

CODEX

KROOT



WARHAMMER
GAMES

KODEX: KROOT

Version 4.2

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INDEX XENOS:

The Kroot

A race of fierce warriors, some of the Kroot ply the stars selling their skill at arms to the highest bidder, but most fight exclusively for the Tau Empire. Travelling in their barely warp-capable warspheres, they can be found battling alongside many alien races throughout the galaxy. With their propensity for eating the flesh of those they defeat, it is a brave foe who dares to stand against them.

Physical characteristics



>>>A Kroot Sentry watches for any threats<<<
(Photo by Gaalsien)

The Kroot originated on the world of Pech and, though their physiology is humanoid, there is evidence to suggest that the roots of their evolution may be avian in origin. They retain vestigial beaks and have a light, almost hollow bone structure, with four digits on each hand and foot. Their skin is rough with small, barbed spines, similar to the elongated quills on their heads, protruding from various locations on their flesh. Skin pigmentation ranges from earthy brown colours and dappled greens to vibrant oranges and everything in between. Depending on the feeding directions of the Kroot Shapers (more of which later) the coloration of each family grouping, or kindred as they are known, can vary quite considerably. It is also common for Kroot from each kindred to have particular tribal markings painted onto their skin. Kroot mature quickly, with their most rapid period of growth occurring in the first ten years of their lives. By the age of twelve they are considered adults and it is not unknown for Kroot to live to over a hundred years old, their skin becoming increasingly pitted and leathery in their last few years of life.

Kroot are tall and their bodies have a wiriness to them that appears deceptively fragile. In actuality, Kroot musculature is extremely powerful and composed of dense fibre spindles with a greater power-to-mass ratio than is found in humans. Swift muscle contractions create a whiplash effect, allowing the Kroot to deliver powerful blows with great rapidity. On the ground, the Kroot tend to move with a bounding, hopping gait but, when in dense forests, they can spring from tree to tree at great speed. The Kroot favour primitive garb: harnesses worked from the hides of animals and adorned with bones, hand crafted amulets and circlets.

The limited specimens that have been made available for study are found to have brains composed of a front and rear hemisphere. It appears that the larger, frontal hemisphere controls the functions of logic, reasoning and memory while the rear, less developed hemisphere is more attuned to imagination and creativity. If this is indeed the case, it would go some way to explaining the pragmatic approach to life of the Kroot and their current technological stagnation. The Kroot head is crowned with a great mass of tough, flexible quills that appear to be a part of the Kroot's sensory apparatus. These quills contain what seem to be ganglia running from the frontal lobes of the alien's brain and, in

this position, would be extremely efficient at receiving and interpreting information on the surrounding environment. The olfactory cavity within the Kroot skull is also enlarged, with multiple sense organs within both it and the mouth. Their eyes are without pupils and generally a milky white. It is likely that they are able to see further into the infrared end of the spectrum and can sense the body heat generated by their prey. Therefore, the Kroot make excellent trackers and would be extremely difficult to sneak up on.

The Kroot generate little in the way of waste, excreting in the form of a pungent, oily sweat that has a variety of properties, depending on what the Kroot has consumed. The most apparent benefits are that this sweat appears to be heat retardant to a degree, has antibiotic properties and can cause a poorly aimed blow to slide clear. It is suspected that the Kroot can alter the properties of this secretion in order to leave pheromone trails, mark territories, leave warnings and even communicate with one another. This may also be some form of control that extends to lower life forms such as birds and animals, as there is evidence to suggest that the Kroot employ empathic pheromones to prevent such creatures from being startled by them and giving away their position in battle. Combined with this method of communication, the Kroot can learn new languages at an astounding rate, matching posture and tone to the sound of foreign words in order to discern their meaning. Their own verbal communication is a mixture of clicks and whistles, possibly reinforced by these phenomena exudations.

By far the most odious habit of the Kroot is their practice of eating the flesh of the dead. In battle, this leads them to ritually devour the corpses of those they have killed, and almost nothing is beyond their tastes. The Kroot digestive system is extremely efficient, capable of breaking down almost any organic material into an energy form that can be stored in specialised organs scattered throughout their bodies called nymunes. Should anything inorganic and indigestible be consumed, the Kroot must regurgitate it, with considerable discomfort. However the strangest quirk of Kroot digestion is their ability to extract potentially useful strands of their food's DNA. Adeptus Mechanicus Genetors have long been aware that much of the double helix structure of DNA is in fact blank. Used to separate those areas that do contain genetic information. The Kroot have somehow inherited the ability to incorporate useful DNA codes into their own genetic make up. Larger Kroot, called Shapers, who have an instinctive understanding of this process, can direct their kindred to consume certain prey in order that in successive generations, they may take on elements of those genes.

The process is not an exact science and there are many examples where it has gone awry, leaving some trapped in evolutionary cul-de-sacs, the Krootox and Kroot Hounds being the most visible evidence of this. At some point in their evolutionary history, both sub-species of Kroot fed upon creatures that were possessed of traits they wished to take on, but, in doing so, atrophied their intelligence. The Krootox are now much larger and stronger, but became lumbering creatures, more akin to forest dwelling herbivores than their smaller, more intelligent kin. The Kroot Hounds became faster and leaner but, like the Krootox, their intelligence was reduced, becoming little more than vicious predators. There are other variations, such as the smaller, flying Kroothawk and the serpentine Krootworm, as well as other, more terrifying, creatures. Deep within the forests of Pech, there exist beasts that were once Kroot, but have since descended hideous evolutionary paths to become monsters that feed on their own kind. Such places have become cursed and only the bravest or most foolhardy Kroot ever venture within their haunted depths.

Home World

Pech is located in the Ultima Segmentum, in the north west of the Tau Empire and some three thousand light years north of Ultramar. It is a planet similar to Terra, with a comparable oxygen/nitrogen atmosphere, but slightly lower gravity. There are three main continental masses: a warm, temperate primary continent upon which life flourishes, a parched, desert continent which is largely uninhabited and, finally, a cold, temperate landmass that is continually wrecked by violent rain storms. Hardy evergreen forests of Jagga trees that sprawl from the northern and western highlands to the Kamyon Mountains in the east cover the prime continent. Those few areas of land not forested

are rocky and inhospitable. The Kroot live in family groups known as kindreds and most dwell in arboreal homes in the trees constructed from hides bound together with regurgitated dead wood. Other kindreds live in the remains of what were once Kroot hives, now fallen into ruin and left for the forest and animals to reclaim.

Thousands of years ago, when an Ork asteroid fortress, known as a Rok, crash landed on Pech, the survivors found themselves in the unenviable position of being outnumbered by a warrior race with a taste for flesh. The Orks were quickly destroyed and their bodies consumed by the Kroot. The Kroot laired in the Rok and, several generations later, they manifested the ability to mimic certain aspects of technology learned from the DNA of the dead Ork Meks. Around the remains of the shattered Ork Rok, the first Kroot city began to take shape as the inherited knowledge of technology became more commonplace.

Within the space of a few thousand years, Pech's prime continent was home to five Kroot hives, and factory farming and mining were commonplace. This became known as the Kroot expansionist phase and saw the Kroot construct warp-capable warspheres to take them to the stars.

Here, the Kroot met the Orks once more, but this time the balance of power had changed. Untested leaders and untried ways of war failed the Kroot in the face of Ork brutality and they were pushed back on every front by the more aggressive Greenskins. However, each world the Orks took remained a thorn in their side as Kroot guerrillas continued to fight the invaders. Eventually, the Kroot were forced to take service as mercenaries with various alien races in order to survive. After twenty years of war, the Kroot (with Tau assistance) were able to reclaim their worlds with minimal resistance as the Orks had simply engaged in looting and destruction on a massive scale before moving on.

The Kroot now looked to rebuild their worlds as they had been before the Ork incursion, but those Kroot who had remained behind to fight the Orks had other ideas. They were not about to rebuild a society that had led them into war and then failed to defend them. Led by a visionary leader named Anghkor Prok, they advocated a return to the old ways, to the time before the coming of the Ork Rok. There would be no rebuilding and the Kroot would revert to the traditional ways that had served them perfectly well for thousands of years. A compromise was reached where each kindred would spend time as mercenaries and fight for other races, returning to their home world periodically to pass on any useful genetic material they had acquired following their victories. A number of warspheres remained on Pech to guard against further invasions and the mercenary Kroot departed to ply their trade amongst the stars.

Today Pech is a wild and untamed world; the forests still cover most of the prime continent and the hives that were once home to millions of Kroot are now overgrown and provide shelter to many Kroot kindred. There are no cities on Pech, though there are places sacred to the Kroot, such as the enormous carved Jagga tree on the slopes of Mount Kaikown that marks the final resting place of Anghkor Prok, the Oathstone on the Plain of Bones, where he first swore loyalty to the Tau empire, and the Grove of Ancestors in the Kamyon Mountains. There are also places that the Kroot avoid, cursed and haunted regions like the Ygothlac Forest wherein dwell terrifying monsters evolved from the Kroot genus thousands of years ago. Such places are shunned and are places of twisted, black trees and polluted ground, as though the land itself understands that what lives within is evil and a corruption against nature. Some kindreds use these dark woods as proving grounds for their warriors to display their courage and manhood, but such practices are few and far between, as only a fraction of those who venture within are ever heard from again.

First Contact

Imperial forces first encountered the Kroot during the Damocles Crusade on the world of Sy'l'kell when troops from the 17th Brimlock Dragoons were ambushed en route to the front from their landing zone. The Dragoons' forward scouts were killed by Kroot Carnivore squads without alerting the following troops, and the remainder of the column was attacked as it advanced through a narrow,

forested defile. Acting in fearsome concert, three Kroot kindreds fell upon the unsuspecting Guardsmen, killing scores in the opening moments of the battle. Only the steadfast leadership of Colonel Konstantin Griffin and Commissar Eigerman held the Imperial troops together long enough to fight their way clear of the trap. The Kroot continued to harry the soldiers through the forests until Colonel Griffin was able to link with Space Marines from the Scythes of the Emperor. Thus reinforced, the Imperial forces turned to destroy their attackers, but the Kroot had vanished back into the forests.

Further, less violent contact has since made with the Kroot; indeed some mercenary kindreds have been known to fight alongside Imperial forces in return for weapons and food. Kroot fight for the Tau, but it is not unknown for mercenary forces to be seen fighting alongside Elder, human renegades, the dread legions of Chaos and even Orks. The Kroot have no deeply held prejudices against alien races and give little or no thought to who they fight, only that they are paid.

Combat Capabilities

Having found plentiful employment with the Tau and other alien races, the Kroot have had many hundreds of years to hone their skills in battle. While they are adept at copying and employing the weaponry they are given, the Kroot brain lacks the ability to innovate to any great degree, and thus their method of war has remained unchanged for centuries, relying a great deal on their viciousness in close combat. The Kroot are ably equipped to fight in combat, with powerful limbs and long rifles fitted with lethally sharp combat blades. They are skilful warriors, stronger and more furious in an assault than an Imperial Guardsman, perhaps even the equal of a member of the Adeptus Astartes, though without the resilience, weapons, armour and faith of a Marine.

Kroot rifles can deliver a powerful punch, but lack the power to consistently penetrate thick armour. Bigger Kroot guns can only be carried on the backs of the hulking Krootox and these weapons deliver a much more potent hit. Vicious Kroot Hounds that spring ahead of the main advance often accompany Kroot into battle, with supporting fire coming from Kroot guns mounted on the back of the lumbering Krootox. While they are undoubtedly proficient killers, they are unable to mount sustained campaigns of siege and must rely on more technically adept employers to provide logistical support and heavy equipment, such as siege weaponry and engineering machinery. However, they excel in guerrilla warfare, and their self-sufficiency and skills at foraging enable them to live off the surrounding lands for many years.



>>>The Kroot Rifle is a highly effective weapon<<<
(Photo by Tracker)

Technology

Kroot weapons range from primitive black powder rifles to those that have been adapted by the Tau to fire charged pulse rounds that increase their penetrative properties and the kinetic energy delivered by a hit. Kroot guns are the known limit of Kroot battlefield weapon technology. While the Kroot have relatively limited warp-capable ships, their understanding of their workings is an innate one, believed to be gleaned from eating the flesh of Ork Meks rather than a learned one. Aside from weapons

technology, the Kroot have little in the way of advanced equipment, preferring to rely on handmade implements and a feral world level of technology.

