

KROOT FARSTALKERS75 PTS

KROOT HOUNDS

M	T	Sv	W	LD	OC
12"	3	6+	1	7+	0

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Dvorgite skinner IGNORES COVER TORRENT	12"	D6	N/A	4	-1	1
Farstalker firearm RAPID FIRE 1	24"	1	4+	4	0	1
Farstalker firearm RAPID FIRE 1	24"	1	4+	4	0	1
Kroot pistol PISTOL	12"	1	4+	4	0	1
Londaxi tribalest ANTI-VEHICLE 4+ DEVASTATING WOUNDS HEAVY	18"	3	5+	7	-1	1
T'au tech rifle RAPID FIRE 1	30"	1	4+	5	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	2	3+	4	0	1
Ripping fangs	Melee	3	3+	3	0	1
Ritual blade	Melee	3	3+	5	0	1

ABILITIES

- Bounty Hunters**

At the start of the battle, select one unit from your opponent's army. Each time a model in this unit makes an attack that targets that unit, that attack has the [LETHAL HITS] and [PRECISION] abilities.
- 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.
- Pech'ra**

Ranged weapons equipped by the bearer's unit have the [IGNORES COVER] ability.

WEAPON ABILITIES

- 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+.
- Devastating Wounds**

Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.



AUFSTELLUNG

- 2x Kroot Hounds - Equipped with: Ripping fangs
- 9x Kroot Farstalker oder Kroot Farstalker w/ Farstalker firearm and Pech'ra
- 1x Kroot Kill-broker
- Wargear Options:**
- This model's Farstalker firearm can be replaced with 1x Dvorgite skinner or 1x Londaxi tribalest.
 - Each Kroot Kill-broker can replace its Farstalker firearm with T'au tech rifle.



KEYWORDS: Infantry, Grenades, Kroot, Farstalkers
FACTION KEYWORDS: T'au Empire

KROOT HOUNDS

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12"	3	6+	1	7+	0

- 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.
- Ignores Cover**

Each time an attack is made with an **[IGNORES COVER]** weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).
- 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.
- Precision**

While resolving attacks made with one or more **[PRECISION]** weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more **CHARACTER** models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible **CHARACTER** models. If they do, until those attacks are resolved, or until that **CHARACTER** group is destroyed (whichever happens first), that **CHARACTER** group is the current allocation group.
- 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).*
- Torrent**

Each time an attack is made with a **[TORRENT]** weapon, that attack automatically hits the target.

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.
- 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).