

Kompletely Kroot
Presents

Codex: Kroot Mercenaries



Version 5.86

LOGAN
2003
CRAIG GAY
Lisa

Codex: Kroot Mercenaries V5.86

By Kompletely Kroot Dedicated to Andy Hoare

Version 5.86 19th of October 2011

It is the intention of this document to take the original 3rd edition 40K Kroot Mercenary army list written by Andy Hoare and update it to 5th edition 40K. We took many different ideas as inspiration including units and updates from the Tau Codex, Imperial Armour 3, Apocalypse & Apocalypse Data Sheets as well as many of our own ideas.

Legal Disclaimer

This document is completely unofficial and in no way endorsed by Games Workshop Limited. Adeptus Astartes, Blood Angels, Bloodquest, Cadian, Catachan, the Chaos devices, Cityfight, the Chaos logo, Citadel, Citadel Device, Codex, Daemonhunters, Dark Angels, Dark Eldar, 'Eavy Metal, Eldar, Eldar symbol devices, Eye of Terror, Fire Warrior, Forge World, Games Workshop, Games Workshop logo, Genestealer, Golden Demon, Gorkamorka, Great Unclean One, Inquisitor, the Inquisitor logo, the Inquisitor device, Inquisitor:Conspiracies, Keeper of Secrets, Khorne, Kroot, Lord of Change, Necron, Nurgle, Ork, Ork skull devices, Sisters of Battle, Slaanesh, Space Hulk, Space Marine, Space Marine chapters, Space Marine chapter logos, Tau, the Tau caste designations, Tyranid, Tyrannid, Tzeentch, Ultramarines, Warhammer, Warhammer 40k Device, White Dwarf, the White Dwarf logo, and all associated marks, names, races, race insignia, characters, vehicles, locations, units, illustrations and images from the Warhammer 40,000 universe are either ®, TM and/or © Copyright Games Workshop Ltd 2000-2008, variably registered in the UK and other countries around the world. Used without permission. No challenge to their status intended. All Rights Reserved to their respective owners.

This document 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 and Andy Hoare

All Artwork and Images within this document are the property of their respective owners.

Kompletely Kroot Design Team

Wetcorps, Uber_Kroot, Kris.Sherriff, Turbo_MMX, and Gninknok.

Original Concept: Wetcorps

Editors: Turbo_MMX and Uber Kroot.

Play Testers: Wetcorps, Uber_Kroot, Kris.Sherriff, Turbo_MMX, and Gninknok.

Additional Feedback from: Wolfs16, Locke, Mas'Kais, leatherback, taco, 1st Tau Airborne, Sholto. Grunt13, JD21290, warpcrafter, MarvinGayeIsMyDaddy, Ratbarf, Krizstompofer, Druidic, PanzerSmurf, Fuggorf, Little lord Fauntleroy, Cryonicleech, Elhnicko5, Shas'O Dorian, iamthecougar, FlingitNow, Oliva, Mordheimer, oliva, Shaslaruy, Moo, wolfmanrulz, donnyb, dabigboss, stillfrosty, Dentedhead, Ravensdark, Voladilk, jps01, B5WARRIOR, nickh2o, Nevermore and alexwars1

Cover art by: LoganLee (Artist) Craig Yeung (Inker) and Shugga (Colourist) of <http://www.deviantart.com>

Additional Pictures and artwork from: Oaka, Quareni, Mal'Caor, O'Shovah, UnderBheit, Fattdex, Typhoid_Garry, Takai Mar, Dr.Zahnfleisch, Fabio "Gaalsion" Van Der Merwe, CptnSnuggles, Superkroot WhoN, tiwyll BrotherOstavia, dexterkong, dyingquasar, TYKMauro and Shas'El Tael



Kroot by WhoN of deviantART

Please visit the Kompletely Kroot Forums Website: <http://z8.invisionfree.com/KompletelyKroot/index.php>

Contents

Introduction	4
Oro Xenos: The Kroot	5
Physical characteristics	6
Home World	6
First Contact	7
Combat Capabilities	7
Technology	7
Threat Index and Imperial Policy	8
Social Structure	8
Kroot Mercenary Special Rules	9
Fieldcraft	9
Hyperactive nymune organ	9
Kroot wings	9
Kroot Hounds	9
Mercenaries	9
Signature Evolutionary Upgrades	9
Kroot Mercenary Armoury	10
Kroot Mercenary Wargear	12
Master Shaman Psychic Powers	13
Fielding a Kroot Mercenary Army	14
Kroot Mercenary Army List	15
HQ	15
Troops	18
Elites	19
Fast Attack	21
Heavy Support	23
Summary	25
Modelling Kroot Mercenaries	26
Kroot Trackers	26
Kroot Vultures	27
Modelling Signature Evolutionary Upgrades	28
Modelling Kroot Weapons	28
Modelling Showcase	29



kroot by tiwyll of deviantART

Introduction

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.

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 Y'gothlac 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.

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 Mekks 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.

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.

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 where 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.

KROOT MERCENARY SPECIAL RULES

Mercenaries:

As the name suggest Kroot Mercenaries can be found fighting in any war zone 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 (Including Space wolves, Dark Angels, Black Templars and Blood Angels), Necrons, Witch Hunters, Daemon Hunters, Tau Empire, Tyranids and 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

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 moving in woods or jungles do not have to make a difficult or dangerous terrain tests, 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** universal special rule.

Kroot wings:

Models with Kroot wings count as **Jump Infantry**, and benefit from the **Hit and Run** universal special rule. Models with Kroot wings do not test for accidents when moving through woods or jungles.

Kroot Hounds:

The Kroot Hound is the result of a dead end evolutionary path followed by the Kroot in the past. A faithful creature that is loyal to its master to the end and a vicious hunter. Some Shapers are accompanied to battle by their Kroot Hounds and together they form quite a savage assault unit.

Some Independent characters may take Kroot Hounds. If they are taken this way they form a single unit, with the exception that they still count as Independent Characters and may still join another unit. They have the following Profile:

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

Unit type:

- As Owner (this includes all special movement rules, fleet etc)

Equipment:

- Sharp Fangs and Claws

Kroot hounds are counted when assessing if the unit they are with should take a Morale Check having taken 25% Casualties. If the Parent Independent Character is killed then his Hounds are removed from play. They are assumed to have scattered at the death of their master or to be laying at his side until the end.