Threat Index and Imperial Policy

The Kroot are a primitive race with a low threat index and there is no current Imperial campaign to exterminate them. However, on several occasions the services of Kroot mercenaries have been employed by frontier outposts and it should be remembered that such contact with aliens remains a crime and punishable by death. The Kroot do not themselves have any xenocidal tendencies and do not actively seek out other races to kill. Although their warriors are motivated by a strong sense of honour, they are mercenaries at heart and fight for money or goods that they themselves cannot produce.

Social Structure

The most important social group in Kroot society is the kindred, a family collective not unlike a tribe, consisting of extended families and groupings created by mating. Seniority within a kindred is one of instinctive recognition, with those Kroot able to direct the feeding of the group to better absorb useful DNA, known as Shapers, rising to become the leaders of each kindred. Kroot reproduce by the male placing his hands upon a female's back and secreting an oily sweat containing his genetic structure. The DNA of the male is merged with that of the female and the resultant infants grow within one of the female's nymune organs until they are ready to be born. In much the same way as indigestible food is disposed of, the females regurgitate the Kroot infants. A Kroot female can give birth to seven or eight infants each year, though only around a quarter of those will survive to adulthood. Once born, the energy stored within the mother's nymunes serves to provide the stimulus required for the Kroot young to begin their accelerated growth. The young Kroot mature at an astonishing rate, with most new-borns able to take their place within the kindred before their tenth year. Kroot family groupings care for, and protect, their young for several years, until they are strong enough to fend for themselves and begin establishing their own family.

The Kroot place great respect on those that have gone before them, their genetic forefathers, and ancestor worship is extremely common on the Kroot home worlds. Older Kroot are respected for their accumulated wisdom and the genetic material they have gathered throughout their lives. When a Kroot dies, his immediate family consumes the body and thus precious genetic material is preserved within the kindred. Family is important to the Kroot and they will fight to protect their kindred, although if family groups are forced to rapidly displace due to war, famine or other calamitous events, the old and young are killed and eaten by the kindred in order to facilitate their speedy relocation. While outsiders would no doubt consider this practice barbaric, to the pragmatic Kroot it is considered a noble sacrifice that the young and old allow their genetic material and heritage to be saved in this way for future generations.



**>>>Kroot are a species with great Variety<<<
(Photo by Mataba)**

Khi'haw swiftly reloaded his Kroot Rifle and resumed firing on the charging genestealers. Round after round of treasured Tau modified rounds exploded into the genestealers before they broke upon the Kroot line like a giant wave. Khi'haw's pheromones briefly flashed his excitement as he shot a 'stealer' in the head at point-blank range and then, spinning to his right, slammed his barrel blade into another as it leapt over the barricade. The third 'stealer' was on him before he could turn back, pinning his head against the dirt. Khi'haw exuded humour as he bit down hard and severed the creature's ovipositor as it reached down his throat. The blade on his rifle butt gutted the 'stealer' easily. Extricating himself out from under the corpse proved to be harder, and by the time he had the genestealers had retreated from their 'recruitment mission'.

The Kroot Warrior's pheromones flashed amusement again as he saw the hundreds of dead 'stealers' but hardly any dead Kroot Warriors. Against any other foe, the genestealer's sacrifice would have been worthwhile. Khi'haw's company gathered and was silent as the Master Shaper whistled his orders. Along the line the Kindred's Shapers repeated the orders for their squads, though by now, each Kroot knew exactly what to do.

Khi'haw followed the orders precisely, inwardly identifying the foreign meat of the Ovipositor he had swallowed; regurgitating it and the 'egg' it had laid. Then by reversing the technique used by shapers to identify beneficial genetic traits he destroyed any Tyranid Genetic Taint within himself. For a minute the entire Kroot force was silent, inwardly fighting the battle against the Tyranids.

Ahphut the Shaper, a veteran adept at detecting and destroying inward corruption, walked slowly behind the Kindred. He savored and tested the smell of each warrior individually. With the constant internal genetic identification and selection, the Company was sure to end up with a surfeit of well-trained potential Shapers at the end of the campaign season. Ahphut took in the scent of the last of his kindred. Nothing had caught in his senses. He had one or two potential Shapers in his Kindred, but no Taint. With a trilling cry, Ahphut declared his squad was clean of Taint. The Shapers gathered to the Master Shaper, who was tested by the Council of Shapers and in turn tested each of the higher rank Kroot. All were declared clean.

Khi'haw exuded relief, as did many others in his Kindred. He had seen an entire Kindred culled, their flesh declared anathema and burnt due to the Tyranid Genetic Taint. Thankfully today he would not have to witness it again.



>>>A Kindred's Shaper is responsibly for the genetic future of their ZKindred<<<
(Photo by Tracker)

KROOT MERCENARIES

Army List

By Andy Hoare GW & KompletelyKroot

Compiled by Lachlan Abrahams

"You say the Kroot have no sense of humour? On Bequefen IV one particular group kept themselves amused for hours between assaults, by imitating the whistles of shells passing overhead... Every time my men leapt for cover the Kroot all but fell to the ground laughing!"

Has'Aonui, Fire Caste Officer Commanding - Bequefen IV Expansion Force

KROOT MERCENARY SPECIAL RULES

There are two ways to use Kroot Mercenaries in your game 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 Organisation 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 Mercenary Kroot is as an army on their own. If you take this you will be rewarded with a highly individual force tailored to your playing and modelling styles in a way few armies can match. Be warned though, if you field a 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! This terrible loss can be alleviated by careful battlefield planning, force construction and sticking to cover!

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

<u>D6 roll</u>	<u>Strategy Rating</u>
1-3	1
4-5	2
6	3

"I hope you realise that the only way we will ever civilise the Kroot is to feed ourselves to them!"

Unknown Tau Water Caste, Kroot Relations & Alliance Division.

SCENARIO SPECIAL RULES

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

Fieldcraft: Kroot are naturally adept in arboreal environments. Unless otherwise noted, all units in the Kroot list are subject to the *Fieldcraft* Rules. *Fieldcraft* grants the Kroot +1 to their cover save in woods or jungles. Kroot in woods or jungles do not have to make a difficult terrain test, they can always make a normal move. 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.

Kroot are naturally arboreal creatures and jungle-fighting experts, and therefore do not suffer from the same disadvantages as normal troops when assaulting an enemy in jungle or forest cover. A Kroot unit strikes in normal initiative order when assaulting an enemy unit in forest or jungle cover (rather than as per the normal rules of assaulting an enemy in cover).

Infiltrate: Unless otherwise noted, all units in the Kroot list are able to *infiltrate* if the mission permits it. See the Warhammer 40,000 rulebook for the *Infiltrate* Universal special rules.

Animalistic Nature: Due to their animalistic nature, for the purpose of mission objectives, Some Kroot-forms cannot capture table quarters, hold objectives or count as surviving troops in a Meat Grinder Battle. Kroot Forms who are subject to the *Animalistic Nature* rule will always pursue their enemy.



>>>A Shaper with an Eviscerator is a fearsome opponent<<<
(Photo by Gaalsien)

KROOT HOUND SPECIAL RULES

Attached and Independent Kroot Hounds:

Some squads may have Kroot Hounds attached. They count as a single unit and must keep normal coherency. Kroot Hounds gain the benefit of the adaptations and rules of the parent Kroot unit. Kroot Hounds move the same distance as their parent Kroot Unit.

If used independently as a Kroot Hound Pack they are subject to the rules for Beast and Cavalry and they may also always move through woods and jungles without the need to test for accidents due to moving through difficult terrain.

KNARLOC SPECIAL RULES

Native Cavalry: The Knarloc ridden by the Kroot is a fast Kroot Gene-trophic strain, native to the jungles of Pech. Knarlocs are subject to the rules for Beast and Cavalry. Additionally they may also always move through woods and jungles without the need to test for accidents due to moving through difficult terrain.

HYPERACTIVE NYMUNE ORGAN ADAPTION

Certain kindreds can purchase the hyperactive nymune organ adaptation at an additional points cost. This ability allows the model to *Fleet of Foot*. In the shooting phase you may declare that a model is going to run instead of shoot. Roll a D6. The result is the distance the unit may move in that shooting phase. This move is unaffected by difficult terrain or any other shooting restrictions.

SIGNATURE EVOLUTIONARY ADAPTATIONS

If you are fielding an army consisting entirely of Mercenary Kroot, rather than 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, including models riding on Krootox and Knarlocs. Kroot Hounds, Feral Kroot and the Kroot Abomination do not benefit from these signature adaptations.

Bold: By concentrating on hunting prey known for its courageousness, the squad adds +1 to its Leadership characteristic, up to a maximum of 10. Additionally if failing a moral check for 25% shooting casualties, they will be pinned rather than falling back. *Points cost: +1 per Kroot*

Chameleon: Having feasted upon the flesh of chameleonic reptiles, the band has gained a limited ability to blend into its surroundings. All models gain +1 to their cover save in all environments and have a 6+ cover save when in the open. *Points cost: +1 per Kroot*

Eagle Eyes: Many creatures rely on their eyesight to detect prey over long distances and this Kindred have focused on gaining this ability. Any Kroot in the army may re-roll shooting to hit rolls of 1. *Points cost: +1 per Kroot*

Fast Reflexes: Many creatures rely on their fast reactions to avoid predators and this band has inherited some of this speed. All models have +1 Initiative. *Points cost: +1 per Kroot*

Ferocity: Concentrating on predators who use the strength of the charge to overwhelm the foe, the Kindred has inherited some of this ferocity. All models have +1 Strength on the turn they charge. *Points cost: +2 per Kroot*

Nocturnal: The band has inherited excellent night vision, and can see normally in a Night Fighting Mission. Additionally this Kindred will never attack during the day and if they are attackers, the mission is subject to the night fighting rules. *Points cost: +1 per Kroot*

Ork Hybrid: Often referred to as 'Green Kroot', all models increase their Toughness by +1. Strength 8 is needed to Instant Kill models with this adaptation. *Points cost: +2 per Kroot, +5 per Shaper (including Shaper Adept & Master Shaper).*

Sixth Sense: These Kroot display an unnerving ability to predict imminent danger. If targeted by any template, blast or ordnance blast weapon, models under the template are only hit on a D6 roll of 5+ (including flamer hits which do not usually allow partial hits). *Points cost: +1 per Kroot*



>>>Kroot Conversions can be as detailed as you want them to be!<<<
(Photo by Oaka)

KROOT MERCENARY ARMOURY

Kroot mercenary armies fight alongside a score of races across a thousand war-zones. As payment for their services these Kroot often obtain weapons not available to them when fighting alongside the Tau.

Shapers and Master Shapers may have up to two single-handed weapons, or one single-handed weapon and one two-handed weapon chosen from the list below. You may also pick up to 20 points of extra wargear for a Shaper Adept, 40 points for each Shaper, and 100 points for the Master Shaper. Items marked with an asterisk (*) may be taken only by a Master Shaper and Shaper Council members.

Those weapons not described in this army list may be found in the Warhammer 40,000 rulebook.

SINGLE-HANDED WEAPONS

Close combat weapon	1 Point
Bolt pistol	2 Points
Slugga	1 Points
Splinter pistol	1 Point
Shuriken pistol	2 Points
Plasma pistol*	10 Points
Power weapon	14 Points

TWO-HANDED WEAPONS

Bolter	2 Points
Splinter rifle	2 Points
Shuriken catapult	2 Points
Shoota	2 Points
Storm bolter	5 Points
Pulse Rifle or Carbine	6 Points
Flamer	6 Points
Meltagun*	12 Points
Plasma gun*	14 Points
Eviscerator	25 Points
<i>(a powerfist with 2D6 armour penetration)</i>	

WARGEAR

Frag grenades	1 Point
Krak grenades	2 Points
Melta bombs	6 Points
Auspex	2 Points
Bionics	5 Points
Extra Armour	5 Points

TOTEMS

Blood of the Stalker	20 Points
Eyes of the Kroothawk	10 Points
Kroothawk totem*	25 Points
<i>(Max one per army, all-Kroot Mercenary armies only)</i>	
Mark of the Favoured Child*	15 Points
<i>(max one per army)</i>	
Master of the Hunt	5 Points
Master Trapper	5 Points
Pech Crier	30 Points
Specialist hunter	5 points
Surefoot charm	10 Points
Veneration charm	10 Points



“Well Commissar, what do you think? They put the fear of the Emperor in me. I figured the enemy would feel the same way. Sorry I didn’t include you in the decision, but we needed extra troops to shore up the southern line.”

Final Confession of Imperial Guard Col. Garven.

Immediate Field Execution by Commissar Trask.

