

KROOT MERCENARIES

H:OR

CODEX TAU EMPIRE, CHAPTER APPROVED 2004: KROOT MERCENARIES

This team list uses the GW Chapter Approved 2004 book as its basis for rules. Any rules that are not in the Warhammer 40,000 main rule book will be stated in this Kill Team list.

FACTION KEYWORDS

All models in this list have the **Xenos**, **Kroot** keywords.

EATERS OF THE DEAD

Units with this special rule may not make Sweeping Advances.

HYPERACTIVE NYMUNE ORGAN

Models with this upgrade gain the Fleet special rule.

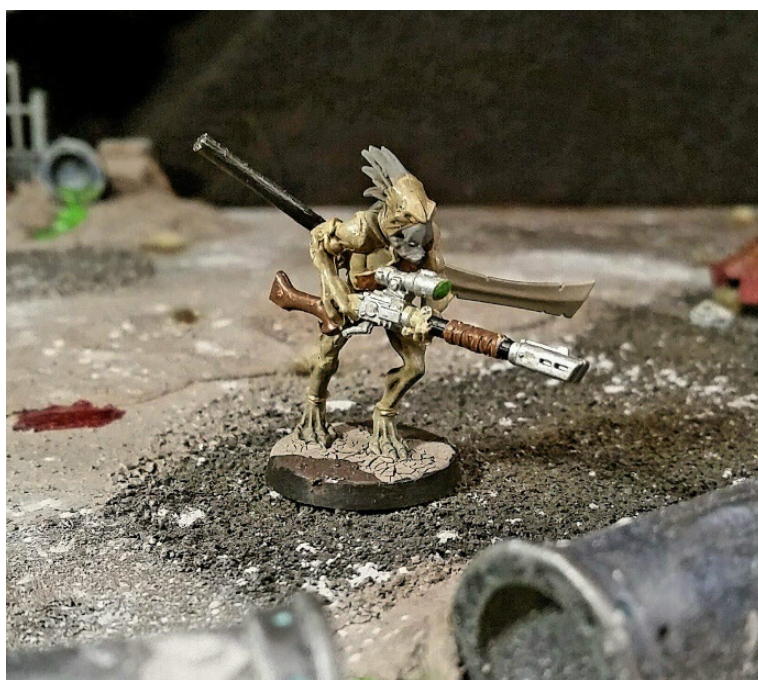
KROOT HOUNDS AS WARGEAR

Some Team Leaders have the ability to be accompanied by Kroot Hounds. Kroot Hounds taken in this manner count as, for all intents and purposes, wargear. They do not count when determining the number of models on the table for taking a Rout Test. In a campaign, Kroot Hounds taken in this manner do not need to roll on the Injury chart and are automatically replenished after a game.

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



SIGNATURE EVOLUTIONARY ADAPTATIONS

You may choose one adaptation from the list below. If a Signature Evolutionary Adaptation is chosen, you must apply it to every eligible model in your Kill Team, only once, for the points listed. Krootox, Hounds, and models with Knarloc Mounts do not benefit from these signature adaptations.

- **Bold:** Increase the Leadership characteristic of any model with this adaptation by 1. *Points Cost: +1 pt per model*
- **Chameleon:** Add +1 to the cover save of any model with this adaptation. *Points Cost: +2 pts per model*
- **Fast Reflexes:** Increase the Movement characteristic of any model with this adaptation by 1". *Points Cost: +1 pt per model*
- **Sharp Eyes:** Any model with this adaptation may reroll 1s when shooting. *Points Cost: +2 pts per model*

- **Ork Hybrid:** Increase the Toughness characteristic of any model with this adaptation by 1. *Points Cost: +5 pts per Team Leader, +3 pts per model for all other models*
- **Sixth Sense:** Any model with this adaptation gains a 4+ invulnerable save while in melee. *Points Cost: +2 pts per model*

Infiltrate	Hold in reserves as per HoR rules. When this model arrives, set it up anywhere on the table more than 9" from any enemy models. Counts as having moved but otherwise acts normally
Stealth	This model gets the benefit of cover even when in the open
Scout	This model may deploy anywhere on the board as long as it is more than 12" from any enemy deployment zone
Shrouded	This model gets +2 to its armour save from cover rather than +1
Preferred Enemy	In campaign play, pick a faction keyword when this model joins you. In normal play pick a non faction keyword before deployment begins. In either case, this model may reroll failed rolls to Wound against enemy models with that keyword.
Acute Senses	You may reroll reserve rolls for this model
Move Through Cover	Is not slowed by terrain when moving and charging

