be your mark for the turning point (and can continue to do so during this turning point).

Victory Shriek: Whenever your mark is incapacitated, you can select one friendly FARSTALKER KINBANDA operative within 6" of this operative. Until the end of the battle, that operative's weapons have the Balanced weapon rule. Each friendly operative can only be selected for this rule once per battle.

FARSTALKER KINBANDA, T'AU EMPIRE, LEADER, KROOT, KILL-BROKER

(32)

KROOT BOW-HUNTER

APL
▼ 2MOVE
6"SAVE
5+WOUNDS
8

NAME	ATK	HIT	DMG	WR
Accelerator bow (fused arrow)	4	3+	4/5	Piercing 1
Accelerator bow (glide arrow)	4	3+	3/4	Silent
Accelerator bow (voltaic arrow)	4	3+	3/5	Blast 1"
Blade	3	3+	3/4	-

ENERGISE

1AP

▶ Until the end of the turning point or until this operative has shot with its accelerator bow (whichever comes first), all profiles of its accelerator bow have the Lethal 5+ weapon rule.

◆ This operative cannot perform this action while within control range of an enemy operative.

FARSTALKER KINBANDA, T'AU EMPIRE, KROOT, BOW-HUNTER

(28)

KROOT COLD-BLOOD

APL
▼ 2MOVE
6"SAVE
5+WOUNDS
9

NAME	ATK	HIT	DMG	WR
Kroot rifle	4	3+	3/4	-
Blade	3	3+	3/4	-

Hardy: Whenever an attack dice would inflict Critical Dmg on this operative, you can choose for that attack dice to inflict Normal Dmg instead.

Cold-blooded: Whenever this operative is shooting against, fighting against or retaliating against a wounded enemy operative, this operative's weapons have the Lethal 5+ weapon rule; if that enemy operative is also injured, this operative's weapons also have the Rending weapon rule.

FARSTALKER KINBANDA, T'AU EMPIRE, KROOT, COLD-BLOOD

(28)

KROOT CUT-SKIN

APL
▼ 2MOVE
6"SAVE
5+WOUNDS
8

NAME	ATK	HIT	DMG	WR
Cut-skin's blades	4	3+	3/4	Ceaseless, Lethal 5+

Vicious Duellist: Whenever this operative is fighting or retaliating, for each attack dice your opponent discards as a fail, inflict 1 damage on the enemy operative in that sequence.

Savage Assault: The first time this operative performs the Fight action during each of its activations, if neither it nor the enemy operative in that sequence is incapacitated, this operative can immediately perform a free Fight action afterwards, but you cannot select any other enemy operative to fight against during that action (and only if it's still valid to fight against). This takes precedence over action restrictions.

FARSTALKER KINBANDA, T'AU EMPIRE, KROOT, CUT-SKIN

(28)



KROOT HEAVY GUNNER



APL **▼2** MOVE **6"** SAVE **5+** WOUNDS **8**

NAME	ATK	HIT	DMG	WR	
Dvorgite Skinner	5	2+	3/3	Range 6", Heavy (Reposition only), Piercing 2, Torrent 2"	
Londaxi tribalest	5	4+	4/5	Heavy (Reposition only), Piercing 1, Rending	
Blade	3	3+	3/4	-	

FARSTALKER KINBAND®, T'AU EMPIRE, KROOT, HEAVY GUNNER

(28)

KROOT HOUND



APL **▼2** MOVE **8"** SAVE **5+** WOUNDS **7**

NAME	ATK	HIT	DMG	WR	
Ripping fangs	4	3+	3/4	Rending	

Beast: This operative cannot perform any actions other than Charge, Dash, Fall Back, Fight, Gather, Guard, Reposition, Pick Up Marker and Place Marker. It cannot use any weapons that aren't on its datacard.

Bad-tempered: Whenever an enemy operative performs the Fight action, if this operative is a valid operative to fight against, you can force them to select this operative to fight against instead. Whenever an enemy operative ends the Charge action within control range of another friendly FARSTALKER KINBAND® operative within 3" of this operative, if this operative isn't within control range of enemy operatives, this operative can immediately perform a free Charge action, but must end that move within control range of that enemy operative.

