

T'AU EMPIRE

KROOT TRAIL SHAPER

M7" T3 SV6+ W3 LD7+ OC1

50 PTS

Base 32mm



Leader

Infiltrators

Scouts 7"

Stealth

1KOMMANDO

2BEWEGUNG

Kroot Ambush

After both players have deployed their armies, you can redeploy this model's unit and one other friendly KROOT unit. When doing so, any of those units can be placed into Strategic Reserves, regardless of how many units are already in Strategic Reserves.

Trail Finding

In your opponent's Movement phase, if an enemy unit ends a move within 8" of this unit, if this unit is not within Engagement Range of one or more enemy units, this unit can make a Normal move of up to D6".

3BESCHUSS

Kroot rifle **RAPID FIRE 1**

R	A	BS	S	AP	D
24"	1	4+	4	0	1
VERWUNDET					
2+ T1-2	3+ T3	4+ T4	5+ T5-7	6+ 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

5NAHKAMPF

Shaper's blade

R	A	WS	S	AP	D
Melee	4	2+	5	0	1
VERWUNDET					
2+ T1-2	3+ T3-4	4+ T5	5+ T6-9	6+ T10+	

VERTEIDIGUNG

IMMER / EINMALIG

GEGEN DIESE EINHEIT

W3 · RW 6+ · 3 LP je Modell

WIRD VERWUNDET MIT

2+ S6+	3+ S4-5	4+ S3	5+ S2	6+ S1
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RETTUNGSWURF JE DS

DS 0 6+	DS -1 -	DS -2 -	DS -3 -	DS -4 -
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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 deployment zone.

Leader Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead.

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).

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

AUFSTELLUNG

1x Kroot Trail Shaper

Ausrüstung: Kroot rifle, Shaper's blade

Anführer

This model can be attached to the following units:

- Kroot Carnivores
- Kroot Farstalkers