

# KILL TEAM

## KROOT MERCENARIES

### CODEX: KROOT MERCENARIES

This team list uses the special rules and wargear found in the Warhammer 40,000 Core Rule Book, 7<sup>th</sup> Ed., and the Kill Team Core Rules, v3.1. Special rules from other codices are included in this codex for ease of use.

This codex offers many flavours of Kroot, as background, behaviour and technological level of the Kroot is up for discussion. This codex is meant to allow many interpretations, but if you feel like something isn't fitting for your definition of the Kroot, just ignore it.

For vanilla low-tech Kroot, we recommend ignoring any referenced weapons as well as the Salvaged Truck vehicle.

### MODEL AVAILABILITY

You must adhere to the following model requirements when building your Kill Team:

- 1 Team Leader model
- 1-30 Core models
- 0-5 Special models

### SEND IN THE HOUNDS

If an enemy unit ever falls back from close combat when in combat with Kroot Hounds and a friendly unit with the special rule "Send In The Hounds", each Kroot Hound inflicts a randomly distributed automatic S4 AP- hit on the fleeing enemy unit.

### KROOT HOUND OPTION

If taken as option for a model, Kroot Hounds form a unit with the model and abide the squad rule. However, the loss of Kroot Hounds never forces the squad to make a morale check.

### WEAPON OPTIONS

The Kroot Rifle is a simple slug-thrower, but also the backbone of any Kroot unit. Many Kroot modify their personal rifle, some replace them with looted weapons. From which lists the weapons can be selected is stated in the unit's description.

Any Kroot model replace their **Kroot Rifle** with:

- a Kroot Shotgun free
- a Kroot Pistol and a Kroot Shortblade free
- a two-handed melee weapon item costs
- a non-pistol ranged weapon item costs

Any Kroot model may replace their **Kroot Shotgun** with:

- a Kroot Pistol and a Kroot Shortblade free
- a two-handed melee weapon item costs

Any Kroot model may replace any **Kroot Pistol** with:

- a one-handed melee weapon item costs
- a pistol-type ranged weapon item costs

Any Kroot model may replace any **Kroot Shortblade** with:

- a one-handed melee weapon item costs +1 pt
- a pistol-type ranged weapon item costs +1 pt

Kroot Rifles and Kroot Shotguns may replace their Melee profile with one from the **Kroot Rifle Melee Mods** list. Kroot Rifles, Kroot Shotguns, Kroot Pistols and Kroot Guns also may buy addi-

tional weapon profiles from their respective entries in the **Kroot Ranged Weapons and Ammunition** list in the **Arsenal**.

### HYPERACTIVE NYMUNE ORGAN

Certain units may purchase this as an upgrade at a cost indicated in the unit entry. This adds the **Fleet** special rule to a model that purchases it.

### UNSTABLE MUTATION

Some Kroot kindreds have developed a fast adapting evolutionary adaptation, leading to spontaneous, but unstable mutations. When an enemy model is removed in close combat, all units from the Kroot Mercs Codex gain one of the following boni or mali for the rest of the game, effective immediately. If multiple boni or mali apply, use the top-most bonus.

Dead model	Bonus / Malus
Chaos Daemon, Chaos Space Marine, Tyranid, Necron, Genecult	Hatred special rule
Psyker	Psyker (Master Level 1), Psychic Shriek (Telepathy Power). Suffers Perils of the Warp on a single 6 instead of two when manifesting.
Ratling	+1 Ballistics Skill
Ogryn	+1 Strength
Human	+1 Leadership
Eldar / Dark Eldar	+1 Initiative
Wulfen	Rage special rule
Fenrisian Wolf	Counter-Attack special rule
Space Marine	+1 Weapons Skill
Gretchin	- 1 Leadership
Ork	+1 Toughness

If a model has received an Unstable Mutation bonus and Unstable Mutation is triggered, the model MUST replace the old bonus with the new one. Note that no bonus/malus can be gained from the death of a model from the GW Codex Tau or any derives supplement or Kill Team codices, as well as the Kill Team Codex Kroot Mercenaries.

**Unstable Mutation** does not stack with **DNA Samples** and **Signature Evolutionary Adaptation** if applied to same attribute. In Campaign Games, the boni/mali do not carry over into the next game.

### KROOT ARMOUR

Kroot armour is mostly rags and simple garments, with bone amulets and the likes. However, sometimes they use salvaged armour to increase protection. Especially more experienced Kroot know the value of good armour in a grimdark universe.

