

KROOT MERCENARIES by Andy Hoare

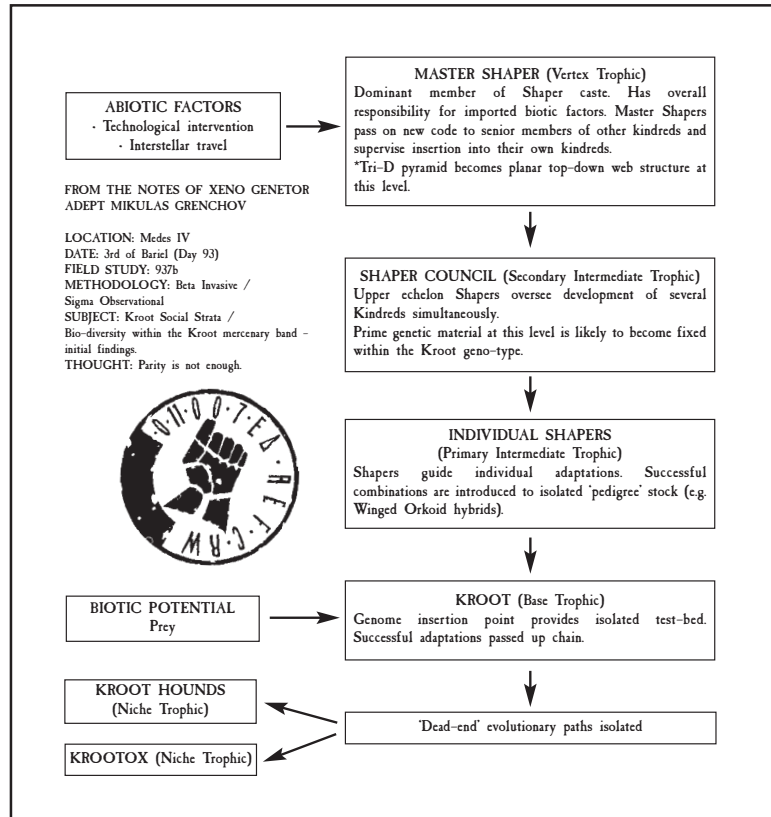
"Do not reject out of hand the mercenary. Consider that each one of these scum is worth three to you: one more on your side, one less on your foe's side, and one more worker in your ordnance smithies."

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

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

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

The result is that each of these mercenary bands develops separately to the mainstream of Kroot society. When they periodically return to the



Kroot home world of Pech, they bring with them a wealth of new traits to be absorbed by the race at large. These itinerant bands often appear radically different from the standard Kroot, having absorbed all manner of outlandish genetic data.

KROOT SOCIETY

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.



KROOT MERCENARY SPECIAL RULES

There are two ways to use Kroot Mercenaries in your games of Warhammer 40,000. The first way is to use a number of Kroot squads as auxiliaries to your main force. In order to do this you must first have filled all of the compulsory force selection criteria applicable to the mission with your main army. Furthermore, you may not include more Kroot squads than you have Troops choices in your own army. For example, in a Standard Missions game you must take an HQ and two Troop choices for your army before filling any additional force organisation slots with Kroot Mercenaries. In this example, you could choose any two Kroot Mercenary squads. The following armies may **NOT** make use of Kroot Mercenaries:

Space Marines, Necrons, Sisters of Battle, Tau, Tyranids.

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

- 0-1 HQ choices
- 0-1 Elites choices
- 0-2 Troops choices
- 0-1 Fast Attack choices
- 0-1 Heavy Support choices

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

The second way to field Mercenary Kroot is as an army on their own. If you take this option you will be rewarded with a highly individual force tailored to your playing and modelling styles in a way few armies can match. Having said this, the Kroot are far and away better off fighting battles using the Jungle Fighting rules. In this respect they make an excellent adversary for the Catachan Jungle Fighters, and are quite capable of taking on just about anyone in this environment. Be warned though, if you field a Kroot Mercenary army in 'normal' conditions you will need quite a lot of troops; especially if you plan a headlong charge into Space Marine bolter range!

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

D6 roll	Strategy Rating
1-3	1
4-5	2
6	3

Eaters of the Dead: Kroot are extremely voracious carnivores and will often let a defeated enemy escape while they feast on the flesh of the fallen. Master Shapers and Shapers, and squads led by them **MUST** consolidate, as it is their responsibility to ensure that the bodies of the fallen enemy are not wasted.

