



KROOT HUNTERS

Although they are the masters of Mektown, and dominate most of the area around the Skid, the vast majority of the world of Gorkamorka lies beyond the Orks' control. There are a few forts scattered into the edges of the Big Uz, and no doubt other settlements, grown from spores blown long distances, may exist in the Howling Hills and the volcanic regions to the west. All in all though, the vast expanse of desert is the real badlands of Gorkamorka. It is from these wilderness regions that the Orks' most bitter enemies ride forth bringing war and hunger. These barren wastes are home to many creatures, including the cunning and dangerous Kroot.

FROM THE STARS

The Kroot are no more native to Gorkamorka than are the Orks or Grots or Diggas. They are a space-faring race. In order to gather genetic material from all over the galaxy, the Kroot offer themselves as mercenaries, and sell their services to anyone willing to pay them. They travel the galaxy taking limited contracts from both major and minor races, and are regularly employed by the Tau. While the contract with the Tau is supposed to be an exclusive one, the Kroot regularly send out their Warspheres to continue their mercenary trade amongst the wider cosmos.

The Crash was a terrible event in the history of Warsphere *'Flies The Spear Into The Heart Of The Prey.'*

When the impact struck the warsphere, hull breaches vented entire hab-forests into the cold death of space; two engines imploded, flame and death racing through aviary columns; hundreds upon hundreds who had been en route to new battlefields and new feasts joined their forebears. The future ended.



When the Ork hulk was ripped from space and plummeted to the planet's surface, it also brought down the home of these Kroot from its journey among the stars. As the Ork hulk smashed a gouge of destruction through the rocks that now form the Skid, the home ship of the Kroots' ancestors crashed down in the deep desert. Much of the warsphere was shattered by the impact but large portions remained intact, and some of the inhabitants survived, for surviving is something at which the Kroot are very good. Burned and broken, they emerged from the wreckage of their home to look upon this new world around them and found a dusty wilderness of blazing hot days and freezing





cold nights. The Kroot would need to adapt in the face of the savage desert winds and dust storms. Adapting is also something at which the Kroot are very good.

THE SPHERE



Throughout the years of survival and adaptation, the Kroot laboured to restore their warsphere, their home. Buried in the sands of Gorkamorka, shattered engines are slowly mended, hab-forests are carefully tended, rent hull plates are slowly replaced, reconfigured, and restored. The name of the Sphere has never been forgotten, handed down with care from Shaper to Shaper in the tales of the kindreds.

RETRIBUTION AND HUNGER

The history of kroot encounters with orks is a long and violent tale. Since the days of the Ork invasions of Krath and Pech, the Kroot and the Ork have been at war. On planet after planet, Kroot kindreds, directed by their Shapers, have fought against an unending tide of greenskins. The Eastern Kroot of Pech to ally with the nascent Tau empire.

The Kroot on Gorkamorka are no exception. Listening to the Shapers' tales of the warsphere's crash, the Kroot maintain their skirmishing war against the Orks. There could never be peace so long as one Ork remained to stain the world with their presence.

As well as the righteous fight against the Orks, the Kroot continue the ancient quest of their ancestors -- the quest to adapt and survive, consuming the best traits from among their enemies, and binding them into the kindreds' bloodlines. The Kroot strike out across the desert from the warsphere's ruin, looking for any remnants of Those Who Fell Before, to bring their genetic legacy, their equipment, their bones, and their spirit, back 'home' to Flies The Spear Into The Heart Of The Prey. The Shapers gather and store this horde, passing this wisdom and this genetic treasure on to the kindreds of the Sphere. This also, then, brings the Kroot into conflict with the Orks, as they clash over scraps of shattered wreckage and broken bone.



THE QUEST FOR PERFECTION

A unique feature of the Kroot is that they evolve by selecting traits of their defeated foes to absorb by eating them. Due to this, the many Kroot warbands across the galaxy often look radically different. Kroot leaders are known as Shapers; they are generally the Kroot with the best ability for recognizing desirable traits in defeated foes and tell his Kindred (the word for a Kroot clan) what to eat to suit the task at hand. For instance, a Shaper who wants his Kroot





to gain muscle mass will take on campaigns against Orks to acquire the right DNA, while extensive feeding on flying predators will allow the Kroot to grow wings. This eating of their foes ties in with the religious beliefs of the Kroot: they believe that when a warrior of any race dies, his warrior spirit should be kept, and the only way to do this is by eating his flesh. The Kroot practice this in their "burial" customs, in which the body of the deceased is consumed by the kindred.

Kroot who prey extensively on a particular species will begin to take the characteristics of that creature. In sentient species such as Orks and Humans, they may also take on cultural aspects of that race as well. Kroot who have fed on Dark Eldar, for example, soon begin to show signs of the cunning and intense cruelty the Dark Eldar are known for.

In the case of animals, this sometimes leads to evolutionary dead ends. A Kindred will find itself locked into an animalistic and unintelligent form, unable to evolve themselves any more. Species such as Tyranids who also absorb the DNA of their prey are particularly dangerous for Kroot to prey upon, as they may acquire too many undesirable Tyranid characteristics. The ecology of the Kroot home world of Pech includes many species of animal that are partially Kroot, the results of a kindred's evolutionary missteps. The Kroot use these related creatures as laborers, pack animals, and even as weapons. The most common examples are the canine Kroot Hounds, the lumbering and powerful ape-like Krootox, the dromaeosaurid Knarloc riding beast, and the massive dinosaur-like Great Knarlocs. Another creature of note is the Kroothawk, an animal held sacred by the Kroot, possibly because it may be their evolutionary ancestor. There are other Kroot sub-species that are considered outcasts in Kroot society and are killed by Kroot if found.

Only a few of the Kroot aspire to become Shapers, those who guide the Kindred in matters both spiritual and physical, and on Gorkamorka it is a role which brings both honour and peril. The young Shapers are charged with continuing the Quest, and guiding the kindreds. It is the Shapers and the kindreds who follow them who must encroach upon the Orks' territories, seeking out the Lost and the Forgotten and the New. It is the Shapers who must lead in scouring the desert in search of other Kroot, for there are some surviving, scattered kindreds who have never seen the fallen Sphere, who are descended from the same blood, but were separated from them at the time the warsphere was brought down. It is the Shapers who remember the War of Retribution against the Orks, forever punishing the greenskins for their part in the destruction of the Kroot ancestors on Pech and other worlds. Only the bravest can lead the Quest, and only the strongest-willed and most resourceful survive to add their legacy to the future.

KNARLOC AND KROOTOX

Unlike the Orks, the Kroot do not seek to construct crude vehicles to carry them around, but rather make use of the natural resources they have ready to hand.

