



# KROOTOX RAMPAGERS

85–170 PTS

|    |   |    |   |    |    |
|----|---|----|---|----|----|
| M  | T | SV | W | LD | OC |
| 7" | 6 | 5+ | 5 | 7+ | 2  |

## RANGED WEAPONS

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

## MELEE WEAPONS

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

### AUFSTELLUNG

3-6x Krootox Rampagers

**Equipped with:** Kroot pistol and hunting javelins, Hunting blades, Rampager fists

## 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.



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## WEAPON RULES

### 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.



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## 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.

*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).*



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## 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.