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 war zones in which the band must fight.

Choose **one** adaptation from the list below, and apply it to every Kroot and Shaper in the army. Krootox Riders, Kroot Hounds, Great Knarlocs, Trackers, Knarloc Riders and Prey Shapers **cannot** purchase or benefit from these signature adaptations, except if the contrary is specified.

Bold:

By concentrating on hunting prey known for its courageousness, all Kroot add +1 to their Leadership characteristic, up to a maximum of 10. May be taken by Krootox, Prey Shapers, Trackers, Knarloc Riders and Great Knarlocs with mounted weapons due to having riders.

Points cost: +1 point per model

Independent Characters gain this Adaptation for Free

Chameleon:

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.

Points cost: +10 points per Unit

Independent Characters gain this Adaptation for Free

Nocturnal:

The band has inherited excellent night vision. All models have the **Night Vision/Acute Senses** Universal Special Rule. May be taken by Krootox, Prey Shapers, Trackers, Knarloc Riders and Great Knarlocs with mounted weapons due to having riders.

Points cost: +10 points per Unit

Independent Characters gain this Adaptation for Free

Stalkers do not take this Adaptation.

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 point per model

Ork Hybrid:

Often referred to as 'Green Kroot', all models increase their Toughness by +1. This new Toughness is used when determining if a weapon is able to inflict instant death on models with this adaptation.

Points cost: +2 points per Kroot, +5 points per Shaper, Shaper Council Member, Master Shaper & Master Shaman.

"As we learn from our Ancestors, we change and adapt. The future is uncertain, to stagnate is to die" Master Shaper Orak

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.

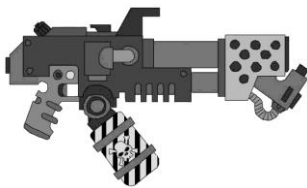


Ranged Weapons

Flamer:

Flamers are flamethrowers that spew promethium, a highly volatile liquid chemical that ignites on contact with air, throwing out a great belch of flame. Flamers are perfect for scouring the enemy from any defended position, just remember Kroot prefer the meat raw!

Range	S	AP	Special
Template	4	5	Assault 1, Ignores Cover



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 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 that drops bolts from the magazine into position and quickly re-draws the bow string, allowing it to keep up a high rate of fire for little effort on behalf of the crew.

Range	S	AP	Special
36"	6	6	Assault 1, Blast

Kroot Gun:

The Kroot gun is a larger, unwieldy version of the Kroot rifle, capable of firing a much more powerful munition, they are often lashed to the back of the Krootox and Great Knarlocs and fired in battle by the rider.

Range	S	AP	Special
48"	7	4	Rapid Fire

Kroot Hunting Rifle:

This is a variant on the standard Kroot Rifle, adapted to fire longer range and more precise ammunition. However the additional spiked attachments are lost.

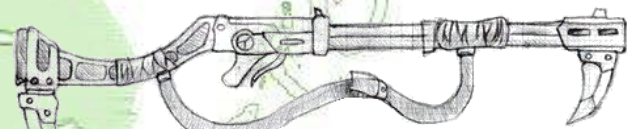
Range	S	AP	Special
36"	X	6	Heavy 1, Sniper



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, accordingly in close combat the Kroot rifle counts as a two handed weapon that grants +1 attack. *Note:* The +1 Attack granted by wielding a Kroot rifle is not included in any profile in the army list.

Range	S	AP	Special
24"	4	6	Rapid Fire



Kroot Pistol:

A compact version of the Kroot Rifle allowing it to be used in one hand, it has a shorter range but loses none of its hitting power. Many Kroot Shapers often carry them as a backup weapon.

Range	S	AP	Special
12"	4	6	Pistol



Meltagun:

Meltaguns are lethal anti-armour weapons, and are also used when undertaking assaults against heavily fortified defence lines and bunkers. Wonders of technology, they superheat their targets with sub-molecular thermal agitation, literally cooking and melting away armour plates. Most effective at very short range the meltagun is capable of reducing rock, metal and living matter to molten slag or ash.

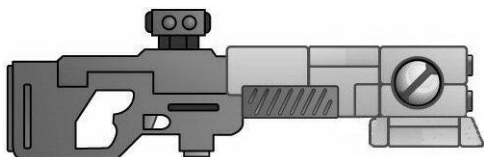
Range	S	AP	Special
12"	8	1	Assault 1, Melta



Pulse Carbine:

The Pulse Carbine is a smaller version of the Tau Pulse Rifle. It sacrifices range for portability and the chance to mount an underslung photon grenade launcher. Photon grenades are a defensive grenade that blinds and disorients attackers with multi-spectral light and a sonic burst. Any unit suffering a wound from a pulse carbine must test for pinning.

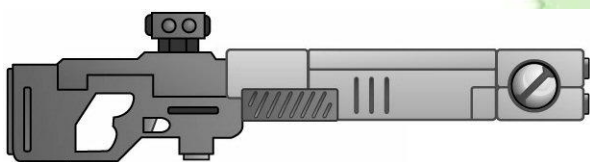
Range	S	AP	Special
18"	5	5	Assault 1, Pinning



Pulse Rifle:

Manufactured by the Tau, the pulse rifle uses an induction field to propel a particle, which reacts by breaking down to create a plasma pulse as it leaves the barrel.

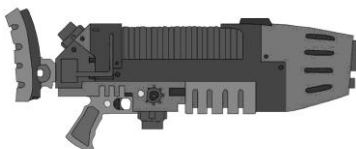
Range	S	AP	Special
30"	5	5	Rapid Fire



Plasma Gun

Plasma weapons are deadly, both to their targets and to those that risk using them. Plasma weapons fire a plasma 'bolt' that explodes on impact, generating the destructive energies of a small sun. Because of the deadly energies contained within them, plasma guns are prone to misfire and overheating.

Range	S	AP	Special
24"	7	2	Rapid Fire, Gets Hot



Storm Bolter:

The Boltgun, or "Bolter" is a compact weapon that is quite common within the Imperium of man. It fires small rockets, or 'Bolts'. Each self-propelled bolt explodes with devastating effect once it has penetrated its target, blowing the enemy apart from the inside. The Storm bolter is an advanced version of the Boltgun that feeds ammo in to twin barrels allowing it to fire at a far greater rate.

