

M	T	Sv	W	LD	OC
7"	6	5+	5	7+	2

AUFSTELLUNG
3-6x Krootox Rampagers (50mm)
Equipped with: Kroot pistol and hunting javelins, Hunting blades, Rampager fists

KEYWORDS: Mounted, Grenades, Kroot, Krootox Rampagers
FACTION KEYWORDS: T'au Empire

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Kroot pistol and hunting javelins <small>ASSAULT, PISTOL</small>	12"	2	4+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Hunting blades <small>LANCE</small>	Melee	3	3+	4	-1	1
Rampager fists <small>EXTRA ATTACKS, SUSTAINED HITS 1</small>	Melee	4	3+	6	-1	2

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.

Kroot Linebreakers
Each time this unit ends a Charge move, select one enemy unit within Engagement Range of it, then roll one D6 for each model in this unit that is within Engagement Range of that enemy unit: for each 4+, that enemy unit suffers D3 mortal wounds. If one or more enemy models are destroyed as a result of these mortal wounds, that enemy unit must take a Battle-shock test.

WEAPON ABILITIES

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

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.

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.

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).*

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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.