The ecology of the Kroot home world of Pech includes many species of animal that are partially Kroot, the results of a kindred's evolutionary missteps. The Kroot use these related creatures as laborers, pack animals, and even as weapons. The most common examples are the canine Kroot Hounds, the lumbering and powerful ape-like Krootox, the dromaeosaurid Knarloc riding beast, and the massive dinosaur-like Great Knarlocs. Another creature of note is the Kroothawk, an animal held sacred by the Kroot, possibly because it may be their evolutionary ancestor.

The most common of these ready-to-hand resources, then, are the Knarloc and Krootox. These come in a variety of breeds and specialized species. Some are immense monstrosities chained to turn cranks, plodding in endless circles all day, pumping water through the hab-forests. Others are small, winged messengers who flutter around the Sphere's ruin, carrying messages between the Shapers. The Kroot hunters themselves ride knarlocs and krootox specially selected by the Shapers for their speed and endurance. A Kroot mounted on such a steed can search far and wide across the desert, even in the noon sun, without pause or need for rest. Kroot beasts are also bred for food, and as hunting beasts, and they form an essential part of Kroot culture.

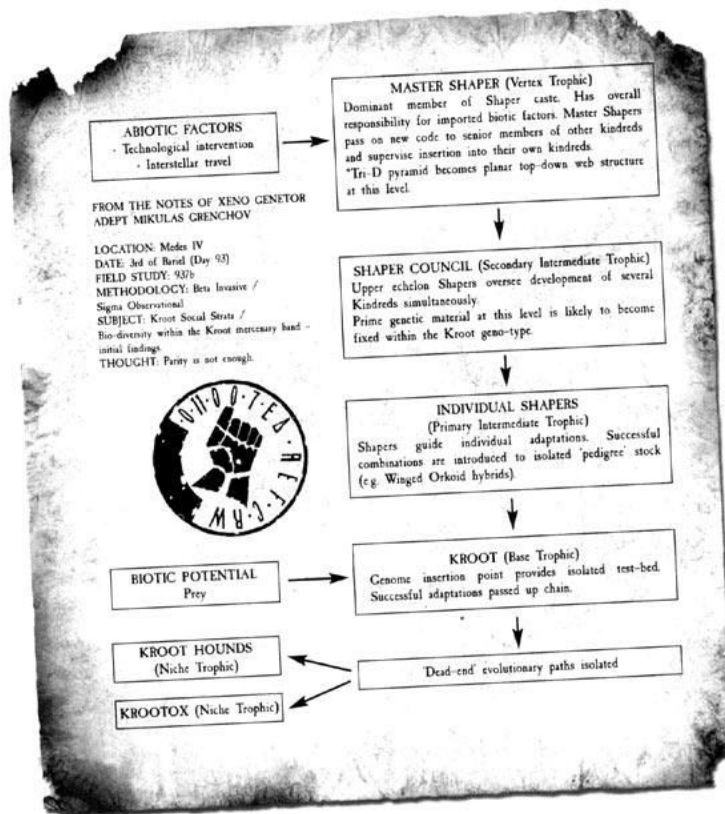
KROOT TECHNOLOGY



The wisdom of the ancestors has been maintained to a very high standard by the Shapers of the kindreds. While outwardly, the Kroot seem to be a simple pre-industrial society, incapable of achieving (powered) flight, much less travelling through space, close observers have discovered that across the Eastern Rim the Kroot reveal technological access which belies that idea. This may be explained by the Kroot feasting on intuitively technological species like the Orks or the Jokaero. Regardless, the Shapers ensure that such knowledge or such talent is never lost. As well as oral record, of course, there is the very genetic structure of the successive generations of Kroot, themselves. It is the duty of every young Shaper to learn the history of the kindreds, lineages, and lore.

The Kroot's primary weapon is a rifle with design derived from the fighting staffs used by their ancestors. The rifles are in fact used mainly in close combat, and to this end are fitted with blades on the stock and the end of the barrel. In addition to the Kroot Rifle, the Kroot may have other weapons that they have gathered while serving as mercenaries for other intelligent races or that they have scavenged from the battlefield. These weapons include Splinter Pistols, Bolt Pistols, Sluggas, Shuriken Pistols, Power Weapons, and various close combat weapons as well as their two handed cousins like the Splinter Rifle, Storm Bolter, Shoota, Shuriken Catapult, Flamer, Plasma Gun, and Melta Gun. Kroot may also have Imperial wargear which includes Frag Grenades, Krak Grenades, Melta Bombs, Auspex sensors, and even Ork totems.

Thus, the Kroot technology can far surpass anything the Orks can construct. The ancient ways enable them to maintain or even construct weapons of immense potential, utilizing the power of light, heat, and plasma in a way that the Ork meks will never fully comprehend. Kroot kindreds are provided with these relics by the Shapers when they embark upon the Quest and the Shaper will maintain them and ensure that they are fully operational when needed. As well as guns and hand-to-hand weapons, the Kroot sometimes use other devices to aid their fight with the Orks. One day, the Orks will fall, the warsphere will fly once more, and then the Kroot will be free.



CREATING A KROOT KINDRED

A Kroot kindred always consists of at least 3 warriors (Kroot are all mounted and so don't have any vehicles). To start your Kroot kindred refer to the Kroot On The Loose list at the end of this section. The list explains how much it costs to hire and equip your Kroot kindred. To begin with you have a total of 100 teef to spend hiring your Kroot kindred.

There are four types of Kroot that can be hired: a Hunter, a Shaper, Knarloc riders and Krootox riders. All riders ride Kroot beasts.

THE HUNTER

Your Kroot kindred must be led by a Hunter. The Hunter leads the kindred in tracking their prey across the desert,

whether it be food, lost Kroot, or tales of their ancestors. The kindred can only have one Hunter. This model represents the player herself as a true seeker of progress and survival.



THE SHAPER

Your Kroot kindred must include a Shaper. A Kroot kindred can only have one Shaper at a time.

KNARLOCS AND KROOTOX

To a Kroot there are no distinctions, but the Orks note different Kroot by their choice of mounts. The Krootox is an ape-like type Kroot usually used to carry heavy burdens because of its immense strength. It has been noted by Tau on Pech that angry Krootox are something to be avoided. They are slower than Knarlocs over long distances, but their strength is considerable, especially when guided by their rider. Knarlocs are smaller in size and work more as a team, unlike larger, solitary relations. In the wild jungles of Pech, Knarlocs are formidable carnivorous predators using ambush and long distance pursuit techniques to run their prey into the ground. Under the guidance of their riders, they are lightning-fast and deadly.

