

Warhammer 40,000: Kill Team

Mercenaries for hire

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Dahyak Grekh, Photo: Games Workshop

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.

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	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	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
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	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	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

If we enter enemy territory they will hunt us. If they enter our territory we will hunt them. Let us hunt each other and see who is best. – Kra'tcha Rhekk, Kroot Carnivore

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

Alien Auxiliary: 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.

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

Weapons

Weapon	Range	Type	S	AP	D	Abilities
Kroot rifle (melee)	Melee	Melee	+1	0	1	-
Krootox fists	Melee	Melee	User	0	2	-
Ripping fangs	Melee	Melee	User	-1	1	-
Kroot gun	48"	Rapid Fire 1	7	-1	D3	-
Kroot rifle (shooting)	24"	Rapid Fire 1	4	0	1	-

Points

	Type	Points
Kroot *	Model	6
Kroot Hound *	Model	6
Krootox Rider *	Model	6
Kroot gun	Ranged weapon	0
Krootox fists	Melee weapon	0
Kroot rifle	Melee/ Ranged weapon	0
Ripping fangs	Melee weapon	0

* (Does not include wargear)