Range	S	AP	Special
24"	4	5	Assault 2



Close Combat Weapons

Eviscerator:

First discovered by the Kroot when battling the Imperium of man and later replicated by the Kroot Tech-Smiths on Pech, the Eviscerator has become a very common sight within Kroot war bands. A huge double-handed chain sword it was first used by the Kroot for carving up larger prey animals. On Pech this massive tool is often used to carve their homes into Jagga trees. When used in battle it is a shockingly powerful weapon that, in the hands of a proficient user, can carve open a land raider as easily as a Knarloc's hide.

Eviscerators are Powerfists with 2D6 Armour Penetration against vehicles. See Warhammer 40,000 rulebook for details on Power Fists.



Kroot Rifle:

Rules can be found in the Ranged weapons section on page 11

"Oi, look boss! Dey got shootaz in dere choppaz. Reckon da mekz could make us sum choppaz like dat?"

Power Weapon

A power weapon (typically a sword or axe, but sometimes a glaive, halberd, whip or mace) is sheathed in the lethal haze of a disruptive energy field. Power weapons are capable of chopping through the toughest armour.

See Warhammer 40,000 rulebook for details of power weapons.



Shamans Staff:

Rules can be found in the Wargear section on page 13.



KROOT MERCENARY 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. 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. (If a unit scouts it may not make use of the Auspex)

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.

A character with Blood of the Stalker and any squad he joins gain the **Scout** universal special rule as described in the Warhammer 40,000 rule book.

Frag Grenades:

Frag grenades are hurled at the enemy prior to an assault, causing a storm of shrapnel that drives them further in to cover.

Frag Grenades are Assault Grenades as described in the Warhammer 40,000 rulebook.

Krak Grenades:

Krak Grenades are a specialised anti-tank grenade used when in close combat against vehicles.

See Warhammer 40,000 rulebook for details.

Kroothawk Totem:

A fetish used in ancestor worship ceremonies providing foresight and wisdom.

An army that includes the Kroothawk totem may re-roll 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.

Models with Mark of the Favoured Child have a 4+ Invulnerable save.

Melta Bombs:

Melta bombs are another form of specialised anti-tank grenade. Originally designed for heavy demolition work there are few things that a well-placed Melta bomb will not destroy.

See Warhammer 40,000 rulebook for details.

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.

Models with the Surefoot Charm and any squad it joins may roll two dice and pick the highest when rolling to run (or fleet).

Shamans Staff:

Kroot Shamans often carry a staff, adored with mystical runes and charms that allow 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 model's leadership value to the score. If The Shaman beats the opposing model's score then the power is nullified and does not take effect that turn. If the opposing model's 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. The Staff is a 2 Handed weapon in close combat.

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.

When purchased a veneration charm must be applied to a specific weapon carried by the character (Not Grenades). 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 one failed hit per player turn in the shooting phase **OR** in the close combat phase.

Master Shaman Psychic Powers

A Master Shaman has two psychic powers from the list below, chosen when the army is picked. He can only use one Power each player turn (unless specified). All Master Shaman psychic powers are used following the rules given in the Warhammer 40,000 rulebook.

Reclaimed by Nature

Kroot Shamans 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 Master Shaman must pass a Psychic test and, if successful the feature is "Reclaimed by Nature", place a marker on the terrain feature to show that it has been reclaimed (green stuffed vines or trees work well for this). The terrain feature retains its previous classification (eg ruins) but it now also counts as woods or jungle for the purpose of movement and cover saves. This cover save replaces the save that the feature used to provide, so a fortified building that is reclaimed by nature 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.

Jungle Mist

The Master Shaman chants an ancient tribal rite that echo's through the woods awakening the spirits of the ancestors. The spirits coalesce around the Shaman creating a thick fog of protection.

At the beginning of his turn the Master Shaman may summon a Jungle mist that is centred on himself. Until the beginning of the Master Shamans next turn, he and all friendly squads with at least one model within 6" benefit from a 5+ cover save.

Warp Conduit

By tapping his mind into indescribable malice of the Warp, the Shaman risks his very sanity as he channels a mighty wave of horrific telepathic visions through him. The horror pierces the mind of every creature with images of their own death and the horrors of the universe.

Warp Conduit is a psychic shooting attack. Designate a single enemy unit within 12" and not in close combat – This unit must take a Morale check as if it had just suffered 25% casualties from shooting. If the Shaman's Leadership is greater, the test is modified by the difference. Fearless units, or units that ignore Morale tests are unaffected by this power.

Psychic Stampede

The Shaman draws on the ancient legends to create a swarm ravaging psychic beasts. These psychic constructs charge forward, rolling over all in its path and leaving a trail of destruction in their wake.

Psychic Stampede is a psychic shooting attack. The Psychic construct will move in a straight line from the Master Shaman to any point 24" away. Every unit in its path will suffer D6 S5 AP – hits and must take a Pinning test. If the construct would hit a friendly unit or a unit locked in close combat or terrain feature it will dissipate just before impact and has no further effect.

Bio-Storm

The Master Shaman summons the electrical energy in all the living things around him, focusing it into a powerful lighting storm to strike down his foes.

Bio-Storm is a psychic shooting attack and has the following profile:

Range: G18" Strength: 4 AP: 2 Assault 1/Blast

Tangleroot

Due to their connection with their surroundings, some Shamans are able to manipulate any environment on his will, making the earth turn to mud, and bushes to aggressive vines to attack and/or restrain foes.

Tangleroot is a psychic shooting attack. Designate a single enemy model within 18" of the Master Shaman. If the psychic test is successful the unit will count as moving in both difficult and dangerous terrain until the start of the Master Shamans next turn.



Kroot Shaman by Superkroot of deviantART

Fielding A Kroot Mercenary Army

Why Collect Kroot Mercenaries?

