

KROOT MERCENARIES

POINTS: 30 + MODELS

The Kroot are expert jungle-fighters and trackers, and they are to be found serving as mercenaries across the Ultima Segmentum and beyond. Their integration into the Tau Empire requires the Kroot to provide troops to Tau armies and furthermore prohibits 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 the next generation takes on certain characteristics of that animal. Unfortunately, the Tau insistence that the Kroot fight exclusively for them would lead to a disastrous stagnation, so they secretly despatch entire armies of mercenaries to fight alongside other races

in order to expose themselves to genetic material and environments not found in Tau space.

Kroot mercenary armies are led by Master Shapers, who lead the band's Kindreds into every warzone imaginable in an effort to gain the abilities of the life forms occupying those war-torn areas. Every mercenary band exhibits a huge variety of troops as more and more genetic material is absorbed, with the whole of the Kindred using its unique abilities to best effect upon the battlefield. 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.

MASTER
SHAPER

Moonson



CARNIVORE
KINDRED



The Silent Step Kindred

VULTUREKIN
KINDRED



The Seven Paths Kindred

GREAT
KNARLOC

Thunderfoot



KNARLOC
RIDER HERD

The Wind Stalkers



FORMATION:

- 3+ of the following units:
- 1 Master Shaper (see below)
- 1+ Kroot Carnivore Kindred (see Codex: Tau Empire)
- 0-3 Knarloc Rider Herds (see Imperial Armour 3)
- 0-1 Great Knarloc Pack (see Apocalypse)

SPECIAL RULES

Master Shaper: One Shaper in the army must be declared the Master Shaper. This individual is steeped in the lore of the race's ancestors, and is able to channel their wisdom and potency when attacking his foe. This character is Fearless, counts as a psyker, and his close combat attacks count as Witchblade attacks (see the special close combat attacks section in the Warhammer 40,000 rulebook).

Headhunters: A Carnivore Kindred not accompanied by any Krootox or Kroot Hounds may be upgraded to Headhunters at +50 points per unit. All close combat attacks made by Headhunters count as poisoned weapons that wound on a 4+.

Stalkers: A Carnivore Kindred not accompanied by any Krootox may be upgraded to Stalkers at +50 points per unit. The unit

benefits from the Infiltrate, Move Through Cover, Night Vision/Acute Senses and Stealth universal special rules.

Vulturekin: A Carnivore Kindred not accompanied by any Kroot Hounds or Krootox may be upgraded to Vulturekin at +50 points per unit. The unit counts as Jump Infantry, and benefits from the Hit & Run universal special rule.

Hunters: Any kindred in the formation armed with Kroot rifles may upgrade these to Kroot hunting rifles for +20 points per unit. This changes the rifle's Type from *Rapid Fire* weapon to *Sniper, Heavy 1*.

Hyper Active Nymune Organ: Any unit in the army not containing Krootox may be given the Fleet of Foot universal special rule for + 20 points per unit.