



# 5<sup>th</sup> Edition 40K

## Kroot Mercenaries

**By Andy Hoare & Kompletely Kroot**

*It is the intention of this document to take the original 3<sup>rd</sup> edition 40K Kroot Mercenary army list and update it to 5<sup>th</sup> edition 40K, including units and updates from the Tau Codex, Imperial Armour 3, Apocalypse & Apocalypse Data Sheets.*

*This army list is completely unofficial and in no way endorsed by Games Workshop Limited – it does not seek to challenge the Intellectual property of Games Workshop but exists in homage to Warhammer 40K*





## Contents

<b>Introduction</b>	<b>3</b>
<b>Oro Xenos: The Kroot</b>	<b>4</b>
Physical characteristics	4
Home World	6
First Contact	8
Combat Capabilities	8
Technology	9
Threat Index and Imperial Policy	10
Social Structure	10
<b>Kroot Mercenary Special Rules</b>	<b>13</b>
Fieldcraft	13
Hyperactive nymune organ:	13
Kroot wings:	13
Mercenaries:	13
Signature Evolutionary Upgrades	14
<b>Kroot Mercenary Armoury</b>	<b>15</b>
<b>Kroot Mercenary Wargear</b>	<b>17</b>
<b>Fielding a Kroot Mercenary Army</b>	<b>18</b>
<b>Kroot Mercenary Army List</b>	<b>19</b>
HQ	19
Troops	24
Elites	26
Fast Attack	29
Heavy Support	33
<b>Modelling Kroot Mercenaries</b>	<b>36</b>
<b>Summary</b>	<b>38</b>





## Introduction

"Do not reject out of hand the mercenary. Consider that each one of these scum is worth three to you: one more on your side, one less on your foe's side, and one more worker in your ordnance smithies."

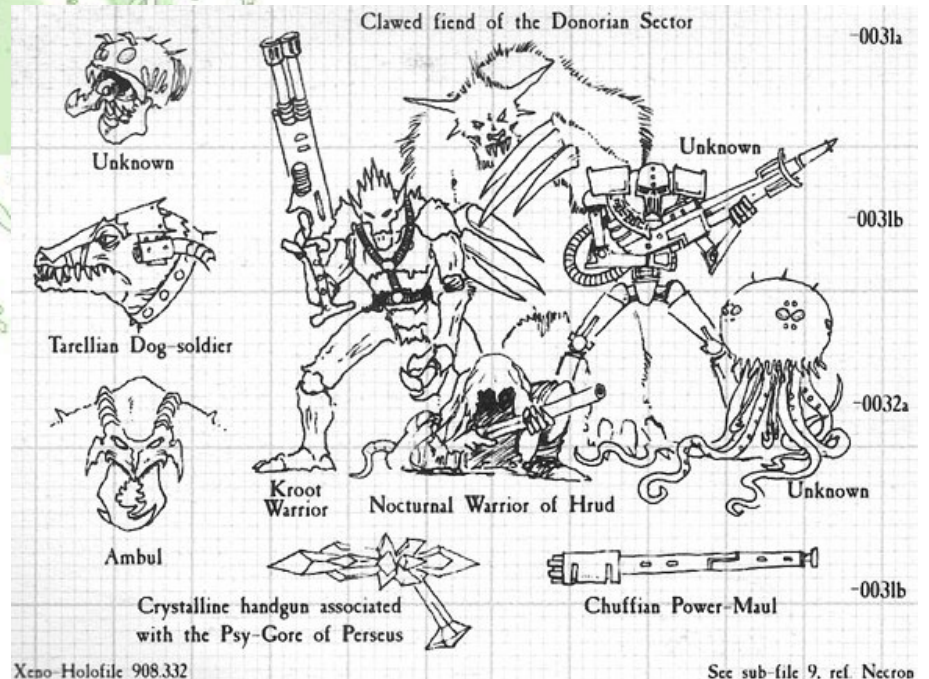
Magnate-General Constantine Beaumont,  
231st Viscount of the Argentium IV General Staff

The Kroot are expert jungle-fighters and trackers, who can be found fighting as mercenaries across the Ultima Segmentum and beyond. The majority of Kroot warriors fight as mercenaries in the armies of the Tau. Their integration into the Tau empire requires them to provide troops to the Tau military, and furthermore attempts to prohibit them from fighting alongside the armies of other races. Kroot evolution

depends on their absorbing the genetic traits of other races, selectively inheriting the most desirable. They do this through eating specific prey animals to ensure that the next generation take on certain characteristics of that animal. Unfortunately, the Tau insistence that the Kroot fight exclusively for them would lead to a disastrous stagnation, as they have absorbed the traits of most of the creatures from within the Tau region. To collect as wide a range of characteristics as possible, they secretly despatch entire armies of mercenaries to fight alongside other races in order to expose themselves to creatures and environments not found in Tau space.

The result is that each of these mercenary bands develops separately to the mainstream of Kroot society. When they periodically return to the Kroot home world of Pech, they bring with them a wealth of new traits to be absorbed by the race at large. These itinerant bands often appear radically different from the standard Kroot, having absorbed all manner of outlandish genetic data.

Kroot society is based on the kindred, and each mercenary army mirrors this in its organisation. The kindred fulfils the battlefield role of a squad, but represents something far more fundamental. A kindred is an extended family group, who develop together under the direction of the Shaper; an individual who is able to guide the group down a particular evolutionary path by determining their diet. Senior Shapers form councils, whose role is to oversee a group of kindreds, thus insuring a level of homogeneity within the species. An individual known as the Master Shaper, who sits at the top of this pyramid-shaped organisation and guides it in all matters, leads each council. Kroot mercenary armies are led by Master Shapers who seek the infinite variety of the galaxy, leading their kindreds into every warzone imaginable in an effort to absorb the abilities of the lifeforms occupying those war-torn areas.



Xeno-Holofile 908.332

See sub-file 9, ref. Necron





# Index Xenos: **The Kroot**

**By Graham McNeill**

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**

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.

