KROOT MERCENARIES
This section of the book details the forces used by the Kroot – their weapons, their units and some famous special characters that you can choose to use. Each entry describes the unit and gives the specific rules you will need to use them in your games of Warhammer 40,000. The army list given later refers to the page numbers of these entries, so you can check back as you pick your force.

The Forces of the Kroot section is sub-divided into two parts. The first part describes all of the troops fielded by the Kroot, including the special characters, while the second part details the Kroot’s armoury of weapons and equipment.

**Special Rules**
The models in the Kroot army use a number of special rules. Where those rules are unique to a particular troop type, they are detailed in that unit’s bestiary entry. Any special rules that are not explained in the unit’s bestiary entry can be found in the Warhammer 40,000 rulebook.

**Unique Equipment**
The army list at the back of the book shows all the standard and optional wargear available to a particular model. You will find that some items of equipment are unique to particular characters or units, while others are used by more than one unit. When an item is unique it is detailed in the entry for its owning unit; otherwise it is detailed in the wargear section.

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**Special Rules**
The rules described here apply to all Kroot units.

**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 must pass a Leadership test to make a sweeping advance. If the Leadership test is failed the unit may still make a consolidation move as normal.

**Fieldcraft:** Kroot gain +1 to their Cover Save in woods or jungles. Kroot in woods or jungles do not have to roll a Difficult Terrain test; they will always move up to 6”. In addition, they can see and shoot through 12” of woods or jungle terrain rather than the 6” that would normally be the case.

**Mercenaries:** The Kroot warriors hire themselves out in service to others so that they can consume genetic material vital for their evolution, a practice frowned upon by the Tau Empire. Units from Codex: Kroot Mercenaries may be included in any other army. If taken in a Tau Empire army units may not take any Signature Evolutionary Adaptions of have the Hyperactive Nymune Organ.
**Master Shaper**

The Master Shaper is the most dominant member of the Shapers and has overall responsibility for the genetic makeup of their Kroot. They are also responsible for passing on genetic material to senior members of other Kroot forces. They also supervise the arrival of new genetic material from other Kroot forces and its insertion into their own Kindred. He also negotiates contracts with employers.

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.

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**SPECIAL RULES**

Independent Character, Infiltrate

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**GREAT KNARLOC SHAPER**

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**SPECIAL RULES**

Independent Character: This model may only join units of Knarloc Riders or Great Knarloc Herds.

Ridden Creature: This creature acts as a mount for two riders. Each rider is equipped with their own ranged weaponry, and both may fire during the Shooting Phase as if they were two separate models.
Master Tracker

**SPECIAL RULES**
- **Independent Character, Infiltrate**

**Mark of The Favoured Child:** The ancestors have clearly marked this character as bound for great things. The character gains a 4+ Invulnerable Save.

**Blood of The Stalker:** By daubing the blood of local predators before battle the Master Tracker is able to augment his already prodigious ambush skills. The Master Tracker and the unit he is attached to may set-up up to 6” closer to the enemy than is usually allowed when deploying using the Infiltrate Universal Special Rule.

**Expert Guide:** The Master Tracker is able to guide those he leads through even the most unstable and dense terrain with ease. The Master Tracker must start the game attached to another unit and may not leave the chosen unit. If the unit he is attached to is destroyed the Master Tracker acts as an Independent Character for the rest of the game. Any unit joined by the Master Tracker gains the Move Through Cover and Infiltrate Universal Special Rules.

Kroot Headhunter Kindred

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.

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Kroot

**SPECIAL RULES**
- **Infiltrate**

**Venomous:** Having fed on the most venomous reptilians Headhunters have developed the ability to spit a highly toxic bio-acid. Instead of attacking normally Kroot in a headhunter kindred may make a single attack, counting as Poisoned (2+).

Kroot Carnivore Kindred

The Kroot and Demiurg have been trusted allies for many years. The Demiurg have come to the aid of the Kroot on many an occasion in defence from the incursions of monstrous Tyranids and loathsome Greenskins. From the very beginnings of their struggle for survival in the Eastern Fringe the Demiurg have relied upon the knowledge and hospitality of the Kroot. The strict code of honour kept by both Demiurg and Kroot alike has bound them to each other by many debts. The Kroot supply large numbers of warriors as mercenaries to the Warhosts of the Demiurg.