GATHER 1AP

► Perform a free Dash or Reposition action with this operative. During that move, you can perform a free Pick Up Marker or Place Marker action with this operative (you can determine control during that action to do so), and any remaining move distance it had from the Dash or Reposition action can be used after it does so.

FARSTALKER KINBAND®, T'AU EMPIRE, KROOT, HOUND

(28)

KROOT LONG-SIGHT



APL **▼2** MOVE **6"** SAVE **5+** WOUNDS **8**

NAME	ATK	HIT	DMG	WR	
Kroot hunting rifle (concealed)	4	2+	3/3	Heavy, Devastating 3, Silent, Concealed Position*	
Kroot hunting rifle (mobile)	4	3+	3/4	-	
Kroot hunting rifle (stationary)	4	2+	3/3	Heavy, Devastating 3	
Blade	3	3+	3/4	-	

*Concealed Position: This operative can only use this weapon the first time it's performing the Shoot action during the battle.

RULES CONTINUE ON OTHER SIDE ►

FARSTALKER KINBAND®, T'AU EMPIRE, KROOT, LONG-SIGHT

(28)

KROOT LONG-SIGHT



APL **▼2** MOVE **6"** SAVE **5+** WOUNDS **8**

LONG-SIGHT

1AP

► Until the start of this operative's next activation:

- The concealed and stationary profiles of its Kroot hunting rifle have the Lethal 5+ weapon rule.
- Whenever it's shooting with its Kroot hunting rifle, enemy operatives cannot be obscured.

◆ This operative cannot perform this action while within control range of an enemy operative.



KROOT PISTOLIER



APL **▼2** MOVE **6"** SAVE **5+** WOUNDS **8**

NAME	ATK	HIT	DMG	WR
Dual Kroot pistols (focused)	4	3+	3/4	Range 8", Ceaseless, Lethal 5+
Dual Kroot pistols (salvo)	4	3+	3/4	Range 8", Salvo*
Blade	3	3+	3/4	-

Quick Draw: Once per turning point, when an enemy operative is performing the **Shoot** action and this operative is selected as the valid target (or if it will be a secondary target from the Blast weapon rule), if this operative is ready, you can interrupt that action to use this rule. If you do, this operative can immediately perform a free **Shoot** action with its dual Kroot pistols (focused) against that enemy operative (you can change its order to Engage to do so), but that enemy operative must be a valid target.

*Salvo: Select up to two different valid targets that aren't within control range of friendly operatives. Shoot with this weapon against both of them in an order of your choice (roll each sequence separately).

FARSTALKER KINBAND, T'AU EMPIRE, KROOT, PISTOLIER

(28)

KROOT STALKER



APL **▼2** MOVE **6"** SAVE **5+** WOUNDS **8**

NAME	ATK	HIT	DMG	WR
Kroot scattergun	4	3+	3/3	Range 6"
Stalker's blade	4	3+	3/4	Balanced, Rending

Stalker: This operative can perform the **Charge** action while it has a Conceal order.

STEALTH ATTACK

2AP

► Perform a free **Charge** action with this operative, but don't exceed its Move stat (i.e. don't add 2"). Then immediately perform a free **Fight** action with this operative. The first time you strike during that action, you can immediately resolve another of your successes as a strike (before your opponent).

◆ This operative cannot perform this action while it has an Engage order, while within control range of an enemy operative, or if it isn't within 1" of Light or Heavy terrain.

FARSTALKER KINBAND, T'AU EMPIRE, KROOT, STALKER

(28)

KROOT TRACKER



APL **▼2** MOVE **6"** SAVE **5+** WOUNDS **8**

NAME	ATK	HIT	DMG	WR
Kroot rifle	4	4+	3/4	-
Blade	3	3+	3/4	-

MARKED FOR THE HUNT

1AP

► Remove your Pech'ra marker from the killzone (if any). Then place your Pech'ra marker visible to this operative, or on Vantage terrain of a terrain feature that's visible to this operative. Whenever a friendly **FARSTALKER KINBAND** operative is shooting an enemy operative that has that marker within its control range, that friendly operative's ranged weapons have the Seek Light weapon rule.

