

WARHAMMER  
40,000

# KILL TEAM



**FARSTALKER KINBAND** 

## 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 wargear those operatives must be equipped with.

### OPERATIVES

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

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

### ABILITY

Below, you will find a common ability of the **FARSTALKER KINBAND** kill team.

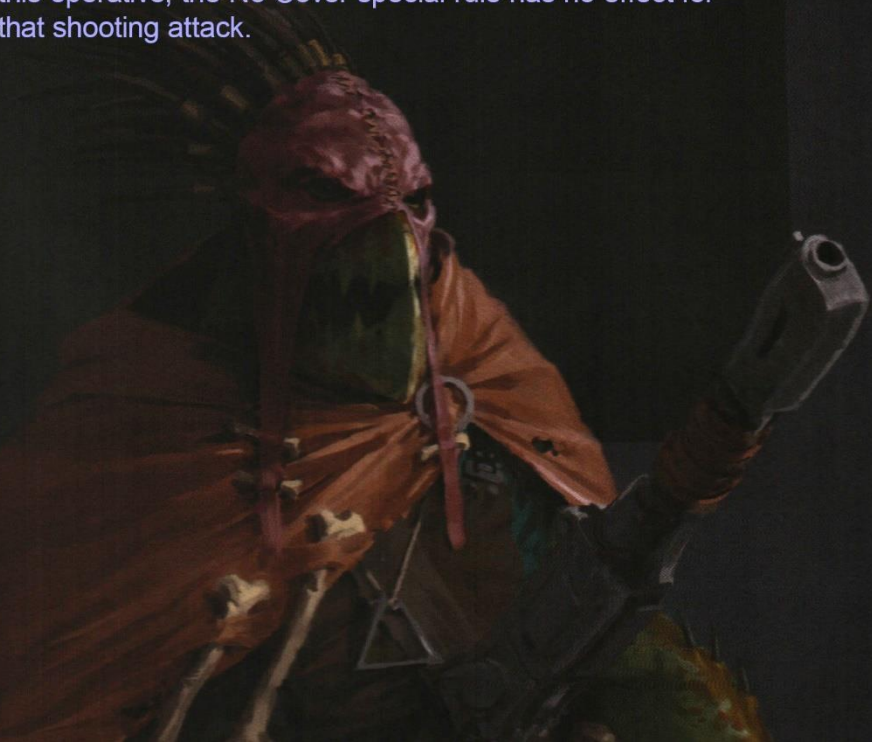
#### ROGUE

*The Kroot of Farstalker Kinbands are experienced raiders, infiltrators and scouts. They have mastered the art of using local terrain to their best advantage, concealing themselves before launching ambushes.*

Each time a shooting attack is made against this operative, in the Roll Defence Dice step of that shooting attack, before rolling your defence dice, if it is in Cover, you can do one of the following:

- Retain one additional dice as a successful normal save as a result of Cover.
- Retain one dice as a successful critical save instead of a normal save as a result of Cover.

In addition, each time a shooting attack is made against this operative, the No Cover special rule has no effect for that shooting attack.



# TAC OPS

## FARSTALKER KINBAND

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FARSTALKER KINBAND • TAC OPS

If your faction is **FARSTALKER KINBAND**, you can use the Farstalker Kinband Tac Ops listed below, as specified in the mission sequence.

### BUTCHER

#### *Farstalker Kinband - Faction Tac Op 1*

Reveal this Tac Op the first time an enemy operative is incapacitated. Each time an enemy operative is incapacitated, before it is removed from the killzone, place one of your Meat tokens underneath the operative as close as possible to the centre of its base. The **Pick Up** action can be performed upon your Meat tokens by friendly **FARSTALKER KINBAND** operatives, even if they are carrying another objective marker or token.

- At the end of the battle, if the total number of your Meat tokens that friendly operatives control is equal to or more than a quarter of the number of enemy operatives selected for deployment, you score 1VP.
- At the end of the battle, if the total number of your Meat tokens that friendly operatives control is equal to or more than half of the number of enemy operatives selected for deployment, you score 1VP.

### BALANCE THE BOOKS

#### *Farstalker Kinband - Faction Tac Op 2*

You can reveal this Tac Op when you score maximum victory points from another Tac Op.

- If you score maximum victory points from a Tac Op, and no more than half of your operatives have been incapacitated when you do so, you score 1VP.
- If you score maximum victory points from another Tac Op, and no more than half of your operatives have been incapacitated when you do so, you score 1VP.

### BOUNTY HUNTERS

#### *Farstalker Kinband - Faction Tac Op 3*

Reveal this Tac Op in the Target Reveal step of the first Turning Point. Your opponent selects one of their operatives.

