



Kroot Mercenaries



8th Edition



CODEx







Forces of the Kroot

On the following pages are the complete rules for models in a Kroot Mercenary army. The units in the Kroot army list use a number of special rules that are common to more than one Kroot unit. Given here are the details of those rules.

Eaters of the Dead

Kroot are extremely voracious carnivores and will often feast on the flesh of the fallen. Whenever a unit is completely destroyed within 7" of one or more units with this ability, except in the Morale phase, pick one of those units to make a Squawk action. That unit can immediately do one of the following, even if it has already done so in this turn:

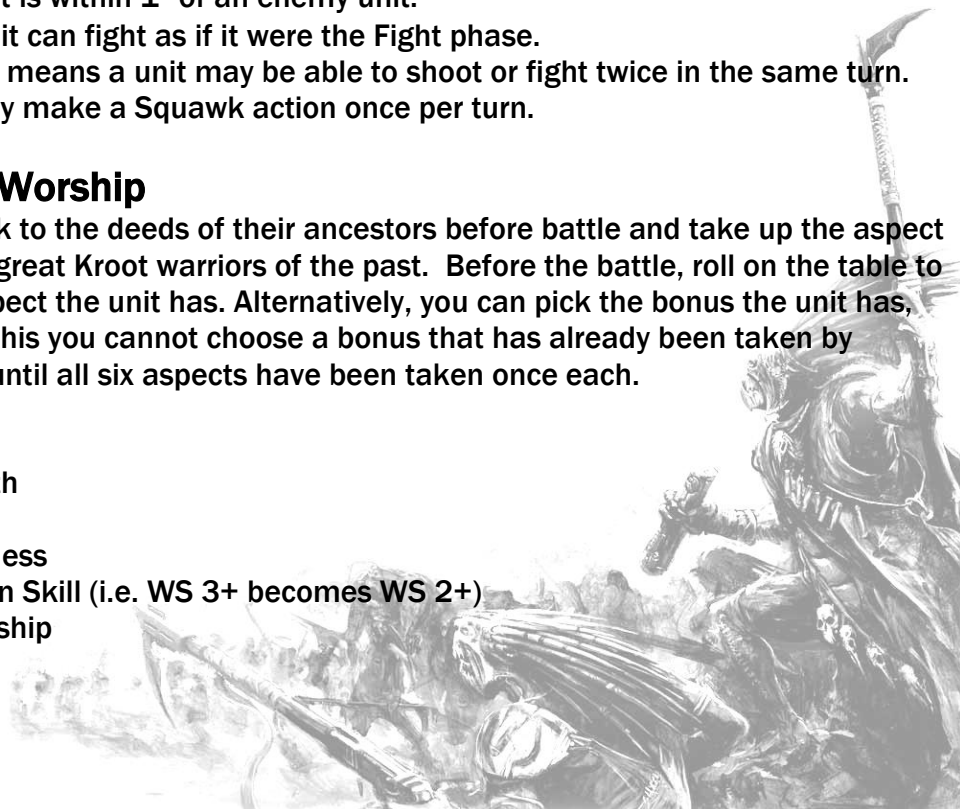
- The unit can move as if it were your Movement phase. It can Advance or Fall Back as part of this move.
- The unit can, if it is a psyker, immediately attempt to manifest a single psychic power as if it were the Psychic phase.
- The unit can shoot as if it were your Shooting phase, even if it Advanced or Fell Back this turn.
- The unit can charge as if it were the Charge phase, even if it Advanced or Fell Back this turn (enemy units can fire Overwatch as normal). A unit cannot do this if it is within 1" of an enemy unit.
- The unit can fight as if it were the Fight phase.

Note that this means a unit may be able to shoot or fight twice in the same turn. A unit can only make a Squawk action once per turn.

Ancestral Worship

The Kroot look to the deeds of their ancestors before battle and take up the aspect of one of the great Kroot warriors of the past. Before the battle, roll on the table to see which aspect the unit has. Alternatively, you can pick the bonus the unit has, but if you do this you cannot choose a bonus that has already been taken by another unit until all six aspects have been taken once each.

- 1- +1 Attack
- 2- +1 Strength
- 3- +2 Move
- 4- +1 Toughness
- 5- +1 Weapon Skill (i.e. WS 3+ becomes WS 2+)
- 6- +2 Leadership





Psychic Disciplines

Before the battle, generate the powers for psykers that can use powers from the following disciplines. You can either roll a D3 to generate their powers randomly (re-roll any duplicate results), or you can select the psychic powers you wish the psyker to have.

Tribal Discipline

D3 Psychic Power

- 1 **Gaze of Feathers-** Gaze of Feathers has a warp charge value of 8. If manifested, select a visible enemy unit within 18" of the psyker and roll a D6. On a 1, that unit suffers a mortal wound. On a 2-5, that unit suffers D3 mortal wounds. On a 6, that unit suffers D6 mortal wounds.
- 2 **Ancestors' Grace-** Ancestors' Grace has a warp charge value of 5. If manifested, select a friendly **Kroot** unit within 18" of the psyker. Until the start of your next Psychic phase, you can re-roll hit rolls of 1 for that unit.
- 3 **Beak of the Ancients-** Beak of the Ancients has a warp charge value of 6. If manifested, select a friendly **Kroot** unit within 18" of the psyker that has not made a Squawk action this turn. That unit may immediately make a Squawk action (see Eaters of the Dead).

