

GREAT KNARLOC

[LEGENDS]

Scouts 7"

M9"

T8

SV4+

W10

LD7+

OC3

100 PTS

Base —



1KOMMANDO

2BEWEGUNG

Loping Stride
Each time this model Advances, do not make an Advance roll for it. Instead, until the end of the phase, add 6" to the Move characteristic of this model.

3BESCHUSS

Kroot bolt thrower **HOOKED**

R	A	BS	S	AP	D
12"	1	4+	12	-2	3

VERWUNDET

2+	3+	4+	5+	6+
T1-6	T7-11	T12	T13-23	T24+

Kroot rifle (Ranged) **RAPID FIRE 1**

R	A	BS	S	AP	D
24"	1	4+	4	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1-2	T3	T4	T5-7	T8+

Twin Kroot gun **TWIN-LINKED**

R	A	BS	S	AP	D
36"	2	4+	7	0	2

VERWUNDET

2+	3+	4+	5+	6+
T1-3	T4-6	T7	T8-13	T14+

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.

4ANGRIFF

5NAHKAMPF

Great Knarloc beak and talons
EXTRA ATTACKS

R	A	WS	S	AP	D
Melee	4	3+	7	-1	3

VERWUNDET

2+	3+	4+	5+	6+
T1-3	T4-6	T7	T8-13	T14+

Kroot rifle (Melee)

R	A	WS	S	AP	D
Melee	2	3+	4	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1-2	T3	T4	T5-7	T8+

VERTEIDIGUNG

IMMER / EINMALIG

Baggage Harness (Aura)
While a friendly KROOT unit is within 3" of the bearer, ranged weapons equipped by models in that unit have the **[SUSTAINED HITS 1]** ability.

GEGEN DIESE EINHEIT
W8 · RW 4+ · 10 LP je Modell
WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S16+	S9-15	S8	S5-7	S1-4

RETTUNGSWURF JE DS

DS 0	DS -1	DS -2	DS -3	DS -4
4+	5+	6+	-	-

REGELN & KEYWORDS KURZ
Scouts 7" This ability always takes the form Scouts X".
RAPID FIRE This ability always takes the form [RAPID FIRE X].
SUSTAINED HITS This ability always takes the form [SUSTAINED HITS X].
TWIN-LINKED Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

AUFSTELLUNG
1x Great Knarloc [Legends]
Ausrüstung: Kroot bolt thrower, Kroot rifle (Ranged), Twin Kroot gun, Great Knarloc beak and talons, Kroot rifle (Melee)
▪ This model can be equipped with one of: Kroot bolt thrower and Kroot rifle, Twin Kroot gun, Baggage harness.

KEYWORDS Monster, Kroot, Great Knarloc, Frame · FRAKTION T'au Empire