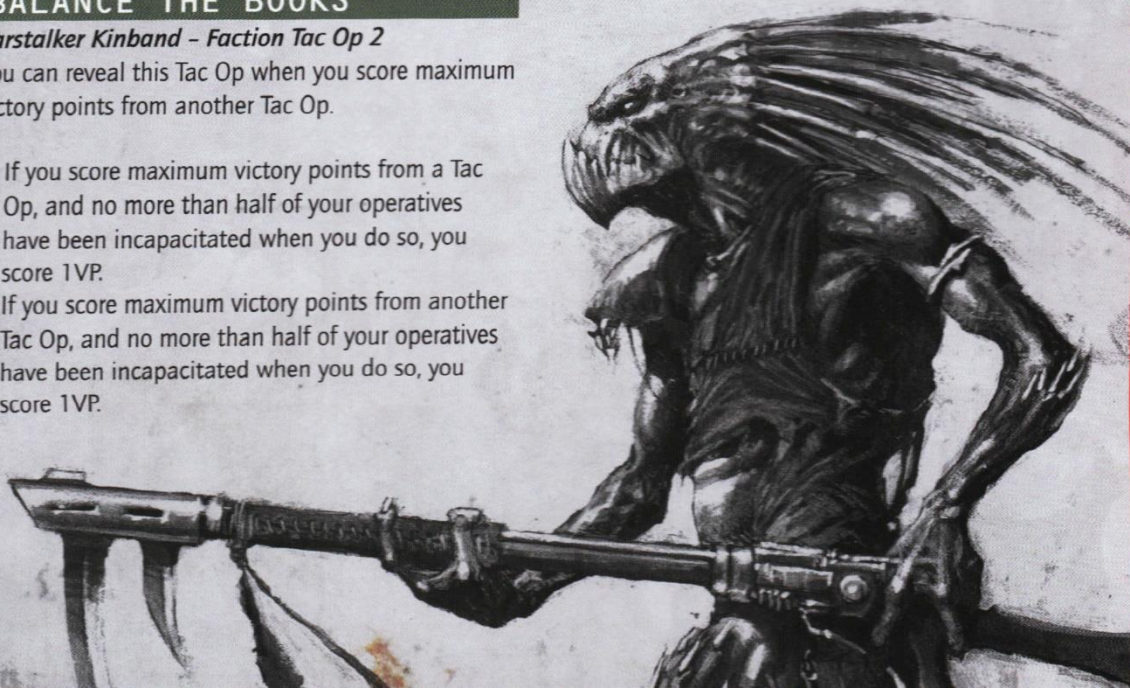
- If that enemy operative is incapacitated, you score 1VP and place your Bounty token underneath the operative as close as possible to the centre of its base.
- If a friendly operative performs the **Confirm Hit** action, you score 1VP.

Friendly operatives can perform the following mission action:

### CONFIRM HIT

1AP

An operative can perform this action while within your Bounty token and not within Engagement Range of an enemy operative. Remove your Bounty token.



# STRATEGIC PLOYS

If your faction is **FARSTALKER KINBAND**, you can use the following Strategic Ploys during a game.

## CUT-THROATS 1CP

Until the end of the Turning Point, add 1 to the Attacks characteristic of melee weapons friendly **FARSTALKER KINBAND** operatives are equipped with (to a maximum of 5).

## FARSTALK 1CP

Immediately change the order of up to three friendly **FARSTALKER KINBAND** operatives that are more than [ ] from enemy operatives.

## PREY 1CP

Until the end of the Turning Point, friendly **FARSTALKER KINBAND** operatives gain the following ability:

**Prey:** Each time this operative is activated, you can use this ability. If you do so, until the end of the Turning Point, ranged weapons this operative is equipped with (excluding quill grenades, page 60) gain the Balanced and Heavy special rules.

## BOUND 1CP

Until the end of the Turning Point, friendly **FARSTALKER KINBAND** operatives:

- Ignore the first distance of [ ] they travel each time they climb, drop or traverse.
- Automatically pass jump tests.

# TACTICAL PLOYS

If your faction is **FARSTALKER KINBAND**, you can use the following Tactical Ploys during a game.

## MERCENARY CONTRACT 1CP

Use this Tactical Ploy in the Select Tac Ops step, when building your Tac Ops deck. Instead of adding one card to your deck from your selected archetype, you can add one from an archetype you did not choose (you must still have a six-card deck).

## SLIP AWAY 1CP

Use this Tactical Ploy when a friendly **FARSTALKER KINBAND** operative is activated. Until the end of its activation, that operative can perform the **Fall Back** action for one less action point (to a minimum of OAP).

## POACH 1CP

Use this Tactical Ploy when a friendly **FARSTALKER KINBAND** operative is activated. Until the end of its activation, that operative only needs to be within the required range of an objective marker or token to perform mission actions and the **Pick Up** action associated with that objective marker (they do not need to control it). In addition, they can do so while within Engagement Range of an enemy operative.

## VENGEANCE FOR THE KINBAND 1CP

Use this Tactical Ploy when a friendly **FARSTALKER KINBAND** operative is incapacitated by an enemy operative. Until the end of the battle, each time another friendly **FARSTALKER KINBAND** operative fights in combat or makes a shooting attack against that enemy operative, in the Roll Attack Dice step of that combat or shooting attack, you can re-roll any or all of your attack dice. You cannot use this Tactical Ploy in the battle again until that enemy operative is incapacitated.

'THE GALAXY IS EVER-CHANGING, NEW DANGERS ALWAYS THERE. YET THE KROOT LIVE. WE SURVIVE. HOW? BECAUSE WE ADAPT FASTER THAN THE GALAXY. BECAUSE WE TAKE FROM IT THAT WHICH WILL MAKE ALL OF US STRONGER. NOTHING MATTERS TO US BESIDES THE KROOT. KIN COME FIRST. WE CARE LITTLE FOR OTHERS - NEITHER THEIR JUDGEMENT OR THEIR MORALS. WE CONSUME THE DEAD BECAUSE IT MAKES US STRONGER. WE FIGHT FOR OTHERS BECAUSE THEIR PAYMENTS MAKE US POWERFUL. WHILE MANY RACES DECLINE AND ROT AND WITHER, KROOT ARE GROWING STRONGER. THAT IS HOW WE SURVIVE.'

- Byahk'tcha Drr'rr, Kroot Cold-blood

## 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.*



<b>M</b>	<b>APL</b>	<b>GA</b>
3 ●	2	1
<b>DF</b>	<b>SV</b>	<b>W</b>
3	5+	9

NAME	A	BS/WS	D	SR	!
☉ Kroot rifle	4	3+	3/4	-	-
☉ Pulse carbine	4	4+	4/4	-	-
☉ Pulse rifle	4	4+	4/5	-	-
✕ Blade	3	2+	3/4	-	-

### ABILITIES

Rogue (pg 51)

**Call The Kill:** Once in each Strategy phase, when it is your turn to use a Strategic Ploy or pass, you can select one enemy operative in the killzone instead (visibility is not required). Until the end of the Turning Point, each time a friendly

**FARSTALKER KINBAND** operative fights in combat with or makes a shooting attack against that enemy operative: Choose one of the following effects:

- In the Roll Attack Dice step of that combat or shooting attack, before rolling your attack dice, you can retain one as a successful normal hit without rolling it.
- Add Ceaseless special rule to the attack.
- Add P1 critical hit rule to the attack.

