T'AU EMPIRE

KROOT HOUNDS

Scouts 7" | Stealth

M	T	SV	W	LD	OC
12"	3	6+	1	8+	0

45–65 PTS
Base 28.5mm

1 KOMMANDO

Loping Pounce

At the start of your Command phase, if this unit is within 6" of one or more friendly KROOT INFANTRY units, then until the end of the turn, this unit is eligible to declare a charge in a turn in which it Advanced.

2 BEWEGUNG

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3 BESCHUSS

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

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+

◆ VERTEIDIGUNG

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∞ IMMER / EINMALIG

Hunting Hounds

While this unit is within 12" of one or more friendly KROOT CHARACTER models, the Objective Control characteristic of models in this unit is 1.

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).

AUFSTELLUNG

5-10x Kroot Hounds

Ausrüstung: Ripping fangs

KEYWORDS Beast, Kroot, Hounds · **FRAKTION** T'au Empire