TEAM LEADERS

KROOT SHAPER									
25									
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Shaper	7"	3+	4+	4	3	2	3	9	5+
Master Shaper	7"	3+	4+	4	3	2	3	10	5+
EQUIPMENT	- Kroot Rifle								
RULES	- Inspiring Presence, Infiltrate, Move through Cover, Stealth, Eaters of the Dead								
OPTIONS	<p>- Shaper may upgrade to a Master Shaper for 10 pts.</p> <p>- Shaper or Master Shaper may take a Hyperactive Nymune Organ 5 pts.</p> <p>- Shaper or Master Shaper may replace its Kroot Rifle with a Stormbolter 5 pts.</p> <p>- Shaper or Master Shaper may be accompanied by up to 2 Kroot Hounds 7 pts each</p> <p>- If a Shaper or Master Shaper takes neither the Hyperactive Nymune Organ nor is accompanied by Kroot Hounds, then it may take Vulture Wings 15 pts. Vulture Wings change the unit type to Jump Infantry (Ch).</p> <p>- Shaper or Master Shaper may upgrade to one of the following Specialists:</p> <ul style="list-style-type: none"> • Headhunter Specialist 5pts • Stalker Specialist (Gains Punji Traps, see Stalker Entry) 5pts • Vulture Specialist (Also requires Vulture Wings) 5pts <p>A Kill Team with a Specialist is allowed to take more than five models of its associated type. In addition, a Headhunter Specialist gains the <i>Poisoned</i> special rule and a Stalker Specialist gains the <i>Scout</i> special rule</p>								
KEYWORDS	Xenos, Kroot, Infantry								

KROOT SHAMAN									
35									
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Shaman	7"	3+	4+	4	3	2	3	10	5+
EQUIPMENT	- Kroot Rifle								
RULES	<p>- Inspiring Presence, Psyker, Infiltrate, Move through Cover, Stealth, Eaters of the Dead</p> <p>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 the Spirit of Pech power.</p> <p>Spirit of Pech – Warp Charge 2 – If successful you may place a 6" (or GW) Jungle/Forest Terrain piece within 12" of the Shaman</p>								
OPTIONS	- May upgrade to manifest two psychic powers per phase 20pts								
KEYWORDS	Xenos, Kroot, Infantry								

KROOT HOUND PACKMASTER

30

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Master	7"	3+	4+	4	3	2	3	9	5+
EQUIPMENT	- Kroot Rifle								
RULES	- Inspiring Presence, Infiltrate, Move through Cover, Stealth Master Hound Trainer In a Kill Team led by a Kroot Hound Master, Kroot Carnivores do not need to be taken to take Kroot Hound Packs.								
OPTIONS	- May take a Hyperactive Nyume - May be accompanied by up to 5 Hounds								5pts 7pts each
KEYWORDS	Xenos, Kroot, Infantry								



CORE

KROOT CARNIVORE										10
NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Carnivore	7"	3+	4+	4	3	1	1	8	6+	
EQUIPMENT	- Kroot Rifle									
RULES	- Infiltrate, Move through Cover, Stealth, Eaters of the Dead									
OPTIONS	- May take Sniper Rounds									1pt
KEYWORDS	Xenos, Kroot, Infantry									

KROOT HOUND PACK										7
(You may only take one Kroot Hound for every five Carnivores in your kill team)										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Hound	12"	3+	-	4	3	1	2	8	6+	
EQUIPMENT	- CCW (Beak/Teeth/Claws)									
RULES	- Infiltrate, Stealth, Eaters of the Dead, Release the Hounds, Acute Senses, Non-Learning									
	<p>Release the Hounds If one or more enemy units fall back from combat with a Kroot Hound Pack, then each Kroot Hound in the combat inflicts an automatic S4 AP- hit on any target in a unit that is falling back</p>									
OPTIONS										
KEYWORDS	Xenos, Kroot, Beast									

KROOT HEADHUNTER										12
(No more than five Headhunters may be taken in your kill team)										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Headhunter	7"	3+	4+	4	3	1	1	8	6+	
EQUIPMENT	- Kroot Pistol - CCW - Hyperactive Nyume Organ									
RULES	- Infiltrate, Move through Cover, Eaters of the Dead, Preferred Enemy Infantry									
OPTIONS	- May take any of the following: <ul style="list-style-type: none"> Frag Grenades Karak Grenades - May replace Kroot pistol with one of the following: <ul style="list-style-type: none"> Kroot Longrifle - May replace CCW with one of the following: <ul style="list-style-type: none"> Placeholder for further testing 									1pt each 1pt each 5pts
KEYWORDS	Xenos, Kroot, Infantry									

KROOT VULTURE

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(No more than five Vultures may be taken in your kill team)

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Vulture	7"	3+	4+	4	3	1	1	8	6+
EQUIPMENT	- Kroot Rifle - Wings (Jump Pack)								
RULES	- Infiltrate, Move through Cover, Stealth, Eaters of the Dead								
OPTIONS	- May take any of the following: <ul style="list-style-type: none"> • Frag Grenades 1pt each • Krak Grenades 1pt each • Melta Bombs 5pts each - May replace Kroot Rifle with one of the following: <ul style="list-style-type: none"> • Shotgun 5pts 								
KEYWORDS	Xenos, Kroot, Infantry, Fly								

KROOT STALKER

18

(No more than five Stalkers may be taken in your kill team)