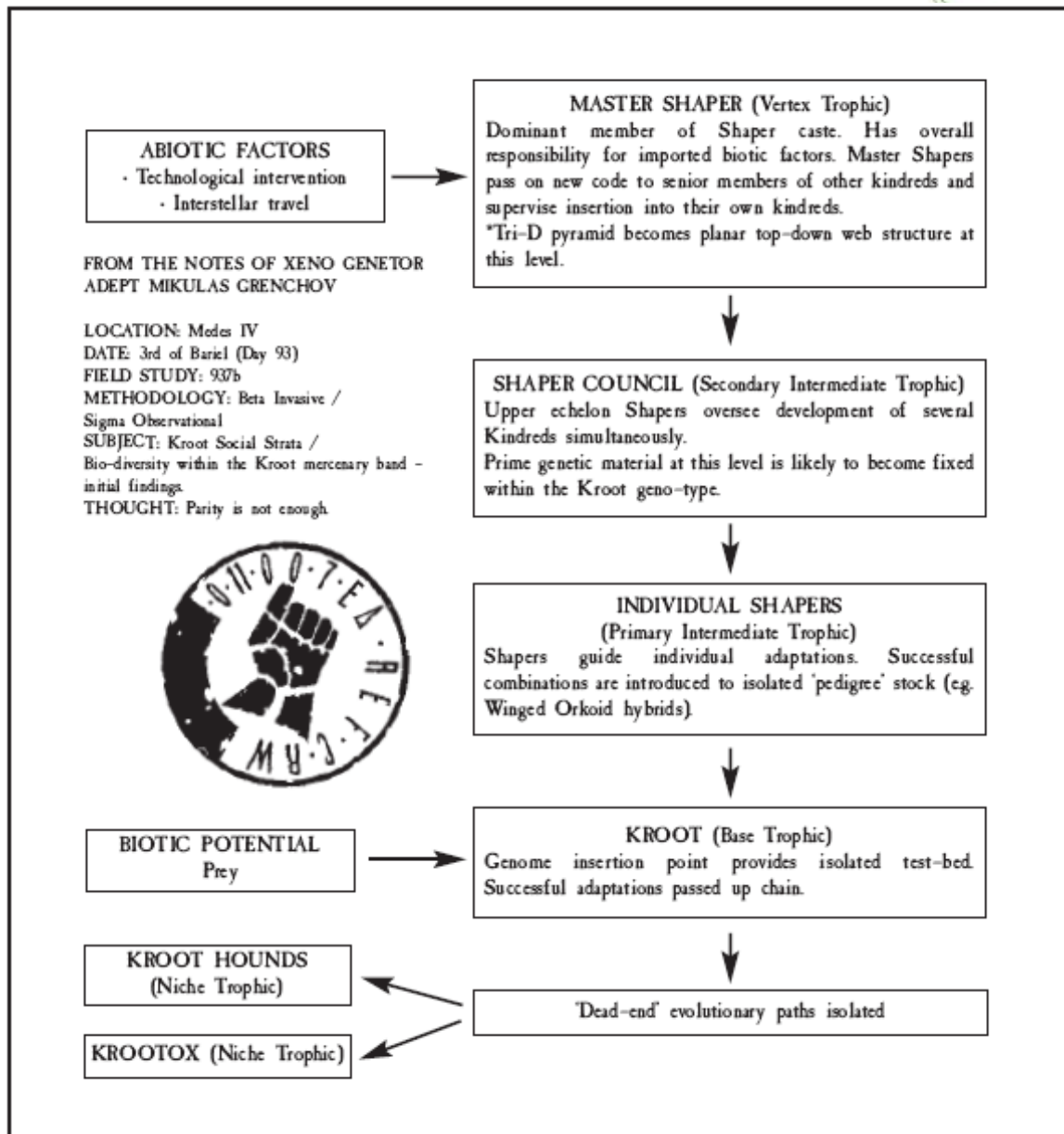
The Kroot generate little in the way of waste, excreting in the form of a pungent, oily sweat that has a variety of properties, depending on what the Kroot has consumed. The most apparent benefits are that this sweat appears to be heat retardant to a degree, has antibiotic properties and can cause a 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 wracked 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 been 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 Eldar, 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.

*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.*

## 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.

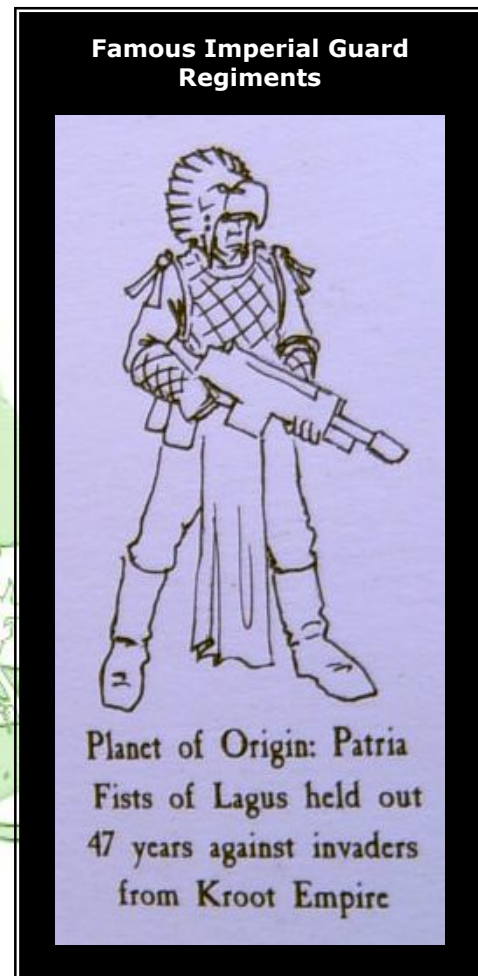
## Technology

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.

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.

## 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.

### ***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 are a warlike kindred, many of whom follow the path of the mercenary outside the exclusive agreements sworn with the Tau. Khibala Yusra earned his name when he and his twin were part of a group of young warriors eager to prove their manhood by venturing into the Ygothlac Forest, and were attacked by a rampaging beast, part Kroot, part voracious predator. Hugely muscled, with claws like swords and fangs like axe blades, the beast disembowelled Khibala Yusra's twin and four other warriors with a single blow, scooping their blood into its jaws.*

*Khibala Yusra stabbed the beast with his father's spear, gouging a huge tear in its flank and goading it to attack him while the others escaped. He bravely stood his ground and screamed an ululating battle cry as the beast turned on him. Bracing the spear on the rocks, he aimed the blade towards the beast's chest as it leapt. A swipe of its claws nearly slew him, but Khibala Yusra's spear found its mark, tearing through the monster's heart and lungs, killing it instantly. The wounded Khibala Yusra was carried back to his kindred where he was nursed back to health and ritually ate his twin's body, harvesting his genetic material. He went on to become a feared mercenary war chief, honoured for his bravery, and swiftly gained command of his own warsphere. His victories and unwillingness to risk his warriors needlessly soon garnered him much respect from all kindreds on Pech and his periodic returns to his home world are occasions of celebration and feasting.*

## 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.







FILE: W:  
REF: Terra/OrdXen/830740322.  
AUTHOR: Aide Secundus to the  
Bureau of External Threat Evaluation  
and Analysis, Genetor Quillon.  
TITLE: Kroot itinerants - initial data gathering.

warriors are large brutes, with green skin and pronounced, thickset jaws. The warriors of the band refer to themselves as Lucu's Ladz and fight primarily for teeth and with large, loud weapons.

**Report logged 367997.M41**  
**Inquisitor Chan.**

The 'Seven Wings Coalition' has roamed these regions north of Ultramar for the past three decades. In this period these mercenary Kroot have been reported as having taken part in over two dozen major campaigns. By my best estimate, the band's Master Shaper, one Jynko Chagrill, leads close to two thousand warriors. My sources have observed that after the Coalition's involvement in the Chthonian Wars, in which they fought for three blistering seasons in the vitrified groves of Hades IX, the entire force had gained the ability to fight effectively in temperatures far higher than any Imperial soldier short of a Space Marine could hope to match. I recommend further investigation, and request aid in allaying this potential threat before it grows out of hand.