**Kroot Armour** confers to a 6+ Armour Save.

**Kroot Elder Armour** confers to a 5+ Armour Save.

### 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. Kroot units with the **Eaters Of The Dead** special rule may never make a **Sweeping Advance**.

### **KNARLOC MOUNT**

The Knarloc Mount is a Velociraptor-like beast with a sharp, strong beak. When taken, they add +1 Toughness, +1 Wound and +2 Attacks to the unit's profile. Also, the unit's type is changed to Cavalry.

### **SIGNATURE EVOLUTIONARY ADAPTATION**

The Kill Team may select a single Evolutionary Adaptation from the list below at the described costs and apply it to every Kroot model. **Signature Evolutionary Adaptation** does not stack with the **DNA Samples** Armoury entry or the **Unstable Mutation** special rule if applied to same attribute.

- **Bold – 1pt per model:** Add +1 Leadership to their profile. They also get the **Stubborn** special rule.
- **Fast Reflexes – 1pt per model:** Add +1 Initiative to their profile. They also get the Hit and Run special rule.
- **Nocturnal – 1pt per model:** Gain the **Night Vision** and **Acute Senses** special rule.
- **Ork Hybrid – 2pts per model:** Add +1 Toughness to their profile. **[OPTIONAL]** It also allows you to use Ork weapons from the Arsenal.
- **Sixth Sense – 1pt per model:** Models with this adaptation gain a 4+ invulnerable save against template and blast weapons.
- **Martial – 1pt per model:** Models with this adaptation gain an additional attack in close combat.
- **Quick Adaptation – 1pt per model:** Models with this adaptation gain the **Unstable Mutation** special rule.

### **VULTURE WINGS**

Some Kroot Kindreds have extensively consumed airborne creatures and ultimately developed wings, but not transforming their arms but instead adding the wings as new limbs to their back. Vulture Wings change the unit type from Infantry to Jump Infantry.



© by someone, I'm 99% sure of it.

# TEAM LEADERS

<b>MASTER SHAPER</b> [25mm Base]											<b>35 Points</b>
	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>LD</b>	<b>SV</b>	<b>Unit Type</b>	
Master Shaper	5	4	4	3	3	4	3	9	5+	Infantry ( Character)	

<b>Wargear:</b>	<b>Special Rules:</b>	<b>Options:</b>
<ul style="list-style-type: none"> <li>• Kroot Elder Armour</li> <li>• Kroot Rifle</li> </ul>	<ul style="list-style-type: none"> <li>• Inspiring Presence</li> <li>• Send In The Hounds</li> <li>• Infiltrate</li> <li>• Move Through Cover</li> <li>• Stealth</li> <li>• Eaters Of The Dead</li> </ul>	<ul style="list-style-type: none"> <li>• May take Vulture Wings for 15 points.</li> <li>• If Vulture Wings are not taken, the Master Shaper may take any of the following:                             <ul style="list-style-type: none"> <li>- Hyperactive Nymune Organ <i>5 pts</i></li> <li>- Kroot Hound (max. 2) <i>6 pts per model</i></li> </ul> </li> <li>• May select items from the Melee Weapons, Special Melee Weapons, Ranged Weapons and Special Ranged Weapons lists.</li> <li>• May take a single item from the Explosives list.</li> <li>• May take items from the Kroot Armoury including Leader and Shaper only items.</li> </ul>

<b>SHAPER</b>											<b>25 Points</b>
	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>LD</b>	<b>SV</b>	<b>Unit Type</b>	
Shaper	5	3	4	3	3	3	3	8	6+	Infantry ( Character)	

<b>Wargear:</b>	<b>Special Rules:</b>	<b>Options:</b>
<ul style="list-style-type: none"> <li>• Kroot Armour</li> <li>• Kroot Rifle</li> </ul>	<ul style="list-style-type: none"> <li>• Inspiring Presence</li> <li>• Send In The Hounds</li> <li>• Infiltrate</li> <li>• Move Through Cover</li> <li>• Stealth</li> <li>• Eaters Of The Dead</li> </ul>	<ul style="list-style-type: none"> <li>• May take Vulture Wings for 10 points.</li> <li>• If Vulture Wings are not taken, the Shaper may take any of the following:                             <ul style="list-style-type: none"> <li>- Hyperactive Nymune Organ <i>5 pts</i></li> <li>- Kroot Hound (max. 2) <i>6 pts per model</i></li> </ul> </li> <li>• May select items from the Melee Weapons, Special Melee Weapons, Ranged Weapons and Special Ranged Weapons lists.</li> <li>• May take a single item from the Explosives list.</li> <li>• May take items from the Kroot Armoury including Leader and Shaper only items.</li> </ul>