All Kroot kindreds ride on Kroot beasts. They may vary in size and appearance, as noted here, but they all possess powerful or whip-like muscles to speed them across the desert.

KROOT KINDRED ROSTERS

You'll need a mob roster sheet to write down details of your Kroot kindred. You'll find blank roster sheets in the Gorkamorka box. We suggest you photocopy or copy as many sheets as you need, so that you can keep a neat and accurate record of your Kroot kindred as it changes from game to game.

It's a good idea to work out your Kroot kindred on a piece of scrap paper first, as you will inevitably have to adjust warriors and weaponry in order to get close to the permitted 100 teef. If you have any teef left over after you have hired your kindred, then any surfeit is retained and noted down in the box marked 'Teef Hoard'. When you have chosen your kindred take a mob roster sheet and write down the details of each warrior in the spaces provided.

The rosters provide a record of your Kroot kindred and it is useful to keep it beside you as you play. During a battle you may wish to make notes on a sheet, to record incidental details such as exploding weapons, flesh wounds, experience earned, and such like.

You will need to give your Kroot kindred a name, and also name all your warriors. We leave it to you to invent suitable names, and you'll find examples of Kroot names and titles elsewhere.

KROOT ON THE LOOSE

Before you can start playing you need to choose your Kroot kindred.

The weapons chosen for your warriors must be depicted on the models used to represent them. The exceptions are knives and grenades, which you can assume are tucked inside a pouch or a belt. Obviously, it's well worth considering how you'd like to arm your warriors before assembling the models.

CHOOSING THE KROOT KINDRED

The following list is used to hire your initial Kroot kindred. To start with you have 100 teef with which you must recruit at least three Kroot, including a Hunter and Shaper. Any teef left over can be added to your 'Teef Hoard' and used later when you get the opportunity.

KROOT

There are four different types of Kroot mobsters: Shapers, Hunters, Knarloc riders, and Krootox riders.





Minimum 3 warriors. A Kroot kindred must have at least 3 warriors, including its Shaper and Hunter.

Hunter. Your Kroot kindred must include a single Hunter -- no more than one, though.

Shaper. Your Kroot kindred must include a single Shaper -- always one, never more.

Krootox. Your Kroot kindred may have as many Krootox riders as you want or can afford.

Knarlocs. Your Kroot kindred may have any number of Knarloc riders.

Kroot Beasts. All kindred members ride a Kroot beast which is included in their cost.

HUNTER

Cost to recruit: 18 teef

The kindred's Hunter is responsible for leading the tracking of prey across desert and stone, whether that prey is food, or Orks, or stories, or technology.

Hunter: M8 WS4 BS4 S3 T4 W1 I4 A1 Ld7(8)

Weapons: You can arm your Hunter with weapons and equipment from the Artifact Weapons, Kroot Weapons, Kroot Armour, and Grenades lists.

SPECIAL RULES

Leadership. Your leader only becomes a fully fledged Kroot Hunter once he has demonstrated his worthiness before the ancestors and has won a battle. His Leadership then rises to 8 automatically.

SHAPER

Cost to recruit: 12 teef

The Shaper leads the kindred which aids him in the ancient quest for survival and retribution. Through his search for new genetic material and battles against the Orks, the Shaper hopes to give the kindred the power and influence to one day see them raise the warsphere and bring success to the Kroot.

Shaper: M8 WS4 BS4 S3 T3 W1 I3 A1 Ld7

Weapons: You can arm your Shaper with weapons and equipment from the Artifact Weapons, Kroot Weapons, Kroot Armour, and Grenades lists.

SPECIAL RULES:

Keeper of knowledge. Shapers keep the knowledge and the ancestral lore of the kindreds, including the origins and use of the weapons gifted to the kindreds during their lifetimes as mercenaries across the Eastern Rim of the galaxy, before the fall of the Sphere. Your Shaper may ignore the first Ammo test he fails -- treat it as if he had passed.

KROOTOX RIDERS

Cost to recruit: 10 teef

Krootox are bulky and strong, and under the guidance of their riders are able to smash even Orks into a pulp. Unfortunately, even with that guidance, they tend to be slow-witted and their reactions are not very good.

Krootox rider: M8 WS3 BS3 S4 T4 W1 I2 A1 Ld7

Weapons: You can arm your Krootox Riders with weapons and equipment from the Kroot Weapons, Kroot Armour, and Grenades lists.

KNARLOC RIDERS

Cost to recruit: 10 teef

Knarlocs are fast, very fast. Their unnatural reflexes and skilled riders make the pair fearsome opponents in any situation; deadly shots with their rifles and awesome warriors at close quarters.

Knarloc Rider: M8 WS3 BS3 S3 T3 W1 I3 A2 Ld7

Weapons: You can arm your Knarloc Riders with weapons and equipment from the Kroot Weapons, Kroot Armour, and Grenades lists.





WEAPONS

Each Kroot mobster you recruit can be armed with one or more of the weapons listed below. Some models are restricted in what kinds of weapons they can be armed with, only Shapers and Hunters can take Artifact Weapons from the Sphere's cache, for example.

An individual warrior can only carry up to two gunz (Artifact Weapons and Kroot gunz). A warrior can also carry any number of hand-to-hand weapons and grenades (since the Kroot beast does most of the carrying). All weapons carried must be shown on the model itself and for the purposes of hand-to-hand combat it is assumed that a model is armed with the weapons it is holding unless the owning player declares otherwise at the start of combat.

ARTIFACT WEAPONS

Some weapons have been handed down generation upon generation by the Kroot lineages, having been acquired as trophies or as payment somewhere along the way. They are rare enough, however, that only the most worthy may use them. These weapons have been carefully maintained since the crash. All Artifact Weapons count as gunz and require both hands to use them.

Fusil cost 8 teef

Arquebus cost 10 teef

KROOT WEAPONS

The gunz and weapons of the Kroot are surprisingly advanced when compared to the crude shootas and kannons made by the Meks. Their rifles spit bolts of energy that can punch through armour from a distance, while their close combat weapons are often whirl with razor-sharp blades, or bear monomolecular edges that can cut steel.

Gunz:

Kroot Rifle cost 3 teef

Kroot Gun cost 4 teef

Pulse Carbine cost 4 teef

Hand-to-Hand:

Chainblade cost 2 teef

Kroot Power Spear cost 3 teef

Kroot fighting staff cost 3 teef

GRENADES

Grenades are similar to Ork stikkbombz. Their different construction allows them to be thrown more accurately, but they cannot be used in close combat.