**Report logged 487998.M41**  
**Genetor Lukus Anzion.**

I have determined that the DNA of every Kroot kindred contains a certain amount of Orkoid material. However, Master Shaper Lucu Trosk has evidently taken every opportunity to hire his mercenary band to employers fighting against Orks. His intention can only be to absorb as much of their genetic make-up as possible. All Trosk's

**Report logged 897998.M41**  
**Extract from Segmentum Command operational rolls, Ensign <purged>**

977.M41 - Dictator Class Cruiser Manifest Destiny - extended long-range patrol sweep of the Hangman's Void region, Ultima Segmentum. Seven months into mission, ship's long-range scanners detected residual comm-traces of alien origin. Cruiser's Master of Auguries divined the source of the signal as the fourth world of system classified KV/0348.

Site investigated - a small group of Kroot appear to have been stranded on the world. Somehow, a Dark Eldar raiding force had discovered their presence and assaulted the aliens with typical arrogance, certain that the primitive treetop settlement would make an easy target.

Evidence suggests that the pirates were drawn into the densely wooded areas surrounding the village, where they were ambushed piecemeal and completely annihilated.

**Addendum:** This same Kroot band was later identified fighting alongside human pirates and, less than twenty years after their absorption of the Dark Eldar DNA, seemed to have inherited all the speed, viciousness and capacity for wanton cruelty that is characteristic of the Eldar's dark kin.

The Kroot shaper led his kindred through the dense undergrowth, his tongue flicking in and out of his beaked mouth as he tasted the air. His heightened senses picked up the presence of the Gaunts before he actually saw them skulking through the undergrowth up ahead. At his unspoken command the Kroot warriors sunk into the jungle foliage, their keen eyes regarding their foe with intense curiosity.

A series of clicks and whistles in the Kroot tongue indicated the warriors' desire to get to grips with this new enemy, to feast of its flesh and add its strengths to their own.

Regarding the vicious claws and agile limbs, the Shaper felt the urge to attack, to consume, to please the ancestors and take as his own those predatory traits he watched stalking towards him beneath the dark jungle canopy.

As the Gaunts drew nearer, his whipping tongue savoured the pheromone messages permeating the humid jungle air: the lust to survive, the drive to consume and integrate. Something in the scent made the Shaper pause. The warriors behind him were becoming impatient and the enemy

were getting closer. High pitched whistles from behind told him his kindred was almost beyond the point where he could control their carnivorous appetites and with an angry series of warbling clicks he silenced the impatient warriors. He needed more time to consider the meanings in the enemy's musky scent.

In a moment of instinctive insight, the Shaper sensed what was wrong with the enemy's scent: they too were predators who survived by consuming their foes, by taking within themselves the traits of those they defeated so that successive generations could survive and prosper in an ultimately hostile world. Something in this was wrong, something about this foe made it imperative that their spirits must not be allowed to mingle with those of the Kroot.

Lacking the time to fully explain his terrible realisation, the Shaper saw the aliens were too close, and had no option but to order the attack. He just hoped he could exert enough control over his kin to suppress their carnivorous instincts...





## KROOT MERCENARY SPECIAL RULES



### **Mercenaries:**

As the name suggest Kroot Mercenaries can be found fighting in any warzone for the highest bidder. Instead of using Kroot Mercenaries as an independent army, you can add some Kroot Mercenaries squads as auxiliaries to another army.

You first must have filled all your 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.

The following armies may NOT make use of Kroot Mercenaries:  
Space Marines, Necrons, Sisters of Battle, Tau, Tyranids, Chaos Daemons.

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

- 0-1 HQ choice
- 0-1 Elite choice
- 0-2 Troops choices
- 0-1 Fast Attack choice
- 0-1 Heavy support choice

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

### **Fieldcraft:**

Kroot gain +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.

### **Hyperactive nymune organ:**

Certain kindreds can purchase the hyperactive nymune organ adaptation at an additional points cost. This option allows the model to use the Fleet of Foot universal rule.

### **Kroot wings:**

The model count as Jump Infantry, and benefits from the Hit and Run universal special rule. The model does not test for accidents when moving through woods or jungles.





## 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 Signature Evolutionary Adaptation. You may choose a single Signature Evolutionary Adaptation for your Mercenary Kroot army. This represents the specific evolutionary path on which the Master Shaper has led his band, directing them to feed on specific prey in order to gain the characteristics of the creatures native to the warzones in which the band must fight.

Choose one adaptation from the list below, and apply it to every Kroot in the army. Krootox, Kroot Hounds and Great Knarlocs do not benefit from these signature adaptations, except if the contrary is specified.

### **Bold**

**Points cost:** +1 points per Kroot

By concentrating on hunting prey known for its courageousness, all Kroot add +1 to their Leadership characteristic, up to a maximum of 10. HQ Choices are not required to pay for this Adaptation.

### **Chameleon**

**Points cost:** +10 points Unit

Having feasted upon the flesh of chameleonic reptiles, the band has gained a limited ability to blend into its surroundings. When going to ground the unit adds +2 to its cover save rather than +1.

### **Fast Reflexes**

**Points cost:** +1 points per Kroot

Many creatures rely on their fast reactions to avoid predators and this band has inherited some of this speed. All models have +1 Initiative.

### **Nocturnal**

**Points cost:** +10 points per Unit

The band has inherited excellent night vision. All models have the Night Vision/Acute Senses Universal Special Rule. Krootox and Great Knarlocs with mounted weaponry benefit from this rule, due to having riders.

### **Ork Hybrid**

**Points cost:** *Special\**

*\*+2 per Kroot, +5 per Shaper, Shaper Council Member, Master Shaper & Master Shaman.* Often referred to as 'Green Kroot', all models increase their Toughness by +1. Strength 8 is needed to instant Kill models with this adaptation. Krootox, Kroot Hounds, Great Knarlocs, Trackers, Knarloc Riders and Prey Shapers cannot benefit from this adaptation.

### **Sixth Sense**

**Points cost:** +2 points per Kroot

These Kroot display an unnerving ability to predict imminent danger and gain a 4+ Invulnerable save against any Template weapon.

## SIGNATURE ADAPTATIONS

*Having spent many years together fighting through the most hostile environments in the galaxy, many kindreds within a mercenary force inherit common characteristics. Through feeding on native fauna the whole force will gain attributes that bind them together and provide a strong sense of identity.*

*Signature Evolutionary Adaptations provide an opportunity to go to town modelling the unique abilities acquired by your mercenary band. The Ork Hybrid adaptation is an opportunity to combine elements of the Ork Boyz frame with parts*

*from the Kroot Carnivore set, really customising your force.*

*You don't have to apply these adaptations, however, as simply applying a bold, consistent colour scheme to your band will give the unified feel a Kroot band would have after fighting together on strange worlds for several generations. When applying an overall colour scheme, try to emphasise individual kindreds with slight variations. By way of an example, my Kroot are all painted Scaly Green, but each kindred has differently coloured spots, mottles and stripes.*







## 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.



### **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 Kroot's weaponry. Instead of the basic sharpened bolts the Tau provide impact fused explosive tips, making them far more dangerous. These tips are a smaller version of the warheads used in their own missile pods. The bolt thrower is fired by an ingenious hand-crank system which 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.