<b>PREY SHAPER</b> [60mm Base]											<b>55 Points</b>
	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>LD</b>	<b>SV</b>	<b>Unit Type</b>	
Prey Shaper	5	3	5	4	3	4	3	9	5+	Cavalry ( Character)	

<b>Wargear:</b>	<b>Special Rules:</b>	<b>Options:</b>
<ul style="list-style-type: none"> <li>• Kroot Elder Armour</li> <li>• Kroot Rifle</li> <li>• Kroot Pistol</li> <li>• Knarloc Mount</li> </ul>	<ul style="list-style-type: none"> <li>• Inspiring Presence</li> <li>• Outflank</li> <li>• Move Through Cover</li> <li>• Stealth</li> <li>• Eaters Of The Dead</li> </ul>	<ul style="list-style-type: none"> <li>• May select items from the Melee Weapons, Special Melee Weapons, Ranged Weapons and Special Ranged Weapons lists. The Prey Shaper may never have more than two one-handed weapons, be it melee or ranged.</li> <li>• May replace the Kroot Rifle with a Kroot Lance and an additional Kroot Pistol.</li> <li>• May take a single item from the Explosives list.</li> <li>• May take items from the Kroot Armoury including Leader, Shaper and Knarloc Rider only items.</li> </ul>

**KNARLOC PACK LEADER**  
 Selecting the Prey Shaper as Leader allows you to take up to 5 Knarloc Riders in your Killteam (instead of 3).

<b>RAID LEADER</b> [25mm Base]											<b>15 Points</b>
	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>LD</b>	<b>SV</b>	<b>Unit Type</b>	
Raid Leader	4	3	4	3	2	3	2	8	6+	Infantry ( Character)	

**Wargear:**

- Kroot Armour
- Kroot Rifle

**Special Rules:**

- Inspiring Presence
- Infiltrate
- Move Through Cover
- Stealth
- Eaters Of The Dead

**Options:**

- May take one of the following:
  - Hyperactive Nymune Organ *5 pts*
  - Vulture Wings *10 pts*
- May select items from the Melee Weapons and Ranged Weapons lists.
- May take a single item from the Explosives list.
- May take items from the Kroot Armoury including Leader and Shaper only items.

<b>KNARLOC RAID LEADER</b> [60mm Base]											<b>40 Points</b>
	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>LD</b>	<b>SV</b>	<b>Unit Type</b>	
Knarloc Raid Leader	5	3	5	4	3	4	3	9	6+	Cavalry ( Character)	

**Wargear:**

- Kroot Armour
- Kroot Rifle
- Knarloc Mount

**Special Rules:**

- Inspiring Presence
- Outflank
- Move Through Cover
- Stealth
- Eaters Of The Dead

**Options:**

- May select items from the Melee Weapons and Ranged Weapons lists.
- May replace the Kroot Rifle with a Kroot Lance and a Kroot Pistol.
- May take a single item from the Explosives list.
- May take items from the Kroot Armoury including Leader and Knarloc Rider only items.

# CORE

## CARNIVORE

8 Points

	WS	BS	S	T	W	I	A	LD	SV	Unit Type
Carnivore	4	3	4	3	1	3	1	7	6+	Infantry

### Wargear:

- Kroot Armour
- Kroot Rifle

### Special Rules:

- Infiltrate
- Move Through Cover
- Stealth
- Eaters Of The Dead

### Options:

- May take Hyperactive Nymune Organ for 2 pts
- May select items from the Melee Weapons and Ranged Weapons lists.

**RESTRICTION: You may only take one unit of Carnivore Younglings for each Carnivore in your team.**

## CARNIVORE YOUNGLINGS [25mm Base]

18 Points

	WS	BS	S	T	W	I	A	LD	SV	Unit Type
Carnivore Youngling	3	3	3	3	1	3	1	6	6+	Infantry

### Wargear:

- Kroot Armour
- Kroot Rifle

### Special Rules:

- Infiltrate
- Move Through Cover
- Stealth
- Squad (3 Carnivore Younglings)
- Eaters Of The Dead

### Options:

- May take Hyperactive Nymune Organ for 1 pt each. All models of the squad must take it if chosen.
- May take up to two additional Younglings for 6 points each (to a total maximum of 5).
- Carnivore Younglings have no access to any items or modifications of the Kroot Arsenal or Armoury.

