



# Kroot Mercenaries



CODEx







# Forces of the Kroot

On the following pages are the complete rules for models in a Kroot Mercenary army. The units in the Kroot army list use a number of special rules that are common to more than one Kroot unit. Given here are the details of those rules.

## Nocturnal

To represent the excellent senses of the Kroot, many units have the Night Vision special rule.

## Fleet

Kroot are extremely agile, and many units have the Fleet special rule.

## Eaters of the Dead

Kroot are extremely voracious carnivores and will often feast on the flesh of the fallen. The Kroot have somehow inherited the ability to incorporate useful DNA codes into their own genetic make up. When a Kroot unit with the Eaters of the Dead special rule destroys a non-vehicle unit in close combat, they gain a consumption token. If several units are involved in a combat against multiple enemy units that are destroyed, randomly assign tokens amongst your units in combat. In addition, if a Kroot unit is joined by one or more characters with consumption tokens, all of the tokens for the unit and the characters that have joined are pooled. If an independent character leaves a unit with one or more consumption tokens, you must divide them as equally as possible. The owning player decides who gets any remaining tokens. The following abilities are conferred upon the unit depending on the number of tokens it has:

One token-	Feel No Pain
Two tokens-	Furious Charge
Three or more tokens-	Fearless

## Ancestral Worship

The Kroot look to the deeds of their ancestors before battle and take up the aspect of one of the great Kroot warriors of the past. Roll a dice before deployment and apply the result to each unit in the army with the Ancestral Worship rule.

- 1- All units roll 3D6 when running and choose the highest.
- 2- All units have +1 WS.
- 3- All units have +1 S.
- 4- All units re-roll wounds in close combat.
- 5- All units have +1 A.
- 6- All units start the game with a bonus consumption token.



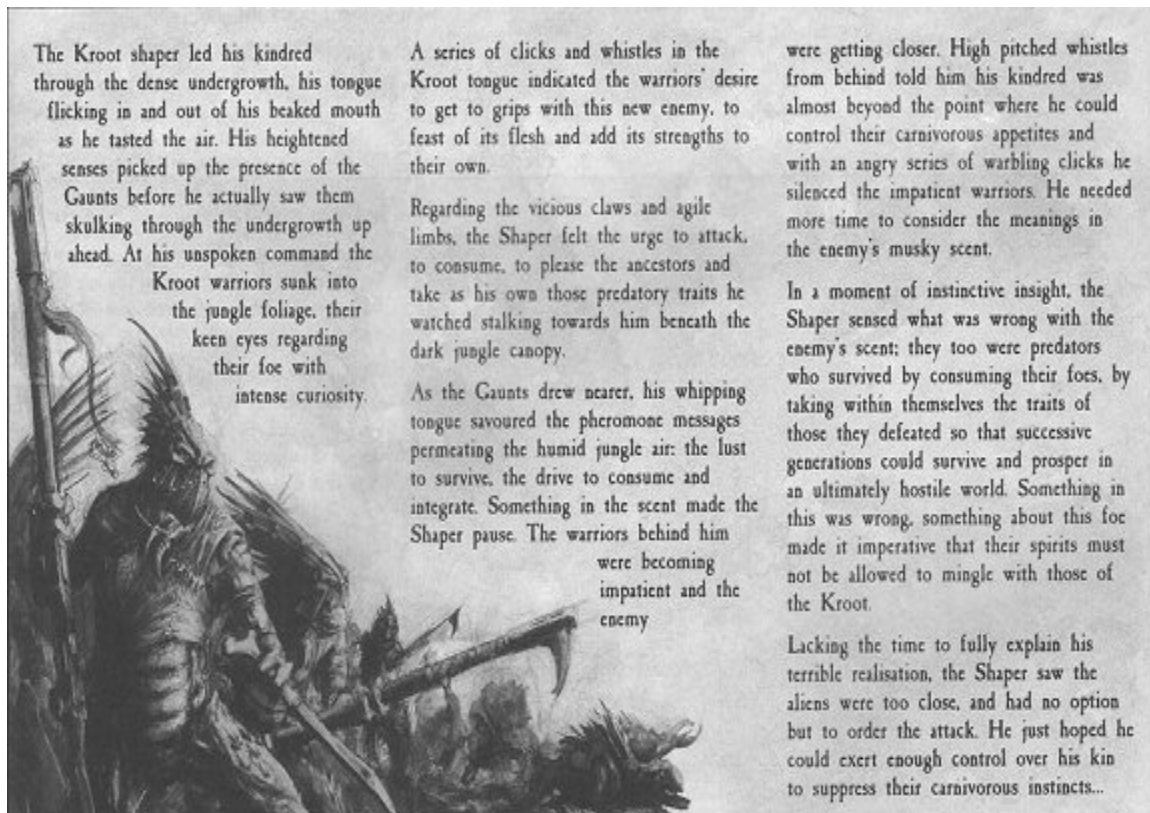


## Fast Reflexes

Kroot have a wiriness to them that appears deceptively fragile. In actuality, Kroot musculature is extremely powerful and composed of dense fibre spindles. Swift muscle contractions create a whiplash effect, allowing the Kroot to deliver powerful blows with great rapidity. Warriors that have honed their skills can also avoid clumsy strikes with ease. These Kroot have a 4+ invulnerable save that applies against attacks in close combat only- ranged attacks are taken against the regular armor save. Kroot hounds are even faster and are capable of dodging incoming projectiles, and they are treated as having a normal 4+ invulnerable save that applies against all attacks.

## Poisoned Shooting Weapons

Kroot weaponry relies on poisoning the enemy rather than causing physical damage. Poisoned shooting weapons work similarly to poisoned close combat weapons. They do not have a strength value, but they always wound on a fixed number. These weapons cannot damage vehicles, and always count as defensive weapons when mounted on vehicles.







