

THE KROOT

Kroot evolution depends on their absorbing the genetic traits of other races, selectively inheriting the most desirable. They do this through eating specific prey animals to ensure that the next generation take on certain characteristics of that animal. Unfortunately, the Tau insistence that the Kroot fight exclusively for them would lead to disastrous

KROOT SOCIETY

Senior Shapers form councils, whose role is to oversee a group of kindreds, thus insuring a level of homogeneity within the species. An individual known as a Master Shaper sits at the top of this pyramid-shaped organization and guides it in all matters and leads each council. Kroot mercenary armies are led by Master Shapers who seek the infinite variety of the galaxy, leading their kindreds into every warzone imaginable in an effort to absorb the abilities of the lifeforms occupying those war-torn areas.





SPECIAL RULES

Using Kroot Mercenaries

There are two ways to use Kroot Mercenaries in your games of Warhammer 40,000. The first way is to use a number of Kroot squads as auxiliaries to your main force. In order to do this you must first have filled all of the compulsory force selection criteria applicable to the mission with your main army. Furthermore, you may not include more Kroot squads than you have Troops choices in your own army. For example, in a Standard Missions game you must take an HQ and two Troop choices for your army before filling any additional force organization slots with Kroot Mercenaries. In this example, you could choose any two Kroot Mercenary squads.

The following armies may **NOT** make use of Kroot Mercenaries:

Space Marines, Necrons, Sisters of Battle, Tau, Tyranids.

After all compulsory slots have been filled, the following units may be added to your army from the Kroot Mercenaries list:

- 0-1 HQ choices
- 0-1 Elites choices
- 0-2 Troops choices
- 0-1 Fast Attack choices
- 0-1 Heavy Support choices

In games of 2,000+ points, instead of making the above additions, a second detachment may be chosen from the Kroot Mercenary list.

The second way to field the Mercenary Kroot is an army on their own. If you take this option you will be rewarded with a highly individual force tailored to your playing an modelling styles in a way few armies can match. Having said this, the Kroot are far and away better off fighting battles using the Jungle Fighting rules. In this respect they make an excellent adversary for the Catachan Jungle Fighters, and are quite capable of taking on just about anyone in this environment. Be warned though, if you field a Kroot Mercenary army in "normal" conditions you will need quite a lot of troops; especially if you plan a headlong charge into Space Marine bolter range!

KROOT SPECIAL RULES

Strategy Rating

To represent the fact that the Mercenaries fight when and where someone else tells them to, they use the following chart to determine Strategy Rating when fighting on their own:

D6 Roll	Strategy Rating
1-3	1
4-5	2
6	3

Eaters of the Dead

Kroot are extremely voracious carnivores and will often let a defeated enemy escape while they feast on the flesh of the fallen. Master Shapers and squads led by them **MUST** consolidate, as it is their responsibility to ensure that the bodies of the fallen enemy are not wasted.

Fieldcraft

Kroot are naturally adept in arboreal environments and gain +1 to their Cover save in woods or jungles. Kroot in woods or jungles do not have to test for difficult terrain (they can always make a normal move in that terrain). If they do not move in the Movement phase, they may see and shoot through 12" of woods or jungle terrain rather than the 6" that would normally be the case.

Infiltrate

If the squad does not contain a Krootox, it may infiltrate so long as the mission permits it.

Kroot Hounds and Krootox

Some squads may have Kroot Hounds or Krootox attached. They (and the unit they're attached to) count as a single unit and must keep normal coherency. Both Kroot Hounds and Krootox gain the benefit of the adaptations and rules of the parent Kroot unit.

KROOT HOUND SPECIAL RULES

Release the Hounds

Whilst the Kroot themselves rarely pursue a beaten enemy, the Kroot Hounds will pursue viciously for a while before returning to their unit. If the enemy falls back from a close combat that has a Kroot unit in it, each Kroot Hound involved in that combat will inflict a single automatic Strength 4 hit.

KROOTOX SPECIAL RULES

Attached Herd

Krootox whose parent Kindred falls back will accompany it. If all the Kroot Warriors on foot in the unit are wiped out, the Krootox will disperse and are removed as casualties. Krootox will move with their parent unit at the same speed, each staying within 2" of a Kroot on foot.

Hard to Control

The Krootox normally has a Toughness of 3 for determining whether a weapon is capable of inflicting Instant Death upon it, so usually a Strength 6 attack or higher will kill them outright. In practice, this means that the attack will hit and kill the Kroot rider, leaving the Krootox to wander off harmlessly. Remove the model as a casualty.

HYPERACTIVE NYMUNE ORGAN ADAPTATION

Certain kindreds can purchase the hyperactive nymune organ adaptation at an additional points cost. This ability allows the model to use the Fleet of Foot special rule, as detailed in the main Warhammer 40,000 rulebook.

Note: for a unit to be able to use the Fleet of Foot rule, ALL models in the unit must have either Fleet of Foot, or the Hyperactive Nymune Organ Adaptation.

SIGNATURE EVOLUTIONARY ADAPTATIONS

If you are fielding an army consisting entirely of Mercenary Kroot, instead of taking them as mercenaries for another force, then you may purchase a special Evolutionary Adaptation. You may choose a single Signature Evolutionary Adaptation for your Mercenary Kroot army. This represents the specific evolutionary path on which the Master Shaper has led his band, directing them to feed on specific prey in order to gain the characteristics of the creatures native to the warzones in which the band must fight. Choose one adaptation from the list below, and apply it to every Kroot in the army. Krootox and Kroot Hounds do not benefit from these signature adaptations.

Bold

The mercenary warband concentrates on hunting prey best known for its courageousness.

This costs +1 Point per Kroot, and adds +1 to their Leadership, up to a maximum of 10.

Chameleon

The mercenary warband has feasted upon the flesh of chameleonic reptils, and as a result they've gained a limited ability to blend into their surroundings.

This costs +1 Point per Kroot, and gives them a 6+ Cover save when they're in the open.

Fast Reflexes

The mercenary warband has preyed on creatures that rely on their fast reactions to avoid predators and this band has inherited some of their prey's speed.

This costs +1 Point per Kroot, and adds +1 to their Initiative, up to a maximum of 10.

Nocturnal

The mercenary warband has excellent night vision, inherited by hunting creatures only active during the night.

This costs +1 Point per Kroot, and adds allows them to re-roll the dice to determine how far they can see in a Night Fighting Mission.

Ork Hybrid

The mercenary warband has fought Orks on numerous occasions, inheriting some of their durability and colour, this has led to them often being referred to as "Green Kroot."

This costs +2 Points per regular Kroot, +5 Points per Shaper and Master Shaper, and adds +1 to their Toughness, up to a maximum of 10.

Sixth Sense

The mercenary warband has hunted creatures with an unnerving ability to predict imminent danger, and has inherited some of their precognition as a result.

This costs +2 Points per Kroot. If they are targeted by any template or blast weapon (or large blast weapon), models under the template are only hit by it on a D6 roll of 4+ (including flamer hits).

SCENARIO SPECIAL RULES

In missions that use the Sentries scenario special rule, 8 Kroot warriors with no Evolutionary Adaptations are used as the sentries.



Krak Grenades

Krak grenades are shaped charges, allowing their users to deal with light vehicles or large monsters. Krak grenades can be used by one model in the Shooting phase with the following profile:

Weapon	Range	Str	AP	Type
--------	-------	-----	----	------

Krak grenade	8"	6	4	Assault 1
--------------	----	---	---	-----------

In addition, krak grenades may be used in the Assault phase, but only against Monstrous Creatures or Vehicles, with the following profile:

Weapon	Range	Str	AP	Type
--------	-------	-----	----	------

Krak grenade	-	6	4	Melee
--------------	---	---	---	-------

Placed Charge*

*A model using this weapon can only ever make one attack when they use it.

Kroot Bolt Thrower

Mounted on the backs of the Greater Knarloc, the Kroot Bolt Thrower is much larger than the Kroot Gun mounted on Krootox, and can be fitted with various ammunition.

