FARSTALKER KINBAND

STRATEGY PLOYS

CUT-THROATS

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

ROGUE

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.

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.

BOUND

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

FIREFIGHT PLOYS

SAVAGE AMBUSH

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).

SLIP AWAY

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.

POACH

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).

VENGEANCE FOR THE KINBAND

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.

OPERATIVES

ARCHETYPE: INFILTRATION / RECON

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**
- **HEAVY GUNNER** with one of the following options:
  - Dvorgite skinner; blade
  - Londaxi tribalest; blade
- **HOUND**
- **LONG-SIGHT**
- **PISTOLIER**
- **STALKER**
- **TRACKER**
- **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.

FACTION RULES

FARSTALKER

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.

FACTION EQUIPMENT

PIERCING SHOT

Once per turning point, when a friendly **FARSTALKER KINBAND** 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.

TOXIN SHOT

Once per turning point, when a friendly **FARSTALKER KINBAND** 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.

MEAT

Once per turning point, when a friendly **FARSTALKER KINBAND** 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.

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. If you do, add 1 to that friendly operative's APL stat until the end of its activation.

FARSTALKER KINBAND

KILL-BROKER			APL 2	MV 6"	SV 5+	W 9

	A	HT	D	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 KINBAND** 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 KINBAND** 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.

BOW-HUNTER			APL 2	MV 6"	SV 5+	W 8

	A	HT	D	WR
⊕ Accelerator bow				
- Fused arrow	4	3+	4/5	Piercing 1
- Glide arrow	4	3+	3/4	Silent
- 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.
- 🔴 Cannot perform this action while within control range of an enemy operative.

COLD-BLOOD			APL 2	MV 6"	SV 5+	W 9

	A	HT	D	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.

CUT-SKIN			APL 2	MV 6"	SV 5+	W 8

	A	HT	D	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 it can only fight against that enemy operative (and only if it's still valid to fight against). This takes precedence over action restrictions.

HEAVY GUNNER			APL 2	MV 6"	SV 5+	W 8

	A	HT	D	WR
⊕ Dvorgite skinner	5	2+	3/3	Rng 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	-

HOUND			APL 2	MV 8"	SV 5+	W 7

	A	HT	D	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.

LONG-SIGHT			APL 2	MV 6"	SV 5+	W 8

	A	HT	D	WR
⊕ Kroot hunting rifle				
- Concealed	4	2+	3/3	Heavy, Devastating 3, Silent, Concealed Position*
- Mobile	4	3+	3/4	-
- 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.

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.

PISTOLIER			APL 2	MV 6"	SV 5+	W 8

	A	HT	D	WR
⊕ Dual Kroot pistols				
- Focused	4	3+	3/4	Rng 8", Ceaseless, Lethal 5+
- Salvo	4	3+	3/4	Rng 8", Salvo*
✕ Blade	3	3+	3/4	-

*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).

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.

STALKER			APL 2	MV 6"	SV 5+	W 8

	A	HT	D	WR
⊕ Kroot scattergun	4	3+	3/3	Rng 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.

TRACKER			APL 2	MV 6"	SV 5+	W 8

	A	HT	D	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.

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.

WARRIOR			APL 2	MV 6"	SV 5+	W 8

	A	HT	D	WR
⊕ Kroot rifle	4	4+	3/4	-
⊕ Kroot scattergun	4	3+	3/3	Rng 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 for that operative. Doing so doesn't count for its once per turning point limit.