



Kroot Mercenaries



7th Edition







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.

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. Whenever a unit is completely destroyed within 7" of one or more non-vehicle units that consist only of models with this special rule, pick one of those units to make a Squawk action. You cannot pick a unit that is locked in combat, Falling Back or that has Gone to Ground. A unit making a Squawk action can do one of the following, even if it has already done so in this turn:

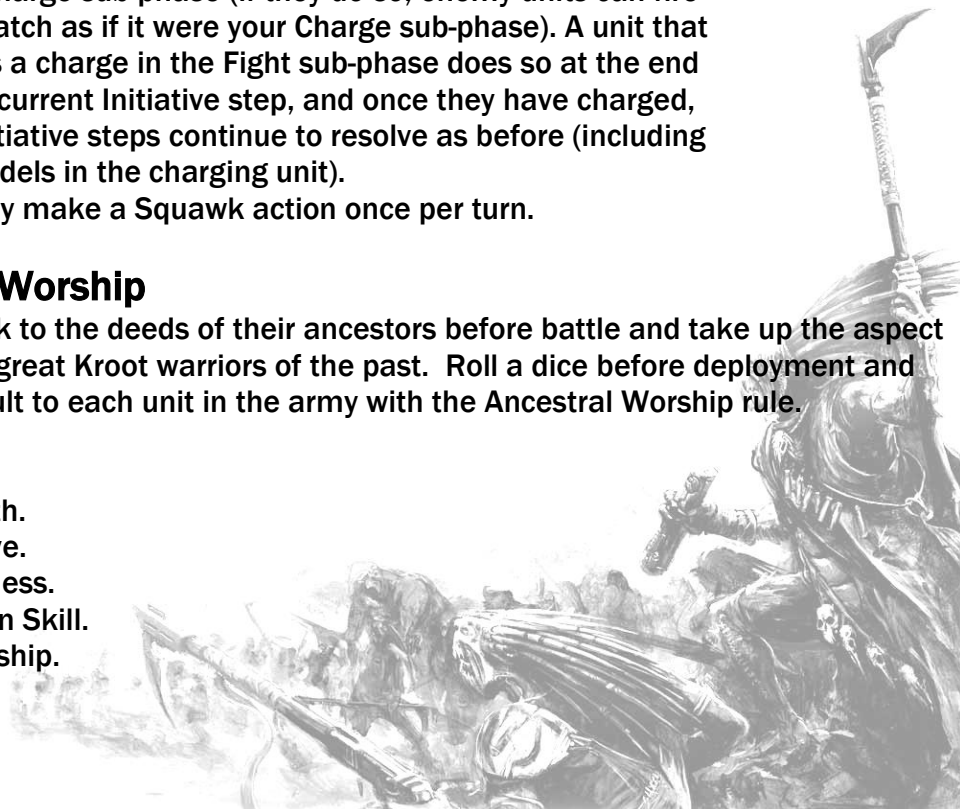
- The unit can immediately move as if it were your Movement phase.
- The unit can immediately shoot (or Run or Turbo-boost) as if it were your Shooting phase.
- The unit can immediately make a charge move as if it were your Charge sub-phase (if they do so, enemy units can fire Overwatch as if it were your Charge sub-phase). A unit that makes a charge in the Fight sub-phase does so at the end of the current Initiative step, and once they have charged, the Initiative steps continue to resolve as before (including for models in the charging unit).

A unit can only make a Squawk action once per turn.

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- +1 Attack.
- 2- +1 Strength.
- 3- +1 Initiative.
- 4- +1 Toughness.
- 5- +1 Weapon Skill.
- 6- +1 Leadership.





Warlord Traits

When generating their Warlord Traits, a Kroot Warlord may choose to roll on the table below instead of those found in Warhammer 40,000: The Rules.

WARLORD TRAITS TABLE

D6 WARLORD TRAIT

1 Lord of Rebirth: *The cycle of life and death is a continuum in some Kroot, healing mortal wounds almost as soon as they are inflicted.*

Your Warlord has the It Will Not Die special rule.

2 Warden of Forgotten Wisdom: *Those who can channel the wisdom of the Kroot ancients are amongst the most gifted psykers in the galaxy.*

If your Warlord is a Psyker, you may select their powers before the battle begins rather than generating them normally. Otherwise, re-roll this result.

3 Walker of Many Paths: *The Warlord is steeped in experience, their hard-earned skills bolstered all the more by many expeditions across the galaxy.*

At the beginning of each of your turns, your Warlord may choose one of the following special rules to gain until the beginning of your following turn: Furious Charge, Hit & Run, Move Through Cover.

4 Master of Death: *The Warlord has great expertise in severing of the cord that binds the body to the soul.*

If you make a To Wound roll of 6 for any of your Warlord's attacks, those attacks gain the Instant Death special rule.

5 Ruthless Commander: *The Warlord has neither mercy nor fear.*

Your Warlord and all friendly Kroot units within 7" of them are Fearless.

6 Favoured of Pech: *The energies of the Kroot homeworld seek the Warlord out, howling towards them like a gale.*

Your Warlord and their unit can make a Squawk action when they are within 14" of a unit that is destroyed, rather than 7".

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. These Kroot have a 4+ invulnerable save that applies against attacks in close combat only- ranged attacks are taken against the regular armor save.

Nocturnal

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





CHOOSING AN ARMY

When choosing an army to play a game of Warhammer 40,000, there are two main ways of organising your collection. These are the Unbound method, which means taking whichever units you like, and the Battle-forged method, which is more rigid but has extra benefits. Both are described fully in *Warhammer 40,000: The Rules*. If you are using the Unbound method, simply use the datasheets that correspond to the models in your collection. If you are using the Battle-forged method, you will instead need to organise the models in your collection into Detachments. This is a fun process in its own right. The most common of these are the Combined Arms and Allied Detachments. The Kroot Kindred is a special type of Detachment that can be included in any Battle-forged army. Although units cannot normally belong to more than one Detachment, units from a Formation that is part of a Kroot Kindred are an exception. They count as part of both their Formation and the Detachment, and have all associated Command Benefits and special rules. If your Warlord is part of a Formation or an Army List Entry that makes up part of a Reborn Warhost, that entire Reborn Warhost is your Primary Detachment.

RESTRICTIONS

This Detachment must include at least one HQ choice and two Troops choices. It may include one more HQ choice, up to four more Troops choices, up to three Elites choices, up to three Fast Attack choices, up to three Heavy Support choices, one Lords of War choice, and any number of Formation choices.

COMMAND BENEFITS

Leader of the Reborn: If this Detachment is chosen as your Primary Detachment, you can choose to re-roll the result on the Kroot Warlord Traits table.

Our Flock We Entrust: Units from this Detachment have the Stubborn special rule. In addition, if a unit from this Detachment is within 7" of another unit from this Detachment, it does not have to take a Morale check when it loses 25% or more of its current models during a single phase (measure the distance at the end of the phase).

Warhost of Pech: If this Detachment includes 7 or more units, you can select one additional unit to make a Squawk action each time a unit is destroyed.





Kroot Wargear

Ancestral Weapon

Ancestral weapons are imbued with a fragment of power from the spirits of Pech.

Ancestral Blade

Range	S	AP	Special
-	User	-	Melee, Armourbane, Fleshbane

Ancestral Staff

Range	S	AP	Special
-	User	-	Melee, Armourbane, Fleshbane, Soul Blaze

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. Blood of the Stalker confers a 4+ Armour Save, a 6+ invulnerable save and the Fear special rule. All enemy units within 6" of the bearer suffer a -2 Leadership penalty.

Bone Mask

The Lone Wolf wears an arrangement of animal bones and tusks fabricated into his armor, giving a disturbing appearance of death and morbidity. All friendly units within 12" of a model with a Bone Mask have the Adamantium Will special rule.

Doan's Bow

This artefact bow belonged to one of the greatest beastmasters in Kroot lore. Legend has it that Doan pierced the skull of a rampaging Knosis with a single draw of his string.

Range	S	AP	Special
12"	4	3	Pistol, Rending

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 sword that always wounds on a 4+.

Range	S	AP	Special
-	User	3	Melee, Poisoned (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. If a model with a Jagga Seed is in Reserves or Ongoing Reserves, then the model and any unit it has joined or is embarked upon has the Deep Strike special rule. This model, and his unit, will not scatter if arriving from Deep Strike Reserve.

Kroot Ballista

The Kroot ballista is a primitive but effective weapon, used by the Kroot since long before they encountered the Tau Empire. Like Kroot rifles the ballista contains rounds laden with poisons and toxins adapted by the Kroot for warfare. The ballista 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"	1	5	Assault 4 or Heavy 6, Poisoned (4+)

Kroot Bolt Thrower

The bolt thrower is a modified version of the ballista that can fire multiple types of ammunition.

