



KROOT IN THE UNDERHIVE 2.6 WIP

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

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. A 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.

GANG RULES

Kroot are aliens and therefore hunted by Imperial authorities, Redemptionist zealots, and fearful citizens. Kroot must travel carefully within the hive to avoid official detection. Sometimes a Kroot warrior without Kindred will sell his services to the gangs, while others hunt the hive with their kindred.

OUTLANDERS

Kroot will never be accepted into the mainstream of Imperial

society, even in the underhive. They have no Guild Price and may never buy off their outlaw status.

TERRITORY

A Kroot Kindred starts with one piece of territory generated on the Outlaw Territory table. They may only hold one piece of territory; if they gain another they may move their base to the new territory or just loot it. If they lose their territory, randomly generate a new one from the Outlaw Territory table

OUTLAW TERRITORY TABLE			
D 66	Territory	Income	Notes
11-15	Wastes	0	
16	Collapsed Dome	0	One model may try to scavenge in the area, and will earn 2D6 credits. On a roll of 2 the area collapses completely and must be crossed off the roster. In addition, make an Initiative test for the model working the area; if they fail the test they are killed.
21-25	Wastes	0	
26	Fungus Grotto	0	The gang can eat fungus to avoid the effects of starvation. However, on a D6 roll of 1 a randomly selected gang fighter dies from eating a poisonous piece of fungus.
31-36	Rad Zone	0/2D6	Valuable mineral resources can be found in a Rad Zone, it's just that it is highly dangerous to work them. If you wish you may have a ganger work a Rad Zone, in which case it will generate 2D6 income. However, if you roll a double, the ganger working the area is hideously scarred from radiation poisoning and causes <i>fear</i> from now on. No income is collected.
41-46	Sludge Sea	0	If you wish you may send a gang fighter diving in the Sludge Sea to see if he can drag up any valuable artefacts that have sunk to the bottom. Roll a D6. 1 The model dies, either eaten by some horrible mutated monster, or killed off by swimming into a highly toxic area of sludge. 2-4 The model finds nothing of value but survives. 5 The model discovers something worth 10 credits. 6 The model discovers something worth D6x10 credits.
51-55	Sump Spillage	5	Makes ground fertile enough to farm (just!) earning the gang 5 credits worth of edible food.
56	Power Cable Tap	Special	Roll a D6. On a roll of 1-5 it provides 5 credits worth of energy. On a roll of 6 it provides D6x5 credits worth of energy.
61-63	Ruins	10	
64-65	Clean Water Hole	10	
66	Slag Heap	15	

CAPTURE

Kroot Kindreds cannot make ransom deals and exchange prisoners with any gang, so the Kroot must attempt a Rescue mission to get back members of their own gang. Any gang members captured by the Kroot will be eaten unless they are rescued by their own gang (see 'Feeding the Kindred')

HIRED GUNS

Kroot Kindreds are rather dismissive of humans as a whole, but have been known to hire on assistance. The only hired guns available to them are Ratskin Scouts, Wyrds and Pit Slaves.

BOUNTY

Kroot are aliens and therefore are hunted outlaws with bounties on their heads equal to their total costs.

LEADERSHIP

Kroot Kindred's do not suffer from leadership disputes. If the Shaper is killed in battle then the Kroot Warrior with the highest experience will be elevated to the position of Shaper.

EATERS OF THE DEAD

If a Kroot or Kroot Hound (Not Krootox) takes the last wound off an opponent in hand-to-hand combat they do not roll for injury; instead they will always go down.

If all of the Kroot or Kroot Hound's hand-to-hand opponents have gone down then they will stop to feed. The models are considered to be taken out of action, but do not remove the victims as you usually would – just leave them at the Kroot or Kroot Hound's feet as a reminder.

At the Start of the Kroot's next Turn, roll a leadership test on his own leadership. If the Kroot or Kroot Hound passes then he has finished his snack and returns to the battle. If he fails then he continues feeding. Leave the victim in place as a reminder until the Kroot or Kroot Hound either stops feeding or is interrupted. After that, remove it as you would any other out of action model.

If the Kroot or Kroot Hound is interrupted (eg. By being shot, injured or charged), then it will forget its feeding and defend itself as normal.

Models that are taken out of action by a Kroot or Kroot Hound and that are not interrupted in the following turn must roll twice on the serious injury table and use the lower result.

ARBOREAL

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. Kroot may climb any surface as if it had a ladder (this does not apply to Kroot Hounds, or Krootox).

RECRUITING

After Gang creation Kroot Kindred may only recruit Kroot Juves, or Kroot Hounds Packs (not Shapers, Warriors, Beast handlers or Adepts) between gang fights – this represents the lack of aliens on Necromunda and the only source of reinforcements being the rapid Kroot reproductive cycle.

EVOLUTIONARY ADAPTATIONS

Throughout the generations The Kroot evolve and are able to take on the genetic traits of the prey they eat, selecting the best variations to take back to Pech.

In the end phase if an enemy gang member is killed by a Kroot in close combat (not by a Kroot hound or Krootox) or if the Kroot gang cannibalises a fighter (Friend or foe) any Juves recruited in the same end phase may "Evolve" a single trait of the Killed fighter or fighters (but not from Kroot hounds, Krootox).

Evolution may only be used on a captive after a chance to rescue has been made. It may also be used if a friendly gang member has been killed (in any way) and you won the previous game.

If you wish to "evolve" the newly recruited Juves, The Kroot gang may select a single advance of their choice from the dead fighter or fighters and give it permanently to the newly born Juve. Juves that are evolved start the game with 11 experience points as a side effect of the Evolution, however they may not roll for this advance as the evolution IS this advance.

If the friendly Gang member chosen happens to be an Adept or a Beast Handler the Juve may evolve to be either an Adept or Beast handler respectively (you may never have more than ONE Adept or TWO Beast Handlers in the gang). If the Juve evolves to be an Adept you must roll on the Adept Skill table (see page 8) If the Juve evolves to be a Beast Handler he then follows all the rules of Beast handlers. (Juves that start as Adepts or Beast Handlers start with 31 experience.)

The recipient cannot be taken above its racial maximums. Skills can be gained that could not normally be acquired by the gang (yes you may evolve Techno skills). In the case of Scavvie Mutants you may choose to Adapt and evolve their Mutations as well.

Following the guidelines above you may choose a Single mutation following the same rules described in the Scavvie rule set paying the cost of the Mutation in the same way.

So for example if you recruit an evolved Kroot Juve that is able to Evolve a Scavvie winged mutation he would cost 60 Credits and start with 11 experience. If you wished to recruit a second winged Juve it would cost 90 and 120 if you wished to recruit a third! As per the scavvie mutation rules.