Their self-sufficiency and unparalleled fieldcraft are a major asset to the Demiurg and a useful contrast to their more technologically dependent pay-masters. Kroot Kindreds are often accompanied by limbering Krootox and swift Kroot Hounds. While the Demiurg find the Kroot’s predilection for eating the flesh of their vanquished foes most distasteful they see the usefulness of their ability to absorb their enemies advantageous characteristics into their own genes. The Kroot’s sense of duty and skill at arms is much valued by the Demiurg, and as such they are afforded the same respect as fellow Demiurg. The Kroot are honoured for their martial prowess and are greatly rewarded for their efforts with fabulous riches.

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**SPECIAL RULES**
- **Infiltrate:** Unless the Kindred includes a Krootox Rider they benefit from the Infiltrate Universal Special Rule.
**Kroot Tracker Kindred**

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.

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**SPECIAL RULES**

- Infiltrate, Scout, Move Through Cover

**Native Scouts:** Units with the Native Scouts special rule count as having the Scouts Universal Special Rule. In addition, any Kroot tracker kindreds in the army may be deployed at the start of a battle, even in scenarios where they could not normally be deployed. If you are playing a scenario where you can only deploy a limited number of units then any Kroot tracker units you deploy are not counted against the limit for the scenario. For example, in a Dawn of War scenario you would be able to deploy up to one HQ, two Troops plus any Kroot tracker Kindreds.

**Knarloc Rider Herd**

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**SPECIAL RULES**

- Native Scouts

**Krootox Herd**

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.

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**Kroot Stalker Kindred**

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.

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**SPECIAL RULES**

- Infiltrate

**GREAT KNARLOC**

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**SPECIAL RULES**

- Ridden Creature: See the Great Knarloc Shaper for details:
Kroot Weapons

Explosive Bolts

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<td>36”</td>
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<td>Assault 1, Blast</td>
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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.

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<td>48”</td>
<td>7</td>
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<td>Rapid Fire</td>
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Kroot Hunting Rifle

This variant on the Kroot rifle uses a longer barrel and stabilising systems developed by the Demiurg to increase their accuracy and range. Due to the precision of the Demiurg alterations these weapons are no longer suitable close combat weapons.

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<td>Heavy 1, Sniper</td>
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Kroot Rifle

A basic slug-thrower relying on chemical propellants and the transfer of kinetic energy, adapted by the Kroot’s Tau allies to fire charged pulse rounds. 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 their unique musculature makes these blades effective assault weapons.

Kroot equipped with Kroot rifles count as having an additional close combat weapon. The Kroot rifle is a two-handed weapon so cannot be combined with another weapon in close combat.

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Kroot Bolt Thrower

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Sharp Beak & Claws

Great Knarlocs are fierce, powerful and agile creatures who tear into their foes with crushing beaks and razor sharp claws.

A Sharp Beak & Claws counts as a Close Combat Weapon. In addition attacks made with a Sharp Beak & Claws count as Rending.

Wings

Models equipped with Wings change their Unit Type to Jump Infantry.
**Kroot Wargear**

**Hyperactive Nymune Organ**
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.

*Any Kroot with a hyperactive nymune organ gain the Fleet Universal Special Rule.*

**Knarloc**
The powerful and agile beast ridden by Tracker Kindreds is a Kroot strain native to the jungles of Pech.

Models equipped with a Knarloc change their Unit Type to Cavalry. In addition the following changes are made to the model's profile. S5, T4, +2W, +1A.

**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.

**Poisoned Blades**
Attacks made by a model with poisoned blades count as Poisoned (4+).

**Signature Evolutionary Adaptations**

Shapers are responsible for shaping the evolutionary development of the Kindreds under their command, directing their kin on what kinds of prey to feed upon so that they may absorb what they deem to be ideal traits. Kroot kindreds may select one of the following to represent the evolutionary path chosen by the Shaper.

Kroot Hounds are not effected by Signature Evolutionary Adaptations. Some also to not effect Krootox. Whenever a unit includes models that are not effected by the chosen adaption they are ignored when working out the points cost for the upgrade.

**Bold**
By concentrating on hunting prey known for its couragelessness, all models in the unit add +1 to their Leadership characteristic, up to a maximum of 10.

**Chameleon**
Having feasted upon the flesh of chameleonic reptiles, these Kroot have gained a limited ability to blend into their surroundings. The unit gains the Stealth Universal Special Rule. Krootox are not effected by Chameleon.

