

Farstalkers



CUT-SKIN

M	APL	GA
3 ②	2	1
DF	SV	W
3	5+	8

Cut-skin's blades

4	3+	3/4
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Balanced Lethal 5+

Rogue

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.

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.



WARRIOR

M	APL	GA
3 ②	2	2
DF	SV	W
3	5+	8

Kroot Rifle

4	4+	3/4
---	----	-----

Blade

3	3+	3/4
---	----	-----

Rogue



WARRIOR

M	APL	GA
3 ②	2	2
DF	SV	W
3	5+	8

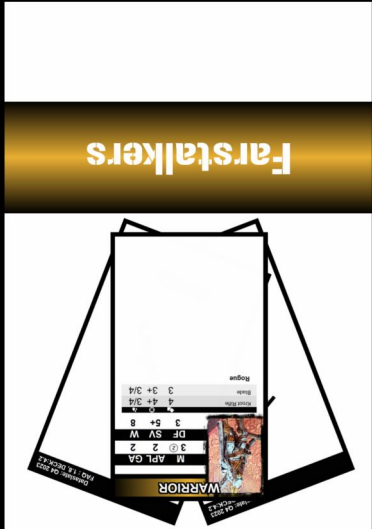
Kroot Rifle

4	4+	3/4
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Blade

3	3+	3/4
---	----	-----

Rogue

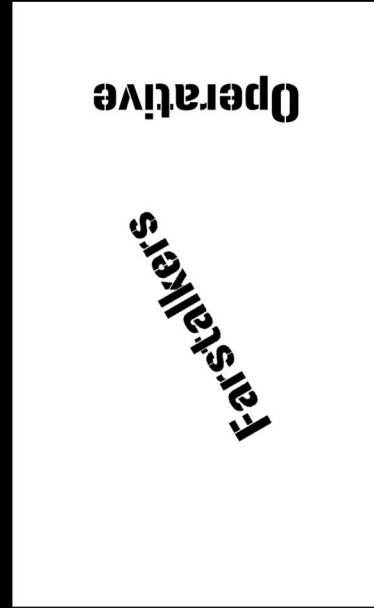


Farstalkers

Operative

Farstalkers

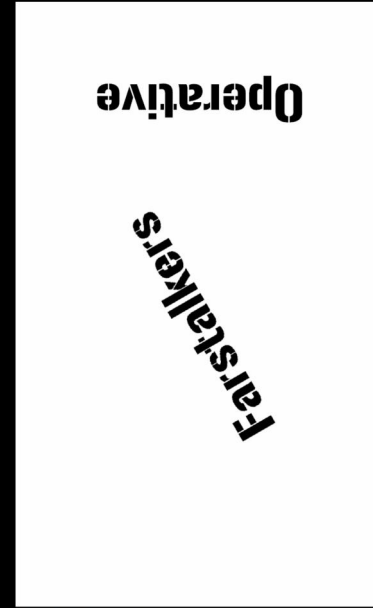
Decklist: Q4 2023
Deck: 1.8, DECK:4.2



Operative

Farstalkers

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Operative

Farstalkers

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WARRIOR

M	APL	GA
3 ②	2	2
DF	SV	W
3	5+	8

Kroot Rifle	4	4+	3/4
Blade	3	3+	3/4

Rogue



WARRIOR

M	APL	GA
3 ②	2	2
DF	SV	W
3	5+	8

Kroot Rifle	4	4+	3/4
Blade	3	3+	3/4

Rogue



TRACKER

M	APL	GA
3 ②	2	1
DF	SV	W
3	5+	8

Kroot Rifle	4	4+	3/4
Blade	3	3+	3/4

Rogue

From the Eye Above (1AP): Select one friendly operative Visible to and within ⑥ of this operative. Add 1 to its APL. This operative cannot perform this action while within ⑥ of an enemy operative.



