

COMMAND ROSTER

| | | | |
|-------------|--|---------|-------|
| PLAYER NAME | | FACTION | Kroot |
|-------------|--|---------|-------|

[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. |
|-------------|--|

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. |
|--------------------|--|

Specialism: Scout

| | |
|-------|---|
| Swift | You can re-roll Advance rolls for this model. |
|-------|---|

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 |
|---------------|-------|--------------|------|----|----|-----------|
| 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: 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. |
|------------|---|

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. |
|----------|---|

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

| 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

| 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

| 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

| 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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|------------------------|-------|--------------|----|----|---|-----------|---|----|----|-----|
| 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

| 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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|------------------------|-------|--------------|----|----|---|-----------|---|----|----|-----|
| 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

| 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

| 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

| 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: ☐

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|------------------------|-------|--------------|----|----|---|-----------|---|----|----|-----|
| 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

| 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: ☐

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: ☐