Frag cost 4 teef

Krak cost 6 teef

KROOT ARMOUR

Kroot armour consists largely of layered plates, strapped into place, but the materials used are often far superior to most Ork armour. Unfortunately this means that it is considerably more difficult to manufacture and maintain.

Curiass cost 3 teef

Habergeon cost 4 teef

KROOT SPECIAL ROOLZ





MOUNTED MODELS

Kroot never, ever use vehicles, preferring to use Kroot beasts for all their needs. The following special rules apply to mounted Kroot.

ONE MODEL

A Kroot and its steed always count as a single model for the purposes of shooting, hand-to-hand combat, etc, with the exceptions noted below. Any hits are always worked out using the rider's profile -- their Toughness, Wounds, etc. The characteristics of the Kroot Beast have been combined with the profiles given earlier (which is, for example, why Kroot have a Move of 8).

If a Kroot is taken out of action, remove the whole model -- riderless beasts head for the open desert as soon as possible, and are rounded up by the Kroot after the battle.

A Kroot model that goes down should be laid on its side. The Kroot instinctively holds onto the reins to stop his mount from running off. A downed Kroot can still crawl 2" in its movement phase and follows all the normal rules for being down. If he recovers to a flesh wound he remounts his beast and you should stand the model up again.

MOVEMENT

Mounted Kroot move the same way as footer models but use the Kroot beast's movement of 8 instead of their own (since they never dismount, this is included as the Kroot's basic Move characteristic). A mounted Kroot cannot hide, but can run, charge, and set overwatch as normal.

Shooting from a mount.

Mounted Kroot have a 90° fire arc to the front just like a footer. Kroot are so adept at firing on the move that they may fire even if they run (or rather, when they gallop). However, that shot will not be as accurate, and suffers a -1 to hit penalty when galloping.

Shooting at a mounted Kroot.

Mounted Kroot are treated just like a footer model for the purposes of enemy shooting, with one additional to hit modifier. A Kroot beast galloping at full speed is very hard to hit, so any model shooting at a mounted Kroot which moved 10" or more in its last turn suffers a -1 to hit penalty, just as if they were shooting at a vehicle which had used its thrusters. As mentioned earlier, any rolls to wound, etc, are worked out using the combined rider's Toughness and Wounds.

CLOSE COMBAT

Close combat with a mounted Kroot is worked out like any other close combat, using the rider's Attacks, Weapon Skill, and so on.

SAVING THROWS

The bulk of a Kroot beast shields its rider from some of the shots directed his way. A mounted Kroot gains +1 to any armour saving throws he makes. If he has no armour, then this gives him an armour saving throw of 6+.

PICKING UP AND CARRYING SCRAP COUNTERS

One disadvantage of riding a Kroot beast is that it is hard to dig a lump of scrap out of the ground from its back. Kroot who pick up scrap must therefore dismount, dig up the scrap, and then remount. For this reason, a mounted Kroot may only pick up a scrap counter if he ends his movement in contact with it.

However, Kroot beasts are bred for their strength and can carry burdens much heavier than can a Kroot or an Ork. A mounted Kroot carrying a scrap counter does not have to halve its movement like a foot model. A mounted Kroot may still usually only carry one scrap counter at a time.

FIGHTING WITH VEHICLE CREWS

Kroot never, ever dismount in desert battle, and so cannot usually board vehicles. A Kroot may attack models on a





vehicle just like a boarder (charging into the side or rear, testing against Initiative or taking a Strength 3 hit, fighting against one opponent at a time and so on). However, the Kroot does not actually board.

A Kroot fighting a vehicle's driver or crew does not throw warriors off (though remember that a model on a vehicle, which goes down, will fall off). A Kroot defeated by a model on board a vehicle is moved out of contact in addition to any wounds inflicted. Once the combat is resolved the vehicle may move away as normal in its next movement phase (it cannot attempt to sideswipe the Kroot while moving off in this fashion, even though the vehicle moves within 2" of the model).

Kroot may disengage in any of their movement phases by riding out of contact with the vehicle.

KROOT AND FORTS

Kroot cannot attempt to climb a fort wall. When Kroot attack an Ork fort they either ride around it shooting all the defenders, or they use their powerful weapons to blow a hole in the gate and then storm in.

DRIVING OFF KROOT

As happy as a Kroot is to charge into the gunz of the enemy, they may still be forced back through weight of fire. Partly this is down to the Kroot's steed retreating from enemy fire but also the Kroot himself may well back off and consider another route of attack.

A Kroot who is not in hand-to-hand combat and takes a hit is driven D3" away from the direction of the hit, in addition to any damage or other effects. This applies to all hits, including hits taken from shooting, failing and Initiative test for attacking a vehicle and so on. This does not affect the Kroot's ability to move or fight in any way, but does make it possible to hold off the determined attack of a Kroot kindred by sheer weight of fire.

KROOT WEAPONS

Kroot use their own weapons, manufactured by them or else cached at the heart of The Spear Pierces The Heart Of The Prey for generations. Many Kroot weapons are highly advanced in comparison to Ork weapons, and utilize energy in a way that the Mekboyz have yet to fully understand.

Only Kroot may use Kroot weapons, they are beyond the abilities of Orks, Grots, and Diggas. Any Kroot weapons which are captured (because the Kroot has been captured, for example) can be sold for their full price, rather than at half price as normal.

KROOT GUNZ

The following weapons are classed as gunz and so must be used with two hands.

KROOT RIFLE

The Kroot Rifle is the most common of Kroot rifles. It fires pulse rounds - a charged particle weapon invented by the Tau and taught to the Kroot. It has a prodigious punch.

Short 12" to hit +1 Long 24" to hit +0 Str 4 Dam 1 Save -1 Ammo roll 4+

KROOT GUN

The Kroot Gun fires a rapid and condensed burst of energy which can be used to concentrate on a single target or slice through several opponents close together.

Short 12" to hit +1 Long 18" to hit +0 Str 4 Dam 1 Save -2 Ammo roll 4+

Special: One Sustained Fire dice.

PULSE CARBINE

The Pulse Carbine, a Tau weapon, is very powerful, but fairly short ranged. However, this is a minor concern to a mounted Kroot who can speedily ride into range and loose off a shot of blazing energy before withdrawing to make another hit and run elsewhere.

Short 6" to hit +2 Long 12" to hit -1 Str 5 Dam 1 Save -3 Ammo roll 6+





ARQUEBUS

The Arquebus fires a charged shot which explodes violently when it impacts with the target, causing horrendous damage to everything nearby.