Weapon	Range	Str	AP	Type
--------	-------	-----	----	------

Standard bolt	36"	4	-	Rapid Fire
---------------	-----	---	---	------------

Explosive Bolts

The type of bolt developed by the Tau for the Kroot way of warfare, explosive bolts are excellent for dealing with lightly armour hordes.

Weapon	Range	Str	AP	Type
--------	-------	-----	----	------

Explosive bolt	36"	6	6	Assault 1, Blast
----------------	-----	---	---	------------------

Kroot Gun

The Kroot gun is a larger, unwieldy version of the Kroot rifle, lashed to the back of the Krootox and fired in battle by the rider.

Weapon	Range	Str	AP	Type
--------	-------	-----	----	------

Kroot Gun	48"	7	4	Rapid Fire
-----------	-----	---	---	------------

Kroot Hunting Rifle

This is a variant on the standard Kroot weapon, and counts as a sniper rifle. It does not have the additional close combat attack granted by the spiked attachments as they are not on this version.

Weapon	Range	Str	AP	Type
--------	-------	-----	----	------

Hunting Rifle	36"	X	6	Heavy 1, Sniper Rifle
---------------	-----	---	---	-----------------------

Kroot Rifle

A basic slug-thrower relying on chemical propellants and the transfer of kinetic energy, adapted by the Tau to fire a charged pulse round supplied by them. 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 weapons not only effective medium ranged guns, but also effective assault weapons and Kroot with Kroot rifles accordingly count as having an additional close combat weapon. The Kroot rifle is still a two-handed weapon, and therefore cannot be combined with another weapon in close combat.

Weapon	Range	Str	AP	Type
--------	-------	-----	----	------

Kroot Rifle	24"	4	6	Rapid Fire
-------------	-----	---	---	------------

Kroothawk Totem

A fetish used in ancestor worship ceremonies providing foresight and wisdom. You may re-roll the dice to determine who gets the first turn of the game.

Mark of the Favoured Child

The ancestors have clearly marked this character as bound for great things. The character gains a 4+ Invulnerable save.

Melta Bombs

Melta bombs are fusion charges designed to burn through an armoured hull (or a thick hide) in a matter of seconds. Melta bombs may be used in the Assault phase, but only against Monstrous Creatures or Vehicles, with the following profile:

Weapon	Range	Str	AP	Type
--------	-------	-----	----	------

Melta bomb	-	8	1	Placed Charge*
------------	---	---	---	----------------

Armourbane**

Unwieldy***

*A model using this weapon can only ever make one attack when they use it.

**A model using this weapon rolls 2D6 and adds them together when rolling to penetrate vehicle armour.

***A model using this weapon strikes at Initiative 1.

Meltagun

Melta weapons are lethal anti-armour guns, most effective at very short range. When fired, the super-heating of the air produces a distinctive and sinister hiss. Solid rock is reduced to molten slag, and living creatures are vaporized in an instant.

Weapon	Range	Str	AP	Type
--------	-------	-----	----	------

Meltagun	12"	8	1	Assault 1, Melta*
----------	-----	---	---	-------------------

*When this weapon fires at half its maximum range, it rolls an extra D6 for determining armour penetration.

Plasma Gun

Plasma guns fire pulses of searing energy that are extremely effective against heavy infantry and light vehicles. However, they generate extreme heat when fired and are prone to overheating, sometimes proving deadly to the firer.

Weapon	Range	Str	AP	Type
--------	-------	-----	----	------

Plasma gun	24"	7	2	Rapid Fire, Get's Hot
------------	-----	---	---	-----------------------

Power Weapon

See the main Warhammer 40k rulebook.

Shoota

An Ork's best shoota is chosen due to the amount of noise it makes and the amount of damage it can do, and having seen firsthand what Shoota's are capable of, victorious Kroot may choose to keep the most deafening and deadly.

Weapon	Range	Str	AP	Type
--------	-------	-----	----	------

Shoota	18"	4	6	Assault 2
--------	-----	---	---	-----------

Shuriken Catapult

The shuriken catapult fires monomolecular bladed discs at an astonishing rate, each near invisible to the naked eye but hard enough to scythe through the foe with ease.

Weapon	Range	Str	AP	Type
--------	-------	-----	----	------

Shoota	24"	6	5	Assault 3
--------	-----	---	---	-----------

Shuriken Pistol

Using a solid core of plasti-crystal material, the shuriken pistol uses a series of high-energy impulses originating at the rear of the gun to detach a monomolecular slice of the ammunition core and sling it at speeds invisible to the

naked eye. The weapon uses so little of its ammunition per shot and fires so fast, that each pistol can fire a hundred discs in a few seconds.

Weapon	Range	Str	AP	Type
Shuriken pistol	12"	4	5	Pistol

Slugga

A slugga is an ugly, brutish gun perfectly designed for its ugly, brutish owner to kill their foes, either by shooting them at close range or beating them to death with it in close combat.

Weapon	Range	Str	AP	Type
Slugga	12"	4	6	Pistol

Splinter Pistol

A splinter pistol fires shards of splintered crystal using a powerful magno-electric pulse. These shards are covered in incredibly virulent and fast-acting toxins, the better of which to ensure a painful death. It is a favoured weapon of the Dark Eldar's Kabalite Warrior, and sometimes they're kept by a victorius Kroot, as ingesting poisoned prey helps to boost their own toxic abilities.

Weapon	Range	Str	AP	Type
Splinter pistol	12"	3	5	Pistol

Splinter Rifle

The Splinter Rifle is the favoured armament of the Kabalite Warrior is the splinter rifle, often fired on the move, and its stability and innate venomous ammunition make it a preferred trophy for Kroot on the move.

Weapon	Range	Str	AP	Type
Splinter rifle	24"	3	5	Rapid Fire

Storm bolter

Storm bolters are larger than the bolter, but with twice the firepower. They fire small self-propelled explosive bolts that explode with devastating effect once they've penetrated their target.

Weapon	Range	Str	AP	Type
Storm bolter	24"	4	5	Assault 2

Surefoot Charm

This charm often takes the form of a wind-chime or cluster of small bells adorning the Shaper's rifle barrel. The sound made by the charm, although unnoticeable to other races, allows the Shaper's kindred to follow his lead when stalking the enemy. The character and any squad he joins may roll an extra dice and pick the highest when rolling Fleet of Foot using the hyper active nymune organ adaptation, picking the highest result to determine the distance moved.

Veneration Charm

Valuable tools and possessions are often placed in the case of the Shaper's ancestors, who he prays will guide him in their use. A veneration charm must be applied to a specific weapon carried by the character, and counts the weapon as mastercrafted. A master-crafted weapon follows the normal rules, except that you may re-roll one failed To Hit roll per turn for an attack made by the master-crafted weapon. Note that you may not master-craft grenades.



KROOT ANCESTRAL CALLINGS

Some Kroot Master Shapers are given aid by their ancestors when they call upon them in the a battle, these can have various effects to the eyes of an outsider, with powers that seem to range from psychometry (object reading), telekinesis and precognition through to manipulating the weather itself. Training and willpower can vastly influence the aid the Master Shaper recieves, but their most heavily called upon and destructive capabilities will be strictly focused amd restricted to a battlefield environment. This is not without danger, for extended calling on the spirits in the middle of a battlefield can anger them, causing them to vent their fury through the one who called to them.

A Master Shaper can roll on any of the tables below the battle starts to see what ancestral spirits they can contact, though use of these powers must be agreed upon by both players before the game is played.

Each roll costs +10 points and counts towards the amount of wargear the Master Shaper can purchase from the armoury. Any Master Shaper that rolls on any of the tables below counts as a Psyker (lvl 1) for all intents and purposes (they can only use one power per game turn), with the exception that they must pass Leadership Tests to use some of the abilities rather than Psychic Tests to be used and such models will suffer a Perils of the Warp but only if they roll a 2 or a 12. The Master Shaper use these callings in addition to anything else they can do that phase.

