

NA'POK'S HUNTERS

Full rules for fielding an army of carnivorous Kroot in your games of Combat Patrol.

The avian warriors of the Kroot are skilled trackers, scouts and guerrillas. Although commonly sighted fighting alongside the armies of the T'au Empire, their kindreds are just as frequently found fighting alone, either in pursuit of the path laid out for them by their Shapers or in furtherance of the ends of others with whom they find employment as mercenaries. Regardless of their reasons for doing battle, the Kroot are formidable adversaries, employing stealth to close with the enemy before savagely falling upon their prey.

Over the next few pages, you will find new rules for fielding Na'pok's Hunters in your games of Combat Patrol. These expert trackers are highly proficient ambushers, stealthily scouting out positions and encircling their enemy before springing their carefully timed trap. This article includes Enhancements, Stratagems and Secondary Objectives to capture this aspect of their background on the tabletop. Also included are Combat Patrol datasheets for your Kroot units, allowing them to take to the field of battle in fast-paced games of Warhammer 40,000.

Lone-spear Na'pok sat upon the back of her Kalamandra, Je'kah. The two had lived and hunted together for so long that the Kroot felt more natural seated upon her steed than she did standing on her own two feet. Now, here they were, hunting again at the head of Na'pok's handpicked warrior band. And here came the Human quarry, blundering into the trap just as she had known they would.

From her position on this densely forested ridge, Na'pok could peer through her eyeglass and watch the enemy advance, knowing they could not see her; this was not arrogance. She respected the Battle Sisters as warriors – the roots knew they had proved their abilities to her in enough violent clashes – but, for all their technology, they would not detect her or her hunting party until it was too late. The Kroot had obscured their body heat with oily exudations. They had chosen their positions of concealment around the valley's edges with the care of seasoned hunters. Even the adolescent Krootox of her Rampagers had been soothed, their riders using pheromonal communication to ensure the creatures understood the importance of stealth. No, the Battle Sisters thought they were securing the ruined shrine in the valley below without any enemy stopping them.

Na'pok would disabuse her prey of this notion, but only when the moment was right.

Engine growling, the Humans' black-hulled transport tank nosed burned-out groundcars off the roadway and crushed rubble beneath its tracks as it advanced. Each burst of exertion elicited snorts of black fumes from its exhausts. Na'pok could taste those fumes, just as she could scent the promethium sloshing in the warriors' flame weapons and hear the ceaseless murmur of their prayers as they advanced. This enemy was heavily armoured and well-armed, radiating a sense of hard-bitten martial skill. They would not be easy prey for all their belligerent incaution. Fortunately, she and her warriors knew how to bring down such foes.

Na'pok gave three glottal clicks without lowering her eyeglass in perfect mimicry of the arboreal scavenger lizards that infested this region. Faintly, answering clicks came from the groves on the valley's western slopes. She watched the Battle Sisters, but they showed no signs of noticing the sounds. Na'pok found this hardly surprising. They would surely assume they were hearing lizard calls if they even heard them over the thrum of their armour, the cadence of their chants and the snarl of their tank's engine.

The transport tank bulldozed the shrine's buckled gate. Its rear ramp gave a hydraulic whine as it lowered, allowing more armoured warriors to disembark. It was time, Na'pok thought, while the enemy were strung out and before they could consolidate their position around the shrine. She swelled her chest and gave an avian shriek. Je'kah responded instantly, surging through the undergrowth towards the foe even as Na'pok hefted her blast javelin and hurled it in a soaring arc. The weapon fell perfectly, looping over the crumbling shrine and hitting the transport tank. The explosion shredded the vehicle's right-hand track, immobilising it. At the same moment, the hard crack of Kroot rifles told Na'pok her warriors had opened fire. Several armoured Humans still crossing the valley floor were spun off their feet, and puffs of blood showed where solid rounds had found gaps in their ornate plate.

To their credit, the Humans responded with speed and ferocity. At the shouted commands of their leaders, they returned fire into the trees. Their guns emitted stiff booms with every shot fired. Even as Na'pok's Rampagers exploded from the forest eaves and descended upon them, the Humans kept firing. Their explosive bolts tore one of the Krootox apart in a shower of gore and meat, and sent its rider tumbling to an abrupt halt.

