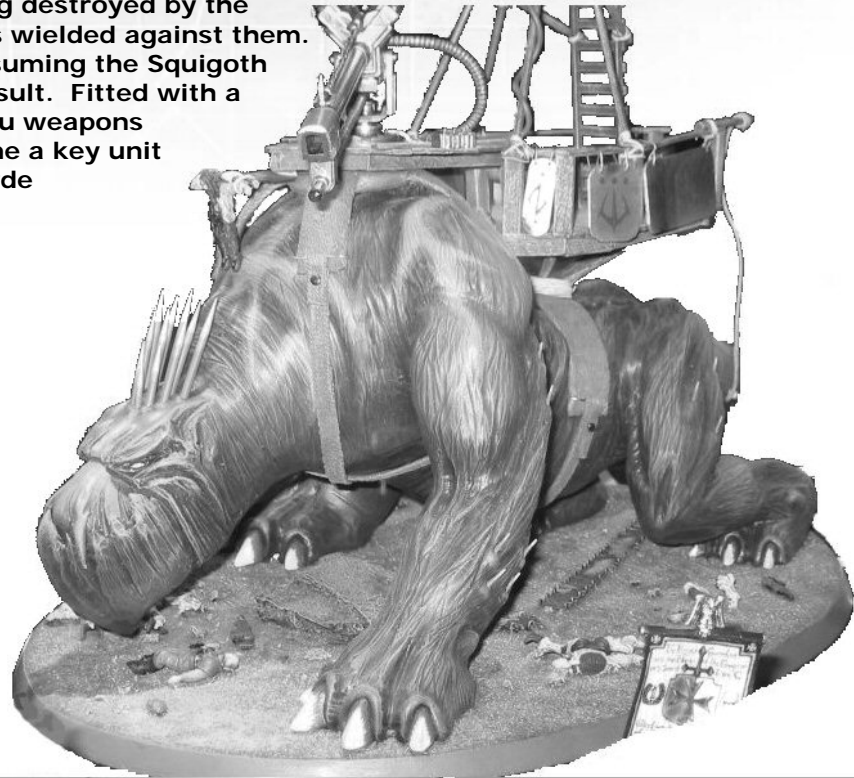


POINTS: 700

KROOT MERCENARIES

The Kroot Knarlosis

The Kroot Knarlosis is a native of Pech, but a very rare site to behold. These creatures spend most of their time in the dense jungles where they are found eating many of the trees (Yes entire trees) that abound. The Knarlosis is a product of the Great Kroot war against the Orks. Many of the Kindred's were constantly being destroyed by the Gargantuan Squigoths the Orks wielded against them. After many generations of consuming the Squigoth flesh, the Knarlosis was the Result. Fitted with a Howdah and some Salvaged Tau weapons technology this creature became a key unit in the fight against the Ork Horde



UNIT: 1 Kroot Knarlosis

TYPE: Gargantuan Creature

UNIT STATS:

WS	BS	S	T	W	I	A	LD	SV
3	3	10	8	8	1	5	8	4+

WEAPONS	RANGE	STR	AP	SPECIAL
Super Ion Cannon	90"	9	3	Heavy 1 7" Blast
Kroot Gun	48"	7	4	Rapid Fire
Bolt Thrower	36"	6	6	Assault 1, Blast

WEAPONS AND EQUIPMENT:

- Huge Beak
- Stomping Feet
- The Howdah has one Super Ion cannon.

OPTIONS:

The Howdah may also have up to 4 Twin Linked Kroot Guns for +20 points each or 4 Kroot Bolt Throwers for +10 points each. These come with the extra crew to fire them.

Transport:

The Knarlosis has a transport capacity of 20, but it may only transport Infantry models. It is treated as an open-topped vehicle for purposes of Transport.

Scale Comparison

