

# MASTERS OF THE FORGE

On Your Tabletop

## Xenos Faction Houserules

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# Enslavers

## Enslaver Coven

### Troops - 84 Points

	WS	BS	S	T	W	I	A	Ld	Sv
Enslaver	3	3	4	5	3	4	1(2)	10	5++

**Unit Type:** Infantry

**Unit Composition:** 1 Enslaver

**Wargear:** Tentacles (count as two close combat weapons)

### Options:

- May include up to two additional Enslavers - 83 pts/model

### Special Rules:

- Move through Cover
- Infiltrate
- Deep Strike
- Ways of the Warp
- Mind Control
- Permanent Link

**Ways of the Warp:** At the beginning of your movement phase, you can choose to immediately remove an Enslaver Coven from the board and redeploy the unit using the Deep Strike rules. An unit of Enslavers deploying via Ways of the Warp outside of 12 inches of an enemy or friendly psyker model always scatters - use the arrow on the symbol in case of a hit result. An unit of Enslavers deep striking within 12 inches of an enemy or friendly psyker, on the other hand, does not scatter at all.

**Mind Control:** Once during your movement phase, you can declare that an Enslaver Coven uses its Mind Control ability against an enemy unit or vehicle. The target unit immediately rolls a number of LD checks equal to the number of models the Enslaver Coven is composed of, their LD score modified by minus the number of Enslavers beyond the first. (For example, the target of a Coven composed of two Enslaver models would have to roll two LD checks, both with a -1 modifier to their LD characteristic.)

Units without a LD characteristic count as having a LD score of 10 and roll 3d6 to determine the result, using the the two lowest dice rolls.

- If target unit fails one of those LD checks, you assume control of the unit for the rest of the movement phase of this turn, as if it would be part of your army, treating them as battle brother allies. Place once permanent link marker on the unit.
- If target unit fails two of these LD checks, you assume control of the unit for the rest of the movement phase and the shooting phase of this turn, as if it would be part of your army, treating them as battle brother allies.

Place two permanent link markers on the unit.

- If target unit fails three of these LD checks, you assume control of the unit for the rest of the movement phase, the shooting phase, and the close combat phase of this turn, as if it would be part of your army, treating them as battle brother allies.

Place three permanent link markers on the unit.

Remove all permanent link markers from an enemy unit at the end of your player turn if it was not targeted by any Enslaver Coven's Mind Control ability during your player turn.

**Permanent Link:** If the number of Permanent Link markers a unit suffered ever surpasses its initiative characteristic, you assume control of the unit for the remainder of the game, as if it would be part of your army, treating them as battle brother allies and as scoring units for the purpose of mission objectives.

# Harlequins

## Additional Enigmas of the Black Library

**Spirit Stones of the Fallen Masters:** A character who is in possession of the knowledge protected by one of these Spirit Stones has traveled great distances and undergone untold hardships in order to do so. These represent the teachings of great Eldar theatrical geniuses who, for whatever reason, never joined with the Harlequins.

### **The Stone of Calegha - 30pts:**

Calegha was a wonder of showmanship and great martial prowess. He relished in playing the great heroes of Eldar history even to the point of bringing these performances alive on the battlefield after venturing onto the Path of the Warrior. When the Call of Cegorach came, Calegha was locked in mortal combat with the Daemon Prince of Shae'ton. In the end, he was done in by the villain's Dancing Blade before he could join the rest of the followers of Cegorach into the Webway. Calegha's Spirit Stone was recovered by several former troupe-mates before they left the Materium and it was brought to the Black Library for safe-keeping.

The bearer of the Stone of Calegha always performs a grand hero on the battlefield and is an expert duelist. As long as the Character enjoys the +1 attack for having an extra close combat weapon (but not two pistols), they receive a **+1 to their Invulnerable Save in close combat**. In addition, the bearer of the Stone of Calegha enjoys the **Stubborn** special rule.

### **The Stone of Movail - 10pts:**

Like many other Shadowseers at the time, Movail saw The Fall coming. This knowledge wasn't specific, of course. It was cloaked in mystery. As the director of a performance troupe, he tried desperately to warn his contemporaries of their impending doom. He produced one cautionary tale after another. Sadly, most of his patrons despised his works, preferring more titillating storylines and more grandiose productions full of fabulous horrors and terrifying beauty. Instead, his offerings were seen as the ramblings of a prude.

After The Fall, he fell into a deep sorrow. He had been right, of course, but he had been able to save so very few from the maw of She Who Thirsts. When he finally succumbed to his ennui centuries later, his troupe preserved his genius in a Spirit Stone for many years before they were called to the Webway by Cegorach. It was only then that they were able to safely secret the Stone to the Black Library.