This would be no easy kill, thought Na'pok as she readied another javelin and picked out her prey from amongst the Human warriors. But it would be a worthy one.



WARHAMMER 40,000

NA'POK'S HUNTERS

LONE-SPEAR NA'POK (1 MODEL)

- **This model is equipped with:** blast javelin; close combat weapon; hunting javelin; Kalamandra's bite.

Lone-spear Na'pok's Advanced Scouting ability will be a critical tool in ensuring that your other units' attacks reach their target. This is particularly important for the Krootox Rider's repeater cannon. Using this model to disrupt your opposition's plans and allow the rest of your army to focus down the enemy one unit at a time will be key to victory.

KROOT CARNIVORES (10 MODELS)

- **The Long-quill model is equipped with:** Kroot pistol; Kroot rifle; close combat weapon.
- **8 Kroot Carnivore models are equipped with:** Kroot rifle; close combat weapon.
- **1 Kroot Carnivore model is equipped with:** tanglebomb launcher; close combat weapon.

The force contains a sizable contingent of Kroot Carnivores. However, with a 6+ Save characteristic, you will be relying heavily on their Stealth ability to keep them alive. This means being cautious with their positioning and utilising cover to your benefit will be crucial to ensuring they can then ambush units that have already been weakened by the rest of your units, finishing them off with the Weak Spots Stratagem.

KROOTOX RIDER (1 MODEL)

- **This model is equipped with:** repeater cannon; close combat weapon; Krootox fists.

The Krootox Rider packs a powerful gun, one that can put out a good number of shots with its **[RAPID FIRE]** ability and a healthy Damage characteristic. It is also highly mobile and, thanks to the good range of its main weapon, is a prime candidate for the Cut Them Off Stratagem, to both avoid threats and help score victory points through the Encirclement secondary objective.

KROOTOX RAMPAGERS (3 MODELS)

- **Every model is equipped with:** Kroot pistol and hunting javelins; hunting blades; Rampager fists.

These units are your primary melee threat. They are able to put out a lot of damage when they charge and put a serious dent in most infantry units without too much help from the rest of your army. Should they run into tougher opposition, however, the Clubbing Blows Stratagem will help them remain an effective melee threat.

KROOT CARNIVORES (10 MODELS)

- **The Long-quill model is equipped** with: Kroot pistol; Kroot rifle; close combat weapon.
- **8 Kroot Carnivore models are equipped with:** Kroot rifle; close combat weapon.
- **1 Kroot Carnivore model is equipped with:** tanglebomb launcher; close combat weapon.

Your Kroot Carnivore units are also a very important tool to protect the Krootox Rampagers by being a more expendable wall to block enemy melee units from charging the Krootox Rampagers. While the Rampagers represent your most durable units, they are capable of a lot of damage whenever they charge thanks to the **[LANCE]** ability, making your Kroot Carnivores a great candidate for running interference.

KROOTOX RAMPAGERS (3 MODELS)

- **Every model is equipped with:** Kroot pistol and hunting javelins; hunting blades; Rampager fists.

While the Rampagers will be a considerable threat for your opponent, they will likely suffer some serious reprisal. As such, it is often best to keep one unit carefully hidden, using their high Move characteristic to jump between terrain so it can respond to whatever threat goes after your other Rampager unit when the time is right.

COMBAT PATROL
NA'POK'S HUNTERS



ABILITIES

The datasheets required to use Na'pok's Hunters can be found on the following pages, and they are designed exclusively for Combat Patrol games. A unit's datasheet will list all the abilities it has.

ENHANCEMENTS

Your **LONE-SPEAR** model is your **WARLORD** and has the Grizzled Predator Enhancement. You can replace this with Hunter's Eye.

DEFAULT ENHANCEMENT

GRIZZLED PREDATOR

This warrior and their mount have survived more than their share of hunts, becoming tougher and developing keen instincts for when to spring an ambush.

- The bearer has the Feel No Pain 5+ ability.
- Once per battle round, when an enemy unit ends a Normal, Advance or Fall Back move within 18" of the bearer, it can use this ability. If it does, that enemy unit must take a Battle-shock test, subtracting 1 from the result, and if that enemy unit is within 9" of the bearer, the bearer can make a Normal move of up to D6".