# Kroot Wargear

## Blood of the Stalker

Some Kroot shapers mark themselves with war paint mixed with the blood of their prey. In many cases, this can allow the Kroot to position themselves advantageously before the enemy is aware of any danger. A model with blood of the stalker counts as having both assault and defensive grenades. This ability is also conferred to any unit they join.

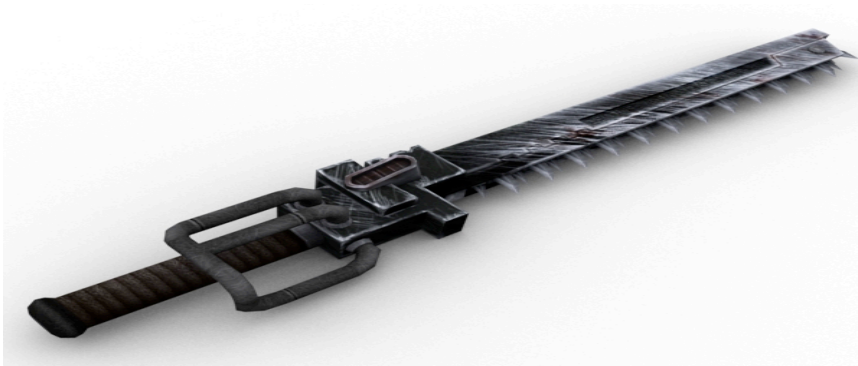
## Endoplasmic Spheres

Using the plasmic energy found deep within Pech's sacred grove, the Kroot have crafted a spherical grenade-type weapon found to disable electronic circuits. When they hit their target, their protective shells burst, releasing the liquid-like plasma and a powerful electric shock. A model with endoplasmic spheres makes one attack in close combat against an enemy vehicle. If you hit, roll on the following table to determine the effect:

- |     |                 |
|-----|-----------------|
| 1   | No effect       |
| 2-5 | Glancing Hit    |
| 6   | Penetrating Hit |

## Eviscerator

First discovered by the Kroot when battling the Imperium of man and later replicated by Kroot tech-smiths on Pech, the eviscerator has become a very common sight within Kroot warbands. A huge double-handed chain sword, it was first used by the Kroot for carving up larger prey animals. When used in battle it is a shockingly powerful weapon that, in the hands of a proficient user, can cut through the thickest materials. An eviscerator is a power weapon that always wounds on a 4+.



## Fusion Pistol

This compact hand-held energy weapon has an elegance that belies its potency.

Range	S	AP	Special
6"	8	1	Pistol, Melta





## Jagga Seed

This ancient tree seed harnesses some of the strongest magical energies of the greatest shamans of Pech. Once planted, it instantly grows into an enormous tree and roots itself deep into the soil. Within the trunk of this tree exists a portal leading directly back to Pech itself. Once per game, in your Shooting phase, a model with a Jagga Seed may choose to plant it instead of firing. Place a spare small blast marker or similarly sized counter in base contact with the bearer when he activates the portal. He may not activate the portal whilst inside a vehicle. From then on, any of your units arriving from reserve may move onto the board from the portal marker's edge instead of entering as normal (it does not matter whether these units were intending to deep strike, outflank, or simply move on from their own table edge, and so on). The portal counts as impassable terrain and cannot be destroyed. After activation, the model that had the portal may freely move away, leaving the portal in place. If you have a Jagga Seed in your army, you may keep units in reserve, regardless of the mission being played. Vehicles may not enter play via a Jagga Seed.

## Knarloc Mount

Knarlocs are close relatives of the Great Knarloc. They are smaller, more sociable hunters, also native to the planet of Pech. Knarlocs are highly prized by Kroot packmasters as cavalry mounts, enabling them to keep speed with their pack while on the hunt. Models with a Knarloc mount have their armor save increased to 5+ and count as beasts.

## Kroot Blade

The weapon of choice for many Kroot warriors, the precise formulation of the various venoms and poisons that are applied to the blade is as old as Kroot civilization itself. The weapon need not be a sword, as the same concoction can be used on the tip of a spear or an axe. A Kroot blade is a poisoned weapon that always wounds on a 2+.

## Kroot Bolt Thrower

The Kroot bolt thrower is a primitive but effective weapon, used by the Kroot since long before they encountered the Tau Empire. Like Kroot rifles the bolt thrower contains rounds laden with poisons and toxins adapted by the Kroot for warfare. The bolt thrower is fired by an ingenious hand-crank system that drops bolts from the magazine into position and quickly re-draws the bow string, allowing it to keep up a high rate of fire for little effort on behalf of the firer.

Range	S	AP	Special
36"	X	5	Assault 4 or Heavy 6, Poisoned (4+)

## Kroot Carbine

A shortened version of the Kroot rifle, carbines sacrifice the blade attachments for suppression fire. Many Kroot packmasters carry carbines instead of rifles, firing off a volley before unleashing the hounds.

Range	S	AP	Special
18"	X	5	Assault 2, Posioned (4+)





## Kroot Hunting Rifle

This is a variant of the standard Kroot rifle, adapted to fire longer range. However, the additional spiked attachments are lost. Any shooting roll to hit of a 6 counts as having AP 1. In a Pathfinder unit, any shooting roll to hit of 5+ counts as having AP1.



Range	S	AP	Special
36"	X	6	Heavy 1, Sniper, Pinning

## Kroot Pistol

A compact version of the Kroot rifle allowing it to be used in one hand, it has a shorter range but loses none of its hitting power.

Range	S	AP	Special
12"	X	5	Pistol, Poisoned (4+)

## Kroot Rifle

A basic slug-thrower relying on chemical propellants and utilizing ammo rounds containing some of the most deadly toxins on the Kroot homeworld of Pech. The Kroot rifle is fitted with blades near the muzzle and stock. These are a throwback to early traditional Kroot fighting staves. The incredible hand speed that a Kroot possesses due to its unique musculature makes these blades effective assault weapons, accordingly in close combat the Kroot rifle counts as a two handed weapon that grants +1 attack.