PISTOLIER

M	APL	GA
3 ②	2	1
DF	SV	W
3	5+	8

Dual Pistols	4	3+	3/4
Rng ⑥ Balanced Lethal 5+			
Blade	3	3+	3/4

Rogue Quick Draw

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.

Operative

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KROOT HOUND

M	APL	GA
4 ②	2	2
DF	SV	W
3	5+	7

Ripping Fangs	4	3+	3/4
! Rending			

Rogue Beast Bad-Tempered
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.



KILL BROKER

M	APL	GA
3 ②	2	1
DF	SV	W
3	5+	9

Kroot Rifle	4	3+	3/4
Blade	3	2+	3/4

Rogue
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 instead. Select either

- ▶ auto-retain a normal hit
- ▶ Ceaseless
- ▶ P1

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, they gain this benefit.



KILL BROKER

M	APL	GA
3 ②	2	1
DF	SV	W
3	5+	9

Pulse Rifle	4	4+	4/5
Blade	3	2+	3/4

Rogue
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 instead. Select either

- ▶ auto-retain a normal hit
- ▶ Ceaseless
- ▶ P1

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, they gain this benefit.



KILL BROKER

M	APL	GA
3 ②	2	1
DF	SV	W
3	5+	9

Pulse carbine	4	4+	4/4
Blade	3	2+	3/4

Rogue, Photon Grenade (1AP)
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 instead. Select either

- ▶ auto-retain a normal hit
- ▶ Ceaseless
- ▶ P1

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, they gain this benefit.

Operative

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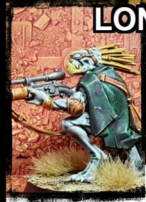
KROOT HOUND

M	APL	GA
4 ②	2	2
DF	SV	W
3	5+	7

Ripping Fangs	4	3+	3/4
! Rending			

Rogue Beast Bad-Tempered

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.



LONG SIGHT

M	APL	GA
3 ②	2	1
DF	SV	W
3	5+	8

Hunting Rifle	4	2+	3/3
Heavy	! MW3		
Blade	3	3+	3/4

Rogue

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.



BOW HUNTER

M	APL	GA
3 ②	2	1
DF	SV	W
3	5+	8

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

Rogue

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.



HEAVY GUNNER

M	APL	GA
3 ②	2	1
DF	SV	W
3	5+	8

Dvorgite skinner	6	2+	2/3
Rng	AP2	Torrent	② Cumbersome
Blade	3	3+	3/4

Rogue

***Cumbersome:** An operative cannot move more than 3 ② in the same activation in which it performs a Shoot action with this ranged weapon.

Operative

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Operative

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HEAVY GUNNER

M	APL	GA
3 ②	2	1
DF	SV	W
3	5+	8

Londaxi tribalest	5	4+	4/4
AP1 Cumbersome			! Rending
Blade	3	3+	3/4

Rogue

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



COLD BLOOD

M	APL	GA
3 ②	2	1
DF	SV	W
3	5+	9

Kroot Rifle	4	3+	3/4
Blade	3	3+	3/4

Rogue

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 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.



STALKER

M	APL	GA
3 ②	2	1
DF	SV	W
3	5+	8

Kroot Rifle	4	3+	3/4
Stalker's blade	3	3+	3/4
Balanced			! Rending

Rogue Stealth Attack (2AP)

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



WARRIOR

M	APL	GA
3 ②	2	2
DF	SV	W
3	5+	8

Kroot scattergun	4	3+	3/3
Rng ⑥			
Blade	3	3+	3/4

Rogue

Operative

Far-stalkers

Operative

Far-stalkers

Operative

Far-stalkers

Operative

Far-stalkers



WARRIOR

M	APL	GA
3 ②	2	2
DF	SV	W
3	5+	8

Kroot scattergun	4	3+	3/3
Rng ⑥			
Blade	3	3+	3/4

Rogue

(2) BALANCE THE BOOKS

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.

Stay Alive

(3) BOUNTY HUNTERS

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 ③ of your Bounty token and not within Engagement Range of an enemy operative. Remove your Bounty token.

