T'AU EMPIRE

KROOT CARNIVORES

Scouts 7" | Stealth

M	T	SV	W	LD	OC
7"	3	6+	1	7+	2

65–130 PTS
Base 28.5mm

1 KOMMANDO

Fieldcraft

At the end of the your Command phase, if this unit within range of an objective marker you control, that objective marker remains under your control, even if you have no models within range of it, until your opponent controls it at the start or end of any turn.

2 BEWEGUNG

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3 BESCHUSS

Kroot carbine

R	A	BS	S	AP	D
18"	1	4+	4	0	2

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3	T4	T5–7	T8+

Kroot pistol PISTOL

R	A	BS	S	AP	D
12"	1	4+	4	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3	T4	T5–7	T8+

Kroot rifle 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+

Tanglebomb launcher BLAST

R	A	BS	S	AP	D
24"	D3	4+	5	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

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.

4 ANGRIFF

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5 NAHKAMPF

Close combat weapon

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

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∞ IMMER / EINMALIG

Bodyguard

If this unit has a Starting Strength of 20, you can attach up to two Leader units to it instead of one, provided those Leaders are not duplicates (e.g. you cannot attach two WAR SHAPERS to this unit). If you do, and this unit is destroyed, the Leader units attached to it become separate units with their original Starting Strengths.

GEGEN DIESE EINHEIT

W3 · RW 6+ · 1 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S6+	S4–5	S3	S2	S1

RETTUNGSWURF JE DS

DS 0	DS −1	DS −2	DS −3	DS −4
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).

BLAST Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (roun…

PISTOL [PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

RAPID FIRE This ability always takes the form [RAPID FIRE X].

AUFSTELLUNG

9-19x Kroot Carnivores oder Kroot Carnivore w/ tanglebomb launcher
1x Long-quill

Ausrüstung: Kroot carbine, Kroot pistol, Kroot rifle, Tanglebomb launcher, Close combat weapon

- Each Long-quill can replace its Kroot rifle with Kroot carbine.

KEYWORDS Infantry, Grenades, Kroot, Carnivores · **FRAKTION** T'au Empire