**Fast Reflexes**
Many creatures rely on their fast reactions to avoid predators and these Kroot have inherited some of this speed. All models in the unit add +1 to their Initiative characteristic. Krootox are not effected by Fast Reflexes.

**Surefoot Charm**
This charm often takes the form of a wind chime or cluster of small bells adorning the Shaper’s rifle barrel. The sounds made by the charm, although unnoticeable to other races, allows the Shaper’s kindred to follow his lead when stalking the enemy.

*When a unit including a Shaper equipped with a surefoot charm chooses to run in the Shooting Phase roll 2D6 and pick the highest to determine the distance moved.*

**Veneration Charm**
Valuable tools and possessions of the Shaper’s ancestors, whom he prays will guide him, are often placed in a charm case. A veneration charm must be applied to a specific weapon carried by the character. The chosen weapon counts as mastercrafted.

**Hyperactive Nymune Organ**
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## Master Shaper

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**Composition:**
1 Master Shaper

**Wargear:**
- Kroot Rifle
- Frag & Krak Grenades

**Options:**
- May be accompanied by up to 2 Kroot Hounds for 6pts each
- May take any of the following:
  - Kroothawk Totem for
  - Surefoot Charm for
  - Veneration Charm for
- May ride a Knarloc for 40pts
- Hyperactive Nymune Organ for 5pts
- May have Wings for 15pts
- May be upgraded with one of the following Signature Evolutionary Adaptations:
  - Bold, Chameleon, Fast Reflexes or Nocturnal for 2pts
  - Ork Hybrid or Sixth Sense for 5pts

**Points:** 60

## Great Knarloc Shaper

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**Composition:**
1 Great Knarloc Shaper

**Wargear:**
- Sharp Beak & Claws
- Frag & Krak Grenades

**Riders:**
- Kroot Hunting Rifle

**Options:**
- May take any of the following:
  - Kroothawk Totem for
  - Surefoot Charm for
  - Veneration Charm for
- One Rider may replace his Kroot Hunting Rifle with one of the following:
  - Kroot Bolt Thrower for 10pts
  - Twin-linked Kroot Gun for 40pts
- The Kroot Bolt Thrower may be upgraded to fire Explosive Bolts for 15pts
- May be upgraded with one of the following Signature Evolutionary Adaptations:
  - Bold, Fast Reflexes or Nocturnal for 4pts

**Points:** 120

## Master Tracker

You may only include one Master Tracker per army. He does not take up any slots on the Force Organisation Chart but is otherwise treated as a separate HQ unit.

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**Composition:**
1 Kroot Shaper

**Wargear:**
- Kroot Hunting Rifle
- Veneration Charm
- Hyperactive Nymune Gland
- Frag & Krak Grenades

**Special Rules:**
- Independent Character
- Infiltrate
- Blood of the Stalker
- Master Guide
- Mark of The Favoured Child

**Points:** 80
## Kroot Headhunter Kindred

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**Composition:**
1 Kroot Shaper
4 Kroot

**Unit Type:** Infantry

**Special Rules:** Infiltrate
Venomous

**Points:** 70

**Options:**
- May add up to 5 extra Kroot for 10pts each
- The whole unit may be upgraded with the Hyperactive Nymune Gland for 2pts per model
- The whole unit may be upgraded with one of the following Signature Evolutionary Adaptions:
  - Bold, Chameleon, Fast Reflexes or, Nocturnal for 1pt per model
  - Ork Hybrid or Sixth Sense for 2pts per model

**Wargear:**
Kroot Rifle

## Kroot Stalker Kindred

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**Composition:**
1 Kroot Shaper
9 Kroot

**Unit Type:** Infantry

**Special Rules:** Infiltrate

**Points:** 100

**Options:**
- May add up to 10 extra Kroot for 8pts each
- May add up to 2 Kroot Hounds per Kroot for 6pts each
- The whole unit may be upgraded with Poisoned Blades for 2pts per model.
- The whole unit may be upgraded with the Hyperactive Nymune Gland for 2pts per model
- The whole unit may be upgraded with one of the following Signature Evolutionary Adaptions:
  - Bold, Chameleon, Fast Reflexes or Nocturnal for 1pt per model
  - Ork Hybrid or Sixth Sense for 2pts per model

