

T'AU EMPIRE

KNARLOC RIDERS

[LEGENDS]

110 PTS



KNARLOC RIDER

M	T	SV	W	LD	OC
7"	5	5+	4	7+	2

 RANGED WEAPONS

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

 MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Knarloc beak and talons EXTRA ATTACKS	Melee	4	3+	6	-1	1
Kroot rifle (Melee)	Melee	2	3+	4	0	1

AUFSTELLUNG

3x Knarloc Rider - Equipped with: Knarloc beak and talons, Kroot rifle (Ranged), Kroot rifle (Melee)

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.

Thunderous Pounce

Each time this unit ends a Charge move, until the end of the turn, Knarloc beak and talons equipped by models in this unit have the **LANCE** ability.

WEAPON RULES

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.

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).*



CORE 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.

◆ 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).