**RESTRICTION: You may only take one Kroot Hound for each Carnivore in your team.**

## KROOT HOUND

6 Points

	WS	BS	S	T	W	I	A	LD	SV	Unit Type
Kroot Hound	4	-	4	3	1	5	2	6	-	Beast

### Wargear:

- Close Combat Weapon

### Special Rules:

- Acute Senses
- Infiltrate
- Move Through Cover
- Stealth
- Non-Learning
- Eaters Of The Dead

### Options:

- None

**RESTRICTION: You may only take up to 3 Vultures in your team.**

## VULTURE

12 Points

	WS	BS	S	T	W	I	A	LD	SV	Unit Type
Vulture	4	3	4	3	1	3	1	7	6+	Jump Infantry

### Wargear:

- Kroot Armour
- Kroot Rifle
- Vulture Wings

### Special Rules:

- Infiltrate
- Move Through Cover
- Stealth
- Eaters Of The Dead

### Options:

- May select items from the Melee Weapons and Ranged Weapons lists.
- May replace the Kroot Rifle with a Flamer for 2 pts
- May replace the Kroot Rifle with a Heavy Flamer for 7 pts

**RESTRICTION: You may only take one Krootox Bull for every 5 Carnivores in your team.**

**KROOTOX BULL** [40mm Base]

25 Points

	WS	BS	S	T	W	I	A	LD	SV	Unit Type
Krootox Bull	4	-	6	4	2	3	3	6	6+	Infantry

**Wargear:**

- Close Combat Weapon

**Special Rules:**

- Bulky
- Infiltrate
- Move Through Cover
- Stealth
- Non-Learning
- Rampage
- Clubbing Blows
- Eaters Of The Dead

**Options:**

- None

**CLUBBING BLOWS**

Close Combat attacks by the Krootox Bull are resolved at AP4 and have the **Concussive** and **Rending** special rule.

**RESTRICTION: You may only take one Krootox Rider for every 5 Carnivores in your team.**

**KROOTOX RIDER**

25 Points

	WS	BS	S	T	W	I	A	LD	SV	Unit Type
Krootox Rider	4	3	6	3	2	3	2	7	6+	Infantry

**Wargear:**

- Kroot Armour
- Kroot Gun

**Special Rules:**

- Bulky
- Infiltrate
- Move Through Cover
- Stealth
- Eaters Of The Dead

**Options:**

- May replace the Kroot Gun with an item from the Heavy Weapons list.

**RESTRICTION: You may only take up to 5 Stalkers in your team.**

**STALKER** [25mm Base]

11 Points

	WS	BS	S	T	W	I	A	LD	SV	Unit Type
Stalker	4	3	4	3	1	3	1	7	6+	Infantry

**Wargear:**

- Kroot Armour
- Kroot Rifle

**Special Rules:**

- Infiltrate
- Move Through Cover
- Shrouded
- Scout
- Acute Senses
- Night Vision
- Eaters Of The Dead

**Options:**

- May take Hyperactive Nymune Organ for 2 pts
- May select items from the Melee Weapons and Ranged Weapons lists.
- May purchase either a Frag Grenade or a Defensive Grenade.
- May gain the **Acid Spit** special rule for 3 pts.
- Up to two stalkers per Kill Team may take a **Punji Trap** for 3 pts.

**ACID SPIT**

Melee attacks made by models with this special ability have the **Poisoned (4+)** special rule.

**PUNJI TRAP**

After all deploying, but before the roll to Seize the Initiative, each Stalker with a Punji Trap may booby-trap a single piece of battlefield terrain on the table. The piece of area terrain should be marked to remind both players of the Punji Trap. Enemy models treat booby-trapped area terrain as dangerous terrain. Note that multiple Punji Traps on the same area terrain have no additional effect. A Stalker that begins the game in reserves may still booby-trap an area terrain as described above.

**FAIR PLAY:** If the area terrain is larger than normal 40k area terrain, instead place a marker. Within a 6" radius around the marker the terrain counts as dangerous terrain for enemy models.

# SPECIAL

**RESTRICTION: You may only take 1 Shaman in your team.**

## SHAMAN [25mm Base]

**32 Points**

	WS	BS	S	T	W	I	A	LD	SV	Unit Type
Shaman	4	3	4	3	2	3	2	8	6+	Infantry ( Character)

### Wargear:

- Kroot Armour
- Close Combat Weapon

### Special Rules:

- Infiltrate
- Move Through Cover
- Stealth
- Psyker (Master Level 1)
- Eaters Of The Dead

### Options:

- May take Hyperactive Nymune Organ for 2 pts.
- May select items from the Melee Weapons list for additional costs of 3 points.