Plasmic Bolt

Range	S	AP	Special
48"	4	4	Heavy 1, Blast

Falcon Bolt

Range	S	AP	Special
48"	7	4	Heavy 1, Skyfire

Endoplasmic Bolt

Range	S	AP	Special
48"	8	3	Heavy 1





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"	1	5	Assault 2, Posioned (4+)

Kroot Gun

A larger version of the kroot rifle, the kroot gun is usually mounted on a large beast and fired by a gunner. When a Kroot Knosis is fitted for battle, a howdah is typically attached from which pack masters can use as platforms.

Range	S	AP	Special
36"	6	6	Heavy 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.



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

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"	1	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"	1	5	Assault 1, Poisoned (4+)





Kroot Spear

Though it requires some effort to master, this weapon can spin and block like a stave, cut like a scythe, or impale like a barbed spear.

Range	S	AP	Special
-	+1	5	Melee, Two-handed

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 plasma 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.

Satchel of Mushrooms

A collection of poisonous and mind-altering fungus, the Shaman can fling this satchel towards the enemy.

Range	S	AP	Special
18"	1	-	Assault 1, Blast, Hallucinogenic

Hallucinogenic: At the end of the Shooting Phase, a unit that has suffered one or more hits from a weapon with this special rule in that phase must make a Pinning test. If the test is failed, then in addition to being Pinned the unit suffers a single Wound with no armour or cover saves allowed. This Wound is Randomly Allocated.

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





Spear of Pech

The bearer of this weapon has the Fearless special rule. In a challenge, Attacks made with this weapon have the Fleshbane and Instant Death special rules.

Range	S	AP	Special
-	+2	-	Melee, Rending

Spirit War Paint

Shamans can concoct a mystical blend of enchanted herbs and pigments to daub themselves with before battle. A model with Spirit War Paint has the Fearless special rule. In addition, enemy models within 12" of the bearer suffer -2 to their Leadership.

Stalker Blade

An exquisite and perfectly weighted weapon, a Stalker Blade is the pinnacle of Kroot metallurgy and craftsmanship.

Range	S	AP	Special
-	+1	3	Melee, Master-crafted

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, Bladestorm

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, Bladestorm

Stone of Kaikown

A fragment of the rock used as a burial plate for Anghkor Prok, the stone harnesses plasmic energy from the mountainside surrounding the resting place of the great Kroot shaper. Every time the bearer of the Stone of Kaikown attempts to manifest a psychic power, he can choose to reduce the Warp Charge cost by 1 (to a minimum of 1). If he does so, he cannot use his invulnerable save until the start of his next turn.





HEADQUARTERS

Anghkor Prok, The Great Uniter

200 points

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.



	WS	BS	S	T	W	I	A	LD	Save
Anghkor Prok	8	8	3	3	3	8	4	10	6+

Unit Composition: 1 (Unique)

Unit Type: Infantry (Character)

Wargear: Close Combat Weapon

Oath Blade: Anghkor Prok carries the sacred oath blade used at the moment he swore allegiance to the Tau Empire.

Range	S	AP	Special
-	+1	3	Melee, Instant Death

Mark of the Favored Child: Anghkor Prok has been destined for great things. He is treated as having a 4+ invulnerable save.

Special Rules:

- Eternal Warrior
- Fleet
- Eaters of the Dead
- Independent Character
- Psyker (Mastery Level 2)
- Stubborn

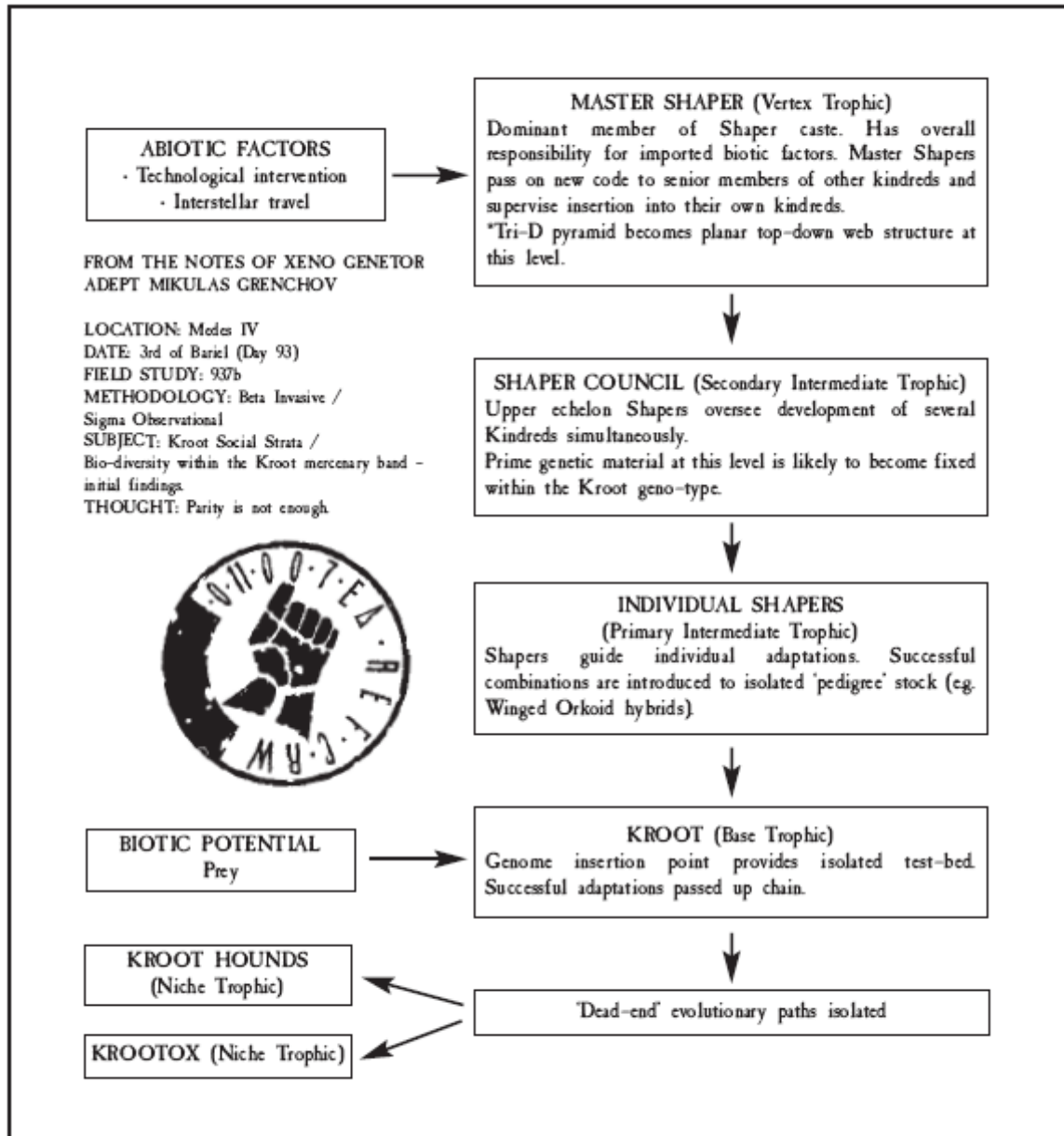
Kroothawk Totem: At the start of each Psychic phase, generate D3 extra Warp Charge points. Only Anghkor Prok can use these Warp Charge points.





Herald of Pech: Whenever a Kroot model is slain within 7" of Prok, roll a dice. On a 4+, he immediately regains a lost Wound. If that model was a Psyker, add 1 to Prok's Mastery Level (to a maximum of Mastery Level 4) and immediately generate another psychic power for him.

Psyker: Anghkor Prok generates his powers from the **Daemonology (Sanctic)** and **Tribal** disciplines.





HEADQUARTERS

Khibala Yusra, First Born Twin of the Spear

150 points

Khibala Yusra was the first born of two twins, and earned his name when he and his twin were part of a group of young warriors eager to prove themselves 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.

	WS	BS	S	T	W	I	A	LD	Save
Khibala Yusra	7	7	3	3	3	7	4	10	3+

Unit Composition: 1 (Unique)

Unit Type: Infantry (Character)

Wargear:

Spear of the Murabla: This fabled spear has the following profile. In addition, enemy units within 3" of Khibala Yusra use the lowest Leadership characteristic in their unit, rather than the highest.

Range	S	AP	Special
-	+2	2	Melee, Two-handed

Special Rules:

- Eternal Warrior
- Fleet
- Eaters of the Dead
- Independent Character
- Precision Strikes
- Rampage
- Stubborn

Mercenary Chieftain: Khibala Yusra always has a Warlord Trait generated from the Kroot Warlord Traits table, even if he is not your Warlord. For the purposes of this Warlord trait, Yusra is considered to be your Warlord.

Champion of Pech: Whenever a Kroot model is slain within 7" of Khibala Yusra, roll a dice. On a 4+, Khibala Yusra immediately regains a lost Wound. If that model was a character, add 1 to Yusra's Attacks characteristic (to a maximum of 7).