► At the start of this operative's next activation or if it's removed from the killzone (whichever comes first), remove your Pech'ra marker from the killzone.

◆ This operative cannot perform this action while within control range of an enemy operative.

RULES CONTINUE ON OTHER SIDE ►

FARSTALKER KINBAND, T'AU EMPIRE, KROOT, TRACKER

(28)

KROOT TRACKER



APL **▼2** MOVE **6"** SAVE **5+** WOUNDS **8**

FROM THE EYE ABOVE

1AP

► **SUPPORT.** Select one other friendly **FARSTALKER KINBAND** operative visible to and within 6" of this operative. Until the end of that operative's next activation, add 1 to its APL stat.

◆ This operative cannot perform this action while within control range of an enemy operative.



KROOT WARRIOR



APL ▼2 MOVE 6" SAVE 5+ WOUNDS 8

NAME	ATK	HIT	DMG	WR
Kroot rifle	4	4+	3/4	-
Kroot scattergun	4	3+	3/3	Range 6"
Blade	3	3+	3/4	-

Ready for Anything: Once per turning point, during a friendly **WARRIOR** operative's activation, you can use the Meat, Piercing Shot or Toxin Shot rule (see faction equipment) for that operative. Doing so doesn't count for its once per turning point limit.

FARSTALKER KINBAND®, T'AU EMPIRE, KROOT, WARRIOR

(28)

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FARSTALKER KINBAND KILL TEAM

ARCHETYPES: INFILTRATION, RECON

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
 - 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

CONTINUES ON OTHER SIDE ▶

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.

FARSTALKER KINBAND® FACTION RULE

FARSTALKER

Farstalker Kindbands move and fight instinctively, reacting to developing battlefield conditions with an inhuman speed of thought.

In the Ready step of each Strategy phase, you can change the order of up to three friendly FARSTALKER KINBAND® operatives that are not within control range of enemy operatives.

Whenever it's your turn to counteract, you can change the order of one friendly FARSTALKER KINBAND® operative that's not within control range of enemy operatives instead. This still counts as you counteracting (so activation alternates back to your opponent afterwards), but doesn't count as that friendly operative's counteraction for this turning point.

FARSTALKER KINBAND® MARKER/TOKEN GUIDE



Quick Draw token



Call the Kill token



Victory Shriek token



Ready for Anything token



Vengeance for the Kinband token



Pech'ra marker



Piercing Shot token



Meat token



Toxin Shot token



Trophy token



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).

FARSTALKER KINBAND[◆] STRATEGY PLOY

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.

FARSTALKER KINBAND[◆] STRATEGY PLOY

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.

FARSTALKER KINBAND[◆] STRATEGY PLOY

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.



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).

FARSTALKER KINBAND[©] FIREFIGHT PLOY

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.

FARSTALKER KINBAND[©] FIREFIGHT PLOY

POACH

Farstalker Kinbands 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 (this takes precedence over that action's conditions – it only needs to contest the marker).

FARSTALKER KINBAND[©] 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[©]** 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.



FARSTALKER KINBANDO 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 KINBANDO** 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.

FARSTALKER KINBANDO FACTION EQUIPMENT

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 KINBANDO** 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.

FARSTALKER KINBANDO FACTION EQUIPMENT

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 KINBANDO** 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 D3+1 lost wounds.

FARSTALKER KINBANDO FACTION EQUIPMENT

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 KINBANDO** 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.



UNIVERSAL EQUIPMENT

1X AMMO CACHE

Whether stockpiles deliberately set out for warriors to access quickly, or the abandoned munitions of the slain, these caches can prove vital for a swift reload in the heat of battle.

Before the battle, you can set up one of your Ammo Cache markers wholly within your territory. Friendly operatives can perform the following mission action during the battle.

