

++SHADOW WAR: ARMAGEDDON++

KROOT MERCENARIES

KROOT EQUIPMENT

HAND-TO-HAND

Knife (5pt)

Sword (15pt)

Whip (5pt)

Treat as Squig-hide whip

PISTOLS

Kroot pistol (5pt)

Treat as Grot blasta

Tau-enhanced Kroot pistol (15pt)

Treat as laspistol

BASIC WEAPONS

Kroot rifle (25pt)

Kroot hunting rifle (40pt)

Pulse carbine (30pt)

Shaper only

Tau-enhanced Kroot rifle (35pt)

SPECIAL WEAPONS

Kroot gun (25pt)

Treat as shoota

Tau-enhanced Kroot gun (100pt)

Treat as storm bolter

GRENADES

Frag grenades (25pt)

Krak grenades (40pt)

Melta bombs (30pt)

Shaper only

MISCELLANEOUS

Camo gear (5pt)

Clip harness (10pt)

Kindred charm (10pt)

Kroot mercenary armour (10pt)

6+ armour save in HTH only

Telescopic sight (20pt)

Weapon reload (half the cost of the weapon)

KROOT SHAPER (145 POINTS)

A Kroot mercenary company must be led by a Shaper, one thought to have the special senses necessary to determine what is safe for their kindred to eat and assimilate.

Role	M	WS	BS	S	T	W	I	A	Ld
Team Leader	5	4	4	3	4	1	4	1	8

Skills: Combat, Ferocity, Guerilla, Agility, Shooting, Stealth.

Mandatory Wargear: Knife, Kroot mercenary armour (armour save 6+ in hand-to-hand combat only).

Optional Wargear: Kroot Hand-to-Hand, Pistols, Basic Weapons, Grenades, Miscellaneous.

KROOT MERCENARY (75 POINTS)

Role	M	WS	BS	S	T	W	I	A	Ld
Trooper	5	4	3	3	4	1	4	1	7

Skills: Combat, Shooting, Stealth.

Mandatory Wargear: Knife.

Optional Wargear: Kroot Hand-to-Hand, Pistols, Basic Weapons, Grenades, Miscellaneous.

KROOT GREENQUILL (50 POINTS)

Role	M	WS	BS	S	T	W	I	A	Ld
New Recruit	5	4	2	3	3	1	4	1	7

Mandatory Wargear: Knife.

Optional Wargear: Kroot Basic Weapons, Grenades, Miscellaneous.

KROOTOX & RIDER (185 POINTS)

Role	M	WS	BS	S	T	W	I	A	Ld
Specialist	4	5	4	5	4	3	3	2	7

Skills: Combat, Ferocity, Muscle, Shooting.

Mandatory Wargear: Knife.

Optional Wargear: Kroot Pistols, Special Weapons, Grenades, Miscellaneous.

Special: The Krootox & Rider is treated as a single model.

BASICS

Number of Models: 3-16

Maximum Specialists: 1

BACKGROUND

Descended from an avian creature, and capable of assimilating the genetic information within the flesh they eat, the Kroot are a seemingly savage and powerful race with deeply ingrained spiritual practices. They believe that consuming flesh is a way to absorb its strengths and weaknesses and this is literally true for their unique digestive systems, making the Kroot somewhat picky eaters — sentient races are preferred.

The Kroot have a long relationship with the Tau, often serving in their armies and benefiting from their technological advances. However, Kroot mercenaries hire themselves out almost indiscriminately, and have even been known to work for the Imperium.

SPECIAL RULES

Feed: The carnivorous (actually cannibalistic) ways of the Kroot may have dire consequences for any of their foes left on the battlefield. When an enemy fighter is taken captive by this team, it is ritually consumed and cannot be rescued — and one random Kroot Mercenary that survived the mission gains a free Fighter Advance (or a Mission Completed mark if a New Recruit).

SPECIAL OPERATIVES

CADRE FIREBLADE

This special operative follows the same rules as found in the Tau Pathfinders kill team list, except that Direct Fire works on Kroot Mercenaries.

STEALTH TEAM SHAS'UI

This special operative follows the same rules as found in the Tau Pathfinders kill team list.

D3+1 KROOTHOUNDS

Special Operative	M	WS	BS	S	T	W	I	A	Ld
Kroothound	6	4	-	4	4	1	5	1	8

Wargear: None.

Special: A random number of Kroothounds are used when this special operative is selected. Roll D3+1 for the size of your Kroothound pack. These beasts are subject to Frenzy. They cannot gain skills or advances, and cannot use or carry wargear. They cannot carry Loot counters, operate machinery or do anything else that requires manual dexterity. Kroothounds have no shooting attack, and ignore BS penalties from Flesh Wounds. Kroothounds count as New Recruits for the purposes of assisting fellow troopers from pinning (that is, they do not help) and their Leadership cannot be used for bottle tests (counting as an automatic failure), but they automatically pass break tests.