### UNIQUE ACTIONS

**Photon Grenade (1AP):** Select one enemy operative Visible to this operative. Roll one D6, subtracting 1 from the result as follows:

- If that enemy operative is not in this operative's Line of Sight.
- If that enemy operative is more than ● from this operative.

On a 2+, until the end of the Turning Point, subtract ● from that enemy operative's Movement characteristic and it cannot perform **Dash** actions. This operative can only perform this action once, only if it is equipped with a pulse carbine and cannot perform this action while within Engagement Range of an enemy operative.

FARSTALKER KINBAND ●, LEADER, KROOT, KILL-BROKER



## 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.*



<b>M</b>	<b>APL</b>	<b>GA</b>
3 ●	2	1
<b>DF</b>	<b>SV</b>	<b>W</b>
3	5+	8

NAME	A	BS/WS	D	SR	!
☉ Accelerator bow	<i>Each time this weapon is selected to make a shooting attack with, select one of the profiles below to use:</i>				
- Fused arrow	4	3+	4/5	AP1	-
- Glide arrow	4	3+	3/4	Silent	-
- Voltaic arrow	4	3+	3/2	-	Splash 2
✕ Blade	3	3+	3/4	-	-

### ABILITIES

Rogue (pg 51)

### UNIQUE ACTIONS

**Energize (1AP):** Until the end of the activation, all profiles of the accelerator bow this operative is equipped with gain the Lethal 5+ special rule. This operative cannot perform this action while within Engagement Range of an enemy operative.

FARSTALKER KINBAND ●, KROOT, BOW-HUNTER



## 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.*



M	APL	GA
3 ●	2	1

DF	SV	W
3	5+	9

NAME	A	BS/WS	D	SR	!
☉ Kroot rifle	4	3+	3/4	-	-
✕ Blade	3	3+	3/4	-	-

### ABILITIES

**Rogue** (pg 51)

**Hardy:** Each time this operative fights in combat or a shooting attack is made against it, in the Resolve Successful Hits step of that combat or shooting attack, each time an attack dice would inflict critical damage on this operative, you can choose for that attack dice to inflict normal damage instead.

**Well Stocked:** This operative is equipped with piercing shot and toxin shot (pg 60) and they do not cost any equipment points for this operative. Those weapons can be selected for this operative's use twice, instead of once.

### UNIQUE ACTIONS

FARSTALKER KINBAND ☉, KROOT, COLD-BLOOD



## 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.*



M	APL	GA
3 ●	2	1

DF	SV	W
3	5+	8

NAME	A	BS/WS	D	SR	!
✕ Cut-skin's blades	4	3+	3/4	Balanced, Lethal 5+	-

### ABILITIES

**Rogue** (pg 51)

**Vicious Duellist:** Each time this operative fights in combat, in the Roll Attack Dice step of that combat, for each attack dice your opponent discards, the enemy operative in that combat suffers 1 mortal wound.

### UNIQUE ACTIONS

**Savage Assault (1AP):** Perform a free **Fight** action with this operative. After completing that action's fight sequence, if this operative or the target have not been incapacitated, fight in combat with this operative against the same target using the same weapon again.

FARSTALKER KINBAND ☉, KROOT, CUT-SKIN



## 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 skimmers, which charge biological material to create a searing stream of energy, or Londaxi tribalests - anti-armour weapons that fire solid shots at high speeds.*



M	APL	GA
3 ●	2	1

DF	SV	W
3	5+	8

NAME	A	BS/WS	D	SR	!
⚡ Dvorgite skinner	6	2+	2/3	Rng <span style="color:red">◆</span> , AP2, Cumbersome*, Torrent ●	-
⚡ Londaxi tribalest	5	4+	4/4	AP1, Cumbersome*	Rending
✂ Blade	3	3+	3/4	-	-

### ABILITIES

**Rogue** (pg 51)

\***Cumbersome**: An operative cannot move more than 3● in the same activation in which it performs a **Shoot** action with this ranged weapon.

### UNIQUE ACTIONS

FARSTALKER KINBAND ◆, KROOT, HEAVY GUNNER



## 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.*



M	APL	GA
4 ●	2	2

DF	SV	W
3	5+	7

NAME	A	BS/WS	D	SR	!
✂ Ripping fangs	4	3+	3/4	-	Rending

### ABILITIES

**Rogue** (pg 51)

**Beast**: This operative cannot perform mission actions and cannot be equipped with equipment.

**Bad-tempered**: Each time an enemy operative performs a **Fight** action, if this operative is a valid target, you can select this operative as the target instead. Each time an enemy operative finishes a **Charge** action within Engagement Range of another friendly **FARSTALKER KINBAND ◆** operative within ■ of this operative, if this operative is not within Engagement Range of an enemy operative, this operative can perform a free **Charge** action, but must finish that move within Engagement Range of that enemy operative.

### UNIQUE ACTIONS

**Gather (1AP)**: Perform a free **Dash**, **Fall Back** or **Normal Move** action with this operative. At any point during that move, you can perform the **Pick Up** action for free with this operative, and any remaining increments of movement can be used after it does so.

FARSTALKER KINBAND ◆, KROOT, HOUND



## 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.



<b>M</b>	<b>APL</b>	<b>GA</b>
3 ●	2	1
<b>DF</b>	<b>SV</b>	<b>W</b>
3	5+	8

NAME	A	BS/WS	D	SR	!
☉ Kroot hunting rifle	4	2+	3/3	Heavy	MW3
✕ Blade	3	3+	3/4	-	-

### ABILITIES

Rogue (pg 51)

### UNIQUE ACTIONS

**Long-sight (1AP):** Until the end of the activation:

- The Kroot hunting rifle this operative is equipped with gains the Lethal 5+ and Silent special rules.
- If this operative makes a shooting attack with the Kroot hunting rifle it is equipped with, enemy operatives are not Obscured for that shooting attack.