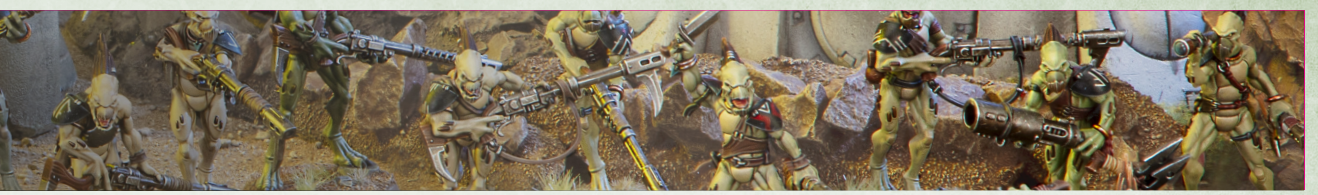
OR

OPTIONAL ENHANCEMENT

HUNTER'S EYE

This veteran marksman is adept at coolly singling out their prey even amidst the mayhem of combat. Moreover, they are well-practised at guiding the aim of their followers with the benefits of their experience and wisdom.

- Ranged weapons equipped by the bearer have the **[PRECISION]** ability.
- At the start of your Shooting phase, select one **KROOT CARNIVORES** unit within 9" of the bearer. Until the end of the phase, Kroot rifles equipped by models in that unit have the **[PRECISION]** ability.



SECONDARY OBJECTIVES

You will use the Encirclement secondary objective. You can replace this with Priority Prey.

DEFAULT SECONDARY OBJECTIVE

ENCIRCLEMENT

By surrounding your prey and cutting off their escape, you will be able to close the jaws of your trap upon them before feasting on the flesh of their fallen.

At the end of your turn:

- You score 2VP if one or more **KROOT** units from your army are wholly within 9" of your opponent's battlefield edge (excluding Battle-shocked units).
- You score 1VP for each other battlefield edge (excluding your battlefield edge) that has one or more **KROOT** units from your army wholly within 9" of it (excluding Battle-shocked units and units within your deployment zone).

OR

OPTIONAL SECONDARY OBJECTIVE

PRIORITY PREY

Whether upon the orders of their T'au allies or seeking the fulfilment of a mercenary contract, your warriors must ensure the destruction of specific targets by battle's end.

At the start of the Declare Battle Formations step, your opponent must select one unit from their army (excluding **MONSTERS** and **VEHICLES**, if possible). You must then select one other unit from your opponent's army (excluding **MONSTERS** and **VEHICLES**, if possible).

At the end of the battle, you score 6VP for each of the selected enemy units that is destroyed. If a selected unit was split using the Patrol Squads ability, both of the split units must be destroyed for the purpose of it being considered destroyed for this objective.

STRATAGEMS

You can use the following Stratagems:

CLUBBING BLOWS

1CP

NA'POK'S HUNTERS – BATTLE TACTIC STRATAGEM

When Krootox are roused to wrath, they employ all their prodigious might to land devastating blows upon their enemies.

WHEN: Fight phase.

TARGET: One **KROOTOX RAMPAGERS** or **KROOTOX RIDERS** unit from your army that has not been selected to fight this phase.

EFFECT: Until the end of the phase, add 1 to the Damage characteristic of Krootox fists and Rampager fists weapons equipped by models in your unit.

WEAK SPOTS

1CP

NA'POK'S HUNTERS – BATTLE TACTIC STRATAGEM

These Kroot have become skilled at spotting the smallest gaps in their targets' armour and hammering shots into them with punishing accuracy.

WHEN: Your Shooting phase.

TARGET: One **KROOT CARNIVORES** unit from your army that has not been selected to shoot this phase.

EFFECT: Until the end of the phase, improve the Armour Penetration characteristic of ranged weapons equipped by models in your unit by 1.

CUT THEM OFF

1CP

NA'POK'S HUNTERS – STRATEGIC PLOY STRATAGEM

Acting on pheromone signals from their leader, this pack fades quietly back into the shadows and moves to outflank the prey.

WHEN: End of your opponent's Fight phase.

TARGET: One **KROOT** unit from your army that is wholly within 9" of one or more battlefield edges.

EFFECT: Remove your unit from the battlefield and place it into Strategic Reserves.



