

KROOT TRAIL SHAPER

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

AUFSTELLUNG

1x Kroot Trail Shaper

Equipped with: Kroot rifle, Shaper's blade

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Kroot rifle RAPID FIRE 1	24"	1	4+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Shaper's blade	Melee	4	2+	5	0	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.

Kroot Ambush

After both players have deployed their armies, you can redeploy this model's unit and one other friendly KROOT unit. When doing so, any of those units can be placed into Strategic Reserves, regardless of how many units are already in Strategic Reserves.

Trail Finding

In your opponent's Movement phase, if an enemy unit ends a move within 8" of this unit, if this unit is not within Engagement Range of one or more enemy units, this unit can make a Normal move of up to D6".



Leader

This model can be attached to the following units:

- Kroot Carnivores
- Kroot Farstalkers

WEAPON RULES

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).*