This operative cannot perform this action while within Engagement Range of an enemy operative.

FARSTALKER KINBAND ●, KROOT, LONG-SIGHT



## 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.



<b>M</b>	<b>APL</b>	<b>GA</b>
3 ●	2	1
<b>DF</b>	<b>SV</b>	<b>W</b>
3	5+	8

NAME	A	BS/WS	D	SR	!
☉ Dual Kroot pistols	4	3+	3/4	Rng ●, Balanced, Lethal 5+	-
✕ Blade	3	3+	3/4	-	-

### ABILITIES

Rogue (pg 51)

**Quick draw:** Once per Turning Point, when this operative is selected as the target of a shooting attack, if this operative is ready, you can interrupt that action to perform a free **Shoot** action with this operative with the dual Kroot pistols it is equipped with against that enemy operative (that enemy operative must be a valid target). If that enemy operative is not incapacitated or revived as a result, finish its shooting attack.

### UNIQUE ACTIONS

**Gunslinger Salvo (1AP):** Perform a free **Shoot** action with this operative with the dual Kroot pistols it is equipped with. After that shooting attack, you can make another shooting attack with the dual Kroot pistols this operative is equipped with. This operative cannot perform this action if it has a Conceal order or while within Engagement Range of an enemy operative. It cannot perform a **Charge**, **Fall Back** or **Normal Move** action in the same activation in which it performs this action.

FARSTALKER KINBAND ●, KROOT, PISTOLIER



## 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.



M	APL	GA
3 ●	2	1
DF	SV	W
3	5+	8

NAME	A	BS/WS	D	SR	!
☉ Kroot scattergun	4	3+	3/3	Rng	-
✕ Stalker's blade	3	3+	3/4	Balanced	Rending

### ABILITIES

Rogue (pg 51)

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

### UNIQUE ACTIONS

**Stealth Attack (ZAP):** This operative can perform this action if it has a Conceal order, is within of a terrain feature and not within Engagement Range of an enemy operative.

- Perform a free **Charge** action with this operative, but do not exceed its Movement characteristic (i.e. do not add .
- Perform a free **Fight** action with this operative.
- In the Resolve Successful Hits step of that combat, the first time you resolve one of your successful hits, you can immediately resolve another of your successful hits.

FARSTALKER KINBAND , KROOT, STALKER



## 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.



M	APL	GA
3 ●	2	1
DF	SV	W
3	5+	8

NAME	A	BS/WS	D	SR	!
☉ Kroot rifle	4	4+	3/4	-	-
✕ Blade	3	3+	3/4	-	-

### ABILITIES

Rogue (pg 51)

**Pech'ra:** The first time this operative is activated during the battle, place your Pech'ra token within horizontally and any distance vertically of this operative. Each time this operative is activated thereafter, you can move your Pech'ra token up to horizontally and up to any distance vertically. If this operative is incapacitated and removed from the killzone, remove your Pech'ra token.

### UNIQUE ACTIONS

**Marked for the Hunt (1AP):** Select one enemy operative. Until the end of the Turning Point, while that enemy operative is within horizontally and any distance vertically of your Pech'ra token, it is marked for the hunt. Until the end of the Turning Point, each time a friendly FARSTALKER KINBAND operative within horizontally and any distance vertically of your Pech'ra token makes a shooting attack against an enemy operative marked for the hunt, that enemy operative cannot use Light terrain as Cover for that shooting attack. This operative cannot perform this action while within of an enemy operative.

**From the Eye Above (1AP):** Select one friendly operative Visible to and within of this operative. Add 1 to its APL. This operative cannot perform this action while within of an enemy operative.

FARSTALKER KINBAND , KROOT, TRACKER



# 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.*



**M**      **APL**      **GA**

3 ●      2      2

**DF**      **SV**      **W**

3      5+      8

NAME	A	BS/WS	D	SR	!
☉ Kroot rifle	4	4+	3/4	-	-
☉ Kroot scattergun	4	3+	3/3	Rng <span style="color:red">◆</span>	-
✕ Blade	3	3+	3/4	-	-

## ABILITIES

Rogue (pg 51)

## UNIQUE ACTIONS

FARSTALKER KINBAND ◆, KROOT, WARRIOR



# EQUIPMENT



**FARSTALKER KINBAND** operatives in your kill team can be equipped with equipment from this list, as specified in the mission sequence. Any equipment marked with a + can be selected a maximum of once, and each operative can be equipped with no more than one of each item.

## QUILL GRENADE [2EP]

The operative is equipped with the following ranged weapon for the battle:

Name	A	BS	D
Quill grenade	4	3+	2/3

### Special Rules

Rng , Blast , Indirect, Limited

## PIERCING SHOT [2EP]

Operative equipped with a Kroot rifle, Kroot pistol or dual Kroot pistols only. The operative is equipped with the following ranged weapon for the battle (its BS characteristic is the same as the Kroot rifle or Kroot pistol the operative is equipped with):

Name	A	BS	D
Piercing shot	4	*	3/4

### Special Rules


AP1, Limited, Rng  Unless Kroot Rifle

## TOXIN SHOT [2EP]

Operative equipped with a Kroot rifle, Kroot pistol or dual Kroot pistols only. The operative is equipped with the following ranged weapon for the battle (its BS characteristic is the same as the Kroot rifle or Kroot pistol the operative is equipped with):

Name	A	BS	D
Toxin shot	4	*	2/2

### Special Rules

Lethal 5+, Limited, Rng  Unless Kroot Rifle

!

