



# 'TAU FORCELIST'



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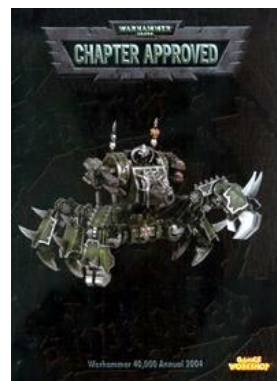
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# TAU FORCELIST

This force list is based on the rules and game statistics in *Codex Tau*, with thanks to Martijn Weezepeel for the loan of that book. Additionally, it incorporates updates and extra units from *Chapter Approved*, the *Codex: Tau FAQ* and *Chapter Approved* section of the Games Workshop website.



## COMMANDER

**Shas'el**

MP: 12 CC: 5 RC: 7 POW: 5 BOD: 4 BRN: 3 GUT: 8 LIF: 3 AR: 7 SIZE: L  
Point Value: 91

**Shas'o**

MP: 12 CC: 7 RC: 8 POW: 5 BOD: 4 BRN: 3 GUT: 9 LIF: 4 AR: 7 SIZE: L  
Point Value: 104

**Availability:** Unlimited

**Structure:** Individual

**Equipment:** XV8 Crisis battlesuit, jetpack

**Options:**

**Advanced Deployment (+5 PV):** Commanders deploy last (after all players have placed their models) and may be deployed anywhere on the battlefield. They must be deployed at least 10 inches away from enemy models.

**Battlesuit:** A commander must select three XV8 Crisis battlesuit options from the list on page 13.

**Wargear:** The commander may take equipment from the wargear list.

## XV8 'CRISIS' BATTLESUIT BODYGUARD TEAM (Shas'vre)

MP: 12 CC: 5 RC: 5 POW: 5 BOD: 4 BRN: 3 GUT: 7 LIF: 2 AR: 7 SIZE: L  
Point Value: 78

**Availability:** 1 per commander (shas'el or shas'o)

**Structure:** 1-2; a bodyguard team must remain in squad coherency with the commander it is assigned to.

**Equipment:** XV8 Crisis battlesuit, jetpack

**Options:**

**Advanced Deployment (+5 PV per model):** XV8 Crisis bodyguard teams deploy last (after all players have placed their models) and may be deployed anywhere on the battlefield. They must be deployed at least 10 inches away from enemy models.

**Battlesuit:** Bodyguard team members must select three XV8 Crisis battlesuit options from the list on page 13.

**Wargear:** Bodyguards may take equipment from the wargear list.

## DEVILFISH TROOP CARRIER

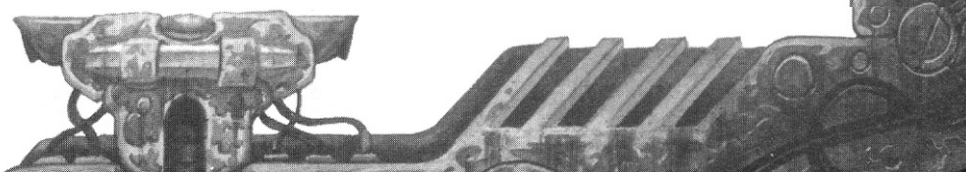
MP: 12 TC: 3 CC: — RC: 5 POW: 8 BOD: 6 LIF: 4 AR: 3(2)  
Point Value: 248

**Type:** Heavy Flyer Transport (12)

**Structure:** Individual

**Weapons:** Burst cannon (180° forward firing arc), two gun drones

**Options:** May be equipped with any of the vehicle upgrades except gun drones.



## DRONES

### GUN DRONE

MP: 11 CC: 3 RC: 3 POW: 3 BOD: 3 BRN: 4 GUT: — LIF: 1 AR: 5 SIZE: M

Point Value: 42

Availability: 2 per drone controller

**Structure:** Unless they are part of a gun drone squadron, gun drones must be part of a squad in which at least one model is equipped with a drone controller, and must adhere to squad coherency with the squad of which the controller is part. They can also be controlled by an individual model equipped with a drone controller, in which case they must maintain squad coherency with that model.

**Equipment:** Pulse carbine (twin-linked)

**Abilities:**

**Airborne:** A gun drone is a flying model, paying 1 MP per inch of movement regardless of underlying terrain, though it can only move over terrain less than 6 inches in height; it will have to move around taller terrain. It does not need to land to change its heading, unlike a model with a jetpack.

**Controlled:** When it is not part of a gun drone squadron, a gun drone has no Guts statistic. Its controller's Guts and Morale Test results are used to determine the drone's actions. If a drone's controller is killed, remove the drone from the battlefield as well.

### GUN DRONE SQUADRON (Kor'vesa)

MP: 11 CC: 3 RC: 3 POW: 3 BOD: 3 BRN: 4 GUT: 6 LIF: 1 AR: 5 SIZE: M

Point Value: 51

Availability: Unlimited

Structure: 4-8

Equipment: Pulse carbine (twin-linked)

Options:

**Advanced Deployment (+5 PV per model):** Gun drone squadrons deploy last (after all players have placed their models) and may be deployed anywhere on the battlefield. They must be deployed at least 10 inches away from enemy models.

**Abilities:**

**Airborne:** A gun drone is a flying model, paying 1 MP per inch of movement regardless of underlying terrain, though it can only move over terrain less than 6 inches in height; it will have to move around taller terrain. It does not need to land to change its heading, unlike a model with a jetpack.

**Independent:** Gun drones' Guts statistic is 6 as long as there are more than 4 drones in the squad; it drops to 2 if there are 4 or fewer drones left in the squad. If the squad takes enough casualties to require a Morale Test, it uses the Guts statistic after accounting for the casualties suffered.

### SHIELD DRONE

MP: 11 CC: 3 RC: 3 POW: 3 BOD: 3 BRN: 4 GUT: — LIF: 1 AR: 5 SIZE: M

Point Value: 47

Availability: 2 per drone controller

**Structure:** Shield drones must be part of a squad in which at least one model is equipped with a drone controller, and must adhere to squad coherency with the squad of which the controller is part. They can also be controlled by an individual model equipped with a drone controller, in which case they must maintain squad coherency with that model.

**Abilities:**

**Airborne:** A shield drone is a flying model, paying 1 MP per inch of movement regardless of underlying terrain, though it can only move over terrain less than 6 inches in height; it will have to move around taller terrain. It does not need to land to change its heading, unlike a model with a jetpack.

**Fire Magnet:** If a squad contains shield drones, or an individual model is equipped with shield drones, all attackers must fire at a shield drone rather than another member of the squad, if a shield drone is within LOS of the attacker; this applies even if no shield drone is within 12" of the attacker, but another squad member is. Weapons with a blast radius may still fire at the ground to hit other members of the squad, but splash and full-auto zone templates must always be placed so that at least one shield

drone is under the template, if one is within range. In melee combat, a model that is in base-to-base contact with a shield drone must attack the shield drone, even if it is also in base-to-base contact with another model of the shield drone's squad.