Fieldcraft: Kroot are naturally adept in arboreal environments and gain +1 to their cover save in woods or jungles. Kroot in woods or jungles do not have to make a difficult terrain test, they can always make a normal move. If they do not move in the Movement phase, they may see and shoot through 12" of woods or jungle terrain rather than the 6" that would normally be the case.



Mercenary Kroot advance through a rocky valley.

Infiltrate: If the squad does not contain a Krootox, it may infiltrate if the mission permits it. See the Warhammer 40,000 rulebook for the Infiltrate scenario special rules.

Kroot Hounds and Krootox: Some squads may have Kroot Hounds or Krootox attached. They count as a single unit and must keep normal coherency. Both Kroot Hounds and Krootox gain the benefit of the adaptations and rules of the parent Kroot unit.

KROOT HOUND SPECIAL RULES

Release the Hounds: Whilst the Kroot themselves rarely pursue a beaten enemy, the Kroot Hounds will pursue viciously for a while before returning to their unit. If the enemy fall back from close combat with a Kroot unit, each Kroot Hound will inflict a single automatic Strength 4 hit.

KROOTOX SPECIAL RULES

Attached Herd: Krootox whose parent Kindred falls back will accompany it. If all the Kroot Warriors on foot in unit are wiped out, the Krootox will disperse and are removed as casualties. Krootox will move with their parent unit at the same speed, each staying within 2" of a Kroot.

Note: The Krootox only has a Toughness of 3 for determining whether a weapon is capable of inflicting an instant kill, so weapons of Strength 6 or higher will kill them outright. In practice the blast will have killed the Kroot rider, leaving the Krootox to wander off harmlessly. Remove the model as a casualty.

HYPERACTIVE NYMUNE ORGAN ADAPTION

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

SIGNATURE EVOLUTIONARY ADAPTATIONS

If you are fielding an army consisting entirely of Mercenary Kroot, rather than taking them as mercenaries for another force, then you may purchase a special Evolutionary Adaptation. You may choose a single Signature Evolutionary Adaptation for your Mercenary Kroot army. This represents the specific evolutionary path on which the

Master Shaper has led his band, directing them to feed on specific prey in order to gain the characteristics of the creatures native to the warzones in which the band must fight. Choose one adaptation from the list below, and apply it to every Kroot in the army. Krootox and Kroot Hounds do not benefit from these signature adaptations.

Bold: By concentrating on hunting prey known for its courageousness, the squad adds +1 to its Leadership characteristic, up to a maximum of 10.
Points cost: +1 per Kroot

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

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

Nocturnal: The band has inherited excellent night vision, and may re-roll the dice to determine how far it can see in a Night Fighting Mission.
Points cost: +1 per Kroot

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

Sixth Sense: These Kroot display an unnerving ability to predict imminent danger. If targeted by any template, blast or ordnance blast weapon, models under the template count as being partially covered – therefore only hit on a D6 roll of 4+ (including flamer hits which do not usually allow partial hits).
Points cost: +2 per Kroot

SCENARIO SPECIAL RULES

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

KROOT MERCENARY ARMOURY

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

Shapers and Master Shapers may have up to two single-handed weapons, or one single-handed weapon and one two-handed weapon, chosen from the list below. You may also pick up to 40 points of extra wargear for each Shaper, and 80 points for the Master Shaper. Items marked with an asterisk (*) may be taken only by a Master Shaper and Shaper Council members.

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

SINGLE-HANDED WEAPONS

Close combat weapon	1 pt
Bolt pistol	2 pts
Slugga	1 pts
Splinter pistol	1 pts
Shuriken pistol	2 pts
Power weapon	15 pts

WARGEAR

Melta bombs	6 pts
Krak grenades	2 pts
Frag grenades	1 pt
Auspex	2 pts

TOTEMS

Kroothawk totem* (max one per army, all-Kroot Mercenary armies only)	25 pts
Veneration charm	15 pts
Mark of the Favoured Child* (max one per army)	25 pts
Surefoot charm	10 pts
Blood of the Stalker	20 pts

TWO-HANDED WEAPONS

Bolter	2 pts
Splinter rifle	2 pts
Shuriken catapult	2 pts
Shoota	2 pts
Meltagun*	13 pts
Plasma gun*	15 pts
Flamer	6 pts
Storm bolter	5 pts
Eviscerator (a powerfist with 2D6 armour pen.)	25 pts



KROOT MERCENARY WARGEAR

KROOT RIFLE: A basic slug-thrower relying on chemical propellants and the transfer of kinetic energy, adapted by the Tau to fire a charged pulse round supplied by them. The Kroot rifle is fitted with blades near the muzzle and stock. These are a throwback to early traditional Kroot fighting staves. The incredible hand speed that a Kroot possesses due to its unique musculature makes these blades effective assault weapons and Kroot with Kroot rifles accordingly count as having an additional close combat weapon. The Kroot rifle is a two-handed weapon, and therefore cannot be combined with another weapon in close combat.