Warden of Prok: If Khibala Yusra is in a unit with Anghkor Prok, you can choose for Prok to pass Look Out, Sir rolls automatically. If you do so, you must allocate the Wounds to Khibala Yusra. Additionally, Yusra always passes the Initiative test when making a Glorious Intervention to take Prok's place.





HEADQUARTERS

Master Shaper

75 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 (Character)

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:
Blood of the Stalker(One Per Army)..... 15 points
Power Sword..... 15 points
Eviscerator..... 25 points
Endoplasmic Spheres..... 5 points
Jagga Seed..... 35 points





HEADQUARTERS

Elder Seer

100 points

The seer is the spiritual leader of the kindred. A skilled warrior in his youth, the seer is also an accomplished master of the spiritual world and can tap into the powers and resources of the Kroot ancestors.

	WS	BS	S	T	W	I	A	LD	Save
Elder Seer	5	5	3	3	3	5	1	10	-
Mounted Seer	5	5	3	4	3	5	1	10	3+

Unit Composition: 1 Elder Seer

Unit Type: Infantry (Character)

Wargear: Stalker pistol
Ancestral blade
Krootadactyl (Mounted Seer only)

Feathered Headdress: If a model with a feathered headdress suffers an unsaved Wound from Perils of the Warp, he can prevent it by immediately expending a Warp Charge point (if he has one).

Special Rules: Fleet (Elder Seer only)
Eaters of the Dead
Independent Character
Psyker (Mastery Level 3)

Mark of the Favored Child: A Seer has a 4+ invulnerable save.

Psyker: Seers generate their powers from the **Daemonology (Sanctic), Divination, Ancestral, Tribal, and Telepathy** disciplines.

Options: A Seer may take any of the following:
Stone of Kaikown(One Per Army)..... 15 points
Doan's Bow(One Per Army)..... 10 points
Spear of Pech(One Per Army)..... 40 points
A Seer may ride a Krootadactyl for 15 points. This changes the stats of the model as shown above and changes the unit type to Eldar Jetbike (Character).





HEADQUARTERS

Beastmaster

70 points

The Beastmaster specializes in capturing and taming the various evolutionary offshoots of the Kroot species found in the wilderness of Pech.

	WS	BS	S	T	W	I	A	LD	Save
Beastmaster	5	5	3	3	2	5	1	9	-

Unit Composition: 1 Beastmaster

Unit Type: Infantry (Character)

Wargear: Stalker pistol
Ancestral staff

Special Rules: Fleet
Eaters of the Dead
Independent Character
Psyker (Mastery Level 2)

Mark of the Favored Child: A Beastmaster has a 4+ invulnerable save.

Expert Handler: Any Great Knarloc and Knosis can re-roll To Hit rolls of 1 against enemy units that are within 12" of a model with this special rule.

Psyker: Beastmasters generate their powers from the **Daemonology (Sanctic), Divination, Ancestral, Tribal, and Telepathy** disciplines.

Options: A Beastmaster may take any of the following:
Stone of Kaikown(One Per Army)..... 15 points
Doan's Bow(One Per Army)..... 10 points
Spear of Pech(One Per Army)..... 40 points





ELITES

Shaman

60 points

The Kroot Shaman holds a prestigious position in the kindred. Whilst the shapers coordinate mercenary assignments and the evolutionary path of the kindred, the shamans are always consulted for guidance as they are steeped in the traditions of the Kroot race before the period of technological advancement.

	WS	BS	S	T	W	I	A	LD	Save
Shaman	6	4	3	3	2	7	3	10	-

Unit Composition: 1 Shaman **Unit Type:** Infantry (Character)

Wargear: Kroot stave
Stalker pistol
Satchel of mushrooms

Special Rules: Fear
Fleet
Eaters of the Dead
Independent Character
Psyker (Mastery Level 1)

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

Guerrilla Tactics: Shamans 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.

Psyker: Shamans generate their powers from the Shamanistic, Daemonology (Sanctic), Telepathy, and Tribal disciplines.

Options: A Shaman may be upgraded to Psyker (Mastery Level 2) for 25 points.

A Shaman may take any of the following:

Spirit War Paint (One Per Army)..... 15 points

Endoplasmic Spheres..... 5 points





ELITES

Lone Wolf

60 points

Some Kroot harbor an obsession with death and rebirth. These individuals are often loners, preferring to hunt and live in solitude. Their dependence on no one other than themselves hones them into fine marksmen and trappers.

	WS	BS	S	T	W	I	A	LD	Save
Lone Wolf	5	5	3	3	2	7	3	10	-

Unit Composition: 1 Lone Wolf

Unit Type: Infantry (Character)

Wargear: Stalker Cannon

Special Rules: Fear

Fleet

Eaters of the Dead

Independent Character

Precision Shots

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

Guerrilla Tactics: Lone Wolves 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.

Expert Ambusher: An enemy unit that suffers one or more casualties from a Lone Wolf's Stalker Cannon during the Shooting Phase must take a Morale check at the end of that phase with a -2 modifier to its Leadership, just as if it had suffered 25% casualties. If this test is failed, the Lone Wolf's controlling player chooses the direction that the enemy unit Falls Back this phase (if the unit continues to Fall Back in subsequent turns, it does so towards its own table edge as normal).

Options: A Lone Wolf may take any of the following:

Bone Mask (One Per Army)..... 20 points

Endoplasmic Spheres..... 5 points





ELITES

Untouchable

145 points

An outcast in Kroot society, the Untouchable is one that lives in complete and total isolation. Driven mad by the Kroot gods, the Untouchable produces a terrifying display of power and madness, harnessed by the kindred on the battlefield.

	WS	BS	S	T	W	I	A	LD	Save
Untouchable	9	9	3	3	3	10	6	10	-

Unit Composition: 1 Untouchable (Unique)

Unit Type: Infantry (Character)

Wargear: Blades of the Untouchable

Blades of the Untouchable: Each To Hit roll of a 6 causes a single automatic Wound, regardless of the target's Toughness, and is resolved at AP2. Against vehicles, each To Hit roll of a 6 causes a single automatic glancing hit. In addition, one attack, rolled separately, is always resolved at Strength 6 AP2. If a 6 is rolled To Wound with this attack, it has the Instant Death special rule.

Special Rules:

- Fear
- Fleet
- Eaters of the Dead
- Fearless
- Deep Strike
- Eternal Warrior
- Precision Strikes

Curse of the Gods: Untouchables have been cursed by the Kroot gods, and may never be touched by another Kroot. They can never be joined by another character, and count as having a 3+ invulnerable save.

Guerrilla Tactics: Untouchables 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.

Possessed by the Gods: An Untouchable may move up to 12" in the Movement Phase. Once per game, at the start of any of the controlling player's Movement phases, the Untouchable can move in the following manner instead of moving normally. Roll a number of D6 equal to the current turn number; the result is the number in inches that the Untouchable can move. When moving in this manner, the Untouchable can move over all other models and terrain as if they were open ground, but it cannot end its move on top of other models or impassable terrain. In the Assault phase of the turn in which the Untouchable moves in this manner, its Attacks characteristic is increased to 10.

Options: An Untouchable may take Endoplasmic Spheres for 5 points.





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: 5-15 Headhunters

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 Headhunter may be upgraded to a Shaper for 10 points.

The Shaper may take Endoplasmic Spheres for 5 points.

The Shaper may take any of the following:

Power Sword..... 15 points

Eviscerator..... 25 points

Options: One model may take a goadstick for 5 points, unless the unit consists of 10 or more models, in which case up to three models may do so.

Goadstick: A model equipped with a goadstick rerolls all To Hit and To Wound rolls of 1 in close combat.





ELITES

Brute Kindred

11 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: 5-10 Brutes

Unit Type: Infantry

Wargear: Kroot rifle
Close Combat Weapon

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 10 points.

The Shaper may take Endoplasmic Spheres for 5 points.

The Shaper may take any of the following:

Power Sword..... 15 points

Eviscerator..... 25 points

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

Up to 2 Brutes may replace their Kroot rifles with Kroot ballistas for 15 points per model.





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 Endoplasmic Spheres for 5 points.

The Shaper may take any of the following:

Power Sword..... 15 points

Eviscerator..... 25 points

Options: One model may take a goadstick for 5 points, unless the unit consists of 10 or more models, in which case up to three models may do so.

Goadstick: A model equipped with a goadstick rerolls all To Hit and To Wound rolls of 1 in close combat.

Range	S	AP	Special
-	User	5	Melee





TROOPS

Ranger Kindred

12 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	4	4	3	3	1	5	1	8	5+

Unit Composition: 5-10 Rangers

Unit Type: Infantry

Wargear: Kroot hunting rifle
Stalker pistol

Special Rules: Fleet
Infiltrate
Eaters of the Dead
Move Through Cover
Shrouded





TROOPS

Stalker Kindred

15 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	6	5	3	3	2	7	3	10	-

Unit Composition: 5-12 Stalkers

Unit Type: Infantry

Wargear: Close combat weapon
Stalker pistol
Plasmic spheres

Special Rules: Fleet
Fear

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.