Stun

## MEAT [1EP]

The operative gains the following ability for the battle:

**Meat:** Once during the battle, when this operative is activated, you can use this ability. If you do so, this operative regains D3+1 lost wounds.

## TROPHY [3EP]

The operative gains the following ability for the battle:

**Trophy:** Once during the battle, when this operative is activated, you can use this ability. If you do so, add 1 to this operative's APL. Each Turning Point, only one friendly operative can use this ability.

## RITUAL BLADE+ [2EP]

**KROOT KILL-BROKER** operative only. Instead of its blade, the operative is equipped with the following melee weapon for the battle:


Name	A	WS	D
Ritual blade	3	2+	4/5

## KROOT PISTOL [1EP]

The operative is equipped with the following ranged weapon for the battle:

Name	A	BS	D
Kroot pistol	4	4+	3/4

### Special Rules

Rng 

# FARSTALKER KINBAND SPEC OPS RULES

Over the following pages you will find a selection of rules for Spec Ops campaigns in which you have selected **FARSTALKER KINBAND** as your Faction keyword.

## BATTLE HONOURS

Each time a **FARSTALKER KINBAND** operative gains a Battle Honour, instead of determining one from its specialism, you can determine one from the Farstalker Kinband Specialist table below. You can either roll one D6 to randomly determine the Battle Honour (re-rolling if it isn't suitable), or you can select an appropriate one. As with any Battle Honour, an operative cannot have the same one more than once (if a duplicate result is rolled, roll again until a different result is rolled).



### FARSTALKER KINBAND SPECIALIST

D6	Battle Honour
1	<b>Savage:</b> Add 1 to the Attacks characteristic of melee weapons this operative is equipped with (to a maximum of 4).
2	<b>Eye on the Mark:</b> Each time this operative makes a shooting attack during its activation, if it has not yet moved during that activation, ranged weapons it is equipped with (excluding quill grenades, page 60) gain the No Cover special rule for that shooting attack.
3	<b>Trapper:</b> This operative can perform a <b>Charge</b> action if it has a Conceal order.
4	<b>Wiry:</b> Each time this operative makes any kind of move, it can move around, across and over other operatives (and their bases) as if they were not there, but must finish its move following all requirements specified by that move, and cannot finish its move on top of other operatives (or their bases).
5	<b>Leathery Physiology:</b> Each time this operative would lose a wound as a result of an attack dice that inflicts 4 damage or less, roll one D6: on a 6, that wound is not lost.
6	<b>Clandestine:</b> If this operative has a Conceal order and is in Cover provided by Light terrain, enemy operatives cannot treat it as being on an Engage order as a result of a Vantage Point.



# RARE EQUIPMENT

Each time you would determine an item of rare equipment to add to your stash, if your faction is **FARSTALKER KINBAND**, you can determine one from the table below instead of determining one from another source. To do so, you can either roll one D6 to randomly determine the rare equipment (re-rolling if it isn't suitable), or you can select an appropriate one. As with any item of rare equipment, your stash cannot include more than one of each item (if a duplicate result is rolled, roll again until a different result is rolled).

## 1. KINBLADE [3EP]

**KROOT KILL-BROKER** operative only. Instead of its blade, the operative is equipped with the following melee weapon for the battle:

Name	A	WS	D
Kinblade	3	2+	4/5

### Special Rules

Balanced

!

Rending

## 2. KNARLOC HIDE [2EP]

The operative gains the following ability for the battle:

**Knarloc Hide:** Each time an enemy operative fights in combat with or makes a shooting attack against this operative, subtract 1 from both Damage characteristics of weapons that enemy operative is equipped with for that combat or shooting attack (to a minimum of 2).

## 3. KROOTHAWK TOTEM [3EP]

The operative gains the following ability for the battle:

**Kroothawk Totem:** Once per battle, after rolling off to determine initiative, this operative can use this ability. If it does so, you can re-roll your dice.

## 4. ANCIENT FLINTLOCK [2EP]

Select one Kroot pistol, Kroot rifle, Kroot Scattergun or dual Kroot pistols the operative is equipped with. It gains the Lethal 5+ special rule for the battle.

## 5. KIN TOTEM [2EP]

The operative gains the following ability for the battle:

**Kin Totem:** While a friendly **FARSTALKER KINBAND** operative is Visible to and within ■ of this operative, it is not treated as being injured (only ignore the modifier to its Movement characteristic as a result of being injured if it is activated within ■ of this operative).

## 6. WINDMARK [1EP]

The operative gains the following ability for the battle:

**Windmark:** Add ▲ to this operative's Movement characteristic for the battle.

'WE TRAVEL FAR FROM PECH AND THE OTHER ENCLAVES. FOR YEARS AND YEARS. SOME NEVER SEE THE HOME WORLD, BORN ON THE SPHERES AND DYING ON THE SPHERES. YET, OUR TIES TO OUR BIRTH-PLANET HAVE NEVER LOOSENED. WE PRESERVE THE OLD WAYS NO MATTER HOW LONG WE HAVE SPENT AMONG THE STARS, FIGHTING BATTLES FOR OUR EMPLOYERS. WE KROOT ARE OUR TRADITIONS AND WAYS. ABANDONING THEM NEARLY DOOMED US AT THE HANDS OF THE GREENSKINS BEFORE. WE HAVE ADAPTED AND LEARNED, AS WE ALWAYS DO. WE WILL NOT FORGET THE LESSONS. WE WILL HONOUR THE SPIRITS OF THE ANCESTORS ALWAYS. WE WILL TELL THE OLD STORIES, MAKE THE OLD DANCES AND RECITE THE OLD VERSES. UPON THIS FOUNDATION OF STONE DO WE GROW AND CONTINUALLY ADAPT.'

- Chok'ya Rhekk, Kroot Shaper

# STRATEGIC ASSETS

Each time you would add a strategic asset to your base of operations, if your faction is **FARSTALKER KINBAND**, you can select one from the list below instead of selecting one from another source. As with any strategic asset, you can never have more than one of each.