FEEDING THE KINDRED

Kroot are not fussy eaters though finding fresh meat in the underhive is not always easy. Kroot cost 2 credits per member to stay fed. If they can't or won't pay, they suffer the normal penalties for starvation. However, any gang members captured by the Kroot will be eaten unless they are rescued by their own gang – in which case the Kroot Kindred is fed according to the following rule.

'Cannibals': Kroot by their nature are not above a spot of cannibalism. In order to evolve they must consume as many different types of DNA they come across and must not let the acquired DNA go to waste when a member has outlived his usefulness to the Kindred. If a Kroot Gang cant or wont pay out 3 credits per gang member to avoid suffering the effects of starvation, the Kroot player can decided to consume one or more members of the gang or prisoners instead. You may choose to feed your gang with bought supplies, a victim/gang member or a combination of the two. Each victim that is consumed will feed a number of gangers equal to

Victims Strength x Toughness x Wounds.

So, for example, a normal Kroot Carnivore that is fed to the kindred will provide $4 \times 3 \times 1 = 12$ credits worth of food.

Work out what's needed between battles when you do all of the other bookkeeping. Hired Guns and special characters don't need to be given supplies as it's assumed that their pay is more than enough to keep them in rat burgers. The credits to pay for these supplies come from one of two sources: income or foraging. Any spare cash goes in the gang's stash as usual.

Income

Kroot collect income from their one piece of territory, like any other gang. Only Kroot Warriors may collect income (not Shapers, Adepts, Beast Handlers, Kroot Juves. However, this income is not cross referenced with the size of the gang on the income table – it's simply the amount they earn.

Foraging

Anyone who wasn't seriously injured in the previous battle can go foraging. This includes the Shaper, Adept, Beast Handler, and Kroot Juves though they can't perform any special tasks, such as visiting the outlaw trading post, or working the gang's territory, if they forage. Each forager collects D3 credits' worth of stuff from the wastes. Hired Guns and special characters never forage: that's not what they're paid for.

RECRUITING THE GANG (KINDRED)

You have 1000 Guilder credits to spend on recruiting and arming your gang within the following guidelines.

- **Minimum 3 Fighters:** A gang must have at least three models.
- **Leader:** Your gang must have one leader (Shaper). Not more. Not less!
- **Adept:** A gang can have up to one Kroot Adept but no more.
- **Beast Handlers:** A gang can have up to two Beast Handlers (or "Beast Handlers") but no more.
- **Warriors:** You can include as many Kroot Warriors (Gangers) as you can afford.
- **Juves:** No more than half the gang can be made up of Kroot juves.
- **Knives:** All fighters are assumed to have a knife even if the model doesn't have one.

1 SHAPER

Cost to Recruit: 140 Credits

60+D6 Starting XP

M	WS	BS	S	T	W	I	A	LD
4	4	4	4	3	1	4	1	8

Starting Equipment: Knife

Shapers may take equipment from the Shaper Only, Pistols, Basic Weapons, Kroot Weapons, Hand to Hand Weapons, Special Weapons, Ammunition, and Grenades lists. The Kroot Shaper is the gang's leader. He may always roll to escape from pinning, and other gang members within 6" of the Shaper may roll to escape pinning as well.

0-1 ADEPT

Cost to Recruit: 120 Credits

60+D6 Starting XP

M	WS	BS	S	T	W	I	A	LD
4	3	3	4	3	1	3	1	7

Starting Equipment: Large Club, Knife

Adepts may take equipment from the Pistols, Basic Weapons, Kroot Weapons, Hand to Hand Weapons, Ammunition, and Grenades lists.

Special Rules: See Adepts Section (Page 8)



O-2 BEAST HANDLERS

Cost to recruit: 90 Credits

60+D6 Starting XP

M	WS	BS	S	T	W	I	A	LD
4	4	3	4	3	1	3	1	7

Starting Equipment: Knife

Beast Handlers may take equipment from the Pistols, Basic Weapons, Hand to Hand Weapons, Kroot Weapons, Beast Mounted Weapons, Heavy Weapons, Ammunition, Grenades and Miscellaneous items lists.

Beasts

The Beast Handler may be accompanied by a single Krootox, If a Handler is not accompanied by a Krootox then 0-1 Beast handler per Kindred may be accompanied by a Single Kroot hound Pack.

Krootox (160 Credits)

M	WS	BS	S	T	W	I	A	LD
4	3	-	5	3	2	2	2	4

Starting Equipment: Big Strong Arms, Thick hide (6+ save)

Special Skills: Killer Rep —Causes Fear.

See Krootox and Beast Handlers Section (Page 9)

Kroot Hound Pack (50 Credits)

M	WS	BS	S	T	W	I	A	LD
6	4	-	4	3	1	4	2	5

Starting Equipment: Teeth

See Kroot Hounds Section (Page 9)

2+ KROOT WARRIORS

Cost to recruit: 80 Credits

30+D6 Starting XP

M	WS	BS	S	T	W	I	A	LD
4	4	3	4	3	1	3	1	7

Starting Equipment: Knife

Kroot Warrior may take equipment from the Pistols, Basic Weapons, Hand to Hand Weapons, Kroot Weapons, Ammunition, and Grenades lists.



KROOT JUVE

Cost to recruit: 35 credits

6 Starting XP

M	WS	BS	S	T	W	I	A	LD
4	3	2	3	3	1	3	1	6

Starting Equipment: Knife

Kroot Juvies may take equipment from Pistol, Basic Weapons and Hand to Hand Weapons lists.

KROOT WEAPONS LIST

Pistols:

Kroot Pistol (as per Stub Gun) 10

Basic weapons:

Crossbow 20
Blunderbuss/scattergun 8
Musket 6

Kroot weapons:

Kroot Rifle 30
Hunting Rifle (0-1 per Kindred) 45

Hand to Hand weapons:

Club, Axe, Bludgeon, Maul 10
Knife free*/5
Spear 15
Huge Club, Sword or Axe 15

* The first knife each gang member has is free; the rest cost 5 credits each

Shaper only weapons:

Evicerator 30

Ammunition:

Tau Rounds 10

Grenades:

Frag Grenades 30
Krak Grenades 50

Miscellaneous items:

Beast Tether 15

Beast Mounted weapons:

(Can only be used by Beast handlers and mounted on a Krootox or large beasts)

Kroot Gun 190
Spear Gun/Bolt thrower 55

NOTE: After the initial gang recruitment you may not purchase Items from the Kroot Weapons, Shaper only, Ammunition, or Beast Mounted weapons sections of the Kroot weapons lists. This represents the limited items the Kroot can manufacture on their own scavenging materials and trading from various locations within the hive.

KROOT WEAPONS

CROSSBOW

The crossbow is a mechanical bow that fires a sharp tipped something or other.