### PSYKER

Before the battle the Shaman may choose a single Psychic Power from the following list:

- Prescience (Divination)
- Scrier's Gaze (Divination)
- Forewarning (Divination)
- Psychic Shriek (Telepathy)
- Mental Fortitude(Telepathy)

**RESTRICTION: You may only take 3 Knarloc Riders in your team.**

## KNARLOC RIDER [60mm Base]

**30 Points**

	WS	BS	S	T	W	I	A	LD	SV	Unit Type
Knarloc Rider	4	3	5	4	2	3	3	7	6+	Cavalry

### Wargear:

- Kroot Armour
- Kroot Rifle
- Knarloc Mount

### Special Rules:

- Outflank
- Move Through Cover
- Stealth
- Eaters Of The Dead

### Options:

- May select items from the Melee Weapons and Ranged Weapons lists.
- May replace the Kroot Rifle with a Kroot Lance and a Kroot Pistol.
- May take a single item from the Explosives list.
- May take items from the Kroot Armoury including Knarloc Rider only items.

**RESTRICTION: You may only take up to 3 Looters in your team.**

## LOOTER

**8 Points**

	WS	BS	S	T	W	I	A	LD	SV	Unit Type
Looter	4	3	4	3	1	3	1	7	6+	Infantry

### Wargear:

- Kroot Armour
- Kroot Rifle

### Special Rules:

- Infiltrate
- Move Through Cover
- Stealth
- Eaters Of The Dead

### Options:

- May take Hyperactive Nymune Organ for 2 pts.
- May select items from the Melee Weapons, Special Melee Weapons, Ranged Weapons and Special Ranged Weapons lists.
- May take a single item from the Explosives list.
- May replace the Kroot Armour with Kroot Elder Armour for 1 point.

<b>HOUND MASTER</b>										<b>15 Points</b>
	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>LD</b>	<b>SV</b>	<b>Unit Type</b>
Hound Master	4	3	4	3	1	1	1	7	6+	Beast

**Wargear:**

- Kroot Armour
- Kroot Shotgun

**Special Rules:**

- Infiltrate
- Acute Senses
- Move Through Cover
- Stealth
- Squad (1 Hound Master, 1 Kroot Hound)
- Send In The Hounds
- Non-Learning

**Options:**

- May take Hyperactive Nymune Organ for 2 pts
- The Hound Master may purchase a Frag Grenade.
- May select items from the Melee Weapons and Ranged Weapon lists.
- May take up to 3 additional Kroot Hounds for 6 points each (to a total maximum of 4 Kroot Hounds).



# VEHICLES

<b>SALVAGED TRUCK</b> <i>[Ork Trukk or any similar sized open-topped vehicle]</i>	<b>30 Points</b>
	<b>Unit Type</b>
Salvaged Truck	Vehicle, Open-Topped, Transport

- |   |  |   |
|---|--|---|
| <b>Wargear:</b>   | <b>Special Rules:</b>  | <b>Options:</b>   |
| <ul style="list-style-type: none"> <li>• Heavy Stubber</li> </ul> | <ul style="list-style-type: none"> <li>• Ramshackle</li> </ul> | <ul style="list-style-type: none"> <li>• May replace the Heavy Stubber with a Kroot Gun for 10 points.</li> </ul> |

**Transport Capacity:** 12 models

**RAMSHACKLE**

Roll a D6 each time a Salvaged Truck suffers a penetrating hit. On the roll of a 6, the Salvaged Truck only suffers a glancing hit instead.

*The Knargoth is an elephant-like, four-legged omnivore on Pech, although it is so big and slow that it mostly eats plants and carrion. It is used for transportation and heavy duty chores, but if need arises it can be equipped with a kroot gun and light armour to counter enemy vehicles.*

<b>KNARGOTH</b> <i>[Chimera-size in total volume, up to squiggoth-size]</i>	<b>40 Points</b>
	<b>Unit Type</b>
Knargoth	Monstrous Creature, Monstrous Transport, Open-Topped

- |   |   |  |
|---|---|--|
| <b>Wargear:</b>   | <b>Special Rules:</b>   | <b>Options:</b>  |
| <ul style="list-style-type: none"> <li>• Kroot Armour</li> <li>• Kroot Gun</li> </ul> | <ul style="list-style-type: none"> <li>• Non-Learning</li> <li>• Fleet</li> </ul> | <ul style="list-style-type: none"> <li>• None</li> </ul> |

**Transport Capacity:** 10 models

**MONSTROUS TRANSPORT**

This monstrous creature has a transport capacity, therefore it follows the rules for transport vehicles on embarking, disembarking and fire points. If the monstrous creature only rotates during its movement phase, it doesn't count as having moved for the passengers. A normal move counts as Cruising Speed, running counts as Flat-Out. Monstrous Transports cannot climb unless otherwise stated.