Character: One Stalker must be upgraded to a Shaper for 20 points.

The Shaper may take a Stalker Blade for 25 points (One Per Army).

The Shaper may take Endoplasmic Spheres for 5 points.

The Shaper may take a Power Sword for 15 points.

Options: Any Stalkers may replace their Stalker pistols with Fusion pistols for 15 points per model.

Any Stalker may coat his close combat weapon with toxins for 8 points per model. Each To Hit roll of a 6 made by a weapon with this special rule causes a single automatic Wound, regardless of the target's Toughness, and is resolved at AP2. Against vehicles, each To Hit roll of a 6 causes a single automatic glancing hit.





FAST ATTACK

Kroot Beast Pack



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	6	1	8	5+
Kroot Hound	4	0	4	4	1	6	3	5	6+
Kroot Razorbeak	2	0	3	3	3	5	4	5	6+
Knarloc Rider	3	0	5	5	3	5	4	5	6+

Unit Composition: See Below

Unit Type: Beasts

Wargear (Packmaster): Kroot Carbine
Close combat weapon

Special Rules: Nocturnal
Eaters of the Dead
Fast Reflexes (Packmaster only)
Daemon (Hounds only)
Rending (Kroot Razorbeaks only)
Swarms (Kroot Razorbeaks only)
Rage (Knarloc Riders only)

Options: A Beast Pack unit consists of 1-12 models in any combination:

Kroot Packmaster..... 10 points per model
 Kroot Hounds..... 10 points per model
 Kroot Razorbeaks..... 20 points per model
 Knarloc Riders..... 30 points per model

Any Packmaster may be equipped with the following:

Power weapon..... 15 points
 Eviscerator..... 25 points





FAST ATTACK

Vulture Kindred

13 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	6	1	8	5+
Vulture Shaper	4	4	3	3	1	6	2	9	5+

Unit Composition: 5-20 Kroot Vultures

Unit Type: Jump Infantry

Wargear: Kroot carbine
Kroot spear

Special Rules: Nocturnal
Fleet
Eaters of the Dead
Hit and Run
Ancestral Worship

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

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

Power sword..... 15 points
Eviscerator..... 20 points





DEDICATED TRANSPORT

Kroot War Skiff

65 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 Armor	HP
Kroot War Skiff	4	10	10	10	2

Unit Composition: 1 War Skiff

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

Wargear: Two Kroot ballistas
Camouflage netting (5+ invulnerable save)

Special Rules: Nocturnal
Deep Strike

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

Options: The War Skiff may take any of the following vehicle upgrades:
War Trophies..... 10 points
Dropped Cargo..... 5 points
Brush Plating..... 15 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.

Dropped Cargo: The War Skiff has foregone all cargo and equipment in order to gain speed and can move up to 24" when it moves Flat Out.

Brush Plating: The skiff is adorned plating that utilizes flora from the battlefield and has the Stealth special rule.





HEAVY SUPPORT

Great Knarloc

125 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	4	4	8	8	3	4	3	10	3+

Unit Composition: 1 Great Knarloc

Unit Type: Monstrous Creature

Wargear: Rending Beak
Two Stalker Pistols

Special Rules: Eaters of the Dead
Fearless

Options: May take up to two of the following in any combination:
Stalker Cannon..... 15 points each
Kroot Gun..... 15 points each
Kroot Bolt Thrower..... 30 points each





LORD OF WAR

Kroot Knosis

295 points

The Kroot Knosis is the largest creature on Pech that is able to be tamed. A gargantuan beast of immense strength and equal stubbornness, only the bravest pack masters dare attempt to capture one and train it for use by the kindred in times of war.

	WS	BS	S	T	W	I	A	LD	Save
Kroot Knosis	4	4	10	8	6	5	4	10	3+

Unit Composition: 1 Kroot Knosis **Unit Type:** Jump Gargantuan Creature

Wargear: Rending Beak

Glyph Runes: The Kroot Knosis has a 5+ invulnerable save. Whenever the Knosis passes one or more saving throws using its glyph runes, all enemy units within 6" must test as if they had just been hit by a weapon with the Blind special rule.

Special Rules: Eaters of the Dead

Swallowed Whole: The Rending Beak of the Kroot Knosis is increased to Strength D.

The Kroot Knosis may take up to two of the following in any combination:

- Stalker Cannon..... 15 points each
- Kroot Gun..... 15 points each





LORD OF WAR

Ancestral Spirit

275 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	9	7	6	6	5	10	6	10	3+

Unit Composition: 1 Ancestral Spirit

Unit Type: Monstrous Creature (Character)

Wargear:

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, using the following profile:

Range	S	AP	Special
-	User	2	Melee, Fleshbane, Armourbane, Soul Blaze

Special Rules:

- Daemon
- Deep Strike
- Eternal Warrior
- Fleet
- Preferred Enemy (Daemons of Slaanesh)
- Psyker (Mastery Level 3)
- Eaters of the Dead

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. The Ancestral Spirit, and all friendly non-vehicle Kroot units within 12" of the Ancestral Spirit, have the Fearless and Feel No Pain special rules.

Avatar of Pech: Whenever a Kroot model is killed within 7" of the Ancestral Spirit, roll a dice. On a 3+, the Ancestral Spirit regains a Wound lost earlier in the battle.

Conjured Appearance: An Ancestral Spirit will appear before a battle, and disappear once it is over. The Ancestral Spirit must be deployed in Deep Strike Reserve. Unless the Ancestral Spirit has been slain, each time a unit (friend or foe) is completely destroyed (unless it was destroyed 3 because it fled the battle), you may immediately place the Ancestral Spirit as close as possible to the position of that unit, at least 1" from all enemy models, even if the Ancestral Spirit is still in Reserve. The Ancestral Spirit may not charge in a turn in which it uses this ability.

Psyker: The Ancestral Spirit generates powers from the **Daemonology (Sanctic)** and **Tribal** disciplines.





FORMATIONS

Triumvirate of Pech

Formation: Anghkor Prok, Khibala Yusra, Ancestral Spirit

Restrictions: None

Special Rules:

Spirit Council: Friendly non-vehicle Kroot units that are within 12" of two models from the Triumvirate of Pech have the Fearless special rules. Whilst all three models from this Formation are on the battlefield, all friendly Kroot units on the battlefield have the Fearless special rule.

Pech's Chosen: If all three models from this Formation are on the battlefield, you can add 1 to any rolls made for the Avatar of Pech, Champion of Pech, and Herald of Pech special rules.

Trinity of Pech

Formation: 1 Shaman, 1 Lone Wolf, 1 Untouchable

Restrictions: Models in this Formation cannot join other units, nor can they be joined by other characters.

Special Rules: Infiltrate
Shrouded
Stealth

Hunting Party

Formation: 1 Stalker Kindred, 1 Shaman, 1 Lone Wolf

Restrictions: All models in this Formation must be deployed as a single unit.

Special Rules:

Pech's Favored: The Hunting Party, and any Kroot models within 6" of one or more models from this Formation have the Crusader special rule.





Adamantium Will

So strong of mind is this warrior that foul sorcery has little grasp upon him. A unit that contains at least one model with this special rule receives a +1 bonus to Deny the Witch tests.

Armourbane

This weapon has been crafted with one aim in mind: to pierce the hides of armoured vehicles. If a model has this special rule, or is attacking with a Melee weapon that has this special rule, it rolls an additional D6 for armour penetration in close combat. If a model makes a shooting attack with a weapon that has this special rule, it rolls an additional D6 for armour penetration. In either case, this special rule has no effect against non-vehicle models.

Bladestorm

When firing a weapon with this special rule, a To Wound roll of a 6 wounds automatically, regardless of the target's Toughness, and is resolved at AP2.

Blind

Any unit hit by one or more models or weapons with this special rule must take an Initiative test at the end of the current phase. If the test is passed, all is well – a shouted warning has caused the warriors to avert their gaze. If the Initiative test is failed, all models in the unit are reduced to Weapon Skill and Ballistic Skill 1 until the end of their next turn. Should the attacking unit hit themselves, we assume they are prepared and they automatically pass the test. Any model that does not have an Initiative characteristic (for example, non-Walker vehicles, buildings etc.) is unaffected by this special rule.

Concussive

A model that suffers one or more unsaved Wounds from a weapon with this special rule is reduced to Initiative 1 until the end of the following Assault phase.

Crusader

Bolstered by ultimate faith in his goal, the crusader is tireless, sweeping from one foe to the next in a battle that never ends. A unit that contains at least one model with this special rule rolls an extra dice when making Run moves, and uses the highest result rolled. In addition, a unit that contains at least one model with this special rule adds D3 to its Sweeping Advance totals (roll each time).