Range	S	AP	Special
12"	X	5	Assault 1, Poisoned (4+)

## Kroot Flamer

The Kroot version of the traditional flamethrower, this gun fires a spray of incredibly potent acid that eats through anything it touches. Roll for the AP value every time it is fired.

Range	S	AP	Special
Template	4	D6	Assault 1

## Plasmic Spheres

Although not as powerful as the endoplasmic variety, many Kroot carry plasmic spheres. Upon impact, these spheres burst open and a chemical reaction creates an intense flash of bioluminescence. These count as assault grenades as detailed in the Warhammer 40,000 rulebook.





## Power Weapon

A power weapon (typically a sword or axe, but sometimes a glaive, halberd, whip or mace) is sheathed in the lethal haze of a disruptive energy field. Power weapons are capable of chopping through the toughest armor. See the Warhammer 40,000 rulebook for rules on power weapons.

## Ornate Hunting Rifle

Elder shapers occasionally carry long-barreled rifles loaded with crystallized ammunition harvested from within the deepest caves of Pech. On contact with bare flesh, the crystals effects spread quickly, turning the victim into a transparent statue with an expression of shock etched upon its visage forevermore.

Range	S	AP	Special
36"	X	4	Assault 1, Sniper

A model that suffers an unsaved wound from an ornate hunting rifle must take a characteristic test based on their Wounds value (i.e. the one on their profile, not their current Wounds). If they fail the test, they are removed from play, with no saves of any kind. Vehicles cannot be affected by ornate hunting rifles.

## Scavenged Launcher

Kroot serve as mercenaries across the galaxy, and often obtain weapons not available to them when fighting alongside the Tau. Scavenged launchers take many forms and use ammunition composed of corrosive secretions from the various flora found on Pech, capable of weakening even the thickest armors.



Range	S	AP	Special
18"	8	2	Assault 1, Lance

## Stalker Cannon

Stalkers use a different type of ammunition than other Kroot. The Stalker Cannon fires rounds impregnated with virulent genetic toxins, causing its victims to rupture and explode in a shockingly violent fashion.

Range	S	AP	Special
24"	6	5	Assault 3, Pinning

## Stalker Pistol

A Stalker loads his pistol with his own personal array of favorite toxins, virulents, and caustics. No two pistols between any Stalkers ever contain the exact same combination of ammunition.

Range	S	AP	Special
12"	4	5	Pistol







# HEADQUARTERS

## Anghkor Prok, The Great Uniter

Anghkor Prok was Kroot chief and spiritual leader under whom the Kroot kindreds of Pech united in their struggle against the Orks. After refusing to give way to a larger Kroot at a feast table, he was given the name Anghkor Prok, a term used to describe a bull Krootox sitting intractably on its haunches. It was a name he would live up to throughout his life. Celebrated for his ferocity in battle, Anghkor Prok came to be recognized among his kindred as a visionary leader committed to preserving traditions and values of the Kroot way of life.

240 points



	WS	BS	S	T	W	I	A	LD	Save
Anghkor Prok	8	8	3	3	4	8	4	10	4+

**Unit Composition:** 1 (Unique)

**Unit Type:** Infantry

**Wargear:** Kroot rifle  
Plasmic spheres  
Endoplasmic spheres

**Oath Blade:** Anghkor Prok carries the sacred oath blade used at the moment he swore allegiance to the Tau Empire. It is treated as a power weapon that always wounds on a 3+.

**Kaikown Spheres:** These spheres utilize the plasmic energy from the slopes of Mount Kaikown, which eventually became Anghkor Prok's burial site. They are a ranged weapon with the following profile. When rolling to wound, do so against the target's leadership value rather than toughness. If the target has no leadership value, they are unaffected. Each wound caused heals one wound suffered by Anghkor Prok.

Range	S	AP	Special
12"	10	3	Assault 1, Blast

**Mark of the Favored Child:** Anghkor Prok has been destined for great things. He is treated as having a 4+ armor save, and a 2+ invulnerable save. But even he can fall out of favor under certain circumstances. Should Anghkor Prok ever fail a 2+ invulnerable save, it is reduced to 6+ for the remainder of the game.