AMMO RESUPPLY OAP

- ▶ One of your Ammo Cache markers the active operative controls is used during this turning point.
- ▶ Until the start of the next turning point, whenever this operative is shooting with a weapon from its datacard, you can re-roll one of your attack dice.
- ◆ An operative cannot perform this action while within control range of an enemy operative, if that marker isn't yours, or if that marker has been used this turning point.

UNIVERSAL EQUIPMENT

1X RAZOR WIRE

Spoiled rapidly out and affixed to jutting posts, razor wire acts as an easily deployed barrier and a painful deterrent to enemy operatives seeking to attack along particular routes.

Razor wire is Exposed and Obstructing terrain. Before the battle, you can set it up wholly within your territory, on the killzone floor and more than 2" from other equipment terrain features, access points and Accessible terrain.

Obstructing: Whenever an operative would cross over this terrain feature within 1" of it, treat the distance as an additional 1".

UNIVERSAL EQUIPMENT

1X COMMS DEVICE

Communications devices can be swiftly hijacked and employed to coordinate operations or call in support during a firefight.

Before the battle, you can set up one of your Comms Device markers wholly within your territory. While a friendly operative controls this marker, add 3" to the distance requirements of its **SUPPORT** rules that refer to friendly operatives (e.g. 'select one friendly operative within 6"' would be 9" instead). Note that you cannot benefit from your opponent's Comms Device markers.

UNIVERSAL EQUIPMENT

1X MINES

The battlefields of the 41st Millennium are plagued by myriad types of mine, from simple frag charges to monofilament web-snare and microplasma charges. Ultimately, all serve a similar, horrible purpose.

Before the battle, you can set up one of your Mines markers wholly within your territory and more than 2" from other markers, access points and Accessible terrain. The first time that marker is within an operative's control range, remove that marker and inflict D3+3 damage on that operative.



UNIVERSAL EQUIPMENT

2X LIGHT BARRICADES

Designed to be lugged into place and then deployed by operatives and combat engineers, these barriers are proof against small arms fire.

Light barricades are Light terrain, except the feet, which are Insignificant and Exposed. Before the battle, you can set up any of them wholly within your territory, on the killzone floor and more than 2" from other equipment terrain features, access points and Accessible terrain.

1X HEAVY BARRICADE

A redoubtable slab of plastel and adamantine, this layered protective barrier provides shelter amidst the fiercest firefights.

A heavy barricade is Heavy terrain. Before the battle, you can set it up wholly within 4" of your drop zone, on the killzone floor and more than 2" from other equipment terrain features, access points and Accessible terrain.

UNIVERSAL EQUIPMENT

2X LADDERS

Carried into battle in their compacted forms, these ladders provide a rapid route of ingress to strongholds, or access to vital vantage points.

Ladders are Exposed terrain. Before the battle, you can set up any of them as follows:

- Wholly within your territory.
- Upright against terrain that's at least 2" tall.
- More than 2" from other equipment terrain features.
- More than 1" from doors and access points.

In addition, an operative can either move through ladders as if they aren't there (but cannot finish on them), or climb them. Once per action, whenever an operative is climbing this terrain feature, treat the vertical distance as 1". Note that if an operative then continues climbing another terrain feature during that action (including another ladder), that distance is determined as normal.

UNIVERSAL EQUIPMENT

UTILITY GRENADES

From neuro-suppressant psybombs to smoke-belching chemical charges, grenades of this sort can suppress the enemy and be the difference between life and death.

When you select this equipment, select two utility grenades (2 smoke, 2 stun, or 1 smoke and 1 stun). Each selection is a unique action your operatives can perform, but your kill team can only perform that action a total number of times during the battle equal to your selection.

STUN GRENADE

1AP

- Select one enemy operative visible to and within 6" of this operative. That operative and each other operative within 1" of it takes a stun test. For an operative to take a stun test, roll one D6: on a 3+, subtract 1 from its APL stat until the end of its next activation.
- ◆ An operative cannot perform this action while within control range of an enemy operative, or if you have reached the total number of times your kill team can perform it.