Kill Chosen Target

(1) BUTCHER

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.

Collect Bodies

Operative

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Tac Op

Farstalkers

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Tac Op

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Tac Op

Farstalkers

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PREY

Strategic

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) gain the Balanced and Heavy special rules.

Balanced + Heavy

BOUND

Strategic

1CP

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

- Ignore the first distance of ② they travel each time they climb, drop or traverse.
- Automatically pass jump tests.

Easy Climb

MERCENARY CONTRACT

Tactical

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).

Pick Any Tac Op

SLIP AWAY

Tactical

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 0AP).

Fall Back For 1AP

Strategic

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Strategic

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Tactical

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Tactical

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POACH

Tactical

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.

Control Objective

VENGEANCE FOR THE KINBAND

Tactical

1 CP

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.

Rerolls Against Killer

PECH'RA

Ability

Marked for the Hunt (1AP):

Select one enemy operative. Until the end of the Turning Point, while that enemy operative is within 6 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 operative within 6 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 6 of an enemy operative. **Pech'ra:** The first time this operative is activated during the battle, place your Pech'ra token within 6 horizontally and any distance vertically of this operative. Each time this operative is activated thereafter, you can move your Pech'ra token up to 6 horizontally and up to any distance vertically. If this operative is incapacitated and removed from the killzone, remove your Pech'ra token.

Tracker

BEAST

Ability

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 3 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.

Kroot Hound

Tactical

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Tactical

Farstalkers

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Ability

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Ability

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QUICK DRAW

Ability

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.

Pistolier

STEALTH ATTACK

Ability

Stealth Attack (2AP): 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 ②).
- 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.

Stalker

PHOTON GRENADE

Ability

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 ⑥ from this operative.

On a 2+, until the end of the Turning Point, subtract ② 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.

KROOT KILLBROKER

CUT-THROATS

Strategic

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).

+1 Dice in Melee

Ability

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Ability

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Ability

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Strategic

Far-stalkers

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FARSTALK

Strategic

1CP

Immediately change the order of up to three friendly FARSTALKER KINBAND operatives that are more than 3 from enemy operatives.

Flip 3 Orders

TROPHY

3EP

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.

+1 APL

RITUAL BLADE

Max: 1

2EP

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

Ritual Blade	3	2+	4/5
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KROOT PISTOL

1EP

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

Kroot Pistol	4	4+	3/4
Rng			

Strategic

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Equipment

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Equipment

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Equipment

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QUILL GRENADE

Max: 1 2EP

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

Quill Grenade			
Rng Blast ② Indirect Limited			

PIERCING SHOT

2EP

Operative equipped with a Kroot rifle, Kroot pistol or dual Kroot pistols only. Unless the operative is equipped with a Kroot rifle, this ranged weapon has the Rng special rule. 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):

Piercing Shot			
AP1 Limited			

PIERCING SHOT

2EP

Operative equipped with a Kroot rifle, Kroot pistol or dual Kroot pistols only. Unless the operative is equipped with a Kroot rifle, this ranged weapon has the Rng special rule. 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):

Piercing Shot			
AP1 Limited			

PIERCING SHOT

2EP

Operative equipped with a Kroot rifle, Kroot pistol or dual Kroot pistols only. Unless the operative is equipped with a Kroot rifle, this ranged weapon has the Rng special rule. 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):

Piercing Shot			
AP1 Limited			

Equipment

Far-stalkers

Equipment

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Equipment

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Equipment

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PIERCING SHOT

2EP

Operative equipped with a Kroot rifle, Kroot pistol or dual Kroot pistols only. Unless the operative is equipped with a Kroot rifle, this ranged weapon has the Rng 🗡️ special rule. 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):

Piercing Shot	4	*	3/4
AP1 Limited			

PIERCING SHOT

2EP

Operative equipped with a Kroot rifle, Kroot pistol or dual Kroot pistols only. Unless the operative is equipped with a Kroot rifle, this ranged weapon has the Rng 🗡️ special rule. 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):

Piercing Shot	4	*	3/4
AP1 Limited			

TOXIN SHOT

2EP

Operative equipped with a Kroot rifle, Kroot pistol or dual Kroot pistols only. Unless the operative is equipped with a Kroot rifle, this ranged weapon has the Rng 🗡️ special rule. 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):

Piercing Shot	4	*	3/4
Lethal 5+ Limited		! Stun	

MEAT

1EP

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.