Charges: *Misappropriation of Imperial Funds and Materials. Consorting with Aliens.*

>>>Kroot provide a conversion opportunities<<<
(Photo by Turbo_Mmx)

KROOT MERCENARY WARGEAR

WEAPONS

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 blades effective assault weapons and Kroot with Kroot rifles accordingly count as having an additional close combat weapon. The Kroot rifle is a two-handed weapon, and therefore cannot be combined with another weapon in close combat.

SPLINTER RIFLE: This two handed weapon is fitted with similar spikes to the Kroot rifle, and when used by the Kroot confers an extra attack in close combat. The same restrictions regarding the use of additional close combat weapons apply.

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.

KROOT HUNTING RIFLE: This is a variant on the standard Kroot weapon, and counts as a sniper rifle. The additional close combat attack granted by the spiked attachments is lost.

KROOT BOLT THROWER: The Kroot bolt thrower is a primitive but effective weapon, used by the Kroot since long before they encountered the Tau Empire. Like Kroot rifles and guns the Tau have aided their auxiliaries by using Tau technology to improve the weaponry of the Kroot. 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 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 crew.

WARGEAR

AUSPEX: An auspex is a short-ranged scanner used to detect hidden troops. If enemy infiltrators set up within 4D6 of a model with an auspex, then that model is allowed to take a free shot at them (or sound the alarm in a Raid scenario). If the model is part of a unit then the whole squad may shoot. These shots are taken before the game begins, and may cause the infiltrators to fall back. The normal shooting rules apply.

BIONICS: Amongst humans, bionics allow a warrior that has received a crippling injury to return to service but rarely do they improve his abilities in any way. Amongst the Kroot, Bionics mean so much more. Injured Kroot are usually consumed by their kindred to retain their genetic benefits, but some individuals are sometimes chosen to sacrifice a piece of themselves for the benefit of the entire company. Bionics amongst the Kroot usually signifies that the Shaper has already given a part of themselves for the betterment of the Race. Such an honour is rare and highly regarded by all Kroot. In battle, there is a chance that an attack will damage a bionic part rather than doing any real harm. To represent this, if a model with bionics is killed, instead of removing it place it on its side. Roll a D6 at the start of the next turn: on a roll of 6 the model is stood back up with 1 wound but on any other roll it is removed as a casualty.

EXTRA ARMOUR: The Kroot Shaper has gathered extra armour to protect them on the battlefield. This armour could be a well-fitted suit or a collection of bits and pieces (such as a Space Marine or Fire Warrior Shoulder Pad). It confers a 4+ save on the Shaper.

TOTEMS

BLOOD OF THE STALKER: Some kindreds daub themselves with the blood of local predators before battle. This has the effect of augmenting their already prodigious ambush skills. In missions where the Kroot can *infiltrate*, the character and his kindred may deploy D6" closer to the enemy than indicated in the scenario set-up instructions. For example, in a Recon mission, infiltrators may set-up anywhere outside of 18" from the enemy. The Blood of the Stalker allows the unit to deploy anywhere outside of 12" to 17' from the enemy, depending on the roll.

EYES OF THE KROOTHAWK: The ancestors will sometimes mark a shaper for a great destiny in battle. Kindred's will flock to this Shaper and follow him to glory! Any unit using the Shapers Leadership for moral or pinning ignores the -1 modifier for being under half strength and may regroup even if below half strength.

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.

MASTER OF THE HUNT: The Kroot Shaper is recognised as a Veteran and Master of the Hunt by the Kindred he leads. A Master of the Hunt will often carry trophy racks of skulls or other grizzly items to show off their status. A Kindred lead by a Master of the Hunt will be reassured by his presence and may re-roll failed Morale or Pinning tests that it suffers. However, if the Master of the Hunt is slain the unit he leads must pass a Morale check to avoid falling back.

MASTER TRAPPER: The Kroot Shaper is renowned for his trap setting skills and can easily detect and disarm traps and mines. Even booby-traps have no effect on this unit and are removed by the Kroot Shaper, with a gesture of slow applause in the direction of the

enemy for their ingenuity. The squad he is with can clear minefields (see page 134 of the Warhammer 40,000 rules). They can enter a minefield or Booby-trapped counter without being attacked. Any minefield or Booby-trapped counter that the Squad moves across is cleared and removed from play. This skill may not be taken in conjunction with the Hyperactive Nymune Organ Adaptation.

PECH CRYER: Few can sing the battle song of Pech, but those gifted shapers who can are able to exhort their kindred to incredible acts of bravery... The unit lead by the Shaper is *Fearless*.

SPECIALIST HUNTER: By consuming one foe for an extended period of time, the Shaper has grown to understand how they think. The Shaper has 'Preferred Enemy' against one race: Humans, Orks or Eldar (including Dark Eldar) and will therefore hit the enemy on a 3+ regardless of the Weapon skills on either side. Additionally when determining the strategy rating against the preferred enemy the Kroot player may re-roll their result once.

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 two dice and pick the highest when rolling to Fleet or Foot using the hyperactive nymune organ adaptation, picking the highest result to determine the distance moved.

VENERATION CHARM: Valuable tools and possessions of the kindred's ancestors are often placed in the care of a Shaper. He prays that his ancestors 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 master-crafted. 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.

WEAPON SUMMARY

Weapon	Range	Strength	AP	Type	Notes
Kroot rifle	24"	4	6	Rapid Fire	See above
Kroot Gun	48"	7	4	Rapid Fire	
Kroot hunting rifle	36"	X	6	Heavy 1	Sniper rifle
Kroot Bolt Thrower	36"	4	-	Assault 2	
Explosive Bolt	36"	6	6	Assault 2	Blast
Solid Rockets	24"	8	3	Assault 1	
Blast Rockets	24"	4	6	Assault 1	Blast

"Our Farseers believe we have few other options... ...and their fees are more than reasonable."

Admission of Eldar Scout Lugh'Mur of the Iyanden Craftworld

The Master Shaper Council forbids consumption of certain Kroot and Tyranid forms. Those who partake of forbidden flesh shall have their flesh forsaken and their gathered genetic traits shunned by the Race.

<<<Law spoken by Khowat Khar at the Oathstone>>>

Addendum I: *As per our alliance with the Tau Confederacy: Tau is forbidden flesh. Those who consume Tau flesh are to be declared exile from Pech.*

<<<Law spoken by Angkhor Prok at the Oathstone>>>

Addendum II: *Exiles may return to Pech after such time as they bear beneficial genetic traits to the benefit of the entire Race. The Exile is to be reported to the Tau, have a Tau representative/witness present at their execution and their name to be stricken from memory. The Exile's remains shall be consumed in silence by the race with no bard/song to celebrate any genetic benefit brought to the Race by the Exile.*

<<<Elected 'Masked Law Speaker of the High Master Shaper Council' at the Oathstone >>>



>>>The Kroothawk Totem is the focus of every Kindred's worship of their ancestors<<<
(Photo by Uber Kroot)

HEADQUARTERS

1 MASTER SHAPER

- 60 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.

	Points/Model	WS	BS	S	T	W	I	A	LD	Save
Master Shaper	40	5	3	4	3	3	4	3	10	6+
Kroot Hound	+6	4	0	4	3	1	5	2	7	-

Equipment: Kroot Rifle.

Options: The Master Shaper can be given any equipment allowed from the Kroot Armoury. The Master Shaper may be accompanied by up to 2 Kroot Hounds.

Independent Character: The Master Shaper is an independent Character and follows all of the independent character special rules as given in the Warhammer 40,000 rulebook.

Shaper Council: The Master Shaper may lead a Shaper Council. The Shaper Council does not take up a force organisation slot.



>>>The Formidable Master Shaper<<<
(Photo by Gaalsien)

Clan Leader: The Master shaper is the leader of many kindreds and therefore commands the respect and trust of all who fight under his direction. So great is his leadership that any Kroot units within 12" may re-roll failed leadership rolls.

Evolutionary Adaptations:

Hyperactive nymune organ adaptation:

The nymune organ regulates the Kroot Metabolism, and the Shapers often manipulate this in order to boost the energy levels of the warriors. The Master Shaper may receive the hyperactive nymune organ adaptation at +5 points. This allows him to use the Fleet of Foot rules.

Knarloc Mount:

If the Master Shaper has not taken the hyperactive nymune organ adaptation, he may be given a Knarloc to ride at +20 points. This allows him to use the 'Native Cavalry' Rules. Note that any accompanying Kroot Hounds will also be counted as 'Native Cavalry' as they lollop alongside their masters, eager for the hunt.

"At last, some useful mon-keigh! Expendable troops that can be paid & fed with enemy fallen. I recommend this Craftworld immediately withdraw its levied Guardians from wasteful active service and replace each individual with a Kroot Mercenary Company!"

Declaration of Farseer Morgri'ane to the Farseer council of Brio'Taim Craftworld

SHAPER COUNCIL

- 30 Points per Model

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.

	Points/Model	WS	BS	S	T	W	I	A	LD	Save
Shaper	30	4	3	4	3	3	3	3	9	6+
Kroot Hound	+6	4	0	4	3	1	5	2	7	-

You may take a Shaper Council to accompany a Master Shaper. A Shaper Council does not count as a secondary HQ choice as they are taken in conjunction with the Master Shaper.

Number/Squad: The Shaper Council consists of 2 - 5 Shapers

Equipment: Kroot Rifle.

Options: Each member of the Shaper Council can be given any equipment allowed from the Kroot Armoury. Two Kroot Hounds may be taken for each Shaper.

Evolutionary Adaptations:

Note: All Council members must receive the same adaptations.

Hyperactive Nymune organ adaptation:

The Council Members may receive the hyperactive nymune organ adaptation at +4 points per member, allowing them to use the Fleet of Foot rules. All squad members must receive the adaptation. The Kroot Hounds receive this adaptation for free.

Knarloc Mounts:

If the Shaper Council has not taken the hyperactive nymune organ adaptation, they may be given Knarlocs to ride at +15 points per Shaper Council member. This allows them to use the 'Native Cavalry' Rules (see the Tracker Kindred entry for details). Note that any accompanying Kroot Hounds will also be counted as 'Native Cavalry' as they lollop alongside their masters, eager for the hunt.



>>>A Master Shaper and his council discuss tactics<<<
(Photo by Reed 7366)

0-1 KROOT SHAMAN

- 50 Points

A rare sight on the battlefield, the venerable Kroot Shaman is responsible for the mapping of the Kindred's genealogical history, supplying the information to the Master Shaper to help him plan their future. The Kroot Shaman is both revered and shunned by the Kindreds as they often wield strange and terrifying powers.

	Points/Model	WS	BS	S	T	W	I	A	LD	Save
Kroot Shaman	40	4	3	4	3	3	3	3	9	6+
Kroot Hound	+6	4	0	4	3	1	5	2	8	6+

Note: A Shaman may only be taken by a purely Kroot Mercenary Force.

Independent Character:

The Kroot Shaman is an independent Character and follows all of the independent character special rules as given in the Warhammer 40,000 rulebook.

Options:

The Kroot Shaman may be accompanied by up to 2 Kroot Hounds

Equipment:

The Kroot Shaman is equipped with a close combat weapon, and may NOT purchase additional equipment from the special equipment list.

May not Infiltrate:

The Kroot Shaman is not as young as he used to be and may not *infiltrate*. Additionally any Shapers accompanying him, or units he joins at the beginning of the battle, may not *infiltrate*.



>>>The venerable Shaman is an interesting character on the battlefield<<<
(Photo by Uber Kroot)

Shaman Adaptations:

The Kroot Shaman automatically receives the 'Chronicler' adaptation below free. The Shaman may also purchase a second or third adaptation from the list below.

Chronicler (Free): The Kroot Shaman is responsible for recording the deeds and valour of the kindred. Ignore casualties with 6" for purposes of morale checks as the Kroot Shaman is still alive and on the table. This represents the fact that the gathered genetic traits of each fallen Kroot Warrior and that of their kills will be chronicled by the Kroot Shaman to preserve and catalogue their benefits to the Race.

Bio-Sense (+5 Points): Unlike the Tau, the Kroot are capable of true warp travel, however the exact method of how they do has long been kept secret from their employers. To the Kroot, the ability to navigate the warp is an instinctive migratory ability. The Kroot seem incapable of navigating anywhere other than to systems with habitable worlds. It would appear they are drawn to functioning eco-systems. Their secret is carefully guarded by a rare circle of Shaman Elders who possess the ability to guide their Kindreds through the warp to systems teeming with life and rich gene harvesting potential. By buying this ability, the Kroot Shaman may, at the beginning of the battle, after a successful psychic test, act as if he was equipped with an *Auspex* for the remainder of the battle, as well as any Kroot unit within 6" of him. If the Psychic test is failed then the ability may not be used in the battle.

