

KROOT MERCENARIES

Descended from an avian creature, and capable of assimilating the genetic information within the flesh they eat, the Kroot are a seemingly savage and powerful race with deeply ingrained spiritual practices. They believe that consuming flesh is a way to absorb its strengths and weaknesses and this is literally true for their unique digestive systems, making the Kroot somewhat picky eaters — sentient races are preferred.

The Kroot have a long relationship with the Tau, often serving in their armies and benefiting from their technological advances. However, Kroot mercenaries hire themselves out almost indiscriminately, and have even been known to work for the Imperium.



Special Rules

The following rules apply to all kroot and krootox and kroot hound members of a kroot warband. They apply in the hive setting, and they apply in the Ash Wastes and beyond.

Resilient. Kroot are remarkably resilient to injury and have the best survival instincts inhumanly possible. They are less likely to get lost or

captured than human Underhivers and, if hurt, are better at hiding from danger. To represent their resilience to injury a kroot who goes out of action rolls twice on the Serious Injuries Table and then the player chooses which result will apply. [Resilient also applies in SW:A.] Kroot are also immune to the effects of any Treacherous Conditions table, whether Hive or Ash Wastes.

Feed. The dietary ways of the Kroot may have dire consequences for any of their foes left on the battlefield. When an enemy fighter is taken captive (captured injury result) by this team, it is ritually consumed if it cannot be rescued. Kroot cannot turn in a captured fighter for bounty, or sell one to the Guilders.

OUTLANDERS. Kroot are an Outlander gang and as such all of the Outlaw rules apply to them with the exceptions noted below. As Outlanders, kroot do not have a guild price and may never pay off their outlaw status.

TERRITORY. Kroot start with one piece of territory generated on the Outlaw Territory Table. This is the hunting party's camp in the wastes and normally they cannot hold more than a single piece of territory at a time. The kroot can decide to move their camp after any game, crossing the old territory off their roster at the end of the post battle sequence and generating a new camp on the Outlaw Territory Table immediately.

CAPTURED TERRITORIES. Any additional territory captured from other gangs is looted and destroyed through pillaging by the kroot as soon as it is captured (see the Outlaw rules for details of looting). The hunting party seeks to remain mobile within the hive wastes, so keeps only what they can carry.

INCOME. Kroot collect income from their one piece of territory, like any other Outlaw gang. Kroot can also forage and can eat almost anything, unlike ordinary Underhivers. Any and all kroot, krootox, and kroot hounds add +1 to their dice rolls for foraging.

TRADING. Kroot roll on the Outlaw Trading Chart. The Guilders are unlikely to willingly interact with the xenos any more than necessary. At least not officially.

HIRED GUNS. Kroot hunting parties can make use of any Hired Guns that they can afford and who will fight for them. Bounty Hunters won't hire out to Outlaw gangs.

STARVATION. Kroot suffer the effects of starvation just like anybody else, it's just that they're better at finding food than anybody else.

BOUNTY. Kroot are still xenos scum, so they are worth a bounty equal to their total cost, just like any other Outlaw.

CAPTURE. No special rules apply to captured kroot, but there are special rules for those captured by kroot, see above.

SCENARIOS. Kroot roll on the Outlaw Scenario Table, but can add or subtract up to 2 from the dice roll.

SW:A BASICS

Number of Models: 3-16

Maximum Specialists: 1



KROOT SHAPER (120 credits)

A Kroot mercenary company must be led by a Shaper, one thought to have the special senses necessary to determine what is safe for their kindred to eat and assimilate.

Role	M	WS	BS	S	T	W	I	A	Ld
Team Lead	4	4	4	3	3	1	4	1	8

Skills: *Combat, Ferocity, Guerilla/Techno, Agility, Shooting, Stealth.*

Mandatory Wargear: Knife or Club.

Optional Wargear: Kroot Hand-to-Hand, Pistols, Basic Weapons, Grenades & Miscellaneous.

Special: Leadership. A kroot shaper commands respect from his followers and they are heartened by his presence. This means that any kroot within 6" of the shaper may use his Leadership value when they take Leadership tests. A kroot shaper can always attempt to recover from being pinned even if he has no kroot within 2" of him.

KROOT MERCENARY (60 credits)

Role	M	WS	BS	S	T	W	I	A	Ld
Ganger	4	3	3	3	3	1	4	1	7

Skills: *Agility, Shooting, Stealth.*

Mandatory Wargear: Knife or Club.