**Shield Drone:** The drone's energy shield allows it to always make an Armor Test, even against attacks which normally negate this, such as a critical hit or weapons that do not allow an Armor Test. Any attack with an Armor Modifier of -2 or greater, or attacks that do not allow an Armor Test, are considered to have an Armor Modifier of -2.

## ETHEREAL CASTE MEMBER (Aun)

MP: 9 CC: 7 RC: 5 POW: 3 BOD: 3 BRN: 3 GUT: 9 LIF: 2 AR: 0 SIZE: M

Point Value: 35

Availability: 1 per force

Structure: Individual

Equipment: Symbols of office

Options:

**Honour Blade (+7 PV):** The Aun may replace his symbols of office with an honour blade.

**Wargear:** An Aun may take equipment from the wargear list.

Abilities:

**Inspiring Presence:** As long as the ethereal caste member is in the game, any tau unit (but not kroot and drones) that fails a Morale Test may re-roll it; the second roll must be used. If the ethereal caste member is within 3 inches of a member of a squad, that squad uses the ethereal cast member's Guts statistic for any Morale Tests it is required to make.

**Price of Failure:** When an ethereal caste member is killed, every tau unit in its force (again, not kroot or drones) must immediately make a Morale Test.

## FIRE WARRIOR TEAM (Shas'la)

MP: 11 CC: 3 RC: 5 POW: 3 BOD: 3 BRN: 2 GUT: 6 LIF: 1 AR: 5 SIZE: M

Point Value: 31

Availability: Unlimited; a tau force must have at least 1 fire warriors team

Structure: 6-12

Equipment: Pulse rifle, fire warrior armor

Options:

**Grenades:** The entire squad may be equipped with photon grenades (+6 PV per model) and/or EMP grenades (+8 PV per model).

**Shas'ui (+1 PV):** One model in the squad may be replaced by a shas'ui team leader. Team leaders have Guts 7, and a squad with a shas'ui uses the shas'ui's Guts statistic for all Morale and Guts Tests it is required to make. The shas'ui may take equipment from the wargear list, and may further be equipped with a marker light (+10 PV).

**Weapons (-2 PV per model):** Up to half the models in a squad (round down) may replace their pulse rifles with pulse carbines.

## GUE'VESA TEAM

MP: 9 CC: 5 RC: 5 POW: 3 BOD: 3 BRN: 3 GUT: 6 LIF: 1 AR: 3 SIZE: M

Point Value: 13

Availability: Unlimited

Structure: 6-12

Equipment: Lasgun

Options:

**Grenades (+8 PV per model):** The entire squad may be equipped with EMP grenades.

**Gue'vesa'ui (+4 PV):** One model in the squad may be replaced by a gue'vesa'ui team leader. Team leaders have Guts 7, a squad with a gue'vesa'ui uses the gue'vesa'ui's Guts statistic for all Morale and Guts Tests it is required to make, and the MP cost for a gue'vesa'ui to make melee attacks is modified by -1 MP per attack. The gue'vesa'ui may be equipped with a marker light (+10 PV).

**Weapons:** Up to two models in the squad may replace their lasguns with pulse carbines (+3 PV per model) or pulse rifles (+5 PV per model).

**Abilities:**

**Traitors:** In melee combat with gue'vesa, any Imperial models (Imperial Guard, Inquisitors, Sisters of Battle, space marines, etc.) have a +1 modifier to their Close Combat statistics.

## HAMMERHEAD GUNSHIP

MP: 12 TC: 3 CC: — RC: 7 POW: 8 BOD: 6 LIF: 4 AR: 4(2)

Point Value: 261

Type: Heavy Flyer

Structure: Individual

**Weapons:** Hammerhead rail gun (360° firing arc), two burst cannons (one with 180° right firing arc, the other with 180° left firing arc)

**Options:**

**Primary Weapon (-54 PV):** The Hammerhead railgun may be replaced by an ion cannon.

**Secondary Weapon (+3 PV):** The two burst cannons may be replaced with a single smart missile system (360° firing arc).

**Vehicle Upgrades:** A Hammerhead may be equipped with any of the vehicle upgrades except a targeting array.

## HEADHUNTER KINDRED

MP: 10 CC: 7 RC: 5 POW: 4 BOD: 3 BRN: 3 GUT: 7 LIF: 1 AR: 2 SIZE: M

Point Value: 28

**Availability:** Unlimited; headhunter kindred may only be deployed as part of a kroot mercenary force (see p. 17)

**Structure:** 9-19 + 1 headhunter shaper

**Equipment:** Kroot rifle

**Options:**

**Advanced Deployment (+5 PV per model):** Headhunter kindred deploy last (after all players have placed their models) and may be deployed anywhere on the battlefield. They must be deployed at least 10 inches away from enemy models.

**Grenades (+5 PV per model):** The entire squad (including the shaper) may be equipped with frag grenades.

**Hyperactive Nymun Organ (+4 PV per model):** The entire squad (including the shaper) may have this ability; see p. 14.

**Abilities:**

**Poisonous:** Headhunters have a [MPC: 5, Power: (equals target's BOD), AM: 0] melee attack in addition to their basic one.

## HUNTER KINDRED

MP: 10 CC: 7 RC: 5 POW: 4 BOD: 3 BRN: 3 GUT: 7 LIF: 1 AR: 2 SIZE: M

Point Value: 26

**Availability:** 1 squad per force; hunter kindred may only be deployed as part of a kroot mercenary force (see p. 17)

**Structure:** 4-9 + 1 shaper

**Equipment:** Kroot hunting rifle

**Options:**

**Advanced Deployment (+5 PV per model):** Hunted kindred deploy last (after all players have placed their models) and may be deployed anywhere on the battlefield. They must be deployed at least 10 inches away from enemy models.

## KROOT CARNIVORE KINDRED

MP: 10 CC: 7 RC: 5 POW: 4 BOD: 3 BRN: 3 GUT: 7 LIF: 1 AR: 2 SIZE: M

Point Value: 26

**Availability:** Unlimited; kroot carnivore kindred may only be deployed as part of a kroot mercenary force (see p. 17)

**Structure:** 9-19 + 1 shaper

**Equipment:** Kroot rifle

**Options:**

**Advanced Deployment (+5 PV per model):** Kroot carnivore kindred deploy last (after all players have placed their models) and may be deployed anywhere on the battlefield. They must be deployed at least 10 inches away from enemy models.

## KROOT HOUND PACK

**Kroot**

MP: 10 CC: 7 RC: 5 POW: 4 BOD: 3 BRN: 3 GUT: 7 LIF: 1 AR: 2 SIZE: M

Point Value: 31

**Equipment:** Kroot rifle

**Kroot Hounds**

MP: 9 CC: 7 RC: 1 POW: 4 BOD: 3 BRN: 4 GUT: 6 LIF: 1 AR: 0 SIZE: M

Point Value: 5

**Availability:** Unlimited; kroot hound packs may only be deployed as part of a kroot mercenary force (see p. 17)

**Structure:** 5-20 kroot hounds + 9-19 kroot + 1 shaper

**Options:**

**Advanced Deployment (+5 PV per model):** Kroot hound packs deploy last (after all players have placed their models) and may be deployed anywhere on the battlefield. They must be deployed at least 10 inches away from enemy models.

