

KROOT RAIDING PARTY

4 Stratagems · 2 Enhancements

ENHANCEMENTS (2)

Quill Marker

At the start of your Charge phase, select one enemy unit within 12" of the bearer. Until the end of the phase, each time a Kroot unit from your army declares a charge, if it is within 6" of that enemy unit, it can include that enemy unit as a target of that charge, even if it is not visible to it.

Experienced Leader

At the start of the first battle round, select one enemy unit on the battlefield. Until the end of the battle, each time a Kroot model from your army makes an attack that targets that enemy unit, if the bearer is on the battlefield, you can re-roll the Wound roll.

DETACHMENT RULE

Each time an enemy unit is selected to fire Overwatch, roll one D6: on a 4+, until the end of the turn, that unit cannot make Overwatch attacks that target Kroot units from your army.

STRATAGEMS (4/4)

1 CP

KROOT RAIDING PARTY – STRATEGIC PLOY
STRATAGEM

MOVEMENT

BRUTE FORCE

When: Your Movement phase, just after a KROOTOX RIDERS unit from your army opens a Hatchway.

Target: That KROOTOX RIDERS unit.

Effect: Roll one D6 for each unit that is within 3" of that Hatchway, if that Hatchway is visible to that unit and that unit is wholly on the opposite side of it from your unit: on a 2-4, that enemy unit suffers 1 mortal wound; on a 5+, that enemy unit suffers 2 mortal wounds.

1 CP

KROOT RAIDING PARTY – WARGEAR STRATAGEM

SHOOTING

TANGLEBOMB BOLAS

When: Your Shooting phase.

Target: One KROOT unit from your army.

Effect: Select one enemy unit within 9" of and visible to your unit and roll one D6: on a 2+, until the start of your next Shooting phase, halve the Move characteristic of models in that enemy unit and halve Advance and Charge rolls made for it.

1 CP KROOT RAIDING PARTY – BATTLE TACTIC STRATAGEM **FIGHT**

BOARDING BLADES

When: Fight phase.

Target: One KROOT unit from your army that has not been selected to fight this phase.

Effect: Until the end of the phase, improve the Armour Penetration characteristic of melee weapons equipped by models in your unit by 1. In addition, each time a model in your unit makes an attack, on a Critical Wound, improve the Armour Penetration characteristic of that attack by an additional 1.

1 CP KROOT RAIDING PARTY – STRATEGIC PLOY STRATAGEM **FIGHT**

SWEEPING AMBUSH

When: Fight phase.

Target: One KROOT unit from your army that has not been selected to fight this phase.

Effect: Until the end of the phase, each time a model in your unit makes a Pile-in or Consolidation move, it can move up to 6" instead of up to 3". In addition, when making a Consolidation move, that model can end that move within Engagement Range of the closest enemy unit that was not visible to its unit when it started that move.