

KROOT WAR SHAPER

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

AUFSTELLUNG

1x Kroot War Shaper (32mm)

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

Wargear Options:

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

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Dart-bow and tri-blade ANTI-INFANTRY 3+, ASSAULT, HEAVY	24"	D3+1	4+	4	0	2
Kroot pistol PISTOL	12"	1	4+	4	0	1

⚔ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Bladestave and prey-hook LETHAL HITS	Melee	4	2+	5	-1	2
Shaper's blade	Melee	4	2+	5	0	1

ABILITIES

CORE - Leader

RULES - Infiltrators, Leader, Scouts 7", Stealth

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.

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.

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.



Leader

This model can be attached to the following units:

- Kroot Carnivores
- Kroot Farstalkers



WEAPON RULES

Anti

This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

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 unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.

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.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].



Pistol

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

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