Range		To Hit		Str	Damage	Save Mod	Ammo Roll
Short	Long	Short	Long				
0-12	12-18	-	-1	4	1	-	4+

Special Rules: Knock back, Silent, Reload: It takes one turn to reload the Crossbow. Once the Crossbow is unloaded it may not be fired until the user misses its shooting phase to reload it. Note the user may not run, charge or fight in hand-to-hand combat or set overwatch and reload.

EVISCERATOR

The Eviscerator is a 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 the great Jagga trees. When used in battle it is a shockingly powerful weapon that, in the hands of a proficient user, can carve through a bulk head as easily as a Knarloc's hide. The size and weight of the weapon mean that it can only be wielded in both hands and even then the wielder is limited to making wide swings and heavy, overhead cuts with it.

Range	Strength	Damage	Save Mod
Close combat Only	As User +3	D3	-3

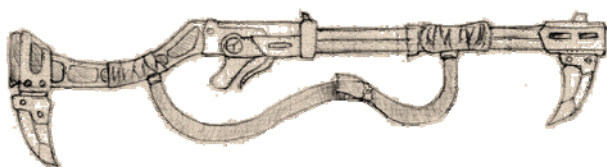
Special Rules: The Eviscerator is so heavy and dangerous that it is impossible to parry. However, the Eviscerator does not encourage a very elegant fighting style and so in the case of a draw the model with the Eviscerator will automatically lose and suffer 1 hit regardless of the combatants Initiative scores. **May not be Parried.**

SPEAR

The spear is a primitive weapon that Kroot have learned to fashion from almost anything out there that they can get their hands on.

Range	Strength	Damage	Save Mod
Close combat Only	As User	1	-

Special Rules: May be thrown once per game (Range 0-8). If this is done then it may no longer be used in HTH.



KROOT RIFLE

This is the Kroots signature weapon of choice. 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.

Range		To Hit		Str	Damage	Save Mod	Ammo Roll
Short	Long	Short	Long				
0-12	12-24	-1	-	3	1	-	4+

Special Rules: Grants its user +1 in close combat. May not be combined with other weapons in close combat.

HUNTING RIFLE

This is a modified Kroot rifle, often used by Kroot Hunters who specialise in long range.

Range		To Hit		Str	Damage	Save Mod	Ammo Roll
Short	Long	Short	Long				
0-12	12-48	-1	-	4	1	-1	5+

Special Rules: Move or Fire, may use any sight that can be attached to a basic weapon.

BLUNDERBUSS/SCATTERGUN

A blunderbuss or scatter gun is a simple weapon made out of one or more short tubular barrels (sometimes with flaring muzzles) strapped onto a crude stock of some description. An explosive charge is loaded into each barrel before metal fragments, stones and other pieces of shrapnel are packed down on top. When the weapon is fired it belches out this mass of shards, hopefully in the general vicinity of the target.

Range		To Hit		Str	Damage	Save Mod	Ammo Roll
Short	Long	Short	Long				
0-6	6-9	+3	-1	3	1	-	6+

Special Rules: None

KROOT GUN

A Kroot gun is simply a larger calibre version of the Kroot rifle, the Kroot gun is so heavy that it must be mounted upon the back of lumbering Krootox and operated by a warrior dedicated to its use. The on the battlefield the weapon finds its primary use in engaging light vehicles. However in the underhive the Kroot have adapted to deal with most any threat they encounter.

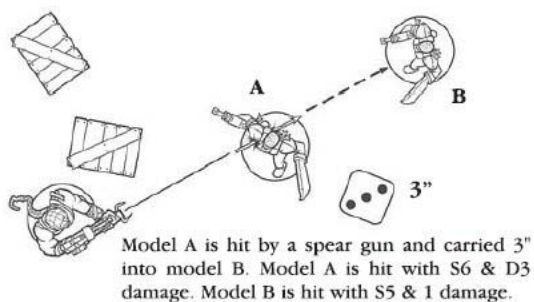
Range		To Hit		Str	Damage	Save Mod	Ammo Roll
Short	Long	Short	Long				
0-20	20-60	-	-	8	D6	-3	5+

Special Rules: High Impact. The Kroot Gun follows the rules for High Impact weapons. Move or Fire

SPEAR GUN/BOLT THROWER

Spear guns/Bolt throwers are big, brutal weapons built around several hefty springs, air compression technology or simply Enlarged Crossbows. The gun is loaded using brute strength as it fits a short-hafted spear or harpoon into the barrel. The gun fires the spear with tremendous power, enough force for it to go straight through one body and into another even at long range.

If a model is wounded by a spear gun roll a D6 to see how many inches the model is hurled by the force of the hit. If the model hits another one en route, the second model is also skewered and suffers a strength 5 hit causing 1 wound with a -2 save modifier. The second target is then carried the remaining distance. If by mischance a third model is hit by this flying kebab (yummy) he will suffer a Strength 4 hit causing 1 wound with a -1 save modifier and so on.



Suffice to say that any models knocked off high ledges by a spear gun suffer normal falling damage in addition to the damage caused by the spear gun.

Place a counter next to the model using a spear gun once it fires, as a reminder. The spear gun is unloaded and may not be fired until the Krootox rider misses its shooting phase to reload it. Note that the Rider or Krootox may not run, charge or set overwatch and reload the spear gun, nor may either fight in hand-to-hand combat.

Range		To Hit		Str	Damage	Save Mod	Ammo Roll
Short	Long	Short	Long				
0-12	12-24	-	-1	6	D3	-3	6+

Special rules: See above.

MUSKET

Muskets are primitive weapons which comprise a long, narrow barrel strapped to a stock. A small amount of explosive packed into the barrel fires a solid slug or ball of metal. Muskets are easy to construct and maintain, though they are inaccurate at long range in comparison to more modern weapons.

Range		To Hit		Str	Damage	Save Mod	Ammo Roll
Short	Long	Short	Long				
0-12	12-24	-	-1	3	1	-1	6+

Special Rules: Move or Fire

BEAST TETHER

KROOT EQUIPMENT

Riding Beasts tend to wander and do what they want. When they are ridden by a fighter then they are somewhat under control or dare we say, tamed? Even the best mounts will revert to their natural instincts when they are not ridden, so Kroot Handlers use Beast Tethers to control their beasts. Beasts with a Beast Tether will not wander when the rider voluntarily dismounts. The fighter dismounts and quickly uses the Beast Tether to prevent the beast from wandering from the spot. This does not count as an action, and can be done any number of times the rider voluntarily dismounts in a game.

TAU ROUNDS

A gift of technology to the Kroot, the Tau round can be used to improve the killing power of a Kroot Rifle – increasing the Strength to 4. Additionally if a Kroot is armed with a Kroot Pistol (same rules as Stub Gun) Tau Rounds increase the strength to 4. However, the weapon's Ammo roll is *reduced to 6+* while the Tau rounds are loaded. Note that after the first failed ammo roll cross the Tau rounds from the gang member's roster entry. This represents the Kroot running out of the limited number they have with them in the hive.



