

Name	Type	Speed	Armour	CC	FF	Weapons	Range	Firepower	Notes
Kroot High Master Shaper	Character	N/A	N/A	N/A	N/A	Mercenary Weapons Kroot Rifles	Base Contact 15cm	Assault Weapons, EA (+1) Small Arms	Character, Shaper, Inspiring, Supreme Commander
Kroot Master Shaper	Infantry	15cm	6+	4+	5+	Mercenary Weapons Kroot Rifles	Base Contact 15cm	Assault Weapons, EA (+1) Small Arms	Leader, Shaper, Infiltrators, Scouts
Kroot Shaman	Character	N/A	N/A	N/A	N/A	Shaman Staff	Base Contact	Assault Weapons, EA (+1), Macro Weapon	Character, Leader
Kroot Big Game Hunter	Character	N/A	N/A	N/A	N/A	Power Blade Kroot Hunting Rifle	Base Contact 30cm	Assault Weapons, EA (+1), Macro Weapon AP5+, Sniper	Character, First Strike, Invulnerable Save
Kroot Shaper	Character	N/A	N/A	N/A	N/A	Kroot Rifles	15cm	Small Arms	Leader, Shaper
Kroot Stalker Unit	Infantry	15cm	-	3+	5+	Acid Venom Kroot Rifle	Base Contact 15cm	Assault Weapons Small Arms	Infiltrator, Scouts, Teleport, May re-roll dangerous terrain tests
Kroot Hunter Unit	Infantry	15cm	-	4+	5+	Kroot Hunting Rifles	30cm	AP5+, Sniper	Infiltrator, Scout
Feral Kroot Unit	Infantry	15cm	-	3+	-	Claws & Beaks	Base Contact	Assault Weapons	Infiltrator, Fearless
Kroot Vulture Unit	Infantry	30cm	-	4+	5+	Kroot Rifles	15cm	Small Arms	Scout, Jump Pack
Kroot Carnivore Unit	Infantry	15cm	-	4+	5+	Kroot Rifles	15cm	Small Arms	Infiltrator, Scout
Kroot Hound Unit	Infantry	20cm	-	3+	-	Fangs	Base Contact	Assault Weapons	Infiltrator, Scout
Kroot Tracker Unit	Infantry	20cm	4+	4+	5+	Kroot Hunting Rifles Claws	30cm Base Contact	AP5+, Sniper Assault Weapons, EA (+1)	Scout
Krootox Herd Unit	Infantry	15cm	4+	4+	5+	Kroot Guns Claws	45cm Base Contact	AP5+/AT6+ Assault Weapons, EA (+1)	-
Kroot Abominations Unit	Infantry	15cm	5+	2+	6+	Rending Claws Kroot Rifles	Base Contact 15cm	Assault Weapons, EA (+1) Small Arms	Invulnerable Save
Great Knarloc	Light Vehicle	20cm	3+	4+	5+	Kroot Guns Claws	45cm. Base Contact	AP5+/AT6+ Assault Weapons, EA (+1)	
Great Knarloc 'Skyray'	Light Vehicle	20cm	3+	4+	5+	2 x Hunter Missiles. Claws	60cm Base Contact	AA5+ Assault Weapons, EA (+1)	
Ygothlac Forest Spitting Terror	War Engine	30cm	5+	3+	4+	Tank Killer Rockets. Acid Breath Large Teeth and Claws	30cm 30cm Base Contact	AT4+, FxF. 2BP, Ignores Cover, Assault Weapons, Macro Weapon, Extra Attacks(+1)	DC3, Fearless, Reinforced Armour, Skimmer, Critical Hit Effect: Destroyed
Kroot Troopship	Aircraft/War Engine	Bomber	5+	6+	5+	2 x Kroot Big Guns 2 x Tank Killer Rockets	15cm 30cm	AP4+/AT5+/AA5+. AT4+, FxF.	DC3, Planetfall, Reinforced Armour, Transport (Ten of the following units: Kroot Carnivore, Hounds, Hunter, Feral, Krootox). Critical Hit Effect: The Troopship and all units on board are destroyed.
Kroot Warsphere	Space Craft	N/A	N/A	N/A	N/A	Orbital Bombardment	N/A	6BP, Macro Weapon	Transport: (May carry up to 80 Kroot units and enough Drop Pods to transport them, may also carry up to Six Troop Ships)
Drop Pod	Special	N/A	N/A	N/A	N/A	N/A	N/A	N/A	Planetfall, Transport (One formation of only the following units: Kroot Carnivore, Hounds, Hunter, Feral, Krootox) Any troops carried in the drop pod must disembark within 5cm of the drop pod or within 5cm of another unit from the same formation that has already landed, so long as all units are placed within 15cm of the drop pod. Drop pods may not be used to claim crossfire.

