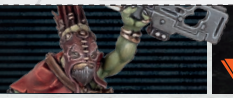
KROOT KILL-BROKER



APL	MOVE	SAVE	WOUNDS
2	6"	5+	9

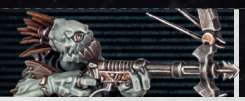
	NAME	ATK	HIT	DMG	WR
	Kroot rifle	4	3+	3/4	-
	Pulse weapon	4	4+	4/5	-
	Ritual blade	4	3+	4/5	-

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 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.

FARSTALKER KINBAND, T'AU EMPIRE, LEADER, KROOT, KILL-BROKER 32

KROOT BOW-HUNTER



APL	MOVE	SAVE	WOUNDS
2	6"	5+	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 KINBAND, T'AU EMPIRE, KROOT, BOW-HUNTER 28

KROOT COLD-BLOOD

APL	MOVE	SAVE	WOUNDS
2	6"	5+	9

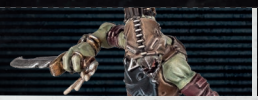
	NAME	ATK	HIT	DMG	WR
	Kroot rifle	4	3+	3/4	-
	Blade	3	3+	3/4	-

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 KINBAND, T'AU EMPIRE, KROOT, COLD-BLOOD 28

KROOT CUT-SKIN



APL	MOVE	SAVE	WOUNDS
2	6"	5+	8

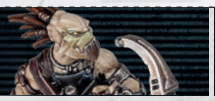
	NAME	ATK	HIT	DMG	WR
	Cut-skin's blades	4	3+	3/4	Ceaseless, Lethal 5+

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 KINBAND, T'AU EMPIRE, KROOT, CUT-SKIN 28

KROOT HEAVY GUNNER

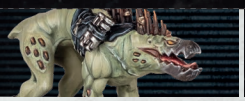


APL	MOVE	SAVE	WOUNDS
2	6"	5+	8

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	MOVE	SAVE	WOUNDS
2	8"	5+	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, it can perform a free **Pick Up Marker** or **Place Marker** action (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	MOVE	SAVE	WOUNDS
2	6"	5+	8

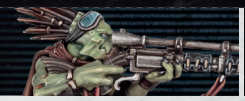
NAME	ATK	HIT	DMG	WR
Kroot hunting rifle (concealed)	4	2+	3/3	Heavy, Devastating 3, Silent, Concealed Position*
Kroot hunting rifle (mobile)	4	3+	3/4	-
Kroot hunting rifle (stationary)	4	2+	3/3	Heavy, Devastating 3
Blade	3	3+	3/4	-

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

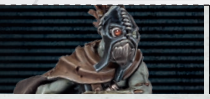
LONG-SIGHT 1AP

▶ 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	MOVE	SAVE	WOUNDS
2	6"	5+	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	MOVE	SAVE	WOUNDS
2	6"	5+	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	MOVE	SAVE	WOUNDS
2	6"	5+	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.

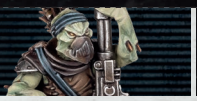
▶ At the start of this operative's next activation or if it's removed from the killzone (whichever comes first), remove your Pech'ra marker from the killzone.

◆ 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



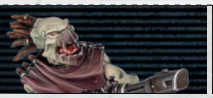
APL	MOVE	SAVE	WOUNDS
2	6"	5+	8

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	MOVE	SAVE	WOUNDS
2	6"	5+	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.

NOTES:

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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**
  - **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

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 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 (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 KINBAND
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 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.

FARSTALKER KINBAND
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 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.

FARSTALKER KINBAND
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 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 up to D3+1 lost wounds.

FARSTALKER KINBAND
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 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: 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

JUNE '25

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.'

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

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.'

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

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 Pistoliers 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

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

KILL-BROKER

BOW-HUNTER

COLD-BLOOD

CUT-SKIN

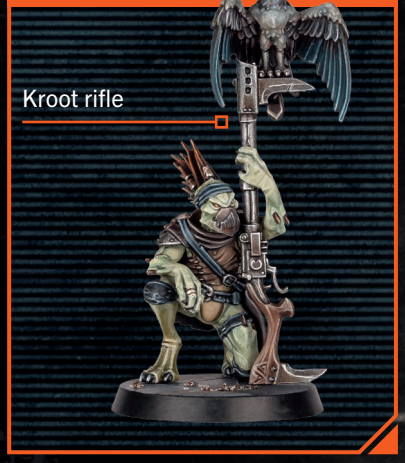
HOUND

LONG-SIGHT

PISTOLIER

STALKER

TRACKER



HEAVY GUNNER

WARRIOR