

On Your Tabletop - Bonus Content Kroot Kill Teams

Kroot Carnivores

	M	WS	BS	S	T	W	A	Ld	Sv	Max	Points
Kroot Carnivores	7"	3+	4+	3	3	1	1	6	6+	-	6
Kroot Shaper	7"	3+	4+	3	3	3	3	7	6+	2	11

Each model is armed with a Kroot rifle. The Shaper is also armed with a Ritual Blade.

Abilities

Stealthy Hunters: When an enemy player makes a hit roll for a shooting attack that targets this model, and this model is obscured, that hit roll suffers an additional -1 modifier.

Adaptation: See below.

Appropriation: A Kroot Sniper Specialist may upgrade their Kroot Rifle to any weapon available to a T'au Pathfinder or Fire Warrior at the same points value as a T'au Kill Team. A Kroot Demolitions Specialist is equipped with Photon Grenades. In NARRATIVE PLAY games, weapons may be chosen from *any* faction's wargear list.

Specialists

Any Kroot Carnivore can be a Combat, Demolitions, Medic, Scout, or Sniper specialist. A Shaper can be a Leader, Comms, or Veteran Specialist.

Keywords

Faction Keyword: Kroot

Keywords: Infantry, Kroot Carnivores

Kroot Hounds

	M	WS	BS	S	T	W	A	Ld	Sv	Max	Points
Kroot Hounds	12"	3+	-	3	3	1	2	5	6+	-	5

Abilities

Voracious Predators: You can re-roll failed charges for this model.

Adaptation: See below.

Specialists

A Kroot Hound can be a Combat or Scout specialist.

Keywords

Faction Keyword: Kroot

Keywords: Kroot Hounds, Beasts

Krootox Riders

	M	WS	BS	S	T	W	A	Ld	Sv	Max	Points
Krootox Riders	7"	3+	4+	6	5	3	2	6	6+	1	25

Each model is equipped with a Kroot Gun and Krootox fists.

Abilities

Agile Brute: When this unit Advances, add 6" to its Move for that Movement phase instead of rolling a d6.

Specialists

A Krootox Rider can be a Heavy, Zealot, or Scout specialist.

Keywords

Faction Keyword: Kroot

Keywords: Krootox, Krootox Rider, Cavalry

Special Rules

Adaptation: The Kroot are a genetically flexible species and can learn new abilities simply by devouring their enemies. At the start of the game, one member of your team may be temporarily upgraded based on the natural predilections of your opponent. Select an enemy Specialist other than a Leader. One of your models that is not already a Specialist has that model's specialism, too. This specialism can be one normally not available to Kroot or one your Team already has. This specialism is obtained at level 1 regardless of the enemy Specialist's level. This specialism disappears when the battle has concluded.

Fieldcraft: In the scouting phase, a Kroot kill team may select two strategies instead of just one.

Wargear

Weapon	Range	Type	S	AP	D	Abilities	Points
Kroot rifle (melee)	Melee	Melee	+1	0	1	-	0
Kroot rifle (shooting)	24"	Rapid Fire 1	4	0	1	-	0
Kroot Gun	48"	Rapid Fire 1	7	-1	d3	-	0
Krootox Fists	Melee	Melee	User	0	2	-	0
Ritual blade	Melee	Melee	User	0	1	If any enemy models are destroyed by this weapon, friendly KROOT enjoy a -2 to Nerve tests that round.	0