KROOT ADEPTS

Kroot Adepts are difficult to categorise – whilst it would be simple to call them wyrds and be done with it, their role in Kroot society and therefore their powers are quite different. One of the roles of the Adepts within Kroot society is to provide a focus for the practice of ancestor worship. Those great individuals a particular gift may gain the blessings of their long-departed predecessors and manifest shamanistic powers. The Adepts are the teachers of the lore of the race's ancestors, and is able to channel their wisdom and potency when attacking his foe.

Adept Powers: An Adept must role once on the following table at the time of recruitment.

KROOT ADEPT PRIMARY POWER TABLE

1-3 *Life Sense – Roll Again*

- 1-2 **Beastmaster:** The Kroot Adept will be accompanied by D3 creatures in each battle (as Per the Beastmaster Wyrd Rules). Note that this will not make the Adept a 'Beast Handler'
- 3-4 **Bio-Detection:** This power is always on and does not require the Adept to roll to use it. The Adept counts as being equipped with a Bio-Scanner at all times.
- 5 **Healing:** This power is always on and does not require the Adept to roll to use it. If the Adept spends an entire turn in base-to-base contact with a fighter that is wounded in any fashion then in the recovery phase the target fighter is returned to its starting profile and all wounds (characteristics and flesh wounds) are restored.
- 6 **Reclaimed by Nature:** During the post battle sequence, if the Adept does not forage they may make a leadership test. If successful the gang's territory blooms with life and gives a bountiful harvest for that turn only: If you send a Warrior to work this territory then you gain D6 x 10 income or you may collect enough food and sundries to stave off 30 credits worth of starvation. These starvation credits may be spent on fighters or beasts as you see fit. Any extra is lost. If the Adept fails the leadership roll they must roll on the serious injury table treating rolls of 56-63 as 41-55 (Full Recovery)

4-6 *Ancestor Worship - Roll Again*

- 1-2 **Spirit Staff:** This power is always on and does not require the Adept to roll to use it. If the Adept is wielding a massive club it will be blessed with the spirit of the ancestors (with suitable Kroot decorations and Blade attachments) its profile in combat is as follows:

Strength: 6 Damage: D3 Save Modifier: -4

NOTE: Adepts that gain this ability and uses a massive club may not use ranged weapons at the same time.

- 3-4 **Mark of the Favoured Child:** With a successful Leadership roll at the beginning of the game the Adept is able to bless one Kroot in his gang (not himself) with the protection of the ancestors. One Kroot has a 4+ armour save for that game only which is not subject to armour save modifiers. If the Adept fails the leadership role they suffer one automatic hit at D6 strength with no armour save allowed.
- 5 **Prophetic Curse:** As a harbinger of doom the Adept can curse an individual to a horrible death. At the beginning of the game, if the Adept passes his leadership test then he may choose a single enemy fighter within his line of sight and within 24". That fighter will fail all initiative attempts for the rest of the game. If the Adept is injured then all current curses are broken. If the Adept fails the leadership role they suffer one automatic hit at D6 strength with no armour save allowed.
- 6 **Veneration Charm:** If the Adept is not Foraging he may instead attempt to make a 'Veneration Charm'. With a successful leadership roll on 2D6 the Adept has constructed 'Veneration Charm' which can be given to any member of the Kroot Gang and attached to a ranged weapon. One ranged weapon (of the player's choice) that fails its Ammo roll may roll again, and automatically passes its check on a D6 roll of 4+ regardless of the kind of weapon it is. Weapons which automatically fail an Ammo roll will pass on a 4+. Once a weapon is chosen the charm may not be moved to another weapon. If the Adept fails the leadership roll they must roll on the serious injury table treating rolls of 56-63 as 41-55 (Full Recovery)

KROOT HOUND PACKS

Wherever Kroot move throughout the universe, Kroot Hounds come with them and Necromunda is no different. Kroot Hounds still serve the same roles they have for many thousands of years, to keep watch and clean the camp of vermin, assist in the hunt and the kill, and – on the odd occasion – as a food source in lean times.

RECRUITING KROOT HOUNDS

A Single Beast Handler per Kindred may be charged with controlling a Kroot hound pack. At the start of each game where a Beast Handler has taken Kroot hound pack he will be set up with D3 Kroot hounds. When purchased, a Kroot Hound Pack must be assigned a Handler; either a Beast handler or an Evolved Juve with the beast handler skill. The fighter will be the Kroot Hound's Handler as long as the Pack is in the gang. Kroot Hounds do not have or gain experience.

KROOT HOUND SPECIAL RULES

Kroot Hounds act differently than other models while on the board. Follow all the normal rules for models except for the rules below. The following special rules apply to all Kroot Hounds:

- Kroot Hounds do not have to test to 'keep their nerve' if a friend goes down within 2". They are immune to the effects of fear, though they still suffer the effects of terror.
- Kroot Hounds must remain within 18" of the Handler at all times. If the Handler is taken down or out of action, the Kroot Hound must remain within 18" of the body, but may otherwise move and fight normally.
- As long as at least one Kroot Hound is not taken out of action, their Handler may never be captured (the Kroot Hound will defend him utterly). Treat rolls of 61-63 on the Serious Injury table as a roll of 66 instead.
- If a Kroot Hound is taken out of action, it is assumed to have been killed as a result of its injuries.
- As long as the Handler remains with the gang, the Kroot Hound Pack will remain. Should the Handler leave or be killed, the Kroot Hound Pack will go with him and be removed from the gang roster.
- Kroot Hounds are treated just like normal members of the gang for purposes of gang rating.
- Kroot Hound packs do not need to be fed in the post game sequence; they will hunt their own food.
- Kroot Hounds do not gain experience like normal. For purposes of gang rating, their cost is added to that of their handler.

KROOTOX AND BEAST HANDLERS

Krootox are ground-dwelling herbivores, far heavier than the normal Kroot. Krootox Handlers lead their charges into battle as they are brutal close combat opponents, who most beings will avoid at all costs – sometimes the Kroot lash large weapons to their powerful shoulders and climb aboard its haunches, using the beast as a mobile weapon platform.

RECRUITING KROOTOX

Krootox will only be recruited at gang creation – there are no replacement Krootox in the underhive! A player wants to recruit a Krootox, must also recruit its handler. Krootox do not have, or gain, experience.