LONE-SPEAR NA'POK

Combat Patrol Datasheet

M	T	SV	W	LD	OC
12"	5	5+	6	7+	2

Lone-spear Na'pok is a masterful tracker and hunter of dangerous prey, from predatory monsters to the champions and war engines of enemy hosts. She and her Kalamandra, Je'kah, hunt and fight as one with the instinctive skill of long familiarity and lead Na'pok's fellow Kroot in lethal ambushes against many foes.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Blast javelin [ASSAULT, BLAST]	18"	D6	4+	10	-2	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	3+	4	0	1
Hunting javelin [LANCE]	Melee	3	3+	4	-1	1
Kalamandra's bite [EXTRA ATTACKS]	Melee	4	4+	5	-1	1

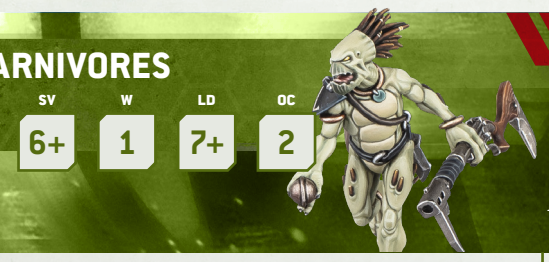
ABILITIES

CORE: **Lone Operative**

Advanced Scouting: Each time this model makes a ranged attack that hits an enemy unit, until the end of the turn, each time another **KROOT** model from your army makes an attack that targets that enemy unit, you can re-roll the Hit roll.

KEYWORDS: **MOUNTED, CHARACTER, KROOT, LONE-SPEAR, LONE-SPEAR NA'POK**

FACTION KEYWORDS: **T'AU EMPIRE**



KROOT CARNIVORES

Combat Patrol Datasheet

M	T	SV	W	LD	OC
7"	3	6+	1	7+	2

Swift and vicious, Kroot Carnivore squads employ fieldcraft and predatory instinct to close rapidly with their foes. What they lack in resilience, they more than make up for in close-ranged savagery, hammering enemies with volleys from their Kroot rifles before charging in to rip and tear their victims to gory ribbons.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Tanglebomb launcher [BLAST]	24"	D3	4+	5	0	1
Kroot pistol [PISTOL]	12"	1	4+	4	0	1
Kroot rifle [RAPID FIRE 1]	24"	1	4+	4	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	2	3+	4	0	1

ABILITIES

CORE: **Stealth**

Fieldcraft: At the end of your Command phase, if this unit is within range of an objective marker you control, that objective marker remains under your control until your opponent's Level of Control over that objective marker is greater than yours at the end of a phase.

KEYWORDS: **INFANTRY, KROOT, CARNIVORES**

FACTION KEYWORDS: **T'AU EMPIRE**

KROOTOX RIDERS



Combat Patrol Datasheet

Krootox make excellent living gun platforms, lumbering into battle with cannons strapped to their backs, their Kroot gunners swaying atop their steeds in primitive harnesses. Though not in themselves aggressive, Krootox view the Kroot Carnivores they fight alongside as packmates, and will employ their great strength to defend their kin.

M	T	SV	W	LD	OC
7"	6	5+	5	7+	2

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Repeater cannon [RAPID FIRE 2]	36"	2	4+	7	-1	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	2	3+	4	0	1
Krootox fists [EXTRA ATTACKS]	Melee	4	3+	6	-1	2

ABILITIES

KEYWORDS: **Mounted , Kroot, Krootox Riders**

FACTION KEYWORDS:
T'au Empire

KROOTOX RAMPAGERS



Combat Patrol Datasheet

Juvenile Krootox exhibit greater aggression and agility than their elders. Bands of Kroot make use of these facets by riding the Krootox into battle in Rampager packs. They act as ambushers, terror troops and skirmish cavalry, striking fast at their foes from unexpected quarters and seeking to break their battle lines to leave them vulnerable to the rest of the Hunting Pack.

M	T	SV	W	LD	OC
7"	6	5+	5	7+	2

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Kroot pistol and hunting javelins [ASSAULT, PISTOL]	12"	2	4+	4	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Hunting blades [LANCE]	Melee	3	3+	4	-1	1
Rampager fists [EXTRA ATTACKS, SUSTAINED HITS 1]	Melee	4	3+	6	-1	2

ABILITIES

KEYWORDS: **Mounted, Kroot, Krootox Rampagers**

FACTION KEYWORDS:
T'au Empire