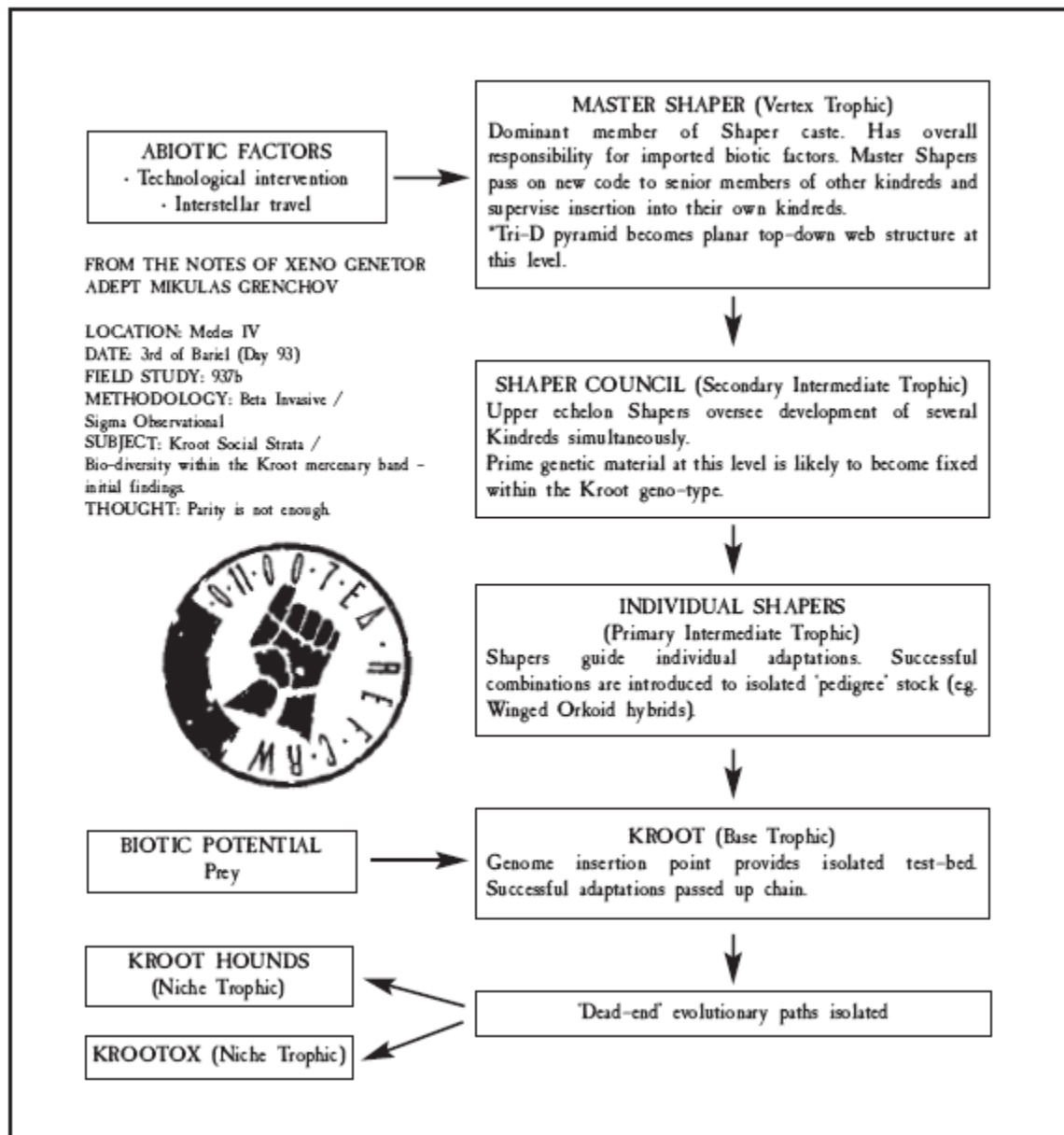


**Special Rules:**

- Nocturnal
- Fleet
- Eaters of the Dead
- Independent Character
- Fearless

**Ancient Warrior:** Anghkor Prok has the Preferred Enemy rule against all units.

**Kroothawk Totem:** Anghkor Prok is extremely well versed in the art of Kroot warfare. He seizes the initiative on a roll of 4+.





# HEADQUARTERS

## **Khibala Yusra, First Born Twin of the Spear 175 points**

From the western jungles of Pech, Khibala Yusra was the first born of only two twins that survived their birth into the Murabla kindred. He earned his name when he and his twin were part of a group of young warriors eager to prove their manhood by venturing into the Ygothlac Forest, and were attacked by a rampaging beast.

Khibala Yusra's spear found its mark, tearing through the monster's heart and lungs, killing it instantly. He went on to become a feared mercenary war chief, honored for his bravery, and swiftly gained command of his own warsphere.

	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>LD</b>	<b>Save</b>
Khibala Yusra	9	9	3	3	3	9	4	9	6+

**Unit Composition:** 1 (Unique)

**Unit Type:** Infantry

**Wargear:** Plasmic spheres

***Spear of the Murabla:*** Khibala Yusra wields the fabled spear of his kindred. It counts as a two-handed power weapon that grants an additional close combat attack. In addition, every enemy model in base contact with Khibala Yusra loses an attack, down to a minimum of one.

**Special Rules:** Nocturnal  
Fleet  
Eaters of the Dead  
Independent Character

***Fastest Reflexes:*** Khibala Yusra's speed is what allowed him to overcome the beast in the Ygothlac forest when other Kroot had failed. He counts as having a 4+ invulnerable save, which is increased to 3+ against attacks in close combat.

***Greatest Warrior:*** Khibala Yusra is the finest warrior of his tribe, and may perhaps be unmatched in skill among any fighters of the great kindreds on Pech. He gets a bonus number of attacks equal to the difference between his weapon skill and the highest weapon skill of any enemy model in base contact with him.





# HEADQUARTERS

## 0-1 Ancestral Spirit

**155 points**

A Kroot Ancestral Spirit is the physical manifestation of one of the revered Gods that are portrayed in Kroot worship. These monstrous avatars inspire courage in nearby Kroot warriors, and terror in the enemy. Many battles have been presumed lost only to turn around with the rallying event of an Ancestral Spirit appearing to lead the frontline.

	WS	BS	S	T	W	I	A	LD	Save
Ancestral Spirit	10	5	6	6	4	6	4	10	3+

**Unit Composition:** 1 Ancestral Spirit  
**Wargear:**

**Unit Type:** Monstrous Creature

*The Squawking Doom:* The Squawking Doom is a weapon of immense power that may take the form of a vicious spear, a mighty sword or a many-bladed axe. It can be used to project a nimbus of burning psychic energy, using the following profile:

Range	S	AP	Special
12"	8	1	Assault 1, Melta

**Special Rules:** Daemon (4+ invulnerable save)  
Fearless

*Inspiring:* When led by their Ancestral Spirit, the Kroot are filled with thoughts of bloodshed, and its presence inspires them to great acts of valour. Any Kroot unit with a model within 12" of the Ancestral Spirit becomes Fearless.

*Molten Body:* The Ancestral Spirit's body is fashioned from mystical energy. Melta weapons, flamers and heavy flamers cannot wound the Ancestral Spirit.

*Sudden Appearance:* An Ancestral Spirit will appear before a battle, and disappear once it is over. An Ancestral Spirit does not take up a slot on the Force Organization Chart, but counts as an HQ choice for all other purposes. An Ancestral Spirit may not be chosen as the army's Warlord, nor can it enter play from Reserves from a Jangal Seed.







