KNARLOC RIDERS [LEGENDS] - T'AU EMPIRE

110 PTS

KNARLOC RIDER

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

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

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).

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.

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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).