Short 12" to hit +1 Long 18" to hit -1 Str 4 Dam D3 Save -1 Ammo 4+

Special: Blast. The charged projectile of an Arquebus explodes over a wide area on impact, and may affect several of the enemy and cause horrendous damage to a vehicle. The gun uses the Blast template included in Gorkamorka for stikkbombz, centred on the target model or scattering if the shot misses just as described for stikkbombz. Any models wholly under the template are hit automatically and any partially under will be affected on a D6 roll of 4+. Like a stikkbomb or skorch shot, an Arquebus will inflict D3 hits on a vehicle which takes a full on hit.

The Stikkbombz Wild! Rules do not apply to an Arquebus -- any roll of a HIT and a MISFIRE means the shot is a dud and the Kroot must take an immediate Ammo test.

FUSIL

The Kroot Fusil is an immensely powerful weapon, but suffers from overheating and is prone to jamming when used too frequently. It works by storing up a charge of energy, which it can then release in a single burst or syphon off smaller amounts to fire a salvo of charged particles.

Special Rules: Two fire modes. The Kroot Fusil can be fired in two ways, announce which you are using before rolling to hit. A Fusil can be fired on autofire or on overload, each of which is dealt with slightly differently. Whichever fire mode is used, the Kroot Fusil must recharge for one turn after firing, during which it cannot be used. However, the recharge is automatic (unlike reloading a six-shoota, for example) and does not prevent the Kroot from firing another weapon or fighting, as normal.



Autofire. On autofire, the Fusil spews forth a volley of smaller bolts, which can be trained onto one target or directed at a group of foes.

Short 6" to hit +1 Long 24" to hit +0 Str 4 Dam 1 Save -1 Ammo roll 4+

Special: One Sustained Fire Dice, One turn recharge.

Overload. On overload, the Kroot Fusil uses all its prodigious energy in one immense blast. Whenever you take an Ammo test for a Fusil firing on overload (whether you rolled a six to hit, or a jam on the Sustained Fire dice) the following applies. If you roll a 1 for the Ammo test then the Fusil automatically explodes - do not take another Ammo test as described in Da Clevver Stuff section of Da Roolz. An exploding Kroot Fusil inflicts a Strength 6 hit on the Kroot carrying it and cannot be used for the rest of the battle (but will be repaired free of charge by the time the Kroot fight again).

Short 6" to hit +1 Long 24" to hit +0 Str 7 Dam 1 Save -2 Ammo roll 4+

Special: One Sustained Fire dice, May explode, One turn recharge.

KROOT HAND-TO-HAND WEAPONS

CHAINBLADE

A chainblade takes many forms, sometimes a sword, sometimes an axe, sometimes a spear. The linking feature is the chain of whirling blades which chew through flesh and bone and cause terrible damage, even from a glancing hit.

Special Rules

Horrendous damage. You may roll one extra dice to determine the injury if you reduce an opponent to 0 Wounds with a chainblade. You always roll one extra dice, regardless the number of wounds inflicted. For example, if you wounded an opponent with one Wound three times, you may roll four dice to work out injuries.





Short Close Combat Str User+1 Dam 1 Save varies by Str Ammo roll NA
Special: Roll one extra injury dice.

KROOT FIGHTING STAFF

A Kroot fighting staff is a long-hafted weapon with two blades. The design has been incorporated into the Kroot rifle. A skilled warrior can cut down a swathe of foes with swinging attacks.

Special Rules

Two hands. A Kroot fighting staff requires two hands to use in close combat.

Secondary attackers. Second and subsequent attackers get no extra dice or bonus to their combat score when fighting a warrior armed with a Kroot fighting staff.

Short Close Combat Str User+1 Dam 1 Save varies by Str Ammo Roll NA

Special: No secondary attacker bonus.

KROOT SPEAR

The Kroot spear has an extremely long haft and long blade, both edges honed to a monomolecular edge (and possibly covered in a power field). It can slice through armour and living tissue with a single stroke and its size allows the wielder to fend off the blows of the enemy.

Special Rules

Blocking a spear. A Kroot spear can be used to make a block, just like a shield. If your opponent is armed with a shield, then neither fighter may block. However, your opponent must roll a D6: on a roll of 1 the shield is damaged by blocking the spear and cannot be used for the rest of the battle.

Short Close Combat Str User+1 Dam 1 Save varies by str Ammo roll NA

Special: Special block.

KROOT ARMOUR

CUIRASS

The cuirass is a set of breastplates which can deflect shots and absorb close combat blows. Its unique construction deflects hits away from the wearer, harmlessly dissipating their energy.

A cuirass provides a saving throw of 6 on a D6.

HABERGEON

A habergeon is the most extensive form of armour worn by the Kroot. It consists of breast-plates as well as arm and leg plates and often has additional armour plates over the joints. Its bulk is offset by using the lightest materials to hand so that it does not encumber the wearer.

A habergeon provides a saving throw of 5 or 6 on a D6.

KROOT GRENADES

Kroot use grenades instead of stikkbombz. Grenades are round rather than club-like, and the Kroot have perfected a particular over-arm style of throwing them which enables the thrower to lob a grenade with considerable accuracy. Grenades follow all of the rules for stikkbombz, with the following exceptions.

Greater accuracy. If a Kroot misses with a grenade you may re-roll the Artillery dice to see how far it scatters (as usual, the second roll counts, even if it's worse).

No close combat. Unlike stikkbombz, grenades don't have a large handle to use them like a club, so they cannot be used as a close combat weapon.



KROOT IN A CAMPAIGN

Kroot fight, earn experience, and improve over several battles, just like any other mob. The following pages show how Kroot earn advances, hire new fighters, and improve their weapons.

USURPING POWER

One of the perils of the search for genetic progress is the need to constantly prove worthiness. If one of the Hunter's kindred demonstrates that they have more of a right to lead they will take their grievances to the elder Shapers, who will then order a trial to decide who has the greater claim. Shapers will never challenge for day-to-day leadership of a kindred, retaining their role as spiritual leaders and guides of the evolution of a kindred instead.

Any other Kroot whose Leadership goes above that of the Hunter will face them in a trial. Roll a D6 on the Trial table to see which trial is offered by the Shapers.

The winner of the trial becomes (or continues as) the Hunter. The old Hunter must give any Artifact Weapons he has to the new Hunter and for all intents and purposes is just an ordinary Kroot. If a deposed Hunter's Strength is higher than his Initiative he is mounted on a Krootox for the purposes of further skills, otherwise he is a Knarloc rider. The new Hunter is treated like a Hunter for all new skills from then on.

If there is more than one challenger after a battle, the challengers must contest with each other first. The winner then goes on to challenge the Hunter for leadership of the kindred or hunting party (this will happen after the next battle in the case of Trials by Fire or Blood).