The Kroot Mercenaries are a dream army for Modellers. With the different Kindreds on offer the opportunities for conversions and distinctive paint schemes 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 however, 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 at the bottom of the page. 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 concept 1 by dexterkong of deviantART



Scenario Special Rules

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

Strategy Rating:

To represent the fact that the Mercenaries commonly fight when and where someone else tells them to, they have a strategy rating of D3

Kroot Mercenary Army List

HEADQUARTERS

Anghkor Prok - Master Shaper

Cost: 75 points



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



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

Unit Composition:

- 1 (Unique)

Equipment:

- Kroot rifle

Special rules:

- Independent character
- Fieldcraft
- Infiltrate
- Fearless
- Inspirational Presence
- Elder of All Kindreds

Unit type:

- Infantry

Special rules:

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 friendly 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.

	WS	BS	S	T	W	I	A	LD	Save
Master Shaper	5	3	4	3	3	5	3	10	5+

Unit Composition:

- 1 Master Shaper

Unit type:

- Infantry

Equipment:

- Kroot rifle and Kroot Pistol

Special rules:

- Independent character
- Fieldcraft
- Infiltrate

Options:

- May Take
 - Frag grenades (+1 pts)
 - Krak Grenades (+2 pts)
 - Meltabombs (+5 pts)
 - Blood of the Stalker (+20 pts)
 - Surefoot Charm (+10 pts)
 - Veneration Charm (+10 pts)
 - Mark of favoured child (+25 pts)
 - Power weapon (+15 pts)
- May Replace his Kroot Rifle with one of the following:
 - Eviscerator (+25 pts)
 - Kroot Hunting Rifle (Free)
 - Pulse rifle (+6 pts)
 - Pulse carbine (+6 pts)
 - Stormbolter (+5 pts)
 - Meltagun (+10 pts)
 - Plasma gun (+15 pts)
 - Flamer (+5 pts)

Kroot Hounds:

- The Master Shaper may be accompanied by up to 2 Kroot hounds (+6 pts each)

Adaptations:

- The Master Shaper may be given the Hyperactive nymune organ adaptation (+5 pts).
- 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).

Master Shaman

Cost: 80 points



One of the roles of the Shaman 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.

	WS	BS	S	T	W	I	A	LD	Save
Master Shaman	5	3	4	3	3	3	3	10	5+

Unit Composition:

- 1 Master Shaman

Unit type:

- Infantry

Equipment:

- Kroot Rifle and Kroot Pistol

Options:

- May Replace his Kroot Rifle with:
 - Shaman's Staff (Free)
- May Take:
 - Kroothawk Totem (+20 pts)
 - Veneration Charm (+10 pts)

Psychic Powers:

A Master shaman has 2 of the following powers:

- Reclaimed by Nature
- Jungle Mist
- Warp Conduit
- Psychic Stampede
- Bio-Storm
- Tangleroot

Kroot Hounds:

- The Master Shaman may be accompanied by up to 2 Kroot hounds (+6 pts each)

Adaptations:

- The Master Shaman may be given the Hyperactive nymune organ adaptation (+5 pts).

Special rules:

- Independent character
- Fieldcraft
- Infiltrate
- 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. See the Warhammer 40,000 rulebook for details on Witchblades.

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.

	WS	BS	S	T	W	I	A	LD	Save
Prey Shaper	5	3	5	4	3	4	3	9	5+

Unit Composition:

- 1 Prey Shaper

Unit type:

- Cavalry

Equipment:

- Kroot rifle and Kroot Pistol

Options:

- May Take
 - Frag grenades (+1 pts)
 - Krak Grenades (+2 pts)
 - Meltabombs (+5 pts)
 - Blood of the Stalker (+20 pts)
 - Surefoot Charm (+10 pts)
 - Veneration Charm (+10 pts)
 - Power Weapon (+20 pts)

- May Replace his Kroot Rifle **OR** Kroot Pistol with one of the following:
 - Pulse rifle (+6 pts)
 - Pulse carbine (+6 pts)
 - Stormbolter (+5 pts)
 - Meltagun (+10 pts)
 - Plasma gun (+15 pts)
 - Flamer (+5 pts)

Kroot Hounds:

- The Prey Shaper may be accompanied by up to 2 Kroot hounds (+6 pts each)

Special rules:

- Independent character
- Fieldcraft
- Cavalry
- Rending Beak: All non special close combat attacks made by the Prey Shaper count as Rending.
- Master of the Hunt: If your army includes a Prey shaper you may take a single full sized Knarloc Rider Herd or Tracker Kindred as an **Elites** Choice.

0-1 Shaper Council

Cost: 90 points



The Shaper Council sits below the Master Shaper in the chain of command within a mercenary band. Each Council member is responsible for a number of Kindreds, coordinating their evolution with the other members of the band to obtain the desired mix of skills and abilities. 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 a Shaper Council if your army contains a Master Shaper.
This unit does 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 Hound	4	-	4	3	1	5	2	8	6+

Unit Composition:

- 3 Council Shapers

Unit type:

- Infantry

Equipment:

- Kroot rifle
- Kroot Pistol

Special rules:

- Fieldcraft
- Infiltrate

Options:

- The squad may include up to 2 additional Council Shapers (+30 pts each)
- One Shaper may Take:
 - Blood of the Stalker (+20 pts)
- Any Shaper may Take:
 - Frag grenades (+1 pts)
 - Krak Grenades (+2 pts)
 - Meltabombs (+5 pts)
 - Power weapon (+15 pts)
- Any Shaper may replace his Kroot Rifle with one of the following:
 - Eviscerator (+25 pts)
 - Pulse rifle (+6 pts)
 - Pulse carbine (+6 pts)
 - Stormbolter (+5 pts)
 - Meltagun (+10 pts)
 - Plasma gun (+15 pts)
 - Flamer (+5 pts)

Kroot Hounds:

- Up to 2 Kroot hounds may be taken for each Council Shaper (+6 pts per hound)

Adaptations:

- The Council members may be given the Hyperactive nymune organ adaptation (+4 pts per Shaper), the Kroot Hounds receive 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)



krootox by dyingquasar of deviantART

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+
Krootox Rider	4	3	6	3	3	3	3	8	6+

Unit Composition:

- 1 Shaper and 9 Kroot

Options:

- The squad may include up to 10 additional Kroot (+8 pts each)
- The Squad may include up to 2 Krootox riders (+35 pts each)
- The Kroot may take Frag Grenades (+1 pts each)
- The Shaper may Take:
 - Frag grenades (+1 pts)
 - Krak Grenades (+2 pts)
 - Meltabombs (+5 pts)
 - Power weapon (+15 pts)
- The Shaper may replace his Kroot Rifle with:
 - Eviscerator (+25 pts)
 - Pulse rifle (+6 pts)
 - Pulse carbine (+6 pts)
 - Stormbolter (+5 pts)
 - Meltagun (+10 pts)
 - Plasma gun (+15 pts)
 - Flamer (+5 pts)

Unit type:

- Infantry

Equipment:

- Shaper: Kroot Rifle and Kroot Pistol
- Kroot: Kroot Rifle
- Krootox Rider: Kroot Gun

Special rules:

- Fieldcraft
- Infiltrate
(If the unit contains Krootox riders it may not infiltrate)

Adaptations:

- If the squad contains no Krootox riders its members may be given the Hyperactive nymune organ adaptation at (+2 pts Each)

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.

