

KROOT WAR SHAPER

- Leader
- Infiltrators
- Scouts 7"
- Stealth

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

60 PTS

Base 32mm



1 KOMMANDO

Root of Honour

Once per battle, at the start of any phase, you can select one friendly KROOT unit that is Battle-shocked and within 12" of this model. That unit is no longer Battle-shocked.

2 BEWEGUNG

3 BESCHUSS

Dart-bow and tri-blade **ANTI-INFANTRY 3+**

ASSAULT

HEAVY

R	A	BS	S	AP	D
24"	D3+1	4+	4	0	2

VERWUNDET

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

Kroot pistol

PISTOL

R	A	BS	S	AP	D
12"	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.

4 ANGRIF

5 NAHKAMPF

Bladestave and prey-hook **LETHAL HITS**

R	A	WS	S	AP	D
Melee	4	2+	5	-1	2

VERWUNDET

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

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+
------------	------------	----------	------------	------------

IMMER / EINMALIG

War Leader

Once per battle round, one unit from your army with this ability can use it when its unit is targeted with a Stratagem. If it does, reduce the CP cost of that use of that Stratagem by 1CP.

GEGEN DIESE EINHEIT

W3 · RW 6+ · 3 LP je Modell

WIRD VERWUNDET MIT

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

RETTUNGSWURF JE DS

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

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...

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).

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

ASSAULT Units containing one or more models with an [ASSAULT] weapon can shoot using assault shooting (10.05).

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...

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.

AUFSTELLUNG

1x Kroot War Shaper

Ausrüstung: Dart-bow and tri-blade, Kroot pistol, Bladestave and prey-hook, Shaper's blade

• This model can replace its Bladestave and prey-hook with Dart-bow and tri-blade.

Anführer

This model can be attached to the following units:

- Kroot Carnivores
- Kroot Farstalkers