Bio-Craft (+30 Points): Some shaman's abilities extend to being able to psychically manipulate the biosphere around them, removing pain, causing wounds to heal and flesh to re-knit. Any unit lead by the Kroot Shaman is subject to the rule: *Feel No Pain*

Moment of Destiny (+30 Points): By buying this ability, the Kroot Shaman may once per battle, after a successful psychic test, call the "Moment of Destiny". This may be done at any time. On the turn that the Moment of Destiny is called all Kroot Warriors (Not Kroot Hounds, Krootox, Feral Kroot, Great Knarlocs and Kroot Abominations) within 2D6" get a +1 Attack bonus for the rest of that turn. Note the Moment of Destiny may be called in an opposing player's turn if you wish. If the Psychic test is failed then the Moment of Destiny may not be used in the battle.



>>>A Kroot Shaman accompanies a Master Shaper and his Shaper Council<<<
(Photo by Uber Kroot)

0 - 1 BIG GAME HUNTER

- 60 Points

"The 'Big Game Hunter' is a tragic figure amongst the Kroot. The 'Big Game Hunter' is often the lone survivor of their kindred"

>>>Kho'Jansui – Water Caste Lecturer in Alien Relations, University of T'au<<<

When a Kindred is threatened with destruction, the Shapers will go to great length to ensure that their Kindred's collective DNA is preserved by one individual. The chosen survivor is often an exceptional individual, charged with the final task of bringing his Kindred's DNA back to the Race and ensure their immortality. If the lone warrior cannot return to Pech, they will instead seek out the closest Kindred and attach themselves to it. Known in bard/song as the 'Big Game Hunter', these survivors are legendary figure amongst the Kroot. A battle pilgrim, their body is covered in sacred oaths written in the dried blood of his kindred and is honoured by his adopted company who swear to consume him upon his demise. Until their death, the Big Game Hunter will fight in bloody remembrance of his Kindred, seeking only death and immortality.

	WS	BS	S	T	W	I	A	LD	Save
Big Game Hunter	4	4	4	4	2	5	3	10	5+ Invulnerable

Note: A Big Game Hunter may only be taken by a purely Kroot Mercenary Force.

- Squad:** The Big Game Hunter fights alone and will never join another unit.
- Equipment:** Kroot Hunting Rifle with Power Blade
- Fearless:** The Big Game Hunter will never fall back and automatically pass any moral tests (even against attacks which normally force their target to fall back without any tests). The Big Game hunter cannot be Pinned.
- Power Blade:** Equipped with the best of his dead kindred the Big Game hunter wields the power blade attached to his Kroot Hunting Rifle with two hands – cutting swathes through the enemy in wide swings. The Power Blades is a Power Weapon that adds +2 to the Big Game hunter's strength.
- Evolutionary Adaptations:**
- Ambush: The Big Game Hunter must set-up using the Lictor's Hidden Set-Up rules from Codex: Tyranids.
- Veteran: The Big Game Hunter is adept in fighting in all environments and is subject to the universal *Stealth* rule.
- Hyperactive Nymune organ adaptation: The Big Game Hunter is considered to have the hyperactive Nymune organ adaptation. This allows him to use the Fleet of Foot rules.
- Enhanced Senses: The Big Game Hunter is considered to be equipped with an auspex.
- Not of this Kindred: The Big Game Hunter cannot take any evolutionary upgrades that would normally be associated with a Kroot Army. However he is subject to the rules for *Infiltrate* and *Fieldcraft* as per the rest of the Kroot army.

The making of a Big Game Hunter:

Shell after shell rained down upon 'no mans land' and the Kroot huddled against the walls of the craters. Here and there warriors quietly joked about the difference between Ork shells and Imperial shells. Silence fell abruptly as the artillery barrage ceased. Master Shaper Gihurrd shivered at the silence, realising that it meant that either side would charge now. He bent down, scooped a handful of swampy water into his beak and looked around at the survivors of his once proud company. He had arrived on this swampy world with over two thousand warriors eager to fight with the Imperials against their Ork foes. Master Shaper Gihurrd shook his head... should have joined the Orks. He looked at the survivors of his company with pride, they were heavily muscled and green hued, but their hunter's instincts and reflexes had not been dulled by their massive consumption of Ork flesh. This swampy world was home to many amphibians with fast reflexes and hunter's instincts. All these benefits to the Race lost. Unless...

Master Shaper Gihurrd smoothed the mud on his hands. He waved his most canny warrior Uyetque over to him. He gave a shrill whistle and drew his blade. As one, the Kroot company followed his actions alertly. Uyetque scuttled like a crab to avoid enemy fire, across several craters, before opening his meat sack and dumping the remains of a lizard at the Master Shaper's toe-claws. Master Shaper Gihurrd quickly severed his second thumb and packed mud over the wound. His thumb dropped into Uyetque's meat sack. Uyetque nodded to his master shaper as he gathered up his meat sack and began to creep from warrior to warrior. One by one, each warrior in the force sacrificed a small piece of flesh to Uyetque's meat-sack.

Master Shaper Gihurrd gripped his Kroot rifle uncomfortably, mud and blood making the stock slippery. He took a moment to remember the names of his warriors around him as he prepared to lead the final charge. He knew Uyetque would be doing the same, for he was responsible for the kindred's bard/song when he returned to Pech. There was no fear pheromone in the air. Each warrior knew his duty. Uyetque carried their combined contribution to the Race and every second the Kindred could give him meant a chance their DNA would return home.



>>>A heavily converted model like this can make a perfect Big Game Hunter<<<
(Photo by Legio Nocturnus)

ELITES

STALKER KINDRED

- 11 Points per Model

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. Some few Stalker Kindreds have even further specialised their capabilities by 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.

	Points/Model	WS	BS	S	T	W	I	A	LD	Save
Stalker Kroot	11	4	3	4	3	1	3	1	7	-
Shaper Adept	+11	4	3	4	3	2	3	2	8	6+
Shaper	+21	4	3	4	3	3	3	3	8	6+
Kroot Hound	6	4	0	4	3	1	5	2	7	-

Number/Squad: The Kindred numbers 5-20 Kroot.

Equipment: Kroot Rifle

Character: One Kroot **must** be upgraded to a Shaper / or a Shaper Adept at an additional cost. Some Shapers carry weaponry gifted by their employers and may choose additional equipment from the armoury.

Armour Options: If the squad contains a Shaper or Shaper Adept its members may be upgraded to have a 6+ armour save for +1 points per model.

Ambush: The kindred has concentrated on hunting forest dwellers, and gained an expertise in wooded environments far in excess of their already prodigious fieldcraft. The squad can infiltrate as normal Kroot squads or alternatively may Ambush – If ambushing the squad does not deploy with the rest of the army, but instead deepstrikes into any piece of terrain on the battlefield. If the deepstrike scatters outside of the terrain, the squad must be set up as close to a terrain piece as possible. The squad is not destroyed if he lands in impassable terrain, but rather sets up just outside the terrain.

Acid Venom: Having fed upon the most poisonous of creatures, and coating their hand to hand weapons with their spital, all hits in hand to hand combat will wound on a 4+ regardless of the targets toughness.



>>>Made from Lizardman and Kroot Sprues, Stalkers add great variety to a Kroot force<<<
(Photo by Uber Kroot)

KROOT HUNTER KINDRED

- 9 Points per Model

Some bands have access to the Kroot hunting rifle; a variant of the standard Kroot rifle adapted to fire longer range and 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.

	Points/Model	WS	BS	S	T	W	I	A	LD	Save
Kroot	9	4	3	4	3	1	3	1	7	-
Shaper Adept	+11	4	3	4	3	2	3	2	8	6+
Shaper	+21	4	3	4	3	3	3	3	8	6+

Number/Squad: The Kindred numbers 5-10 Kroot Hunters

Equipment: Kroot Hunting Rifle.

Character: One Kroot **must** be upgraded to a Shaper / or a Shaper Adept at an additional cost. Some Shapers carry weaponry gifted by their employers and may choose additional equipment from the armoury.

Armour Options: If the squad contains a Shaper or Shaper Adept its members may be upgraded to have a 6+ armour save for +1 points per model.



>>>Hunters can be converted from a vast range of 40K sprues<<<
(Photo by Turbo_Mmx)



>>>A simple way to identify your Hunters is to convert them lying down<<<
(Photo by Uber Kroot)

0 - 1 FERAL KROOT KINDRED - 15 Points per model

Recent Battlefield observations have uncovered that the Kroot Hound and Krootox Kroot forms are not be the only 'dead-end' evolutionary paths utilized by the Kroot. Sometimes known as 'Head-Hunters' Feral Kroot are far stronger, more bestial and primitive than normal Kroot and almost completely incapable of higher reasoning. This slightly unstable mutant strain lacks the intelligence of normal Kroot, their higher functions being replaced by the frenzied, savage instinct to slay and decorate themselves with the blood of the foe. These creatures make superb hunters and are often held in retainer by Kroot Shapers to harness their unique abilities. It is hypothesised that these creatures are either an evolutionary regression, or else some strange Dark Eldar or Tyranid mutation. The Kroot themselves refuse to comment.

	Points/Model	WS	BS	S	T	W	I	A	LD	Save
Feral Kroot	15	4	-	5	4	2	3	2	7	-

Note: A Feral Kroot Kindred may only be taken by a purely Kroot Mercenary Force.

Number/Squad: The Feral Kroot kindred consists of 5-10 Feral Kroot

Equipment: Feral Kroot are equipped with claws and beaks

Hyperactive Nymune Organ Adaptation:

The Feral Kroot unit is subject to the Hyperactive Nymune Organ upgrade and can *Fleet of Foot*.

Animalistic Nature: The Feral Kroot Kindred is subject to the *Animalistic Nature* Rule.



>>>Feral Kroot are simple conversions that deliver striking results<<<
(Photo by Uber Kroot)

"These primitive savages insult the Emperor by their very existence."

Arch Bishop Turberge

TROOPS

1+ KROOT CARNIVIORE KINDRED - 7 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 foe whose special abilities they can inherit.

	Points/Model	WS	BS	S	T	W	I	A	LD	Save
Kroot	7	4	3	4	3	1	3	1	7	-
Shaper Adept	+11	4	3	4	3	2	3	2	8	6+
Shaper	+21	4	3	4	3	3	3	3	8	6+

Number/Squad: The Kindred numbers 10-20 Kroot

Equipment: Kroot Rifle

Character: One Kroot **must** be upgraded to a Shaper / or a Shaper Adept at an additional cost. Some Shapers carry weaponry gifted by their employers and may choose additional equipment from the armoury.

Armour Options: If the squad contains a Shaper or Shaper Adept its members may be upgraded to have a 6+ armour save for +1 points per model.



>>>The Kroot Carnivore Kindred make up the bulk of the Kroot forces<<<
(Photo by Tracker)

KROOT CARNIVIORE KINDRED UPGRADES

It has been noted by many observers of Kroot Kindreds that some will fight with a contingent of Kroot Hounds, Krootox or other evolutionary variations.

Options: Each Carnivore Kindred in the Force may take one Upgrade from the following list.

Kroot Hound Upgrade

- 6 Points per Model

The Kroot hound is a vicious evolutionary variation of the Kroot and though they often accompany the Kroot into battle, their handlers must take great care when handling them.

	Points/Model	WS	BS	S	T	W	I	A	LD	Save
Kroot Hound	6	4	0	4	3	1	5	2	7	-

Upgrade: A Kroot Carnivore Kindred can take 1-8 Kroot Hounds as a unit upgrade.

Equipment: Beaks and Claws.

Evolutionary Adaptation:

Kroot hounds are not affected by evolutionary upgrades

Animalistic Nature: If no more kroot warriors remain in the Kindred then the remaining Kroot Hounds are subject to the *Animalistic Nature* Rule and the rules for *Beasts and Cavalry*.

Krootox Upgrade

- 35 Points per Model

The Kroot have a special relationship with the Krootox. The Krootox is a gentle herbivore, but still retains a strong sense of kinship with the Kroot, and Krootox are often included into Kroot families.

	Points/Model	WS	BS	S	T	W	I	A	LD	Save
Krootox	35	4	3	6	3	3	3	3	7	-

Upgrade: A Kroot Carnivore Kindred can take 1-3 Krootox as a unit upgrade

Equipment: Krootox riders are armed with a Kroot Gun.

May not Infiltrate: The Krootox & their parent Carnivore Kindred may not *infiltrate*.