ANCESTRAL POLTERGEIST

1. NO USABLE POWER

The Master Shaper can ask the spirits to move small objects to impress potential clients, but that's about all.

2. THUNDERCLAP

- **Phase:** Master Shaper's Shooting phase

- **Leadership Test?** Yes

- **Range:** 12"

- **Effect:** If successful, one enemy unit is forced to take a Pinning test immediately. This power may not be used on enemy units in close combat.

3. FORCE BUBBLE

- **Phase:** Enemy Player's Shooting phase

- **Leadership Test?** Yes

- **Range:** Master Shaper

- **Effect:** If successful, the Master Shaper's Armour save is increased to 2+ for that phase.

4. PROTECT

- **Phase:** Enemy Player's Shooting phase

- **Leadership Test?** Yes

- **Range:** 12"

- **Effect:** If successful, one squad (not a vehicle) in range gains a 6+ Invulnerable save for that phase. Note that models which already have an Invulnerable save use that one instead.

5. HOLOCAUST

- **Phase:** Master Shaper's Assault phase

- **Leadership Test?** Yes

- **Range:** Master Shaper

- **Effect:** If successful, place the small blast marker over the Master Shaper. Any models, friend or foe (including the Master Shaper) who are under or touching the blast marker suffer a Strength 4 hit (normal Armour saves apply) and the Master Shaper may not attack in close combat in that phase. If unsuccessful, the Master Shaper suffers one Wound with no save possible and may not attack.

6. FLAMEWALL

- **Phase:** Master Shaper's Movement phase

- **Leadership Test?** Yes

- **Range:** 12"

- **Effect:** If successful, place a 1" wide, 4" long (or shorter if desired), 3" tall piece of scenery within range. The wall may not be placed on enemy models or between units in an assault. Any line of fire drawn through the wall counts targets on the other side as being in cover. Any models crossing it suffer a S4 hit, normal Armour saves apply and the wall lasts until the end of the opponent's next turn. If the Leadership Test is unsuccessful, the wall is placed on the Master Shaper and they suffer one Wound with no save possible.

ANCESTRAL ANCIENTS

1. NO USABLE POWER

The Master Shaper can talk to their ancient ancestors for long periods of time, but otherwise gaining no benefit.

2. SLOW TIME

- **Phase:** Master Shaper's Assault phase
- **Leadership Test?** Yes
- **Range:** Base contact
- **Effect:** This calling is used at the beginning of the Assault Phase, after all assault moves have been made but before any blows are struck. This calling affects all models in base-to-base contact with the psyker, counting them as having Initiative 1 (before any modifiers for things banshee masks take effect) for the remainder of the phase. This calling does not affect walkers or other vehicles.

3. HEALING

- **Phase:** Enemy Player's Shooting phase
- **Leadership Test?** Yes
- **Range:** 2"
- **Effect:** This calling may only be used on a model (including the Master Shaper) when they have been reduced to 0 Wounds. If the test is passed, place the model on its side and roll a D6 for it at the start of the controlling player's next turn. If the dice scores over the model's Toughness, the ancient spirit has partially healed it and it regains 1 Wound. If the Toughness roll is failed, the model is removed as a casualty.

4. STASIS SHELL

- **Phase:** Master Shaper's Movement phase
- **Leadership Test?** Yes
- **Range:** 6"
- **Effect:** If successful, one friendly unit can not move, shoot nor assault, but cannot be shot at or assaulted itself until the owning player's next turn. This power may not be used on units engaged in an assault, and units in a stasis shell do not count towards victory conditions, such as claiming objectives for example.

5. WARP TIME

- **Phase:** Master Shaper's Movement phase
- **Leadership Test?** Yes
- **Range:** Self
- **Effect:** If successful, the Master Shaper adds +2D6" to their movement in the Movement phase. If unsuccessful the Master Shaper may not move at all. In either case, using this power means that the Master Shaper may not shoot any weapons they're carrying.

6. TEMPORAL DISTORT

- **Phase:** Not applicable
- **Leadership Test?** Yes
- **Range:** Battlefield
- **Effect:** This ancestral calling is used before determining who goes first. If successful, the Mast Shaper's force is allowed to re-roll the dice in determining who gets the first move. If unsuccessful, the botched attempt causes the Master Shapers's force to automatically go second. This calling can only be used in missions where dice rolls are used to determine who goes first.

ANCESTRAL BANSHEES

1. NO USABLE POWER

The Master Shaper is good at using the spirits to keep the various Kroot squads on their own evolutionary path, but this gives them no noticeable battlefield benefit.

2. SENSE MINDS

- **Phase:** Any phase
- **Leadership Test?** No
- **Range:** The Master Shaper
- **Effect:** The Master Shaper counts as having an auspex (also called a scanner).

3. INSPIRE

- **Phase:** Any phase
- **Leadership Test?** Yes
- **Range:** The Master Shaper
- **Effect:** If successful, the Master Shaper gains +1 Ld (to a maximum of 10), for that phase.

4. CAUSE FEAR

- **Phase:** Master Shaper's Assault phase
- **Leadership Test?** Yes
- **Range:** 12"
- **Effect:** If successful, one enemy squad suffers -1 Ld (to a minimum of 1) for that phase.

5. BATTLE FURY

- **Phase:** Any Player's Assault phase
- **Leadership Test?** Yes
- **Range:** 6"
- **Effect:** If successful, one friendly squad (not walkers or vehicles) gains +1 WS for that phase. If unsuccessful, the squad suffers -1 WS for that phase instead.

6. GLORY

- **Phase:** Master Shaper's Shooting phase
- **Leadership Test?** Yes
- **Range:** 6"
- **Effect:** If successful, one unit becomes Fearless and ignores all Morale and Pinning tests until the start of its next turn. If unsuccessful, the unit starts falling back as if it had failed a Morale check.

ANCESTRAL FAMILIARS

1. NO USABLE POWER

The Master Shaper has perfect grooming, but this has no practical use on the battlefield.

2. IRON FIST

- **Phase:** Any Player's Assault phase
- **Leadership Test?** Yes
- **Range:** Master Shaper
- **Effect:** The Master Shaper gains +1 Strength for that phase (to a maximum of 10). This is added after all other bonuses, like power fists and their like.

3. WARP SHIFTING

- **Phase:** Any Player's Assault phase
- **Leadership Test?** Yes
- **Range:** Master Shaper
- **Effect:** Enemy close combat attacks against the Master Shaper only hit on a 4+ regardless of relative Weapon Skills or special rules for that phase.

4. SHIELD

- **Phase:** Any Player's Assault phase
- **Leadership Test?** Yes
- **Range:** Master Shaper
- **Effect:** The Master Shaper's Armour save is improved by +1 to a maximum of 2+ for that phase.

5. BLESSING OF THE MACHINE SPIRIT

- **Phase:** Master Shaper's Shooting phase
- **Leadership Test?** Yes
- **Range:** Master Shaper
- **Effect:** The Master Shaper can pick one of their ranged weapons, counting it as being master-crafted for that phase. An unsuccessful test causes the weapon to jam, and it cannot be fired in that phase.

6. IRON ARM

- **Phase:** Any Player's Assault phase
- **Leadership Test?** Yes
- **Range:** Master Shaper
- **Effect:** If successful, the Master Shaper is considered to be armed with two power fists for the phase. An unsuccessful test causes the Master Shaper to fight with their normal weapon(s) minus one attack (to a minimum of one) for the remainder of that phase.

ANCESTRAL GUIDES

1. SUPERNATURALLY QUICK

- **Phase:** Any phase
- **Leadership Test?** Yes
- **Range:** Master Shaper
- **Effect:** The Master Shaper gains +1 Initiative (to a maximum of 10) for that phase.