## SPOILS SAFE

*On their many varied missions, Farstalker Kinbands acquire all manner of resources, equipment and materials that may be of use to the wider kindred and the rest of their species. They keep this secure at all times, and draw upon it when required for battle.*

In the Strategy phase of the first Turning Point, add 1 additional Command point to your pool.

## WEAPON WORKBENCH

*Kroot of Farstalker Kinbands spend much time customising their weapons to make them more effective in battle, as well as personalising them with spiritually significant trinkets and tokens.*

While your base of operations has this strategic asset, all ranged weapons rare equipment items from the Kill Team Core Book, page 105, are treated as being in your stash. However Kroot pistols, Kroot rifles and Kroot scatterguns are the only ranged weapons that can be upgraded as a result of this. Note that ranged weapons rare equipment items added to your stash in the usual manner do not have this restriction.

## MEAT LOCKER

*Food is of the utmost importance to the Kroot – not just for sustenance but also for the genetic material it contains that might be of great evolutionary value to their kind. As a result, anything they do not consume immediately they store securely.*

Each time a Recovery test is taken for a friendly **FARSTALKER KINBAND** operative, if it was not incapacitated during that battle, treat it as being Rested for one additional game.



# REQUISITIONS

In a Spec Ops campaign, if your faction is **FARSTALKER KINBAND**, you can use the following Requisitions in addition to those presented in other sources.

## NEGOTIATE

1RP

*The Kroot's leaders have become adept at negotiating employment contracts that yield considerable rewards.*

Purchase this Requisition when you receive a commendation (e.g. for completing all of a Spec Op's operations). Select one of that commendation's bullet points, then select a bullet point from a different commendation your kill team could have access to (it cannot be the same reward as another bullet point from your received commendation and it cannot be one in which you gain Requisition points). Gain the rewards of the second selected bullet point instead of the first.

## HONOURABLE OFFERING

1RP

*When a Kroot is maimed or dies, Kroot can eat their flesh so that their memories and knowledge are retained for following generations. In desperate times, should a Kroot be so injured or sick that they slow down their kin, their fellows will put them out of their misery and consume their flesh also.*

Purchase this Requisition when a friendly **FARSTALKER KINBAND** operative of Veteran rank or higher is removed from your dataslate or gains the Critical Impairment Battle Scar (see the Kill Team Core Book). You can select a number of other friendly **FARSTALKER KINBAND** operatives on your dataslate up to the number of ranks that operative has/had multiplied by two; each selected operative earns 1XP. For example, if a **FARSTALKER KINBAND** operative of Veteran rank gains the Critical Impairment Battle Scar, up to four other friendly **FARSTALKER KINBAND** operatives could each earn 1XP.

If you purchased this Requisition when a friendly **FARSTALKER KINBAND** operative gained the Critical Impairment Battle Scar, that Battle Scar can only be removed as a result of a passed Recovery Test result of 6 (a bionic replacement must be sought instead!). Each friendly **FARSTALKER KINBAND** operative can only provide experience points to other friendly operatives from this Requisition once (if they do so, make a note of it on their narrative dataslate).

## DEBT OWED

1RP

*The Kroot of Farstalker Kinbands have an extremely close bond. Those who harm one of their number can expect payback, with interest.*

Purchase this Requisition when a friendly **FARSTALKER KINBAND** operative fails a Casualty test. Make a note of the Faction keyword of the enemy operative that incapacitated that operative; that faction owes you a debt. Each time you play a game against a faction that owes you a debt, you gain the following benefit for the battle: the Balanced special rule allows you to re-roll up to two of your attack dice (instead of one) during that game.

If you win a game against a faction that owes you a debt, the debt is no longer owed to you and the benefit ends. Alternatively, after the battle, after taking Casualty tests in the Update Dataslates step, you can choose for the debt to be no longer owed to you, in which case the benefit ends and all operatives that did not fail an Out of Action test suffer the Cerebral Affliction Battle Scar (see the Kill Team Core Book). You can only have one debt owed to you at once.

## SPEC OPS

Each time you would select a Spec Op for your kill team to be assigned to, if your faction is **FARSTALKER KINBAND**, you can select one from those found on the following page instead of selecting one from another source.



## KIN, FIRST AND FOREMOST

The Kroot of the Farstalker Kinband always have each other's backs, through thick and thin. Though they are mercenaries - dangerous work indeed - they will do everything they can to keep each other alive.

### OPERATION 1: FIGHT FOR POSTERITY

*With each completed contract, the Farstalker Kinband acquire more experience, knowledge and resources for the future of their race.*

Complete five games in which you scored victory points from the 'Balance the Books' and/or 'Butcher' Tac Op, or five games in which you scored victory points from two or more Security Tac Ops.

### OPERATION 2: SWIFT REPRISAL

*To attack one of the Kinband is to attack all.*

Complete a game in which you scored victory points from the 'Execution' Tac Op.

### COMMENDATION

- You gain one Requisition point.
- You can distribute up to 5XP across the operatives on your dataslate.
- After the battle, all friendly operatives pass Casualty and Recovery tests.

### SPEC OPS BONUS

For the purposes of a mission's Spec Ops bonus, this Spec Op is considered a 'Secure District' Spec Op.

## GUNS FOR HIRE

Farstalker Kinbands make their living as pirates, mercenaries and bounty hunters, offering out their skills to almost any willing to pay the right price.

### OPERATION 1: HIT JOBS

*Contracted for a series of hits, the team must eliminate targets designated by their employer.*

Complete five games in which you scored victory points from the 'Bounty Hunters', 'Execution' and/or 'Headhunter' Tac Op.