0-1 Mounted Rocket Upgrade

- 40 Points per Model

Recent battlefield sightings of heavy rockets, mounted on the backs of Knarlocs, have raised an enormous amount of concern in some Imperial circles. The worrying trend of Kroot Mercenaries using stolen explosive technology on the battlefield has been raised by Imperial armoured columns, which once all but ignored the primitive Kroot. Ordo Xenos agents have reported that the phenomenon is possibly due to overuse of Kroot Mercenaries by errant Imperial commanders to combat increasing Ork incursions.

	Points/Model	WS	BS	S	T	W	I	A	LD	Save
Rocket Team	40	4	3	4	3	1	3	1	7	-

Upgrade: A Kroot Carnivore Kindred can take 1 to 3 Rocket Teams as a unit upgrade. Only one Carnivore Kindred may be upgraded in this way due to a scarcity of looted missiles! A Rocket Team consists of a Knarloc with Rockets mounted on its back for mobility & a Kroot gunner on the same base. The model is treated as a single figure.

Equipment: Each Rocket Team is equipped with Solid and Blast Rockets.

Evolutionary Adaptation:

Must have the same evolutionary adaptation as the parent Carnivore Kindred.

May Not Infiltrate: The Mounted Rocket Teams & their parent Carnivore Kindred may not *infiltrate*.

Mounted Rocket Knarlocs:

Knarlocs with mounted Rockets move as normal infantry.



>>>The Mounted Rocket Kindred is a great conversion, they're not complex and look great<<<
(Photo by Uber Kroot)

Kideb clucked his tongue on the inside of his beak to get the Knarlocs moving again. 'Fern Browser' was doing her best to ignore the shaper, and lived up to her name by continuing to eat. Kideb ignored the shrill complaints of his kindred and approached the gentle beast with a crooning song. Gently he took her harness and drew her head up from the ferns. The rest of his Kindred's complaints fell silent as the song worked its charm on the Knarloc. Kideb patted 'Fern Browser' affectionately as she started moving towards the battlefield again. Then he patted one of the bundles of rockets she carried with as much affection as he'd shown the Knarloc.

He'd be hunting soon, and that's all that mattered.

0 - 1 KROOT SWARMS

10 Points per base

Kroot take great care in preparation of their battles that they fight, knowing they do not have the technology to stand up to 'more advanced armies'. Instead they use the environment around them to combat the enemy, sometimes using swarms of creatures that are 'beaten out of the bushes' towards the enemy. Some believe that just as Kroot have a special relationship with their Krootox and Knarlocs why couldn't they also have this relationship with smaller animals. However, the vast variety of non-kroot form animals found fleeing from the battle field such as ripperjacks, rats, bats, lizards, etc puts this theory in doubt.

	WS	BS	S	T	W	I	A	LD	Save
Creatures	2	0	3	3	3	4	3	5	n/a

Note: Kroot Swarms may only be taken by a purely Kroot Mercenary Force.

Number/Squad: The Swarm numbers 3-10 Swarm Bases

Equipment: Claws, teeth, and fear!

Swarms: The Kroot swarms are subject to the *Swarm* rules.

Animals: A Kroot Swarm is subject to the *Animalistic Nature* rules. Additionally the Kroot Swarms will not assault vehicles, as they are too big and scary for the panicking beasts. Any member of the Kroot Force may fire on enemy forces engaged in hand to hand with creatures but suffer a -1 to hit due to the swirling melee on combat. For each hit roll 1D6, on a roll of 1-3 the Kroot have hit one of the swarms by mistake. On a roll of 4-6 the Kroot have hit the enemy.

'Beaten out of the bushes':

The Kroot Swarm must be set up within 6" of a Kroot Carnivore Kindred at the beginning of the game.

0 - 1 KROOT BAGGAGE HERD

Great Knarlocs are commonly used by Kroot forces as baggage animals, to carry heavy equipment and supplies whilst on campaign. These domesticated creatures are kept chained and muzzled for safety, but they are not expected to fight in combat. Occasionally a baggage column might be caught up in a battle, for example, if a Kroot column is caught in an ambush. In this case the Goads and the Great Knarloc will be forced to fight to defend themselves.

	Points/Model	WS	BS	S	T	W	I	A	LD	Save
Baggage Knarloc	25	4	0	5	5	5	2	2	7	6+
Kroot Goads	+7	4	3	4	3	1	3	1	7	-

Troop Support: 1-3 Baggage Knarlocs and Goads are a single Troop choice for a Kroot Mercenary Army. A single Baggage Knarloc and 1-2 Kroot Goads are a Troop choice for a Tau army or any other army allowed to use a Kroot Mercenary force. The army may only include a Baggage Knarloc if it also includes at least one Kroot Carnivore Squad.

Number/Squad: A Kroot Baggage herd consists of 1-3 Baggage Great Knarlocs. Each Baggage Great Knarloc must be accompanied by 1-2 Kroot Goads.

Equipment: The Baggage Great Knarloc is armed with claws (its fearsome beak having been muzzled). The Goads are armed with a Kroot Rifle and a Goad-stick (used for prodding the Great Knarloc in the right direction).

May not Infiltrate: Due to their nature and size, Great Knarlocs may not infiltrate.

Signature Evolutionary Adaptations:

The Great Knarloc is not affected by Signature Evolutionary Adaptations. The Goads must take the same Adaptation as the rest of the army.

Hyperactive Nymune Organ:

The Great Knarloc and its all its Goads are all affected by the Hyperactive Nymune Organ adaptation. This means that the entire unit counts as 'Fleet of Foot'.

Hits on the Squad: The Great Knarloc is far larger than its goads and is more likely to be hit by incoming fire. Randomise any hits on the squad by rolling a D6. 1-2 the shot hits the Kroot Goads. 3-6 Hits the Great Knarloc. If all the Goads are killed then the Great Knarloc is counted as being subject to the *Animalistic Nature* rule.

Ambushed!: If a Kroot Mercenary army is ambushed they may add one baggage herd (of 1-3 baggage Knarlocs and accompanying goads) to their force for free.

XENOS – BIOLOGIS REPORT

Author: Xenos Genetor Adept Grenchov

Field Study: 7341a

Unknown Xeno-Type XB-432-01270

Classification: Type III Predator [[Avian Genis]]

Homeworld: Pech

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 is an evolutionary strain that developed into a large, solitary predator. Its effectiveness in this niche would seem to be limited by many factors; by its small eyes, (needed to see prey), weak forearms (needed for holding live prey), huge legs resulting in relatively slow running speed (needed for pursuit), body size and light weight skeletal structure.

Given these drawbacks it seems the Great Knarloc is lucky to have survived at all, except that its morphology has other advantages. Its muscular legs are built for travelling long distance and sustaining a good constant speed, this is due to its well developed hinge-like ankles. The creature's lower leg and claw structure mean the creature is capable of brief burst of sudden speed, aided by its well developed Nymune organ, a trait still retained by some of the great Knarloc's smaller relatives. It is capable of standing on its toes in the manner of many fast running creatures, helping it to spring suddenly from hiding onto an unwary prey. It is not capable of maintaining a top speed over long distances.

The creatures 'hands' are large, well developed and dexterous, making them useful for foraging, picking fruit or digging, as well as gaining a good grip on captured prey, aided by long, thin, talon-like claws.

Whilst lacking any olfactory lobes the beasts long tendrils, concentrated at the rear of the head but also situated all over the body, provide superb sensory information to the creatures small brain. It may have difficulty seeing a prey but a Great Knarloc can efficiently track by scent and sound over long distances.

All these morphologically features point to a creature which is at home scavenging as well as hunting by a variety of methods. Whilst all carnivores are happy to eat dead flesh, they prefer fresh meat. The Great Knarloc seems to be the same, hunting on occasion, but at other times happy scavenging carcasses. It is also adept at foraging amongst the jungle growth for fruit or using its long, dexterous claws to seek out insects or even dig for grubs. Whilst the Great Knarloc is omnivorous it has evolved to hunt by one of two means. Either lurking in dense undergrowth to suddenly ambush passing prey or using its sensory organs to detect a prey at long distance. It can then utilise its stamina to remorselessly pursue its victim until exhaustion.

Like the Krootox the Great Knarloc does not seem predisposed to violence unless hunting, threatened or goaded. It may be that a Great Knarloc spends most of its time alone underneath the jungle canopy, foraging for foodstuff and scavenging, suddenly exploding into extreme violence should a suitable quarry be encountered. Being a solitary creature they have not benefited (in evolutionary terms) from the presence of other creatures and have not developed a pack hunters cunning, intelligence or sociability. They remain dull witted creatures and show none of the higher psychological traits of a Kroot Hound or Krootox .

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 but lacking intelligence, they are easily led once domesticated. The only draw back is the beast's sudden bouts of extreme aggression, making them unpredictable. It is noted that Great Knarlocs in domestic service are always kept muzzled and chained.

FAST ATTACK

KROOT HOUND PACK

- 6 Points per Model

Some Kindreds have access to a larger proportion of Kroot Hounds than others. These are often fielded as fast moving packs, controlled by the ultrasonic whistles of their masters, the wild creatures are unleashed upon the foe.

	Points/Model	WS	BS	S	T	W	I	A	LD	Save
Kroot Hound	6	4	0	4	3	1	5	2	7	-

Number/Squad: The Pack numbers 10-20 Kroot Hounds.

Equipment: Beaks and Claws.

Animalistic Nature: The Kroot Hound Pack is subject to the *Animalistic Nature* Rule.

Beasts: Kroot hounds are subject to the *Beasts and Cavalry* Rules. Additionally they may also always move through woods and jungles without the need to test for accidents due to moving through difficult terrain.



>>>Kroot Hound Packs are a fantastic shock unit in a Kroot Army<<<
(Photo by Tracker)

TRACKER KINDRED

- 17 Points per Model

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 or vehicle should the opportunity present itself.

	Points/Model	WS	BS	S	T	W	I	A	LD	Save
Kroot Tracker	17	4	3	4	3	1	3	1	7	-
Shaper Adept	+11	4	3	4	3	2	3	2	8	6+
Shaper	+21	4	3	4	3	3	3	3	8	6+

- Number/Squad:** The Kindred numbers 5-10 Kroot Trackers mounted on Knarlocs.
- Equipment:** Each Kroot Tracker is armed with a Kroot Hunting Rifle. Alternatively all models may exchange their Kroot Hunting Rifle for a regular Kroot Rifle. The entire squad may also be equipped with Melta Bombs for +5 points per Kroot Tracker.
- Character:** One Kroot **must** be upgraded to a Shaper / or a Shaper Adept at an additional cost. Some Shapers carry weaponry gifted by their employers and may choose additional equipment from the armoury.
- Armour Options:** If the squad contains a Shaper or Shaper Adept its members may be upgraded to have a 6+ armour save for +1 points per model.
- Cavalry:** Trackers are subject to the *Beasts and Cavalry* Rules. Additionally they may also always move through woods and jungles without the need to test for accidents due to moving through difficult 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.
- Scouts:** All Trackers in the army are subject to the Universal *Scout* rule.



>>>Note the placement of tankbusta/melta bombs on their saddles<<<
(Photo by Uber Kroot)

"What do you mean they won't fight?"

"Sir, they repeat they have nothing to gain by fighting the metal men, Sir."

"Did you offer them the supplies? The ordinance? The Ogryn?"

"Yes Sir. They refused Sir."

"Did you tell them they could police the field for our dead if we won?"

"I did Sir and they came back with a counter offer. They want rights to our wounded as well, Sir."

"..."

"Sir?"

"... Tell them yes."

"Sir!?"

"Yes! Tell them Yes by the Emperor!! Without the Kroot Mercenaries, none of us will survive tomorrow!"

Intercepted Transmission – Imperial Planetary Defence – Location Classified



>>>To eat or not to eat – that is the question<<<
(Photo by Gaalsien)

HEAVY SUPPORT

0 - 1 'GREMLINS'

- 20 Points each

The Kroot have long been the masters of Jungle Warfare and have quickly adapted to the modern battlefield. Long underestimated as 'too primitive' the Kroot ability to sabotage has taken many commanders by surprise. They may be primitive but how much technical expertise does it take to cut wires, puncture pipes until fluid pours out or jam a metal spike into a gun barrel?