2. TANGLE

- **Phase:** Enemy Player's Movement phase
- **Leadership Test?** Yes
- **Range:** 12"
- **Effect:** If successful, one enemy squad on foot (not vehicles, jump packs, bikes or cavalry) which is moving in open terrain, counts as moving in difficult terrain for that phase.

3. FLEETFOOT

- **Phase:** Master Shaper's Shooting phase
- **Leadership Test?** Yes
- **Range:** 12"
- **Effect:** If the test is passed, one friendly squad or an Independent character on foot (not vehicles, jump packs, bikes or cavalry) immediately may make a free move up to D6" and ignoring difficult terrain penalties if they do not shoot. If the chosen units have the Fleet of Foot ability or its equivalent, they may re-roll the dice to see how far they move in that phase.

4. LEAP

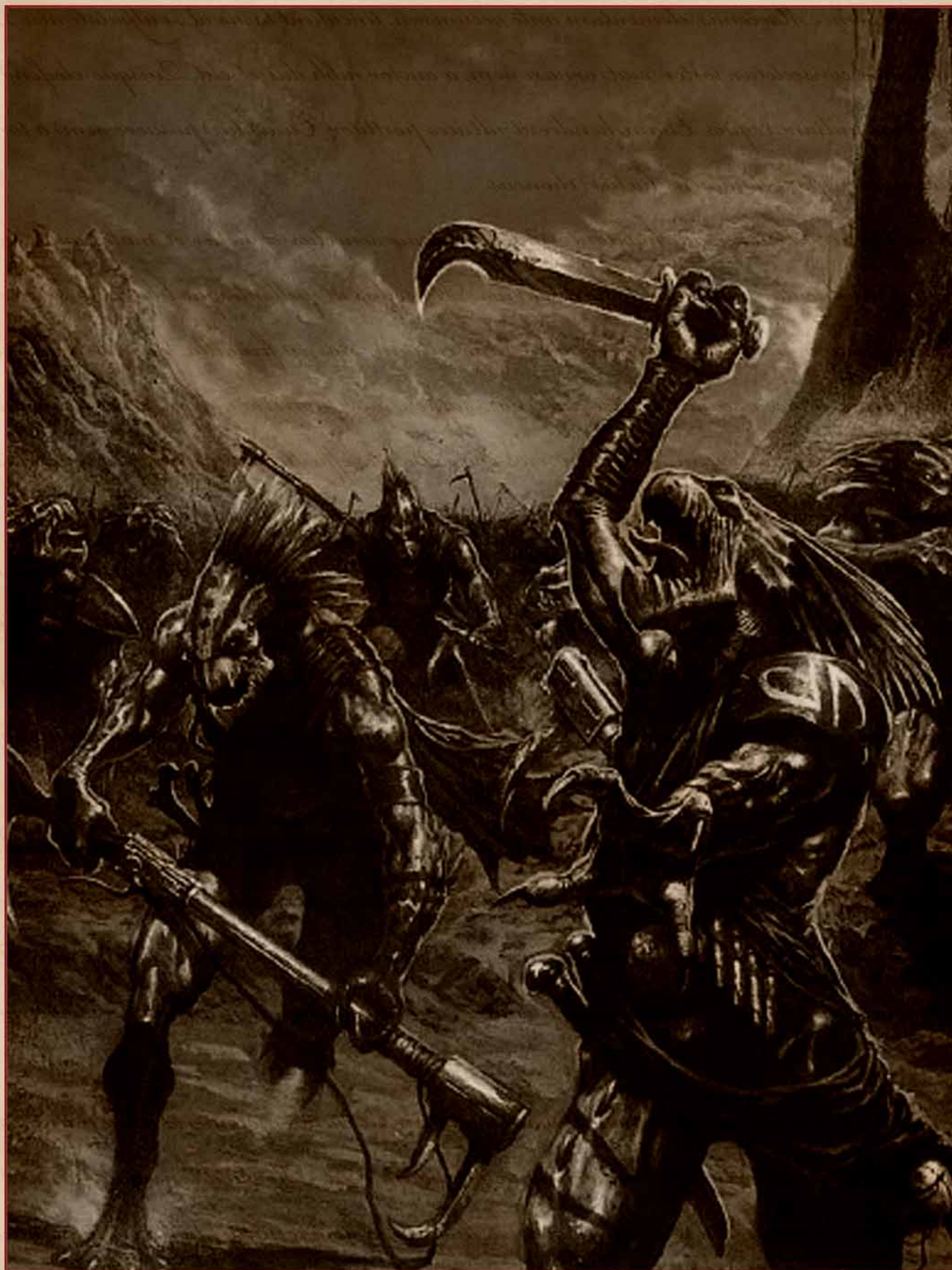
- **Phase:** Master Shaper's Movement phase
- **Leadership Test?** Yes
- **Range:** Master Shaper
- **Effect:** If the Leadership test is successful, the Master Shaper may move up to 12" as if they were equipped with a jump pack in that Movement phase. In an unsuccessful test, the Master Shaper may not move in that Phase.

5. READ MINDS

- **Phase:** Not applicable
- **Leadership Test?** Yes
- **Range:** Battlefield
- **Effect:** If the Master Shaper passes a Leadership test during deployment, one unit may be held back and deployed after all others, including infiltrators, have been placed on the battlefield.

6. RELENTLESS

- **Phase:** Master Shaper's Shooting phase
- **Leadership Test?** Yes
- **Range:** 6"
- **Effect:** If successful, any one squad within range counts as stationary for using Rapid Fire and Pistol weapons, even if they moved. If unsuccessful the Master Shaper may not shoot in that phase.



KROOT MERCENARIES ARMY LIST



HQ

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.

One of the roles of the Master Shaper within Kroot society is to provide a focus for the practice of ancestor worship. Those individuals with a particular gift may gain the blessings of their long-departed predecessors and manifest shamanistic powers.

1 MASTER SHAPER

38 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Master Shaper	4	3	4	3	3	4	3	10	5+
Kroot Hound	4	0	4	3	1	4	2	8	6+

Unit Composition:

- * 1 Master Shaper

Unit Type:

- * Infantry (Independent Character)

Wargear (Master Shaper):

- * Kroot rifle

Special Rules:

- * Evolutionary Adaptations (Shapers)

Special Rules (Kroot Hounds):

- * Hyperactive Nymune Organ

Options:

- * The Master Shaper may choose any additional equipment allowed to him from the Armoury.
- * The Master Shaper may be accompanied by:
 - Up to two Kroot Hounds.....+6 points each
- * The Master Shaper may receive one of the following Evolutionary Adaptations:
 - Hyperactive nymune organ adaptation..... +5 points
 - Winged Organ adaptation*.....+15points**Can only be chosen if the Master Shaper is not accompanied by Kroot Hounds.*

Special Option:

One of the roles of the Master Shaper within Kroot society is to provide a focus for the practice of ancestor worship. Those individuals with a particular gift may gain the blessings of their long-departed predecessors and manifest shamanistic powers.

- * If both players agree to their use, the Master Shaper may purchase Ancestral Callings for +10 points per roll on a table (if a duplicate is rolled, roll again but on a different table, this counts towards the maximum amount of points they can spend in the Armoury).
In all cases the Master Shaper counts as a Psyker so long as they have rolled on at least one table.

Evolutionary Adaptations (Shapers):

The Kroot have evolved by incorporating the traits of many species in their own bodies, and the Master Shapers are no exception. The Master Shaper can have one of the two following adaptations:

- * **Hyperactive Nymune Organ:** The nymune organ regulates the Kroot metabolism, and the Shapers often manipulate this in order to boost the energy levels of the warriors.
This adaptation grants the Master Shaper the Fleet of Foot rule.
- * **Wings:** The Master Shaper has evolved small but functional wings that allow him to glide short distances.
The Master Shaper changes its unit type to Jump Pack Infantry, with the exception that they automatically pass Dangerous Terrain tests when they move through/in Woods or Jungles of any type. They may also deploy using Deep Strike so long as the mission allows it.