Daemon

Models with the Daemon special rule have a 5+ invulnerable save, and also have the Fear special rule.

Eternal Warrior

Some heroes refuse to be laid low, even by what would be mortal wounds to lesser warriors. If a model with this special rule suffers an unsaved Wound from an attack that inflicts Instant Death, it only reduces its Wounds by 1, instead of automatically reducing its Wounds to 0.





Fear

At the start of each Fight sub-phase, a unit in base contact with one or more enemy models that cause Fear must take a Leadership test (called a Fear test) before any blows are struck. If the test is passed, all is well and there is no effect. If the test is failed, the unit succumbs to fear – all models in the unit have their Weapon Skill reduced to 1 for the remainder of that Fight sub-phase. Note that a model that causes Fear is not itself immune to Fear, and will still need to take a Fear test if it is base contact with any enemy models that cause Fear.

Fearless

Units containing one or more models with the Fearless special rule automatically pass Pinning, Fear, Regroup tests and Morale checks, but cannot Go to Ground and cannot choose to fail a Morale check due to the Our Weapons Are Useless rule. If a unit has Gone to Ground and then gains the Fearless special rule, all the effects of Go to Ground are immediately cancelled

Feel No Pain

Whether through force of will, bionic augmentation or foul sorcery, this warrior can fight despite fearsome wounds. When a model with this special rule suffers an unsaved Wound, it can make a special Feel No Pain roll to avoid being wounded (this is not a saving throw and so can be used against attacks that state that ‘no saves of any kind are allowed’, for example those inflicted by Perils of the Warp). Feel No Pain saves may not be taken against Destroyer attacks or against unsaved Wounds that have the Instant Death special rule. Roll a D6 each time an unsaved Wound is suffered. On a 4 or less, you must take the Wound as normal. On a 5+, the unsaved Wound is discounted – treat it as having been saved. If a unit has the Feel No Pain special rule with a number in brackets afterwards – Feel No Pain (6+), for example – then the number in brackets is the D6 result needed to discount the Wound. Fleet Preternaturally agile, these warriors can cover ground more quickly than their plodding foes. A unit composed entirely of models with this special rule can re-roll one or more of the dice when determining Run moves and charge ranges (such as a single D6 from a charge range roll, for example).

Fleshbane

Many are the weapons and creatures whose merest caress is fatal. If a model has this special rule, or is attacking with a Melee weapon that has this special rule, they always Wound on a 2+ in close combat. Similarly, if a model makes a shooting attack with a weapon that has this special rule, they always Wound on a 2+. In either case, this special rule has no effect against vehicles or buildings.

Furious Charge

Some warriors use the impetus of the charge to fuel their own fury. In a turn in which a model with this special rule charges into combat, it adds +1 to its Strength characteristic until the end of the Assault phase. A model that has made a disordered charge that turn receives no benefit from Furious Charge.





Hammer of Wrath

Many warriors hurl themselves headlong into combat, seeking to crush or trample the foe. If a model with this special rule ends its charge move in base or hull contact with an enemy model, it makes one additional Attack that hits automatically and is resolved at the model's unmodified Strength with AP-. This Attack does not benefit from any of the model's special rules (such as Furious Charge, Rending etc.). This Attack is resolved during the Fight sub-phase at the Initiative 10 step, but does not grant the model an additional Pile In move. If a model with this special rule charges a building or vehicle, the hit is resolved against the Armour Value of the facing the charging model is touching. If a model with this special rule charges a building or vehicle that is a Transport or a Chariot, the hit is resolved against the building or vehicle, not the occupants or the rider.

Haywire

Haywire weapons send out powerful electromagnetic pulses. When a weapon with this special rule hits a vehicle, roll a D6 to determine the effect rather than rolling for armour penetration normally: D6 - Result 1 - No effect 2-5 - Glancing hit 6 - Penetrating hit

Hit & Run

Some troops employ a flexible battle stance, engaging the foe at close quarters one moment, before peeling off to strike with renewed vigour the next. A unit that contains at least one model with this special rule that is locked in combat can choose to leave close combat at the end of any Assault phase. If the unit wishes to do so, it must take an Initiative test. If the test is failed, nothing happens and the models remain locked in the fight. If the test is passed, choose a direction – then roll 3D6. As long as the distance rolled, in inches, is sufficient to allow the entire unit to move over 1" away from all of the enemy units they are locked in combat with, the unit breaks away from combat and must immediately move a number of inches in the chosen direction equal to the 3D6 result, ignoring the models they were locked in combat with. No Sweeping Advance rolls are made. Enemy units that are no longer locked in combat immediately Consolidate D6". A Hit & Run move is not slowed by difficult terrain, but takes Dangerous Terrain tests as normal. It may not be used to move into base or hull contact with enemy units, and models instead stop 1" away. If there are units with this rule on both sides who wish to disengage, roll-off to determine who goes first and then alternate disengaging them. If the last of these ends up no longer in combat, it Consolidates instead.

Ignores Cover

This weapon fires ammunition that cheats an enemy of his shelter. Cover saves cannot be taken against Wounds, glancing hits or penetrating hits caused by weapons with the Ignores Cover special rule.

Instant Death

Some blows can slay an enemy outright, no matter how hardy he may be. If a model suffers an unsaved Wound from an attack with this special rule, it is reduced to 0 Wounds and is removed as a casualty.





It Will Not Die

In the dark corners of the galaxy, there are creatures that heal at a terrifying speed. At the end of each of your turns, roll a D6 for each of your models with this special rule that has less than its starting number of Wounds or Hull Points, but has not been removed as a casualty or destroyed. On a roll of 5+, that model regains a Wound, or Hull Point, lost earlier in the game.

Lance

The terror of tank commanders, a lance weapon fires a concentrated beam of energy that can bore through any armour, regardless of thickness. Weapons with the Lance special rule count vehicle Armour Values that are higher than 12 as 12.

Master-crafted

Some weapons are lovingly maintained artefacts, crafted with a skill now lost. Though the exact form of master-crafting varies, it is always considered to be the pinnacle of the weaponsmith's art. Weapons with the Master-crafted special rule allow the bearer to re-roll one failed roll To Hit per turn with that weapon.

Melta

Melta weapons are short-ranged heat rays whose wrath grows as they get closer to the foe. They are much prized by troops attempting to destroy enemy tanks or fortifications, for only specially formulated armour can withstand a melta weapon's incandescent fury. Ranged weapons with this special rule roll an additional D6 when rolling to penetrate a vehicle's armour at half range or less. If the weapon is more than half its maximum range away, it rolls to penetrate as normal. If a weapon has both the Melta and Blast special rules, measure the distance to the centre of the blast marker after it has scattered. If this is half the weapon's range or less, all hits caused by the blast marker roll an addition D6 when rolling to penetrate a vehicle's armour. If the centre of the blast marker is more than half the weapon's maximum range away after scatter, roll to penetrate as normal. See the Vehicles rules for more details on armour penetration.

Move Through Cover

Some warriors are skilled at moving over broken and tangled terrain. A unit that contains at least one model with this special rule rolls an extra D6 when rolling to move through difficult terrain and is not slowed by charging through difficult terrain. In most circumstances, this will mean that, when moving, the unit rolls 3D6 and picks the highest roll. Furthermore, a model with the Move Through Cover special rule automatically passes Dangerous Terrain tests.

Night Vision

Some warriors can see almost as clearly in the darkness as they can in daylight. A unit that contains at least one model with this special rule ignores the effects of Night Fighting.





Poisoned

There are many virulent and lethal poisons in the dark future. It is simplicity itself to adapt such toxins for battlefield use. It does not matter whether they coat weapon-blades or bullets, or are secreted by alien monstrosities – all are lethal.

If a model has the Poisoned special rule, or is attacking with a Melee weapon that has the Poisoned special rule, it always wounds on a fixed number (generally shown in brackets), unless a lower result would be required, when attacking in close combat. In addition, if the Strength of the wielder (or the Poisoned weapon) is higher than the Toughness of the victim, the wielder must re-roll failed rolls To Wound in close combat. Similarly, if a model makes a shooting attack with a weapon that has the Poisoned special rule, it always wounds on a fixed number (generally shown in brackets), unless a lower result would be required. If no number is shown in brackets, the rule is Poisoned (4+). Unless otherwise stated, Poisoned weapons are treated as having a Strength of 1. The Poisoned special rule has no effect against vehicles.

Precision Shots

Many of the galaxy's marksmen are able to single out enemy leaders or soldiers with particularly powerful weapons and snipe them with unerring accuracy. If a model with this special rule rolls a 6 To Hit with a shooting weapon, that shot is a 'Precision Shot'. Wounds from Precision Shots are allocated against a model (or models) of your choice in the target unit, as long as it is in range and line of sight of the firer, rather than following the normal rules for Wound allocation. A character that has a Precision Shot Wound allocated to it can still make a Look Out, Sir roll. Note that Snap Shots and shots from weapons that scatter, or do not roll To Hit, can never be Precision Shots.