ACHIEVING GRACE

A Kroot kindred having trod the path of evolution, effort, and vengeance will eventually achieve the recognition of the elder Shapers. Their acts of courage and skill will be rewarded and the kindred members will be scattered to spread their genetic stock among the other kindreds. A Kroot kindred with a mob rating of 400 or more has achieved this goal and is retired from the campaign.

You can now start afresh with a new kindred, and seek to eclipse the achievements of your first kindred with the blinding glory you will attain this time!

KROOT EXPERIENCE

Kroot gain experience just like other mobs, by

Exp. Points	Title	Notes
21-30	~~Kroot~~	Starting level for ~~Kroot~~ and ~~Knarloc~~
31-40	~~Mute~~	
41-50	~~Mute~~	
51-60	~~Mute~~	
61-80	Avenger	Starting level for ~~Hunter~~ and ~~Knarloc~~ ~~Shaper~~
81-100	Avenger	
101-120	Avenger	
121-140	Avenger	
141-160	Vindicator	
161-180	Vindicator	
181-200	Vindicator	
201-240	Nemesis	
241-280	Nemesis	
281-320	Nemesis	
321-360	Nemesis	
361-400	Nemesis	
401+	~~Elder~~	A ~~Kroot~~ that reaches this level cannot advance any further – his training is now complete.



2D6	Result
2	Know-wots. Chose any of the skill tables and randomly generate a skill from it.
3-4	Know-wots. Select one of the standard skill tables for your raiding party and randomly generate a skill from it.
5	'Arder. Roll a D6: 1-3 = +1 Strength; 4-6 = +1 Attack.
6	'Arder. Roll a D6: 1-3 = +1 WS; 4-6 = +1 BS.
7	'Arder. Roll a D6: 1-3 = +1 Initiative; 4-6 = +1 Leadership.
8	'Arder. Roll a D6: 1-3 = +1 BS; 4-6 = +1 WS.
9	'Arder. Roll a D6: 1-3 = +1 Wounds; 4-6 = +1 Toughness.
10-11	Know-wots. Select one of the standard skill tables and randomly generate a skill from it.
12	Know-wots. Choose any of the skill tables and randomly generate a skill from it.

Shaper Riding Cunnin' Dakka Odd

Krootox Muscle Ferocity Riding

Knarloc Riding Cunnin' Dakka

SKILLS NOTES

With the following exceptions, Kroot benefit from skills exactly as written. The exceptions are Well 'Ard (Ferocity skill), Gotcha! (Ferocity skill), 'Ow Much?! (Cunnin' skill), Bommer (Dakka skills), Tinkerer (Odd skill), and Back Seat Driver (Odd skill).

Well 'Ard. The Kroot's many scars and trophies are a fearsome sight, even for an Ork. A Kroot with this skill causes fear as described in Da Roolz. If a Kroot that causes fear for any reason (such as a set of impressive scars) gets this skill then they cause terror - the Kroot is such a horrific sight even the boldest warriors flee from him.

Gotcha! Re-roll this skill.

'Ow Much?! Re-roll this skill.

Bommer. This applies to grenades rather than stikkbombz, otherwise the skill applies as normal.

wounding the enemy, damaging vehicles, and surviving battles. The starting experience levels for different Kroot are as follows.

Hunter -- 60+D6

Shaper -- 60+D6

Krootox riders -- 20+D6

Knarloc riders -- 20+D6

The table nearby indicates when a Kroot has earned enough experience for a roll on the Kroot Advances table.

KROOT ADVANCES

A Kroot that gets an advance rolls 2D6 on the following table:

The maximum profile for the different Krot is given below. If a characteristic increase would take a characteristic above this level, then you must increase the other characteristic listed for that result. If both characteristics are at their maximum you may choose any other permitted characteristic to increase by 1 point.

Hunter/Shaper M8 WS6 BS6 S4 T4 W3 I7 A3 Ld10

Knarloc M8 WS6 BS6 S4 T4 W3 I7 A3 Ld10

Krootox M8 WS6 BS6 S5 T5 W3 I6 A3 Ld10

The chart below indicates which skills are normally available to the different types of Kroot warriors. Note that Kroot do not have Driving skills as they have no vehicles, but are well-practiced at Riding. Only Kroot may take a Riding skill, no-one else can (there's no point, since nobody else rides Kroot beasts...).

Hunter Ferocity Riding Cunnin' Dakka



Tinkerer. Re-roll this skill.

Back Seat Driver. Re-roll this skill.

GOING TO THE SPEAR

Kroot do not trade in the same way as other mobs. The scraps of technology and genetic stock they can find in the desert are taken back to Flies The Spear Into The Heart Of The Prey and handed over to the Shapers. In return the Shapers will reward the kindred with better weapons and equipment. The form of this reward varies, from new weapons and equipment to upgrades for existing weapons.

INCOME

To represent the amount of salvage and genetic stock the Kroot have recovered, they use an income method similar to other mobs. However, rather than actual currency, the amount of teef a Kroot kindred has represents how much influence they have gained with the elder Shapers at the wrecked Sphere and how well supported their efforts are. We have used 'teef' as this is a term already familiar to Gorkamorka players, but you may like to think of it as 'renown', 'fame', 'favours' or some other name.

THE ETERNAL SEARCH

Whenever Kroot set out on a hunt, they will locate caches of hidden technology, or interesting new life-forms, sources of food, or other useful stock. Much of this lies deep in the Big Uz, out of reach of the Orks and Diggas. Every Krootox and Knarloc rider generates 2D6 teef worth of income after every battle as they scour the desert under direction of the Hunter and Shaper, before returning to the Sphere. Warriors who went out of action are recovering from their wounds and may not scavenge. Hunters and Shapers are directing the hunt and may not personally search for "scrap."

TRADING SCRAP

Like Ork Meks, the elder Shapers are forever grateful to those who bring them pieces of lost technology for use in repairing and rebuilding the warsphere. In game terms, this means every Scrap counter the Kroot kindred has earns them an extra D6 income as usual.

Once you have the income total for the battle, reference this on the following chart to see how many 'teef' the kindred has left after it has been re-supplied with food and ammunition.

'ARDBOYZ BONUS

As well as the search for genetic stock, the Kroot are also engaged in a vengeance war against the Orks and humans. The elder Shapers will heavily reward a Kroot kindred who strikes a large blow for the war effort by defeating a powerful enemy mob.

If a Kroot kindred defeats a mob with a higher mob rating it earns a bonus to its income as shown on the chart below. This is added to the raiding party's income, not its profit.