Optional Wargear: Kroot Hand-to-Hand, Pistols, Basic Weapons, Grenades & Miscellaneous.

KROOT GREENQUILL (35 credits) no more than half the gang.

Role	M	WS	BS	S	T	W	I	A	Ld
Juve	4	2	2	3	3	1	3	1	6

Skills: *Agility, Stealth*

Mandatory Wargear: Knife or Club.

Optional Wargear: Kroot Basic Weapons.

0-4 KROOTOX & RIDER (165 credits)

Role	M	WS	BS	S	T	W	I	A	Ld
Heavy	4	4	2	5	4	1	4	1	7

Skills: *Ferocity, Muscle, Stealth.*

Mandatory Wargear: Knife or Club.

Optional Wargear: Kroot Pistols, Special Weapons, Grenades & Miscellaneous.

Special: The Krootox & Rider is treated as a single model. The Krootox is a *Specialist*.

Starting Experience:

Greenquill 0

Mercenary 20+1D6

Krootox 60+1D6

Shaper 60+1D6

KROOT EQUIPMENT

HAND-TO-HAND

Knife (free/5cr) first is free.

Sword (15cr)

Clubs/Mauls (free/10) first is free

PISTOLS

Kroot pistol (10cr) Treat as Stub Gun.

BASIC WEAPONS

Kroot rifle (25cr)

Kroot hunting rifle (40cr)

SPECIAL WEAPONS

Kroot gun (130cr)

GRENADES AND MISCELLANEOUS

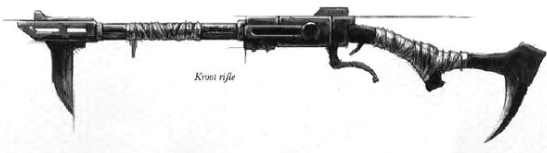
Frag grenades (30cr)

Camo gear (5cr)

Clip harness (10cr)

Weapon reload (half the cost of the weapon)

Blindsnake Pouch (20cr)



SPECIAL OPERATIVES ~ SW:A only

d3+1 kroothounds

Special Operative M6 WS4 BS- S4 T4 W1 I5 A1 Ld8 *Wargear*: None.

Special: A random number of Kroothounds are used when this special operative is selected. Roll D3+1 for the size of your Kroothound pack. These beasts are subject to Frenzy. They cannot carry Loot counters, operate machinery or do anything else that requires manual dexterity. Kroothounds have no shooting attack, and ignore BS penalties from Flesh Wounds. Kroothounds count as New Recruits for the purposes of assisting fellow troopers from pinning (that is, they do not help) and their Leadership cannot be used for bottle tests (counting as an automatic failure), but they automatically pass break tests.

For **NM/INQ28** use the “*Stay! There’s a good boy*” rules by Nick Jakos from SG Fanatic Magazine. See following page.



NEW EQUIPMENT RULES SW:A, NM, INQ28

KROOT RIFLE

This is both a shooting weapon and a hand-to-hand combat weapon, as used by the kroot. A slug-thrower, with two bayonet blades.

Range 8/16” *Hit* +0/-1 *Str.* 4 *Dam.* 1 *Sv* - *Ammo* 4+/7+ [ORB/SWA]

Range cc Strength user+1 *Damage* 1

KROOT HUNTING RIFLE

A slower and more precise weapon than the standard Kroot rifle, but lacking blades. It is not suitable for use as a hand-to-hand combat weapon.

Range 15/30” *Hit* -1/+0 *Str.* 4 *Dam.* 1 *Sv* -1 *Ammo* 4+/7+ [ORB/SWA], *silent, move or fire*

Silent: This weapon emits no noise, so when fired it does not test to sound the alarm during missions or scenarios.

KROOT GUN

A larger and more powerful firearm than the

Kroot Rifle or hunting rifle. Counts as a special weapon, only usable by specialists and heavies.
Range 12"/30" Hit +0/-1 Str 8 Dam D6 Sv -3
Ammo 4+/7+ [ORB/SWA]

Kroot Max	M	WS	BS	S	T	W	I	A	Ld
	4	6	6	4	4	3	6	3	9

Krootox Max	M	WS	BS	S	T	W	I	A	Ld
	4	7	6	6	5	4	5	4	10

Credits:
Borrowing from work by “Dagobah Dave” and Raphaël Crépinge, and also **very** heavily from the ORB *Outlanders* “Ratskin Renegades” rules by Rick Priestley, and the “Ratskin Variations” rules by Andrew Strickland from *Citadel Journal* *n18*, with Krootox based on the Ratskin Totem Warriors with Spirit Totem included.