# HEADQUARTERS

## Master Shaper

65 points

A Master Shaper rules over a mercenary band. He negotiates contracts with employers, leads his warriors in battle and directs their evolutionary development. He will often be armed with the most valuable equipment available, bartered or looted from the many warzones his band has served in.

	WS	BS	S	T	W	I	A	LD	Save
Master Shaper	8	6	3	3	3	8	4	9	6+

**Unit Composition:** 1 Master Shaper

**Unit Type:** Infantry

**Wargear:** Kroot rifle  
Plasmic spheres

**Special Rules:** Nocturnal  
Fleet  
Eaters of the Dead  
Ancestral Worship  
Fast Reflexes  
Independent Character

**Options:** A Master Shaper may take any of the following:

Kroot blade..... 5 points  
Power weapon..... 10 points  
Eviscerator..... 20 points  
Endoplasmic spheres..... . 5 points





# HEADQUARTERS

## Shaper Council

**50 points per model**

The Shaper Council sits below the Master Shaper in the chain of command within a mercenary band. Each council member is responsible for a number of kindreds, coordinating their evolution with the other members of the band to obtain the desired mix of skills and abilities.

	WS	BS	S	T	W	I	A	LD	Save
Elder Shaper	4	4	3	4	2	4	2	8	6+

*Up to three Elder Shapers may be taken as a single HQ choice.*

**Unit Composition:** 1-3 Elder Shapers

**Unit Type:** Infantry

**Wargear:** Kroot rifle

**Special Rules:** Nocturnal  
Eaters of the Dead  
Independent Character

**Guides of Evolution:** The Shaper Council directs the acquisition of genetic material for the entire Kroot warband. Each Elder Shaper begins the game with one bonus consumption token.

**Shamanistic Mastery:** The Shaper Council has a stronger attachment to the Life Cycle when together than any individual member has alone. Reborn Kindreds are Troops choices in any army that includes an Elder Shaper.

**Options:** Each Elder Shaper may take up to two of any of the following:

- Kroot blade..... 5 points
- Power weapon..... 10 points
- Eviscerator..... 20 points
- Kroot flamer..... 10 points
- Ornate hunting rifle..... 15 points
- Jagga Seed..... 35 points





# ELITES

## Stalker Kindred

**18 points per model**

Kroot that prefer the art of tracking join the Stalker Kindreds. These Kroot have learned to utilize the gifts of the jungle to adorn their skin with chameleonic salves and to coat their weapons with deadly toxins.

	WS	BS	S	T	W	I	A	LD	Save
Stalker	5	4	3	3	1	6	2	9	-
Stalker Shaper	5	4	3	3	1	6	2	9	-

**Unit Composition:** 5-10 Stalkers

**Unit Type:** Infantry

**Wargear:** Close combat weapon  
Stalker pistol  
Plasmic spheres

**Special Rules:** Fleet

**Guerrilla Reflexes:** Though not as agile as Hounds, Stalkers are quicker than most Kroot warriors. They count as having a 5+ invulnerable save.

**Guerrilla Tactics:** Stalkers have trained for war in the dense undergrowth of Pech. They have the Furious Charge and the Hit and Run special rules and ignore difficult terrain.

**Chameleonic Paint:** Any enemy unit wishing to target the Stalker Shaper or the unit he is with must roll 2D6x2. This is their spotting distance in inches. If the models are not within spotting range, they may not fire that turn. In addition, the unit has the Stealth and Shrouded special rules as long as the Shaper is still alive.

**Character:** One Stalker must be upgraded to a Shaper for 30 points.

**Options:** Any Stalker may coat his close combat weapon with toxins for 4 points per model. Close combat attacks this model makes have the Rending special rule.

One Stalker may replace his Stalker pistol for a Stalker cannon for 10 points.

Up to two Stalkers may replace their Stalker pistols with Fusion pistols for 10 points per model.





# ELITES

## Headhunter Kindred

**13 points per model**

Headhunters are the finest combat specialists in a Kroot warband. Swift and deadly, they prefer to ambush their opponents and fell them in one quick strike. Young Krootlings strive to be accepted into these groups upon hearing stories of such great warriors like Khibala Yusra.

	WS	BS	S	T	W	I	A	LD	Save
Headhunter	4	4	3	3	1	6	2	9	6+
Headhunter Shaper	4	4	3	3	1	6	3	9	6+

**Unit Composition:** 3-10 Headhunters

**Unit Type:** Infantry

**Wargear:** Kroot pistol  
Close combat weapon  
Plasmic spheres

**Special Rules:** Nocturnal  
Fleet  
Eaters of the Dead  
Ancestral Worship  
Fast Reflexes

**Transport:** The unit may take a Kroot War Skiff as a dedicated transport.

**Character:** One Headhunter may be upgraded to a Shaper for 10 points.  
The Headhunter Shaper may take Blood of the Stalker for 10 points.  
The Headhunter Shaper may replace his close combat weapon with:  
Kroot blade..... 5 points  
Power weapon..... 10 points  
Eviscerator..... 20 points

**Options:** The unit may take Endoplasmic spheres for 2 points per model.

For every three models in the squad, one may replace his close combat weapon with a goadstick for 10 points per model.

**Goadstick:** A goadstick counts as a close combat weapon. Furthermore, to represent the utterly annoying effects of the goadstick, every enemy model in base contact with the wielder fights with one less Attack (to a minimum of 1).







# ELITES

## Brute Kindred

**12 points per model**

Kroot that provide valuable heavy weapons fire to a warband are known as brutes. Brutes help to deal with enemy vehicles by using launchers scavenged from the technology of the galaxy's races. With a few adjustments and some creative ingenuity, these heavy weapons are converted into a more mobile version that sacrifices range for the ability to redeploy quickly as the situation calls for.