### **Eviscerator:**

The Eviscerator is a massive tool used by the Kroot to carve their homes into the Jagga trees of Pech. In battle it is wielded by the strongest of the Kroot Shapers. It counts as a Powerfist with 2D6 Armour Penetration against vehicles.



### **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 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 2 Single handed close combat weapons (or +1 attack). The Kroot rifle is a two-handed weapon, and therefore cannot be combined with another weapon in close combat. Note: The +1 Attack granted by wielding a Kroot rifle is not included in any profile in the army list.







	<b>Range</b>	<b>Strength</b>	<b>AP</b>	<b>Type</b>
Kroot Pistol	12"	4	6	Pistol
Kroot Rifle	24"	4	6	Rapid Fire *
Kroot Gun	48"	7	4	Rapid Fire
Kroot Hunting Rifle	36"	X	6	Heavy 1 Sniper, Pinning
Kroot Bolt Thrower	36"	6	6	Assault 1, Blast
Flamer	Template	4	5	Assault 1
Melta Gun	12"	8	1	Assault 1, Melta
Plasma Gun	24"	7	2	Rapid Fire, Gets Hot
Storm Bolter	24"	4	5	Assault 2
Pulse Rifle	30"	5	5	Rapid Fire
Pulse Carbine	18"	5	5	Assault 1, Pinning

\* The Kroot Rifle Counts as 2 Close combat weapons and cannot be combined with another weapon for bonus attacks.





## KROOT MERCENARY WARGEAR



### **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. The character and any squad he joins gain the Scout universal special rule.

### **Kroothawk Totem:**

A fetish used in ancestor worship ceremonies providing foresight and wisdom. An army that includes the Kroothawk totem can reroll the dice when attempting to seize the initiative.

### **Mark of the Favoured Child:**

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

### **Shamans Staff:**

Kroot Shaman often carry a staff, adored with mystical runes and charms, that allows them to focus their powers and deflect enemy Psychic attacks.

Declare that you'll use the Shamans staff after an enemy model within 18" of the Shaman passes a Psychic test. If there are several Shamans in range, only one can attempt to nullify the psychic Power - you must choose which.

Each player then rolls a d6 and adds their models leadership value to the score. If The Shaman beats the opposing models score then the power is nullified and does not take effect that turn. If the opposing models score is equal or higher, it can use the power as normal. The Shamans Staff can be used once each time an enemy model uses a psychic power within range.

If the Shaman is in close combat the Staff may only be used if he is in base to base contact with the Psyker attempting the power.- Shaman's Staff: Any psychic power used against the Master Shaman or their unit is nullified on a D6 roll of 4+ with a successful psychic test.

### **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 run.

### **Veneration Charm:**

Valuable tools and possessions are often placed in the case of the Shaper's ancestors, who he prays will guide him in their use. A veneration charm must be applied to a specific weapon carried by the character. The character may re-roll a single failed hit of this weapon per turn. A Veneration Charm assigned to a Kroot rifle allows the character to re-roll a failed hit per turn in shooting or in close combat.





## Fielding A Kroot Mercenary Army



### Why Collect Kroot Mercenaries?

The Kroot Mercenaries are a dream army for Modellers. With the different Kindred's on offer the opportunities for conversions and distinctive paint schemas are huge, and that's before you add in Signature Evolutionary Adaptations and your options increase again. The Kroot are not just a painter's army though, with careful use of Infiltrate, Flank March and good use of cover they can be a very competitive army to play and offer a variety of approaches to their play style.

### The Force Organisation Chart

The army lists are used in conjunction with the force organisation chart from a scenario. Each chart is split into five categories that correspond to the sections in the army list, and each category has one or more boxes. Each box indicates that you may make one choice from that section of the army list, while a dark-toned box indicates a compulsory selection –one that you must take. We've included the chart used for Standard Missions to the right. Note that unless a model or vehicle forms part of a squad or squadron, it is a single choice from what is available to your army.

### Using the Army List

Before putting your army together for a game, agree with your opponent on the size of each force. Many players like to play games of 1,500 points per side, which provides around two hours of play, or the best part of an afternoon or evening. Look in the relevant section of the army list and decide what unit you want to have in your army, how many models there will be in it, and which upgrades you want (if any). Any upgrades that are taken must be shown on the model. Once this is done subtract the points value of the unit from your total points, and then go back and make another choice. Continue doing this until you have spent all your points. Then you are ready to do battle!







## Kroot Mercenary Army List

### HEADQUARTERS

#### Anghkor Prok - Master Shaper

**Cost: 75 points**



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 way of life.



	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>LD</b>	<b>Save</b>
Anghkor Prok	5	3	4	3	3	5	3	10	5+

**Unit Composition:** 1 (Unique)

**Unit type:** Infantry

**Equipment:** Kroot rifle

**Special rules:**

- Independent character
- Fieldcraft
- Infiltrator
- Fearless: Anghkor Prok is Fearless and confers this onto any squad he joins.
- Inspirational Presence: Anghkor Prok has the ability to motivate his kindred like no other Shaper. Every 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 per player turn.
- Elder of All Kindreds: Anghkor Prok cannot take any signature evolutionary upgrades that would normally be associated with a Kroot Army. He may not be taken as part of a mercenary attachment to another force.





## Master Shaper

**Cost: 40 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.*

	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>LD</b>	<b>Save</b>
Master Shaper	5	3	4	3	3	5	3	10	5+
Kroot Hound	4	-	4	3	1	5	2	8	6+

**Unit Composition:** 1 Master Shaper

**Unit type:** Infantry

**Equipment:** Kroot rifle and Kroot pistol

**Options:**

- The Master Shaper may be accompanied by up to 2 Kroot hounds (+6 pts each). They form a squad; however the Master Shaper does not lose their Independent Character Status and may still join other units.
- The Master Shaper may be given the Hyperactive nymune organ adaptation (+5 pts). The Kroot Hounds gain this adaptation for free.
- If he does not have the Hyperactive nymune organ adaptation and is not accompanied by Kroot hounds, he may be given Kroot wings (+15 pts).
- The Master Shaper may be given any of the following: Frag grenades (+1 pt), Krak Grenades (+2 pts), Meltabombs (+5 pts), Blood of the Stalker (+20 pts), Surefoot Charm (+10 pts), and/or Mark of favoured child (+25 pts)
- The Master shaper may replace his Kroot rifle with an Eviscerator (+25 pts), or add a power weapon (+15 pts).
- The Master Shaper may replace his Kroot rifle with a pulse rifle/carbine (+6 pts), a stormbolter (+5 pts), a meltagun (+10 pts), a plasma gun (+15 pts) or a flamer (+5 pts).
- May upgrade one weapon with a veneration charm (+10 pts)

**Special rules:**

- Independent character
- Fieldcraft
- Infiltrator





## Master Shaman

**Cost: 60 Points**



One of the roles of the Shaper within Kroot society is to provide a focus for the practice of ancestor worship. Those individuals with a particular gift may gain the blessings of their long-departed predecessors and manifest shamanistic powers. The Master Shaman is steeped in the lore of the race's ancestors, and is able to channel their wisdom and potency when attacking his foe.