After all their powers have been selected, the bearer of the Stone of Movail may roll for an **additional power** from the **Divination** discipline. This does **not** affect their selection of a free Primaris Power in another discipline. Only a Shadowseer may take this Relic.

### **The Stone of Talesh - 15pts:**

Talesh is thought of by some as the matron of the modern saedath. Even before the call of Cegorach, Thalesh was devoted to remembering the Fall and what had caused it. She preserved the stories through her productions. She and her troupe survived on the early Path of the Outcast, both fighting and performing throughout the burning galaxy, daring the miserable remnants of their race to remember what had happened. One tragic day, a fellow Eldar ran her through with his sword during a performance before fleeing the scene. The assassin was thought to have been sent by some nameless, grief-stricken highborn fool. Her body was preserved at the moment of her death in a stasis tube. Centuries later, her soul was captured in a Spirit Stone and brought to the Black Library for safe-keeping.

The bearer of the Stone of Talesh understands, better than anyone, the importance of selecting the right saedath for a particular set of circumstances. While some Masques will only perform the same story time and again, the bearer of this Relic abhors such notions.

If the bearer of the Stone of Talesh is your **Warlord** and if they are deployed before the roll to seize initiative is made, you may **re-deploy d3+1 units** in your army. After doing so, if you are going second, you may attempt to **seize the initiative** (even if it is for the second time). If you are going first, you may **force your opponent to attempt to seize the initiative** against you. If the latter is chosen, they get a **+2** on the roll.

### **Jester's Jail - 20pts:**

The Harlequins don't only have great knowledge of the Webway itself, but they also possess relics which mimic the architecture of the Webway, creating terrifying traps for their enemies. The Jester's Jail resembles a small, multi-colored puzzle box. The bearer has the ability to trap their enemies inside, manifesting as a twisting labyrinth of madness, maintained for centuries or even millennia. When the colors of the box are aligned properly, the Jail is opened and the imprisoned are released.

When engaged in close combat, the bearer of the Jester's Jail may forego all close combat attacks that round. If they do so, they may, at the start of the fight sub-phase, force one any enemy model engaged in that combat to roll a die. If the number rolled is greater than their current number of remaining wounds, they are removed from play. Abilities which allow a model to be replaced on the battlefield do not function; the model is not dead... it is trapped in the Jail!

## **Weavewalker Detachment**

The nature of the Webway is such that one mode of transportation is as valid as any other, from the greatest of the Craftworlds down to the smallest and quietest of assassins. The Weavewalker Detachment represents a Harlequin Masque which has mastered walking the Webway, never getting lost and rarely facing peril. You never know where a Weavewalker Masque will breach into the materium to wreak havoc.

### **Compulsory:**

- 3 Troops
- 2 Elites

### **Optional:**

- 3 Troops
- 3 Elites
- 2 Fast

**Restrictions:** All units in this Detachment must have the Harlequins Faction.

### **Command Benefits**

**Emissary of Cegorach:** If you have selected a Troupe Master from this Detachment as your Warlord, you can re-roll the result when rolling on one of the Warlord Traits tables in Codex: Harlequins.

# Necrons

## Flayed Lord / Sahtah the Enfleshed

	<b>Pts</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>
Flayed Lord	100	5	4	4	5	3	2	4	10	3+
Sahtah the Enfleshed	130	5	4	4	5	3	4	5	10	3+

As quickly as they came, the sensations bled away again and left numbness and sorrow in their wake. The sun did not warm him, the wind was as dead as the bloodless arteries of his mechanised body. No rifle identified him as a noble plains hunter, instead a pair of gruesome talons betrayed him for what he was - a monster.

A Flayed Lord is a Necron Overlord who has succumbed to the Flayer Curse. They rarely command entire dynasties, but are sometimes found under the command of a savvy Overlord. Such is the disdain for those afflicted with the curse, however, they are pariahs among their own kind.

### Unit Type:

- Infantry (Character)

### Unit Composition:

- 1 Flayed Lord (Sahtah the Enfleshed counts as a Flayed Lord)

### Wargear:

- Slicing claws
- Robes of flesh

### Special Rules:

- Ever-Living
- Independent Character
- Deep Strike
- Infiltrate
- Reanimation Protocols
- Flayer Pariah
- Flayed Court
- Feel No Pain (Sahtah the Enfleshed only)

### Options:

- May take any of the following for the usual cost for a Necron Lord:
  - Phylactery
  - Resurrection Orb
  - Phase Shifter

### Slicing Claws:

The claws of a Flayed Lord are especially adept at flaying the flesh from a living being and have the following profile:

	Range	S	AP	Type	Special Rules
Slicing Claws	-	User	5	Melee	Rending, Shred

The Flayed Lord's number of attacks for having multiple slicing claws has already been included in their profile.