Precision Strikes

The 41st Millennium is replete with swordsmen and blade-masters that can pick out an enemy from a crowd and land a blow on them even amidst the swirling chaos of hand-to-hand combat. If a model with this special rule rolls a 6 To Hit with a Melee weapon, that hit is a 'Precision Strike'. Wounds from Precision Strikes are allocated against an engaged model (or models) of your choice in the unit you are attacking, rather than following the normal rules for Wound allocation. If a Precision Strike Wound is allocated to a character, they can still make their Look Out, Sir roll.

Preferred Enemy

Many of the galaxy's warriors train hard to overcome a particular foe, allowing them to predict the enemy's battle-stances and thus land a blow or shot with greater ease. This rule is often presented as Preferred Enemy (X) where X identifies a specific type of foe. If the special rule does not specify a type of foe, then everyone is a Preferred Enemy of the unit. A unit that contains at least one model with this special rule re-rolls failed To Hit and To Wound rolls of 1 if attacking its Preferred Enemy. This applies both to shooting and close combat attacks.

Psyker

Psykers are battlefield mystics who harness the power of the Warp. A model with this special rule is a Psyker. This rule is typically presented with a Mastery Level, shown in brackets – if no Mastery Level is shown then that model has a Mastery Level of 1. Rules for generating and manifesting psychic powers can be found in the Psychic phase section.





Rage

Bloodlust is a powerful weapon on the battlefield, spurring a warrior to hack his foes apart in a flurry of mindless (but eminently satisfying) carnage. In a turn in which a model with this special rule charges into combat, it gains +2 Attacks for charging, rather than +1. A model that has made a disordered charge that turn receives no benefit from Rage.

Rampage

For some warriors, being outnumbered is not a cause for despair, but a call to set about their foes with a berserk counter-attack. At the start of any Fight sub-phase, models with the Rampage special rule gain +D3 attacks if the combat they are in contains more enemy models than friendly models – count all models locked in the combat, not just those models that are engaged. Roll once to determine the number of bonus Attacks all Rampaging models involved in that combat receive that phase. A model that has made a disordered charge that turn receives no benefit from Rampage.

Rending

Some weapons can inflict critical strikes against which no armour can protect. If a model has the Rending special rule, or is attacking with a Melee weapon that has the Rending special rule, there is a chance that his close combat attacks will strike a critical blow. For each To Wound roll of a 6, the target automatically suffers a Wound, regardless of its Toughness. These Wounds are resolved at AP2. Similarly, if a model makes a shooting attack with a weapon that has the Rending special rule, a To Wound roll of 6 Wounds automatically, regardless of Toughness, and is resolved at AP2. In either case, against vehicles, each armour penetration roll of 6 allows a further D3 to be rolled, with the result added to the total. These hits are not resolved at AP2, but are instead resolved using the model/weapon's AP value.

Shrouded

The source of the darkness around these warriors matters not – only a lucky shot has any chance of piercing the shroud that hides them from view. A unit that contains at least one model with this special rule counts its cover save as being 2 points better than normal. Note that this means a model with the Shrouded special rule always has a cover save of at least 5+, even if it's in the open. Cover save bonuses from the Shrouded and Stealth special rules are cumulative (to a maximum of a 2+ cover save).

Skyfire

Skyfire weapons excel at shooting down enemy aircraft and skimmers. A model with this special rule, or that is firing a weapon with this special rule, fires using its normal Ballistic Skill when shooting at Flyers, Flying Monstrous Creatures and Skimmers, but it can only fire Snap Shots against other targets.

Smash

For the most fearsome of creatures, a single blow is sufficient to breach a tank's armour or crush a living creature to bloody pulp. All of the close combat attacks, except Hammer of Wrath attacks, of a model with this special rule are resolved at AP2 (unless it's attacking with an AP1 weapon). Additionally, when it makes its close combat attacks, it can choose instead to make a single Smash Attack. If it does so, roll To Hit as normal, but resolve the Attack at double the model's Strength (to a maximum of 10). Furthermore, a model making a Smash Attack can re-roll its armour penetration rolls, but must abide by the second result.





Sniper

Sniper weapons are precision instruments, used to pick out a target's weak points. If a weapon has the Sniper special rule, or is fired by a model with the Sniper special rule, and rolls a 6 To Hit, that shot is a 'Precision Shot'. Wounds from Precision Shots are allocated against a model (or models) of your choice in the target unit, as long as it is in range and line of sight of the firer, rather than following the normal rules for Wound allocation. A character that has a Precision Shot Wound allocated to it can still make a Look Out, Sir roll. Note that Snap Shots can never be Precision Shots. If a weapon has the Sniper special rule, or is fired by a model with the Sniper special rule, its shooting attacks always wound on a To Wound roll of 4+, regardless of the victim's Toughness. In addition, any To Wound roll of a 6 is resolved at AP2. Against vehicles, shooting attacks from weapons and models with the Sniper special rule count as Strength 4.

Soul Blaze

Some psychically-imbued weapons set the very soul ablaze, consuming the unfortunate victim in clouds of ethereal fire. If a unit suffers one or more unsaved Wounds from an attack with this special rule, it is set ablaze and continues to burn – mark it with a coin or counter as a reminder. At the end of each turn, roll a D6 for each unit with a Soul Blaze counter on it. On a 3 or less, the flames die out and the unit is no longer ablaze – remove your reminder counter. On a 4+, the unit takes D3 Strength 4 AP5 hits with the Ignores Cover special rule. These Wounds are Randomly Allocated. A unit cannot have more than one Soul Blaze counter on it at a time.

Stealth

Some warriors are masters of disguise and concealment, able to fade into the ruin of a battlefield until they are ready to strike. A unit that contains at least one model with this special rule counts its cover saves as being 1 point better than normal. Note that this means that a model with the Stealth special rule always has a cover save of at least 6+, even if it is in the open. This rule is often presented as Stealth (X) where X indicates a specific type of terrain, such as Stealth (Woods) or Stealth (Ruins). If this is the case, the unit only gains the benefit whilst it is in terrain of the specified type. Cover save bonuses from the Shrouded and Stealth special rules are cumulative (to a maximum of a 2+ cover save).

Stubborn

Many warriors live and die according to the principle of 'death before dishonour'. Seldom do such warriors take a backward step in the face of danger. When a unit that contains at least one model with this special rule takes Morale checks or Pinning tests, they ignore any negative Leadership modifiers. If a unit is both Fearless and Stubborn, it uses the rules for Fearless instead.





Swarms

These creatures are so multitudinous that they cannot be picked out individually and must be fought as a group. If, when allocating Wounds to a unit with the Swarms special rule, two or more models could be chosen as the closest enemy, the closest enemy is always the model with the least number of Wounds. If a model with the Swarm special rule suffers an unsaved Wound from a Blast (any size) or Template weapon, each unsaved Wound is multiplied to two unsaved Wounds unless that Wound has the Instant Death special rule. However, a unit entirely composed of models with the Swarm special rule is not slowed by difficult terrain, but must test for Dangerous Terrain as normal.

Two-Handed

This weapon is particularly heavy and requires both hands to wield. A model attacking with this weapon never receives +1 Attack for fighting with two Melee weapons.

Vortex

Vortex weapons are some of the most destructive weapons in the galaxy. When activated, they rip a hole in the fabric of reality that destroys anything it touches. A vortex field is unstable, and will flicker into and out of existence across the battlefield, but it will annihilate anything unfortunate enough to be caught by it. A weapon with this special rule is a Destroyer weapon and uses a blast marker of some type (e.g. blast, large blast, massive blast, etc). Place the appropriate marker, roll for scatter and apply damage. For determining Wound allocation, always assume the shot is coming from the centre of the marker, in the same manner as a Barrage weapon. The marker for a Vortex weapon is not removed from play after damage has been resolved. Leave it in play on the tabletop. The marker is impassable terrain as long as it remains in play. At the beginning of every subsequent player turn, the marker scatters 2D6" (use the little arrow if you roll a Hit!). If a double is rolled, the marker is removed from play instead. Any unit under the marker's new location is hit. Apply damage as described above.





DIVINATION DISCIPLINE

PRIMARIS POWER

PRESCIENCE - Warp Charge 2

Prescience is a blessing that targets a single friendly unit within 12". Whilst the power is in effect, the target unit can re-roll all failed To Hit rolls.

1 - FOREBODING - Warp Charge 1

Foreboding is a blessing that targets the Psyker. Whilst this power is in effect, the Psyker and his unit have the Counter-attack special rule and fire Overwatch using their full Ballistic Skill, rather than Ballistic Skill 1. Note that this does not allow weapons that could not normally fire Overwatch to do so.

