

KROOT MERCENARIES

Shield Generator Knarloc

POINTS: 100

Another product of the Kroot's war against the Orks was the Shield Generator Knarloc. Salvaged Ork Power field technology that has been salvaged and enhanced by the Tau earth cast was provided to the Kroot on occasions where the enemy would most likely be massing huge barrages of artillery and ranged weapons on the Kroot lines.

The shields would protect the Kroot from the ranged firepower either forcing the enemy to fight the Kroot on their own terms in close combat. Or draw the enemies fire power long enough to allow the rest of the army to get into position.



UNIT: 1 Shield Generator Knarloc

TYPE: Infantry

UNIT STATS:

WS	BS	S	T	W	I	A	LD	SV
4	-	5	5	5	2	1	8	6+

WEAPONS AND EQUIPMENT:

Sharp Claws
Shield Generator**

SPECIAL RULES:

Fieldcraft
Slow and Purposeful

**Shield Generator:

During a battle any unit (Friend or Foe) with a model within 6 inches of the Knarloc will count as being under the shield. The Shield works exactly the same as a Void Shield, so any unit shooting at a unit under its protection must first drop it (AV 12) before they can cause them harm. The shield however works both ways so units may also not shoot out of the shield unless it is down. The Shield has no effect on a models ability to move past it so if an enemy unit is within the shield it has no further effects until they are outside of it again.

Each Knarloc's Generator produces a single Void Shield. If 2 or more knarlocs are within 12 inches of each other their shields will join and enhance one and other. Eg: 2 Generator Knarlocs within 12 of each other will create a single 2 point Void shield for every unit with one model within 6 inches of either Knarloc. There is no limit to the number of shields that may be combined together.

Each Generator Knarloc may attempt to restore its single shield on a roll of 6+, however each shield Knarloc within 12 inches adds a +1 to the dice roll to a maximum of 4+.