KROOT FLESH SHAPER - T'AU EMPIRE

45 PTS

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

AUFSTELLUNG

1x Kroot Flesh Shaper (32mm)

Equipped with: Kroot scattergun, Twin ritualistic blades

KEYWORDS: Infantry, Character, Kroot, Shaper, Flesh Shaper, Leader

FACTION KEYWORDS: T'au Empire

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Kroot scattergun ASSAULT	12"	2	4+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Twin ritualistic blades TWIN-LINKED	Melee	4	2+	5	-1	1

ABILITIES

CORE - Leader

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.

Rites of Feasting
While this model is leading a unit, models in that unit have the Feel Not Pain 6+ ability. If that unit destroys one or more enemy units in the Fight phase, until the end of the battle, models in that unit have the Feel No Pain 5+ ability instead.

Ritual Butchery
While this model is leading a unit, melee weapons equipped by models in that unit have the [**SUSTAINED HITS** 1] ability.

Leader
This model can be attached to the following units:

- Kroot Carnivores
- Kroot Farstalkers

WEAPON ABILITIES

Assault
Units containing one or more models with an [**ASSAULT**] weapon can shoot using **assault** shooting (10.05).

Sustained Hits
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

Twin-linked
Each time an attack is made with a [**TWIN-LINKED**] weapon, you can re-roll the wound roll.

CORE RULES

Infiltrators
During deployment, if every model in a unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from your opponent's deployment zone and all enemy units.

Leader
Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

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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).