Kroot Warsphere Assault Army List			
Kroot armies have a Strategy rating of 3. All Kroot formations have an initiative rating of 2+.			
1 Kroot Warsphere	A Kroot Warsphere is a compulsory unit choice (one per list)		200pts
Kroot Carnivore Kindred (A Kroot Army may contain any number of Kroot Carnivore Kindreds)			
Formation	Core Units	Upgrades Allowed	Cost
Kroot Carnivore Kindred	1 Kroot Master Shaper unit and 9 Kroot Carnivore units	Commander, Supreme Commander, Kroot Carnivore, Hounds, Hunter, Feral, Krootox, Drop Pods	175pts
Kroot Support Kindreds (Up to two may be selected for each Kroot Carnivore Kindred)			
Kroot Vulture Kindred	1 Kroot Shaper character and 4 Kroot Vulture units	Vulture	150pts
Kroot Stalker Kindred	1 Kroot Shaper character and 4 Kroot Stalker units	Commander, Hounds	175pts
Kroot Hunter Kindred	1 Kroot Shaper character and 4 Kroot Hunter units	Commander, Hunter	150pts
Feral Kroot Kindred	10 Feral Kroot units	-	250pts
Kroot Hound Pack	10 Kroot Hound units	Hounds	200pts
Kroot Tracker Kindred	1 Kroot Shaper character and 4 Kroot Tracker units	Commander, Tracker	175pts
Krootox Herd	6 Krootox Herd units	-	200pts
Kroot Abominations Unit	4 Abominations units	Abominations	175pts
Great Knarloc	3 Great Knarlocs	Great Knarloc, Great Knarloc 'Skyray'	175pts
Kroot Upgrades (Up to three upgrades may be added to each Kindred)			
Upgrade	Unit/Effect		Cost
0-1 Supreme Commander	Add one Kroot High Master Shaper character to a unit in the Kindred		75pts
Commander	Add one Kroot Shaman character to a unit in the Kindred <u>or</u>		25pts
	Add one Kroot Big Game Hunter character to a unit in the Kindred		50pts
Kroot Carnivore	Add five Kroot Carnivore Units		75pts
Hounds	Add three Kroot Hounds Units		50pts
Vulture	Add five Kroot Vulture Units		100pts
Hunters	Add five Kroot Hunter Units		100pts
Krootox	Add three Krootox Herd units		50pts
Tracker	Add five Tracker Units		125pts
Abominations	Add two Abominations Units		75pts
Great Knarloc or Great Knarlocs 'Skyrays'	Add three Great Knarlocs or Great Knarlocs 'Skyrays'		175pts
Drop Pods	If the Carnivore Kindred chooses to use Drop Pods, every unit in the Kindred must be supplied with a Drop Pod. The Kindred will enter play in their Drop Pod using the rules for Planetfall (see section 4.4 of the Epic: Armageddon main rule book).		25pts
Kroot Rare Units (Up to 1/3rd of your army list may be made up of these units)			
Formation	Units		Cost
Ygothlac Forest Spitting Terror	Two Ygothlac Forest Spitting Terrors		350pts
Troopship	Troopship		175pts
Shaper Adaptations Special Rule:			
Any Kindred containing a unit with the Shaper ability can choose one of the following adaptations which will take effect on the whole Kindred. These effects last for the length of the game and are not lost with a Shapers death/removal from play. Bold - The Kindred can remove one additional blast marker when rallying or regrouping. Chameleon - Any units in the Kindred with no armour save or an armour save of 6+ gain the invulnerable save ability. Eagle Eyes - Units in the Kindred may re-roll any dice roll of 1 when shooting or when using their FF while fighting in an engagement.			

[illegible]