2 - FOREWARNING - Warp Charge 1

The psyker's prophetic powers allow him to walk through a hail of fire unscathed, dodging incoming bullets with an eerie calm. Forewarning is a blessing that targets a single friendly unit within 12". Whilst the power is in effect, the target unit has a 4+ invulnerable save.

3 - PERFECT TIMING - Warp Charge 1

As soon as his consciousness pierces the veil of the Warp, a rush of images floods the diviner's mind, foretelling the actions of his enemies, down to the merest microsecond. Perfect Timing is a blessing that targets the Psyker. Whilst this power is in effect, the Psyker and his unit's weapons have the Ignores Cover special rule.

4 - PRECOGNITION - Warp Charge 1

Having already witnessed the one true path to victory, the diviner strides across the battlefield like an avenging god of war. Precognition is a blessing that targets the Psyker. Whilst the power is in effect, the Psyker re-rolls all failed To Hit and To Wound rolls. In addition, while the power is in effect, the Psyker re-rolls failed saving throws.

5 - MISFORTUNE - Warp Charge 2

With a click of his fingers, the diviner twists fate so that his followers' blows punch through the weakest points in their opponents' armour. Misfortune is a malediction that targets a single enemy unit within 24". Whilst the power is in effect, all attacks that hit the target unit have the Rending special rule.

6 - SCRIER'S GAZE - Warp Charge 2

The diviner can see the battlefield clearly in his mind's eye, with the vantage point of a hunting hawk and the precision of a laser. The to and fro of armies and war machines is but the scurrying of ants beneath his omniscient gaze. Thus can the diviner direct the deployment of specialist forces exactly when and where they are most needed, directing them to vital objectives that, once secured, will ensure victory. Scrier's Gaze is a blessing that targets the Psyker. Whilst the power is in effect, you can re-roll the dice when rolling for Reserves, Outflank and when any of your units identifies a Mysterious Objective. In addition, if the mission has the Tactical Objectives special rule, you can immediately choose to discard one of your active Tactical Objectives and generate a new one.





DAEMONOLOGY (SANCTIC) DISCIPLINE

PRIMARIS POWER

BANISHMENT - Warp Charge 1

Banishment is a malediction that targets a single unit with the Daemon special rule within 24". Whilst this power is in effect, all models in the target unit suffer a -1 penalty to their invulnerable save (normally reducing it to 6+). This is cumulative with any other modifiers to a Daemon's invulnerable save, but cannot make it worse than 6+.

1 - GATE OF INFINITY - Warp Charge 1

Gate of Infinity is a blessing that targets the Psyker. Unless the target is Zooming or Swooping, remove the target and his unit from the board. It then immediately arrives anywhere on the board using the rules for Deep Strike.

2 - HAMMERHAND - Warp Charge 1

Focussing the raging power of his mind, the psyker augments the strength of his comrades to the point where they can crush flesh and bone with a single blow. Hammerhand is a blessing that targets the Psyker. Whilst the power is in effect, the Psyker and his unit have +2 Strength.

3 - SANCTUARY - Warp Charge 1

Sanctuary is a blessing that targets the Psyker. Whilst the power is in effect the Psyker and all models in his unit receive a +1 bonus to their invulnerable save (models that do not have an invulnerable save gain a 6+ invulnerable save whilst this power is in effect instead). In addition, all units with the Daemon special rule (friend or foe) treat all terrain, including open ground, within 12" of the Psyker as dangerous terrain.

4 - PURGE SOUL - Warp Charge 1

Purge Soul is a focussed witchfire power with a range of 24". Both the Psyker and the target model roll a D6 and add their respective Leadership values. If the target's total is greater than the Psyker's total, nothing happens. If the Psyker's total is greater than or equal to the target's total, the target model suffers an automatic Wound with no armour or cover saves allowed. Purge Soul has no effect on vehicles.

5 - CLEANSING FLAME - Warp Charge 2

The psyker harnesses the very fire in his soul, creating a wall of white-hot psychic flame that blasts forth and purges his foes from the battlefield. Cleansing Flame is a nova power with the following profile:

Range	S	AP	Special
9"	5	4	Assault 2D6, Ignores Cover, Soul Blaze

6 - VORTEX OF DOOM - Warp Charge 3

The psyker rends the material realm asunder, tearing a rift between the material realm and the howling destruction of the Warp, condemning his foes to total destruction. Vortex of Doom is a witchfire power with the profile below. If, when using this power, the Psyker fails his Psychic test, he automatically suffers Perils of the Warp.

Range	S	AP	Special
12"	D	1	Assault 1, Blast, Vortex





TELEPATHY DISCIPLINE

PRIMARIS POWER

PSYCHIC SHRIEK - Warp Charge 1

Psychic Shriek is a witchfire power with a range of 18". Roll 3D6 and subtract the target's Leadership – the target unit suffers a number of Wounds equal to the result. Armour and cover saves cannot be taken against Wounds caused by Psychic Shriek.

1 - DOMINATE - Warp Charge 1

Dominate is a malediction that targets a single enemy unit within 24". Whilst the power is in effect, the target unit must pass a Leadership test each time it attempts to move, manifest a psychic power, shoot, Run or declare a charge – if the test is failed, the action is forfeit and the unit can do nothing else that phase. A unit that fails this test when attempting to fire Overwatch does not fire any shots, but acts normally in the ensuing Fight sub-phase.

2 - MENTAL FORTITUDE - Warp Charge 1

Mental Fortitude is a blessing that targets a single friendly unit within 24". If the target is falling back, it immediately Regroups. In addition, whilst the power is in effect, the target gains the Fearless special rule.

3 - TERRIFY - Warp Charge 1

Terrify is a malediction that targets a single enemy unit within 24". Whilst the power is in effect, the target has a -1 penalty to their Leadership and treats all enemy units as having the Fear special rule. Furthermore, the target must take a Morale check at the end of the Psychic phase.

4 - SHROUDING - Warp Charge 1

Shrouding is a blessing that targets the Psyker. Whilst this power is in effect, the Psyker, and all friendly models within 6" of the Psyker, have the Shrouded special rule.

5 - INVISIBILITY - Warp Charge 2

Invisibility is a blessing that targets a single friendly unit within 24". Whilst the power is in effect, enemy units can only fire Snap Shots at the target unit and in close combat will only hit models in it on To Hit rolls of a 6.

6 - HALLUCINATION - Warp Charge 2

Hallucination is a malediction that targets a single enemy unit within 24". Roll once this power has been successfully manifested to determine the manner of hallucinations the target is suffering from (roll once for the whole unit).

D6 - Result 1-2 - Bugs! I Hate Bugs! Something awful has gotten under the victims' armour and is crawling around. The unit must take a Pinning test. 3-4 - It's So Beautiful! All sense of urgency is lost, and the befuddled warriors stare listlessly into space. Whilst the power is in effect, all models in the unit suffer a -1 penalty to their Weapon Skill, Ballistic Skill, Initiative and Attacks (to a minimum of 1). 5-6 - You! You're a Traitor! Paranoia sets in and the panicked warriors lash out at their commanders. Randomly select one character in the target unit. That model suffers a single Strength 3 hit for every other model in the target unit. Cover saves cannot be taken against these hits, and they can never be allocated to another model. If there are no character models in the target unit, or if there are no other models apart from the character model, treat this result as It's So Beautiful! instead.





ANCESTRAL DISCIPLINE

PRIMARIS POWER

GUIDE ...WARP CHARGE 1

Guide is a blessing that targets a single friendly unit within 24". Whilst the power is in effect, the target unit can re-roll all failed To Hit rolls when shooting.

1. EXECUTIONER ... WARP CHARGE 1

Executioner is a focussed witchfire power with a range of 24". The target suffers 3 hits, resolved at the Psyker's Strength with the Fleshbane special rule and AP-. If the target is removed from play as a result, another model in the same unit suffers 2 hits as described above. If the second target is slain, a third and final model in the same unit suffers 1 hit as described above. If the Psyker chose the first target model, he can choose the second and third target models. If the first target model was chosen randomly, then the second and third target models must also be chosen randomly. If at any point a target survives, or there are no models left in the target's unit, the power's effects end.

2. DOOM ...WARP CHARGE 2

Doom is a malediction that targets a single enemy unit within 24". If the target is a nonvehicle unit, all failed To Wound rolls made against the target can be re-rolled whilst this power is in effect. If the target is a vehicle, all failed Armour Penetration rolls made against it can be re-rolled whilst this power is in effect.

3. WILL OF ANGHKOR ...WARP CHARGE 2

Will of Anghkor is a blessing that targets the Psyker. Whilst the power is in effect, the Psyker and all friendly units within 12" of the Psyker have the Fearless and Adamantium Will special rules.

4. FORTUNE ...WARP CHARGE 2

Fortune is a blessing that targets a single friendly unit within 24". Whilst the power is in effect, the target can re-roll all failed saving throws and Deny the Witch rolls.