KROOTOX SPECIAL RULES

Krootox act slightly different to other beasts, they follow all the normal rules for beasts (found on page 13) except for the rules below:

- Krootox do not have to test to 'keep their nerve' if a friend goes down within 2". They are immune to the effects of fear, though they still suffer the effects of terror.
- Krootox may be fitted with a Beast mounted weapon (normally reserved for Large beasts). If the Krootox is fitted with a Beast Mounted Weapon their Handler must be in base to base contact to fire it (using the Krootox as a firing platform) – Handlers riding the Krootox are considered to be in base to base contact with the Krootox (just to be clear!).
- As long as the Krootox is not taken out of action, his Handler may never be captured (the Krootox will defend him utterly). Treat rolls of 61-63 on the Serious Injury table as a roll of 66 instead.
- As long as at least one Handler remains with the gang, the Krootox will remain. Should all the Handlers be killed, the Krootox will refuse to eat and suffer the effects of starvation until it is assigned another handler.
- During the Post Battle Sequence, the Krootox will stay with its Handler. If foraging, the Krootox and Handler work together and forage D6 creds worth of food, instead of D3 each.
- Krootox are treated just like normal members of the gang for purposes of gang rating and cost of living – However they cost 4 Credits to feed rather than just 2. They are also subject to the rules for starvation.
- Krootox do not gain experience like normal. For purposes of gang rating, their cost is added to that of their handler. However, if their handler gains an experience advance and is permitted to choose any skill table, that is, he rolls a 2 or 12, in addition to that choice the Handler's Krootox may roll on **Beast Advance Chart (page 12)**

KROOT IN THE POST GAME SEQUENCE

KROOT ADVANCE CHART

Experience Points	Title	Notes:
0-5	Juve	
6-10	Juve	Starting Level for Kroot Juves
11-15	Juve	
16-20	Juve	
21-30	Kroot Warrior	Kroot Juves that reach this level become Kroot Warriors.
31-40	Kroot Warrior	Starting Level for Kroot Warriors.
41-50	Kroot Warrior	
51-60	Kroot Warrior	
61-80	Kroot Elder Warrior	Starting Level for Shapers, Adepts and Beast Handlers
81-100	Kroot Elder Warrior	
101-120	Kroot Elder Warrior	
121-140	Kroot Elder Warrior	
141-160	Kroot Shaper	
161-180	Kroot Shaper	
181-200	Kroot Shaper	
201-240	Kroot Shaper	
241-280	Kroot Master Shaper	
281-320	Kroot Master Shaper	
321-360	Kroot Master Shaper	
361-400	Kroot Master Shaper	
401+	Kroot Grand Master Shaper (no further advances)	

Maximum Stats Increase (Kroot)

	M	WS	BS	S	T	W	I	A	LD
MAX	4	7	5	5	4	3	6	3	10



KROOT SKILLS TABLE

	Ferocity	Stealth	Agility	Combat	Muscle	Shooting
Shaper	Y	Y	Y	Y	Y	Y
Adept	Y	Y	Y	Y	-	-
Beast Handler	Y	Y	Y	-	Y	-
Kroot Warrior	Y	Y	Y	-	-	-
Kroot Juve	-	Y	Y	-	-	-

* Note that Kroot may never pick "Techno" Skills, however they may "Evolve" them (see page 3)

KROOTOX GANG ADVANCE ROLLS

Make any Advance rolls that are due immediately after the battle so that both players can witness the result. Roll 2D6 and consult the Advance Roll table below. Remember you may not have more than 2 Krootox handlers or Beast Handlers in the same gang.

KROOTOX GANG ADVANCEMENT (2D6 Result)

- | | |
|-------|---|
| 2 | New Skill. The gang member may choose any of the Skill tables (except Techno) and randomly generate a skill from it. |
| 3-4 | New Skill. Select one of the standard Skill tables for your ganger and randomly generate a skill from it |
| 5 | Characteristic Increase.
Roll again:
1-3 = +1 Strength; 4-6 = +1 Attacks. |
| 6 | Characteristic Increase.
Roll again:
1-3 = +1 WS; 4-6 = +1 BS. |
| 7 | Characteristic Increase.
Roll again:
1-3 = +1 Initiative; 4-6 = +1 Leadership. |
| 8 | Characteristic Increase.
Roll again:
1-3 = +1 WS; 4-6 = +1 BS |
| 9 | Characteristic Increase.
Roll again:
1-3 = +1 Wounds; 4-6 = +1 Toughness |
| 10-11 | New Skill. Select one of the standard Skill tables for your ganger and randomly generate a skill from it. |
| 12 | New Skill. The gang member may choose any of the Skill tables (except Techno) and randomly generate a skill from it. |

NOTE: ONLY Beast handlers may roll on the Beast handler advance table even if you roll a 2 or 12

BEAST HANDLERS IN THE POST-GAME SEQUENCE

Much of the Krootox Handler's time is taken up with caring for their Krootox, and some Kroot become very attached to their giant affectionate charges. Beast Handlers are highly skilled warriors, used to working with technology. In fact many handlers use craft activities to keep their Beast occupied. Many shapers actively seek out Krootox Handlers for their ability to craft all manner of weapons and tools.

Losing his Krootox

If the Beast Handler loses his Krootox during the campaign he may purchase a Medium or Large Beast to replace him (though it won't be the same...). **See Beast Section (Page 13)**

Craft

If a Beast Handler does not forage but instead devotes themselves to 'Craft'. With a successful leadership role the Kroot has constructed one of the following – roll on the following table.

BEAST HANDLER CRAFT TABLE

- | | |
|-----|--|
| 1 | <i>Alien Jewellery</i> – The Gang can sell these (if they are sending a Human Foundling to the Outlaw Trading Post) for D6 x 2 Credits |
| 2 | <i>Primitive armour</i> – One Gang member may be given the primitive armour that gives a 6+ save in hand to hand combat only. If all Kroot have been equipped with armour then they may re-roll this result. |
| 3-4 | <i>Roll Again:</i>
1-2 Knife
3-4 Spear
5-6 Crossbow |
| 5-6 | <i>Roll again:</i>
1-2 Kroot Pistol
3-4 Tau Rounds
5 Kroot Rifle
6 Hunting Rifle* |

*No more than 0-1 may be fielded by your gang however you may have more than 1 in your stash.

BEAST HANDLER SKILLS

Despite the harsh environment of Necromunda, it is not uncommon for beasts to mutate into new species that can tolerate and thrive on the planet. Life has found many a foothold on the planet both above and below the surface. Creatures have long been herded by Kroot as food, pack animals, and cavalry for their gang fighters to use. Krootox Handlers generally hold themselves above the common Beast handlers, but are highly skilled at handling any beast if the need arises. Any suitable model for a beast can be used. Sometimes a well supplied Kroot Kindred may even have access to Knarlocs and even greater knarlocs. However, for those more common, less fortunate, Kindreds there are a variety of types of genetically, mutated, and unusual beasts on the planet.