KROOT MASTER SHAPER

Special Operative	M	WS	BS	S	T	W	I	A	Ld
Kroot Shaper	5	5	4	3	4	2	4	2	9

Wargear: Kindred charm, knife, Kroot mercenary armour (armour save 6+), pulse rifle, sword. Optionally, the Master Shaper may exchange its sword for both frag and Krak grenades. Optionally, the Master Shaper may exchange its pulse carbine for a Tau-enhanced Kroot rifle.

Special: Instead of shooting during the shooting phase, the Kroot Master Shaper may inspire mercenaries who are pinned. D3 friendly Kroot fighters within 8" recover from pinning immediately! Also, as long as the Master Shaper is not down or out of action, the kill team's kindred charms are effective on a roll of 4+ instead of 6.

NEW EQUIPMENT RULES

KROOT RIFLE

This was once the standard weapon of Kroot mercenaries, a slughtorwer. It is both a shooting weapon and a hand-to-hand combat weapon.

Range	To Hit	Str.	Dam.	Sv	Ammo
10/20	0/-1	4	1	0	8+

Range	Strength	Damage
Close Combat	As User+1	1

Parry: In hand-to-hand combat, the Kroot rifle grants a parry.

TAU-ENHANCED KROOT RIFLE

A significantly improved version of the Kroot's basic sidearm. As a shooting weapon, it follows the same rules as a lasgun. It has the same hand-to-hand weapon profile as a standard Kroot rifle.

KROOT HUNTING RIFLE

A slower and more precise weapon than the standard Kroot rifle, but lacking blades. It is not suitable for use as a hand-to-hand combat weapon.

Modeling Advice: A simple way to convert your models' Kroot rifles into hunting rifles is just to clip the blades off the barrel and the stock.

Range	To Hit	Str.	Dam.	Sv	Ammo
18/36	-1/+1	4	1	-1	8+

Silent: This weapon emits no noise, so when fired it does not test to sound the alarm during missions.

KINDRED CHARM

The Kroot wear pendants and talismans imbued with the spirits of fallen warriors, and a fighter may expend the energy trapped within such a charm to give them luck on the hunt. Each kindred charm is one use only, and a fighter cannot be equipped with more than one charm at a time. A charm can be used in any of the following ways:

- Re-roll a 1 on an Attack dice (a fumble) in hand-to-hand combat.
- Re-roll a 1 when making a shooting attack.
- Re-roll a failed Ammo Roll.
- Re-roll a failed Leadership test.

However, the spirits locked within a kindred charm are fickle. When attempting to use a kindred charm, you must first roll a D6. On a roll of 6, the charm works and the re-roll is then allowed. On a result of 1-5 the charm has no effect. No matter the result, the charm's power is expended.

KROOT MERCENARY ARMOUR

The typical 'suit' of Kroot mercenary armour consists of little more than a steel shoulder pad or occasionally a simple breastplate. This armour provides a 6+ armour save in hand-to-hand combat only, offering no defense at all against shooting attacks or template weapons.

KROOT NAMES

Examples of Kroot names include Gorok, Griahgri, Harbyx, Orek, Ortrazk, Pechallai, Anghkor Prok.

To inspire you in creating Kroot fighter names, roll D66 twice on the table below, combining a random prefix with a random suffix, switching them round, etc.

D66	Prefix	Suffix
11	Alth(a/iz)-	-razid/azor
12-13	Uz(ka/la)-	-hgor/hkor
14	T(h)ar(b)-	-(th)erill(a)
15	Gar(a/i/o)-	-zzar/zzan
16-21	Jel(uz/uk)-	-juru/zuru
22	Pec(h/k)-	-pekor(i/o)
23	Krull(a/i)-	-rok/rak(a)
24	Ok(thaz)-	-zid/zidaz
25-26	Rell(a/i)-	-ak/ek/ezk
31	Jid(ab/ib)-	-adz/radz
32	Gri(k/hg)-	-prot/pret
33-34	Zir(u)(a/i)-	-sazan(kh)
35-36	Erk(i)(hg)-	-allo/allai
41	Kiz(i)/Kaz-	-dzril/dzri
42	Av(a/ith)-	-abyx/izyk
43	An(gh/th)-	-tal(lil/lik)
44	Thiz(a/ir)-	-kazel/azl
45	Shaz/Shez-	-azk/ez(k)
46	Plaz/Plal-	-zask/jazk
51	Or(t/th)-	-jaz/jez(oo)
52	Siv(id/in)-	-rill/ralli(l)
53-54	Pren(i/iz)-	-okk/ahlk
55	Driz(id/il)-	-rull/kulli
56-61	Gor(h)(oo)-	-julz(il)(a)
62	Zso/Zys-	-krel/akrul
63	Bor(r)/Bir-	-agri/a(za)
64-65	Pr(ill)(oo)-	-uzar/uzad
66	Tag(hi)(z)-	-zol/zil/zal

Credits:

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