

COMMAND ROSTER

PLAYER NAME		FACTION	Kroot
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[illegible]

	Kroot Carnivore	Kroot rifle (melee), Kroot rifle (shooting),				6
Option 2	Krootox Rider	Kroot gun, Krootox fists,		Combat, Agile Brute,		27

6 Points

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Kroot Carnivore	7"	3+	4+	3	3	1	1	6	6+	-
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES				
Kroot rifle (melee)	Melee	Melee	+1	0	1	-				
Kroot rifle (shooting)	24"	Rapid Fire 1	4	0	1	-				

Specialism: Leader

Resourceful	As long as this model is on the battlefield and not shaken, you gain an additional Command Point at the beginning of the battle round.
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Experience: ☐☐☐☐☐☐☐☐☐ Flesh Wounds: ☐☐☐ Convalescence: ☐ New Recruit: ☐

6 Points

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Kroot Hound	12"	3+	-	3	3	1	2	5	6+	4
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES				
Ripping fangs	Melee	Melee	User	-1	1	-				

Abilities:

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

Swift	You can re-roll Advance rolls for this model.
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Experience: ☐☐☐☐☐☐☐☐☐ Flesh Wounds: ☐☐☐ Convalescence: ☐ New Recruit: ☐

Option 1

27 Points

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Krootox Rider	7"	3+	4+	6	5	4	2	6	6+	1
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES				
Krootox gun	48"	Rapid Fire 1	7	-1	D3	-				
Krootox fists	Melee	Melee	User	0	2	-				

Abilities:

Agile Brute	Add 6" to this model's Move characteristic in the Movement phase in which it Advances, instead of rolling a dice.
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Specialism: Heavy

Relentless	This model does not suffer the -1 penalty for shooting with a Heavy weapon after moving in the preceding Movement phase, or for shooting an Assault weapon after Advancing.
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Experience: ☐☐☐☐☐☐☐☐☐ Flesh Wounds: ☐☐☐ Convalescence: ☐ New Recruit: ☐

6 Points

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Kroot Carnivore	7"	3+	4+	3	3	1	1	6	6+	-

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Kroot rifle (melee)	Melee	Melee	+1	0	1	-
Kroot rifle (shooting)	24"	Rapid Fire 1	4	0	1	-

Specialism: Zealot

Frenzied	You can add 1 to this model's Attacks and Strength characteristics in a battle round in which they charged.
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Experience: ☐☐☐☐☐☐☐☐☐ Flesh Wounds: ☐☐☐ Convalescence: ☐ New Recruit: ☐

6 Points

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Kroot Carnivore	7"	3+	4+	3	3	1	1	6	6+	-

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Kroot rifle (melee)	Melee	Melee	+1	0	1	-
Kroot rifle (shooting)	24"	Rapid Fire 1	4	0	1	-

Experience: ☐☐☐☐☐☐☐☐☐ Flesh Wounds: ☐☐☐ Convalescence: ☐ New Recruit: ☐

6 Points

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WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Kroot rifle (melee)	Melee	Melee	+1	0	1	-
Kroot rifle (shooting)	24"	Rapid Fire 1	4	0	1	-

Experience: ☐☐☐☐☐☐☐☐☐ Flesh Wounds: ☐☐☐ Convalescence: ☐ New Recruit: ☐

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Experience: ☐☐☐☐☐☐☐☐☐☐ Flesh Wounds: ☐☐☐ Convalescence: ☐ New Recruit: ☐

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Kroot rifle (shooting)	24"	Rapid Fire 1	4	0	1	-				

Experience: ☐☐☐☐☐☐☐☐☐☐ Flesh Wounds: ☐☐☐ Convalescence: ☐ New Recruit: ☐

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Kroot rifle (shooting)	24"	Rapid Fire 1	4	0	1	-				

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Experience: ☐☐☐☐☐☐☐☐☐ Flesh Wounds: ☐☐☐ Convalescence: ☐ New Recruit: ☐

Option 2

27 Points

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Krootox Rider	7"	3+	4+	6	5	4	2	6	6+	1
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES				
Kroot gun	48"	Rapid Fire 1	7	-1	D3	-				
Krootox fists	Melee	Melee	User	0	2	-				

Abilities:

Agile Brute Add 6" to this model's Move characteristic in the Movement phase in which it Advances, instead of rolling a dice.

Specialism: Combat

Expert Fighter Add 1 to this model's Attacks characteristic.

Experience: ☐☐☐☐☐☐☐☐☐ Flesh Wounds: ☐☐☐ Convalescence: ☐ New Recruit: ☐