BEAST HANDLER SKILLS TABLE

1. **Master Rider:** The rider and his steed act with a single mind, dodging enemy fire and leaping into the fray with fluid grace. A fighter with this skill may re-roll any tests against Initiative. The second roll always stands.
2. **Expert Aim:** The rider is highly adept at firing whilst on the move and can pick off targets even from the back of a galloping beast. The fighter does not suffer the normal -1 to hit when shooting from a running beast.
3. **Sweeping Blow:** Fighting from the back of a beast gives a warrior a distinct advantage, which the fighter exploits to the fullest. When the mounted fighter fights against a fighter-on-foot he adds +1 to his combat score in addition to any other modifiers.
4. **Riding Evade:** The fighter is an expert at ducking behind his mount's thick hide to avoid being shot. This fighter gains a further +1 to his armour save when mounted, but only against shooting attacks. This bonus does not apply in hand-to-hand combat.
5. **Hit and Run:** The fighter is adept at charging into combat, striking the enemy, and then riding on before his opponent can fight back. The fighter can make sideswipe attacks at enemies he passes within 2" during his movement. The target may dodge the blow by testing against their initiative and will suffer a strength 3 hit if they fail. The fighter may do this during normal movement but not during a declared charge.
6. **Beast Master.** The Handler must roll again on this table re-rolling any other result of a 6 (In addition the Beast may roll once on the *Beast Advance Chart*)

BEAST ADVANCE CHART

- | | |
|------|-------------------|
| 1-3 | Roll a further D6 |
| 1-3: | Sprint |
| 4-6: | Disarm |
| 4-6 | Roll a further D6 |
| 1-2: | True Grit |
| 3-4: | Crushing Blow |
| 5: | Iron Jaw |
| 6: | Berserk Charge |

THE OUTLAW TRADING POST

Being aliens Kroot often elicit an extreme reaction on humans in the underhive. Often they can blend in being mistaken for some of the many mutants found within the dark depths of the hive and the ash wastes. However this is not always possible as they will often need to drop into the local trading post for supplies. In the post game sequence you may send one any members of your Gang to the Outlaw trading post as per the normal rules. Roll on the Outlaw Trading chart as normal with the following change.

- Count rolls of 12 and 13 "Robbed" as "Attacked"

ATTACKED: One of the outlaws recognises the Kroot as a "Xenos scum" and attacks (Along with any friends he has near by)! Roll a D6 and on a 5+ the Kroot must take a roll on the serious injury table treating rolls of 61-63 as a 66. You may not purchase anything from the Trading post this turn. If more than one member of the gang is attending the trading post, randomise who is attacked

If your Kroot are not attacked then they may purchase items from the trading post as normal with the following restrictions.

Special weapons:

Special Weapons may only be used by Shapers (or the current gang leader).

Bionics:

Bionics may only be purchased if the Kindred have an Adept to install it on the affected gang member.

Heavy Weapons:

All heavy weapons can only be used by Beast handlers, they must be mounted on a Krootox or on large beasts.

Selling Items:

If you wish to sell any of your items simply follow the normal rules found in the ORB. E.g. if you wish to sell a "Kroot rifle", it can be sold for 15 Credits (half of 30 credits).

BEASTS IN THE UNDERHIVE

As the Kindred grows many of your members may develop the skills to tame the many and varied beasts and monsters that stalk the underhive. Here is how to utilise them.

TYPES OF BEASTS

Generally speaking there are only two types of beasts available to Kroot Kindreds (unless playing out in the ash wastes where Kroot are able to gain access to Small and Gigantic beasts): Medium and Large. These types are based solely on the physical size of the beast.

Medium:	A medium beast is larger than a small beast, but still only suitable for a single rider and his equipment.
Large:	A large beast is considerably larger than a medium beast but still only suitable for one rider. Although a large beast may only have one rider, it may also have a fixed weapon. Please make sure you model this accordingly.

RIDING BEASTS

So, who in the Kroot Kindred can ride a beast? At Gang creation only a "Beast Handler" can ride a beast (however he will only do so if his prized Krootox has been killed or he is not controlling a Kroot hound pack). Any Kroot can be a passenger of a medium or large beast, but only as long as it is handled by a 'Beast Handler' – if the beast handler dismounts or is killed the Kroot passengers must also dismount immediately.

RIDERLESS BEASTS

Medium and large beasts may find themselves riderless in the course of a game. Any other Kroot with the 'Beast Handler' skill may take over the reins of a riderless beast. However, if left unattended beasts have minds of their own. At the start of each turn that a beast has no rider you must roll a D6. On a result of '1-3' the beast will stay where it is. On a result of '4-6' the beast will wander D6" in a random direction, although a beast will never intentionally harm itself by walking off a ledge or into a hazard so some judgment is needed. If this moves the beast within 1" of an enemy fighter then the beast counts as having charged the fighter and hand-to-hand combat must be worked out. Also, a riderless beast that is charged by an enemy will fight back as normal.

BEASTS AND MOVEMENT

Beasts all have a set movement characteristic like fighters.

Running:	Beasts, like fighters-on-foot, may run and charge. In addition, if a beast runs then its riders are treated as if they had run.
Charging:	All beasts may charge. When a beast charges its movement rate is doubled. If a beast charges then its riders are treated as if they had run.
Climbing:	Beasts may not climb ladders but riders may dismount to climb ladders on their own. When this is done the riderless beast will follow the riderless beast rules. Remember that small beasts cannot be dismounted.
Cover and Hiding:	Beasts may not hide, but will benefit from applicable cover when they are shot at.
Medium/Large Beasts:	Medium and Large beasts and their riders have their movement rate determined by the movement characteristic of the applicable beast.

SHOOTING FROM A BEAST

Any fighters that are riding on a beast, no matter what size it is, may shoot as normal. If the beast moved then there is a -1 to hit for shooting from a moving beast. Also, any move or fire weapons that are fixed to the beast may only be fired if the beast is stationary unless the rider has "Bulging Biceps".

SHOOTING AT BEASTS

When you shoot at a fighter riding a beast the following modifications are to be used:

Running:	If a beast ran or charged then the shot will have an additional '-1' to hit modifier. This is applied no matter the size of the beast because it is a shifting mass instead of a solid target.
Hit Randomisation:	If a shot hits a beast then the shot will be randomly assigned to the beast or a rider. Roll a D6. On a result of '1-4' the beast is hit. On a result of '5-6' a rider is hit. If there is more than one fighter on a beast and the rider is hit, then simply randomize which rider is hit. Roll for damage, armour save, and injury against the applicable hit target.