When the monstrous creature is in melee combat, the embarked models might still shoot like from an embarked vehicle, although not at the unit(s) the monstrous creature is in melee combat with.

When the monstrous creature suffers a wound, treat it as having received a "crew shaken" result to determine the effect on the embarked models. If the monstrous creature dies, it counts as a "Wrecked" result for the embarked models. Also, the monstrous creature model is left in place and counts as difficult terrain (lay it on the side or back if possible).

# ARSENAL

## Kroot Ranged Weapons and Ammunitions

	Range	S	AP	Costs	Type
<b>Kroot Pistol with Pulse Rounds</b>	12"	4	6	Free	Pistol
• add profile: Bolter Rounds	12"	4	5	1 pt	Pistol
• add profile: FMJ Rounds	12"	4	4	3 pts	Pistol
<b>Kroot Shotgun with Pulse Buckshot</b>	12"	4	6	-	Assault 2
<i>alternative: Krootbow (automatic crossbow)</i>					
<i>In Melee</i>	-	User	5	-	Melee, Two-Handed
• add profile: AP Slugs (AP Quarrel Head)	12"	4	3	4 pts	Assault 1
• add profile: Bolter Slugs (Explosive Head)	12"	4	5	1 pt	Assault 2
• add profile: FMJ Slugs (Heavy Quarrel)	12"	4	4	3 pts	Assault 2
• add profile: Low Power Buckshots (Light Quarrel)	12"	4	-	1 pt	Assault 3
• add profile: Shrapnel Buckshots (Barbed Head)	12"	5	-	1 pt	Assault 2
<b>Kroot Rifle with Pulse Rounds</b>					See 7 <sup>th</sup> Ed. Tau Codex
<i>In Melee</i>					See 7 <sup>th</sup> Ed. Tau Codex
• add profile: AP Rounds	24"	4	3	6 pts	Rapid Fire
• add profile: Bolter Rounds	24"	4	5	1 pt	Rapid Fire
• add profile: Expanding Rounds	24"	5	-	1 pt	Rapid Fire
• add profile: FMJ Rounds	24"	4	4	3 pts	Rapid Fire
• add profile: Sniper Rounds				1 pt	See 7 <sup>th</sup> Ed. Tau Codex
<b>Kroot Gun</b>					See 7 <sup>th</sup> Ed. Tau Codex
• add profile: AP Rounds	48"	7	2	5 pts	Heavy 1
• add profile: AT Rounds	48"	7	1	10 pts	Heavy 1, Armourbane
• add profile: AutoCannon Rounds	48"	7	4	2 pts	Heavy 2
• add profile: Auto-Cycling Rounds	36"	6	4	4 pts	Assault 2
• add profile: Expandable Rounds	48"	8	5	3 pts	Rapid Fire
• add profile: FMJ Rounds	48"	7	3	4 pts	Rapid Fire
• add profile: Full-Auto Rounds	24"	6	4	10 pts	Heavy 4, Rending

## Kroot Rifle Melee Mods

This items replace the melee profile of the Kroot Rifle, Kroot Shotgun and Kroot Sniper Rifle with Blades.

	S	AP	Costs	Type
Light Blades*	User	5	2 pts	Melee, Two-Handed
Heavy Blades	+1	5	3 pts	Melee, Two-Handed
Piercing Blades	User	4	2 pts	Melee, Two-Handed
Adamantium Blades	User	3	6 pts	Melee, Two-Handed

\*Light Blades grant an additional Attack.

## Melee Weapons

One-Handed Weapons	S	AP	Costs	Type
Kroot Axe / Tomahawk	User	4	2 pts	Melee
Kroot Claws	User	5	3 pts	Melee, Shred
Kroot Shortblade	User	5	Free	Melee
Kroot Warclub	+1	6	4 pts	Melee, Concussive
Kroot Poisoned Blade	User	-	Free	Melee, Poisoned (4+)
Two-Handed Weapons	S	AP	Costs	Type
Imperial Heavy Chainsword			5 pts	7 <sup>th</sup> Ed. Core Rulebook
Ork Big Choppa*			5 pts	7 <sup>th</sup> Ed. Orks Codex
Kroot Blunt Staff	+2	-	2 pts	Melee, Two-Handed, Concussive
Kroot Fighting Staff**	+1	4	4 pts	Melee, Two-Handed
Kroot Longblade or Glaive	+1	5	Free	Melee, Two-Handed
Kroot Spear	User	3/4**	2 pts	Melee, Two-Handed
Kroot Two-Handed Axe	+1	3	6 pts	Melee, Two-Handed
Kroot War Staff or Two-Handed Club	+2	5	7 pts	Melee, Two-Handed, Concussive