	WS	BS	S	T	W	I	A	LD	Save
Brute	4	4	3	3	1	5	2	9	5+
Brute Shaper	4	4	3	3	1	5	3	9	5+

**Unit Composition:** 3-10 Brutes

**Unit Type:** Infantry

**Wargear:** Kroot rifle

**Special Rules:** Nocturnal

Fleet

Eaters of the Dead

**Transport:** The unit may take a Kroot War Skiff as a dedicated transport.

**Character:** One Brute may be upgraded to a Shaper for 5 points.

The Shaper may take Blood of the Stalker for 20 points.

The Shaper may take any of the following:

Kroot blade..... 5 points

Power weapon..... 10 points

Eviscerator..... 20 points

**Options:** Up to 4 Brutess may replace their Kroot rifles with Scavenged launchers for 15 points per model.

Up to 2 Brutes may replace their Kroot rifles with Kroot bolt throwers for 10 points per model.

The unit may take Plasmic spheres for 1 point per model, and Endoplasmic spheres for 2 points per model.





# ELITES

## Krootox Herd

**35 points per model**



Krootox are ground-dwelling herbivores, far heavier than the normal Kroot. In battle the Kroot latch saddles to their powerful shoulders and climb aboard its haunches. The Krootox herders then lead their charges into battle, and are brutal close combat opponents who most enemy troops will avoid at all costs.

	WS	BS	S	T	W	I	A	LD	Save
Krootox	4	1	5	5	3	4	3	3	6+
Krootox Prime	4	1	5	5	3	4	4	4	6+

**Unit Composition:** 3-10 Krootox

**Unit Type:** Infantry

**Wargear:** Jaws and a bad attitude

**Special Rules:** Nocturnal  
Eaters of the Dead

**Well Fed:** Krootox are fed before each battle to help prevent them from turning on their riders, and start the battle with one consumption token.

**Berserk Rampage:** At the start of any turn in which the unit is not led by an independent character, roll a D6. On a 1, the Krootox go berserk and inflict 2D6 hits at strength 5, AP- on every unit within 2D6", friend and foe. The Krootox herd is then removed from the game. On a 2-6, nothing happens, the Krootox are kept in check for the time being.

**Character:** One Krootox may be upgraded to a Krootox Prime for 10 points. The Krootox Prime may be given a Kroot flamer for 10 points.





# ELITES

## Reborn Kindred

**10 points per model**

When Kroot die, they are consumed by close family in order to pass on any acquired genetic traits onto future generations. Some Kroot are not fated to this end, however, as they die without family or were otherwise exiled in life from the community for one reason or another. These individuals become the Reborn-warriors reanimated by the shamanistic powers of the Elder Shapers. Given a new beginning within the Life Cycle, the Reborn take to battle to prove themselves to their kin.

	WS	BS	S	T	W	I	A	LD	Save
Reborn	4	4	3	4	1	4	1	8	6+
Reborn Shaper	4	4	3	4	1	4	2	9	6+

**Unit Composition:** 3-10 Reborn

**Unit Type:** Infantry

**Wargear:** Two poisoned weapons (4+)

**Special Rules:** Nocturnal  
Eaters of the Dead

*Reborn Hunger:* Reborn have an unparalleled drive to slaughter their enemies, or it could be simply an undead hunger for flesh. They begin the game with one bonus consumption token.

**Transport:** The unit may take a Kroot War Skiff as a dedicated transport.

**Character:** One Reborn may be upgraded to a Shaper for 10 points.

The Shaper may take any of the following:

Kroot blade..... 5 points

Ornate hunting rifle..... 15 points

Eviscerator..... 20 points

**Options:** For every five models in the squad, one Reborn may replace a poisoned weapon with a Kroot flamer for 10 points.





# TROOPS

## Carnivore Kindred

10 points per model

The Carnivore Kindred represents the core of the Kroot Mercenary band. They are flexible in battle and their shapers are always on the lookout for fresh enemy whose special abilities they can inherit.



	WS	BS	S	T	W	I	A	LD	Save
Carnivore	4	4	3	3	1	6	1	8	6+
Carnivore Shaper	4	4	3	3	1	6	2	9	6+

**Unit Composition:** 5-15 Carnivores

**Unit Type:** Infantry

**Wargear:** Kroot rifle  
Plasmic spheres

**Special Rules:** Nocturnal  
Fleet  
Eaters of the Dead  
Ancestral Worship  
Fast Reflexes

**Transport:** The unit may take a Kroot War Skiff as a dedicated transport.

**Character:** One Carnivore may be upgraded to a Shaper for 10 points.  
The Shaper may take Blood of the Stalker for 10 points.  
The Shaper may take any of the following:

Kroot blade..... 5 points  
Power weapon..... 10 points  
Eviscerator..... 20 points

**Options:** The unit may take Endoplasmic spheres for 2 points per model.

For every five models in the squad, one may replace his close combat weapon with a goadstick for 10 points per model.

**Goadstick:** A goadstick counts as a close combat weapon. Furthermore, to represent the utterly annoying effects of the goadstick, every enemy model in base contact with the wielder fights with one less Attack (to a minimum of 1).







# TROOPS

## 0-2 Ranger Kindred

**19 points per model**

Some Kroot prefer to focus more on the tracking and ranged prowess of hunting, rather than the stalking and ambush method favored in most kindreds. These chosen few hone their skills with ranged weapons, and are called upon to provide necessary fire support on the battlefield.

	WS	BS	S	T	W	I	A	LD	Save
Ranger	3	4	3	3	1	4	1	8	5+

**Unit Composition:** 5-10 Rangers

**Unit Type:** Infantry

**Wargear:** Kroot hunting rifle  
Stalker pistol

**Special Rules:** Fleet

***Masters of Stealth:*** In the right circumstances, rangers have the ability to work their way into a forward position on the battlefield. Rangers (and pathfinders) have the Infiltrate, Move Through Cover and Stealth special rules.