### OPERATION 2: DISCRETIONARY BONUS

*Ever resourceful, the Kinband see no reason not to extract additional rewards for their efforts. Battlefields are sources of both material and genetic wealth for the Kroot, being littered with weapons and flesh few would notice the disappearance of.*

Complete a game in which you scored victory points from the 'Retrieval' and/or 'Rob and Ransack' Tac Op.

### COMMENDATION

- You gain three Requisition points.
- You can add one item of rare equipment to your stash, or you can increase your asset capacity by one.

### SPEC OPS BONUS

For the purposes of a mission's Spec Ops bonus, this Spec Op is considered an 'Elimination' Spec Op.

# NAMES AND DEMEANOURS

This section is a tool to help you determine the names of your Kroot, the title of your kill team and your kill team's quirks and background. If you wish to generate any of these randomly, roll the appropriate number of dice as indicated by the appropriate table(s). Otherwise, choose whichever are your favourites, or use multiple quirks, names or background ideas if you feel they work for your kill team.

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## OPERATIVE NAMES

If you wish to randomly generate a name for one of your Kroot, you can roll a D66 on each of the tables below. To roll a D66, simply roll two D6, one after the other - the first represents tens, and the second represents digits, giving you a result between 11 and 66.

### D66 FIRST ELEMENT

11	Kra
12	Gohk
13	Ahkra
14	Dohra
15	Cho
16	Byahk
21	Grahm
22	Khor
23	Ohrak
24	Tehk
25	Chok
26	Khrek
31	Tobok
32	Obak
33	Grark
34	Byahm
35	Doryc
36	Te
41	Khrob
42	Jiynko
43	Ahoc
44	Obyn
45	Anghor
46	Avhra
51	Yuka
52	Doakh
53	Byek
54	Cho
55	Lucu
56	Tohra
61	Dra
62	Ahahk
63	Gerba
64	Alhar
65	Bakor
66	Tebek

### D66 SECOND ELEMENT

11	'to
12	Cha
13	'ka
14	'yo
15	Grok
16	'ah
21	'ohk
22	Ek
23	'tcha
24	(none)
25	'ya
26	Ahk
31	Ba
32	'tcho
33	'ke
34	Ot
35	Ak
36	'hrakh
41	Che
42	'yc
43	Khe
44	(none)
45	'grakh
46	'ab
51	'cha
52	Ohk
53	Ye
54	'grekh
55	Da
56	'gr
61	Ekh
62	Yo
63	'eht
64	(none)
65	Rek
66	'tche

### D66 KINDRED NAME

11	Gota
12	Krrah
13	Ch'choh
14	Tohrok
15	Ga'ah
16	Kyrek
21	Ghorka
22	Drr'rr
23	Yo'toh
24	Rhekk
25	Prok
26	Teleb
31	Talar
32	Pre'lek
33	Yrr'dk
34	Goba
35	Ta'bak
36	Ga'toh
41	Yabek
42	Cho'yar
43	Rhehor
44	Kaa'he
45	Rrok
46	Kyr'am
51	Mebekh
52	Batam
53	Dyr'yn
54	Gabt
55	Krarh
56	Yr'be
61	Drekh
62	Orak
63	Caroch
64	Akchan
65	Trosk
66	Belet

## KILL TEAM NAMES

The Kroot typically group together in their kindreds when fighting, and their fellows refer to them by the name of their kindred. To generate a kindred name for your kill team, roll on the third column of the Operative Name table. For example, if you roll 24, your kill team will be called the Rhekk Kindred. Alternatively, you can choose your preferred kindred name from the list.

On occasion, especially dangerous or notorious kindreds have been given epithets by terrified enemies and shocked allies or employers. For example, the Kroot of the Ga'ah Kindred fighting on the world of Shadowpine became known simply as 'the Stalkers' by the Imperial defence militia they hunted beneath the planet's dark boughs. Meanwhile, during the conquest of the Imperial world of Agrellan, Kroot of the Teleb Kindred became deprecatingly known as 'the Head-takers' by the T'au they fought beside. The Kroot themselves generally will not use these names, their affinity with their kin more important than any moniker given to them. However, if you feel your kill team has earned such a name, then you are of course free to award it to them – perhaps after a particularly grisly victory!

Note that, as Farstalker Kinbands typically fight in kindreds, you do not need to roll on the Kindred Name column opposite for each of your operatives if you do not want to – you can merely roll once or choose your favourite and apply it to all of your operatives.

## SQUAD QUIRK

### D6 TRAIT

- 1 Shadow Fighters:** These warriors seek out hidden positions from which to strike.
- 2 Endurance Hunters:** These Kroot outlast their foes, grinding them down slowly but surely.
- 3 Go for the Throat:** These Kroot identify important enemy fighters and destroy them as soon as possible.
- 4 Encircle:** By surrounding their enemies, these fighters cut off any possible route of escape.
- 5 Only the Strong Survive:** These hardened Kroot are highly pragmatic, and will quickly choose to eat their injured kin.
- 6 Shock Troops:** These Kroot are used for heavy fighting, and put their battlefield experience to deadly use.

## BACKGROUND

### D6 EVOLUTIONARY PATH

- 1 Ingested Intellect:** After feasting on the nervous tissue of countless foes, these Kroot have developed a heightened capacity for logic and abstract reasoning.
- 2 Cautious Killers:** Endless patience has seen these Kroot win many battles, and they will only strike when the perfect opportunity to do so presents itself.
- 3 Exiles:** These fighters are outcasts from the Kroot worlds, who sell their services to the highest bidder without hope of returning home.
- 4 Survivors:** These Kroot have fought in multiple nigh on unwinnable battles, and have eluded certain death on more than one occasion.
- 5 Bestial Brawn:** Covered with corded muscles, these Kroot have enough strength to easily rip prey limb from limb.
- 6 Wily:** These Kroot use deception and misdirection to confound their enemies, before moving in for the kill.

