

KROOT FLESH SHAPER

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

AUFSTELLUNG

1x Kroot Flesh Shaper

Equipped with: Kroot scattergun, Twin ritualistic blades

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Kroot scattergun ASSAULT	12"	2	4+	4	0	1

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Twin ritualistic blades TWIN-LINKED	Melee	4	2+	5	-1	1

ABILITIES

CORE - Leader

RULES - Infiltrators, Leader, Scouts 7", Stealth

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.

Rites of Feasting

While this model is leading a unit, models in that unit have the Feel Not Pain 6+ ability. If that unit destroys one or more enemy units in the Fight phase, until the end of the battle, models in that unit have the Feel No Pain 5+ ability instead.

Ritual Butchery

While this model is leading a unit, melee weapons equipped by models in that unit have the **[SUSTAINED HITS 1]** ability.

Leader

This model can be attached to the following units:

- Kroot Carnivores
- Kroot Farstalkers



WEAPON RULES

Assault

Units containing one or more models with an [ASSAULT] weapon can shoot using **assault** shooting (10.05).

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).

Twin-linked

Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.