UNIVERSAL EQUIPMENT

EXPLOSIVE GRENADES

A variety of offensive grenades are employed by the forces of the 41st Millennium. These range from simple fragmentation grenades to plasma and gravitic concussion grenades, while even more exotic devices are used to crack open enemy armour.

When you select this equipment, select two explosive grenades (2 frag, 2 krak, or 1 frag and 1 krak). Each selection is a ranged weapon your operatives can use, but your kill team can only use that weapon a total number of times during the battle equal to your selection.

NAME

ATK HIT DMG

FRAG GRENADE

4 4+ 2/4

WR

Range 6", Blast 2", Saturate

NAME

ATK HIT DMG

KRAK GRENADE

4 4+ 4/5

WR

Range 6", Piercing 1, Saturate



UNIVERSAL EQUIPMENT

1X PORTABLE BARRICADE

Little more than a suppression shield with armoured feet, these barricades can be hefted and borne forwards to provide mobile cover.

A portable barricade is Light, Protective and Portable terrain. Before the battle, you can set it up wholly within your territory, on the killzone floor and more than 2" from other equipment terrain features, access points and Accessible terrain.

Protective: While an operative is in cover from this terrain feature, improve its Save stat by 1 (to a maximum of 2+).

RULE CONTINUES ON OTHER SIDE ►

Portable: This terrain feature only provides cover while an operative is connected to it and if the shield is intervening (ignore its feet). Operatives connected to the inside of it can perform the following unique action during the battle.

MOVE WITH BARRICADE 1AP

- The same as the **Reposition** action, except the active operative can move no more than its Move stat minus 2" and cannot climb, drop, jump or use any kill team's rules that remove it and set it back up again (e.g. **HEARTHKYN SALVAGER** FLY, **MANDRAKE** SHADOW PASSAGE).
- Before this operative moves, remove the portable barricade it's connected to. After it moves, set up the portable barricade so it's connected again, but the portable barricade cannot be set up within 2" of other equipment terrain features, access points or Accessible terrain. If this is not possible, the portable barricade is not set up again.
- ◆ This action is treated as a **Reposition** action. An operative cannot perform this action while within control range of an enemy operative, or during the same activation in which it performed the Fall Back or Charge action.

UNIVERSAL EQUIPMENT

UTILITY GRENADES

From neuro-suppressant psybombs to smoke-belching chemical charges, grenades of this sort can suppress the enemy and be the difference between life and death.

When you select this equipment, select two utility grenades (2 smoke, 2 stun, or 1 smoke and 1 stun). Each selection is a unique action your operatives can perform, but your kill team can only perform that action a total number of times during the battle equal to your selection.

RULE CONTINUES ON OTHER SIDE ►

SMOKE GRENADE

1AP

- Place one of your Smoke Grenade markers within 6" of this operative. It must be visible to this operative, or on Vantage terrain or a terrain feature that's visible to this operative. The marker creates an area of smoke 1" horizontally and unlimited height vertically from (but not below) it.
- While an operative is wholly within an area of smoke, it's obscured to operatives more than 2" from it, and vice versa. In addition, whenever an operative is shooting an enemy operative wholly within an area of smoke, ignore the Piercing weapon rule unless they are within 2" of each other.
- In the Ready step of the next Strategy phase, roll one D3. Remove that Smoke Grenade marker after a number of activations equal to that D3 have been completed or at the end of the turning point (whichever comes first).
- ◆ An operative cannot perform this action while within control range of an enemy operative, or if you have reached the total number of times your kill team can perform it.



FARSTALKER KINBAND: UPDATE LOG

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

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.

KILL-BROKER OPERATIVE, CALL THE KILL RULE

First sentence changed to read:

'STRATEGIC GAMBIT if this operative is in the killzone.'

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.'

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.'

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.'

JUNE '25

PISTOLIER OPERATIVE, SALVO WEAPON RULE

First sentence changed to read:

'Select up to two different valid targets that aren't within control range of friendly operatives.'

PREVIOUS ERRATAS

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.'

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.'

FARSTALKER KINBAND OPERATIVES

2

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 Pistoliars 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