Shamanistic Discipline

D3 Psychic Power

- 1 **Canopy Pathways-** Canopy Pathways has a warp charge value of 6. If manifested, select a visible friendly **Stalker** unit within 3" of the psyker. That unit can immediately move as if it were its Movement phase. You cannot use Twilight Pathways on a unit more than once in each Psychic phase.
- 2 **Flock of Dreams-** Flock of Dreams has a warp charge value of 7. If manifested, select a visible enemy unit within 18" of the psyker. Until the start of your next Psychic phase, your opponent must subtract 1 from all hit rolls for that unit that target **Stalker** units.
- 3 **Beak of Minds-** Beak of Minds has a warp charge value of 8. If manifested, select an enemy unit within 24" of the psyker. Then, both players roll a dice. If the Kroot player's roll is equal to or higher than their opponent's, then the target unit suffers 1 mortal wound. Repeat this process until the target is destroyed, or the enemy player rolls a result that is higher than the Kroot player's roll.

Ancestral Discipline

D3 Psychic Power

- 1 **Truesight-** Truesight has a warp charge value of 6. If manifested, choose an enemy unit within 18" of the psyker – it does not gain any bonus to its saving throws for being in cover until your next Psychic phase.
- 2 **Horrrify-** Horrrify has a warp charge value of 6. If manifested, choose an enemy unit within 18" of the psyker – your opponent must subtract 1 from the Leadership of that unit until your next Psychic phase.
- 3 **Beak of Illusions-** Beak of Illusions has a warp charge value of 7. If manifested, choose an enemy unit within 18" of the psyker – your opponent must subtract 1 from all hit rolls made by that unit in the Fight phase until your next Psychic phase.





HEADQUARTERS

Anghkor Prok, The Great Uniter

132 points

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



	M	WS	BS	S	T	W	A	LD	Save
Anghkor Prok	8"	2+	2+	3	3	5	4	9	6+

Anghkor Prok is a single model armed with the Oath Blade. Only one of this model may be included in your army.

Weapon	Range	Type	S	AP	D	Abilities
Oath Blade	Melee	Melee	+1	-2	D3	-

Abilities:

Eaters of the Dead

Kroothawk Totem: Anghkor Prok has a 4+ invulnerable save.

Kroot Bird: You can add 1 to all of Anghkor Prok's Psychic tests and Deny the Witch tests.

Herald of Pech: Each time another Kroot model is slain within 7" of Anghkor Prok, roll a D6. On a 4+, Anghkor Prok immediately regains a lost wound. If the model was a Psyker, you can immediately generate another psychic power for Anghkor Prok from the Tribal discipline.

Psyker: Anghkor Prok can attempt to manifest two psychic powers in each friendly Psychic phase, and attempt to deny one psychic power in each enemy Psychic phase. He knows Smite and two powers from the Tribal discipline.

Faction Keywords: Kroot

Keywords: Character, Infantry, Psyker, Anghkor Prok





HEADQUARTERS

Khibala Yusra, First Born Twin of the Spear

125 points

Khibala Yusra was the first born of two twins, and earned his name when he and his twin were part of a group of young warriors eager to prove themselves by venturing into the Ygothlac Forest, and were attacked by a rampaging beast. Khibala Yusra's spear found its mark, tearing through the monster's heart and lungs, killing it instantly. He went on to become a feared mercenary war chief, honored for his bravery, and swiftly gained command of his own warsphere.

	M	WS	BS	S	T	W	A	LD	Save
Khibala Yusra	8"	2+	2+	3	3	5	4	8	6+

Khibala Yusra is a single model armed with the Spear of Twins and a quill of barbs. Only one of this model may be included in your army.

Weapon	Range	Type	S	AP	D	Abilities
Quill of barbs	Melee	Melee	User	0	1	Each time the bearer fights, it can make 2 additional attacks with this weapon.
Spear of Twins	Melee	Melee	User	-4	1	Each time the bearer fights, it can make 1 additional attack with this weapon.

Abilities:

Eaters of the Dead

Ancestral Worship

A League Apart: Khibala Yusra re-rolls all failed hit and wound rolls when attacking enemy **Characters** in the Fight phase.

War Chieftain: In the Fight phase you can re-roll all hit rolls of 1 made for friendly **Kindred** units that are within 6" of Khibala Yusra.

No Escape: Roll off if an enemy **Infantry** unit within 1" of any models with this ability wishes to Fall Back. The enemy unit can only Fall Back if the player commanding it wins the roll-off.

Quicksilver Dodge: Khibala Yusra has a 3+ invulnerable save.