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

KROOT GUN: The Kroot gun is a larger, unwieldy version of the Kroot rifle, lashed to the back of the Krootox and fired in battle by the rider.

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

Weapon	Range	Str	AP	Type	Notes
Kroot rifle	24"	4	6	Rapid Fire	See above
Kroot gun	48"	7	4	Rapid Fire	
Kroot hunting rifle	36"	X	6	Heavy 1	Sniper rifle

AUSPEX: An auspex is a short-ranged scanner used to detect hidden troops. If enemy infiltrators set up within 4D6" of a model with an auspex, then that model is allowed to take a 'free' shot at them (or sound the alarm in a Raid scenario). If the model is part of a unit then the whole squad may shoot.

These shots are taken before the game begins, and may cause the infiltrators to fall back. The normal shooting rules apply.

TOTEMS

KROOTHAWK TOTEM: A fetish used in ancestor worship ceremonies providing foresight and wisdom. You may re-roll the dice to determine who gets the first turn of the game.

VENERATION CHARM: Valuable tools and possessions are often placed in the case of the Shaper's ancestors, who he prays will guide him in their use. A veneration charm must be applied to a specific weapon carried by the character, and counts the weapon as master-crafted. A master-crafted weapon follows the normal rules, except that you may re-roll one failed To Hit roll per turn for an attack made by the master-crafted weapon. Note that you may not master-craft grenades.

MARK OF THE FAVOURED CHILD: The ancestors have clearly marked this character as bound for great things. The character gains a 4+ Invulnerable save.

SUREFOOT CHARM: This charm often takes the form of a wind-chime or cluster of small bells adorning the Shaper's rifle barrel. The sound made by the charm, although unnoticeable to other races, allows the Shaper's kindred to follow his lead when stalking the enemy. The character and any squad he joins may roll two dice and pick the highest when rolling to Fleet of Foot using the hyper active nymune organ adaptation, picking the highest result to determine the distance moved.

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

HEADQUARTERS

1 MASTER SHAPER 38 POINTS

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Master Shaper	38	4	3	4	3	3	4	3	10	5+
Kroot Hound	6	4	0	4	3	1	4	2	8	6+

Equipment: Kroot rifle. He may replace this with, or choose additional items from, the Armoury.

Options: The Master Shaper may be accompanied by up to 2 Kroot Hounds.

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

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

If he is not accompanied by Kroot Hounds and has not taken the hyperactive nymune organ adaptation, he may be given wings at +15 points. See the Vulture Kindred entry for details of this adaptation.

Kroot Shamans

One of the roles of the Master Shaper within Kroot society is to provide a focus for the practice of ancestor worship. Those individuals with a particular gift may gain the blessings of their long-departed predecessors and manifest shamanistic powers.

If both players agree to their use then the Master Shaper may purchase Minor Psyker Powers, paying for them from his wargear allowance. Details of these powers can be found on page 142.



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.



0-1 SHAPER COUNCIL 30 POINTS PER MODEL

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Shaper	30	4	3	4	3	3	3	3	9	5+
Kroot Hound	6	4	0	4	3	1	4	2	8	6+

Squad: The Council consists of 3 to 5 Shapers.

Equipment: Kroot rifle. The Council members may replace their rifles with, or take additional items from, the Armoury.

Options: Two Kroot Hounds may be taken for each Shaper.

Evolutionary Adaptations: All Council members must receive the same adaptations.

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

If the Council are not given the hyperactive nymune organ and are not accompanied by Kroot Hounds they may be given wings at +10 points per member. See the Vulture Kindred entry for details of this adaptation.



A Shaper Council sits below the Master Shaper in the chain of command within a mercenary band. Each Council member is responsible for a number of kindreds, coordinating their evolution with the other members of the band to obtain the desired mix of skills and abilities. The Council can be a fearsome adversary as, like the Master Shaper, they have access to a wide range of weapons and equipment.