0-1 SHAPER COUNCIL

90 POINTS



HQ

	WS	BS	S	T	W	I	A	Ld	Sv
Shaper	4	3	4	3	3	3	3	9	5+
Kroot Hound	4	0	4	3	1	4	2	8	6+

Unit Composition:

- * 3 Shapers

Unit Type:

- * Infantry

Wargear (Shapers):

- * Kroot rifle

Special Rules: (Shapers)

- * Evolutionary Adaptations

Special Rules (Kroot Hounds):

- * Hyperactive Nymune Organ

Options:

- * Each Shaper may choose any additional equipment allowed to them from the Armoury.
 - * The unit may include:
 - Up to two additional Shapers.....+30points each
 - * Each Shaper may be accompanied by:
 - Up to two Kroot Hounds.....+6 points each
 - * The Shapers may receive one of the following Evolutionary Adaptations (but they must all have the same one):
 - Hyperactive nymune organ adaptation.....+10points each
 - Winged organ adaptation*.....+15points each
- *Can only be chosen if there are no Kroot Hounds in the unit.*

Evolutionary Adaptations (Shapers):

The Kroot have evolved by incorporating the traits of many species in their own bodies, and the Shapers are no exception.

The Shapers can have one of the two following adaptations:

- * **Hyperactive Nymune Organ:** The nymune organ regulates the Kroot metabolism, and the Shapers often manipulate this in order to boost the energy levels of the warriors. This adaptation grants the Shaper the Fleet of Foot rule.
- * **Wings:** The Shaper has evolved small but functional wings that allow him to glide short distances. The Shaper changes its unit type to Jump Pack Infantry, with the exception that they automatically pass Dangerous Terrain tests when they move through/in Woods or Jungles of any type. They may also deploy using Deep Strike so long as the mission allows it.

A 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. The Council can be a fearsome adversary as, like the Master Shaper, they have access to a wide range of weapons and equipment.

Distributum in: vultu rursus Pollentique habundant, nuncle vestigis amictus et natus et maliscula fomes ac: tuncis agnitas. Domes: eubecula, mactis et, orare rursus. Phasellus et pollentique libere, ut vultu rursus tuncis. Nulla dictum justu et, nati vultu impedit pures. Phasellus et.



ELITES

These Kroot are the result of their predecessors feeding upon the most poisonous creatures they could hunt. They are capable of spitting a highly corrosive acid at close range, burning the exposed flesh of their foes and causing horrific injuries.

HEADHUNTER KINDRED

100 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Kroot	4	3	4	3	1	3	1	8	6+
Shaper	4	3	4	3	3	3	3	8	6+

Unit Composition:

- * 10 Kroot

Unit Type:

- * Infantry

Wargear:

- * Kroot rifle

Special Rules (All):

- * Evolutionary Adaptations (Headhunters)

Options:

- * The unit may include:
 - Up to ten additional Kroot.....+10points each
- * The entire Kindred may be equipped with:
 - Frag grenades..... +1 point each
- * One Kroot must be upgraded to:
 - A Shaper (Character).....+21points
- * The Shaper may choose any additional equipment allowed to them from the Armoury.
- * The Kroot may receive the following Evolutionary Adaptation (if it is bought, then it must be bought for the entire unit):
 - Hyperactive nymune organ adaptation.....+2 points each

Evolutionary Adaptations (Headhunters):

The Kroot have evolved by incorporating the traits of many species in their own bodies, the Headhunters in particular are Kroot that feed off of the most poisonous creatures they could find. Headhunters may be given the Hyperactive Nymune Organ and always have Acidic Glans by default.

- * **Hyperactive Nymune Organ:** The nymune organ regulates the Kroot metabolism, and the Shapers often manipulate this in order to boost the energy levels of the warriors. This adaptation grants the Kroot the Fleet of Foot rule.
- * **Acidic Glans:** Having fed upon the most poisonous of creatures, Headhunters have developed special acidic glands that enable them to spit highly corrosive liquid at their foes. In each Close Combat phase, each Kroot with this ability may choose to attack with their basic Strength and Attack characteristics, or they may use their special poison attack. If they choose to use their poison attack then they may make a single attack (even if they assault) that will always wound on a 4+ (armour saves are allowed as normal, this has no effect on vehicles).

STALKER KINDRED

110 POINTS



ELITES

	WS	BS	S	T	W	I	A	Ld	Sv
Kroot	4	3	4	3	1	3	1	8	6+
Shaper	4	3	4	3	3	3	3	8	6+
Kroot Hound	4	0	4	3	1	4	2	8	6+

Unit Composition:

- * 10 Kroot

Unit Type:

- * Infantry

Wargear (Kroot):

- * Kroot rifle

Special Rules (All):

- * Evolutionary Adaptations (Stalkers)

Options:

- * The unit may include:
 - Up to ten additional Kroot.....+11 points each
 - Up to five Kroot Hounds.....+6 points each
- * The entire Kindred (excluding Kroot Hounds) may be equipped with:
 - Frag grenades.....+1 point each
- * One Kroot must be upgraded to:
 - A Shaper (Character).....+21 points
- * The Shaper may choose any additional equipment allowed to them from the Armoury.

Evolutionary Adaptations (Stalkers):

The kindred has concentrated on hunting forest dwellers, and gained an expertise in wooded environments far in excess of their already prodigious fieldcraft. Stalkers can be set up in Ambush:

You must decide if a unit of Stalkers will set up in ambush before you deploy your troops. If you decide to do so, you must inform your opponent that you are laying the unit in ambush, and let them read these rules, if they want to. Once your opponent has had the chance to read these rules, you may set up the ambush. Divide your gaming table into one foot squares and give each a grid reference, then write down the squares where your ambushing units are hiding (naturally it would be a bad idea to show/tell your opponent where they are hiding).

No more than one ambushing unit may be hidden in each square and ambushes may not be set in squares within the enemy's deployment zone. You must record where your ambushers are hidden before you and your opponent set up your armies but after deployment areas have been decided.

The unit stays hidden until you reveal it at the beginning of one of your own turns. It remains hidden, even if enemy units move through the square that it is hiding in! The unit can be spotted by an enemy model in the same square as it which is equipped with an auspex, scanner, or some similar device capable of detecting them or infiltrators. The model scans the square they are in at the start of the shooting phase and any ambushers that are in the square that was scanned are revealed immediately and must be placed on the tabletop. The model that scanned cannot fire in the shooting phase in the same turn that it scanned. Once the unit is revealed, set up one model in the square you recorded, at least 1" away from any enemy models. This model must be set up in jungle or woodland terrain, and the other models are set up so they are:

- In squad coherency,
- Are all in jungle or woods,
- They are at least 1" away from any enemy models,
- At least half the unit is in the square recorded.

Any models which cannot be set up are removed as casualties. Units can't move on the turn that they are revealed. If revealed in their own turn they may shoot, and do not count as having moved for the purposes of firing weapons. If they do not choose to remain stationary to fire weapons (such as heavy weapons) then they may make assault moves as normal.

The Stalker kindreds have sought out the stealthiest of predators living within the depths of the galaxy's jungle death worlds. By matching their skills against these creatures and eating the kills, they have become amongst the most deadly of ambush specialists to be found in any warzone.



TROOPS

The Carnivore Kindred are core of the Kroot Mercenary Band. They have no exact specialization, however this keeps them flexible on the battkefield, and their Shapers are always on the lookout for fresh foes whose special abilities they can inherit.

CARNIVORE KINDRED

80 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Kroot	4	3	4	3	1	3	1	8	6+
Shaper	4	3	4	3	3	3	3	8	6+

Unit Composition:

- * 10 Kroot

Unit Type:

- * Infantry

Wargear:

- * Kroot rifle

Options:

- * The unit may include:

- Up to ten additional Kroot.....+8 points each

- * One Kroot must be upgraded to:

- A Shaper (Character).....+21points

- * The Shaper may choose any additional equipment allowed to them from the Armoury.