### Robes of Flesh:

A Flayed Lord is wears the robes of its victims proudly and even becomes morose when their robes become rotten and unsightly, fueling an urge to collect new robes. These robes grant the Flayed Lord the **fear** special rule. If the Flayed Lord or the unit he has joined destroys a unit of infantry, he dons new robes made from the flesh of one of those victims, granting a -2 to further rolls against the Flayed Lord's **fear** checks.

### Flayer Pariah:

A unit may not join or be joined by this unit unless it is a Flayed One, also has this special rule, or is otherwise described in its story block as having the Flayer Curse. Furthermore, a Flayed Lord does not count as a Necron Lord for the purposes of selecting a Royal Court or other considerations from Codex: Necrons.

### Flayed Court:

An army list which includes a Flayed Lord may select up to two units of Flayed Ones as a Troops choices.

## Necron Pariah

### Elites - 136pts

	WS	BS	S	T	W	I	A	LD	SV
Pariah	4	4	5	5	1	3	1	10	3+

**Unit type:** Infantry

**Unit composition:** 4 Necron Pariah

**Upgrades:** May purchase up to six additional Pariah for 34 points each

### Wargear:

- Warscythe

### Special rules:

- Soulless
- Psychic Horror
- Warp Void

**Warscythe:** A heavy close-combat weapon, much like a halberd, with a built-in Gauss Flayer. The blade vibrates in and out of phase with reality, completely ignoring armour-related saves in close combat (dodge-like invulnerable saves stand). Attacks against vehicles are made at 2d6+Strength.

**Soulless:** The sight of these very human-looking robots is very unnerving to any real human, and an abomination in the eyes of the God Emperor. Any unit within 12" of a Necron Pariah, that contains humanoids in some form (Imperium forces, Chaos Space Marines, (Dark) Eldar, Tau etc.) have their Leadership reduced to 7. If their Leadership was 7 or lower to begin with, nothing happens.

Orks are not affected, as they don't care about looks as long as there's krumpin' to be done.

**Psychic Horror:** Any Psyker that begins their turn within 6" of a Necron Pariah must take a Morale test. If they fail, the psyker, and any squad they are in, flee. In squads of multiple Psykers, half the number of psykers (rounded up) must take the test.

**Warp Void:** At the start of every Psychic Phase, for every five Pariahs on the table (regardless of what squad they are in, or if they are fleeing) the controlling player adds one dispel-die.  
If you have three full squads of 10 Pariah you get six dice. If you have a squad of four and a squad of five (for a total of nine) with one Pariah fleeing you still have two dice (total of ten Pariah on the table).

# Orks

## Kurrzig's Kommandos

### Elites - 60 Points

	WS	BS	S	T	W	I	A	Ld	Sv
Kommando	4	2	3	4	1	2	2	7	6+
Kommando Nob 4	2	4	4	2	3	3	7	6+	

**Unit Type:** Infantry

**Special Rules:** WAAGH!, Furious Charge, Infiltrate, Scout

**Unit Composition:** 5 Kommandos

**Wargear:** Choppa, Slugga, Stikkbomms, Makeshift Disguise

### Options:

- May include up to fifteen additional Kommandos - 15 points per model
- Up to two Kommandos may take any combination of the following
  - Burna - 15 points per model
  - Rokkit Launcha - 10 points per model
  - Big Shoota - 5 points per model
  - Kustom Mega Blasta - 10 points per model
- May upgrade one Kommando to a Kommando Nob - 10 points
- The Kommando Nob may take one of the following
  - Big Choppa - 5 points
  - Burna - 15 points
  - Power Klaw - 25 points
  - Bosspole - 5 points
- All models in the unit may replace their Makeshift Disguises with Convincing Disguises for 13 points per model.
- Kurrzig's Kommandos may take a Looted Wagon as a Dedicated Transport for 40 points. Although it may not have the Boomgun upgrade, it may take any other upgrade specified in the Looted Wagon entry in the Ork codex. This Looted Wagon gains the Infiltrate and Scout special rule whether it has Kommandos embarked upon it or not.

### Makeshift Disguises

Kurrzig's Kommandos are capable of putting together slapdash attempts at disguise which allow them to creep close to the enemy before striking.