	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>LD</b>	<b>Save</b>
Master Shaman	5	3	4	3	3	4	3	10	5+
Kroot Hound	4	-	4	3	1	5	2	8	6+

**Unit Composition:** 1 Master Shaman

**Unit type:** Infantry

**Equipment:** Kroot rifle and Kroot pistol

### Options:

- The Master Shaman may be accompanied by up to 2 Kroot hounds (+6 pts each). They form a squad; however the Master Shaman does not lose their Independent Character Status and may still join other units.
- The Master Shaman may be given the Hyperactive immune organ adaptation (+5 pts) The Kroot Hounds gain this adaptation for free.
- The Master Shaman may be given a Kroothawk Totem (+20 pts)
- The Master Shaman may upgrade his Kroot Rifle with a veneration charm (+10 pts)
- The Master Shaman may exchange his Kroot Rifle for a Shaman's Staff (+10 Points)
- The Master Shaman may purchase the psychic Power 'reclaimed by nature' (+10 Points)

### Special Rules:

- Independent character
- Fieldcraft
- Infiltrator
- Fearless: The Master Shaman is Fearless and confers this onto any squad he joins.
- Psyker: The Master Shaman is a Psyker (as described in the Warhammer 40,000 rulebook), moreover all of his Close combat attacks count as Witchblade attacks (this includes the +1 attack bonus of the Kroot rifle).



### Reclaimed by Nature

*Kroot Shaman often perform rituals to aid their kindred in battle, simple weapon blessings and the like, however more powerful Shamans have been observed to cause jungles to grow and reclaim terrain features previously bare.*

*After both forces have been deployed, including infiltrators, the Master Shaman may attempt to 'reclaim' one piece of terrain within 12 inches of him. The Shaman must pass a Psychic test and, if successful, place a marker on the terrain feature to show that it has been reclaimed by the jungle (green stuffed vines work well for this). The terrain feature retains its previous classification but it now also counts as wooded area terrain that grants a 4+ cover save. This cover save replaces the save that the feature used to provide, so a fortified building that is reclaimed by the jungle would see its cover save fall from 3+ to 4+ and light cover that provided a 5+ cover save would be improved to a 4+ etc.*





## Prey Shaper

**Cost: 60 points**



*Knarlocs are formidable predators and amongst the Kroot it is seen to be a sign of social status to ride a one. The Prey Shaper specialises in riding the Knarloc, using the tactics of the swift and agile Knarloc pack to quickly get into an advantageous positions, to then assault at the pivotal moment.*

	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>LD</b>	<b>Save</b>
Prey Shaper	5	3	5	4	3	4	3	9	5+
Kroot Hound	4	-	4	3	1	5	2	8	6+

**Unit Composition:** 1 Prey Shaper

**Unit type:** Cavalry

**Equipment:** Kroot rifle and Kroot pistol

### Options:

- The Prey Shaper may be accompanied by up to 2 Kroot hounds (+6 pts each). The Kroot hounds count as Cavalry when accompanying the Prey Shaper. They form a squad; however the Master Shaper does not lose their Independent Character Status and may still join other units
- The Prey Shaper may be given any of the following: Frag grenades (+1 pt), Krak Grenades (+2 pts), meltabombs (+5 pts), Blood of the Stalker (+20 pts), and/or Surefoot Charm (+10 pts)
- The Prey Shaper may take a power weapon (+15 pts)
- The Prey Shaper may replace his Kroot rifle with a pulse rifle/carbine (+6 pts), a stormbolter (+5 pts), a meltagun (+10 pts), a plasma gun (+15 pts) or a flamer (+5 pts).
- May upgrade one weapon with a veneration charm (+10 pts)
- Assault Trained: A Prey Shaper may take Assault Trained (+10 pts). All attacks count as Rending.

### Special Rules

- Independent character
- Fieldcraft
- Cavalry





## 0-1 Shaper Council

**Cost: 90 points**



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.

You may take one Shaper Council to support the Army's General. They form a separate unit and do not count against your HQ Allowance.

	WS	BS	S	T	W	I	A	LD	Save
Council Shaper	4	3	4	3	3	3	3	9	6+
Kroot Hounds	4	-	4	3	1	5	2	8	6+

**Unit Composition:** 3 Council Shapers

**Unit type:** Infantry

**Equipment:** Kroot rifle and Kroot pistol

**Options:**

- The squad may include up to 2 additional Council Shapers (+30 pts each)
- Up to 2 Kroot hounds may be taken for each Council Shaper (+6 pts per hound).
- The Council members may be given the Hyperactive nymune organ adaptation at (+4 pts per Shaper). The Kroot Hounds be given this adaptation for free.
- If the Council does not have the Hyperactive nymune organ adaptation and are not accompanied by Kroot hounds the entire squad may be given Kroot wings (+10 pts per Shaper).
- The entire squad (excluding Kroot hounds) may be given Frag grenades at (+1 pts per Shaper), Krak Grenades (+2 pts per Shaper) and/or meltabombs (+5 pts per Shaper).
- Any Council Shaper may replace his Kroot rifle with a pulse rifle/carbine (+6 pts), a stornbolter (+5 pts), a meltagun (+10 pts), a plasma gun (+15 pts) or a flamer (+5 pts).
- Any Council Shaper may take a power weapon (+15 pts) or may replace their Kroot rifle with an Eviscerator (+25 pts)
- A single Council Shaper may be given the Blood of the Stalker (+20 pts).

**Special rules:**

- Fieldcraft
- Infiltrator







## TROOPS

### Carnivore kindred

**Cost: 100 points**



*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.*



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

**Unit Composition:** 1 Shaper and 9 Kroot

**Unit type:** Infantry

**Equipment:**

- Shaper: Kroot rifle and Kroot pistol
- Kroot: Kroot rifle

**Options:**

- The squad may include up to 10 additional Kroot for +8 points each.
- The entire squad may be given Frag grenades at +1 point per member.
- The entire squad may be given the Hyperactive nymune organ adaptation at +2 points per member.

