KROOT CARNIVORES

65–130 PTS

M	T	Sv	W	LD	OC
7"	3	6+	1	7+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Kroot carbine	18"	1	4+	4	0	2
Kroot pistol PISTOL	12"	1	4+	4	0	1
Kroot rifle RAPID FIRE 1	24"	1	4+	4	0	1
Tanglebomb launcher BLAST	24"	D3	4+	5	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	2	3+	4	0	1

ABILITIES

Bodyguard
If this unit has a Starting Strength of 20, you can attach up to two Leader units to it instead of one, provided those Leaders are not duplicates (e.g. you cannot attach two WAR SHAPERS to this unit). If you do, and this unit is destroyed, the Leader units attached to it become separate units with their original Starting Strengths.

Fieldcraft
At the end of the your Command phase, if this unit within range of an objective marker you control, that objective marker remains under your control, even if you have no models within range of it, until your opponent controls it at the start or end of any turn.

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.

WEAPON ABILITIES

Blast
Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

Pistol
[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

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

9-19x Kroot Carnivores oder Kroot Carnivore w/ tanglebomb launcher (28.5mm)

1x Long-quill (28.5mm)

Equipped with: Kroot carbine, Kroot pistol, Kroot rifle, Tanglebomb launcher, Close combat weapon

Wargear Options:
- Each Long-quill can replace its Kroot rifle with Kroot carbine.

KEYWORDS: Infantry, Grenades, Kroot, Carnivores
FACTION KEYWORDS: T'au Empire

KROOT CARNIVORES 65–130 PTS

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).

KEYWORDS: Infantry, Grenades, Kroot, Carnivores
FACTION KEYWORDS: T'au Empire