Kommandos equipped with Makeshift Disguises may Infiltrate as close as 9" of an enemy outside line-of-sight and as close as 15" of an enemy within line of sight rather than the usual 12" or 18".

If you have Kommando models which are modeled with disguises matching any models in the enemy's army, they may ignore any special abilities which prevent Infiltrate such as Servo Skulls. They may also assault on the turn they infiltrate.

This rule applies to any dedicated transport the Kommandos may have such as a Looted Immolator infiltrating an enemy force of Sisters of Battle.

Note that the Kommandos need not be painted to match in order to receive this bonus and you may bring extra models to the game to fit a multitude of armies. Also note, however, that the models must be cleverly modeled Orks. Space Marine miniature just will not do; it must be an Ork model converted to look like it has been stuffed in power armor.

### **Convincing Disguises**

The most skilled of Kurzzig's Kommandos are capable of convincing not only their enemy that they are allies, but sometimes even themselves. In addition to the abilities of Makeshift Disguises, Convincing Disguises allow Kurzzig's Kommandos to appear in their enemy's midst just before the start of a battle!

Before Initiative is seized, you may select one unit of Kurzzig's Kommandos which are in reserve. Then, select one of your opponent's units. If that unit is deployed, then you may reveal your Kommandos as doppelgangers in that unit. If not, you must wait until the selected enemy unit has arrived from reserve. If the enemy unit never arrives from reserves during your game, then the unit of Kommandos is destroyed.

When you reveal your doppelgangers, select a Kommando model and roll a dice. On a 4+, replace any single non-character enemy infantry model that is either on the board, in a building, or in a vehicle with the Kommando. Nobz are allowed to replace Characters which do not have the Independent Character special rule and they get a +1 on their roll. Kommandos which fail their roll were obviously found out and killed before the battle began. Repeat this process against the same enemy unit until there are either no enemy models remaining or there are no Kommandos remaining in the selected unit. If there are no enemy models remaining or all that remains are Characters, then the rest of the Kommandos are lost.

Successful Kommando doppelgangers on the board are considered to be engaged in Close Combat with the enemy unit(s) they have appeared in and will fight in the next assault phase as an ongoing combat.

Successful Kommando doppelgangers inside buildings or transports immediately fight close combat as if they were in a building except that the Kommando models swing at Initiative 10 (even if the Nob has a Power Klaw) and are then instantly destroyed even if no enemy models remain.

You may repeat this process for any remaining Infiltrating Kurzzig's Kommando units.

Models that have been replaced by Kommandos are not considered casualties or removed from the table since they never existed in the first place!

If you have Kommando models which are creatively modeled with disguises matching the models they replaced, they get a +1 on this roll (which means Nobz get a total of +2). Note that the Kommandos need not be painted to match in order to receive this bonus and you may bring extra models to the game to match a multitude of armies. Note that simply placing a Terminator model on the table does not a disguise make... it must actually look like an Ork stuffed into Terminator armor.

# Tau

## Kroot Advance Scouts

When a unit with this special rule is placed on the battlefield, whether through normal deployment, reserves, or any other method, the controlling player may choose to change the type of terrain which provides the models in that unit Stealth.

## New Units

### Nicassar in Zero Gravity

**Battlefield Role:** Elite

**Points:** 70

**Unit Type:** Monstrous Creature

**Unit Composition:** 1 Nicassar

**Strength:** 5

**Toughness:** 5

**Wounds:** 3

**Initiative:** 2

**Attacks:** 1

**Leadership:** 9

**Special Rules:** Adamantine Will, Level 1 Psyker, Telekinetic

**Options:**

- May upgrade to Psyker Level 2 for 25 pts.
- May upgrade to Psyker Level 3 for 50 pts.

### Nicassar in Support Drone

**Battlefield Role:** Elite

**Points:** 120

**Unit Type:** Vehicle

**Unit Composition:** 1 Nicassar in Support Drone

**Front Armor:** 13

**Side Armor:** 12

**Rear Armor:** 10

**Hull Points:** 3

**Wargear:** Burst cannon, two drones of any kind, Arc Shielding

**Special Rules:** Autofire, Adamantine Will, Level 1 Psyker, Telekinetic, Psychic Couch, Psychic Vehicle

**Options:**

- May take items from the Vehicle Battle Systems list
- May upgrade to Psyker Level 2 for 25 pts.
- May upgrade to Psyker Level 3 for 50 pts.

## Special Rules and Wargear:

**Arc Shielding:** With one Shield Drone attached, the Nicassar has a 5+ Invulnerable Save. With two Shield Drones attached, the Nicassar has a 4+ Invulnerable Save.