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

Unit Composition:

- 1 Baggage Great Knarloc and 1 Kroot Goad

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)

Unit type:

- Infantry

Equipment:

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

- 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)

Adaptations:

- Baggage Knarlocs and the Kroot goads have the Hyperactive nymune organ adaptation

Special rules:

- Fieldcraft
- 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.
- "They won't fit": Great Knarlocs may not embark in transports



Headhunter kindred

Cost: 120 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.

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

Unit Composition:

- 1 Shaper and 9 Kroot

Options:

- The squad may include up to 10 additional Kroot (+10 pts each)

Unit type:

- Infantry

Equipment:

- Shaper: Kroot Rifle and Kroot Pistol
- Kroot: Kroot Rifle

- The Kroot may take Frag Grenades (+1 pts each)

- The Shaper may Take:
 - Frag grenades (+1 pts)
 - Krak Grenades (+2 pts)
 - Meltabombs (+5 pts)
 - Blood of the Stalker (+20 pts)
 - Power weapon (+15 pts)

- The Shaper may replace his Kroot Rifle with one of the following:

- Eviscerator (+25 pts)
- Pulse rifle (+6 pts)
- Pulse carbine (+6 pts)
- Stormbolter (+5 pts)
- Meltagun (+10 pts)
- Plasma gun (+15 pts)
- Flamer (+5 pts)

Special rules:

- Fieldcraft
- Infiltrate
- "Poisoned Weapons" (4+)

Adaptations:

- Squad members may be given the Hyperactive nymune organ adaptation at (+2 pts Each)

"Poisoned Weapons": Kroot Headhunters apply their poisons to their Kroot rifles ritually before battle. All close combat attacks made by Headhunters while using their Rifles count as Poisoned Weapons as per the Poison Weapons rule in the 40k Rule Book.

Hunter Kindred

Cost: 60 points



Some Kroot 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.

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

Unit Composition:

- 1 Shaper and 4 Kroot

Options:

- The squad may include up to 5 additional Kroot Hunters (+8 pts each)

Unit type:

- Infantry

Equipment:

- Shaper: Hunting Rifle, Kroot Pistol and Auspex
- Kroot: Hunting Rifle

- The Kroot may take Frag Grenades (+1 pts each)

- The Shaper may Take:
 - Frag grenades (+1 pts)
 - Krak Grenades (+2 pts)
 - Meltabombs (+5 pts)
 - Blood of the Stalker (+20 pts)
 - Power weapon (+15 pts)

- The Shaper may replace his Hunting Rifle with one of the following:

- Eviscerator (+25 pts)
- Pulse rifle (+6 pts)
- Pulse carbine (+6 pts)
- Stormbolter (+5 pts)
- Meltagun (+10 pts)
- Plasma gun (+15 pts)
- Flamer (+5 pts)

Special rules:

- Fieldcraft
- Infiltrate

Adaptations:

- Squad members may be given the Hyperactive nymune organ adaptation at (+2 pts each)

Stalker Kindred

Cost: 80 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+
Stalker 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 4 Kroot

Unit type:

- Infantry

Equipment:

- Shaper: Kroot Rifle and Kroot Pistol
- Kroot: Kroot Rifle
- Kroot Hounds: Fangs and Claws

Special rules:

- Fieldcraft
- Infiltrate
- Move through cover
- Night vision/Acute sense
- Stealth (accumulative with fieldcraft)

Options:

- The squad may include up to 15 additional Kroot Stalkers (+12 pts each)
- The squad may include up to 5 Kroot hounds (+6 pts each)
- If the unit numbers 10 models or less it may purchase "Ambush" (+20 pts)
- The Kroot may take Frag Grenades (+1 pts each)
- The Shaper may Take:
 - Frag grenades (+1 pts)
 - Krak Grenades (+2 pts)
 - Meltabombs (+5 pts)
 - Blood of the Stalker (+20 pts)
 - Power weapon (+15 pts)

- The Shaper may replace his Kroot Rifle with one of the following:

- Eviscerator (+25 pts)
- Pulse rifle (+6 pts)
- Pulse carbine (+6 pts)
- Stormbolter (+5 pts)
- Meltagun (+10 pts)
- Plasma gun (+15 pts)
- Flamer (+5 pts)

Adaptations:

- Squad members may be given the Hyperactive nymune organ adaptation at (+2 pts Each), the Kroot Hounds receive this adaptation for free.

"Ambush"

Stalker Kindred units of **10** models or less can elect to start the game set up in an ambush provided there is at least one piece of terrain large enough to accommodate the entire unit (be sure to discuss with your opponent what boundaries of all such terrain features are before the game begins).

If you choose to do this, the unit is not deployed with the rest of the army. Instead, after deployment zones have been chosen, but before any units have been deployed, secretly write down which piece of terrain the Stalkers are waiting in ambush in. When the unit becomes available from reserve, they must be deployed such that all models are within the selected terrain. If any models cannot be placed inside the terrain due to impassable terrain or enemy within 1", they are destroyed. The Stalker Kindred may move, shoot and Assault normally in the same turn they are revealed.

Kroot Squad by BrotherOstavia of deviantART



"Did you hear something....?" Last words of Captain Mark Hamilton

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.