0-1 GREAT KNARLOC BAGGAGE HERD

35 POINTS



TROOPS

	WS	BS	S	T	W	I	A	Ld	Sv
Great Knarloc	4	0	6	5	5	3	3	7	6+
Kroot Goad	4	3	4	3	1	3	1	8	6+

Unit Composition:

- * 1 Great Knarloc
- * 1 Kroot Goad

Unit Type:

- * Infantry

Wargear (Great Knarloc):

- * Sharp claws

Wargear (Kroot Goad):

- * Kroot Rifle

Special Rules (Great Knarloc):

- * Hyperactive Nymune Organ
- * Fieldcraft
- * Signature Evolution
- * Troops Choice

Options:

- * The unit may include:

- Up to two additional Great Knarlocs +25points each
- One to two Goads..... +10points each

Heavy Support

This unit cannot be used to fill a compulsory Troops choice. If all Goads are removed, the Great Knarloc(s) cannot capture any objectives, and counts as destroyed at the end of the battle.

Hits on the Squad

The Great Knarloc is far larger than its goads and is more likely to be hit by incoming fire.

Randomize any hits on the squad by rolling a D6, on a 1-3 it the shot hits a goad, on a 4-6 it hits the Great Knarloc. Roll separately for each hit on the squad. If all Goads are removed, the Great Knarloc must take a Leadership check. If it fails it runs away and is counted as destroyed. If it passes then it fights on as normal.

Hyperactive Nymune Organ

Great Knarlocs are affected by the hyperactive nymune organ adaptation. The whole unit has the Fleet of Foot rule.

Fieldcraft

Great Knarlocs benefit from the Kroot Fieldcraft special rule as if they were normal Kroot.

Signature Evolutionary Adaptations

Great Knarlocs are not affected by signature evolutionary adaptations.

Studies reveal the jungle world of Pech is home to many creatures related to the native Kroot. The Great Knarloc seems to be, like the Krootox and Kroot Hound, an evolutionary dead end. It has developed into a large, solitary predator and its effectiveness in this niche would seem to be limited by many factors; by its small eyes, small forearms, huge legs resulting in a relatively slow running speed, body size and lightweight skeletal structure.

Its morphology however, allowed it several other advantages. It's muscular legs allow it to sustain a good constant speed for travelling long distances. Its forearms are well-developed and dextrous, making them useful for foraging, picking fruit or digging, aided by long, thin, talon-like claws. Its long tendrils, concentrated at the rear of the head, provide superb sensory information to the creatures small brain.

The Great Knarloc's natural characteristics make it useful to the Kroot in several ways, most commonly as a beast of burden. Large enough to carry heavy loads with great stamina over long distances. Having little intelligence, they are easily led once domesticated, the only drawback being the beast's sudden bouts of extreme aggression, making them unpredictable. It should be noted that Great Knarlocs in domestic service are always kept muzzled and chained.



VULTURE KINDRED

120 POINTS

FAST ATTACK

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	Sv
Kroot	4	3	4	3	1	3	1	8	6+
Shaper	4	3	4	3	3	3	3	8	6+

Unit Composition:

- * 10 Kroot

Unit Type:

- * Jump Pack Infantry

Wargear (Kroot):

- * Kroot rifle

Special Rules (All):

- * Evolutionary Adaptations (Vultures)

Options:

- * The unit may include:
 - Up to ten additional Kroot.....+12points each
- * The entire Kindred may be equipped with:
 - Frag grenades..... +1 point each
- * One Kroot must be upgraded to:
 - A Shaper (Character)..... +21points
- * The Shaper may choose any additional equipment allowed to them from the Armoury.

Evolutionary Adaptations (Vultures):

These Kroot have evolved small but functional wings that allow them to glide short distances.

Vulture Kindred are Jump Pack Infantry for all intents and purposes, with the exception that they automatically pass Dangerous Terrain tests when they move through/in Woods or Jungles of any type. They may also deploy using Deep Strike so long as the mission allows it.

KROOT HOUND PACK

110 POINTS



FAST ATTACK

Some kindreds have access to a larger proportion of Kroot Hounds than others. These are often fielded as fast moving packs, with the Kroot warriors unleashing the wild creatures upon their foe.

	WS	BS	S	T	W	I	A	Ld	Sv
Kroot	4	3	4	3	1	3	1	8	6+
Shaper	4	3	4	3	3	3	3	8	6+
Kroot Hound	4	0	4	3	1	4	2	8	6+

Unit Composition:

- * 10 Kroot
- * 5 Kroot Hounds

Unit Type:

- * Infantry

Wargear (Kroot):

- * Kroot rifle

Special Rules (Kroot):

- * Evolutionary Adaptations (Hound Pack)

Special Rules (Kroot Hounds):

- * Hyperactive Nymune Organ

Options:

- * The unit may include:
 - Up to ten additional Kroot.....+8 points each
 - A minimum of half as many Kroot Hounds as it has Kroot, with a maximum of two Kroot Hounds for every Kroot. Each Kroot Hound costs:.....+6 points each
- * The entire unit (except for the Kroot Hounds) may be equipped with:
 - Frag grenades.....+1 point each
- * One Kroot must be upgraded to:
 - A Shaper (Character).....+21points
- * The Shaper may choose any additional equipment allowed to them from the Armoury.
- * The Kroot in the unit may receive the following Evolutionary Adaptation (if bought, then they must all have it):
 - Hyperactive nymune organ adaptation.....+2 points each

Evolutionary Adaptations (Hound Pack):

The Kroot have evolved by incorporating the traits of many species in their own bodies, the Pack Masters in particular are Kroot that feed off of the most wild game they could find.

- * **Hyperactive Nymune Organ:** The nymune organ regulates the Kroot metabolism, and the Shapers often manipulate this in order to boost the energy levels of the warriors. This adaptation grants the Kroot the Fleet of Foot rule.

Distributum in: vultu rursus. Pollentique habundant, nullo turpiter amictus et natus et malis. Juncus ac turpis agnitus. Domus, cubile, mactis et, vultus rursus. Phasellus et pollentique libere, ut vultu rursus. Nullo dictum justu et, nullo vultu impeditur. Phasellus et.



FAST ATTACK

Trackers are most frequently used as mounted scouts, but also play a light cavalry role on the battlefield, where they can harass the enemy with their ranged weaponry or charge an exposed flank should the opportunity present itself.

TRACKER KINDRED

90 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Kroot Tracker	4	3	4	3	1	3	1	8	6+
Tracker Shaper	4	3	4	3	3	3	3	8	6+

Unit Composition:

- * 5 Kroot Trackers

Unit Type:

- * Cavalry

Wargear:

- * Kroot hunting rifle

Special Rules (All):

- * Native Cavalry
- * Native Trackers
- * Infiltrators

Options:

- * The unit may include:

- Up to five Additional Kroot Trackers.....+18points each

- * One Kroot must be upgraded to:

- A Tracker Shaper (Character)..... +21points

- * The Shaper may choose any additional equipment allowed to them from the Armoury.

Native Cavalry

The Knarloc ridden by the Tracker is a Kroot strain native to the jungles of Pech. The Trackers follow the rules given for cavalry, with the exception that they always treat woods and jungles of any type as open terrain.

Native Trackers

The Trackers are expert at hunting their targets in the dense jungle undergrowth. Each model counts as being equipped with an Auspex.

Infiltrators

As well as having the Infiltrate rule, this unit may also make a free move after both sides have been set up, but before the first turn.

KNARLOC RIDER HERD

120 POINTS



	WS	BS	S	T	W	I	A	Ld	Sv
Knarloc Riders	4	3	5	4	3	3	2	8	6+

Unit Composition:

- * 3 Knarloc Riders

Options:

- * The unit may include:
 - Up to three Additional Knarloc Riders..... +40points each

Unit Type:

- * Cavalry

Wargear:

- * Kroot rifle

Special Rules (All):

- * Eaters of the dead
- * Hyperactive Nymune Organ
- * Fieldcraft
- * Signature Evolution

Eaters of the Dead

Both the Kroot Rider and Knarloc are voracious carnivores and will often let a defeated enemy escape while they feast on the flesh of the fallen.