**\*Ork Weapon:** This weapon can only be selected if you take the Signature Evolutionary Adaptation “Ork-Hybrid”

**\*\*The Kroot Fighting Staff grants an additional attack in close combat.**

## Special Melee Weapons

	S	AP	Costs	Type
Eviscerator			25 pts	7 <sup>th</sup> Ed. Core Rulebook
Kroot Knarloc Beak Hammer	X2	3	15 pts	Melee, Two-Handed, Unwieldy
Ork Tankhammer*			10 pts	7 <sup>th</sup> Ed. Orks Codex

**\*Ork Weapon:** This weapon can only be selected if you take the Signature Evolutionary Adaptation “Ork-Hybrid”

## Ranged Weapons

New Weapons	Range	S	AP	Costs	Type
Kroot Sniper Rifle	36’’	X	6	1 pt	Heavy 1, Sniper
Kroot Sniper Rifle with Blades*	36’’	X	6	4 pts	Heavy 1, Sniper
In Melee	-	User	5	-	Melee, Two-Handed

**\*with Blades:** This weapon has the Kroot Rifle melee profile and may replace it with options from the Kroot Rifle Melee Mods.

Referenced Weapons	Costs	Type
Imperial Bolt Pistol	1 pt	7 <sup>th</sup> Ed. Core Rulebook
Imperial Boltgun	Free	7 <sup>th</sup> Ed. Core Rulebook
Imperial Storm Bolter	1 pt	7 <sup>th</sup> Ed. Core Rulebook
Ork Dakkagun*	1 pt	7 <sup>th</sup> Ed. Orks Codex
Ork Shoota*	Free	7 <sup>th</sup> Ed. Orks Codex
Ork Slugga*	Free	7 <sup>th</sup> Ed. Orks Codex
Tau Pulse Blaster	2 pts	7 <sup>th</sup> Ed. Tau Codex
Tau Pulse Carbine	1 pt	7 <sup>th</sup> Ed. Tau Codex
Tau Pulse Pistol	3 pts	7 <sup>th</sup> Ed. Tau Codex
Tau Pulse Rifle	1 pt	7 <sup>th</sup> Ed. Tau Codex

**\*Ork Weapon:** This weapon can only be selected if you take the Signature Evolutionary Adaptation “Ork-Hybrid”

## Special Ranged Weapons

	Range	S	AP	Costs	Type
Flamer				2 pts	7 <sup>th</sup> Ed. Core Rulebook
Heavy Flamer				7 pts	7 <sup>th</sup> Ed. Core Rulebook
Meltagun				7 pts	7 <sup>th</sup> Ed. Core Rulebook
Ork Big Shoota*				2 pts	7 <sup>th</sup> Ed. Orks Codex
Plasmagun				10 pts	7 <sup>th</sup> Ed. Core Rulebook
Imperial Ripper Gun				Free	7 <sup>th</sup> Ed. Core Rulebook
Dark Eldar Splinter Rifle				Free	7 <sup>th</sup> Ed. Dark Eldar Codex
Eldar Shuriken Catapult				Free	6 <sup>th</sup> Ed. Eldar Codex

**\*Ork Weapon:** This weapon can only be selected if you take the Signature Evolutionary Adaptation “Ork-Hybrid”

## Heavy Weapons

	Range	S	AP	Costs	Type
Heavy Flamer				Free	7 <sup>th</sup> Ed. Core Rulebook
Multi-Melta				15 pts	7 <sup>th</sup> Ed. Core Rulebook
Ork Deffgun*				Free	7 <sup>th</sup> Ed. Orks Codex
Ork Supa Shoota*				Free	7 <sup>th</sup> Ed. Orks Codex

**\*Ork Weapon:** This weapon can only be selected if you take the Signature Evolutionary Adaptation “Ork-Hybrid”

## Explosives

Referenced Weapons	Range	S	AP	Costs	Type
Assault Grenade				1 pt	7 <sup>th</sup> Ed. Core Rulebook
Defensive Grenade				1 pt	7 <sup>th</sup> Ed. Core Rulebook
Krak Grenade				2 pts	7 <sup>th</sup> Ed. Core Rulebook
Melta Bomb				5 pts	7 <sup>th</sup> Ed. Core Rulebook
Plasma Grenade				3 pts	7 <sup>th</sup> Ed. Core Rulebook

## Special-Issue Wargear

New Weapons	Range	S	AP	Type
Kroot Lance	-	+1	4	Melee, Two-Handed

*The Kroot Lance can only be used after a successful charge for the remainder of that phase. The attacking unit also acts at +1 Initiative for that phase.*

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# ARMOURY

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**Adaptable Hunter (Leader Only) – 5 pts**

Gives the Leader the **Unstable Mutation** special rule.

