

KROOT MERCENARIES

POINTS: 50 + Models

Knarloc Raiders

The Kroot are notoriously savage race of aliens, well known as allies of the Tau Empire, although not averse to selling their services to any that can pay their price and stomach their carnivorous ways.

Natural predators and born hunters, both they and their Knarloc mounts make for fearsome and deadly fighters, able to close swiftly and overwhelm their enemy with sheer ferocity, before running them down and devouring them in a fury of blade, beak and claw!

Prey Shaper



Knarloc Rider Herd



Knarloc Rider Herd



Tracker Kindred



Tracker Kindred



Great Knarloc Pack



Formation:

- 1 Prey Shaper
- 3+ Knarloc Rider Herds or Kroot Tracker Kindred Units
- 0-1 Great Knarloc Pack

Raiding Party: All members of the Knarloc Raiders formation must be deployed within 18" of the Prey Shaper. OR If coming on from reserve they must enter within 18" of the point entered by the Prey Shaper

Special Rules:

Battlefield Hunters: Guided by the instincts of the hunt and mounted on their swift and sure-footed beasts, Kroot Raiders are seldom outmanoeuvred on the battlefield. A Knarloc Raider formation may make a flank March (see Strategic Assets in Apocalypse). This only affects the Members of the Knarloc Raider formation.