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

Unit Composition:

- 1 Shaper and 9 Kroot

Unit type:

- Jump Infantry

Equipment:

- Shaper: Kroot Rifle and Kroot Pistol
- Kroot: Kroot Rifle

Special rules:

- Fieldcraft
- Infiltrate
- Kroot Wings

Options:

- The squad may include up to 10 additional Kroot Vultures (+12 pts each)
- The Kroot may take Frag Grenades (+1 pts each)
- The Shaper may Take:
 - Frag grenades (+1 pts)
 - Krak Grenades (+2 pts)
 - Meltabombs (+5 pts)
 - Blood of the Stalker (+20 pts)
 - Power weapon (+15 pts)
- The Shaper may replace his Kroot Rifle with one of the following:
 - Eviscerator (+25 pts)
 - Pulse rifle (+6 pts)
 - Pulse carbine (+6 pts)
 - Stormbolter (+5 pts)
 - Meltagun (+10 pts)
 - Plasma gun (+15 pts)
 - Flamer (+5 pts)

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, 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 Tracker Shaper and 2 Trackers

Unit type:

- Cavalry

Equipment:

- Shaper: Kroot Rifle, Kroot Pistol and Auspex
- Tracker: Kroot rifle

Special rules:

- Fieldcraft
- Infiltrate
- Scouts
- Cavalry

Options:

- The squad may include up to 7 additional Trackers (+18 pts each)
- The entire squad may replace their Kroot rifles with Hunting rifles for free.
- The Trackers may take Frag Grenades (+1 pts each)
- The Shaper may Take:
 - Frag grenades (+1 pts)
 - Krak Grenades (+2 pts)
 - Meltabombs (+5 pts)
 - Power weapon (+15 pts)
- The Shaper may replace his Kroot rifle or Hunting rifle with one of the following:
 - Eviscerator (+25 pts)
 - Pulse rifle (+6 pts)
 - Pulse carbine (+6 pts)
 - Stormbolter (+5 pts)
 - Meltagun (+10 pts)
 - Plasma gun (+15 pts)
 - Flamer (+5 pts)

Knarloc Rider Herd

Cost: 90 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.

	WS	BS	S	T	W	I	A	LD	Save
Knarloc Rider	4	3	5	4	3	3	2	8	6+

Unit Composition:

- 3 Knarloc Riders

Unit type:

- Cavalry

Equipment:

- Kroot Rifle and Kroot Pistol

Options:

- The squad may include up to 3 additional Knarloc Riders (+30 pts each)
- The Knarloc Riders may take:
 - Frag grenades (+1 pts each)
 - Krak Grenades (+2 pts each)
 - Meltabombs (+5 pts each)
- For every 3 Knarloc Riders one may replace his Kroot Rifle **OR** Kroot Pistol with one of the following:
 - Pulse rifle (+6 pts)
 - Pulse carbine (+6 pts)
 - Stormbolter (+5 pts)
 - Meltagun (+10 pts)
 - Plasma gun (+15 pts)
 - Flamer (+5 pts)

Special rules:

- Fieldcraft
- Cavalry
- Rending Beak: All close combat attacks by the Knarloc Riders count as Rending.

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 then unleashed upon the foe.

	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, 9 Kroot and 5 Kroot hounds

Unit type:

- Infantry

Equipment:

- Shaper: Kroot Rifle and Kroot Pistol
- Kroot: Kroot Rifle
- Kroot hounds: Fangs and Claws

Options:

- The squad may include up to 10 additional Kroot (+8 pts each)
- The squad may include up to 15 additional Kroot hounds (+6 pts each)
- The Kroot may take Frag Grenades (+1 pts each)
- The Shaper may Take:
 - Frag grenades (+1 pts)
 - Krak Grenades (+2 pts)
 - Meltabombs (+5 pts)
 - Blood of the Stalker (+20 pts)
 - Power weapon (+15 pts)
- The Shaper may replace his Kroot Rifle with one of the following:
 - Eviscerator (+25 pts)
 - Pulse rifle (+6 pts)
 - Pulse carbine (+6 pts)
 - Stormbolter (+5 pts)
 - Meltagun (+10 pts)
 - Plasma gun (+15 pts)
 - Flamer (+5 pts)

Adaptations:

- Squad members may be given the hyperactive nymune organ adaptation at (+2 pts Each); the Kroot Hounds receive this adaptation for free.

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.

	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+
Krootox Rider	4	3	6	3	3	3	3	8	6+

Unit Composition:

- 1 Shaper, 4 Kroot and 3 Kroot Ox Riders

Unit type:

- Infantry

Equipment:

- Shaper: Kroot Rifle and Kroot Pistol
- Kroot: Kroot Rifle
- Krootox riders: Kroot Gun

Special rules:

- Fieldcraft

Options:

- The squad may include up to 2 additional Krootox Riders (+35 pts each)
- The squad may include up to 15 additional Kroot (+8 pts each)
- The Kroot may take Frag Grenades (+1 pts each)
- The Shaper may Take:
 - Frag grenades (+1 pts)
 - Krak Grenades (+2 pts)
 - Meltabombs (+5 pts)
 - Power weapon (+15 pts)

- The Shaper may replace his Kroot Rifle with one of the following:
 - Eviscerator (+25 pts)
 - Pulse rifle (+6 pts)
 - Pulse carbine (+6 pts)
 - Stormbolter (+5 pts)
 - Meltagun (+10 pts)
 - Plasma gun (+15 pts)
 - Flamer (+5 pts)

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.

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

Unit Composition:

- 1 Great Knarloc

Unit type:

- Infantry

Equipment:

- Claws and
- Rending Beak

Options:

- The squad may include up to 2 additional Great Knarlocs (+60 pts each)
- Each Knarloc may take One of the following:
 - Kroot Bolt Thrower (+25 pts)
 - Twin-linked Kroot Gun (+20 pts)
- Each Knarloc may be upgraded to a "Greater" Knarloc (+20 pts each)

Adaptations:

- Great Knarlocs have the Hyperactive nymune organ adaptation

Special rules:

- Fieldcraft
- Rending Beak: All close combat attacks by the Great Knarloc are counted as Rending.
- "Greater" Knarlocs: As a Knarloc grows older its beak continues to harden until it can crush and cut through even the hardest of armour with ease. These Greater Knarlocs are truly a beast to be feared even for warriors in the heaviest of armour.
 - A Greater Knarlocs close combat attacks count as power weapon attacks in addition to being rending.
- Mounted Weapons: If a Great Knarloc takes either of the two weapons options, these weapons are crewed by 2 Kroot riders who are treated as part of the Great Knarloc model in all respects.
- "They wont fit": Great Knarlocs may not embark in transports

0-1 Booby traps

Cost: 15 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 and draw their enemy towards them using a specifically selected 'bait' squad.