***Pathfinders:*** Some rangers undertake permanent exile and become pathfinders. Ranger units that have been upgraded to pathfinders may ignore difficult terrain. They have the Scouts special rule. Any cover save they use is improved by +2 instead of the usual +1 conferred by the Stealth rule.

***Outsiders:*** Rangers have forgone the traditional Kroot way of life to focus on ranged weapon skill rather than ritual close combat fighting. They are seen as somewhat unusual in Kroot culture. Ranger units do not take up a slot on the Force Organization Chart, but count as Troops choices for all other purposes. Rangers cannot enter play from Reserves from a Jangal Seed.

**Options:** Any squad of Rangers can be upgraded to Pathfinders at the cost of +5 points per model





# FAST ATTACK

## Kroot Beast Pack

**12 points per model**



Some kindreds have access to a larger proportion of Kroot hounds and other beasts from Pech. These are often fielded as fast moving packs, controlled by the ultrasonic whistles of their masters; the wild creatures are then unleashed upon the foe.

	WS	BS	S	T	W	I	A	LD	Save
Kroot Packmaster	4	4	3	3	1	5	1	8	5+
Kroot Hound	4	0	4	3	1	6	3	5	6+
Kroot Razorbeak	4	0	3	3	5	5	5	5	6+

**Unit Composition:** 1-5 Kroot Packmasters

**Unit Type:** Beasts

**Wargear (Packmaster):** Knarloc mount

Kroot Carbine

Close combat weapon

**Special Rules:**

Nocturnal

Fast Reflexes (Packmasters and Hounds only)

Eaters of the Dead (Packmasters only)

Rending (Kroot Razorbeaks only)

**Options:**

Each Packmaster may be accompanied by the following:

0-5 Kroot Hounds..... 12 points per model

0-2 Kroot Razorbeaks..... 15 points per model

One Packmaster may replace his close combat weapon with:

Kroot blade..... 5 points

Power weapon..... 10 points

Eviscerator..... 20 points





# FAST ATTACK

## Vulture Kindred

**22 points per model**

The Kroot species has an avian ancestry, and these kindreds have resurrected this aspect of their evolutionary development by eating the flesh of winged hunters. Although not suited for extended flight, their wings allow them to spiral on the warm updrafts above the jungle canopy and then swoop down upon the heads of their enemies.

	WS	BS	S	T	W	I	A	LD	Save
Vulture	4	4	3	3	1	5	1	8	4+
Vulture Shaper	4	4	3	3	1	5	2	9	4+

**Unit Composition:** 3-10 Kroot Vultures

**Unit Type:** Jump Infantry

**Wargear:** Kroot carbine  
Plasmic spheres

**Special Rules:** Nocturnal  
Fleet  
Eaters of the Dead

**Flight Reflexes:** Kroot Vultures are incredibly quick as they dart about in the air. They count as having a 6+ invulnerable save.

**Character:** One Kroot Vulture may be upgraded to a Shaper for 10 points.

The Shaper can replace his Kroot carbine for a Kroot pistol and:

Close combat weapon..... Free  
Kroot blade..... 5 points  
Power weapon..... 10 points  
Eviscerator..... 20 points

**Options:** For every five models in the unit, two may replace their Kroot carbines with:

Kroot Bolt Thrower..... 10 points  
Scavenged Launcher..... 15 points

**Explosive Bolts:** Any model may upgrade its bolt thrower to have explosive bolts instead of the normal ammunition for free, using the following profile:

Range	S	AP	Special
24"	4	4	Assault 1*

\*If a Kroot Bolt Thrower with explosive bolts hits a vehicle, resolve its effects as normal. Then roll a further D6. On a 1, nothing happens. On a 2-5, the vehicle takes a glancing hit. On a 6, it takes a penetrating hit.





## DEDICATED TRANSPORT

### Kroot War Skiff

**55 points**

Ever since abandoning their large hive cities on Pech and allowing them to be reclaimed by the wilderness, Kroot have shunned most forms of technology. The most notable exception to this is the warp-capable warspheres, which allow warbands to travel the galaxy. Similarly, Kroot have recognized the need to travel during a battle, and have adapted Tau skimmer technology to construct war skiffs. When not in combat, groups of Kroot hunters utilize war skiffs to hunt across the isolated prairies on Pech, firing from their mobile weapon platforms at herds of fast-moving game.

	BS	Front Armor	Side Armor	Rear
<b>Armor</b>				
Kroot War Skiff	4	10	10	10

**Unit Composition:** 1 War Skiff

**Unit Type:** Vehicle (Skimmer, Fast, Open-topped)

**Wargear:** Twin-linked Kroot hunting rifle  
Kroot bolt thrower  
Camouflage netting (5+ invulnerable save)

**Special Rules:** Nocturnal

**Transport:** A Kroot War Skiff may transport up to 5 models.

**Options:** The War Skiff may replace its twin-linked Kroot hunting rifle with a Kroot bolt thrower for 10 points.

The War Skiff may take any of the following vehicle upgrades:

War Trophies..... 5 points

Meat Hooks..... 5 points

Envenomed Spikes..... 5 points

**War Trophies:** The skiff is decorated with the various skulls, pelts, and equipment of those unlucky enough to be hunted by the Kroot. Any Kroot unit within 6" of the War Skiff may re-roll failed leadership tests.

**Meat Hooks:** Hooks and chains hang beneath the skiff to carry flesh from the hunt. When the War Skiff passes over an un-engaged non-vehicle enemy unit during the movement phase, that unit suffers D3+1 hits at strength 4 AP-. Cover saves may be taken as normal.

**Envenomed Spikes:** The skiff is adorned with spikes coated with the same poison found on Kroot blades. Whenever an enemy model rolls a '1' to hit the War Skiff in assault, they immediately suffer a S4 AP- hit.