MEDIUM BEASTS

Cost of Recruitment: 50 Credits

Medium beasts are larger than small beasts, but still only suitable for one rider. A medium beast has the following profile and special rules:

M	WS	BS	S	T	W	I	A	LD
6	3	-	3	4	1	2	1	4

- Save:** 5+ due to its armoured hide. If the rider is not wearing armour of his own he will receive a 6+ armour save to represent the mass of the beast that he is protected by. The beast's save is unmodified.
- Leadership:** The rider's leadership is used for all of the beast's leadership tests, but if the rider is taken down or out-of-action then the beast's leadership must be used.
- Upgrades:** Not all medium beasts are the same. Some are mutants and others are genetically engineered. To represent this a medium beast may have the following upgrades: +1 W, +1 S, +1 A, or +1 Save. You may only purchase one of each characteristic upgrade. The cost of the first upgrade is **10 credits**, the second is **20 credits**, the third is **30 credits**, and the fourth is **40 credits**. This means that if you wanted all four upgrades you would have to spend an extra **+100 credits** on this beast. Upgrades must be purchased at the time of the beast is added to the gang



LARGE BEASTS

Cost of Recruitment: 100 Credits

Large beasts are substantially bigger than medium beasts. They are usually used to carry an entire gang's stash or passengers between remote areas. These are the smallest beasts that can be fitted with a harness to carry a fixed weapon. Although a large beast is big, they still are only suitable for one rider. A large beast has the following profile and special rules:

M	WS	BS	S	T	W	I	A	LD
4	3	-	4	5	2	2	2	4

- Save:** 5+ due to its armoured hide. If the rider is not wearing armour of his own he will receive a 5+ armour save to represent the mass of the beast that he is protected by. If the fighter is wearing armour of its own then it is modified by a further '-1' to its protection. This means that Flak Armour would be a 5+ armour save (etc.). The beast's save is unmodified.
- Leadership:** The rider's leadership is used for all of the beast's leadership tests, but if the rider is taken down or out-of-action then the beast's leadership must be used.
- Fixed Weapons:** The large beast is the smallest beast that can carry a fixed weapon. The rider is the gunner and must be able to fire the fixed weapon to have the beast equipped with it.
- Fearsome:** Large beasts are so big and frightening up close that they cause Fear as described in the ORB. This also means that any riders are immune to Fear as well.
- Upgrades:** Not all large beasts are the same. Some are mutants and others are genetically engineered. To represent this a large beast may have the following upgrades: +1 W, +1 S, +1 A, or +1 Save. You may only purchase one of each characteristic upgrade. The cost of the first upgrade is **20 credits**, the second is **30 credits**, the third is **40 credits**, and the fourth is **50 credits**. This means that if you wanted all four upgrades you would have to spend an extra **+140 credits** on this beast. Upgrades must be purchased at the time of the beast is added to the gang.

BEASTS AND INJURY

Any time that a beast is reduced to '0' wounds it will not move or fight for the remainder of the game. Beasts fall over and all fighters on board take a S4 hit on a 4+. At the end of the game the beast will suffer a Serious Injury roll a D6 result of '1.' If their gang bottled out the beast will suffer a serious injury on a D6 result of '1-3' instead. Roll serious injuries on the Beast Serious Injury Table:

BEAST SERIOUS INJURY TABLE

D66 Injury Result

11-13	<i>Dead:</i> The beast's injuries are too great. It is dead, remove it from your roster
14-16	<i>Multiple Injuries:</i> The beast's injuries are extensive, but it still lives. Roll a further D6 times on this Injury Chart. Re-roll 'Dead,' 'Multiple Injuries,' and 'Full Recovery' results.
21-22	<i>Weakened:</i> The beast is hurt pretty good. -1 Toughness to a minimum of 1.
23-24	<i>Constitution:</i> The shot hits the beast's muscular system. -1 Strength to a minimum of 1.
25-26	<i>Mobility:</i> The shot damages the beast's legs. -1 Movement to a minimum of 1.
31-32	<i>Wobbly:</i> The shot shakes the beast up pretty good. From now on the beast is skittish. All riders suffer a further -1 to hit when shooting from this beast.
33-34	<i>Distracting Groan:</i> The shot hurts the beast in a nasty way. All riders suffer a -1 to all Leadership tests due to the beast constantly groaning in pain. In any raid it will immediately alert the sentries.
35-36	<i>Unreliable:</i> The beast suffers from an Old Battle Wound as described in the ORB.
41-56	<i>Full Recovery:</i> The beast fully recovers.
61-63	<i>Captured!</i> The beast is captured if the owner's gang bottled out. If the owner's gang did not leave the battlefield then treat this result as a 'Full Recovery.'
64-65	<i>Reputation:</i> The beast has earned a reputation in the Underhive. All riders (rider or passenger) gain a +1 to all Leadership tests when they are on this beast.
66	<i>It's a Miracle!</i> The beast heals from the injuries, fully. As a side effect all other existing injuries are healed as well.

BEASTS AND HAND-TO-HAND COMBAT

Beasts fight in hand-to-hand combat like other fighters with the following additional rules:

Medium and Large Beasts: Medium and Large beasts fight separately from their riders. This means that the combat will be treat as a multiple combatant hand-to-hand combat with the rider fighting from higher ground as well.

BEAST MAINTENANCE

Beasts need to be fed too. The following are the costs to feed your gang's beasts:

- Medium – 3 credits each
- Large – 6 credits each

If these credits are not paid then you must roll once on the Beast Serious Injury table. Re-roll any "Full Recovery" and "Captured" results. This represents the beast foraging for itself out in the wastes.



KROOT IN THE ASH WASTES

Kroot in the Ash Waste follow a few different rules than in the Underhive. Those differences are explained below.

GANG CREATION

It will quickly be found that starting gangs with 1000 credits in the Ash Wastes provides very small gangs of fighters with one or two vehicles. To help alleviate this, at the start of your gang creation you may spend 1000 credits on your gang and an additional 300 credits to be spent on vehicles and beasts. The additional 300 credits can only be spent on vehicles, beasts and their equipment, not weapons. This means that you can buy vehicle and beast upgrades from the start. If you want to buy a weapon for a vehicle keep in mind that it is purchased by a Kroot 'Beast Handler' and the cost is applied to the vehicle. In this case the weapon is paid for out of the gang's starting 1000 credits and the vehicle is paid for out of the additional 300 credits. The exception to this rule is that Krootox must be purchased from the gangs original 1000 credits. If you want to spend more than 300 credits on vehicles and beasts then the extra credits comes out of the gang's starting 1000 credits. In addition, any credits over 100 that are not spent from your starting credits are lost to the gang once it plays its first game.

The Ash Wastes is a hard place to save money in.

ENTERING THE ASH WASTES

It is generally anticipated that once a gang leaves the relative safety of the hive they will not be able to get back into the Underhive.

Beasts: Gangs may purchase any beasts that they can afford.

Drivers/Riders: Any member of the gang may be designated as a driver or rider except a Juve. Juves may be a passenger or rider on a beast, but may only take control in an emergency situation.

Equipment: All equipment from the Underhive will work in the Ash Wastes as well as Ash Wastes equipment will work in the Underhive.