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

Unit type: Special

Special rules:

Booby 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.

Booby 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:

Range - / S 4 / Ap - / No cover saves
--

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

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



Army Summary

	WS	BS	S	T	W	I	A	LD	Sv
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	3	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	2	8	6+
Baggage Knarloc	4	-	5	5	5	2	2	6	6+
Great Knarloc	4	3	6	5	5	3	3	8	6+

**Kroot refers to Kroot Carnivores, Headhunters, Stalkers, Vultures, Hunters & Baggage Knarloc Goads.

	Range	Strength	AP	Special
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
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

* Kroot rifle is a two handed weapon that grants +1 attack when used in close combat.



A Kroot by SuperKroot of deviantART

Modelling Kroot Mercenaries.

Kroot Trackers

According to Andy Hoare the Idea for a mounted kroot came from a suggestion by verms on the Warhammer 40k Games Development forum. He thought it sounded good and before too long he had come up with a very cool conversion that became the base of the Kroot Trackers.

The Conversion is Really Quite Simple. You will need a Plastic Cold one, a Krootox head, a Kroot Carnivore box set and some green stuff.

Simply remove the top of the neck and attach the Kroot ox head using Green stuff. Mount a Kroot on top and add some equipment to show he has been out hunting for quite some time. Some conversions remove the front legs but this is entirely optional.



WIP Tracker Kindred By Quareni



Tracker Shaper by Oaka



Trackers need not have Mounts; sometimes modelled evolutionary adaptations can work just as well.

"Striderkin" Tracker by Turbo MMX



WIP "Centikroot" by Mal'Caor



Vulture Kroot

Vultures are a really simple conversion. Most obviously it is a standard kroot with a set of wings but it can be taken further!

O'Shova of Kompletely Kroot blew our minds when he showed up to the site with his own version of Kroot Vultures. The conversion called for green stuff (or grey in this case) to mould the end of the beak over the bottom jaw. Once that was done it was a simple matter of finding some wings that will fit. Any will do depending on how you wish to make your units look. Dark Elf Harpy wings are the most common however the plastic chaos possessed wings work quite well.



WIP Kroot Vulture by O'Shovah



Kroot Vulture Shaper by O'Shovah



WIP Kroot Vulture with Chaos possessed wings by UnderBheit



Modeling 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 Sets with parts from the Kroot Carnivore set, really customising your force.

You don't have to apply these adaptations, however, simply applying a bold consistent colour scheme to your band will give you 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.

Also remember, Kroot fight in many different battle fields along side and against many different races, including different weapons can also help to distinguish your kindred.



Mixing both Ork and Kroot kits was used to make Ork Hybrids.



Ork Hybrids by Fattdex



Ork Hybrid by Games Workshop



Fast Reflexes can be represented using bits from some of the fastest Species in the 40k Galaxy, The Eldar, or in this case, Dark Eldar.



Adding extra sensors to your Kroot can help represent unique evolutionary paths.

Exodite Eldar Kroot by Typhoid_Garry

Modelling Kroot Weapons:



Here are some examples on how to convert Kroot Pistols and Eviscerators. HOWEVER remember its up to you to decide who you want your Kindred to look.

Kroot Pistol: Simply Take a Kroot Rifle, remove the Stock, remove the Barrel and attach the muzzle of the rifle to the base. Green stuff can help to clean it up.



Eviscerator: The Eviscerator is a very common item in a Kroot list. Any form of a large two handed chain sword will work to represent this weapon. This conversion was done using the base of a Tau flamer thrower, two Ork chain swords stuck end to end and the fuel tank from a Marine flamer.

Kroot Model Showcase

Some examples of models from various Kroot armies

HQ

Master Shaman by Uber Kroot



Prey Shaper by Takai Mar from "Cmon"



Master Shaper by Quareni



Winged Master Shaper by O'Shovah



War Chief Master Shaper by UnderBheit



Master Shaper with Kroot hound
by Oaka



Master Shaper with Trophie by Dr.Zahnfleisch



Two Shapers by Fabio "Gaalsion"
Van Der Merwe



TROOPS

Shaper with Evicerator by UnderBheit



Kroot Carnivore Kindred by "CptnSnuggles" of Advanced Tau Tactics



Kroot Carnivore Kindred by Quareni



Shaper by Quareni



Baggage Knarloc with Goad by Oaka



ELITES

Kroot Hunter by Fabio "Gaalsion" Van Der Merwe



Kroot Hunter Shaper by Turbo MMX



Kroot Headhunter by Oaka



Kroot Hunter by Oaka



Kroot Hunters by UnderBheit



WIP Kroot
Headhunter by
Wetcorps



Kroot Hunter Shaper
by Fabio "Gaalsion"
Van Der Merwe



Kroot Hunters hunting their Prey by Captain
Snuggles
Photo By: RussWakelin of DAKKADAKKA

Khibala Yusra, First Born Twin of the Spear

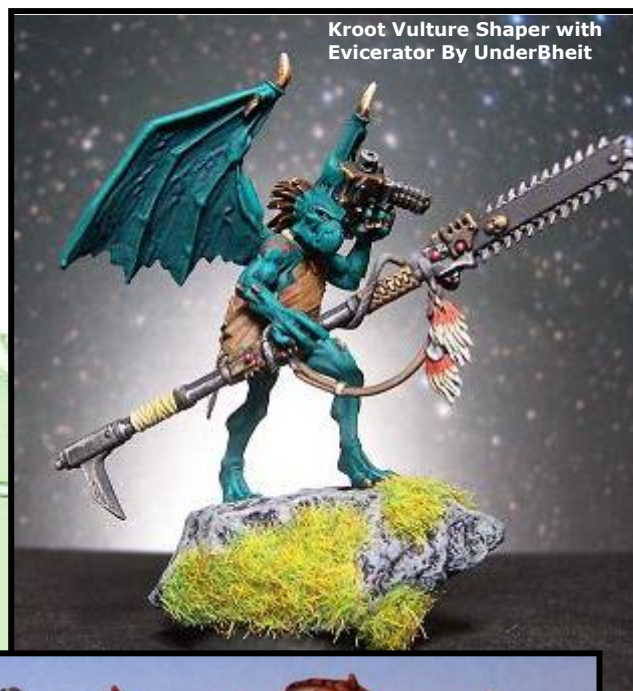
From the western jungles of Pech, Khibala Yusra was the first born of only two twins that survived their birth into the Murabla kindred. The Murabla are a warlike kindred, many of whom follow the path of the mercenary outside the exclusive agreements sworn with the Tau. Khibala Yusra earned his name 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.