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Stalker	7"	3+	4+	4	3	1	1	8	6+
EQUIPMENT	- Kroot Rifle								
RULES	- Infiltrate, Move through Cover, Stealth, Shrouded, Scout Eaters of the Dead								
OPTIONS	- May take any of the following: <ul style="list-style-type: none"> • Frag Grenades 1pt each • Krak Grenades 1pt each - May replace Kroot Rifle with one of the following: <ul style="list-style-type: none"> • Kroot Pistol and Serrated Knife (Poisoned 4+) 10pts - May take up to 4 Punji Traps 00pts each Before deployment, you must mark down on a piece of paper where each Punji trap is located at on the table. You may reveal them during your opponents movement phase when they move within 3" of a trap Range 3" S3 AP- D1 Automatically halves the enemy models M next turn, One Use Only								
KEYWORDS	Xenos, Kroot, Infantry								

SPECIAL

KROOT KNARLOC RIDER

30

(You may take no more than three Knarlocs in your kill team)

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Knarloc	12"	3+	4+	5	5	2	3	8	6+
EQUIPMENT	- Kroot Rifle, Knarloc Mount, Hyperactive Nyume Organ								
RULES	<p>- Infiltrate, Move through Cover, Stealth, Eaters of the Dead, Scout</p> <p>Native Scouts Knarloc Riders may be deployed normally even in scenarios where they could not normally be deployed. For a given mission, if you can only deploy a limited number of units, then any Knarloc Riders that are deployed do not count against the limit.</p> <p>Knarloc Claws and Beak When in melee, a Knarloc Rider may choose to attack with either the Knarloc's Claws or trade all of its attacks for a single attack with the Knarloc's Beak. If, when attacking with the Knarloc's Claws, at least two 6s are rolled To Hit, then the Knarloc gets a single attack with its Beak. The profile for these weapons can be found under Kroot Wargear.</p>								
OPTIONS									
KEYWORDS	Xenos, Kroot, Cavalry								



KROOTOX RIDER

30

(You may only take one Krootox for every three Kroot Carnivores in your kill team)

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Krootox	7"	3+	4+	6	5	3	2	8	6+
EQUIPMENT	- Kroot Gun								
RULES	- Infiltrate, Move through Cover, Stealth, Eaters of the Dead, Bulky								
OPTIONS									
KEYWORDS	Xenos, Kroot, Infantry								

TAUROS ASSAULT VEHICLE

40

(You may only take one Tauros in your kill team)

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Tauros	12"	5+	4+	5	4	4	1	9	4+
EQUIPMENT	- Heavy Flamer								
RULES	- Scout, All Terrain, Galvanic Motor All Terrain: Tauros may re-roll all dangerous terrain tests. Galvanic Motor: May ignore immobilized results on a 5+.								
OPTIONS	- May upgrade to a Tauros Venator <ul style="list-style-type: none"> • Costs an additional 20pts • S increase to 6, T to 5 • Heavy Flamer is replaced with a Multi-Laser 								
KEYWORDS	Xenos, Kroot, Vehicle								

BAGGAGE KNARLOC

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(You may only take one Minor Knarloc in your kill team)

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Knarloc	7"	3+	-	6	5	4	4	7	5+
Goad	7"	3+	4+	4	3	1	1	8	6+
EQUIPMENT	- Knarloc Beak and Claws (Knarloc) - Kroot Rifle (Goads)								
RULES	- Scout, Move Through Cover, Shrouded (Both) Knarloc starts with 4 Goads attached. They must remain within 2" of the Knarloc. After the last Goad dies or is out of 2", each turn from there the Knarloc must pass a nerve/morale test to move/assault Knarloc Claws and Beak When in melee, a Knarloc may choose to attack with either the Knarloc's Claws or trade all of its attacks for a single attack with the Knarloc's Beak. If, when attacking with the Knarloc's Claws, at least two 6s are rolled To Hit, then the Knarloc gets a single attack with its Beak. The profile for these weapons can be found under Kroot Wargear								
OPTIONS	- May take flak armour (increases save to 4+)								15 pts
KEYWORDS	Xenos, Kroot,								

ARMOURY

Weapon	Range	Strength	AP	Damage	Type
CCW	---	User	---	1	Melee
Kroot Rifle (CC)	---	User	5	1	Melee, Two Handed
Eviscerator	---	Sx2	2	D3	Melee, Armourbane
Knarloc Claws	---	User	5	D3	Melee, Rending
Knarloc Beak	---	8	2	D6	Melee, Unweildy
Shotgun	12"	3	0	1	Assault 2, If target is in hald range, add 1 to Str
Kroot Pistol	12"	4	6	1	Pistol
Kroot Rifle (pulse)	24"	4	6	1	Rapid Fire
Kroot Rifle (Sniper)	24"	X	6	D3	Heavy 1, Sniper
Kroot Longrifle	36"	5	5	D3	Assault 2
Kroot Gun	48"	7	4	D6	Rapid Fire

Two Handed	Do not receive +1 A
Armourbane	When attacking a VEHICLE, wound rolls of 6+ cause a mortal wound in addition to any other damage
Rending	Wound rolls of 6 are resolved at AP-3
Unweildy	-1 to Hit rolls when attacking with this weapon
Sniper	Sniper rules per HoR Rulebook