



# KROOT FARSTALKERS

4 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
9	Kroot Farstalker	7"	3+	4+	4	3	1	2	6	6+
1	Kroot Kill-broker	7"	3+	4+	4	3	1	3	7	6+

- The Kroot Kill-broker is equipped with: Kroot pistol; pulse rifle; ritual blade; quill grenades.
- Every Kroot Farstalker is equipped with: Kroot pistol; Kroot rifle; quill grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Accelerator bow	18"	Assault 1	6	-2	1	Each time an attack is made with this weapon, you can re-roll the wound roll.
Dvorgite skinner	12"	Assault D6	4	-1	1	Each time an attack is made with this weapon, that attack automatically hits the target.
Kroot hunting rifle	36"	Heavy 1	6	-1	2	Each time you select a target for this weapon, you can ignore the Look Out, Sir rule. Each time an attack is made with this weapon, an unmodified wound roll of 6 inflicts 1 mortal wound on the target in addition to any normal damage.
Kroot pistol	12"	Pistol 1	4	0	1	-
Kroot rifle (shooting)	24"	Rapid Fire 1	4	0	1	-
Kroot scattergun	18"	Assault 2	4	0	1	-
Londaxi tribalest	18"	Heavy 3	7	-1	1	Each time an attack made with this weapon is allocated to a <b>VEHICLE</b> model, that attack has a Damage characteristic of 3.
Pulse carbine	24"	Assault 2	5	0	1	-
Pulse rifle	36"	Rapid Fire 1	5	-1	1	-
Kroot rifle (melee)	Melee	Melee	User	-1	1	-
Ritual blade	Melee	Melee	+1	-1	1	-
Quill grenades	6"	Grenade D6	4	0	1	Blast

OTHER WARGEAR	ABILITIES
Pech'ra	Each time a model in the bearer's unit makes a ranged attack, the target does not receive the benefits of cover against that attack.

WARGEAR OPTIONS
<ul style="list-style-type: none"> <li>• The Kroot Kill-broker's pulse rifle and ritual blade can be replaced with one of the following: 1 Kroot rifle; 1 pulse carbine.</li> <li>• Up to 2 Kroot Farstalkers can each have their Kroot rifle replaced with 1 Kroot scattergun.</li> <li>• 1 Kroot Farstalker's Kroot rifle can be replaced with 1 Kroot hunting rifle.</li> <li>• 1 Kroot Farstalker's Kroot rifle can be replaced with 1 accelerator bow.</li> <li>• 1 Kroot Farstalker's Kroot rifle can be replaced with one of the following: 1 Dvorgite skinner; 1 Londaxi tribalest.</li> <li>• 1 Kroot Farstalker equipped with a Kroot rifle can be equipped with 1 Pech'ra.</li> </ul>

ABILITIES
<p><b>Ambushing Predators:</b> At the start of the first battle round, models in this unit can make a Normal Move of up to 7". They cannot end this move within 9" of any enemy models.</p> <p><b>Bounty Hunters:</b> At the start of the first battle round, select one enemy unit to be this unit's bounty. Each time a model in this unit makes an attack against its bounty, you can re-roll the hit roll.</p> <p><b>Stealthy Hunters:</b> Each time a ranged attack is allocated to a model in this unit while it is receiving the benefits of cover, add an additional 1 to any armour saving throw made against that attack.</p>

<p><b>FACTION KEYWORDS:</b> T'AU EMPIRE, KROOT</p> <p><b>KEYWORDS:</b> INFANTRY, T'AU AUXILIARY, KROOT FARSTALKERS</p>
--

## POINTS VALUES

### ELITES

Kroot Farstalkers
Unit size..... 10 models
Unit cost..... 80 pts
<ul style="list-style-type: none"> <li>• Dvorgite skinner.....+10 pts</li> <li>• Londaxi tribalest.....+10 pts</li> <li>• Pech'ra.....+10 pts</li> </ul>