

T'AU EMPIRE

KNARLOC RIDERS

[LEGENDS]

Scouts 7"

Stealth

M7"

T5

SV5+

W4

LD7+

OC2

110 PTS

Base —



1KOMMANDO

2BEWEGUNG

3BESCHUSS

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+

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

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.

5NAHKAMPF

Knarloc beak and talons

EXTRA ATTACKS

R	A	WS	S	AP	D
Melee	4	3+	6	-1	1

VERWUNDET

2+	3+	4+	5+	6+
T1–3	T4–5	T6	T7–11	T12+

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

GEGEN DIESE EINHEIT

W5 · RW 5+ · 4 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S10+	S6–9	S5	S3–4	S1–2

RETTUNGSWURF JE DS

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

REGELN & KEYWORDS KURZ

Scouts 7" This ability always takes the form Scouts X".
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).
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.
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].

AUFSTELLUNG

3x Knarloc Rider - Equipped with: Knarloc beak and talons, Kroot rifle (Ranged), Kroot rifle (Melee)

KEYWORDS Mounted, Kroot, Knarloc Riders · FRAKTION T'au Empire