

KNARLOC RIDERS

[LEGENDS]

110 PTS

KNARLOC RIDER

M	T	Sv	W	LD	OC
7"	5	5+	4	7+	2

 RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Kroot rifle (Ranged) RAPID FIRE 1	24"	1	4+	4	0	1

 MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Knarloc beak and talons EXTRA ATTACKS	Melee	4	3+	6	-1	1
Kroot rifle (Melee)	Melee	2	3+	4	0	1

ABILITIES

- Harnessed Alien Instincts**
In your Shooting phase, this unit can select one visible enemy unit within 12". That enemy unit is prey-marked:
- While a unit is prey-marked, that unit has +3" detection range.
- Thunderous Pounce**
Each time this unit ends a Charge move, until the end of the turn, Knarloc beak and talons equipped by models in this unit have the **[LANCE]** ability.

WEAPON ABILITIES

- Extra Attacks**
Each time a unit containing one or more models with an **[EXTRA ATTACKS]** weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:
- All of that model's **[EXTRA ATTACKS]** weapons.
 - One of that model's other melee weapons, if possible.
- Lance**
Each time an attack is made with a **[LANCE]** weapon, if the attacking model's unit made a charge move this turn, add 1 to the wound roll.
- Rapid Fire**
This ability always takes the form **[RAPID FIRE X]**. Each time you gather attack dice for a **[RAPID FIRE]** weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.
- Example: If a **[RAPID FIRE 1]** weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*



AUFSTELLUNG

3x Knarloc Rider - Equipped with: Knarloc beak and talons, Kroot rifle (Ranged), Kroot rifle (Melee)



KEYWORDS: Mounted, Kroot, Knarloc Riders
FACTION KEYWORDS: T'au Empire

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CORE RULES

Scouts 7"

This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:

- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.
- If that unit is wholly within your deployment zone, it can make a scout move.
- If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.

Stealth

If every model in a unit has this ability, each time a ranged attack targets that unit, that unit has the benefit of cover against that attack (13.08).

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