**Blood of the Stalker (Shaper Only) – 10 Pts**

The unit gains the **Scout** special rule and also may deploy D6" closer to the enemy than normally permitted when Infiltrating.

**DNA Advanced Samples (Shaper Only) – 15 pts**

The Shaper has not only DNA samples at his disposal, he also is adept in applying them to fit his needs. The Shaper gains **DNA samples** and may re-roll the D6 to determine the trait.

**DNA Samples (Shaper Only) – 10 pts**

The Kroot Physiology is able to consume DNA in order to absorb its genetic traits. At the start of every battle, roll a D6. Consult the chart below to find out what trait the Shaper gains for the duration of that battle:

1. Ogryn - +1 Strength
2. Ratling – +1 Ballistics Skill
3. Human – +1 Leadership
4. Eldar – +1 Initiative
5. Space Marine – +1 Weapon Skill
6. Ork – +1 Toughness

**DNA Samples** does not stack with **Unstable Mutation** and **Signature Evolutionary Adaptation** if applied to same attribute.

**Field Dressing (Leader Only) – 15 pts**

Within 6" around the model with the Field Dressing, all friendly units have the **Feel No Pain** special rule.

**Kroothawk Totem (Leader Only) – 25 Pts**

A Kill Team containing this totem may re-roll the dice to determine first turn and may also re-roll to seize the initiative.

**Mark of the Favoured Child (Shaper Only) – 20 Pts**

The wielder gains a 4+ invulnerable save.

**Master of the Hunt (Shaper Only) – 10 pts**

The Kroot Shaper is adept at detecting hiding enemies. Hidden models are automatically revealed if they come within 12" of the Kroot Shaper, and if the Shaper is deployed before enemy infiltrators no enemy may infiltrate within 24" of him.

**Profitable Contract (Leader Only) – 5 pts**

Gives the model +1 to Leadership and increases the range of it's **Inspiring Presence** special rule by 3".

**Reinforced Knarloc Beak (Knarloc Rider Only) – 10 pts**

Gives the model the **Rending** special rule.

**Snare Traps – 5 pts**

When charging a unit with Snare Traps, the charging unit does not get any additional Attacks from charging.

**Specialist Hunter (Shaper Only) – 5 pts**

By consuming one foe for an extended period of time, the Shaper has grown to greater understand them. The Model gains **Preferred Enemy (Codex)**. Choose the 'Codex' when the model buys this wargear, but you can't choose the codices of the Chaos Daemons, Chaos Space Marines, Necrons or Tyranids or any derived supplements. This races are inedible or forbidden to eat and therefore the shaper cannot become a specialist hunter for this prey. Instead, you can choose to gain **Hatred** against models of one of those codices. Having Hatred both from this and from the **Unstable Mutation** special rule has no additional effect and does not stack. You cannot choose the Codices Tau or Kroot Mercenaries or any derived supplements or codices at all.

**Surefoot Charm (Leader Only) – 10 Pts**

When running, the model and his unit may run additional D3 inches. If the unit already has Fleet, roll two D3s and discard the lower.

**Talisman of Anghkor Prok (Leader Only) – 10 pts**

The wielder gains a 5+ invulnerable save.

**Tamed Kroothawk (Shaper Only) – 20 Pts**

The shaper may place a single Kroothawk marker on the battlefield at the beginning of the movement phase, or move the marker any distance if one is already placed. Shooting attacks against targets within 6" of the marker by friendly models re-roll results of 1, and charges against targets within 6" of the marker by friendly models may re-roll charge range.

**Veneration Charm (Leader Only) – 20 Pts**

One weapon (except grenades) carried by the model gets the **Master-Crafted** special rule. If the weapon has more than one profile, apply this only to one profile, with the exception of the Kroot Rifle, Kroot Shotgun and Kroot Sniper Rifle with Blades, on which both profiles get the **Master-Crafted** special rule – even if the profile was altered by rules of this codex.