ELITES

HEADHUNTER KINDRED 10 POINTS PER MODEL

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Kroot	10	4	3	4	3	1	3	1	8	6+
Shaper	+21	4	3	4	3	3	3	3	8	6+

Squad: The kindred numbers 10-20 Kroot.

Equipment: Kroot rifle.

Options: The entire kindred may be equipped with frag grenades at the cost of +1 point per model.

Character: One Kroot **must** be upgraded to a Shaper at an additional cost of +21 pts. Some Shapers carry weaponry gifted by their employers and may choose additional equipment from the Armoury.

Evolutionary Adaptations: Having fed upon the most poisonous of creatures, the entire kindred may choose to attack with either their basic strength, or their special poison attack (in any one player turn, they cannot mix attack types). If they choose to use their poison attack then they make a single attack (even if they assault) that wounds on a 4+ (armour saves are allowed as normal).

The entire squad may receive the hyperactive nymune organ adaptation at +2 points per member. This allows them to use the Fleet of Foot rules. All squad members must receive the adaptation.



These Kroot are the result of their predecessors feeding upon the most poisonous creatures they could hunt. They are capable of spitting a highly corrosive acid at close range, burning the exposed flesh of their foes and causing horrific injuries.





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.



STALKER KINDRED 11 POINTS PER MODEL

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Kroot	11	4	3	4	3	1	3	1	8	6+
Shaper	+21	4	3	4	3	3	3	3	8	6+
Kroot Hound	6	4	0	4	3	1	4	2	8	6+

Squad: The kindred numbers 10-20 Kroot. 1-5 Kroot Hounds may be attached.

Equipment: Kroot warriors and Shapers carry Kroot rifles.

Options: The entire kindred (excluding Kroot Hounds) may be equipped with frag grenades at +1 point per model.

Character: One Kroot **must** be upgraded to a Shaper at an additional cost of +21 pts. Some Shapers carry weaponry gifted by their employers and may choose additional equipment from the Armoury.

Evolutionary Adaptations: The kindred has concentrated on hunting forest dwellers, and gained an expertise in wooded environments far in excess of their already prodigious fieldcraft. If the game is being played with the Jungle Fighting rules, the squad may set up using the Ambush rules found on page 20 of Codex: Catachans.

TROOPS



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.



KROOT CARNIVORE KINDRED 8 POINTS PER MODEL

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Kroot	8	4	3	4	3	1	3	1	8	6+
Shaper	+21	4	3	4	3	3	3	3	8	6+

Squad: The kindred numbers 10-20 Kroot.

Equipment: Kroot rifle.

Character: One Kroot **must** be upgraded to a Shaper at an additional cost of +21 pts. Some Shapers carry weaponry gifted by their employers and may choose additional equipment from the Armoury.

FAST ATTACK



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.



VULTURE KINDRED 12 POINTS PER MODEL

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Kroot	12	4	3	4	3	1	3	1	8	6+
Shaper	+21	4	3	4	3	3	3	3	8	6+

Squad: The kindred numbers 10-20 Vulture Kroot.

Equipment: Each Vulture Kroot is armed with a Kroot rifle.

Options: The entire kindred may be equipped with frag grenades at +1 point per model.

Character: One Kroot **must** be upgraded to a Shaper at an additional cost of +21 pts. Some Shapers carry weaponry gifted by their employers and may choose additional equipment from the Armoury.

Evolutionary Adaptations: These Kroot have evolved small but functional wings that allow them to glide short distances. The squad moves as if equipped with jump packs, with the exception that they do not test for accidents when moving through woods or jungles. They may also Deep Strike if allowed to do so by the mission being played. In missions that do not use the Deep Strike scenario special rules, the kindred must deploy with the rest of the army.

SIGNATURE ADAPTATIONS

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

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

from the Kroot Carnivore set, really customising your force.

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



KROOT HOUND PACK 8 POINTS PER MODEL

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Kroot	8	4	3	4	3	1	3	1	8	6+
Shaper	+21	4	3	4	3	3	3	3	8	6+
Kroot Hound	6	4	0	4	3	1	4	2	8	6+

Squad: The pack numbers 10-20 Kroot and 5-20 Kroot Hounds.

Equipment: Kroot warriors and Shapers carry Kroot rifles. Kroot Hounds fight with their teeth.

Options: The kindred (excluding the Kroot Hounds) may be equipped with frag grenades at +1 point per model.

Character: One Kroot **must** be upgraded to a Shaper at an additional cost of +21 pts. Some Shapers carry weaponry gifted by their employers and may choose additional equipment from the Armoury.