5. MIND WAR ...WARP CHARGE 2

Mind War is a focussed witchfire power with a range of 24". Both the Psyker and the target model roll a D6 and add their respective Leadership values. If the scores are drawn, the target model suffers a -1 penalty to its Weapon Skill and Ballistic Skill until the end of the following turn. If the Psyker's score is higher, the target also suffers a number of Wounds equal to the difference between the two scores. No armour or cover saves are allowed against Wounds caused by Mind War.

6. CANOPY STORM ...WARP CHARGE 3 or 4

Each time this psychic power is used, choose whether it will have a Warp Charge cost of 3 or 4. This choice must be made before the Psychic test is taken. Canopy Storm is a witchfire power with the following profiles; it uses the first if it is manifested at Warp Charge 3, and the second if it is manifested at Warp Charge 4.

Range	S	AP	Special
24"	3	3	Assault 1, Fleshbane, Haywire, Large

Blast, Pinning

Range	S	AP	Special
24"	3	3	Assault 1, Fleshbane, Haywire,

Apocalyptic Blast, Pinning





SHAMANISTIC DISCIPLINE

PRIMARIS POWER

VEIL OF TEARS ...WARP CHARGE 1

Veil of Tears is a blessing that targets the Psyker and his unit. Whilst the power is in effect, an enemy unit wishing to target the Psyker or his unit must roll 2D6x2. If the Psyker or his unit are not within this distance in inches, the enemy unit may not fire this turn.

1. DANCE OF SHADOWS ...WARP CHARGE 1

Dance of Shadows is a blessing that targets a single friendly unit within 18". Whilst the power is in effect, all models in the target unit have the Stealth and Shrouded special rules.

2. PEAL OF DISCORD ...WARP CHARGE 1

Peal of Discord is a nova power with the following profile:

Range	S	AP	Special
9"	4	-	Assault 2D6, Concussive

3. SHARDS OF LIGHT ...WARP CHARGE 1

Shards of Light is a witchfire power with the following profile:

Range	S	AP	Special
24"	3	-	Assault 3D6, Blind

4. FOG OF DREAMS ...WARP CHARGE 2

Fog of Dreams is a malediction with a range of 24". Whilst the power is in effect, the target unit can only fire Snap Shots and, when rolling To Hit in close combat, will only hit on To Hit rolls of a 6.

5. LAUGH OF SORROWS ...WARP CHARGE 2

Laugh of Sorrows is a witchfire power with a range of 24". The target must take two separate Leadership tests; the target unit will suffer one Wound for each point the first Leadership test was failed by, and one Wound for each point the second Leadership test was passed by. Armour and cover saves cannot be taken against Wounds caused by Laugh of Sorrows.

6. MIRROR OF MINDS ...WARP CHARGE 2

Mirror of Minds is a focussed witchfire power with a range of 24". The target model and the Psyker both roll a D6 and add their respective Leadership values to the result. If the scores are drawn, or if the Psyker's score is higher, the target suffers a single Wound with no armour or cover saves allowed. Repeat this process until either the target model is slain or the target model rolls a higher score than the Psyker.





TRIBAL DISCIPLINE

PRIMARIS POWER

SPIRIT HOOK WARP CHARGE 1

Spirit Hook is a focussed witchfire power with a range of 18". If the Psyker has a higher Leadership than the target, the target suffers a Strength 6 hit; otherwise, it suffers a Strength 3 hit. No armour or cover saves are allowed against hits caused by this power. Spirit Hook has no effect on vehicles.

1. SHIELD OF PECH WARP CHARGE 1

Shield of Pech is a blessing that targets the Psyker. Whilst this power is in effect, all friendly units within 7" of the Psyker have a 6+ invulnerable save.

2. STORM OF WHISPERS WARP CHARGE 1

Storm of Whispers is a nova power with the following profile:

Range	S	AP	Type
9"	3	2	Assault 2D6, Pinning, Ignores Cover

3. WORD OF THE PHOENIX WARP CHARGE 2

Word of the Phoenix is a psychic power that targets a friendly unit with the Eaters of the Dead special rule within 24". That unit can immediately make a Squawk action.

4. ANCESTOR'S GRACE WARP CHARGE 2

Ancestor's Grace is a blessing that targets a friendly nonvehicle unit within 14". Whilst this power is in effect, the target unit adds 1 to its Weapon Skill, Ballistic Skill, Initiative, Attacks and Leadership characteristics, and gains the Adamantium Will special rule.

5. UNBIND SOULS WARP CHARGE 2

Unbind Souls is a witchfire power with the following profile:

Range	S	AP	Type
12"	4	-	Assault*, Soulreap

*Unbind Souls makes a number of shots equal to the number of models in the enemy unit.

Soulreap: If any models in the target unit are slain, one friendly unit with the Eaters of the Dead special rule within 7" of the target unit may make a Squawk action.

6. GAZE OF FEATHERS WARP CHARGE 3

Gaze of Feathers is a witchfire power with the following profile:

Range	S	AP	Type
12"	10	1	Assault 1, Ignores Cover, Inescapable,

Inescapable: Invulnerable saves cannot be taken against this psychic power.



	WS	BS	S	T	W	I	A	LD	Save
Anghkor Prok	8	8	3	3	3	8	4	10	6+
Khibala Yusra	7	7	3	3	3	7	4	10	3+
Master Shaper	8	6	3	3	3	8	4	9	6+
Elder Seer	5	5	3	3	3	5	1	10	-
Mounted Seer	5	5	3	4	3	5	1	10	3+
Beastmaster	5	5	3	3	2	5	1	9	-
Shaman	6	4	3	3	2	7	3	10	-
Lone Wolf	5	5	3	3	2	7	3	10	-
Untouchable	9	9	3	3	3	10	6	10	-
Headhunter	4	4	3	3	1	6	2	9	6+
Headhunter Shaper	4	4	3	3	1	6	3	9	6+
Brute	4	4	3	3	1	5	2	9	5+
Brute Shaper	4	4	3	3	1	5	3	9	5+
Carnivore	4	4	3	3	1	6	1	8	6+
Carnivore Shaper	4	4	3	3	1	6	2	9	6+
Ranger	4	4	3	3	1	5	1	8	5+
Stalker	5	4	3	3	1	6	2	9	-
Stalker Shaper	6	5	3	3	2	7	3	10	-
Packmaster	4	4	3	3	1	6	1	8	5+
Kroot Hound	4	0	4	4	1	6	3	5	6+
Kroot Razorbeak	2	0	3	3	2	5	4	5	6+
Knarloc Rider	3	0	5	5	3	5	4	5	6+
Vulture	4	4	3	3	1	6	1	8	5+
Vulture Shaper	4	4	3	3	1	6	2	9	5+
Great Knarloc	4	4	8	8	3	4	3	10	3+
Kroot Knosis	4	4	10	8	6	5	4	10	3+
Ancestral Spirit	9	7	6	6	5	10	6	10	3+
	BS	Front Armor	Side Armor	Rear Armor	HP				
Kroot War Skiff	4	10	10	10	2				
	Range	S	AP	Special					
Ancestral Blade	-	User	-	Melee, Armourbane, Fleshbane					
Ancestral Staff	-	User	-	Armourbane, Fleshbane, Soul Blaze					
Endoplasmic Sphere	8"	2	-	Assault 1, Haywire					
Eviscerator	-	User	3	Melee, Poisoned (4+)					
Fusion Pistol	6"	8	1	Pistol, Melta					
Goadstick	-	User	5	Melee					
Kroot Ballista	36"	1	5	Salvo 4/6, Poisoned (4+)					
Kroot Bolt Thrower									
- Plasmic Bolts	48"	4	4	Heavy 1, Blast					
- Falcon Bolts	48"	7	4	Heavy 1, Skyfire					
- Endoplasmic Bolts	48"	8	3	Heavy 1					
Kroot Carbine	18"	1	5	Assault 2, Poisoned (4+)					
Kroot Gun	36"	6	6	Heavy 4					
Kroot Hunting Rifle	36"	X	6	Heavy 1, Sniper					
Kroot Pistol	12"	1	5	Pistol, Poisoned (4+)					
Kroot Rifle	12"	1	5	Assault 1, Poisoned (4+)					
Kroot Spear	-	+1	5	Melee, Two-handed					
Kroot Stave	-	+2	-	Melee, Concussive, Fleshbane					
Plasmic Sphere	8"	4	4	Assault 1, Blast					
Power Sword	-	User	3	Melee					
Satchel of Mushrooms	18"	1	-	Assault 1, Blast, Hallucinogenic					
Rending Beak	-	+1	2	Melee, Master-crafted					
Scavenged Launcher	18"	8	2	Assault 1, Lance					
Stalker Blade	-	+1	3	Melee, Master-crafted					
Stalker Cannon	24"	6	5	Assault 3, Bladestorm					
Stalker Pistol	12"	4	5	Pistol, Bladestorm					