

MERCENARIES FOR HIRE

Deep behind enemy lines, outnumbered, unsupported and running out of time... this is Warhammer 40,000: Kill Team, the game of close-quarters skirmish warfare. Here, we present rules for a whole new kill team - Kroot Mercenaries!



Long of limb, keen of eye and as silent as a calm breeze, the Kroot stalk their prey through alien jungles and abandoned industrial complexes with equal ease.

Preternatural hunters, they use their honed senses to track their quarry before luring them into a deadly ambush from which there is no chance of escape. With an avian screech, the Kroot descend upon their foes, using their crude rifles as clubs and scythes; eviscerating, rending and shredding. Kroot Hounds bound through the undergrowth and urban detritus with astounding speed, tearing enemy warriors limb from limb with savage ferocity. Lumbering Krootox provide fire support, tackling those targets that the wily Kroot fear to engage. And when the killing is done, the feasting begins. The Kroot are known as Carnivores by Imperial troops for a reason, for once their enemies are dead, they will devour the slain and absorb their genetic material.

BUILDING YOUR KILL TEAM

The best place to start with a Kroot team is clearly the Kroot Carnivore boxed set, though the Dahyak Grekh model from Blackstone Fortress would make an excellent leader figure. Consider using spare parts from the T'au Fire Warriors and Ork Boyz kits as extra wargear, while armour plates from any Imperial Guard kits look great as scavenged armour. Don't forget to add some skulls to your bases, too!

USING KROOT MERCENARIES IN KILL TEAM

Over the next few pages you'll find official rules for using Kroot Mercenaries in your games of Warhammer 40,000: Kill Team. That's right, it's a pure Kroot kill team – there are no T'au Empire troops to watch over them and look at them with disapproval when they start eating people.

To the right you'll find Tactics for Kroot kill teams, while over the page are datasheets and weapon profiles for Kroot Carnivores, Kroot Hounds and Krootox, plus lists of demeanours, missions, squad quirks, evolutionary paths and a name generator so you can create a story for your mercenary kill team. As we found while testing these rules out, Kroot and Kroot Hounds can be quite fragile, but they are also very fast and pretty vicious in close combat. We hope you enjoy using the Kroot in your games of Kill Team – let us know how you get on with them!

KROOT KILL TEAMS

If every model in your kill team has the **KROOT** Faction keyword, you can use the Kroot Tactics presented below.

UNFETTERED AGGRESSION

Kroot Tactic

Use this Tactic when you choose a model from your kill team to fight in the Fight phase. Until the end of the phase, add 1 to that model's Attacks characteristic.

1 COMMAND POINT

HYPER-EVOLUTION

Kroot Tactic

Use this Tactic when a model from your kill team takes an enemy model out of action in the Fight phase, and is not within 1" of any other enemy models. This model may not move in the consolidate step. Add 1 to this model's Move and Strength characteristics until the end of the battle.

2 COMMAND POINTS

PRIMAL SAVAGERY

Kroot Tactic

Use this Tactic at the end of the Fight phase. Pick a **KROOTOX RIDER** from your kill team that is within 1" of an enemy model – your model can immediately fight again.

1 COMMAND POINT

PRESTIGIOUS TROPHY

Kroot Tactic

Use this Tactic when a **KROOT CARNIVORE** from your kill team takes an enemy Leader out of action in the Fight phase. That **KROOT CARNIVORE** automatically passes Nerve tests until the end of the battle.

1 COMMAND POINT

AGILE HUNTER

Kroot Tactic

Use this Tactic when a model from your kill team moves in the Movement phase. This model can leap over gaps less than 4" across instead of less than 2" across until the end of this phase.

1 COMMAND POINT

TEARING JAWS

Kroot Tactic

Use this Tactic before you make an Injury roll for a model whose wounds were reduced to 0 by an attack made by a **KROOT HOUND**. Roll two D6 for that injury roll and use the highest result.

1 COMMAND POINT



KROOT CARNIVORE

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Kroot	7"	3+	4+	3	3	1	1	6	6+	-

This model is armed with a kroot rifle.

SPECIALISTS Leader, Combat, Scout, Sniper, Veteran, Zealot

FACTION KEYWORD KROOT

KEYWORDS T'AU EMPIRE, INFANTRY, KROOT CARNIVORE

KROOT HOUND

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Kroot Hound	12"	3+	-	3	3	1	2	5	6+	4

This model is armed with ripping fangs.

ABILITIES Voracious Predator: Add 1 to hit rolls for attacks made by this model that target a model that has any flesh wounds.

SPECIALISTS Combat, Scout

FACTION KEYWORD KROOT

KEYWORDS T'AU EMPIRE, BEAST, KROOT HOUND

KROOTOX RIDER

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

This model is armed with a kroot gun and krootox fists

ABILITIES Agile Brute: Add 6" to this model's Move characteristic for that Movement phase when it Advances. instead of rolling a dice.