Note: *'Gremlins' may only be taken by a purely Kroot Mercenary Force.*

Heavy Support: 1-5 'Gremlins' may be chosen as a single heavy choice

Rules: After deployment, but before the first turn the Kroot player may nominate an enemy unit for each 'Gremlin' choice they have bought. Roll 1D6 for the unit affected by the 'Gremlin' attack. On a 1-3 the Kroot saboteur was discovered before the battle and killed and the unit is unaffected. On a 4-6 the 'Gremlin' is effective. If it is a vehicle it must roll on the glancing hits table. If it is an infantry unit it starts the game pinned as they find their guns not working, their position trapped or their backpacks filled with giant leeches!

KROOTOX HERD

- 35 Points per Model

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 avoid at all costs.

	Points/Model	WS	BS	S	T	W	I	A	LD	Save
Krootox	35	4	3	6	3	3	3	3	7	-

Number/Squad: The Kindred numbers 3-10 Krootox.

Equipment: Krootox riders are armed with a Kroot Gun.

Armour Options: The squad may be upgraded to have a 6+ armour save for +1 points per model.

May not Infiltrate: Due to their nature and size, Krootox may not infiltrate.



>>>A line of Krootox advancing will make most units think twice<<<
(Photo by Uber Kroot)

0 - 1 KROOT ABOMINATION

Some Master Shapers, eager for monstrous support, have captured an Abomination which lurk in the deepest darkest jungles of Pech and other Deathworlds. These slaving, mindless Abominations are feared throughout the universe for their feral visage, terrible strength and strange mutations. Master Shapers who are able to show off a captured unique monstrosity often gain higher status and accordingly higher pay.

	Points/Model	WS	BS	S	T	W	I	A	LD	Save
Kroot Abomination	50	4	0	5	4	3	3	4	7	6+
Kroot Handler	+7	4	3	4	3	1	3	1	7	-

Note: A Kroot Abomination may only be taken by a purely Kroot Mercenary Force.

Number/Squad: The Kroot Abomination consists of 1 Kroot Abomination and 1-3 Kroot Handlers

Equipment: The Kroot Abomination is equipped with Razor Sharp Claws and Beaks. The Kroot Handlers are each armed with Kroot Rifles.

Hyperactive Nymune Organ Adaptation:

The Kroot Abomination may purchase the Hyperactive Nymune Organ upgrade for +5 points, the handlers must also purchase the upgrade at +2 points per handler.

Animalistic Nature: The Kroot Abomination is subject to the *Animalistic Nature* Rule (even if all of its handlers are alive!)

May not Infiltrate: Due to its nature and size, the Kroot Abomination and its handlers may not infiltrate.

Rending Claws: All attacks by the Abomination count as *Rending*.

Signature Evolutionary Upgrades:

The Kroot Abomination may not benefit from any Signature Evolutionary Adaptations used by the rest of the Kroot Mercenaries. The Kroot Handlers must be given Signature Evolutionary Adaptations as per the entire Kroot Mercenary Force.

Regenerate: Many Abominations have displayed the disturbing ability to regenerate damage inflicted against it during combat, though this ability is often unstable. It is hypothesised that these recent Abominations have inherited this ability from consumed Tyranid bio-forms (which is also a good way to get rid of the tainted meat). To represent this regeneration ability the Abomination is subject to the *Feels No Pain* universal rule.



>>>The Kroot Abomination is an exciting addition to a Kroot Army<<<
(Photo by Uber Kroot)

GREAT KNARLOC HERD

The most common use of the Great Knarloc on the battlefield is for its keepers to goad the creature 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 into range of its claws or sharp beak. However some Great Knarlocs are able to be trained to be ridden. On the backs of these war-knarlocs are mounted hand-cranked bolt throwers, the bolts often augmented by tau explosives.

	Points/Model	WS	BS	S	T	W	I	A	LD	Save
Great Knarloc	60	4	0	6	5	5	3	3	7	6+
Kroot Goads	+7	4	3	4	3	1	3	1	7	-

Heavy Support: 1-3 Great Knarlocs and Goads are a single Heavy Support choice for a Kroot Mercenary Army. A single Great Knarloc and 4-8 Kroot Goads are a Heavy Support choice for a Tau army or any other army allowed to use a Kroot Mercenary force. The army may only include a Great Knarloc if it also includes at least one Kroot Carnivore Squad.

Number/Squad: Each Great Knarloc must be accompanied by 4-8 Kroot Goads.



>>>A Great Knarloc in action<<<
(Photo by Tracker)

Equipment: The Great Knarloc is armed with a large, sharp beak and claws. The Goads and Shaper are armed with a Kroot Rifle and a Goad-stick (used for prodding the Great Knarloc in the right direction).

Signature Evolutionary Adaptations:

The Great Knarloc is not affected by Signature Evolutionary Adaptations. The Goads and Shaper must take the same Adaptation as the rest of the army.

May not Infiltrate: Due to their nature and size, Great Knarlocs may not infiltrate.

Rending Beak: The Great Knarloc has a powerful beak, capable of crushing through armour and bone. All close combat attacks by Great Knarlocs count as *Rending*.

Hyperactive Nymune Organ:

The Great Knarloc and its all its Goads are all affected by the Hyperactive Nymune Organ adaptation. This means that the entire unit counts as 'Fleet of Foot'.

Hits on the Squad: The Great Knarloc is far larger than its goads and is more likely to be hit by incoming fire. Randomise any hits on the squad by rolling a D6. 1-3 the shot hits the Kroot goads. 4-6 Hits the Great Knarloc. If all the Goads are killed then the Great Knarloc is counted as being subject to the *Animalistic Nature* rule.

0 - 1 REAT KNARLOC HERD UPGRADE

Some Great Knarlocs, once captured, are trained to carry riders and used to mount weapons, much like the more common Krootox. These weapon mounts are not as common as the herded beasts or those used to carry heavy loads, which are easier to train. They make effect assault troops supporting the Carnivore squads, able to provide heavy weapons fire, or quickly advance and join an assault, using the Great Knarloc natural predatory instincts in close combat.

The Kroot bolt thrower is a primitive but effective weapon, used by the Kroot since long before they encountered the Tau Empire. Like Kroot rifles and guns the Tau have aided their auxiliaries by using Tau technology to improve the weaponry of the Kroot. 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 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 crew.

Upgrade: One Great Knarloc Herd in the force may be upgraded as Weapon Mount Knarlocs. All Great Knarlocs must be upgraded at +20 each. The Weapon Mount Knarloc cannot take any goods as each Weapon Mount Knarloc has two Kroot riders instead. These riders cannot be targeted separately and the herd is no longer subject to the *Hits on the Squad* rule.

Equipment: A Kroot bolt thrower. The 2 riders are armed with Kroot rifles. The Weapon Mount Great Knarloc is armed with a large, sharp beak and claws.

Weapon Options:
The bolt thrower can be loaded with explosive bolts at +15 pts, or the bolt thrower can be upgraded to a Kroot gun for + 15 pts (May be twin linked at +10 points).



>>>A Great Knarloc with Bolt thrower is a powerful unit on the battlefield<<<
(Photo by Mr Evil)

Kroot Conversion Notes:

Kroot Mercenaries have that 'go anywhere, eat anything, and keep whatever's practical' feel about them – so use it to your advantage. Never underestimate the psychological power of your figures! Remember Kroot are all about the hunt... All of your opponents are your menu - remind your opponent of this! (It's just a pity there's nothing to eat on the Necrons...)

When converting Eviscerators for your Shapers use the large Ork Chainswords (Tell your Ork opponent how they were taken from their Orks!). If you're having trouble modelling your eviscerators – do what I did = Improvise! A Pit-Slaves Saw, a double headed power axe, a thunder hammer – all of these were clearly not just power weapons and were easily identified by my opponents as eviscerators. Additionally if you are searching for a unique Master Shaper, try putting a Kroot Head on Gorthor the Beastman Shaman's body, add Kroot feet, a Kroot Rifle etc and you'll have one mean looking Master Shaper. My Master Shaper has a Deathwatch Marines Shoulder Pad (which I know infuriates Space Marine players into making irrational mistakes!). Alternately use some Fire Warrior shoulder pads to represent extra armour (tell your Tau opponent that you'd rather not discuss how they got them... hehehe). I converted my Shaper Council, giving some of them an outcast look, as if they ate a Tau and had to leave Pech in a hurry (mmm I wonder what Tau tastes like?). All my shapers also have a mix of Tau, Imperial and Ork equipment, but there's no reason why you couldn't throw in some of the more basic Eldar equipment as well (a Master Shaper with a string of Waystones around his neck would be pretty infuriating!!). At least it gives the rest of your force the chance to move forward unmolested into assault range!!

And there you have it – Bon Appetite!

Shaman Conversion Notes:

The Kroot Shaman can be a bit tricky, but is fun for those familiar with greenstuff:

Ingredients: Dark Emissary Body, Two plastic Kroot Heads and one plastic Kroot foot.

1. Cut off the head quills of one of the Kroot heads and add it to the other head. You may have to cut the quills off both heads and use a bit of green stuff to generate the right effect.
2. Trim the collar off the Dark Emissary and then add the massive quilled head.
3. Chop off the protruding foot and replace with a suitable Kroot foot.
4. Add a few Kroot daggers and pouches to cover up anything too fantasy for your liking.

Stalker Kindred Conversion Notes:

The Stalkers are easy to make – and they don't look like lizard men at all:

Ingredients: Lizardman Body and arms, Kroot head, Kroot arms with weapons.

1. Get a Lizardman body and mount it on a round base.
2. Fit on a plastic Kroot head, and you may need to trim one of the lower quills off.
3. Cut off the Lizardman hands, leave the bracelet on as it hides the join.
4. Cut the hand and weapons off the Kroot arms and attach to the Lizardman arms.
5. Repeat for the rest of the unit!

Feral Kroot Conversion Notes:

The Feral Kroot Conversion is really simple, and delivers striking results:

Ingredients: Strigoi Vampire body, round infantry base, Kroot head

1. Get a Strigoi Vampire body and mount it on a round base (small – these are not Cavalry Models!).
2. Fit on a plastic Kroot head, and carefully cut off the lower quills.
3. Ta Da.

Kroot Abomination Conversion Notes:

The Kroot Abomination Conversion is one of the simplest conversions in the army:

Ingredients: Scylla Spawn of Chaos, Blood Dragon Nightmares Head, Medium Round Base.

1. Assemble the Body of Scylla Spawn of Chaos.
2. Add the Blood Dragon Nightmares Head.
3. and then... No, I think that's it!

Note: Don't forget to model the Abomination's Kroot Handlers as well! Perhaps make their rifles look a little more like goads. You might like to take some greenstuff to Scylla to take off the more chaos looking afflictions, but if painted right they look like barnacles!



>>>The Second Generation Abomination was a vast improvement – and much easier to make!<<<
(Photo by Uber Kroot)



>>>The first Abomination was known as the "Chicken of Death"!<<<
(Photo by Uber Kroot)

Mounted Rocket Team Conversion Notes:

The Rocket Launcher mounted on the back of a Knarloc is fun to make:

Ingredients: Cold One Sprue, Krootox Head, Large Round Base, Ork Rokkit Buggy Launcher 040301403, Left Support 040301407, Right Support 040301406, Main Support 040301410 & Pintle 040301411.

1. Take one Cold One and add a Krootox head (Andy's original Knarloc's had their front legs sawn off and replaced with sculpted green stuff – though I prefer the simple method of leaving them on). I ground down the back of the Krootox's head and made a string 'collar' for all my Knarlocs, which hides the seam quite well.
2. Assemble the launcher support from the Ork Rokkit Buggy (Left Support, Right Support, Main Support & Pintle).
3. Put the rocket Launcher on the stand backwards,
4. Strap the Launcher to the back of the Knarloc, use string to make it look as if it's been lashed on (I used three Kroot Gun Straps from the fantastic plastic Kroot extras),
5. Assemble a normal Kroot Warrior to act as the Gunner for the Rocket Team (I gave my gunners Rokkits 040301409 on their backs). Mount him on the same large round base as the Knarloc.



>>>A back view of how the rocket harness works<<<
(Photo by Uber Kroot)

"Tau – the other blue meat!"

Attributed to a Renegade Kroot Warrior

BACKGROUND – What makes the Kroot Unique?

The thing that makes Kroot unique from other armies lies in their origin. Where Space Marines, Imperial Guard, Chaos, Orks and Eldar all draw inspiration from societies that had armies and fought in organised battles – The Kroot fulfil two roles: that of ‘Guerrilla Army’ and that of ‘Hunter’. Kroot can easily be modelled on the Boer, the Sandinistas, the Vietcong, the Mujahadin – but they can also be modelled on the Hunters such as the Sioux, Iroquois & the Zulu. The two questions that arise are 1) how does a hunter fight a war and 2) how does a guerrilla force hunt their prey?