SPENDING DA TEEF

'Teef' earned by the Kroot kindred can be spent on

NUMBER OF KROOT IN RAIDING PARTY					
INCOME	1-3	4	5-6	7	8+
0-2	2	2	1	1	0
3-5	4	3	2	1	1
6-8	5	4	3	2	1
9-12	6	5	4	3	2
13-23	8	6	5	4	3
24-38	10	8	6	5	4
39-47	12	10	8	6	5
48-57	14	12	10	8	6
58+	15	14	12	10	8

Difference In Mob Rating	Income Bonus For Winning
1-10	+1
11-15	+2
16-20	+3
21-25	+4
26-50	+5
51-75	+10
76-100	+15
101-150	+20



hiring new fighters, upgrading weapons and buying new weapons as detailed over the next few pages.

HIRING NEW WARRIORS, BUYING WEAPONS AND EQUIPMENT

After a battle, a Kroot kindred may spend its teef hiring new fighters and buying weapons and armour from the weapon lists given earlier. This is done as normal -- deduct the teef cost of the new fighter or weapon from your hoard and add the acquisition to your kindred.

As well as these, once a Kroot kindred has returned from its first battle it gains access to a wider range of equipment. It may buy any of the equipment listed below. Any Kroot warrior may have this equipment and there is no limit to the amount of equipment one warrior can carry - after all, it is the Kroot beast that does the carrying. Like Kroot weapons, Kroot equipment can only be sold for teef by other mobs and cannot be used. A Kroot may carry any number of pieces of equipment.

Binox cost 3

Grip-net cost 2

Stranglehook cost 4

Pharmacopaeia cost 5

Surveyor cost 2

Oblivator cost 4 (one use)

Strobor cost 3

Reload cost half weapon cost (rounding up)

Binox. Binox take make shapes, 'though most of those used by the Kroot are of Tau design, but their basic function remains the same regardless -- to enable the user to see long distances. A kindred equipped with several binox can keep track of each other more easily and come to each other's aid in times of need.

Binox are used if the warrior is off-table and will arrive later as reinforcements because of the scenario being played. Binox allow the warrior (and the group he is with) to add +1 to any rolls to see if they turn up or not.

Grip-net. As Kroot don't have vehicles to transport the spoils of battle, they make use of grip-nets. These are sometimes studded with special suspensors to make anything inside exceptionally light to carry. The Kroot fill their grip-nets with scrap and meat to that they can carry otherwise impossible burdens back to the Sphere.

For each grip-net a Kroot has, his Kroot beast may carry one extra Scrap counter.

Stranglehook. The stranglehook is made from high-tensile wire with a noose at the end, or even a grapnel which hooks or clutches its target. The Kroot use stranglehooks to pull enemies off their vehicles and to drag foes off fort walls and other places inaccessible to them while mounted.

A Kroot may throw a stranglehook up to 8" instead of shooting a weapon. The Kroot must nominate a target and roll to hit using their BS as normal. Unlike other weapons, a stranglehook CAN be used to target vehicle crew and drivers separately, but models on vehicles count the -2 to hit modifier for being behind hard cover (in addition to any modifiers for the vehicle's speed). If the target is hit, they are dragged D6" toward the Kroot. A model dragged off a vehicle will suffer a Strength 3 hit on a D6 roll of 4+. A model dragged from a fort wall or other high vantage point (such as a cliff) suffers a hit with a Strength equal to the distance fallen (for example if the wall is 4" high the model suffers a Strength 4 hit). The stranglehook is then gathered in and can be used again in subsequent turns.

If a warrior hit by a stranglehook is dragged into base contact with an enemy then they fight in hand-to-hand combat as usual, with neither warrior counting as charging.

Pharmacopaeia. A pharmacopaeia is a collection of herbs, drugs, and energizing foods. Ready pouches contain foodstuffs which affect the Kroot metabolism and pain sense like revitalising elixirs and stimulants.





The first time a Kroot with a pharmacopaeia is injured you may roll two dice on the Injury Table and take the lowest result. The tool does not affect subsequent injury rolls and there is no benefit to having more than one pharmacopaeia.

Surveyor. The surveyor may also take many forms, whether a Human auspex, a Tau surveyor, or an Eldar holo-display. The surveyor scans the local area at various wavelengths and is used to detect lifeforms which are close by, augmenting the Kroot's already impressive senses.

Enemy models may not hide within 12" of a Kroot with a surveyor. If the scenario allows the enemy to use hidden set-up, a Kroot with a surveyor can reveal any markers within 8" at the start of their turn.

Obliviator. The obliviator is an explosive charge which is designed to direct all of its energy into one area, punching through the thickest armour. However, an obliviator takes time to set up and so cannot be used in the furious hack and slash of close combat. The cost of an obliviator is for one use only, you do not have a supply of obliviators as you do with grenades and stikkbombz.

An obliviator can be placed on a fort gate or a vehicle with no crew. The Kroot must charge into contact with the target in their movement phase and cannot shoot in the same turn. In the case of vehicles, you may nominate which location you are attempting to destroy. The obliviator hits with a Strength of 8 (and so penetrates with D6+8). If the target's armour is penetrated roll D6 times on the Damage Table.

Strobor. The strobor unleashes a dazzling display of light in a flickering pattern designed to blind and disorient the victim.

The strobor may be used once per battle, after which its power cells need recharging through long exposure to sunlight. The strobor may be fired instead of a weapon in the shooting phase. It has a 12" range, and may be directed against a single enemy warrior (even a vehicle crew member or driver) who is facing towards the Kroot (i.e. their 90° fire arc includes the Kroot warrior with the strobor).

The victim must roll equal to or under their Initiative on a D6. If they succeed they manage to avert their gaze in time. If they fail they will be temporarily blinded. A model affected by a strobor is subject to the rules for *stupidity* for the next D6 turns, after which their senses are regained and they may act as normal.

Reload. Kroot carry plenty of ammunition and energy cells for their weapons, especially on a particularly long trek across the Big Uz.

You must decide what type of weapon the reload is for. The Kroot with the reload may ignore the first failed Ammo test with this weapon each battle -- carry on as if the test had been passed.

WEAPONS UPGRADES

As well as buying new weapons and equipment, a Kroot kindred can take its weapons to the artisans and and jokaero at the Sphere and ask for them to be enhanced in some fashion. Once the weapon has been handed over the matter is up to the artisan involved, but since any improvement is welcome, the kindred don't usually mind what



is done to their weapons as long as they come back in one piece.

After any battle you may take any number of weapons to the artisans. To find out what has been done, roll a D6 on the relevant table below, depending on whether the weapon is a gun or a hand-to-hand weapon.