SPECIALISTS Combat, Heavy

FACTION KEYWORD KROOT

KEYWORDS T'AU EMPIRE, CAVALRY, KROOTOX RIDER

RANGED WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Kroot rifle (shooting)	24"	Rapid Fire 1	4	0	1	-
Kroot gun	48"	Rapid Fire 1	7	-1	D3	-

MELEE WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Kroot rifle (melee)	Melee	Melee	+1	0	1	-
Ripping fangs	Melee	Melee	User	-1	1	-
Krootox fists	Melee	Melee	User	0	2	-

KILL TEAM

MODEL	POINTS PER MODEL (Does not include wargear)
Kroot	6
Kroot Hound	6
Krootox Rider	27

MELEE WEAPONS

WEAPON	POINTS PER WEAPON
Ripping fangs	0
Krootox fists	0

RANGED WEAPONS

WEAPON	POINTS PER WEAPON
Kroot rifle	0
Kroot gun	0

Alien Auxiliaries: When you add a **KROOT CARNIVORE** to your command roster (and create its datacard) you can choose for it to have the **T'AU EMPIRE** Faction keyword instead of the **KROOT** Faction keyword.



D10 SPECIALISTS' DEMEANOURS

1	Aggressive: Ever eager to eat the flesh of new foes, this fighter charges towards the enemy as soon as they come into sight.
2	Cautious Killer: Endless patience has seen this fighter win many battles, for they will only strike when the perfect opportunity to do so presents itself.
3	Brutal: This fighter kills each enemy in the most gruesome fashion possible, and delights in ripping throats, inner organs and bones out of still-living bodies.
4	Gourmand: This fighter gorges themselves on the flesh of their enemies, greedily devouring every last chunk of flesh and bone.
5	Wily: This fighter uses deception and misdirection to confound its enemies before moving in for the kill.
6	Ingested Intellect: After feasting on the nervous tissue of countless foes, this fighter has developed a heightened capacity for logic and abstract reasoning.
7	Bestial Brawn: Covered with corded muscles, this fighter has enough strength to easily rip its prey limb from limb.
8	Seasoned Mercenary: This fighter has fought on countless worlds for countless employers, and adapts quickly to whatever environment it finds itself in.
9	Dogged: Once this fighter has caught the scent of its enemies, it pursues them relentlessly, giving no ground or quarter until it feasts on their flesh.
10	Lucky: This fighter repeatedly finds themselves in just the right place at just the right time to slaughter their quarry.

D6 BACKGROUND: EVOLUTIONARY PATH

1	Fearless Killers: Due to their insensitivity to the horrors of war, these Kroot are given the most gruelling and gruesome duties.
2	Shock Troops: These Kroot are used to heavy fighting on the front lines, and put their battlefield experience to deadly use.
3	Exiles: These fighters are outcasts from the Kroot worlds who sell their services to the highest bidder without hope of returning home.
4	Life Debt: After their lives were saved by their employers, these Kroot work for free in order to pay off their debt.
5	Unproven: These Kroot have less fighting experience than some others of their kind, but they make up for this with their vigour and tenacity.
6	Survivors: These Kroot have fought in multiple unwinnable battles, and have eluded certain death on more than one occasion.

D6 MISSION: MERCENARY DUTY

1	Forward Scouts: The enemy position must be located, and anyone who sees you must be permanently silenced.
2	Retrieval Crew: An invaluable piece of technology has been lost amidst the ongoing war, and it's up to you to recover it.
3	Thin the Ranks: The enemy numbers are too great to face head-on, so you must pick off those who are isolated.
4	Trap Setters: Enemy operatives are inbound – lure them away from the main army and butcher them.
5	Vengeance Seekers: Hostile fighters killed a revered Kroot Shaper – now the lives of these enemies are forfeit.
6	Wreak Havoc: The enemy must be distracted, and it's up to you to create enough mayhem to draw their attention.

D6 SQUAD QUIRK: INSTINCT

1	Shadow Fighters: These warriors seek out hidden positions from which to strike.
2	Endurance Hunters: These Kroot use grinding attrition tactics to wear away their enemies.
3	Flesh Harvest: These Kroot are compelled to devour as many different enemies as they can.
4	Go for the Throat: These Kroot identify important enemy fighters and take them down immediately.
5	Encircle: By surrounding their enemies, these fighters cut off any possible route of escape.
6	Only the Strong Survive: These Kroot lack any compassion, and will quickly abandon their injured kin.

KROOT NAME GENERATOR TABLE

D10	FIRST ELEMENT	SECOND ELEMENT	KINDRED NAME
1	Kra	'to	Gota
2	Gohk	cha	Krrah
3	Ahkra	'ka	Ch'choh
4	Dohra	'yo	Tohrrok
5	Cho	grok	Ga'ah
6	Byahk	'ah	Kyrek
7	Grahm	'ohk	Ghorkha
8	Khor	ek	Drr'rr
9	Ohrak	'tcha	Yo'toh
10	Tehk	(none)	Rhekk



'If we enter enemy territory <klik> they will hunt us. If they enter our territory <klik> we will hunt them. Let us <klik> hunt each other and see who is best.'

*- Kra'tcha Rhekk
Kroot Carnivore*