## BASE OF OPERATIONS

### D6 LOCATION

- 1 Knarloc Herd:** The Kroot of this kill team ride a herd of Knarlocs between engagements – loyal and protective beasts who can move quickly over uneven terrain and carry heavy loads.
- 2 Forest Lair:** This kill team has created a cunningly disguised lair in the heart of a nigh on impenetrable forest.
- 3 Cave Hideaway:** When not conducting missions, the kill team has converted a well-hidden cave for their use, with multiple points of entry and exit.
- 4 Nomadic:** These Kroot have no permanent base of operations. They stay on the move, with all they own on their backs, to avoid being detected and trapped.
- 5 Prize Transports:** Whether gifts from an employer or taken from a vanquished enemy, the Kroot use a number of transport vehicles originally operated by other races.
- 6 Star Skiff:** This small, light transport of Kroot design is perfect for quiet insertions into enemy territory.

# FARSTALKER KINBAND - NARRATIVE DATASLATE

.....  
KILL TEAM NAME

.....  
PLAYER NAME

.....  
FACTION KEYWORD

.....  
SELECTABLE KEYWORD

.....  
BASE OF OPERATIONS

HISTORY

QUIRKS

REQUISITION POINTS

ASSET CAPACITY

SPEC OPS LOG:

.....  
.....  
.....

STASH

STRATEGIC ASSETS

NOTES

# NARRATIVE DATACARD

Operative

Rested Tally

Experience Points

Operative Type

Specialism



Battle Honours

Battle Scars

Notes



# NARRATIVE DATACARD

OPERATIVE

RESTED TALLY

EXPERIENCE POINTS

OPERATIVE TYPE

SPECIALISM



BATTLE HONOURS

BATTLE SCARS

NOTES





# FARSTALKER KINBAND

## UPDATE 1.1

As it's revised regularly, this document has a version number; 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. When this document is revised, the version number will be incremented and new updates can be identified by the presence of an asterisk (\*).

### ERRATA

This section collects amendments to the rules. Amended text within this errata is highlighted in blue.

#### **KILL TEAM: INTO THE DARK**

##### **Page 60, Piercing Shot and Toxin Shot equipment**

Add the following to both:

'Unless the operative is equipped with a Kroot rifle, this ranged weapon has the Rng  special rule.'

## DESIGNER'S COMMENTARY

This section presents commentary from game designers to clarify and expand on rare and more complex rules.

### **KILL TEAM: INTO THE DARK**

*Q: Does the Mercenary Contract Tactical Ploy allow you to select a Tac Op from any unselected archetype, or only from the unselected archetype the kill team has access to?*

A: Any unselected archetype (i.e. including Infiltration and Security).

*\*Q: For the purpose of the **KROOT HOUND** operative's **Gather** unique action, can you determine control of an objective marker/token during the move in order to perform the **Pick Up** action?*

A: Yes.

# THE BALANCE DATASLATE

Q4 2023

This document contains the collected Q4 updates to the rules for game balance improvements. New updates can be identified by the presence of an asterisk (\*) bullet point.



## CORE RULES

- **New Core Rule:** Some rules allow you to activate operatives in succession before your opponent can activate. Regardless of such rules, you can never activate more than two operatives in the same Turning Point before your opponent has had a turn to activate a ready operative or perform **Overwatch**.
- **New Core Rule:** The Movement characteristic cannot be modified to less than 2 (even if injured).



## EQUIPMENT

- You can only select each equipment with the Indirect special rule (e.g. dynamite, krak grenade, fusion grenade) once per battle. If a friendly operative already equipped with such equipment is selected for deployment (e.g. **ASSAULT GRENADIER PATHFINDER** operative), this counts as your selection.



## REPLACED ARMY LISTS

Over time, certain new army lists will be introduced that are designed to replace similar army lists from the Compendium. We recommend the newer army list replaces the older one where balance is concerned, particularly in an organised play setting such as a tournament. These army lists and their replacements are as follows:

**FORGE WORLD** replaced by **HUNTER CLADE**

**THOUSAND SONS** replaced by **WARPCOVEN**

**TROUPE** replaced by **VOID-DANCER TROUPE**



## CRITICAL OPERATIONS 2022

- Each player cannot score more than 16 victory points in total from the mission objective during the battle (instead of 12), and a maximum of 24 victory points from the game (instead of 20).
- Loot mission action: Each objective marker can be looted a maximum of four times during the battle (instead of three).



# SEASON TWO



## KILL TEAM: INTO THE DARK

### FARSTALKER KINBAND

- Operative selection: 1 additional operative (not a **KILL-BROKER** operative).
- **KROOT BOW HUNTER** operative's accelerator bow: Improve BS characteristic by 1 (all profiles).
- **KROOT PISTOLIER** operative's dual kroot pistols: Improve BS characteristic by 1.
- **KROOT LONG SIGHT** operative's kroot hunting rifle: Improve BS characteristic by 1.
- Cut-throats Strategic Ploy: To a maximum of 5 Attacks (instead of 4).
- Change EP of equipment as follows: Meat [1EP], Trophy [3EP].
- Add the following to Rogue ability: 'In addition, each time a shooting attack is made against this operative, the No Cover special rule has no effect for that shooting attack.'
- **KILL-BROKER** operative's Call the Kill ability: Select one enemy operative in the killzone (visibility is not required), and each time you use it select one of the following effects for that Turning Point instead: existing (i.e. auto-retain a normal hit), Ceaseless or P1.


### IMPERIAL NAVY BREACHER

- Add the following to Blitz Tactical Ploy: 'If you do either, you cannot re-roll the remaining attack dice.'
- **NAVIS GRENADIER** operative: Delete final sentence of Grenadier ability.
- Brace for Counter-Attack Strategic Ploy: To a minimum of 3 (instead of 2).



## INTERCESSION SQUAD

### INTERCESSION SQUAD

- Durable, Methodical & Rapid Chapter Tactics: Updated in **INTERCESSION SQUAD**  army list (Warhammer Community download).