Evolutionary Adaptations: The entire squad may receive the hyperactive nymune organ adaptation at +2 points per member. This allows them to use the Fleet of Foot rules. Only the Kroot pay for the adaptation, and they must all receive it.



Some kindreds have access to a larger proportion of Kroot Hounds than others. These are often fielded as fast moving packs, with the Kroot warriors unleashing the wild creatures upon their foe.



TRACKER KINDRED 18 POINTS PER MODEL

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Kroot Tracker	18	4	3	4	3	1	3	1	8	6+
Shaper	+21	4	3	4	3	3	3	3	8	6+

Squad: The kindred numbers 5-10 Kroot Trackers.

Equipment: Kroot hunting rifle.

Character: One Kroot **must** be upgraded to a Shaper at an additional cost of +21 pts. Some Shapers carry weaponry gifted by their employers and may choose additional equipment from the Armoury.

SPECIAL RULES

Native Cavalry: The Knarloc ridden by the Tracker is a Kroot strain native to the jungles of Pech. The Trackers follow the rules given for cavalry in the Warhammer 40,000 rulebook, with the exception that they may always move through woods and jungles without the need to test for accidents due to moving through difficult terrain.

Native Trackers: The Trackers are expert at hunting their targets in the dense jungle undergrowth. Each model counts as being equipped with an auspex.

Native Scouts: Trackers may infiltrate as per the scenario special rules in the Warhammer 40,000 rulebook, and may make a free move after both sides have set up, but before the first turn. This move happens before dice are rolled to determine who takes first turn. All of the normal movement rules apply.

Any Tracker Kindreds in the army may be deployed at the start of a battle, even in scenarios where they could not normally be deployed. For example, if you were the defender in a Take & Hold mission then your Tracker Kindreds would set up at the start of battle instead of being placed in reserve with the rest of the Fast Attack units. If you are playing a scenario where you can only deploy a limited number of units then any Trackers you deploy are not counted against the limit for the scenario.



Trackers are most frequently used as mounted scouts, but also play a light cavalry role on the battlefield, where they can harass the enemy with their ranged weaponry or charge an exposed flank should the opportunity present itself.



HEAVY SUPPORT



Some bands have access to the Kroot hunting rifle; a variant of the standard Kroot rifle adapted to fire longer range and more precise ammunition. These weapons are often fielded by small squads who can provide covering fire for their fellow Kroot as they advance across the battlefield.

0-1 HUNTER KINDRED..... 8 POINTS PER MODEL

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Kroot	8	4	3	4	3	1	3	1	8	6+
Shaper	+21	4	3	4	3	3	3	3	8	6+

Squad: The kindred numbers 5-10 Kroot.

Equipment: Kroot hunting rifle.

Character: One Kroot **must** be upgraded to a Shaper at an additional cost of + 21 pts. Some Shapers carry weaponry gifted by their employers and may choose additional equipment from the Armoury.



Krootox Herders lead their charges into battle, laying down a devastating volley of fire from the Kroot guns mounted on the Krootox's back. They are also brutal close combat opponents who most enemy troops will avoid at all costs.



KROOTOX HERD..... 8 POINTS PER MODEL

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Kroot	8	4	3	4	3	1	3	1	8	6+
Shaper	+21	4	3	4	3	3	3	3	8	6+
Krootox	50	4	3	6	3(5)	3	3	3	8	6+

Squad: The herd numbers 10-20 Kroot on foot and 3-5 Krootox.

Equipment: Kroot rifle. Krootox are armed with a Kroot gun.

Character: One Kroot **must** be upgraded to a Shaper at an additional cost of + 21 pts. Some Shapers carry weaponry gifted by their employers and may choose additional equipment from the Armoury.



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 these stake-filled pits well in advance of a battle and draw their enemy towards them using a specifically selected 'bait' squad.

PUNJI TRAPS 15 POINTS PER TRAP

	Str	AP
Punji Pit	4	6

Set Up: Punji traps are set up using the special rules that can be found on page 21 of Codex Catachans. Between 1 and 5 traps may be set up as a single Heavy Support choice.

Ignore Cover Saves: Punji traps ignore cover saves.

Pinning: Any unit that suffers one or more casualties from a punji trap must test for pinning.

Special rules: Punji traps are generally a small pit containing sharp stakes and covered with foliage. Place the small Blast marker over the model that triggered the trap so that the hole in the marker is over the model. Any models fully under the Blast marker are hit automatically, and any partially under are hit on a 4+.



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