**Shaper Equipment:**

- may have Krak Grenades for +2 points, and/or meltabombs for (+5 pts).
- may replace his Kroot rifle with a pulse rifle/carbine (+6 pts), a storm bolter (+5pts), a flamer (+5 pts) or a meltagun (+10 pt).
- May take a power weapon (+15 pts) or replace Kroot rifle with an Eviscerator (+25 pts)
- may be given the Blood of the Stalker (+20 pts)

**Special rules:**

- Fieldcraft
- Infiltrators





## Baggage Great Knarloc pack

**Cost: 35 Points**



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 are occasionally caught up in a battle in support of the Carnivore Kindreds.

	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>LD</b>	<b>Save</b>
Baggage Knarloc	4	-	5	5	5	3	2	6	6+
Kroot Goads	4	3	4	3	1	3	1	8	6+

**Unit Composition:** 1 Baggage Great Knarloc and 1 Kroot Goad

**Unit type:** Infantry

**Equipment:**

- Great Knarloc: Claws (its fearsome beak having been muzzled).
- Kroot: Kroot rifle

**Options:**

- If the army is a Kroot Mercenary army (not a mercenary addition to another force), the squad may include up to 2 additional Baggage Knarlocs with a single Goad each (+35 pts each)
- The squad may include up to 3 additional Kroot Goads (+10 pts each)
- All of the Kroot Goads may be given Frag grenades (+1 pt each)

**Special Rules:**

- Fieldcraft
- 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'.
- Support: Baggage Knarlocs operate in support of a Kroot Force. Therefore only one Baggage Knarloc unit may be taken for each Kroot Carnivore squad in the army.







**ELITES**



**Headhunter kindred**

**Cost: 130 points**



*These Kroot are the result of their predecessors feeding upon the most poisonous creatures they could hunt. Headhunters coat their weaponry with excreted poisons causing horrific injuries at close range.*

	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>LD</b>	<b>Save</b>
Shaper	4	3	4	3	3	3	3	8	6+
Kroot	4	3	4	3	1	3	1	8	6+

**Unit Composition:** 1 Shaper and 9 Kroot Headhunters

**Unit type:** Infantry

**Equipment:**

- Shaper: Kroot rifle and Kroot pistol
- Kroot: Kroot rifle

**Options:**

- The squad may include up to 10 additional Kroot Headhunters(+11 pts each)
- The entire squad may be given Frag grenades (+1 pt per member)
- The entire squad may be given the Hyperactive nymune organ adaptation (+2 pts per member)

**Shaper Equipment:**

- may have Krak Grenades (+2 pts), and/or meltabombs for (+5 pts)
- may replace his Kroot rifle with a pulse rifle/carbine (+6 pts), a storm bolter (+5pts), a flamer (+5 pts) or a meltagun (+10 pt)
- May take a power weapon (+15 pts) or replace Kroot rifle with an Eviscerator (+25 pts)
- may be given the Blood of the Stalker (+20 pts)

**Special rules:**

- Fieldcraft
- Infiltrators
- Poison: All close combat attacks made by Headhunters count as poisoned weapons that wound on 4+ regardless of the target's Toughness (unless their toughness would make the roll needed less than 4+). They benefit from the +1 A bonus given by their Kroot rifles. A Shaper with power weapon or Eviscerator must choose to attack with his weapon or his poison attack. If he chooses to make poisoned attacks and has a power weapon, he loses the +1 A bonus given by his weapon.





## Hunter kindred

**Cost: 60 points**



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.

	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>LD</b>	<b>Save</b>
Shaper	4	3	4	3	3	3	3	8	6+
Kroot	4	3	4	3	1	3	1	8	6+

**Unit Composition:** 1 Shaper and 4 Kroot Hunters

**Unit type:** Infantry

**Equipment:**

- Shaper: Kroot hunting rifle and Kroot pistol
- Kroot: Kroot hunting rifle

**Options:**

- The squad may include up to 15 additional Kroot Hunters (+8 pts each)
- The entire squad may be given Frag grenades (+1 pt per member)
- The entire squad may be given the Hyperactive nymune organ adaptation (+2 pts per member)

**Shaper Equipment:**

- may have Krak Grenades (+2 pts), and/or meltabombs for (+5 pts)
- may replace his Kroot rifle with a pulse rifle/carbine (+6 pts), a storm bolter (+5pts), a flamer (+5 pts) or a meltagun (+10 pt)
- May take a power weapon (+15 pts) or replace Kroot rifle with an Eviscerator (+25 pts)
- may be given the Blood of the Stalker (+20 pts)

**Special rules:**

- Fieldcraft
- Infiltrators







## Stalker kindred

**Cost: 150 points**



*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.*

	WS	BS	S	T	W	I	A	LD	Save
Shaper	4	3	4	3	3	3	3	8	6+
Kroot	4	3	4	3	1	3	1	8	6+
Kroot Hound	4	-	4	3	1	5	2	8	6+

**Unit Composition:** 1 Shaper and 9 Kroot Stalkers

**Unit type:** Infantry

### Equipment:

- Shaper: Kroot rifle and Kroot pistol
- Kroot: Kroot rifle

### Options:

- The squad may include up to 10 additional Kroot Stalkers (+13 pts each)
- The squad may include up to 5 Kroot hounds (+6 pts each)
- The Kroot may be given Frag grenades (+1 pt per member)
- The Kroot may be given the Hyperactive nymune organ adaptation (+2 pts per member). The Kroot Hounds be given this adaptation for free.
- A single Stalker kindred in your army may Ambush (+20 pts)

### Shaper Equipment:

- may have Krak Grenades (+2 pts), and/or meltabombs for (+5 pts)
- may replace his Kroot rifle with a pulse rifle/carbine (+6 pts), a storm bolter (+5pts), a flamer (+5 pts) or a meltagun (+10 pt)
- May take a power weapon (+15 pts) or replace Kroot rifle with an Eviscerator (+25 pts)
- may be given the Blood of the Stalker (+20 pts)

### Special rules:

- Fieldcraft
- Infiltrators
- Move through cover
- Night vision/Acute sense
- Stealth (accumulative with fieldcraft)
- Ambush: If the squad have purchased Ambush, they deploy using the Deep Strike rule, regardless of mission. They must always deploy into a piece of terrain - if the unit is unable to fit in the nominated terrain feature they cannot be deployed there. If there is technically room to place a model, but it cannot stand up due to the way the terrain is built (ie. rocks, tall grass, etc) then you can assume that the model is in fact standing there and just put it slightly to the side (even if it means that it is off the terrain piece), remembering to measure from where the model is supposed to be for purposes of shooting and future movement. If this terrain is classed as impassable, the Stalkers will not be destroyed but instead placed as normal. If the Deep Strike would take the stalkers out of the boundaries of the chosen area terrain, the Stalkers must be placed as close to the point indicated as possible without leaving the terrain piece. Stalkers may assault the turn they enter play.