**Grenades (+5 PV per model):** The kroots in the squad (including the shaper, but not the kroot hounds) may be equipped with frag grenades.

**Hyperactive Nymun Organ (+4 PV per model):** The entire squad (both kroot and kroot hounds) may have this ability; see p. 14.

**Abilities:**

**Release the Hounds:** If a model tries to break from melee combat with a kroot hound, the hound inflicts a hit on the enemy even if he breaks free; a normal Damage Test must still be rolled, however. (See p. 87, *VOR Rulebook*.)

## KROOTOX HERD

**Kroot**

MP: 10 CC: 7 RC: 5 POW: 4 BOD: 3 BRN: 3 GUT: 7 LIF: 1 AR: 2 SIZE: M

Point Value: 31

**Equipment:** Kroot rifle

**Krootox**

MP: 11 CC: 7 RC: 5 POW: 6 BOD: 3 BRN: 3 GUT: 6 LIF: 3 AR: 2 SIZE: L

Point Value: 68

**Equipment:** Kroot gun

**Availability:** Unlimited; krootox herds may only be deployed as part of a kroot mercenary force (see p. 17)

**Structure:** 3-5 krootox + 9-19 kroot + 1 shaper

## KROOT CARNIVORE SQUAD

### Kroot

MP: 10 CC: 7 RC: 5 POW: 4 BOD: 3 BRN: 3 GUT: 6 LIF: 1 AR: 0 SIZE: M

Point Value: 19

**Availability:** Unlimited; kroot carnivore squads may *not* be deployed as part of a kroot mercenary force (p. 17)—use kroot carnivore kindred (p. 7) instead

### Shaper

MP: 10 CC: 7 RC: 5 POW: 4 BOD: 3 BRN: 3 GUT: 6 LIF: 3 AR: 2 SIZE: M

Point Value: 41

**Availability:** 1 per kroot carnivore squad

**Structure:** 10-20

**Equipment:** Kroot rifle

### Options:

**Advanced Deployment (+5 PV per model):** Kroot carnivore squads deploy last (after all players have placed their models) and may be deployed anywhere on the battlefield. They must be deployed at least 10 inches away from enemy models.

**Animals:** Kroot hounds or krootox may be attached to the carnivore squad as detailed in their respective descriptions.

**Mercenaries:** If a kroot carnivore squad includes a shaper, the Guts of each model in the squad may be upgraded to 7 and its Armor Rating to 2 for +7 PV per model.

**Shaper:** One kroot per squad may be upgraded to a shaper, who may replace his kroot rifle with a pulse carbine (-1 PV) or a pulse rifle (no additional PV cost).

### Abilities:

**Eaters of the Dead:** When a kroot kills an opponent in close combat, it must roll a Guts Test. If the test fails, the kroot must spend 5 MP before it can take any further actions; these MP do not need to be paid in the same turn, but until they have been spent, the kroot may not spend MP to do anything else. Any kroot that is part of a squad which includes a shaper automatically fails the Guts Test.

**Fieldcraft:** To any kroot model, woods cost 1 MP less per inch to move through than normal, to a minimum of 1 MP per inch. Additionally, kroot gain a +1 modifier to any Armor Tests they make while in wooded terrain.

## KROOT HOUND

MP: 9 CC: 7 RC: 1 POW: 4 BOD: 3 BRN: 4 GUT: 6 LIF: 1 AR: 0 SIZE: M

Point Value: 5

**Availability:** 2-8 hounds per kroot carnivore squad

**Structure:** Kroot hounds must be attached to a kroot carnivore squad and must adhere to squad coherency. The maximum number of kroot hounds and krootox that can be added to a single carnivore squad is equal to the number of kroots in the squad itself (hounds and krootox count against the same limit).

**Options:** If kroot hounds are part of a carnivore squad that includes a shaper, their Guts may be upgraded to 7 and their Armor Rating to 2 for +7 PV per model.

**Abilities:** Kroot hounds have the same abilities as the kroot carnivore squad of which they are part (for options that apply to the whole squad, pay the necessary points for the kroot hounds as well) in addition to the following:

**Release the Hounds:** If a model tries to break from melee combat with a kroot hound, the hound inflicts a hit on the enemy even if he breaks free; a normal Damage Test must still be rolled, however. (See p. 87, *VOR Rulebook*.)

## KROOTOX

MP: 11 CC: 7 RC: 5 POW: 6 BOD: 3 BRN: 3 GUT: 6 LIF: 3 AR: 0 SIZE: L

Point Value: 62

**Availability:** 1-3 krootox per kroot carnivore squad

**Structure:** Krootox must be attached to a kroot carnivore squad and must adhere to squad coherency. The maximum number of kroot hounds and krootox that can be added to a single carnivore squad is equal to the number of kroots in the squad itself (hounds and krootox count against the same limit).

**Equipment:** Kroot gun

**Options:** If krootox are part of a carnivore squad that includes a shaper, their Guts may be upgraded to 7 and their Armor Rating to 2 for +7 PV per model.

**Abilities:** Krootox have the same abilities as the kroot carnivore squad of which they are part (for options that apply to the whole squad, pay the necessary points for the krootox as well).

## MASTER SHAPER

MP: 10 CC: 7 RC: 5 POW: 4 BOD: 3 BRN: 4 GUT: 9 LIF: 3 AR: 3 SIZE: M

**Point Value:** 60

**Availability:** 1 per force; a master shaper may only be deployed as part of a kroot mercenary force (see p. 17). Every kroot mercenary force (whether deployed on its own or part of another force) must have a master shaper.

**Structure:** Individual

**Equipment:** Kroot rifle

**Options:**

**Advanced Deployment (+5 PV per model):** A master shaper deploys last (after all players have placed their models) and may be deployed anywhere on the battlefield. They must be deployed at least 10 inches away from enemy models.

**Evolutionary Adaptations:** A master shaper may have the hyperactive nymun organ adaptation (+4 PV). Provided he has neither the hyperactive nymun organ nor kroot hounds, the master shaper may have wings (+12 PV) that allow him to move as if equipped with a jet pack. However, he does not take damage from landing in woods.

**Kroot Hounds (+5 PV per hound):** A master shaper may be accompanied by 1-2 kroot hounds (p. 16). These hounds must adhere to squad coherency with the master shaper, and are removed from the table if the master shaper is killed.

**Shaman:** If all players in the game agree, the master shaper may take minor psychic powers (p. 14, *Warhammer 40,000 to VOR Basics*). These count against the PV limit for wargear (below).