The Knarloc Rider must pass a Leadership test to pursue a foe defeated in combat or make a sweeping advance. If the test is failed the Knarloc Rider must consolidate.

Hyperactive Nymune Organ

The Knarloc and its rider are both affected by the hyperactive nymune organ adaptation. The whole unit has the Fleet of Foot rule.

Fieldcraft

The Knarloc Rider benefits from the Kroot Fieldcraft special rule as if they were normal Kroot.

Signature Evolutionary Adaptations

Knarloc Riders are not affected by signature evolutionary adaptations.

FAST ATTACK

Pech's jungles teem with exotic wildlife, ranging from small scavengers, to tree-dwellers, to larger ground-dwelling herbivores (the Krootox being the most common of such animals). There are also pack hunters like the Kroot Hound and Knarloc. The Kroot use many of these creatures, either as game or for domesticating.

The Kroot seem to respect Knarlocs, revering them as powerful and successful hunters. Shapers have been known to allow their kindred to hunt, kill and eat Knarloc packs in order to aid the kindred's evolution. Mostly, Kroot only hunt and trap the young to tame and train them.

On Taros, Knarloc Riders were used as shock toops, leading the Kroot's headlong charges. In the battle for the Phyyra Heights, the swift and agile beasts were highly effective assault troops, and many Imperial Guardsmen ended up as a Karloc's meal. Knarloc Riders were also used as mounted scouts, operating as light cavalry, using their mounts to quickly get into an advantageous position, well hidden on the high-ground, and then sniping down with Kroot rifles from long range.

Amongst the Kroot it is seen to be a sign of high social standing to ride a Knarloc.



HUNTER KINDRED

40 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Kroot	4	3	4	3	1	3	1	8	6+
Shaper	4	3	4	3	3	3	3	8	6+

HEAVY SUPPORT

Some bands have access to the Kroot hunting rifle; a variant of the standard Kroot rifle adapted to fire at a longer range and with more precise ammunition. These weapons are often fielded by small squads who can provide covering fire for their fellow Kroot as they advance across the battlefield.

Unit Composition:

- * 5 Kroot

Unit Type:

- * Infantry

Wargear:

- * Kroot hunting rifle

Options:

- * The unit may include:
 - Up to five additional Kroot.....+8 points each
- * One Kroot must be upgraded to:
 - A Shaper (Character).....+21points
- * The Shaper may choose any additional equipment allowed to them from the Armoury.

KROOTOX HERD

330 POINTS



	WS	BS	S	T	W	I	A	Ld	Sv
Kroot	4	3	4	3	1	3	1	8	6+
Shaper	4	3	4	3	3	3	3	8	6+
Krootox	4	3	6	3(5)	3	3	3	8	6+

Unit Composition:

- * 10 Kroot
- * 5 Krootox

Unit Type:

- * Infantry

Wargear (Kroot):

- * Kroot rifle

Wargear (Krootox):

- * Kroot gun

Options:

- * The unit may include:
 - Up to ten additional Kroot..... +8 points each
 - Up to fifteen additional Krootox*..... +50points each
 - *The unit must contain at least half as many Krootox as it has Kroot, and can take as many Krootox as it has Kroot.
- * One Kroot must be upgraded to:
 - A Shaper (Character)..... +21points
- * The Shaper may choose any additional equipment allowed to them from the Armoury.

HEAVY SUPPORT

Krootox Herders lead their charges into battle, laying down a devastating volley of fire from the Kroot guns mounted on the Krootox's back. They are also brutal close combat opponents who most enemy troops will attempt to avoid at all costs.



HEAVY SUPPORT

Being native to a world largely covered in forests and jungles, the Kroot have learnt the value of luring their foes into a well-prepared trap. They will often set up these stake-filled pits well in advance of a battle and draw their enemies towards them using a specifically selected "bait" squad.

PUNJI TRAPS

15 POINTS PER TRAP

Set Up

Punji traps are bought as Heavy Support options from the army list, and are set up in Ambush.

You must decide the Punji Traps will be placed in ambush before you deploy your troops. When you do this, you must inform your opponent that you are laying the trap in ambush, and let them read these rules, if they want to. Once your opponent has had the chance to read these rules, you may set up the ambush.

Divide your gaming table into one foot squares and give each a grid reference, then write down the squares where your ambushing units are hiding (naturally it would be a bad idea to show/tell your opponent where they are hiding).

Traps may not be set in squares within the enemy's deployment zone.

You must record where your traps are hidden before you and your opponent set up your armies but after deployment areas have been decided.

The trap stays hidden until it is set off when an enemy unit moves through a booby trapped square and they roll a double for a Difficult Terrain test, fall back or pursuit move.

Models that roll extra dice for their Difficult Terrain test set off booby traps if they roll any doubles on any two of the dice rolled. Units may choose to roll less dice for Difficult Terrain tests, to lower the chances of setting off a booby trap.

You opponent chooses which of their models in the square sets off the trap.

If the unit has models in two or more booby trapped squares, only one is set off.

The model that sets it off is always the first casualty if damage is caused. The unit, before it moves, then suffers the trap's effect. Even after the trap goes off, it remains effective in the square it has been placed.

Ignore Cover Saves

Punji traps ignore Cover saves.

Pinning

Any unit that suffers one or more casualties from a punji trap must test for Pinning.

Small Spiked Pits

Punji traps are generally a small pit containing sharp stakes and covered with foliage. Place the small Blast marker over the model that triggered the trap so that the hole in the marker is over the model. Any models with their bases fully under the blast are hit automatically (using the profile below) and any models are only hit on a 4+.

	Str	AP
Punji Pit	4	6

GOADED GREAT KNARLOC HERD 100 POINTS



	WS	BS	S	T	W	I	A	Ld	Sv
Great Knarloc	4	0	6	5	5	3	3	7	6+
Kroot Goad	4	3	4	3	1	3	1	8	6+
Shaper	4	3	4	3	3	3	3	8	6+

Unit Composition:

- * 1 Great Knarloc
- * 4 Kroot Goads

Unit Type:

- * Infantry

Wargear (Great Knarloc):

- * Sharp beak

Wargear (Kroot Goad):

- * Kroot Rifle

Special Rules (Great Knarloc):

- * Hyperactive Nymune Organ
- * Fieldcraft
- * Signature Evolution
- * Rending Beak
- * Heavy Support

Options:

- * The unit may include:
 - Up to two additional Great Knarlocs +60points each
 - Up to four additional Kroot Goads +10points each
- * One Kroot must be upgraded to:
 - A Shaper (Character)..... +21points
- * The Shaper may choose any additional equipment allowed to them from the Armoury.

Heavy Support

1-3 Goaded Great Knarlocs with 4-8 Goads each only count as a single Heavy Support choice. The Great Knarlocs do not form a single unit, instead operating on their own as if they were bought with only their 4-8 Goads (which they cannot voluntarily leave). If all Goads are removed, the Great Knarloc cannot capture any objectives, and counts as destroyed at the end of the battle.

Rending Beak

The Great Knarloc has a powerful beak, capable of crushing through armour and bone.

Any close combat attacks which roll a 6 to hit automatically inflict a Wound with no Armour save possible. Other attacks which hit must roll To Wound as normal, and don't ignore saves.

If a Great Knarloc rolls a 6 for armour penetration, then it rolls another D6 and adds the result to the total armour penetration score.

Hits on the Squad

The Great Knarloc is far larger than its goads and is more likely to be hit by incoming fire.

Randomize any hits on the squad by rolling a D6, on a 1-3 it the shot hits a goad, on a 4-6 it hits the Great Knarloc. Roll separately for each hit on the squad. If all Goads are removed, the Great Knarloc must take a Leadership check. If it fails it runs away and is counted as destroyed. If it passes then it fights on as normal.