It is easy to think of the Kroot as Savage, but to consider them unintelligent as a result of that savagery is a grave mistake. The Kroot are primitive in that they do not have the manufacturing capacity of other races – they make and carry what they need. If they can’t make it, then they will barter for it. They have no need of communications as the air is alive with whistles as the Kindreds communicate to each other across the battlefield – each individual part of the great song of battle and of the hunt.



If you consider that each individual Kroot warrior is part of a family, a family that constantly wants to better itself, to grow and to evolve. Expand your view of a family to take in the whole Kroot Race and you start to develop an understanding of the Race. When a warrior dies he is consumed by his kindred so that his DNA is given back to the Race. Every experience of the Kroot Warrior, every sample of DNA he has collected during his life is fed back into the Race. So it is clear that for the Kroot, death is an honour.

>>>They may be primitive, but Kroot tools are very useful<<<
(Photo by Oaka)

Now it is very easy to look at the 13th Company and think that the Kroot need what they have... But then why have Kroot, why not just get a 13th Company Army? No, the 13th Company are about the glory of the first charge, where the Kroot are more about the Hunt - or more importantly the Mont’ka (if you’ll forgive my Tau turn of phrase) or Killing blow of the hunt. In this way the focus of the Kroot should not be on the ability to infiltrate – rather the ability to turn every battle to their advantage or ambush. The Kroot are a dynamic army that is both savage and canny – unlike any other force in the 40K universe. The focus should not be on the ability to infiltrate, but the planned hunt and executed ambush.

If you look at the idea of the Mont’ka (Tau: the Killing blow) it is about putting your enemy into the position where you can conduct the killing strike. This tactic works in much the same way as the ambush of any Guerrilla force as well as the ‘bull horn’ tactics of the Zulu which draw the enemy in and then the horns encircle the enemy. In a straight forward ‘charge’ scenario, very few Kroot battles last beyond the 4th turn as the Kroot do not generally have the numbers by then to continue. It should be more than the success of the first charge that can win or loose the battle and wins should not be by definition pyrrhic. By creating an army that fights on all sides of the table rather than just focuses on the charge is much more in keeping with the ideals of the Hunt.

So how does it work? A solid core of Troops with Heavy support acts as the head of the hunt. Kroothounds or swarms are sent forward as bait or hunting packs to draw the enemy forward and soak fire. Trackers lap around the flanks to set up fire corridors. Finally Stalkers and Ferals pop up behind the enemy to either draw fire from the main hunt or push them forward. As a Kroot army you should be everywhere at once!

TACTICS – How it all comes together

The Kroot army is a unique force with a uniquely sustainable and interesting tactic. It isn't the standard swarm charge nor does it rely on the deaths of thousands of Kroot to achieve an objective (they aren't Orks after all!). The Kroot are a Guerrilla army of Hunters.

The tactic:

- Troops and Heavy Support form battle line (the head) or perhaps encircle the enemy in a ring of fire (the corral).
- The effect of any 'Gremlin' sabotage attack annoys the enemy and perhaps makes their decision on which plan to use falter (the hunted).
- Trackers take up flanking firing positions (the horns).
- Kroot hounds, Abominations or swarms swoop forward to draw the enemy or soak fire (the bait).
- Stalkers/Ferals pop up in ambush and either draw fire from the battlefield or push the enemy forward (the ambush).
- The Headquarter Units - like any hunting leader - chooses where to fight & can be flexibly deployed (the killing blow).

This tactic takes away the focus on infiltrating forward, charging and praying to appropriate deity that enough Kroot make it to the line to make a difference. The focus is on the army moving as a whole, making a concerted coordinated attack based on the aspects of a hunt. Losses are then within keeping for a normal army (if they hug cover like a sensible mercenary/Guerrilla force or Hunter Group should) mainly losing Kroot hounds and the like, which, let's face it, a Hunter would accept when bringing down the bear or boar! This would also allow the army to have multiple uses against various armies – countering Assault armies with outflanking manoeuvres and shaking up defensive armies – yet making these tactics a challenge and battles, on the whole, even.

In a way it could be said that this makes them much like beastmen in WHFB – but is that a bad thing? They are certainly not a one tactic army. The Hunt is the battle, just as each battle is the killing ground. Also Great Knarlocs on the field do not detract from this tactic or add anything to the Kroot force to tip it over the edge. Great Knarlocs add extra flavour to the army which is entirely appropriate for Forgeworld figures.



>>> Great Knarlocs add extra flavour<<<
(Photo by Oaka)

THE WAR OF THE PLACE OF UNION

One of the most pivotal events in Kroot history occurred when Ork attack ships firing on Kroot warspheres defending their enclave on Krath also attacked a nearby Tau colonisation fleet. Unwillingly drawn into battle, the Tau fought back and their superior ships easily destroyed Orks. However, the smaller ships had merely been the vanguard for a much larger Ork fleet and the new allies soon found themselves trapped. Thus began an extended war that saw the Kroot and Tau fight side by side against the Orks, holding on long enough for a relief force of Fire Warriors from Sa'cea to arrive and complete the destruction of the Greenskins.

So impressed were the Fire Warriors by the Kroot bravery that they agreed to help liberate the remainder of their enclaves from the Orks. For the next ten years, Tau forces fought to drive the Orks from Kroot worlds, eventually coming to the Kroot home world at the behest of the greatest Kroot leader, Anghkor Prok. At the sacred Oathstone Anghkor Prok swore allegiance to the Tau Empire and pledged his warriors to the Greater Good, marking a period of cooperation between the races that has lasted to the present day.

At the height of the first Tau expansionist phase, an expeditionary force set out from Dal'yth. This force was led by the Water caste explorer Por'o Dal'yth Kiv'rai, famous for his discovery of two artefact-worlds now under Ethereal caste interdiction. Air caste observers based on orbital stations around Dal'yth had studied a cluster of worlds beyond the Perdus Rift, and after many years of careful planning, the expedition was sent to explore, study and colonise these worlds.

The journey to the nearest system within the cluster proved uneventful, and O'kiv'rai decided that it was safe to set his fleet on a course for the fifth world of the system.

The chosen planet was a blood red gas giant, the second moon of which was considered the most likely to support life. Entering orbit, O'kiv'rai was surprised when initial scans detected a large amount of debris scattered over a substantial area of the upper atmosphere. His Earth caste advisers counselled caution, and samples of the debris were brought on board for analysis. It was determined that the debris was the remains of a large spacecraft that had exploded very recently.

Landing a Crisis battlesuit team, O'kiv'rai watched through an uplink as the moon's surface was revealed. Under a crimson sky, the Shas'ui came upon a scene of destruction; a settlement reduced to charred rubble. Sickened, O'kiv'rai directed the warriors to search the ruins, where they discovered the mutilated remains of unknown alien bodies.

O'kiv'rai recalled his teams and ordered an extensive sensor survey of the surface. The readings showed evidence of further destruction at numerous locations, and O'kiv'rai concluded that the moon was far from suitable for colonisation. The fleet moved on and soon found mounting evidence that a violent invader had recently laid waste to this part of the cluster. O'kiv'rai began to suspect that the region would prove too dangerous for settlement.

As the fleet neared the core systems of the cluster, alarms rang out and a group of ships were detected heading in on an attack course. After years of exploring the frontiers of Tau space O'kiv'rai recognised the crude constructions of the Ork race and knew how to deal with Ork pirates. His Air caste interceptors made short work of the ramshackle flotilla. Knowing now who had caused the devastation across the region, O'kiv'rai seriously considered abandoning his mission altogether, yet a part of him would not allow the fleet to leave without first discovering the identity of the Orks' victims.

Setting course for the next scheduled system, O'kiv'rai put his fleet on high alert. Soon they encountered random groups of Ork fighters engaged in insane races with one another through the

system's asteroid belts. The stronger expeditionary force soon drove off these disorganised bands. As the fleet moved in-system, no resistance was encountered, and O'kiv'rai came to the conclusion that the Ork ships merely represented a small scouting force, and that he could therefore safely claim the worlds in the name of the Tau empire.

After months of disappointment, the Earth caste colonists were keen to begin the process of claiming these worlds, and several shuttles embarked in preparation for landing. What happened next would be written in Tau history as one of the greatest tragedies of that era. O'kiv'rai's sensor operators reported the approach of a huge, spherical alien spacecraft. Opening communication channels and preparing to greet the ship on behalf of the Tau Empire, O'kiv'rai saw that it was pursued by a substantial force of Ork warships. Cursing the warlike Greenskins, O'kiv'rai ordered the fleet to take evasive action as the fleeing alien ship was heading on a course that would smash through his fleet.

The fleet scattered, all except the colony transport ship *Sha'tiro Suli*, which had almost completed the disembarkation of her passengers. The sphere was heading directly for the transport and in an instant O'kiv'rai was faced with a stark choice: destroy the alien vessel and save the lives of the skeleton crew still to disembark the Tau ship, or attempt to save the lives of the far greater number of crew aboard the alien ship by firing on the *Sha'tiro Suli*.

The Orks made the choice for him.

One of the Ork warships had set itself on a heading intended to ram both ships. O'kiv'rai's bridge crew watched in horrified silence as the Ork ship smashed aside the Tau carrier, causing it to disintegrate and spill its passengers into the void. The Orks continued on their course, and the communication channels came alive with the insane laughter of thousands of battle frenzied Boyz readying themselves to board the sphere. The Ork ship seemed to impact on the hull of the sphere in slow motion. The surface buckled and the Ork ship ground into the guts of ship until it was almost entirely buried, only its rear quarter remaining visible. A series of explosions lit the grotesque scene from within and the sphere burst a massive explosion that consumed both ships as one, scattering superheated wreckage over remainder of the Tau fleet.

O'kiv'rai ordered a full sensor sweep of the area and reports flooded in of Ork frigates swarming after another of the strange alien spheres.

The ships course would bring them into contact with his fleet once more, and O'kiv'rai was not prepared to witness the destruction of any more of his ships.

Bringing his fleet *around*, O'kiv'rai allowed the sphere to pass through his formation. As the Orks came into range, they realised too late they were heading into the midst of a completely unexpected foe. Travelling too fast to alter their course, the Orks rocketed straight through the Tau fleet. Timing his command to the instant, O'kiv'rai ordered the release of a massive missile salvo. Streaking from the Tau battle lines, the hundreds-strong salvo unerringly altered trajectory to pursue their targets. Ork Fighta-Bommerz tried desperately to intercept the missiles, but they were too slow, and too few. Scant Ork ships escaped.

One kai'rotaa later, O'kiv'rai, flanked by the fleet's finest Fire caste hunter cadre looked across a windswept plain. In the distance he watched a party of tall, crested aliens making their way towards him.

Communication between the two groups was at first difficult. However, O'kiv'rai was an experienced diplomat and the aliens seemed to have an innate ability with language, learning quickly by mimicking O'kiv'rai's words and body language. The two parties soon found common ground and the Tau were

impressed by the new race, although they had yet to witness their more disturbing, carnivorous tendencies.

The aliens were called Kroot, and the talks established that the world, which the Kroot referred to as Krath, was part of a larger region occupied by them. O'kiv'rai recognised that this race would make a notable addition to the Tau empire, and prepared, with the permission of the Ethereal caste, to make representations to the Kroot people.

Events, however, took a hand and the two peoples would be forced to wait some time before an alliance proper could be negotiated.

O'kiv'rai's command ship signalled that an armada of Ork ships had appeared, and was speeding towards Krath. Against such numbers the fleet had little chance and so O'kiv'rai ordered those ships that could land immediately. Those too large to make planetfall he ordered scuttled. The finest Air caste scout crew was assigned to run the blockade and bring help from the Tau Empire as soon as possible.

For the next eighty kai'rotaas, Tau and Kroot forces fought together against the Ork hordes. Casualties were high on all sides, but the Tau soon learned to appreciate the fighting abilities and fieldcraft of their newfound allies.

As time passed and no aid from the Tau Empire was forthcoming, the Tau came to rely on the Kroot in certain battlefield situations, and their tactics became increasingly integrated. In the wake of the first combined victory, Tau Fire caste warriors witnessed the Kroot warriors' practice of eating the bodies of the fallen. This caused some tension and the Fire caste commanders almost refused to fight alongside the Kroot. O'kiv'rai was instrumental in arguing the case for continued cooperation, arguing that contact with the honourable and civilised Fire caste would ultimately influence the less civilised aliens.