Adapted from “Stay! There’s a good boy” by Nick Jakos:

RECRUITING KROOT HOUNDS

If a player wants to recruit a kroot hound he must pay 30 creds. The gang must forgo one roll on the Rare Trade Chart.

A gang may have up to 3 kroot hounds at a time, provided there is a different Juve [Greenquill] or Ganger [Mercenary] available to handle each one.

Only one hound may be purchased at a time and the profile for the hound, as well as its skills, are worked out only after it has been purchased. When purchased, a kroot hound must be assigned a Handler; either a Juve [Greenquill] or a Ganger [Mercenary]. This fighter will be the hound’s Handler as long as the kroot hound is in the gang. That Handler may not collect income or forage during that first Post Battle Sequence and must skip the gang’s next fight while s/he trains the hound.

Kroot hounds do not have or gain experience, but are given a set of skills determined by their training.

Profile M6 WS4 BS- S3 T3 W1 I3 A1 Ld-

Kroot hounds are equipped only with their claws and teeth. They may have no other weapons or equipment.

After being recruited, the hound’s skills and profile are worked out.

The hound has a base profile given above and has D3 advances which are rolled for on the table below:

1-3 Roll a further D6

1: +1 Weapon Skill

2: +1 Toughness

3: +1 Initiative

4: +1 Attack

5: +1 Wound

6: Roll a further D6

1-3: Sprint

4-6: Disarm

4-6 Roll a further D6

1-2: True Grit

3-4: Crushing Blow

5: Iron Jaw

6: Berserk Charge

SPECIAL RULES

Kroot hounds act differently than other models while on the board.

Follow all the normal rules for models except for the rules below. The following special rules apply to *all* dogs:

- Dogs do not have to test to ‘keep their nerve’ if a friend goes down within 2”. They are immune to the effects of fear, though they still suffer the effects of terror.

- The dog must remain within 18” of the Handler at all times. If the Handler is taken down or out of action, the dog must remain within 18” of the body, but may otherwise move and fight normally.

- As long as the dog is not taken out of action, his Handler may never be captured (the dog will defend him utterly). Treat rolls of 61-63 on the Serious Injury table as a roll of 66 instead.

- If a dog is taken *out of action*, it is assumed to have been killed as a result of its injuries. If the dog is only taken *down*, it will always make a full recovery.

- As long as the Handler remains with the gang, the dog will remain. Should the Handler leave, the dog will go with him and be removed from the gang roster.

- During the Post Battle Sequence, the dog will stay with its Handler. If foraging, the dog and Handler work together and forage twice the creds worth of food.

- Dogs are treated just like normal members of the gang for purposes of gang rating and cost of living. They are also subject to the rules for starvation.

- Dogs do not gain experience like normal. For purposes of gang rating, their cost is added to that of their handler. However, if their handler gains an experience advance and is permitted to choose any skill table, that is, he rolls a 1 or 12, the dog may roll again on the above chart.

Reasonings:

The sources and breakdowns are as follows:

The core of the gang list comes from the Ratskin Renegades, both in special rules (resilient, start with free club), and in general composition.

The kroot rifle is modeled on the handbow (crossbow), without "move or fire," and cost increased from 5 to 25 credits. Given the free club that Ratskins all get, the effects of a club were also rolled into the rifle.

The skill list was modeled on the Dapakanni Tribe Ratskin skill list, from the Citadel Journal.

The Krootox is simply a Totem Warrior, from the N03 Ratskins list, with the Spirit Totem weapon (S5) automatically included, and total cost raised from 130 to 165.

The Kroot Hounds are basic dogs from the Stay! There's a Good Boy. rules.

KROOT TRACKER hired gun

Recruitment

If a player wants to hire a Kroot Tracker he must pay the standard hire fee, which is 15 credits. A gang can have only one Kroot Tracker. The profile and skills for Kroot Trackers are worked out after they are hired.

For purposes of calculating the gang rating a Kroot Tracker has a value of 75 (ie, his hire fee of 15x5).

