T'AU EMPIRE

KROOT TRAIL SHAPER

50 PTS

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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Kroot rifle **RAPID FIRE 1**	24"	1	4+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Shaper's blade	Melee	4	2+	5	0	1

AUFSTELLUNG

1x Kroot Trail Shaper (32mm)

Equipped with: Kroot rifle, Shaper's blade

ABILITIES

CORE - Leader

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.

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".

Leader
This model can be attached to the following units:

- Kroot Carnivores
- Kroot Farstalkers

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).*

CORE RULES

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 and all enemy units.

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. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

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.

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).