**Wargear:** A master shaper may take 80 PV worth of equipment from the Kroot Wargear Table.

**Abilities:**

**Melee Attacks:** The MP cost for a master shaper to make melee attacks is modified by -2 MP per attack.

## PATHFINDER TEAM (Shas'la)

MP: 11 CC: 3 RC: 5 POW: 3 BOD: 3 BRN: 2 GUT: 6 LIF: 1 AR: 5 SIZE: M

**Point Value:** 39

**Availability:** 1 squad per Devilfish troop carrier

**Structure:** 4-8; the pathfinder team must remain in squad coherency with its Devilfish troop carrier (using the 6" coherency of vehicle units; the pathfinders themselves use the normal 3" coherency)

**Equipment:** Pulse carbine, marker light, fire warrior armor

**Options:**

**Grenades:** The entire squad may be equipped with photon grenades (+6 PV per model) and/or EMP grenades (+8 PV per model).

**Rail Rifle (+10 PV per model):** Up to three models in the squad may replace their pulse carbines by rail rifles. The squad's shas'ui, if present, may not take this option.

**Shas'ui (+1 PV):** One model in each squad may be replaced by a shas'ui team leader. Team leaders have Guts 7, and a squad with a shas'ui uses the shas'ui's Guts statistic for all Morale and Guts Tests it is required to make.

**Target Lock Interface (+2 PV per model):** All pathfinders equipped with rail rifles may take a hard-wired target lock interface (note that either all rail rifle-equipped models must take this option, or none do). This gives them a target lock (p. 12), but if the target lock is actually used—that is, if the squad fires at more than two separate targets in a single turn—a critical failure when firing a rail rifle will inflict 1 point of damage on the model equipped with it, unless it succeeds at an Armor Test.

### Abilities:

**Forward Scouts:** After all players have deployed all their units, any pathfinder teams may take a free turn. This is subject to all normal rules, but MP may only be spent on movement, not on any non-movement actions (such as making attacks or holding actions); entering and leaving vehicles is permitted, however. As the pathfinder team's Devilfish troop carrier is considered part of the squad, it too can move before the game starts.

## SHAPER

MP: 10 CC: 7 RC: 5 POW: 4 BOD: 3 BRN: 3 GUT: 7 LIF: 3 AR: 2 SIZE: M

Point Value: 54

**Availability:** 1 per headhunter kindred, kroot carnivore kindred, hunter kindred, kroot hound pack, krootox herd, stalker kindred, tracker kindred and vulture kindred. One shaper must be taken for each of these squads. A shaper may only be deployed as part of a kroot mercenary force (see p. 17)

**Structure:** Each shaper must be part of one of the above-mentioned squads and must adhere to squad coherency. None of the squads may have more than one shaper.

**Equipment:** Kroot rifle

### Options:

**Advanced Deployment (+5 PV per model):** Shapers deploy last (after all players have placed their models) and may be deployed anywhere on the battlefield. They must be deployed at least 10 inches away from enemy models.

**Wargear:** A shaper may take 40 PV worth of equipment from the Kroot Wargear Table.

### Abilities:

**Melee Attacks:** The MP cost for a shaper to make melee attacks is modified by -2 MP per attack.

**Special Abilities:** Depending on the squad the shaper is part of, he may have evolutionary adaptations or other special abilities as follows.

*Headhunter Kindred (+2 PV):* The shaper has a [MPC: 5, Power: (equals target's BOD), AM: 0] melee attack in addition to his basic one.

*Tracker Kindred (+7 PV):* Besides being a Large model, a tracker shaper has the Native Cavalry and Native Tracker abilities of tracker kindred.

*Vulture Kindred (+12 PV):* The shaper can move as if equipped with a jet pack. However, he does not take damage from landing in woods.

## SHAPER COUNCIL

MP: 10 CC: 7 RC: 5 POW: 4 BOD: 3 BRN: 3 GUT: 9 LIF: 3 AR: 3 SIZE: M

Point Value: 59

**Availability:** 1 squad per force; a shaper council may only be deployed as part of a kroot mercenary force (see p. 17)

**Structure:** 3-5

**Equipment:** Kroot rifle

### Options:

**Advanced Deployment (+5 PV per model):** A shaper council deploys last (after all players have placed their models) and may be deployed anywhere on the battlefield. They must be deployed at least 10 inches away from enemy models.

**Evolutionary Adaptations:** The shaper may have the hyperactive nymun organ adaptation (+4 PV). Provided they has neither yperactive nymun organs nor kroot hounds, the shapers may have wings (+12 PV) that allow them to move as if equipped with a jet pack. However, they does not take damage from landing in woods. All shapers in the shaper council must have the same evolutionary adaptations.

**Kroot Hounds (+5 PV per hound):** Each shaper in the council may be accompanied by 1-2 kroot hounds (p. 7). These hounds must adhere to squad coherency with the master shaper, and are removed from the table if the master shaper is killed.

**Wargear:** Each shaper may take 40 PV worth of equipment from the Kroot Wargear Table; they do not need to take the same equipment.

### Abilities:

**Melee Attacks:** The MP cost for a shaper to make melee attacks is modified by -2 MP per attack.

## STALKER KINDRED

MP: 10 CC: 7 RC: 5 POW: 4 BOD: 3 BRN: 3 GUT: 7 LIF: 1 AR: 2 SIZE: M

Point Value: 34

**Availability:** Unlimited; stalker kindred may only be deployed as part of a kroot mercenary force (see p. 17)

**Structure:** 9-19 + 1 shaper + 0-5 kroot hounds

**Equipment:** Kroot rifle

**Options:**

**Advanced Deployment (+5 PV per model):** Stalker kindred deploy last (after all players have placed their models) and may be deployed anywhere on the battlefield. They must be deployed at least 10 inches away from enemy models.

**Grenades (+5 PV per model):** The entire squad (including the shaper, but not its kroot hounds) may be equipped with frag grenades.

**Abilities:**

**Ambush:** If there are any woods on the table, the stalkers (including their shaper and kroot hounds) may be secretly deployed in them during the deployment phase of the game. Before the game, assign each wood a number or name (anything that will allow the players to remember which is which will do); the kroot player must write down in which wood each stalker squad is hidden. A single squad may not be split over multiple woods. Until the stalker squad is revealed, it may not be activated and can take no actions at all. Any time the kroot player has to activate a squad, the stalker squad may be revealed—place its members in the designated wood so that it is in squad coherency—and activated. It will now participate in the battle normally.

Whenever an enemy model enters the wood in which the stalker squad is hidden, it must also be revealed as above. However, it counts as if it has already been activated in the current turn, but all members of the squad are considered to have held their actions.

## TRACKER KINDRED

MP: 10 CC: 7 RC: 5 POW: 4 BOD: 3 BRN: 3 GUT: 7 LIF: 1 AR: 2 SIZE: L

Point Value: 38

**Availability:** Unlimited; tracker kindred may only be deployed as part of a kroot mercenary force (see p. 17)

**Structure:** 4-9 + 1 tracker shaper

**Equipment:** Kroot hunting rifle

**Options:**

**Advanced Deployment (+5 PV per model):** Tracker kindred deploy last (after all players have placed their models) and may be deployed anywhere on the battlefield. They must be deployed at least 10 inches away from enemy models.

**Abilities:**

**Native Cavalry:** Trackers are mounted on large animals, and receive a +2 modifier to their Close Combat skill when charging instead of the normal +1.