KROOT TRACKER PROFILE

Kroot Trackers may have special skills and superior characteristic values. This is worked out only after the Kroot Tracker is recruited. The basic characteristic profile is given below, which is the base level for characteristic values. In addition to this the Kroot Tracker will have a number of 'advances' as explained below.

KROOT TRACKER ADVANCES

M W S B S T W I A L d

4 3 3 3 3 1 3 1 7

A Kroot Tracker has 3 'advances' which are either bonuses on its profile or skills. Roll a D6 three times and consult the chart below, noting down the increases and skills as you go along. A Kroot Tracker may not improve any characteristic by more than +2; if an increase is rolled for a third time re-roll the result. Similarly, if you roll the same skill twice re-roll to get another.

D6 Roll	Advance
1	+1 Weapon Skill
2	+1 Initiative
3	Roll a further D6: 1: +1 Weapon Skill, 2: +1 Strength 3: +1 Toughness, 4: +1 Wound 5: +1 Attack, 6: +1 Leadership
4-6	Roll a further D6: 1: Dodge (Agility skill) 2: Leap (Agility skill) 3: Sprint (Agility skill) 4-6: Roll a Further D6: 1: Step Aside (Combat skill) 2: Nerves of Steel (Combat skill) 3: Ambush (Stealth skill)

4: Evade (Stealth skill)

5: Infiltration (Stealth skill)

6: Sneak Up (Stealth skill)

SPECIAL KROOT TRACKER RULES

Kroot are expert guides and trackers, and this is represented by the following special rules.

Guide

A gang which includes a Ratskin Scout is able to exploit his knowledge of the Underhive and its countless half-forgotten passages and tunnels. This gives the gang a distinct advantage when it comes to confronting an enemy, permitting the gang to move rapidly to their objective.

To represent this a gang that includes a Kroot Tracker can add or subtract 1 from the Scenario dice roll to determine which scenario the players will fight. If both sides include a Kroot Tracker or a Ratskin Scout this ability is cancelled out.

Note that if a gang has a Ratskin Map which also gives a bonus on the Scenario roll then the Kroot Tracker confers no further advantage. The gang already has access to all the hidden tunnels and passages in the area. Likewise, a gang cannot hire both a Kroot Tracker and a Ratskin Scout, as one is just a re-flavoursing of the other.

Explore

If the Tracker's gang wins a scenario then he is allowed to explore the local area for new territory after the game. The Gang Leader tells the Tracker to search for mineral deposits, likely looking places for settlement, fungus caves, and other possibly useful finds.

If the player wishes to send his Tracker exploring roll a D6.

1 The Ratskin disappears and is never seen again.

2-5 Ratskin reports no useful discoveries in this area.

6 Ratskin discovers a new territory. Refer to the Territory table and randomly determine a new territory. This is immediately added to the gang's existing territory (or looted, in the case of outlaws) unless it is an Archeotech Hoard or Green Hivers. Ratskins regard ancient places as sacred, and the discovery of an archeotech hoard will not be reported to the gang. Similarly,

if he discovers Green Hivers the Tracker will say nothing and leave them to their fate, for such is the will of the hive spirit. The Kroot Tracker reports no discoveries instead.

Resilience To Injury

Kroot are remarkably resilient to injury and have a natural ability to survive in the Underhive. They are less likely to get lost or captured than ordinary fighters and, if hurt, they are better at hiding from danger.

To represent their resilience to injury a Kroot Tracker who goes out of action rolls twice on the Serious Injuries table and the player chooses which result will apply.

KROOT TRACKER WEAPONS

A Kroot Tracker fights with his own weapons as described below. They cannot buy other weapons or equipment.

Kroot Trackers are armed with the following:

- Any number of knives
- One Club, Maul, Bludgeon, or Axe
- One Blindsnake pouch

Plus one of the following:

- Shotgun + solid and scatter shells
- Autogun
- Lasgun

The Kroot Tracker Hired Gun is just a word-for-word reskin of the Ratskin Scout Hired Gun.

KROOT BUTCHER hired gun RECRUITMENT

Only Kroot gangs can hire Kroot Butchers. If a player wants to hire a Kroot Butcher he must pay the standard hire fee of 15 credits. The Kroot Butcher will add 75 points to your gang rating (hire fee x 5).

KROOT BUTCHER PROFILE

Kroot Butchers are likely to have picked up some skills and gained superior characteristics in their blood-thirsty endeavours. These advances are worked out after the Kroot Butcher's fee is paid for.

