T'AU EMPIRE

GREAT KNARLOC [LEGENDS]

100 PTS

M	T	SV	W	LD	OC
9"	8	4+	10	7+	3

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Kroot bolt thrower HOOKED	12"	1	4+	12	-2	3
Kroot rifle (Ranged) RAPID FIRE 1	24"	1	4+	4	0	1
Twin Kroot gun TWIN-LINKED	36"	2	4+	7	0	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Great Knarloc beak and talons EXTRA ATTACKS	Melee	4	3+	7	-1	3
Kroot rifle (Melee)	Melee	2	3+	4	0	1

AUFSTELLUNG

1x Great Knarloc [Legends]

Equipped with: Kroot bolt thrower, Kroot rifle (Ranged), Twin Kroot gun, Great Knarloc beak and talons, Kroot rifle (Melee)

Wargear Options:

- This model can be equipped with one of: Kroot bolt thrower and Kroot rifle, Twin Kroot gun, Baggage harness.

ABILITIES

Baggage Harness (Aura)
While a friendly KROOT unit is within 3" of the bearer, ranged weapons equipped by models in that unit have the [SUSTAINED HITS 1] ability.

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.

Loping Stride
Each time this model Advances, do not make an Advance roll for it. Instead, until the end of the phase, add 6" to the Move characteristic of this model.

WEAPON RULES

RAPID FIRE
This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

SUSTAINED HITS
This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).

TWIN-LINKED
Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

CORE RULES

Scouts 7"

This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:

- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.

- If that unit is wholly within your deployment zone, it can make a scout move.

- If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.