Faction Keywords: Kroot, Kindred

Keywords: Character, Infantry, Master Shaper, Khibala Yusra





HEADQUARTERS

Krae Kordo, the Dark Talon

88 points

An expert marksman, Krae Kordo was the mercenary chieftain of a kindred that travelled across the galaxy offering its services to those with coin. While being employed by local Imperial authorities on a jungle world near the Eye of Terror, his kindred was decimated by chaos daemons during the first assault on the Cadia system. Krae now journeys with other Kroot warbands hoping to lend his experience and guidance.

	M	WS	BS	S	T	W	A	LD	Save
Krae Kordo	7"	2+	2+	3	3	5	4	9	5+

Krae Kordo is a single model armed with the Dark Talon, a stalker pistol and a power sword. Only one of this model may be included in your army.

Weapon	Range	Type	S	AP	D	Abilities
Stalker pistol	12"	Pistol 1	4	0	1	Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -3 instead of 0.
The Dark Talon	48"	Heavy 1	4	-3	D3	This weapon can target an enemy Character even if they are not the closest enemy unit. This weapon wounds on a 2+, unless it is targeting a Vehicle . Each time you roll a wound roll of 6+ for this weapon, it inflicts a mortal wound in addition to any other damage.
Power sword	Melee	Melee	User	-3	1	-

Abilities:

Eaters of the Dead

Appear Unbidden: During deployment, you can set up Krae Kordo in ambush instead of placing him on the battlefield. At the beginning of the first battle round but before the first turn begins Krae Kordo emerges from hiding – set him up anywhere on the battlefield that is more than 9" away from any enemy models.

Hates Robots: You can re-roll hit and wounds rolls of 1 for Krae Kordo's attacks when they target a **Necron** unit.

Hunter Unseen: Your opponent must subtract 1 from their hit rolls for attacks that target this unit. In addition, add 2 to this model's saving throws for being in cover instead of 1.

Faction Keywords: Kroot

Keywords: Character, Infantry, Krae Kordo





HEADQUARTERS

Ancestral Spirit

337 points

A Kroot Ancestral Spirit is the physical manifestation of one of the revered Gods that are portrayed in Kroot worship. These monstrous avatars inspire courage in nearby Kroot warriors, and terror in the enemy. Many battles have been presumed lost only to turn around with the rallying event of an Ancestral Spirit appearing to lead the frontline.

	M	WS	BS	S	T	W	A	LD	Save
Ancestral Spirit	8"	2+	2+	6	6	9	6	9	3+

The Ancestral Spirit is a single model armed with the Blade of Pech. Only one of this model may be included in your army.

Weapon	Range	Type	S	AP	D	Abilities
Blade of Pech	Melee	Melee	User	-4	D6	You can reroll failed wound rolls for this weapon.

Abilities:

Eaters of the Dead

Daemonic Avatar: The Ancestral Spirit has a 4+ invulnerable save.

Tribal Summoning: When you set up the Ancestral Spirit, it must be set up in waiting rather than on the battlefield. When a unit (friend or foe) is completely destroyed, you may immediately set up the Ancestral Spirit as close as possible to the position of that unit, more than 1" from all enemy models. Each time a unit (friend or foe) is completely destroyed, you may immediately remove the Ancestral Spirit from the battlefield and set it up again as close as possible to the position of that unit, more than 1" from all enemy models. The Ancestral Spirit may not charge in the turn it is set up in this manner.

Pech Stirs: Friendly **Kroot** units within 6" of the Ancestral Spirit automatically pass Morale tests. In addition, whenever a friendly **Kroot** unit within 6" of the Ancestral Spirit suffers an unsaved wound or mortal wound, roll a D6. On a 6 that wound is ignored.

Avatar of Pech: Each time another **Kroot** model is slain within 7" of the Ancestral Spirit, roll a D6. On a 4+, the Ancestral Spirit regains a wound lost earlier in the battle.

Psyker: The Ancestral Spirit can attempt to manifest two psychic powers in each friendly Psychic phase, and attempt to deny one psychic power in each enemy Psychic phase. It knows Smite and two powers from the Tribal discipline.

Faction Keywords: Kroot

Keywords: Character, Monster, Daemon, Fly, Psyker, Ancestral Spirit





HEADQUARTERS

Master Shaper

72 points

A Master Shaper rules over a mercenary band. He negotiates contracts with employers, leads his warriors in battle and directs their evolutionary development. He will often be armed with the most valuable equipment available, bartered or looted from the many warzones his band has served in.

	M	WS	BS	S	T	W	A	LD	Save
Master Shaper	8"	2+	2+	3	3	5	4	8	6+

A Master Shaper is a single model armed with a Kroot pistol and a Kroot blade.

Weapon	Range	Type	S	AP	D	Abilities
Kroot pistol	12"	Pistol 1	*	0	1	This weapon wounds on a 4+, unless it is targeting a Vehicle , in which case it wounds on a 6+.
Kroot blade	Melee	Melee	+2	-3	1	When attacking with this weapon, you must subtract 1 from the hit roll.
Eviscerator	Melee	Melee	*	-2	1	This weapon wounds on a 4+, unless it is targeting a Vehicle , in which case it wounds on a 6+.

Wargear Options: This model may replace its kroot pistol with an eviscerator for 4 points.