Heal D3+1

Equipment

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Equipment

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MEAT

1EP

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.

Heal D3+1

MEAT

1EP

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.

Heal D3+1

MEAT

1EP

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.

Heal D3+1

TROPHY

3EP

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.

+1 APL

Equipment

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Equipment

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Equipment

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FARSTALKER KINBAND

Seek and Destroy//Recon

1 leader and 11 operatives

- Kill Broker
- Cold Blooded
- Cut Skin
- Heavy Gunner
- Hound (x2)
- Long Sight
- Pistolier
- Stalker
- Tracker
- Warrior W. Rifle
- Warrior W. Scattergun

ROGUE

Faction Ability

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:

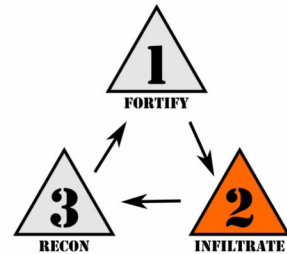
- Retain one additional dice as a successful normal save as a result of Cover.
- Retain one dice as a successful critical save instead of a normal save as a result of Cover.

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

INFILTRATE

Matched Play
Once during the first turning point, when you select an operative to activate, you can change its order

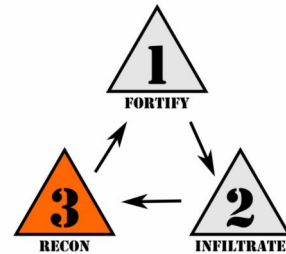
Critical Ops
Once during the first turning point, when you select an operative to activate, you can change its order



RECON

Matched Play
Perform a free Dash action with one operative that is wholly within your drop zone

Critical Ops
Perform a free Dash action with one friendly operative that is wholly within your drop zone as if it can FLY



Team

Farstalkers

Abilities

Farstalkers

Scouting

Farstalkers

Scouting

Farstalkers

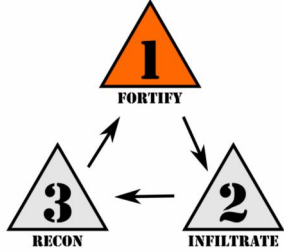
FORTIFY

Matched Play

Set up one additional barricade within 🏠 of your drop zone

Critical Ops

Set up one additional barricade wholly within your territory. Unlike normal barricades, you can set it up on a Vantage Point.



MATCHED PLAY

- DETERMINE MISSION
- READ MISSION BRIEFING
- DETERMINE KILLZONE
- SET UP OBJECTIVE MARKERS
- SET UP THE KILLZONE
- SELECT DROP ZONE
- SELECT A KILL TEAM
- SELECT TAC OPS
- SELECT EQUIPMENT
- SET UP BARRICADES
- SET UP OPERATIVES
- SCOUTING
- BEGIN THE BATTLE

TURN SEQUENCE

- INITIATIVE PHASE
 - READY OPERATIVES
 - DETERMINE INITIATIVE
- STRATEGY PHASE
 - GENERATE COMMAND POINTS
 - PLAY STRATEGIC PLOYS
 - TARGET REVEAL
- FIREFIGHT PHASE
 - PERFORM ACTIONS

SCORE CARD

COMMAND POINTS	PRIMARY		
	SECONDARY		
	1	2	3
	2	3	4

Scouting

Far-stalkers

FAQ : 1.8, DECK:4.2
Date: Q4 2023

Matched

Far-stalkers

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Matched

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Scorecard

Far-stalkers

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