**FAST ATTACK**

**Vulture kindred**

**Cost: 140 points**



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



	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>LD</b>	<b>Save</b>
Shaper	4	3	4	3	3	3	3	8	6+
Kroot	4	3	4	3	1	3	1	8	6+

**Unit Composition:** 1 Shaper and 9 Kroot Vultures

**Unit type:** Jump Infantry

**Equipment:**

- Shaper: Kroot rifle and Kroot pistol
- Kroot: Kroot rifle

**Options:**

- The squad may include up to 10 additional Kroot Vultures (+12 pts each)
- The entire squad may be given Frag grenades (+1 pt per member)

**Shaper Equipment:**

- may have Krak Grenades (+2 pts), and/or meltabombs for (+5 pts)
- may replace his Kroot rifle with a pulse rifle/carbine (+6 pts), a storm bolter (+5pts), a flamer (+5 pts) or a meltagun (+10 pt)
- May take a power weapon (+15 pts) or replace Kroot rifle with an Eviscerator (+25 pts)
- may be given the Blood of the Stalker (+20 pts)

**Special rules:**

- Fieldcraft
- Infiltrators
- Kroot wings



*A Kroot Mercenary warband assists the Imperial Guard in staving off an Eldar assault.*





## Tracker kindred

**Cost: 75 points**



Trackers are most frequently used as mounted scouts on smaller riding knarlocs or local riding beasts, 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.

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

**Unit Composition:** 1 Shaper and 2 Kroot

Trackers

**Unit type:** Cavalry

**Equipment:**

- Shaper: Kroot rifle and Kroot pistol
- Kroot: Kroot rifle

**Options:**

- The squad may include up to 7 additional Trackers (+18 pts each)
- The entire squad may be given Frag grenades (+1 pt per member)
- The entire squad may replace their Kroot rifles with Kroot hunting rifles for free.

**Shaper Equipment:**

- may have Krak Grenades (+2 pts), and/or meltabombs for (+5 pts)
- may replace his Kroot rifle with a pulse rifle/carbine (+6 pts), a storm bolter (+5pts), a flamer (+5 pts) or a meltagun (+10 pt)
- May take a power weapon (+15 pts) or replace Kroot rifle with an Eviscerator (+25 pts)

**Special rules:**

- Fieldcraft
- Infiltrators
- Scouts
- Cavalry





## Knarloc Rider herd

**Cost: 110 Points**



*Knarlocs are close relatives of the Great Knarloc. They are a smaller, more sociable, hunter, also native to the planet of Pech. Knarlocs are highly prized as cavalry mounts providing the Kroot with highly effective shock troops.*

	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>LD</b>	<b>Save</b>
Knarloc Rider Shaper	4	3	5	4	3	3	3	8	6+
Knarloc Rider	4	3	5	4	3	3	1	8	6+

**Unit Composition:** 1 Shaper and 2 Knarloc Riders

**Unit type:** Cavalry

**Equipment:**

- Shaper: Kroot rifle and Kroot pistol
- Kroot: Kroot rifle
- The squad may include up to 3 additional Knarloc Riders (+30 pts each)
- The Entire squad may be given Frag grenades (+1 pt per member)
- Assault Trained: A Knarloc Rider herd may take assault Trained (+5 pts per Knarloc Rider). All attacks in the unit count as Rending – this may not be combined with power weaponed attacks should the Shaper be equipped with a power weapon.

**Shaper Equipment:**

- may have Krak Grenades (+2 pts), and/or meltabombs for (+5 pts)
- may replace his Kroot rifle with a pulse rifle/carbine (+6 pts), a storm bolter (+5pts), a flamer (+5 pts) or a meltagun (+10 pt)

**Special rules:**

- Fieldcraft
- Cavalry







## Kroot Hound pack

**Cost: 130 points**



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.

	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>LD</b>	<b>Save</b>
Shaper	4	3	4	3	3	3	3	8	6+
Kroot	4	3	4	3	1	3	1	8	6+
Kroot Hound	4	-	4	3	1	5	2	8	6+

**Unit Composition:** 1 Shaper, 9 Kroot and 5 Kroot hounds

**Unit type:** Infantry

**Equipment:**

- Shaper: Kroot rifle and Kroot pistol
- Kroot: Kroot rifle
- Kroot Hounds: Sharp fangs and Claws

**Options:**

- The squad may include up to 10 additional Kroot for (+8 pts each)
- The squad may include up to 15 additional Kroot hounds (+6 points each)
- The Kroot may be given Frag grenades (+1 pt per member)
- The Kroot may be given the Hyperactive nymune organ adaptation (+2 pts per member). The Kroot Hounds gain this adaptation for free.



**Shaper Equipment:**

- may have Krak Grenades (+2 pts), and/or meltabombs for (+5 pts)
- may replace his Kroot rifle with a pulse rifle/carbine (+6 pts), a storm bolter (+5pts), a flamer (+5 pts) or a meltagun (+10 pt)
- May take a power weapon (+15 pts) or replace Kroot rifle with an Eviscerator (+25 pts)
- may be given the Blood of the Stalker (+20 pts)

**Special rules:**

- Fieldcraft
- Infiltrators





**HEAVY SUPPORT**



**Krootox herd**

**Cost: 165 points**



*Krootox are ground-dwelling herbivores, far heavier than the normal Kroot. In battle the kroot lash large, unwieldy Kroot Guns to their powerful shoulders and climb aboard its haunches, using the beast as a mobile weapon platform. The Krootox Herders then 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.*

	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>LD</b>	<b>Save</b>
Shaper	4	3	4	3	3	3	3	8	6+
Kroot	4	3	4	3	1	3	1	8	6+
Krootox	4	3	6	3	3	3	3	8	6+

**Unit Composition:** 1 Shaper, 4 Kroot and 3 Krootox

**Unit type:** Infantry

**Squad Equipment:**

- Shaper: Kroot rifle and Kroot pistol
- Kroot: Kroot rifle
- Krootox: Kroot gun

**Options:**

- The squad may include up to 15 additional Kroot (+8 points each)
- The squad may include up to 2 additional Krootox (+35 points each)
- The entire squad may be given Frag grenades (+1 pt per member)

**Shaper Equipment:**

- may have Krak Grenades (+2 pts), and/or meltabombs for (+5 pts)
- may replace his Kroot rifle with a pulse rifle/carbine (+6 pts), a storm bolter (+5pts), a flamer (+5 pts) or a meltagun (+10 pt)
- May take a power weapon (+15 pts) or replace Kroot rifle with an Eviscerator (+25 pts)

**Special rules:**

- Fieldcraft







## Great Knarloc pack

**Cost: 60 Points**



*Great Knarlocs make effect assault troops, able to provide heavy weapons fire, or quickly advance and join an assault, using the Great Knarloc's natural predatory instincts in close combat.*

	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>LD</b>	<b>Save</b>
Great Knarloc	4	3	6	5	5	3	3	8	6+

**Unit Composition:** 1 Great Knarloc

**Unit type:** Infantry

### Options:

- The squad may include up to 2 additional Great Knarlocs (+60 pts each)
- Any great Knarloc may be equipped with a Kroot Bolt Thrower (+25 pts) or a twin-linked Kroot Gun (+30 pts). These weapons are crewed by 2 Kroot riders who are treated as part of the Great Knarloc model in all respects.
- Assault Trained (for non-weapon mounted Great Knarlocs only): All attacks by the Great Knarloc are considered to be power weapon attacks (+15 pts per Greater Knarloc) in addition to its normal Rending attacks.