Abilities:

Eaters of the Dead

Ancestral Worship

War Chieftain: In the Fight phase you can re-roll all hit rolls of 1 made for friendly **Kindred** units that are within 6" of this model.

No Escape: Roll off if an enemy **Infantry** unit within 1" of any models with this ability wishes to Fall Back. The enemy unit can only Fall Back if the player commanding it wins the roll-off.

Lightning Dodge: This model has a 3+ invulnerable save.

Faction Keywords: Kroot, Kindred

Keywords: Character, Infantry, Master Shaper





HEADQUARTERS

Shaman

134 points

The Kroot Shaman holds a prestigious position in the kindred. Whilst the shapers coordinate mercenary assignments and the evolutionary path of the kindred, the shamans are always consulted for guidance as they are steeped in the traditions of the Kroot race before the period of technological advancement.

	M	WS	BS	S	T	W	A	LD	Save
Shaman	8"	2+	2+	3	3	5	3	9	7+

A Shaman is a single model armed with a stalker pistol, a satchel of mushrooms and a Kroot stave.

Weapon	Range	Type	S	AP	D	Abilities
Stalker pistol	12"	Pistol 1	4	0	1	Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -3 instead of 0.
Satchel of Mushrooms	18"	Assault 1	*	*	*	Roll 2D6 if a unit is hit by this weapon – if the roll is equal to or greater than the target unit's Leadership, then it suffers D3 mortal wounds.
Kroot Stave	Melee	Melee	+2	-1	D3	-

Abilities:

Eaters of the Dead

Guerrilla Tactics: This model can move across models and terrain as if they were not there.

Kroothawk Totem: This model has a 4+ invulnerable save.

Battle Pheromones: Your opponent must subtract 1 from the wound rolls for any attacks made against this model, and for attacks against any friendly **Stalker Infantry** units that are within 6" of one or more models with this ability.

Psyker: This model can attempt to manifest two psychic powers in each friendly Psychic phase, and attempt to deny one psychic power in each enemy Psychic phase. It knows the Smite power and one power from the Shamanistic discipline.

Faction Keywords: Kroot, Stalker

Keywords: Character, Infantry, Psyker, Shaman





HEADQUARTERS

Beastseer

66 points

The beastseer is adept at focusing the links of the various species derived from a common Kroot ancestor. A skilled warrior in his youth, the seer is also an accomplished master of the spiritual world and can tap into the powers and resources of the Kroot ancestors.

	M	WS	BS	S	T	W	A	LD	Save
Beastseer	7"	2+	2+	3	3	4	2	8	6+

A Beastseer is a single model armed with a stalker pistol and a seer staff.

Weapon	Range	Type	S	AP	D	Abilities
Stalker pistol	12"	Pistol 1	4	0	1	Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -3 instead of 0.
Seer Staff	Melee	Melee	User	0	2	This weapon always wounds on a roll of 2+.

Abilities:

Eaters of the Dead

Kroothawk Totem: This model has a 4+ invulnerable save.

Expert Handler: You can re-roll hit rolls of 1 for friendly **Great Knarlocs**, **Beastseer** and **Knosis** units' attacks against enemy units that are within 6" of this model.



Psyker: This model can attempt to manifest one psychic power in each friendly Psychic phase, and attempt to deny one psychic power in each enemy Psychic phase. It knows **Smite** and one power from the **Ancestral discipline**.

Faction Keywords: Kroot

Keywords: Character, Infantry, Psyker, Beastseer





ELITES

Lone Wolf

75 points

Some Kroot harbor an obsession with death and rebirth. These individuals are often loners, preferring to hunt and live in solitude. Their dependence on no one other than themselves hones them into fine marksmen and trappers.

	M	WS	BS	S	T	W	A	LD	Save
Lone Wolf	8"	2+	2+	3	3	5	4	9	6+

A Lone Wolf is a single model armed with a stalker cannon.

Weapon	Range	Type	S	AP	D	Abilities
Stalker cannon						When attacking with this weapon, choose one of the profiles below. Each time you make a Wound roll of 6+ for this weapon, that hit is resolved with an AP of -3 instead of 0.
- Toxins	24"	Assault 1	6	0	1	If an Infantry model is slain by an attack made with this weapon, then its unit suffers D3 mortal wounds.
- Stalker	24"	Assault 3	6	0	2	-

Abilities:

Eaters of the Dead

Guerrilla Tactics: This model can move across models and terrain as if they were not there.

Kroothawk Totem: This model has a 4+ invulnerable save.

Deadly Hunter: This model may target a **Character** even if it is not the closest enemy unit.

Death is Not Enough: If any models flee from a unit in the same turn that it has been attacked by this model, then you can choose the first model that flees instead of your opponent choosing.

Faction Keywords: Kroot, Stalker

Keywords: Character, Infantry, Lone Wolf





ELITES

Untouchable

117 points

An outcast in Kroot society, the Untouchable is one that lives in complete and total isolation. Driven mad by the Kroot gods, the Untouchable produces a terrifying display of power and madness, harnessed by the kindred on the battlefield.

	M	WS	BS	S	T	W	A	LD	Save
Untouchable	12"	2+	2+	3	3	5	8	9	6+

An Untouchable is a single model armed with a cursed blade and a cursed spike. Only one of this model may be included in your army.