**Native Trackers:** Trackers can detect models that have some or another ability to hide, such as always counting as being in cover, chameleon abilities, and so on (for example, eldar rangers). The tracker may spend 2 MP to roll 4D6; the model can attack all such “hidden” models within a number of inches equal to the roll as if they did not have their special ability to remain concealed. [MPC: 2, Uses/Turn: 1]

## VULTURE KINDRED

MP: 10 CC: 7 RC: 5 POW: 4 BOD: 3 BRN: 3 GUT: 7 LIF: 1 AR: 2 SIZE: M

Point Value: 43

**Availability:** Unlimited; vulture kindred may only be deployed as part of a kroot mercenary force (see p. 17)

**Structure:** 9-19 + 1 shaper

**Equipment:** Kroot rifle

**Options:**

**Advanced Deployment (+5 PV per model):** Vulture kindred deploy last (after all players have placed

their models) and may be deployed anywhere on the battlefield. They must be deployed at least 10 inches away from enemy models.

**Grenades (+5 PV per model):** The entire squad (incl. the shaper) may be equipped with frag grenades.  
**Abilities:**

**Wings:** Vulture kroot can move as if equipped with a jet pack. However, they do not take damage from landing in woods (but can when landing other non-Open terrain).

## XV8 'CRISIS' BATTLESUIT TEAM (Shas'ui)

MP: 12 CC: 3 RC: 5 POW: 5 BOD: 4 BRN: 2 GUT: 7 LIF: 2 AR: 7 SIZE: L

**Point Value:** 75

**Availability:** Unlimited

**Structure:** 1-3

**Equipment:** XV8 Crisis battlesuit, jetpack

**Options:**

**Advanced Deployment (+5 PV per model):** XV8 Crisis battlesuit teams deploy last (after all players have placed their models) and may be deployed anywhere on the battlefield. They must be deployed at least 10 inches away from enemy models.

**Battlesuit:** Each XV8 'Crisis' battlesuit must select three XV8 Crisis battlesuit options from the list on page 13.

**Shas'vre (+3 PV):** One model in each squad may be replaced by a shas'vre team leader. Team leaders have Close Combat 5 and Brains 3. A shas'vre team leader may take equipment from the wargear list.

**Wargear:** If no shas'vre is present in the team, one model per squad may take equipment from the wargear list (a squad may have either a standard model with wargear, or a shas'vre, but not both).

## XV15 STEALTH TEAM (Shas'ui)

MP: 12 CC: 3 RC: 5 POW: 4 BOD: 3 BRN: 2 GUT: 7 LIF: 1 AR: 7 SIZE: M

**Point Value:** 82

**Availability:** Unlimited

**Structure:** 3-6

**Equipment:** Burst cannon, XV15 Stealth battlesuit, jetpack

**Options:**

**Advanced Deployment (+5 PV per model):** XV15 Stealth teams deploy last (after all players have placed their models) and may be deployed anywhere on the battlefield. They must be deployed at least 10 inches away from enemy models.

**Shas'vre (+3 PV):** One model in each squad may be replaced by a shas'vre team leader. Team leaders have Close Combat 5 and Brains 3. A shas'vre team leader may take equipment from the wargear list and may further be equipped with a marker light (+10 PV).

**Wargear:** If no shas'vre is present in the team, one model per squad may take equipment from the wargear list and may further be equipped with a marker light (+10 PV). A squad may have either a standard model with wargear, or a shas'vre, but not both.

**Abilities:**

**Stealthsuits:** A model with an XV15 Stealth battlesuit always counts as if in soft cover, even when out in the open (see p. 82, *VOR Rulebook*). If a model with an XV15 Stealth battlesuit remains stationary (that is, it did not spend any MP for movement or close combat when it was last activated), anyone wanting to attack it must roll 2D10; if the roll is less than the range for the shot, there is an additional -3 modifier to the attack.

Any model with an XV15 Stealth battlesuit does not count when determining whether an enemy is in immediate proximity of a model (p. 81, *VOR Rulebook*).

## XV88 BROADSIDE BATTLESUIT TEAM (Shas'ui)

MP: 12 CC: 3 RC: 5 POW: 5 BOD: 4 BRN: 2 GUT: 7 LIF: 2 AR: 8 SIZE: L

**Point Value:** 148

**Availability:** Unlimited

**Structure:** 1-3

**Equipment:** XV88 Broadside battlesuit, battlesuit railgun (twin-linked), smart missile system

**Options:**

**Advanced Deployment (+5 PV per model):** XV88 Broadside battlesuit teams deploy last (after all players have placed their models) and may be deployed anywhere on the battlefield. They must be deployed at least 10 inches away from enemy models.

**Battlesuit:** Each XV88 Broadside battlesuit must select one XV88 Broadside battlesuit option from the list below.

**Shas'vre (+3 PV):** One model in each squad may be replaced by a shas'vre team leader. Team leaders have Close Combat 5 and Brains 3. A shas'vre team leader may take equipment from the wargear list.

**Wargear:** If no shas'vre is present in the team, one model per squad may take equipment from the wargear list (a squad may have either a standard model with wargear, or a shas'vre, but not both).

**Weapons:** At no additional PV cost, the smart missile system may be replaced by a twin-linked plasma rifle.

## TAU ARSENAL

### WARGEAR

Models which can select wargear must do so from the Wargear Table. No model may choose more than 150 points worth of equipment from that list, and no item may be taken more than once except for drones (of which two can be taken if a drone controller is also purchased).

### XV8 Crisis Battlesuit Options

Any XV8 Crisis battlesuit must select three of the options from the *XV8 Options Table*. Any may be taken more than once, as long as three items are selected in all.

### XV88 Broadside Battlesuit Options

Any XV88 Crisis battlesuit must select one of the options from the *XV88 Options Table*.

### MELEE WEAPONS

#### Bonding Knife

Though this weapon can be used in melee combat, its main purpose is to provide a +1 Guts modifier for Morale Tests only. It also prevents a squad from being destroyed on a roll of 10 on the Panic Table (p. 88, *VOR Rulebook*),

making them count as Pushed Back instead.

Additionally, the knife allows squads of 8 or more models to not require a Morale Test when reduced to 75% of its starting strength (see *Large Squads*, p. 88, *VOR Rulebook*)—in other words, a large squad is treated as any other squad when it is equipped with a bonding knife. Note that battlesuit-equipped models and vehicles, which do not carry an actual knife but paint one on their armor, cannot use it for close combat.

The knife's point value +5 for foot troops (who carry a real knife), but +2 for others (such as battlesuits or vehicles).

### RANGED WEAPONS

#### EMP Grenade

These are primarily anti-vehicle weapons, and disregard a vehicle's Shielding—a vehicle always has a -2 modifier to its Armor Test if it is in the blast radius of an EMP grenade.

#### Fusion Blaster

At Short range, an attack by a fusion blaster counts as inflicting 4 points of damage for purposes of the roll on the *Vehicle Damage Table* (p. 91, *VOR Rulebook*).