# HEAVY SUPPORT

**Baggage Knarloc**

**90 points**

	WS	BS	S	T	W	I	A	LD	Save
Baggage Knarloc	3	3	5	7	3	4	2	10	3+

**Unit Composition:** 1 Baggage Knarloc

**Unit Type:** Monstrous Creature

**Wargear:** Claws

Spirit roar

**Special Rules:** More Meat from the Hunt

Nocturnal

Eaters of the Dead

Fearless

Move through Cover

*More Meat from the Hunt:* If a Baggage Knarloc kills one or more enemy models during the assault phase, choose one of your units within 12" of the Baggage Knarloc at the end of that phase (this can be the Baggage Knarloc itself). That unit immediately gains a consumption token.

*Spirit Roar:* A Baggage Knarloc can cast out a roar of bad breath that allows it to feed upon those nearby.

Range	S	AP	Special
Template	4	3	Assault 1

\*If a spirit roar kills one or more enemy models, choose one of your units within 12" of the Baggage Knarloc (this can be the Baggage Knarloc itself). That unit immediately gains a consumption token.

**Options:** The Baggage Knarloc may take any of the following:

Spirit Runes..... 20 points

*Spirit Vortex:* Baggage Knarlocs are sometimes painted in mystical runes that can hurl out a massive burst of negative force, draining the life force of dozens of victims.

Range	S	AP	Special
18"	3	3	Assault 1, Large Blast

\*If a spirit rune kills one or more enemy models, choose one of your units within 12" of the Baggage Knarloc (this can be the Baggage Knarloc itself). That unit immediately gains a consumption token.





# HEAVY SUPPORT

## Great Knarloc

100 points

Great Knarlocs make effective assault troops, able to provide heavy weapons fire, or quickly advancing and joining an assault. The Great Knarloc's natural predatory instincts make it a destructive force in close combat.

	WS	BS	S	T	W	I	A	LD	Save
Great Knarloc	5	3	7	7	3	4	D6	10	3+

**Unit Composition:** 1 Great Knarloc

**Unit Type:** Monstrous Creature

**Wargear:** Beak and Claws  
Twin-linked Kroot bolt thrower

**Special Rules:** Nocturnal  
Eaters of the Dead  
Fearless  
Move through Cover

**Random Attacks:** The Great Knarloc rolls a D6 for its attacks each combat. The Great Knarloc will also get an additional attack when launching an assault, as normal.

**Options:** The Great Knarloc may be Domesticated for 10 points. If Domesticated, the Great Knarloc rolls 2D6 and takes the highest when determining the number of attacks it has.

**Explosive Bolts:** Any model may upgrade its bolt thrower to have explosive bolts instead of the normal ammunition for 5 points, using the following profile:

Range	S	AP	Special
24"	4	4	Assault 1*

\*If a Kroot Bolt Thrower with explosive bolts hits a vehicle, resolve its effects as normal. Then roll a further D6. On a 1, nothing happens. On a 2-5, the vehicle takes a glancing hit. On a 6, it takes a penetrating hit.





# ARMY SUMMARY

	WS	BS	S	T	W	I	A	LD	Save
Anghkor Prok	8	8	3	3	4	8	4	10	4+
Khibala Yusra	9	9	3	3	3	9	4	9	6+
Ancestral Spirit	10	5	6	6	4	6	4	10	3+
Master Shaper	8	6	3	3	3	8	4	9	6+
Elder Shaper	4	4	3	4	2	4	2	8	6+
Headhunter	4	4	3	3	1	6	2	9	6+
Headhunter Shaper	4	4	3	3	1	6	3	9	6+
Stalker	5	4	3	3	1	6	2	9	-
Stalker Shaper	5	4	3	3	1	6	2	9	-
Brute	4	4	3	3	1	5	2	9	5+
Brute Shaper	4	4	3	3	1	5	3	9	5+
Reborn	4	4	3	4	1	4	1	8	6+
Reborn Shaper	4	4	3	4	1	4	2	9	6+
Krootox	4	1	5	5	3	4	3	3	6+
Krootox Prime	4	1	5	5	3	4	4	4	6+
Carnivore	4	4	3	3	1	6	1	8	6+
Carnivore Shaper	4	4	3	3	1	6	2	9	6+
Ranger	3	4	3	3	1	4	1	8	5+
Packmaster	4	4	3	3	1	5	1	8	5+
Kroot Hound	4	0	4	3	1	6	3	5	6+
Kroot Razorbeak	4	0	3	3	5	5	5	5	6+
Vulture	4	4	3	3	1	5	1	8	4+
Vulture Shaper	4	4	3	3	1	5	2	9	4+
Baggage Knarloc	3	3	5	7	3	4	2	10	3+
Great Knarloc	5	3	7	7	3	4	D6	10	3+

	BS	Front Armor	Side Armor	Rear
<b>Armor</b>				
Kroot War Skiff	4	10	10	10

	Range	S	AP	Special
Fusion Pistol	6"	8	1	Pistol, Melta
Kroot Bolt Thrower	36"	X	5	Assault 4 or Heavy 6, Poisoned (4+)
-Explosive Bolts	24"	4	4	Assault 1
Kroot Carbine	18"	X	5	Assault 2, Poisoned (4+)
Kroot Hunting Rifle	36"	X	6	Heavy 1, Sniper, Pinning
Kroot Pistol	12"	X	5	Pistol, Poisoned (4+)
Kroot Rifle	12"	X	5	Assault 1, Poisoned (4+)
Kroot Flamer	Template	4	D6	Assault 1
Ornate Hunting Rifle	36"	X	4	Assault 1, Sniper
Scavenged Launcher	18"	8	2	Assault 1, Lance
Stalker Cannon	24"	6	5	Assault 3, Pinning
Stalker Pistol	12"	4	5	Pistol
Kaikown Spheres	12"	10*	3	Assault 1, Blast

\* Roll to wound against target's Leadership instead of Toughness