By the eightieth kai'rotaa, the Orks had amassed a huge army with the intention of destroying once and for all the troublesome allies. Eager to begin the looting of Krath, the Orks gathered and, as darkness fell, began their assault on the combined lines.

The battle should have been a slaughter, as the allied army was far outnumbered by the Ork horde. At the height of the fighting however, the night skies were lit by what witnesses took to be a spectacular meteor storm. As the fire streaking the sky brightened, combatants on both sides realised that the display was in fact a flight of Tau Barracuda superiority fighters. The Ork hordes were decimated by the concentrated bombardment that followed. At the last moment, Crisis battlesuit teams dropped from their Manta Missile Destroyers, encircling the Orks and cutting them down with relentless precision.

Over the next twelve Tau'cyrs the Fire caste warriors of Sa'cea embarked upon their campaign to rid the entire cluster of the Orks. The culmination of the campaign came when the Kroot war-leader Anghkor Prok swore fealty to the Tau Empire at the Oathstone. O'kiv'rai bore witness to the spirit of the Kroot people, and the two races stepped forward into a new period of peace and cooperation.

SPECIAL CHARACTERS

THE GREAT UNITER

ANGHKOR PROK - KROOT MASTER SHAPER



The Anghkor Prok model was made available to those who visited Games Day 2001. Here are the rules and background for this Kroot special character.

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.

	Points	WS	BS	S	T	W	I	A	LD	Save
Anghkor Prok	75	5	4	4	3	3	4	3	10	6+

Special Character: A Tau or Kroot Mercenary army may include Anghkor Prok as a special character. He can only be used with the permission of your opponent. If you decide to take him then he counts as one of the HQ choices for the army. If used in a Tau force, the army must include at least one Kroot Carnivore Squad. He must be used exactly as described below and may not be given extra equipment from the Tau or Kroot Mercenary Armoury.

Equipment: Anghkor Prok has a Kroot rifle.

SPECIAL RULES

Independent Character:

Anghkor Prok is an independent character and follows all the Independent Character special rules as detailed in the Warhammer 40,000 rulebook.

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 therefore 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.

Elder of All Kindreds:

Anghkor Prok cannot take any evolutionary upgrades that would normally be associated with a Kroot Army. However he is subject to the rules or *Infiltrate* and *Fieldcraft* as per the rest of the Kroot army.

Khibala Yusra - First Born Twin of the Spear

From the western jungles of Pech, Khibala Yusra was the first born of only two twins that survived their birth into the Murabla kindred. The Murabla were a warlike kindred, many of whom followed the path of the mercenary outside the exclusive agreements sworn with the Tau. Khibala Yusra earned his name when he slew a great Kroot beast, the confrontation cost him his twin brother and he nearly lost his life. Upon regaining his health, Khibala Yusra rose to become the leader of his Kindred, the most important social grouping of Kroot. As his reputation as a respected war leader grew, he went on to become a feared mercenary chief, honoured for his bravery and swiftly gained command of his own warsphere.

His victories soon garnered him much respect from all kindreds on Pech and his periodic returns to the homeworld became occasions of great celebration and feasting. On one such occasion, Khibala Yusra and his warriors returned to find their Kindred's ancestral lands ravaged and extended families slain. The other kindreds told of a hideous rain of fleshy spores that disgorged hundreds of monstrous beasts, which landed amidst a time of great ill-omen. This tide of alien killers slew all before it, devouring kindred after kindred before sweeping into the haunted depths of the Ygothlac forest. The kindreds told of great sounds of battle and howls that rent the nights with their fury.

Days later, the shattered remnants of the alien invaders scuttled from the forest in disarray, where the kindreds who had kept watch on the forest were able to slay them with ease. Most of the alien corpses were destroyed but one was kept alive. He had encountered such creatures before as a mercenary leader, and knew them as Tyranids. He ritually slew the alien beast and devoured its vile flesh, that he might know his enemy and set out with his warriors to fight the murderers of his kindred.

Khibala Yusra's kindred travelled the galaxy, plying their trade as warriors for several years, fighting against Tyranids, and numerous other alien foes. Khibala Yusra personally slew the leader of a warband of Galthite Expansionists, taking this powerful weapon for himself. Without a Kindred back on Pech to replenish their numbers, Khibala Yusra's warband grew smaller, with each fallen warrior solemnly devoured by the Kindred to preserve his genetic material. As their numbers fell, they were forced to abandon their warsphere and earned passage on the starships of their employers, and, following the trail of Hive Fleet Kraken, Yusra led his Kindred towards the world of Ichar IV. Here, Khibala Yusra led his warriors into battle as the forces of the human Emperor fought against the Tyranids.

Khibala Yusra's warriors helped the defenders to ultimate victory. Soon the ferocity of the Kroot warriors came to the attention of Inquisitor Agmar and, with the Ultramarines stretched to the limit in cleansing the last pockets of resistance, the Inquisitor granted them Imperial Sanction and took Yusra and his few remaining warriors into his retinue. Khibala Yusra and his Kroot remained in the service of Inquisitor Agmar for another two years, though it was clear that Khibala Yusra had agendas elsewhere. Eventually, his warriors were all dead and the once-proud mercenary chief was all that remained of the Kindred, their genetic material contained within his body. Knowing something of Kroot death-oaths, Inquisitor Agmar released Khibala Yusra from his service. Since then Yusra has wandered through space, seeking to kill as many Tyranid organisms as possible before succumbing to an honourable death.

Khibala Yusra - First Born Twin of the Spear

	Points	WS	BS	S	T	W	I	A	LD	Save
Khibala Yusra	150	5	4	4	3	3	4	3 (4)	10	6+

Special Character: A Kroot Mercenary army may include Khibala Yusra as a special character. He can only be used with the permission of your opponent. If you decide to take him then he counts as one of the HQ choices for the army. If used as a Mercenary for another force, the army must include at least one Kroot Carnivore Squad. He must be used exactly as described below and may not be given extra equipment from the Kroot Mercenary Armoury.



>>>Khibala Yusra<<<
(Photo by Mr Evil)

Equipment: Galthite Lacerator, K'Nib multi-launcher fitted with combat attachment (+1A, included in the above statline), Fighting mask and Frag grenades.

Galthite Lacerator: Counts all hand to hand attacks as *Rending*.

K'Nib multi-launcher:

The K'nib weapon draws its power from the metabolism of the wielder and when it fires it launches a hail of reactive bio-plasma using the profile below. Also note that the K'nib Multi-Launcher counts as an additional close-combat weapon.

Weapon	Range	Strength	AP	Type	Notes
K'Nib multi-launcher	12"	4	3	Assault (x)	CCW, (x) = Number of wounds Khibala has remaining.

Additional Notes: Since the multi-launcher draws its power from the Khibala Yusra, its firing rate is dependent on his Wounds. On a 'to hit' roll of one (1), the weapon is draining too much of Khibala's energy. Khibala Yusra must roll 1D6 equal to or under his strength value, or suffer one wound.

Fighting Mask: Counts as *Auspex*

SPECIAL RULES

Fearless: Khibala Yusra will never fall back and automatically pass any moral tests (even against attacks which normally force their target to fall back without any tests). Khibala Yusra cannot be *Pinned*.

Hyperactive Nymune organ adaptation:

Khibala Yusra is able to manipulate his nymune organ in order to boost his energy levels. This allows him to use the *Fleet of Foot* rules.

Always Operate Alone:

Khibala Yusra may never join or be joined to a unit of any type, his kindred has passed on and he fights alone in their memory. He only attaches himself to other Kroot mercenaries in the knowledge of when his death occurs he will be consumed and his accumulated DNA will return to benefit the Kroot Race. Khibala Yusra cannot take any evolutionary upgrades that would normally be associated with a Kroot Army. However he is subject to the rules for *Infiltrate* and *Fieldcraft* as per the rest of the Kroot army.

Ambush:

Khibala Yusra does not deploy with the rest of the army, but instead deepstrikes into any piece of terrain on the battlefield. If the deepstrike scatters outside of the terrain, he must be set up as close to a terrain piece as possible. Khibala is not destroyed if he lands in impassable terrain, but rather sets up just outside the terrain. Khibala may assault the turn he arrives.

Veteran:

The Big Game Hunter is adept in fighting in all environments and is subject to the universal *Stealth* rule.

Tyrannid Hunter:

Khibala Yusra counts Tyranids as *Preferred Enemies* and will always hit any Tyranid model on a 3+ in close combat.

Conversion Corner:

Khibala Yusra is quite simple to make although requires some skill with green stuff.

Look at the model closely, you will need a kroot body and leg set, and some kroot arms and a head (open mouthed). Remove the bottom jaw from the head and green stuff the mask on, then the visor, the front vent bits are bits of plastic rod cut down to length.

The pouches come from sources like mordheim and space marines (have a good rummage through bits box). The gun is an upside-down plasma pistol with green stuff for the upper section. The blade can be either a kroot knife or a space marine knife.

The claw on the other hand was the hardest bit to do, I used a really old style plastic chaos space marine power fist cut down, other alternatives could be normal space marine power fist cut down or maybe even a flayed ones claw? This maybe the hardest bit to source but worth a good look around.

Painting wise you should keep his colours different to your normal Kroot army - to represent he's not of the same kindred.

"From interrogations of several specimens we have discovered that the 'Big Game Hunter' is a tragic figure amongst the Kroot. Though 'why' can hardly be fathomed by any civilised creature."

Except from the Journal of Inquisitor Jose von Jarl, Ordo Xenos.

KROOT IN SPACE

Kroot have never been masters of technological or creatures of ingenuity, however through the centuries they have reached out into the stars to colonize several systems and have joined with the Tau'va in their expansion. Kroot Warspheres travel with many Tau fleets providing their ground forces with much needed support in the form of their vicious kindreds. However, not all Warspheres serve with the Tau fleets. On the contrary many Kroot Warspheres leave Pech every year taking Kindreds to mercenary assignments across the galaxy in search of valuable genetic materials to return to Pech to strengthen the race.

Unlike the Tau, the Kroot are capable of true warp travel but the exact method has been kept secret from their employers. To the Kroot warp travel is almost migratory and they seem incapable of navigating anywhere other than systems with habitable worlds. It would appear they are drawn to functioning eco-systems.

The famous Kroot Warspheres are self-contained towns wherein is kept the retained knowledge of Kroot technology and the choicest items they have received as payment for their services. As such they do not risk them in battle willingly and try to avoid direct action against warships unless the need is great or they are being exceptionally well rewarded.

Warspheres have a single drive running through their core from north to south pole and manoeuvring thrusters along their equator. These engines are very basic, yet reliable, making Warspheres very slow. They are powerful enough to allow the Warsphere to land and take-off from a planet although the process is not elegant. When dirtside the manoeuvring thrusters are used to bury the Warsphere.

The Kroot also utilise a number of smaller ships, the 'Tracker' being the standard scout ship of the Kroot and looks at first like a miniaturised Warsphere. First contact is usually made by shapers commanding a 'Tracker'. Once a deal is brokered then the Warsphere will be brought into the system. Recently Imperium vessels have suffered unexpected raids, deployed by Knarloc boarding craft which can only have been deployed from 'Tracker' Scoutship variants. These ships are not seen amongst the Tau Fleets as they are considered too light and technically primitive to act as escorts.

Another smaller ship, the 'Great Knarlock' could be said at first glance to be a variation of the 'Tracker' Scoutship, however on closer inspection it is comparatively quite advanced. The 'Great Knarlock' Troopship seems to be a recent innovation amongst Kroot Mercenary tactics leading many to believe some greater technological force is behind their production and supply. The 'Great Knarlock's primary use is to transfer mercenary troops to smaller theatres of operation.

Kroot will often take enemy ships captive and return them to Pech to be rendered down, sold to the Tau or used in some other way to further the Kroot race. Prize ships are often simple merchant ships without complex drive functions. Ships captured by the Kroot are equipped with only a skeleton crew. Few Master Shapers would send these ships into battle unless surprised and/or desperate. No matter the original statistics of the ship, Prizeships have a limited stat line which takes into account skeleton crew, accumulated damage, lack of experience of the Kroot crew, etc.

Kroot Warspheres have had extensive experience inside Imperial Space and so have adapted the custom of using fireships in fleet manoeuvres to protect themselves from escorts and ordinance. Not all captured ships are returnable to Pech (due to lack of crew, damage, complexity, etc) and will often be towed by Warspheres to be used as mobile storage space for spare parts or Fireships. Kroot commanders are highly adept at setting ambushes. Often squadrons of fighters and launch boats are sent out to lurk near planetary bodies, behind Ion storms or amidst asteroid fields until the enemy is in range.