



FARSTALKER KINBAND

FACTION RULE

FARSTALKER

Farstalker Kinbands 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