

KROOT HUNTING PACK

6 Stratagems · 4 Enhancements

 2 DP · TAKE AND HOLD

ENHANCEMENTS (4)

Nomadic Hunter

20 pts

Kroot Trail Shaper model only. While the bearer is leading a unit, add 3" to the Move characteristic of models in that unit and ranged weapons equipped by the models in that unit have the [ASSAULT] ability.

Borthrod Gland

15 pts

Kroot Flesh Shaper only. While the bearer is leading a unit, each time a model in that unit makes a melee attack, an unmodified Hit roll of 5+ scores a Critical Hit.

Root-carved Weapons

10 pts

Kroot War Shaper model only. All weapons equipped by the bearer have the [PRECISION] and [DEVASTATING WOUNDS] abilities.

Kroothawk Flock

10 pts

Kroot model only. Ranged weapons equipped by models in the bearer's unit have the [IGNORES COVER] ability, and enemy units that are set up on the battlefield as Reinforcements cannot be set up within 12" horizontally of the bearer.

DETACHMENT RULE

Each time a Kroot model from your army makes an attack, add 1 to the Hit roll if the target of that attack is below its Starting Strength, and add 1 to the Wound roll as well if the target of that attack is Below Half-strength.

STRATAGEMS (6/6)

1 CP KROOT HUNTING PACK – STRATEGIC PLOY STRATAGEM

MOVEMENT

GUERRILLA WARRIORS

When: Your Movement phase, just after a Kroot unit from your army Falls Back.

Target: That KROOT unit.

Effect: Until the end of the turn, your unit is eligible to shoot and declare a charge.

1 CP KROOT HUNTING PACK – BATTLE TACTIC STRATAGEM

SHOOTING

A TRAP WELL LAID

When: Your Shooting phase or the Fight phase.

Target: One Kroot unit from your army that has not been selected to shoot or fight this phase.

Effect: After your unit has resolved its attacks this phase, select one enemy unit that was hit by one or more of those attacks. Until the end of the phase, each time a KROOT model from your army makes an attack that targets that enemy unit, unless the attacking unit is Battle-shocked, improve the Armour Penetration characteristic of that attack by 1.

1 CP KROOT HUNTING PACK – WARGEAR STRATAGEM

SHOOTING

EMP GRENADES

When: Your opponent's Shooting phase or the Fight phase, just after an enemy VEHICLE unit is selected to shoot or fight.

Target: One Kroot Grenades unit from your army within 8" of that enemy VEHICLE unit.

Effect: Until the end of the phase, worsen the Weapon Skill and Ballistic Skill characteristics of that enemy VEHICLE unit's weapons by 1.

1 CP KROOT HUNTING PACK – STRATEGIC PLOY STRATAGEM

SHOOTING

HIDDEN HUNTERS

When: Your opponent's Shooting phase, just after an enemy unit has selected its targets.

Target: One Kroot unit from your army that was selected as the target of one or more of the attacking unit's attacks.

Effect: Until the end of the phase, your unit can only be selected as the target of a ranged attack if the attacking model is within 18".

1 CP KROOT HUNTING PACK – STRATEGIC PLOY STRATAGEM

FIGHT

THE GRISLY FEAST

When: Fight phase.

Target: One Kroot unit from your army that destroyed one or more enemy units this phase.

Effect: In your opponent's next Command phase, each enemy unit within 6" of your unit must take a Battle-shock test. If the unit taking that test is Below Half-strength, subtract 1 from that test. Enemy units affected by this Stratagem do not need to take any other Battle-shock tests in the same phase.

2 CP KROOT HUNTING PACK – BATTLE TACTIC STRATAGEM

ANY

JOIN THE HUNT

When: Any phase.

Target: One Kroot Infantry or Kroot Hounds unit from your army that was just destroyed. You can use this Stratagem on that unit even though it was just destroyed.

Effect: Add a new unit to your army identical to your destroyed unit, in Strategic Reserves, at its Starting Strength.

Restriction: This Stratagem cannot be used to return destroyed Character units to Attached units. You can only use this Stratagem once per battle.