Weapon	Range	Type	S	AP	D	Abilities
Cursed blade	Melee	Melee	5	-2	1	-
Cursed spike	Melee	Melee	4	-1	D3	-

Abilities:

Eaters of the Dead

Guerrilla Tactics: This model can move across models and terrain as if they were not there.

Kroothawk Totem: This model has a 3+ invulnerable save.

Ascension: Once per battle, instead of making a normal move with the Untouchable, you can make an Ascension move with it. If you do so, add 2D6" to the model's Move characteristic for this turn. In addition, the model's Attacks characteristic is increased to 10 for the rest of the turn. This ability may not be used if the model has been selected as the target of the *Canopy Pathways* psychic power in the previous Psychic phase.

Faction Keywords: Kroot, Stalker

Keywords: Character, Infantry, Untouchable





ELITES

Beastmaster

60 points

Some Kroot beast handlers become so attuned with their pack that they can coordinate charges and attacks with similar precision to a trained unit of warriors. Through a series of clicks and whistles, these predators hunt their prey solely by the whim of their master.

	M	WS	BS	S	T	W	A	LD	Save
Beastmaster	12"	3+	3+	3	3	3	3	7	5+

A beastmaster is a single model armed with a scourge and a Kroot carbine.

Weapon	Range	Type	S	AP	D	Abilities
Kroot carbine	18"	Assault 2	*	0	1	This weapon wounds on a 4+, unless it is targeting a Vehicle , in which case it wounds on a 6+.
Scourge	Melee	Melee	+1	0	1	-
Eviscerator	Melee	Melee	*	-2	1	This weapon wounds on a 4+, unless it is targeting a Vehicle , in which case it wounds on a 6+.

Wargear Options: This model may replace its scourge with an eviscerator for 4 points.



Abilities:

Eaters of the Dead

Ancestral Worship

Beastmaster: All friendly **Kroot Beast** units that are within 6" of a Beastmaster in the Fight phase can re-roll hit rolls, and all friendly **Kroot Beast** units that are within 6" of a Beastmaster in the Morale phase use the Beastmaster's Leadership instead of their own. In addition, if your army is Battle-forged, then for each Beastmaster in your army you can take a **Kroot Beast** unit in the same Detachment without taking up any of the Detachment's slots.

Faction Keywords: Kroot, Kindred

Keywords: Character, Infantry, Fly, Beastmaster





ELITES

Headhunter Kindred

13 points per model

Headhunters are the finest combat specialists in a Kroot warband. Swift and deadly, they prefer to ambush their opponents and fell them in one quick strike. Young Krootlings strive to be accepted into these groups upon hearing stories of such great warriors like Khibala Yusra.

	M	WS	BS	S	T	W	A	LD	Save
Headhunter	8"	3+	3+	3	3	1	2	8	6+
Headhunter Shaper	8"	3+	3+	3	3	1	3	8	6+

This unit contains 1 Headhunter Shaper and 4-19 Headhunters. Each model is equipped with a Kroot rifle and plasmic grenades.

Weapon	Range	Type	S	AP	D	Abilities
Kroot Rifle	12"	Pistol 1	*	0	1	This weapon wounds on a 4+, unless it is targeting a Vehicle , in which case it wounds on a 6+.
	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Eviscerator	Melee	Melee	*	-2	1	This weapon wounds on a 4+, unless it is targeting a Vehicle , in which case it wounds on a 6+.
Blood of the Stalker	18"	Assault D3	1	0	1	If a unit is hit by one or more blood of the stalkers, subtract one from its Leadership until the end of the turn.
Goadstick	Melee	Melee	User	-1	1	Each time the bearer fights, it can make 1 additional attack with this weapon. You can re-roll failed wound rolls for this weapon.
Plasmic grenades	6"	Grenade D6	4	-1	1	-

Wargear Options: The Shaper may replace their Kroot rifle with an eviscerator for 4 points and/or take Blood of the Stalker for 3 points. One Headhunter may replace their Kroot rifle with a goadstick for 4 points. If the unit numbers 10 or more models, up to two further Headhunters may also do this.

Abilities:

Eaters of the Dead

Ancestral Worship

Dodge: Models in this unit have a 4+ invulnerable save in the Fight phase.

No Escape: Roll off if an enemy **Infantry** unit within 1" of any models with this ability wishes to Fall Back. The enemy unit can only Fall Back if the player commanding it wins the roll-off.

Faction Keywords: Kroot, Kindred

Keywords: Infantry, Headhunters





ELITES

Brute Kindred

11 points per model

Kroot that provide valuable heavy weapons fire to a warband are known as Brutes. Brutes help to deal with enemy vehicles by using launchers scavenged from the technology of the galaxy's races. With a few adjustments and some creative ingenuity, these heavy weapons are converted into a more mobile version that sacrifices range for the ability to redeploy quickly as the situation calls for.

	M	WS	BS	S	T	W	A	LD	Save
Brute	7"	3+	3+	3	3	1	2	8	5+
Brute Shaper	7"	3+	3+	3	3	1	3	8	5+

This unit contains 1 Brute Shaper equipped with a Kroot pistol and 4 Brutes.