### WARGEAR TABLE

Black sun filter (+6 PV)  
Drone controller (+5 PV, plus cost of drones)  
Multi-tracker (+10 PV)  
Target lock (+3 PV)

### XV8 OPTIONS TABLE

Burst cannon (+12 PV)  
Drone controller (+5 PV, plus cost of drones)  
Flamer (+9 PV)  
Fusion blaster (+20 PV)  
Missile pod (+28 PV)  
Multi-tracker (+10 PV)  
Plasma rifle (+21 PV)  
Shield generator (+6 PV)  
Target lock (+3 PV)

### XV88 OPTIONS TABLE

Drone controller (+5 PV, plus cost of drones)  
Multi-tracker (+10 PV)  
Shield generator (+6 PV)  
Target lock (+3 PV)

### Hammerhead Railgun

This weapon can fire either solid shot [**Power:** 8, **AM:** no test, **Mode:** —, **Damage:** 2] or sub-munition [**Power:** 6, **AM:** -1, **Mode:** blast radius 3", **Damage:** 1]. The player must announce which type to use before rolling to hit.

Battlesuit-mounted railguns can only use solid shot ammunition.

### Kroot Rifle

These weapons are fitted with vicious blades, allowing them to be used as close combat weapons as well, using the following statistics: [**MPC:** +1, **Power:** POW+1, **AM:** -1]

Kroot hunting rifles do not have these blades.

### Meltagun

At Short range, an attack by a meltagun counts as inflicting 4 points of damage for purposes of the roll on the *Vehicle Damage Table* (p. 91, *VOR Rulebook*).

### Plasma Gun

A critical failure when firing a plasma gun (not a plasma rifle) will inflict 1 point of damage on the model equipped with it, unless it succeeds at an Armor Test.

### Seeker Missile

This weapon has an unlimited range—it can reach any spot on the table. However, it cannot be fired at a target which is not being marked with a marker light (see the rules for that item for more details). A seeker missile is a one-shot weapon:

#### ARMOR

	AR	PV
Fire Warrior Armour	5	15
XV8 Crisis battlesuit	7	21
XV15 Stealth battlesuit	7	21
XV88 Broadside battlesuit	8	24

#### MELEE WEAPONS

	MPC	Power	AM	PV
Bonding Knife	+1	POW+1	-1	5*
Close Combat				
Weapon	+2	POW	-1	2
Eviscerator**	+3	POW+4	-2	15
Honour Blade**	+2	POW+3	-1	8
Power Weapon**	+3	POW+3	-2	10
Symbols of Office	+0	POW+1	0	2

\* See this weapon's description

\*\* Heavy weapon

each one that is purchased can only be used once per game.

### Smart Missile System

This weapon may fire indirectly up to its Long range, rather than to Medium range only.

### Splinter Rifle

Like kroot rifles, these weapons are fitted with vicious blades, allowing them to be used as close combat weapons as well, using the following statistics: [**MPC:** +1, **Power:** POW+1, **AM:** -1]

## OTHER EQUIPMENT

### Auspex (+7 PV)

This can be used to detect models that have some or another ability to hide, such as always counting as being in cover, chameleon abilities, and so on (for example, eldar rangers). The model carrying the auspex may spend 2 MP to roll 4D6; the model can attack all such "hidden" models within a number of inches equal to the roll as if they did not have their special ability to remain concealed. [**MPC:** 2, **Uses/Turn:** 1]

### Blacksun Filter (+5 PV)

In any scenario in which visibility is reduced for some reason, a model equipped with a black-sun filter can see twice as far as a model without. For example, when Temporary Darkness is rolled on the *Battle Terrain Table* (see p. 99, *VOR Rulebook*) a model with a blacksun filter only gets -1 RC for attacks at ranges over 40 inches.

### Drone Controller (+5 PV)

Allows the model equipped with it to control up to two drones, which must be bought separately. All drones controlled by a character must be of the same type (gun or shield drones). Such drones are part of the drone controller's squad, and must adhere to squad coherency; in case of an individual model equipped with a drone controller, the drones must remain in squad coherency with the model even though they are not technically a squad. If the drone controller is killed, the drones are removed from play immediately.

### Jetpack

Tau jetpacks function as regular jump packs, except that the model may move 1½ inch per MP, rounding the total movement down, when using the jetpack. If it chooses to walk, it pays the normal terrain cost.

## RANGED WEAPONS

	MPC	Uses/Turn	Range	Power	AM	Mode	Damage	PV
Boltgun	4	1	S 6/+1 M 12/- L 24/-1	4	0	—	1	5
Bolt Pistol	4	1	S 6/+1 M 12/- L -/-	4	0	Point-blank	1	3
Burst Cannon	5	1	S 5/- M 10/+1 L 20/-	5	0	Full-auto	1	12
EMP Grenade	5	1	S 5/+1 M 10/- L -/-	3	-2	Indirect, blast radius 1", see rules	1	8
Flamer	4	1	Splash template	4	0	Splash template	1	9
Frag Grenades	5	1	S 5/+1 M 10/- L -/-	4	0	Indirect, blast radius 2"	1	5
Krak Grenades	5	1	S 5/+1 M 10/- L -/-	4	-2	Indirect, blast radius 1"	1	5
Kroot Rifle	4	1	S 6/+1 M 12/- L 24/-1	4	0	*	1	8
Kroot Hunting Rifle	5	1	S 12/+1 M 24/- L 36/-1	5	0	—	1	8
Lasgun	3	1	S 6/- M 12/+1 L 24/-	3	0	—	1	3
Photon Grenade	5	1	S 5/+1 M 10/- L -/-	3	No test	Indirect, blast radius 2", knockdown +2	1	6
Pulse Carbine	5	1	S 5/- M 10/+1 L 20/-	5	0	Knockdown	1	7
(twin-linked)	5	2	S 5/- M 10/+1 L 20/-	5	0	Knockdown +1	1	18
Pulse Rifle	5	1	S 12/- M 24/+1 L 36/-	5	0	—	1	9
Shoota	4	1	S 6/+1 M 12/- L 24/-1	4	0	—	1	5
Slugga	4	1	S 6/+1 M 12/- L -/-	4	0	Point-blank	1	3
Shuriken Catapult	4	1	S 6/+2 M 12/-1 L -/-	4	0	—	1	3
Shuriken Pistol	4	1	S 6/+1 M 12/- L -/-	4	0	Point-blank	1	3
Smart Missile System	5	2	S 6/- M 12/+1 L 24/-	5	0	Indirect*	1	27
Splinter Pistol	3	1	S 6/+2 M 12/-1 L -/-	3	0	Point-blank	1	2
Splinter Rifle	3	1	S 6/+1 M 12/- L 24/-1	3	0	*	1	3
Storm Bolter	4	1	S 6/+1 M 12/- L 24/-1	4	0	Full-auto	1	11

