

T'AU EMPIRE

KROOT FARSTALKERS

Infiltrators Stealth

M

12"

T

3

SV

6+

W

1

LD

7+

OC

0

75 PTS

Base 28.5mm



1

KOMMANDO

—

2

BEWEGUNG

—

3

BESCHUSS

Dvorgite skinner

IGNORES COVER

TORRENT

R	A	BS	S	AP	D
12"	D6	N/A	4	-1	1

VERWUNDET

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

Farstalker firearm

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+

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+

Londaxi tribalest

ANTI-VEHICLE 4+

DEVASTATING WOUNDS

HEAVY

R	A	BS	S	AP	D
18"	3	5+	7	-1	1

VERWUNDET

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

T'au tech rifle

RAPID FIRE 1

R	A	BS	S	AP	D
30"	1	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

—

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+

Ripping fangs

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

VERWUNDET

2+	3+	4+	5+	6+
T1	T2	T3	T4-5	T6+

Ritual blade

R	A	WS	S	AP	D
Melee	3	3+	5	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1-2	T3-4	T5	T6-9	T10+

VERTEIDIGUNG

Bounty Hunters

At the start of the battle, select one unit from your opponent's army. Each time a model in this unit makes an attack that targets that unit, that attack has the [LETHAL HITS] and [PRECISION] abilities.

IMMER / EINMALIG

Pech'ra

Ranged weapons equipped by the bearer's unit have the [IGNORES COVER] ability.

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

Infiltrators During deployment, if every model in a unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from your opponent's deploym...

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).

ANTI This ability always takes the form [ANTI-X Y+].

DEVASTATING WOUNDS Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of...

HEAVY In your Shooting phase, each time an attack is made with a [HEAVY] weapon, add 1 to the hit roll if all of the following apply to the attacking unit: - That unit is unen...

IGNORES COVER Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a mod...

LETHAL HITS Each time an attack made with a [LETHAL HITS] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

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

PRECISION While resolving attacks made with one or more [PRECISION] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER m...

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

TORRENT Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

AUFSTELLUNG

2x Kroot Hounds - Equipped with: Ripping fangs
9x Kroot Farstalker oder Kroot Farstalker w/ Farstalker firearm and Pech'ra
1x Kroot Kill-broker

- This model's Farstalker firearm can be replaced with 1x Dvorgite skinner or 1x Londaxi tribalest.
- Each Kroot Kill-broker can replace its Farstalker firearm with T'au tech rifle.