Weapon	Range	Type	S	AP	D	Abilities
Kroot pistol	12"	Pistol 1	*	0	1	This weapon wounds on a 4+, unless it is targeting a Vehicle , in which case it wounds on a 6+.
Eviscerator	Melee	Melee	*	-2	1	This weapon wounds on a 4+, unless it is targeting a Vehicle , in which case it wounds on a 6+.
Blood of the Stalker	18"	Assault D3	1	0	1	If a unit is hit by one or more blood of the stalkers, subtract one from its Leadership until the end of the turn.
Scavenged launcher	18"	Assault 1	8	-4	D3	-

Wargear Options: The Shaper may take an eviscerator for 4 points and/or take Blood of the Stalker for 3 points. Each Brute must take a scavenged launcher for 15 points.

Abilities:

Eaters of the Dead

Faction Keywords: Kroot

Keywords: Infantry, Brutes





TROOPS

Carnivore Kindred

9 points per model



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 enemy whose special abilities they can inherit.

	M	WS	BS	S	T	W	A	LD	Save
Carnivore	8"	3+	3+	3	3	1	1	7	6+
Carnivore Shaper	8"	3+	3+	3	3	1	2	8	6+

This unit contains 1 Carnivore Shaper and 4-19 Carnivores. Each model is equipped with a Kroot rifle and plasmic grenades.

Weapon	Range	Type	S	AP	D	Abilities
Kroot Rifle	12"	Pistol 1	*	0	1	This weapon wounds on a 4+, unless it is targeting a Vehicle , in which case it wounds on a 6+.
	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Eviscerator	Melee	Melee	*	-2	1	This weapon wounds on a 4+, unless it is targeting a Vehicle , in which case it wounds on a 6+.
Blood of the Stalker	18"	Assault D3	1	0	1	If a unit is hit by one or more blood of the stalkers, subtract one from its Leadership until the end of the turn.
Goadstick	Melee	Melee	User	-1	1	Each time the bearer fights, it can make 1 additional attack with this weapon. You can re-roll failed wound rolls for this weapon.
Plasmic grenades	6"	Grenade D6	4	-1	1	-

Wargear Options: The Shaper may replace their Kroot rifle with an eviscerator for 4 points and/or take Blood of the Stalker for 3 points. One Carnivore may replace their Kroot rifle with a goadstick for 4 points. If the unit numbers 10 or more models, up to two further Headhunters may also do this.

Abilities:

Eaters of the Dead

Ancestral Worship

Dodge: Models in this unit have a 4+ invulnerable save in the Fight phase.

No Escape: Roll off if an enemy **Infantry** unit within 1" of any models with this ability wishes to Fall Back. The enemy unit can only Fall Back if the player commanding it wins the roll-off.

Faction Keywords: Kroot, Kindred

Keywords: Infantry, Carnivores





TROOPS

Ranger Kindred

20 points per model

Some Kroot prefer to focus more on the tracking and ranged prowess of hunting, rather than the stalking and ambush method favored in most kindreds. These chosen few hone their skills with ranged weapons, and are called upon to provide necessary fire support on the battlefield.

	M	WS	BS	S	T	W	A	LD	Save
Ranger	7"	3+	3+	3	3	1	1	7	5+

This unit contains 5-10 Rangers. Each model is equipped with a stalker pistol and a Kroot hunting rifle.

Weapon	Range	Type	S	AP	D	Abilities
Stalker pistol	12"	Pistol 1	*	0	1	Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -3 instead of 0.
Kroot hunting rifle	36"	Heavy 1	4	0	1	This weapon may target a Character even if it is not the closest enemy unit. Each time you roll a wound roll of 6+ for this weapon, it inflicts a mortal wound in addition to any other damage.

Abilities:

Eaters of the Dead

Terrain Mastery: Your opponent must subtract 1 from their hit rolls for attacks that target this unit. In addition, add 2 to saving throws made for models from this unit that are in cover, instead of 1.

Appear Unbidden: During deployment, you can set up a unit of Rangers in ambush instead of placing it on the battlefield. At the beginning of the first battle round but before the first turn begins the unit of Rangers emerge from hiding – set them up anywhere on the battlefield that is more than 9" away from any enemy models.

Faction Keywords: Kroot

Keywords: Infantry, Rangers





TROOPS

Stalker Kindred

16 points per model

Kroot that prefer the art of tracking join the Stalker Kindreds. These Kroot have learned to utilize the gifts of the jungle to adorn their skin with chameleonic salves and to coat their weapons with deadly toxins.

	M	WS	BS	S	T	W	A	LD	Save
Stalker	8"	3+	3+	3	3	1	4	8	6+

This unit contains 5-12 Stalkers. Each model is armed with a stalker pistol, stalker blade and plasmic grenades.

Weapon	Range	Type	S	AP	D	Abilities
Stalker pistol	12"	Pistol 1	4	0	1	Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -3 instead of 0.
Stalker blade	Melee	Melee	User	0	1	-
- toxins	Melee	Melee	4	-3	1	-
Plasmic grenades	6"	Grenade D6	4	-1	1	-

Wargear Options: Any model may upgrade its Stalker blade with toxins for 6 points.