Fixed Weapons: Fixed Weapons are purchased for a fighter and left on the vehicle. The cost is added to the vehicle and not the fighter. Keep in mind that only a fighter that can use a weapon will be able to fire it if it is designated as a fixed weapon on a vehicle.

Returning to the Hive: Once a gang enters the Ash Wastes it will not be able to return to the Hive. All the gang's current territories, contacts, loyalties, you-name-it are left at the wall as they start their new life out in the Ash Wastes. The gang gains the Ash Waste territory

Trading: The Kroot now use the Ash Wastes Trading Rules with addition of the "Attacked" rule from page 12

Hired Guns: Kroot may hire any of the hired guns available unless stated in their description.

Capture: No rules changes.

Scenarios: Kroot use the Ash Wastes Scenario Rules.

Equipment: Kroot must use their original Weapons List from page 5 when they are first created. This represents them arriving from off world directly to the Ash Wastes. Once you play one game in the Ash Wastes, or come into the Ash Wastes after creation (see Exile Rules below) you no longer have to use the original weapons list and may purchase any common weapons for your fighters, even for new recruits.

Treacherous Conditions: Kroot suffer from Treacherous Conditions just like any other gang.

Vehicles and Beasts: Kroot may purchase any vehicles or beasts that they can afford using the rules in the Battle in the Ash Wastes. Kroot 'Beast handlers' are not restricted to only buying medium or large beasts when in the ash wastes. Refer to the Exile Rules below if you are not starting your Gang in the Wastes.

Juves: No more than half of the Gang may be Juves.

Experience and Advances: Kroot Gangs follow all their original rules for skills and advance as they do in the underhive. The only exception is that they also follow the Ash Wastes Skills rules for selecting Ash Wastes specific skills.

Exile Rules: If your Gang was started in the Underhive and you want to transfer them to the Ash Wastes then you may freely do this as long as the gang rating is 1500 points or less and you have your Arbitrator's Approval. In-Hive gangs do have advantages over Ash Waste Gangs so higher gang ratings are not advised. Once you make this determination you may immediately spend 300 credits on vehicles and beasts for use in the Ash Wastes. If you have credit in your stash you may also use those. Any part of the 300 credits that is not used is forfeited.

RECRUITING THE GANG

A Kroot Gangs follows all their normal recruitment rules with the following additions:

Shapers:

– Vehicles and Beasts: The Leaders may drive or ride on any of the gang's vehicles or beasts.

Beast Handlers:

– Krootox: Beast Handlers recruited in the ash wastes are not required to purchase a Krootox to take beast mounted weapons.

– Vehicles and Beasts: Beast Handlers may be the gunner of a fixed weapon on a vehicle or beast. If this is to be the case then the weapon should be purchased 'for him' as normal but the cost added to the vehicle or beast cost, not his entry on the roster. Fixed weapons are the only way move or fire weapons may be fired from moving vehicles or beasts in Necromunda: Battles in the Ash Wastes (even if you have bulging biceps). 'Beast Handlers' who are not gunners may ride any vehicle or beast as normal, and may take over as driver in an emergency (see the vehicle and beast rules for more detail).

Kroot Warriors and Adepts:

– Vehicles and Beasts: Gangers may drive or ride any of the gang's vehicles or beasts.

Juves:

– Vehicles and Beasts: Juves may not drive a vehicle or be the primary rider of a beast, except in the event of an emergency (see the vehicle rules of more detail). They are allowed to ride bikes or small beasts and may ride on any vehicle or beast as a passenger.

KROOT AS HIRED GUNS

Kroot evolution depends on their absorbing the genetic traits of other races, selectively inheriting the most desirable. To collect as wide a range of characteristics as possible, they secretly despatch mercenaries to fight alongside other races in order to expose themselves to creatures and environments not found in Tau space.

"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

RECRUITING KROOT MERCENARIES

Kroot Mercenaries follow the same hire rules for Hired guns found in the ORB.

If a player wants to hire a Kroot Mercenary he must pay the standard hire fee, which is 30 credits. You may also “barter” with a him by giving him a single special weapon from the gangs stash to keep and use that is worth at least 30 credits (yes it must be a single weapon) A gang can have only one Kroot Mercenary. The profile and skills for Kroot Mercenary is worked out after they are hired.

For purposes of calculating the gang rating a Kroot Mercenary has a value of 150 (ie, his hire fee of 30 x 5).

KROOT MERCENARY PROFILE

Kroot Mercenaries have special skills as well as superior characteristic values as they have been evolving for many generations. This is worked out only after the Kroot Mercenary is recruited. The basic characteristic profile is given below, which is the base level for characteristic values. In addition to this the Kroot Mercenary will have a number of ‘advances’ as explained below.

M	WS	BS	S	T	W	I	A	LD
4	4	3	4	3	1	3	1	7

In addition to his enhanced profile a Kroot Mercenary has three further ‘advances’ which are either additional bonuses on his profile or skills. Roll a D6 three times and consult the chart below, noting down the increases and skills as you go along. A Kroot Mercenary may not improve any characteristic by more than +2, nor may he increase his Wounds beyond 3.

If a further increase is rolled re-roll the result. Similarly, if you roll the same skill twice re-roll to get another.

D6 Roll Advance

1-2 Roll a further D6

- 1: +1 Weapon Skill
- 2: +1 Ballistic Skill
- 3: +1 Initiative
- 4: +1 Leadership
- 5: Roll a further D6:
 - 1-3: +1 Strength
 - 4-6: +1 Toughness
- 6: Roll a further D6:
 - 1-3: +1 Wound (3 max)
 - 4-6: +1 Attack

3-6 Roll a further D6

- 1-2: Catfall (*Agility Skill*)
- 3-4: Nerves of Steel (*Ferocity Skill*)
- 5: Leap (*Agility Skill*)
- 6: Roll a further D6:
 - 1: Dive (*Stealth skill*)
 - 2: True Grit (*Ferocity skill*)
 - 3: Sprint (*Agility Skill*)
 - 4: Evade (*Stealth skill*)
 - 5: Infiltration (*Stealth skill*)
 - 6: Killer Reputation (*Ferocity*)

KROOT MERCENARY SPECIAL RULES

Kroot Mercenaries follow the “Eaters of the Dead” rule and the “Arboreal” rule found on pages 2 and 3

KROOT MERCENARY WEAPONS

A Kroot Mercenary fights with his own weapons as described below. They are invariably armed with weapons from their home world when they first start out. In addition Kroot Mercenaries may use weapons that are gifted to them by their employers for Payment. Kroot Mercenaries cannot buy or use other weapons or equipment.

Kroot Mercenaries are armed with the following:

- Knife
- 2x Kroot Pistols
- Primitive armour (6+ save in close combat)

Plus one of the following:

- Kroot Rifle (with Tau Rounds)
- Hunting Rifle

LEGAL STUFF

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