**Wargear:**
Kroot Hunting Rifle
## Kroot Carnivore Kindred

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**Composition:**
1 Kroot Shaper  
9 Kroot  

**Unit Type:** Infantry

**Special Rules:** Infiltrate

**Wargear:**
- Kroot Rifle  
- Krootox Rider Only: Kroot Gun

**Options:**
- May add up to 10 extra Kroot for 7pts each  
- May add up to 2 Kroot Hounds per Kroot for 6pts each  
- May add up to 3 Krootox Riders for 35pts each  
- The Shaper may replace their Kroot Rifle with an Ion Carbine for free  
- The whole unit may be upgraded with the Hyperactive Nymune Gland for 2pts per model  
- The whole unit may be upgraded with one of the following Signature Evolutionary Adaptions:  
  - Bold, Chameleon, Fast Reflexes or Nocturnal for 1pt per model  
  - Ork Hybrid or Sixth Sense for 2pts per model

**Points:** 90
**Kroot Tracker Kindred**

**Points:** 70

**Options:**
- May add up to 7 extra Kroot for 10pts each
- The whole unit may be upgraded with the Hyperactive Nymune Gland for 2pts per model
- The whole unit may be ride Knarlocs for 10pts per model
- The whole unit may be upgraded with one of the following Signature Evolutionary Adaptions:
  - Bold, Chameleon, Fast Reflexes or Nocturnal for 1pt per model
  - Ork Hybrid or Sixth Sense for 2pts per model

**Composition:**
1 Kroot Shaper
4 Kroot

**Unit Type:** Infantry

**Special Rules:**
- Infiltrate
- Move Through Cover
- Native Scouts

**Wargear:**
Kroot Hunting Rifle

---

**Knarloc Rider Herd**

**Points:** 140

**Options:**
- May add up to 3 extra Knarloc Riders for 40pts each
- The Shaper may replace their Kroot Rifle with an Ion Carbine for free
- Any may replace their Kroot Rifle with a Kroot Hunting Rifle for 3pts
- The whole unit may be upgraded with one of the following Signature Evolutionary Adaptions:
  - Bold, Fast Reflexes or Nocturnal for 2pts per model

**Composition:**
1 Knarloc Shaper
2 Knarloc Riders

**Unit Type:** Cavalry

**Special Rules:**
- Native Scouts

**Wargear:**
Kroot Rifle

---

**Kroot Vulture Kindred**

**Points:** 140

**Options:**
- May add up to 10 extra Kroot for 12pts each
- The Shaper may replace their Kroot Rifle with an Ion Carbine for free
- Any may replace their Kroot Rifle with a Kroot Hunting Rifle for 3pts
- The whole unit may be upgraded with one of the following Signature Evolutionary Adaptions:
  - Bold, Chameleon, Fast Reflexes or Nocturnal for 1pt per model
  - Ork Hybrid or Sixth Sense for 2pts per model

**Composition:**
1 Kroot Shaper
9 Kroot

**Unit Type:** Jump Infantry

**Special Rules:**
- Native Scouts

**Wargear:**
Kroot Rifle
Wings
**Krootox Herd**

Points: 90

Options:
- May add up to 2 extra Krootox Riders for 30pts each
- The whole unit may be upgraded with the Hyperactive Nymune Gland for 6pts per model
- The whole unit may be upgraded with one of the following Signature Evolutionary Adaptions:
  - Bold, Fast Reflexes or Nocturnal for 2pts per model

Composition:
3 Krootox Riders

Unit Type:
Infantry

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Wargear:
Kroot Gun

**Great Knarloc Herd**

Points: 60

Options:
- May add up to 2 extra Great Knarlocs for 60pts each
- One Rider per Great Knarloc may replace his Kroot Hunting Rifle with one of the following:
  - Kroot Bolt Thrower for 10pts
  - Twin-linked Kroot Gun for 30pts
- The Kroot Bolt Thrower may be upgraded to fire Explosive Bolts for 15pts
- The whole unit may be upgraded with one of the following Signature Evolutionary Adaptions:
  - Bold, Fast Reflexes or Nocturnal for 3pts per model

Composition:
1 Great Knarloc

Unit Type:
Cavalry

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Wargear:
Sharp Beak & Claws

Riders:
Kroot Hunting Rifle

Special Rules:
Relentless
Ridden Creature
### Kroot Summary

#### Kroot Profiles

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