**Autofire:** The Support Drone uses the Autofire rules for firing its Burst Cannon and drones weapons.

**Telekinetic:** If the Nicassar chooses all of its powers from the Telekinesis Discipline, it does not need to roll for them; it automatically knows all of them. Otherwise, it may randomly draw from any Telepathy, Pyromancy, or Biomancy as a normal Psyker.

**Psychic Couch:** The psyker commands a view of the battlefield thanks to Nicassar equipment installed aboard the Support Drone. It does not suffer the usual penalties for targeting models outside of a transport.

**Psychic Vehicle:** Instead of suffering normal Perils of the Warp results, roll a die. On a 1-4, the Nicassar takes a hull point of damage. On a 5+, the Nicassar suffers a hull point of damage as well as a roll on the vehicle damage table.

## Kroot Hound Pack

**Battlefield Role:** Fast Attack

**Points:** 25

**Unit Type:** Beasts

**Unit Composition:** 5 Kroot Hounds

**Special Rules:** Acute Senses, Infiltrate, Move Through Cover, Stealth (Forests), Loyal to Kroot

### Options:

- May include up to fifteen additional Kroot Hounds at 5pts/model.
- All models may be upgraded to Advance Scouts for 1pt per model.

**Loyal to Kroot:** When not within 12" of a Kroot, Kroot Shaper, or Krootox Rider, the Kroot Hound Pack must make a Leadership Check in order to move in the movement phase, run in the shooting phase, or launch an assault in the assault phase.

## Krootox Brigade

**Battlefiled Role:** Heavy Support

**Points:** 15

**Unit Type:** Infantry

**Unit Composition:** 1 Krootox Rider

**Wargear:** Kroot Armor, Kroot gun

**Special Rules:** Bulky, Infiltrate, Move Through Cover, Stealth (Forests)

### Options:

- May include up to four additional Krootox Riders at 15pts/model.
- All models may be upgraded to Advance Scouts for 1pt per model.

## Kroot Carnivore Squad

As per Codex: Tau except that all models may be upgraded to Advance Scouts for 1pt per model.

## Gue'vesa Auxiliary Detachment

The Gue'vesa Auxiliary Detachment represents a cadre of Imperial Guard warriors who have been conscripted by the Tau. In so doing, they have fully embraced the Greater Good and are truly a part of the Tau force represented in your games.

This is a detachment which shares a Faction with both the Astra Militarum and Tau.

### Compulsory:

1 HQ  
2 Troops

### Optional:

4 Troops  
3 Elite  
1 Fast  
1 Heavy

### Restrictions:

- Gue'vesa Auxiliary Detachments may only be taken alongside Tau or Astra Militarum **Battleforged** Detachments.
- Your Warlord may not be selected from this Detachment.
- All units chosen for the Gue'vesa Auxiliary Detachment must be selected from **Codex: Astra Militarum** with the exception of Ethereals and Devilfish (see below).
- **No named characters** nor any **Commissars** may be taken for this Detachment.
- All **Vehicle Squadrons** may total only **one** vehicle.

### Benefits:

- The Gue'vesa Auxiliary Detachment is considered **Battle Brothers** for the Tau. You may also wish to include Astra Militarum as Battle Brothers, but only if the army is heavily themed as a full-on Gue'vesa army.
- All Astra Militarum units which list a Chimera and/or a Taurox of any variety as a Dedicated Transport may also select a **Devilfish** from Codex: Tau as a **Dedicated Transport** with any wargear or other upgrades from that Codex as the player sees fit to add.
- An **Ethereal** may be selected as the HQ for this Detachment. All abilities which reference "this Codex" in the Ethereal's Special Rules also refer to units selected for this Detachment.

All Troops in this detachment have the Objective Secured special rule.

## New Formations

### Kroot Expeditionary Force Formation

**Formation:**

- 2 squads of Kroot
- 2 Kroot Hound Packs

**Restrictions:**

- All units must have the Advance Scouts Special Rule

**Special Rules**

- During the first turn of the game, all Kroot from this formation gain the Shrouded Special Rule instead of the Stealth special rule wherever applicable.
- Additionally, all Kroot units in this Formation enjoy the Ignores Cover Special Rule for cover saves normally provided by terrain specified by their Advanced Scouts special rule.

### Kroot Reserve Force Formation

**Formation:**

- 1-2 squads of Kroot
- 2-4 Krootox Brigades

**Restrictions:**

- None

**Special Rules:**

- Units in this Formation change the weapon profiles for their Kroot Guns to Salvo 2/3 as long as they have two or more models with Kroot Guns in the unit.