

KROOTOX RAMPAGERS - T'AU EMPIRE85–170 PTS

M	T	Sv	W	LD	OC
7"	6	5+	5	7+	2

AUFSTELLUNG 3-6x Krootox Rampagers Equipped with: Kroot pistol and hunting javelins, Hunting blades, Rampager fists	KEYWORDS: Mounted, Grenades, Kroot, Krootox Rampagers FACTION KEYWORDS: T'au Empire
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⚙️ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Kroot pistol and hunting javelins ASSAULT, PISTOL	12"	2	4+	4	0	1

⚔️ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Hunting blades LANCE	Melee	3	3+	4	-1	1
Rampager fists EXTRA ATTACKS, SUSTAINED HITS 1	Melee	4	3+	6	-1	2

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.
Kroot Linebreakers Each time this unit ends a Charge move, select one enemy unit within Engagement Range of it, then roll one D6 for each model in this unit that is within Engagement Range of that enemy unit: for each 4+, that enemy unit suffers D3 mortal wounds. If one or more enemy models are destroyed as a result of these mortal wounds, that enemy unit must take a Battle-shock test.

WEAPON ABILITIES

Assault Units containing one or more models with an [ASSAULT] weapon can shoot using assault shooting (10.05).
Extra Attacks Each time a unit containing one or more models with an [EXTRA ATTACKS] weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select: - All of that model's [EXTRA ATTACKS] weapons. - One of that model's other melee weapons, if possible.
Lance Each time an attack is made with a [LANCE] weapon, if the attacking model's unit made a charge move this turn, add 1 to the wound roll.
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.
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. <i>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).</i>

CORE RULES

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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.