Abilities:

Eaters of the Dead

Guerrilla Tactics: Models in this unit can move across models and terrain as if they were not there.

Kroothawk Totem: Models in this unit have a 4+ invulnerable save.

Faction Keywords: Kroot, Stalker

Keywords: Infantry, Stalkers





FAST ATTACK

Kroot Hound Pack

10 points per model



Some kindreds have access to a larger proportion of Kroot hounds and other beasts from Pech. These are often fielded as fast moving packs, controlled by the ultrasonic whistles of their masters; the wild creatures are then unleashed upon the foe.

	M	WS	BS	S	T	W	A	LD	Save
Kroot Hound	10"	3+	-	4	4	1	3	4	6+

This unit contains 2-12 Kroot hounds. Each model attacks with jaws and claws.

Weapon	Range	Type	S	AP	D	Abilities
Jaws and claws	Melee	Melee	User	0	1	-

Abilities:

Dodge: Models in this unit have a 5+ invulnerable save.

Faction Keywords: Kroot

Keywords: Beast, Kroot Hounds





FAST ATTACK

Kroot Knarloc Riders

32 points per model

Knarlocs are the smaller cousins of their greater kin. If tamed, a rider can learn a vital bond with their mount and provide a quick hitting cavalry support to an advancing Kroot warband.

	M	WS	BS	S	T	W	A	LD	Save
Knarloc Rider	12"	4+	-	5	5	4	5	4	5+

This unit contains 1-6 Knarloc Riders. Each model attacks with crushing jaws.

Weapon	Range	Type	S	AP	D	Abilities
Crushing jaws	Melee	Melee	User	-1	2	-

Faction Keywords: Kroot

Keywords: Beast, Knarloc Riders





FAST ATTACK

Vulture Kindred

17 points per model

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.

	M	WS	BS	S	T	W	A	LD	Save
Vulture	14"	3+	3+	3	3	1	2	7	5+
Vulture Shaper	14"	3+	3+	3	3	1	3	8	5+

This unit contains 1 Vulture Shaper and 4-19 Vultures. Each model is equipped with a Kroot carbine and Kroot glaive.

Weapon	Range	Type	S	AP	D	Abilities
Kroot carbine	18"	Assault 2	*	0	1	This weapon wounds on a 4+, unless it is targeting a Vehicle , in which case it wounds on a 6+.
Eviscerator	Melee	Melee	*	-2	1	This weapon wounds on a 4+, unless it is targeting a Vehicle , in which case it wounds on a 6+.
Blood of the Stalker	18"	Assault D3	1	0	1	If a unit is hit by one or more blood of the stalkers, subtract one from its Leadership until the end of the turn.
Kroot glaive	Melee	Melee	+1	0	2	-

Wargear Options: The Shaper may replace their Kroot glaive with an eviscerator for 4 points and/or take Blood of the Stalker for 3 points.

Abilities:

Eaters of the Dead

Ancestral Worship

Hit and Run: If this unit Falls Back it can charge in the same turn.

Faction Keywords: Kroot, Kindred

Keywords: Infantry, Fly, Vultures





DEDICATED TRANSPORT

Kroot War Skiff

95 points

Ever since abandoning their large hive cities on Pech and allowing them to be reclaimed by the wilderness, Kroot have shunned most forms of technology. The most notable exception to this is the warp-capable warspheres, which allow warbands to travel the galaxy. Similarly, Kroot have recognized the need to travel during a battle, and have adapted Tau skimmer technology to construct war skiffs. When not in combat, groups of Kroot hunters utilize war skiffs to hunt across the isolated prairies on Pech, firing from their mobile weapon platforms at herds of fast-moving game.

	M	WS	BS	S	T	W	A	LD	Save
War Skiff	16"	4+	3+	5	5	6	2	7	4+

A War Skiff is a single model equipped with two Kroot ballistae and bladevanes.

Weapon	Range	Type	S	AP	D	Abilities
Kroot Ballista	36"	Rapid Fire 3	*	0	1	This weapon wounds on a 4+, unless it is targeting a Vehicle , in which case it wounds on a 6+.
Bladevanes	Melee	Melee	4	-1	1	-

Abilities:

Open-topped: Models embarked on this model can attack in their Shooting phase. Measure the range and draw line of sight from any point on this model. When they do so, any restrictions or modifiers that apply to this model also apply to its passengers; for example, the passengers cannot shoot if this model has Fallen Back in the same turn, cannot shoot (except with Pistols) if this model is within 1" of an enemy unit, and so on. Note that the passengers cannot shoot if this model Falls Back, even though the War Skiff itself can.

Camo Netting: Your opponent must subtract 1 from all hit rolls that target this model in the Shooting phase.

Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark. On a 6 it explodes, and each unit within 6" suffers 1 mortal wound.

Evasive Maneuvers: This model has a 5+ invulnerable save against ranged weapons.

Transport: This model can transport 5 Kindred models as well as Brutes.