FAST ATTACK



Kroot Vulture by
Fabio "Gaalsion"
Van Der Merwe



Kroot Vulture Shaper with
Evicerator By UnderBheit



Kroot Vulture/Vespid by Quareni



Kroot Hound "Counts as"
Stabby by UnderBheit



Kroot Hound
Shaper by Fabio
"Gaalsion" Van
Der Merwe



**ANOTHER Kroot
Vulture by Fabio
"Gaalsion" Van
Der Merwe**



Vulture Kindred by O'Shovah

Knarloc Riders by Oaka



**Knarloc Rider by
"CptnSnuggles"**



**Kroot Hound by
"CptnSnuggles"**



**Tracker Kindred By
Uber_Kroot**



HEAVY SUPPORT

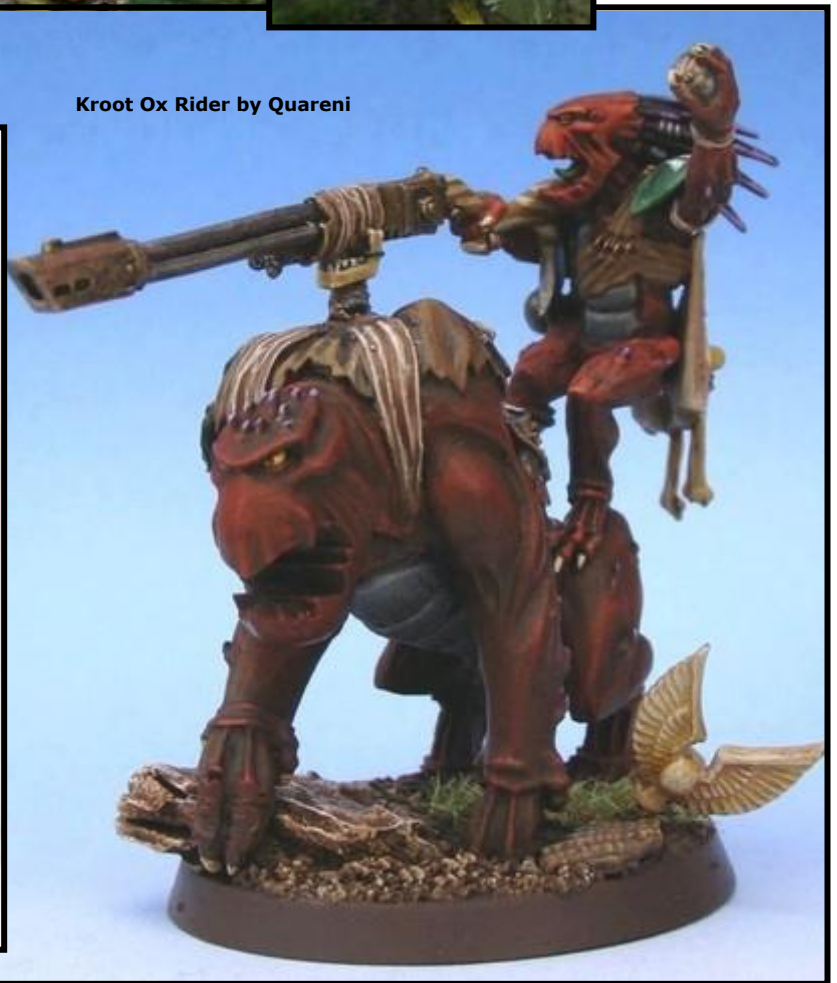


Mounted Great Knarloc
by "CptnSnuggles"
Photo By: RussWakelin
of DAKKADAKKA

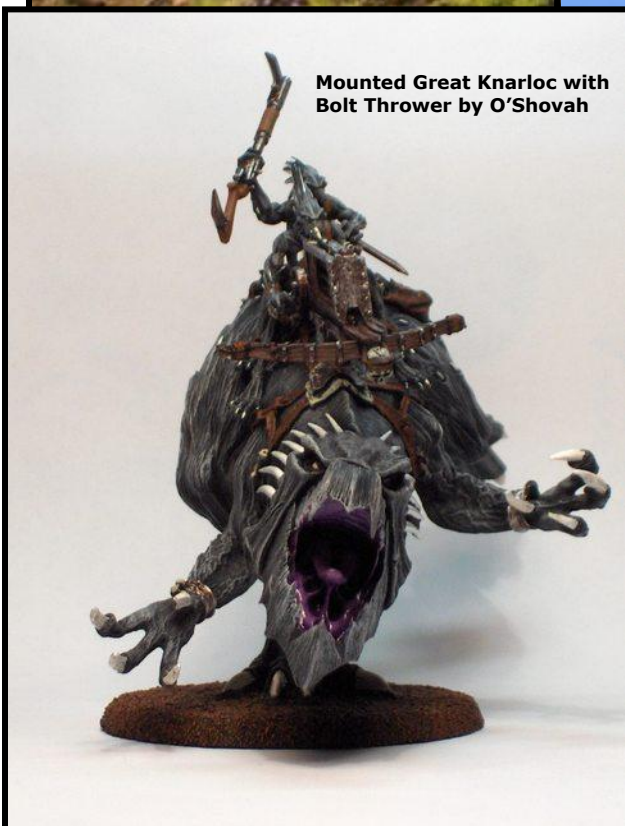
The "Jaws of Death" by
Oaka



Kroot Ox Rider by Quareni



Mounted Great Knarloc with
Bolt Thrower by O'Shovah



Great Knarloc Pack with Master Shaper by UnderBheit



Mounted Great Knarloc with Bolt Thrower by Oaka