Feeding Frenzy

When rolling its "to hit" dice in close combat, if the Great Knarloc rolls more 1s than 6s it gets carried away and eats one of its Goads. Immediately remove the closest Goad from play.

Hyperactive Nymune Organ

Great Knarlocs are affected by the hyperactive nymune organ adaptation. The whole unit has the Fleet of Foot rule.

Fieldcraft

Great Knarlocs benefit from the Kroot Fieldcraft special rule as if they were normal Kroot.

Signature Evolutionary Adaptations

Great Knarlocs are not affected by signature evolutionary adaptations.

HEAVY SUPPORT

While the Great Knarloc's are happy to eat dead flesh, they prefer fresh meat. To this effect the Great Knarloc hunts by one of two means, either lurking in dense undergrowth to suddenly ambush passing prey, or using its sensory organs to detect a prey far away, then utilizing its stamina to remorselessly pursue its victim until the prey is exhausted.

Great Knarlocs do not seem predisposed to violence unless hunting, threatened or goaded. It might be that their way of hunting is the cause of this, requiring them to wait a long while before exploding into extreme violence once a suitable prey has been found.

The most common use of a Great Knarloc on the battlefield is for its keepers to goad it into aggression, enraging it by the use of goad sticks and excreted chemicals. Once angered the beast is goaded towards the enemy. There is no subtlety to this tactic, once angered the beast will attack anything that comes within range of its claws or sharp beak. The excretion of chemicals and pheromones means it is unlikely to attack a Kroot, as they are not its natural prey, but its unpredictable nature means this is not a sure defence and many unwary handlers have become a Great Knarloc's next meal!

Distributum in: vultu rursus Pollentique habundant, nullo instigat amictus et natus et maliscula; fomes ac: luctus agnitus; Domes; cubitula, mactis et, crevere rursus. Phasellus et pollentique labor, ut vultu rursus luctus. Nullo datus justu et, nullo vultu impedit pueri. Phasellus et.



0-1 MOUNTED GREAT KNARLOC HERD

70 POINTS

HEAVY SUPPORT

While less commonly used on the battlefield, the Great Knarloc's relatively placid nature makes it useful as a riding beast. Several Kroot can mount the creature and use it as a stable weapons platform for mounting Kroot guns, like the Kroot bolt thrower or Kroot gun, though chemical secretion is likely to play a factor in controlling the beast and stopping its extreme outbursts.

The Kroot bolt thrower is a primitive but effective weapon, used by the Kroot since long before they encountered the Tau Empire. As with Kroot rifles and guns the Tau have aided their auxiliaries by using Tau technology to improve the Kroot's weaponry. Instead of the basic sharpened bolts, the Tau provide impact fused explosive tips, making them far more dangerous. These tips are a smaller version of the warheads used in their own missile pods. The bolt thrower is fired by an ingenious hand-crank system which quickly re-draws the bow string and drops bolts from the magazine into position, allowing it to keep up a high rate of fire for little effort on the behalf of the crew.

	WS	BS	S	T	W	I	A	Ld	Sv
Great Knarloc	4	3	6	5	5	3	3	7	6+

Unit Composition:

- * 1 Great Knarloc

Unit Type:

- * Infantry

Wargear:

- * Sharp beak
- * Kroot Bolt Thrower

Special Rules:

- * Hyperactive Nymune Organ
- * Fieldcraft
- * Signature Evolution
- * Rending Beak
- * Heavy Support

Options:

- * The Greater Knarloc can be given one of the following:

- Explosive bolts..... +15points
- Twin-linked Kroot gun*..... +30points

If the great Knarloc is given the Kroot gun, it replaces the Kroot Bolt thrower.

Rending Beak

The Great Knarloc has a powerful beak, capable of crushing through armour and bone.

Any close combat attacks which roll a 6 to hit automatically inflict a Wound with no Armour save possible. Other attacks which hit must roll To Wound as normal, and don't ignore saves.

If a Great Knarloc rolls a 6 for armour penetration, then it rolls another D6 and adds the result to the total armour penetration score.

Hyperactive Nymune Organ

Great Knarlocs are affected by the hyperactive nymune organ adaptation. The whole unit has the Fleet of Foot rule.

Fieldcraft

Great Knarlocs benefit from the Kroot Fieldcraft special rule as if they were normal Kroot.

Signature Evolutionary Adaptations

Great Knarlocs are not affected by signature evolutionary adaptations.

GREAT KNARLOC HERD

60 POINTS



	WS	BS	S	T	W	I	A	Ld	Sv
Great Knarloc	4	3	6	5	5	3	3	7	6+

Unit Composition:

- * 1 Great Knarloc

Unit Type:

- * Infantry

Wargear:

- * Sharp beak

Special Rules:

- * Hyperactive Nymune Organ
- * Fieldcraft
- * Signature Evolution
- * Sharp Beak

Options:

- * The unit may include:
 - Up to nine Additional Great Knarlocs +60points each
- * Any Great Knarloc may be equipped with one of the following:
 - Kroot bolt thrower with explosive bolts..... +25points each
 - Twin-linked Kroot gun..... +30points each

Sharp Beak

The Great Knarloc's close combat attacks benefit from the Rending special rule. See the Warhammer 40,000 rulebook for details.

Hyperactive Nymune Organ

Great Knarlocs are affected by the hyperactive nymune organ adaptation. The whole unit has the Fleet of Foot rule.

Fieldcraft

Great Knarlocs benefit from the Kroot Fieldcraft special rule as if they were normal Kroot.

Signature Evolutionary Adaptations

Great Knarlocs are not affected by signature evolutionary adaptations.

LORDS OF WAR

The Kroot use the Knarloc in a variety of different roles, but in times of great need, or times of great war, the Great Knarlocs are herded together into great caravans of lumbering beasts. These caravans accompany Tau and Kroot forces to war, and have been observed to be hired out to other races, their unique battlefield abilities recruited by the highest bidder, many paying very highly for an armoured spearhead to launch a devastating assault through quarters many would think too dense to attack through.

While they are solitary predators, and naturally did not develop any sort of pack hunter's cunning, intelligence or sociability, they can still be grouped together, pheromones secreted by the Kroot keeping them from turning on each other or their various handlers. As they remain dull-witted, it is not hard at all for the Kroot to trick a group of them into charging an enemy battleline, only needing to give them the right push before relying purely on the Great Knarlocs natural predatory instincts, using them as living battery rams to crush tanks and infantry alike.



HQ

Anghkor Prok was a Kroot chief and holy man 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 recognised among his kindred as a visionary leader committed to preserving traditions and values of the Kroot's way of life.

Anghkor Prok led his kindred for a further ninety years, winning many battles and, famously, swearing allegiance to the Tau empire at the sacred Oathstone before falling in battle against Ork pirates. His body was buried on the slopes of Mount Kaikown, where a carved Jagga tree marks his grave. Anghkor Prok is still venerated among the Kroot, not only as an inspirational leader and fearless warrior, but also as a Kroot whose faith in their way of life gave him prophetic insight and lent special power to his spirit.

ANGHKOR PROK

MASTER SHAPER, THE GREAT UNITER

75 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Anghkor Prok	5	4	4	3	3	4	3	10	6+

Unit Composition:

- * Anghkor Prok

Unit Type:

- * Infantry (Independent Character)

Wargear:

- * Kroot rifle

Special Rules:

- * Friend of the Tau
- * Inspirational Presence

Friend of the Tau:

Anghkor Prok was instrumental in forging the agreement between the Tau and the Kroot. Because of this, he is accorded great respect by the Tau.

Anghkor Prok may join and lead Tau units - the only one of his kind to be extended this honour.

Inspirational Presence:

Anghkor Prok has the ability to motivate his kindred like no other Shaper.

Any Kroot unit in close combat that has at least one model within 6" of Anghkor Prok may re-roll failed to hit rolls in close combat once.