Faction Keywords: Kroot, Kindred

Keywords: Vehicle, Transport, Fly, War Skiff





HEAVY SUPPORT

Great Knarloc

113 points

Great Knarlocs make effective assault troops, able to provide heavy weapons fire, or quickly advancing and joining an assault. The Great Knarloc's natural predatory instincts make it a destructive force in close combat.

Remaining W	M	WS	BS
6-10+	8"	3+	3+
3-5	7"	4+	4+
1-2	6"	5+	5+

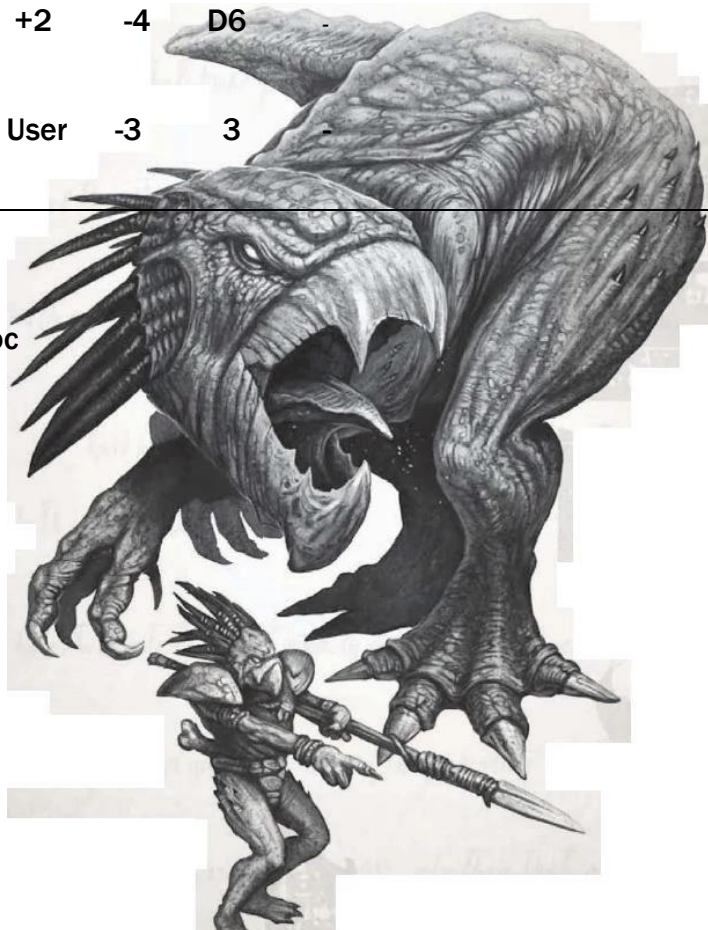
	M	WS	BS	S	T	W	A	LD	Save
Great Knarloc	♣	♣	♣	7	7	10	3	9	3+

A Great Knarloc is a single model equipped with a Kroot bolt-thrower, colossal jaws and colossal claws.

Weapon	Range	Type	S	AP	D	Abilities
Bolt-thrower	12"	Assault 4	4	0	1	Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -3 instead of 0.
Colossal Jaws	Melee	Melee	+2	-4	D6	
Colossal Claws	Melee	Melee	User	-3	3	

Faction Keywords: Kroot

Keywords: Monster, Great Knarloc





LORD OF WAR

Kroot Knosis

587 points

The Kroot Knosis is the largest creature on Pech that is able to be tamed. A gargantuan beast of immense strength and equal stubbornness, only the bravest pack masters dare attempt to capture one and train it for use by the kindred in times of war.

Remaining W	M	WS	BS
13-24+	12"	3+	3+
7-12	10"	4+	4+
1-6	8"	5+	5+

	M	WS	BS	S	T	W	A	LD	Save
Knosis	♣	♣	♣	8	8	24	4	9	3+

A Kroot Knosis is a single model equipped with titanic jaws, titanic claws, and titanic feet.

Weapon	Range	Type	S	AP	D	Abilities
Kroot gun	24"	Assault 3	6	0	1	Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -3 instead of 0.
Titanic Jaws	Melee	Melee	X2	-4	6	-
Titanic Claws	Melee	Melee	User	-3	D6	-
Titanic Feet	Melee	Melee	User	-2	D3	When you make an attack with this weapon, roll 3 dice instead of 1.

Wargear Options: This model may take up to two Kroot guns for 12 points each.

Abilities:

Spirit Runes: A model equipped with spirit runes has a 5+ invulnerable save.

Catastrophic Collapse: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On a 6 it collapses with catastrophic effect, and each unit within 2D6" suffers D6 mortal wounds.

Unstoppable Poultry: A Knosis can Fall Back in the Movement phase and still shoot and/or charge during its turn. When a Knosis Falls Back, it can even move over enemy **Infantry** models, though at the end of its move it must be more than 1" from all enemy units. In addition, a Knosis can move and fire Heavy weapons without suffering the penalty to its hit rolls. Finally, a Knosis only gains a bonus to its save in cover if at least half of the model is obscured from the firer.

Faction Keywords: Kroot

Keywords: Monster, Titanic, Knosis