KROOT BUTCHER ADVANCES

M WS BS S T W I A Ld

4 3 3 3 3 1 3 1 6

In addition to their basic characteristic profile all Kroot Butchers have three advances. Roll a d6 three times and consult the Kroot Butcher Advance Chart below. A Kroot Butcher cannot increase any characteristic more than +2. If an increase is rolled for the third time, re-roll the result. If the same skill is rolled twice then reroll to get another.

Advance Chart

D6	Advance
1	+1 Weapon Skill
2	+1 Attack
3	Roll a further d6: 1-3 +1 Strength 4-6 +1 Toughness
4-5	Roll a further d6: 1-2 +1 Wound 3-4 +1 Initiative 5-6 +1 Weapon Skill
6	Roll a further d6: 1 Sidestep 2 Iron Jaw 3 Evade 4 Infiltration 5 Leap 6 Sprint

SPECIAL RULES

The following special rules apply to Kroot Butchers:

Kroot:

Kroot Butchers are still Kroot. They have the Kroot traits of resilience and feed.

Skills:

All Kroot Butchers start with *Escape Artist* and *Frenzy*.

Fighting Style:

The Kroot Butcher develops his own fighting style. All Kroot Butchers forsake shooting weapons and adopt brutal hand-to-hand combat techniques. This brutal technique is based on over-powering their opponents. To represent this they have *frenzy*, but also at the start of each hand-to-hand combat phase the Kroot player

rolls a d6. On a result of '4+' his attacks cannot be parried. In addition, the Kroot Butcher always receives the +1 attack bonus for fighting with two close combat weapons, even if all his weapons have been disarmed.

Butcher:

Kroot Butchers are brutal hunters. They like to take trophies too. If a Kroot Butcher takes an opponent out-of-action and there are no other enemies within follow-up range then the victim can find himself horribly mutilated, or sometimes never wakes up again.

The victim must immediately pass an initiative test based on their base initiative characteristic. If they roll equal to or under their initiative then the Kroot Butcher will move on, they are removed from play and suffer an injury as normal.

If they fail the initiative test, then the Kroot Butcher sets-upon the victim and starts to carve them. The Butcher loses his follow up move. Roll 2d6 immediately on the Butchery Chart instead of the serious injury chart in the post game sequence.

BUTCHERY CHART

2D6 Result

2 Lucky - The victim is found in a pool of his own blood, but luckily not too injured. Apply the 'Survives Against the Odds' serious injury result.

3 Cracked Skull – The victim is found alive, but his fellow gang members are horrified at the loss of skin, bone, and hair. Apply results per 'Old Battle Wound' on the serious injury chart.

4 Eye Gouge – Without enough time to do the job properly the Kroot Butcher takes an eye as a trophy. Apply the 'Blinded In One Eye' serious injury result.

5 Arm Wound – The victim uses his arms to protect himself, and lost in his hunger the Kroot Butcher brutalizes one of the victim's arms. Apply the 'Arm Wound' serious injury result.

6 Botched – The Butcher botches the job and hideously scars his victim. Apply the 'Horrible Scars' injury.

7 Brains! – The victim was scalped and worse. Apply the 'Head Wound' serious injury result.

8 Botched – The Butcher botches the job and hideously scars his victim. Apply the 'Impressive Scars' injury.

9 Ear Wound – Without enough time to do the job properly the Kroot Butcher takes an ear as a trophy. Apply the 'Partially Deafened' serious injury result.

10 Hand Wound – The victim manages to grab the blade of the knife and protect his torso. Apply the 'Hand Injury' serious injury result.

11 Horrifying Experience – Although the Kroot Butcher doesn't actually manage to disembowel the victim, he does brutally and horribly beat them. Apply the 'Shell Shock' serious injury result.

12 Dead! The victim is killed outright and the Kroot Butcher claims another for the cooking pot.

KROOT BUTCHER WEAPONS

A Kroot Butcher will fight with their unique set of weapons. Kroot Butchers are equipped with one each of the following:

- Knife
- Club
- Maul or Bludgeon
- Sword
- Blindsnake Pouch

Reskinned from the "Ratskin Savage." The Ratskin Savage first appeared in Gang War Issue 5 by Gerrid Robb and was from a Gary James webpage. It was then revised and brought inline with a hired gun instead of a new gang member, in Fanatic Online issue 86 by Robert J. Reiner.