## HEAVY RANGED WEAPONS

	MPC	Uses/Turn	Range	Power	AM	Mode	Damage	PV
Battlesuit Railgun	9	1	S 24/+1 M 48/- L 72/-1	8	No test	—	2	87
(twin-linked)	9	1	S 24/+1 M 48/- L 72/-1	8	No test	Full-auto	2	93
Fusion Blaster	7	1	S 6/+2 M 12/-1 L -/-	6	No test	—	2	20
Hammerhead Railgun	9	1	S 24/+1 M 48/- L 72/-1	*	*	*	*	97
Ion Cannon	7	1	S /20- M 40/+1 L 60/-	7	-1	Full-auto	1	37
Kroot Gun	7	1	S 15/+1 M 30/- L 45/-1	7	-1	—	1	29
Meltabombs	6	1	S 5/+1 M 10/- L -/-	8	No test	Indirect, blast radius 1"	1	10
Meltagun	7	1	S 6/+2 M 12/-1 L -/-	6	No test	—	2	20
Missile Pod	7	1	S 12/+1 M 24/- L 36/-1	7	-1	—	1	28
Plasma Gun	6	1	S 6/+1 M 12/- L 24/-1	5	-2	—	2	23
Plasma Rifle	7	1	S 6/- M 12/+1 L 24/-	6	-2	—	1	21
(twin-linked)	7	1	S 6/- M 12/+1 L 24/-	6	-2	Full-auto	1	27
Rail Rifle	6	1	S 12/- M 24/+1 L 36/-	6	-1	Knockdown	1	17
Seeker Missile	8	1	Unlimited	8	-1	Indirect	1	55

\* See this weapon's description

### Marker Light (+10 PV)

This counts as a weapon when used, but causes no damage on a hit. An "attack" with a marker light is not modified for any cover the target may be in. It can be used in two ways: if any model on the battlefield is equipped with one or more seeker missiles, it can immediately launch one missile against the target "attacked" by the marker light.

The other use of a marker light is as follows: if the marker light obtained a hit, and the model carrying it does not expend any more MP in the

current turn, the controlling player should pick one tau model which has not already fired in the same turn. When this model is activated, it may make an attack against the marked target as if its RC is 9. This is modified normally for cover etc. when seen from the actual attacker's position. [MPC: 5, Uses/Turn: 1]

### Multi-tracker (+10 PV)

A model equipped with a multi-tracker may fire its weapons at -1 MP per attack.

### Shield Generator (+6 PV)

This device gives the user 2 points of shielding, like vehicles have (p. 91, *VOR Rulebook*). For models that do not have an AR, the shield generator also provides an AR of 3.

### Target Lock (+3 PV)

Normally, a unit may fire at two separate targets per turn (see *Splitting Targets*, p. 81, *VOR Rulebook*). A model equipped with a target lock may fire at yet another target (multiple models with target locks in the same unit can all fire at different targets).

## VEHICLE UPGRADES

Vehicles which can be fitted with upgrades must select them from the Vehicle Upgrades Table. Each item may only be chosen once per vehicle, except seeker missiles, of which up to four may be installed on a single vehicle model. A vehicle can be equipped with a maximum of 150 PV worth of upgrades.

### Decoy Launchers (+15 PV)

When a roll on the *Internal Damage Table* (p. 91, *VOR Rulebook*) results in Immobilized or Damaged Locomotion on a vehicle equipped with decoy launchers, the die is immediately re-rolled. The second result must be used.

### Disruption Pod (+7 PV)

Ranged attacks against a vehicle with a disruption pod must add a -1 RC modifier at ranges over 24 inches.

### Flechette Discharger (+3 PV)

When an infantry model engages a vehicle equipped with flechette dischargers in melee combat, it must succeed at a Dodge Test or take [Power: 4, AM: 0] damage from the flechettes.

### Gun Drones (+86 PV, including drone controller)

The vehicle carries two gun drones. As long as they are being carried, they are activated at the same time as the vehicle, moving with it when it

## VEHICLE UPGRADES TABLE

Black sun filter (+5 PV)  
Decoy launchers (+15 PV)  
Disruption Pod (+7 PV)  
Flechette discharger (+3 PV)  
Multi-tracker (+10 PV)  
Pair of gun drones (+86 PV, including drone controller)  
Seeker missile (+55 PV per missile, max. 4)  
Sensor spines (+0 PV)  
Targeting array (+2 PV)  
Target lock (+3 PV per weapon)

moves without the need to spend MP. However, they make ranged attacks using their own RC and must pay the normal MP to fire their weapons; the drones do not count against the number of weapons a vehicle may use during a turn.

Whenever the carrying vehicle is activated, it may release the drones for 1 MP per drone, after which they form a squad with the vehicle: they must remain in squad coherency with it, but otherwise move on their own and are activated separately from the vehicle. Drones cannot be re-attached to the vehicle during the game.

### Multi-Tracker (+10 PV)

Since a vehicle does not pay MP to fire its weapons, a vehicle-mounted multi-tracker allows it to fire two weapons when it spends over half its MP allowance, rather than just one.

### Sensor Spines

These have no effect that can be easily replicated in *VOR*.

### Targeting Array (+2 PV)

Adds +1 to the vehicle's RC.

### Target Lock (+3 × number of weapons) PV

A vehicle equipped with a target lock may fire each of its weapons at a different target in a single turn.

## AUN'SHI

MP: 10 CC: 8 RC: 5 POW: 3 BOD: 3 BRN: 5 GUT: 9 LIF: 3 AR: 3(2) SIZE: M

Point Value: 92

Availability: 1 per force; a force including Aun'shi may not have an ethereal caste member.

Structure: Individual

Equipment: Honour blade, EMP grenades, photon grenades, shield generator

Abilities:

**Blade Master:** In Aun'shi's hands, the honour blade is [AM: No test].

**Inspiring Presence:** As long as Aun'shi is in the game, any tau unit (but not kroot and drones) that fails a Morale Test may re-roll it; the second roll must be used. If Aun'shi is within 3 inches of a member of a squad, that squad uses Aun'shi's Guts statistic for any Morale Test it is required to make, and the squad's members pay -2 MP for any melee attacks they make.

**Price of Failure:** When Aun'shi is killed, every tau unit in its force (again, not kroot or drones) must immediately make a Morale Test.

## COMMANDER FARSIGHT (O'shovah/Shas'o Vior'la Shovah Kaius Mont'yr)

MP: 11 CC: 8 RC: 8 POW: 5 BOD: 4 BRN: 5 GUT: 9 LIF: 4 AR: 7(2) SIZE: L

Point Value: 139

Availability: 1 per force

Structure: Individual

Equipment: XV8 Crisis battlesuit, Dawn Blade, plasma rifle, shield generator, jetpack

Options: May be accompanied by a XV8 Crisis battlesuit bodyguard team, which must be given the Ork Fighter ability (see below).

Abilities:

**Advanced Deployment:** Commander Farsight deploys last (after all players have placed their models) and may be deployed anywhere on the battlefield. He must be deployed at least 10 inches away from enemy models.

**Breakway Faction:** A force lead by Commander Farsight may not include ethereal caste members, gun drone squadrons or any kind of kroot. Only one each may be included of the following: Hammerhead gunships, Pathfinder teams, XV15 Stealth teams and XV88 Broadside battlesuit teams.