COST

While the Kroot kindred does not actually 'pay' for the weapons to be upgraded, it must be able to justify the labour with its past achievements. As a weapon gets improved it becomes harder and harder to upgrade it. The first weapon upgrade costs D6 teef, the second costs 1D6+2 teef, the third 1D6+4 teef, the fourth 1D6+6 and so on, adding 2 teef to the cost each time. Remember to add this value to the warrior's cost on your roster, even if the upgrade turns out to be a malfunction or a type of improvement which will no longer have any additional benefits.

GUN SIGHT TABLE	
1D6	Sight Type
1-2	Telescopic sight. The telescopic sight requires concentration to use but can greatly enhance the shooter's accuracy. The telescopic sight allows the firer to double the short range of the weapon for the purposes of to hit modifiers but cannot be used by a Mutie who has galloped that turn.
3-4	Range-finder. The range finder projects a small beam from the weapon's barrel, which indicates where it is being targeted and allows the user to rapidly correct his aim. A Mutie using a range finder may ignore any shooting penalties for firing at a vehicle which used its thrusters or a Rebel Grots' vehicle which moved more than 6".
5-6	Monocular. The monocular is worn over one eye and links up to a sensor in the weapon's barrel, giving a gun's eye view of the battlefield. If a Mutie remains stationary in the movement phase, it may add +1 to its to hit rolls when shooting normally. It also gets +1 to hit when on overwatch.

HAND-TO-HAND WEAPON UPGRADE TABLE	
1D6	Result
1	Malfunction! The weapon rapidly drains its power cell with no visible effect and then shuts down. It cannot be used for the next battle while it is being repaired, but will be fixed for free when the raiding party returns to Etervigila.
2	Lightweight. Some of the weapon is reconstructed out of more lightweight materials, making it faster to use. For each time the weapon has this upgrade, the wielder may add +1 to his Initiative when resolving a draw in close combat.
3-4	Super-charged. The weapon's power field or motors are rigged to run at maximum, increasing the weapon's lethality. The weapon adds +1 to its Strength bonus. If the weapon's Strength bonus has already been increased by +2, then this has no further effect.
5	Suspensors. The weapon has been fitted with miniature suspensors, that offset part of its mass and make it faster and deadlier. A warrior using this weapon may add +1 to their attacks. If the weapon already adds +2 attacks then this has no further effect.
6	Turbo-charged. The weapon will cut its way through almost anything, slicing through armour, flesh and bone with ease. The weapon now does D3 damage when it wounds. If the weapon already does D3 damage then this has no effect.

KROOT AND OTHER MOBS

Kroot only interact with other mobs on the battlefield. They loathe the Orks with a hatred that is not easily surpassed. They have no concern with the politics of Ork like, and so Rebel Grots are seen as just more



greenskins. Muties and Diggas are seen as poor genetic stock.

KROOT AND CAPTIVES

Kroot will kill, and likely eat, any enemy they take captive. There is no forgiveness, only the struggle to survive. Mobs who have had a warriort captured by Kroot have one chance to recapture their fellow mobster as detailed in the Oddmobs in Campaigns section of the *Digganob* book. The value of any weapons and equipment can be added to the Kroot kindred's teef hoard but they will not use non-Kroot equipment.

Captured vehicles will be dragged back to the Kroot's camp before being disassembled for anything useful they may contain. The vehicle can be rescued and is treated like a captive warrior. If the opposing mob fails to recapture its vehicle the Kroot will strip it for useful parts as detailed in the vehicle's 'Captured' section of *Da Roolz*.



KROOT AS CAPTIVES

In the same way that Kroot will never allow a captive to live once captured, any Ork, Mutie, Rebel Grot or Digga who finds themselves with a captured Kroot is liable to put the knife in at the very first opportunity -- Kroot are too dangerous to carry about, they never work in the mines no matter how much you whip them, and the Docs get nervous just thinking about cutting one up. The Kroot have a last gasp chance to recapture their fellow fighter as detailed in the Scenarios section -- if they fail, that's one more heinous affront.

Nobody other than the Kroot can use Kroot weaponry and equipment, but you may add the value of any captured equipment to your teef hoard (the price paid by the Meks for such strange samples of tek).

Modeling notes: Knarloc riders, Hunters and Shapers can be easily modeled by combining plastic Kroot upper bodies and equipment with mounted lizardman lower bodies and cold ones as knarlocs. Krootox are easily converted from plastic Kroot upper bodies and

Krootox rider mounts and legs. There are a very wide variety of weapon options to represent weapons. The Kroot Blaster is shown on the Mounted Great Knarloc model as a crossbow-like weapon, and so any oversized crossbow should suit.





ADDITIONAL: ADDING KROOT HOUNDS

Adapted from “Da Desert Squigs” by Jonathon Smith, printed in Citadel Journal.

KROOT HOUNDS

Kroot Hounds cost D6 Teef, and count as equipment for one of your Kroot. You must declare that you are buying a Hound before you roll this. If you cannot afford it then you spend all the Teef available, but gain nothing.

Kroot Hounds are an evolutionary dead end of the Kroot species. They are canine-like Kroot who excel at running down prey and are capable enough to fight enemies larger and stronger than themselves. Using their agility, sharp claws and powerful jaws, they are able to wound or kill almost any opponent, even armoured Space Marines in certain instances. This, coupled with the fact that Kroot Hounds can take an incredible amount of punishment before being killed, means that Kroot Hounds can survive and deal terrible damage during prolonged melees, and will often survive long enough to run down the enemy should they try to flee.

Another trait of the Hounds is their excellent sense of smell, surpassing even that of the Kroot.

Kroot Hound M8 WS3 BS0 S3 T3 W1 I3 A1 Ld-

Special Rules: Sniffer. A Kroot Hound can detect hidden models at double Initiative range. Beast. A Kroot Hound cannot gain experience or have advances.

Once you have purchased your Hound it is treated exactly like any other member of the kindred (it must have a name, a separate entry on the roster, etc), except that it must have an assigned Handler, who cannot change, and must remain within 2” of them. Hunters and Shapers may have up to two Hounds each, in total. Remember to count the cost of the Hound(s) when calculating mob rating. If for any reason the Hound is caught outside of the 2” at the start of any turn then the Handler must make a Leadership test. If the test is successful then they may carry on as normal. If the test is failed then the Hound bolts and is never seen again (i.e. count it as dead). If the Handler is Down and the Hound is still within 2” then the Hound will guard him, and any shots or charges intended for the Handler will hit the Hound instead. If the Handler goes Out then the Hound goes out as well.