### Special rules:

- Hyperactive nymune organ: The Great Knarloc use the Fleet of Foot universal rule.
- Fieldcraft
- Sharp Beak: All close combat attacks by the Great Knarloc are counted as Rending.





### 0-1 Kroot traps

**Cost: 10 points per trap**



*Being native to a world largely covered in forests and jungles, the Kroot have learnt the value of luring their foes into a well prepared trap. They will often set up traps well in advance of a battle.*

**Unit Composition:** 1 - 5 Kroot Traps may be selected as a single Heavy Support choice

**Unit type:** Special

**Special rules:**

Kroot Traps are set up before the game begins. At the start of the game, after terrain is placed, declare that your Kroot have placed Kroot traps and secretly write down the piece(s) of area terrain that have booby-trapped in this fashion. Each piece can only be trapped once.

Kroot traps are automatically triggered the first time a unit (friend or foe) moves into the trapped terrain. When triggered, a Kroot trap inflicts 2D6 hits on the unit once it has finished its move. These hits are treated as shooting hits and use the following profile:

<b>Range - / S 4 / Ap - / No cover saves</b>
--

If a vehicle triggers a Kroot trap, the hits are always resolved against rear armour, to represent the munitions striking at its weaker under-armor.

Once the effect of the Kroot trap has been resolved, it is assumed to have been expended and has no further effect.







## MODELLING KROOT MERCENARIES

### KROOT TRACKER

The idea for a mounted Kroot came from a suggestion by Verms on the Warhammer 40,000 Games Development forum on the Games Workshop website, and it sounded so good I just had to try it. Half an hour later and the conversion had turned out really well, so I worked up the army list entry and there you go – democracy in action!

The conversion is really quite simple. You will need one of the plastic Cold Ones, a Krootox head, a Kroot Carnivore from the boxed set, and some green stuff. Clip off the Cold One's front legs to show the creature's avian ancestry, and remove the head, replacing it with the Krootox head.


You'll need to fill the gaps around the neck and shoulders with some green stuff, and you might like to try modelling the scales. Next make a simple saddle using a rectangle of green stuff. The rider only needs a little conversion to make him sit properly on his mount – I just cut the left leg at the hip and repositioned it slightly back. I used a modelling knife to round off the soles of the rider's feet, as these will be visible when he's sitting atop the beast. The remainder of the conversion is simply a matter of assembling the rider and loading him up for a long scouting mission using the excellent accessories on the Kroot Carnivore frame. Remember to clip off the spikes on the rifle to indicate that the rider is armed with a hunting rifle.

### VULTURE KROOT

This is a really simple conversion. Gently bend the model's legs so it appears to be either swooping down or about to launch itself into the air; either way try to keep the pose as dynamic as possible. The wings are from the Harpy from the Dark Elf range and just need to be mounted on the back at an angle consistent with the movement suggested by the positioning of the legs.



Check out the Mail Order pages for some special Kroot Conversion Deals



Sergeant Hastor's squad advanced at a tortuously slow pace through the dense, insect-ridden forest undergrowth. Why a regiment

founded on an arid mining world would be posted here, the sergeant didn't dare ponder; far be it for the non-commissioned ranks to fathom the workings of the Departamento Munitorum.

From further down the trail came a sudden outburst of angry shouts, soon turning to terrified screams.

Hastor ordered his squad forward, hearing the rest of the platoon on either side charging headlong towards the sounds of battle. The last scream died as Hastor and his squad broke through the line of bushes into a wide, sunbathed clearing. The entire squad came to a shocked halt as the guardsmen took in the scene before them.

Strewn about the ground were the bodies of the rebels. Crouched over each body was a tall, savage alien

and they seemed to be...

Someone vomited. Hastor levelled his lasgun at the nearest alien and his squad followed his unspoken order, nine lasguns each acquiring a target.

The nearest alien turned its blood-flecked face towards the sergeant, fixing its predatory gaze on him for what seemed an age. Finally it issued a long, sibilant hiss that in any language could only be considered a warning.

Hastor stumbled back, his squad raising their weapons...

"Hold your fire!" The captain came striding into the clearing, his command group spreading out and forcing the horrified guardsmen to lower their weapons.

"They're on our side!"





Many of the models in this Kroot Kill-team, The Red Maw Kindred, have been converted to fulfil specific battlefield roles: a sniper with an extended gunsight; a tracker scenting the enemy from his fingers; the knife-wielding assassin; and the towering Krootox. The unifying features of all the models are the overall skin colour and the bold warpaint. This has only been applied to the head of each miniature: the face is painted black and the jaw a contrasting red.







## Summary

	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>LD</b>	<b>Sv</b>
Anghkor Prok	5	3	4	3	3	5	3	10	5+
Master Shaper	5	3	4	3	3	5	3	10	5+
Master Shaman	5	3	4	3	3	4	3	10	5+
Prey Shaper	5	3	5	4	3	4	3	9	5+
Council Shaper	4	3	4	3	3	3	3	9	6+
Shaper	4	3	4	3	3	3	3	8	6+
Kroot **	4	3	4	3	1	3	1	8	6+
Kroot Hound	4	-	4	3	1	5	2	8	6+
Kroot Ox	4	3	6	3	3	3	3	8	6+
Tracker	4	3	4	4	1	3	1	8	6+
Tracker Shaper	4	3	4	4	3	3	3	8	6+
Knarloc Rider	4	3	5	4	3	3	1	8	6+
Knarloc Rider Shaper	4	3	5	4	3	3	3	8	6+
Baggage Knarloc	4	-	5	5	5	2	2	8	6+
Great Knarloc	4	3	6	5	5	3	3	8	6+

\*\*Kroot refers to Kroot Carnivores, Head-hunters, Stalkers, Vultures, Hunters & Baggage Knarloc Goats.

	<b>Range</b>	<b>Strength</b>	<b>AP</b>	<b>Type</b>
Kroot Pistol	12"	4	6	Pistol
Kroot Rifle	24"	4	6	Rapid Fire *
Kroot Gun	48"	7	4	Rapid Fire
Kroot Hunting Rifle	36"	X	6	Heavy 1 Sniper, Pinning
Kroot Bolt Thrower	36"	6	6	Assault 1, Blast
Flamer	Template	4	5	Assault 1
Melta Gun	12"	8	1	Assault 1, Melta
Plasma Gun	24"	7	2	Rapid Fire, Gets Hot
Storm Bolter	24"	4	5	Assault 2
Pulse Rifle	30"	5	5	Rapid Fire
Pulse Carbine	18"	5	5	Assault 1, Pinning

\* The Kroot Rifle Counts as 2 Close combat weapons and cannot be combined with another weapon for bonus attacks.