**Dawn Blade:** A large and powerful melee weapon [MPC: 7, Power: 9, AM: no test]

**Ork Fighter:** Any Fire warriors in a force lead by Commander Farsight may add +1 to their CC and BRN at a cost of +2 PV per model.

## KROOT MERCENARIES

Kroot can be used in two different ways. One is to create an all-kroot army using the forcelist and rules given below. The other is to use them as mercenaries in another force, in which case one or more kroot squads may be deployed with the other force's squads.

### LIMITS

Kroot mercenaries may *not* be used by the following forces; basic reasons for this are given for the VOR forces.

**Growlers:** since growlers tend to attack anyone who tries to approach them, it is unlikely kroot would be able to establish a working relationship with them.

**Necrons**

**Pharon:** the only way to field kroot as part of

a Pharon force is as undead slaves, using the rules for *Converting Other Races into Undead Slaves* on page 43 of the *Pharon Forcebook*.

**Shard:** kroot are not shard. 'Nuff said.

**Sisters of Battle**

**Space marines**

**Tau**

**Tyranids**

In addition to the above restrictions, kroot mercenaries may only be deployed in limited numbers, as the Kroot Mercenaries Availability Table shows. Furthermore, no more kroot squads may be taken in a force than there are squads of the base force (Individual models count as squads for these purposes). For example, if you make a zykhee force with one mystic, a Soulless squad

and two warrior squads, you could add a maximum of 4 kroot squads—also keeping the agreed Point Value for the battle in mind, of course.

### KROOT MERCENARY RULES

The following rules only apply to kroot mercenaries, not to kroot deployed as part of a tau force.

#### Eaters of the Dead

When a kroot kills an opponent in close combat, it must roll a Guts Test. If the test fails, the kroot must spend 5 MP before it can take any further actions; these MP do not need to be paid in the same turn, but until they have been spent, the kroot may not spend MP to do anything else. Any kroot that is part of a squad which includes a shaper or master shaper automatically fails the Guts Test.

#### Fieldcraft

To any kroot model, woods cost 1 MP less per inch to move through than normal, to a minimum of 1 MP per inch. Additionally, kroot gain a +1 modifier to any Armor Tests they make while in wooded terrain.

#### Hyperactive Nymun Organ Adaptation

Whenever a kroot squad with this ability is activated, the player may announce it is using its hyperactive nymun organ. This means the squad may not spend MP for anything during its current activation except movement and making melee attacks—no models in the squad may make ranged attacks, aim, hold an action, enter vehicles (though they can exit them), or use abilities that cost MP (unless the ability represents movement or a melee attack). However, each model in the squad gets 1D6 extra MP for its activation in the current turn, which can be spent for movement at the normal terrain MP costs.

#### Signature Evolutionary Adaptations

If desired, an entire kroot force may be given one (and only one) of the following adaptations. All kroot models in the force must be given the same adaptation at the PV indicated per model. Kroot hounds and krootox do not receive the modifications, and so also do not have their PVs increased.

**Bold (+1 PV per model):** Increases the kroot's Guts by +1.

**Chameleon (+4 PV per model):** The model always counts as if in soft cover, even when out in the open (see p. 82, *VOR Rulebook*).

### KROOT MERCENARIES AVAILABILITY TABLE

Unit Type(s)*	Maximum Number
Master shaper + Shaper council	1
Headhunter kindred + Stalker kindred	1
Hunter kindreds + Krootox herds	1
Kroot carnivore kindreds	2
Kroot hound packs + Tracker kindreds + Vulture kindreds	1

\* If more than one unit is shown on a line, the *total* number of squads of these unit types may not exceed the maximum number given. For example, a kroot mercenary force may either field a headhunter kindred or a stalker kindred, but not both.

**Fast Reflexes (+1 PV per model):** When an enemy wants to move away from the kroot in melee combat (see p. 87, *VOR Rulebook*), the kroot adds +1 to its Power when rolling to see if it hits the opponent.

***VOR* Growler Hybrid (+2 per model):** Improves the kroot's Power by +1.

**Nocturnal (+3 PV per model):** In conditions of reduced visibility, the kroot can see twice as far as normal.

**Ork Hybrid (+3 PV per model):** Adds +1 to the kroot's Body.

**Sixth Sense (+5 PV per model):** The kroot can always dodge attacks by weapons using any kind of template.

### TOTEMS

#### Blood of the Stalker (+5 PV per model)

A squad with this totem may deploy 1D6" closer to the enemy than they would normally be allowed at the start of the game. Roll for each squad separately; first determine the normal limit to the squad's deployment area, and then extend it by the rolled amount.

#### Kroothawk Totem (+25 PV)

At the start of each turn, the kroot player may re-roll the initiative dice (p. 75, *VOR Rulebook*). The second roll must be used, even if it is worse than the first.

Only one kroothawk totem may be taken per force, and only for a kroot force that is not used as allies by another force.

### Mark of the Favoured Child (+15 PV)

The model may always make an Armor Test, even against attacks which normally negate this, such as a critical hit or weapons that do not allow an Armor Test. Any attack with an Armor Modifier of -2 or greater, or attacks that do not allow an Armor Test, are considered to have an Armor Modifier of -2.

Only one model in the force may have a Mark of the Favoured Child.

### Surefoot Charm (+4 PV)

When using its hyperactive nymun organ, a squad led by a shaper with a surefoot charm may roll two D6's and pick the best roll to determine the number of extra MP they get for movement.

### Veneration Charm (+5 PV)

One weapon of the model with this charm may re-roll one failed Ranged Combat Test per turn, except an RC Test that rolled a 10. The second roll must be used. The weapon chosen must be specified before the game.

## KROOT WARGEAR TABLE

### Single-Handed Weapons

Bolt pistol (+3 PV)  
Close combat weapon (+2 PV)  
Power weapon (+10 PV)  
Pug pistol\* (+14 PV)  
Shuriken pistol (+3 PV)  
Slugga (+3 PV)  
Splinter pistol (+2 PV)  
Viper pistol\* (+15 PV)

### Wargear

Auspex (+7 PV)  
Frag grenades (+5 PV)  
Krak grenades (+5 PV)  
Melta bombs (+10 PV)

### Two-Handed Weapons

Boltgun (+3 PV)  
Eviscerator (+15 PV)  
Flamer (+9 PV)  
Meltagun\*\* (+20 PV)  
Pitbull assault rifle\* (+20 PV)  
Plasma gun\*\* (+23 PV)  
Shoota (+5 PV)  
Shuriken catapult (+3 PV)  
Splinter rifle (+3 PV)  
Storm bolter (+11 PV)  
Venger assault rifle\* (+20 PV)

### Totems

Blood of the Stalker (+5 PV per model)  
Kroothawk totem\*\* (+25 PV)  
Mark of the Favoured Child\*\* (+15 PV)  
Surefoot charm (+4 PV)  
Veneration charm (+5 PV)

\* May only be used in games set in the Maelstrom.

\*\* Only a master shaper or a member of a shaper council squad may take this item