# KROOT HOUNDS - T'AU EMPIRE

**45–65 PTS**

| M | T | Sv | W | LD | OC |
|---|---|---|---|---|---|
| 12" | 3 | 6+ | 1 | 8+ | 0 |

**AUFSTELLUNG**

5-10x Kroot Hounds (28.5mm)

**Equipped with:** Ripping fangs

**KEYWORDS:** Beast, Kroot, Hounds

**FACTION KEYWORDS:** T'au Empire

## MELEE WEAPONS

| WEAPON | RANGE | A | WS | S | AP | D |
|---|---|---|---|---|---|---|
| Ripping fangs | Melee | 3 | 3+ | 3 | 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.

**Hunting Hounds**
While this unit is within 12" of one or more friendly KROOT CHARACTER models, the Objective Control characteristic of models in this unit is 1.

**Loping Pounce**
At the start of your Command phase, if this unit is within 6" of one or more friendly KROOT INFANTRY units, then until the end of the turn, this unit is eligible to declare a charge in a turn in which it Advanced.

## 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).