

KILL TEAM

The Rak'Gol

CODEx

None. The Rak'Gol are a species of bestial and merciless aliens created for Fantasy Flight Gaming's Rogue Trader pen and paper RPG, and never saw an official release. This list is heavily inspired by their material, but has some new content. Profiles for the weapons used by the Rak'Gol, as well as the Psychotech Psychic Discipline, can be found at the end of the list, just before the armoury section.

HUNTING FRENZY

When making charge moves, models with this special rule ignore the effects of difficult terrain and can re-roll one or both of the dice. Furthermore, a unit with this special rule also gains the Fearless special rule during the first round of each combat.

PATH OF INVASION

In missions with an attacker and a defender, the Rak'Gol player can always choose to be the attacker.

RAK'GOL ARMOUR

The Rak'Gol usually count on their tough hides and resilient bodies, supplemented by clusters of ceramic plates, to protect them during combat. The Rak'Gol list makes use the following armours:

- **Tough Hide:** 6+ Armour Save
- **Ceramic Plates:** 4+ Armour Save
- **Implanted Ceramic Plates:** 3+ Armour Save

MODEL AVAILABILITY

You must adhere to the following model requirements when building your Kill Team:

- 1 Team Leader
- 0-25 Core Models
- 0-5 Special Models

TEAM LEADERS

Leaders count towards their respective model types for weapons/wargear availability. See the table below to see which Leader counts towards which restriction.

- Marauder Clutchmaster	Marauders
- Murderer Clutchmaster	Murderers

RAK'GOL AMBUSH

During deployment, players can declare that any unit with this special rule is attempting a Rak'Gol Ambush. When that unit arrives from reserves, including ongoing reserves, roll a die:

1: Delayed	The unit is delayed but will arrive soon. Place the unit in Ongoing Reserves. If the unit was already arriving from Ongoing Reserves, treat this result as Flanking Sweep instead.
2-3: Flanking Sweep	The unit arrives from the table edge to the left or right of the controlling player's table edge.
4-5: Perfect Ambush	The unit arrives from any table edge.
6: Frenzied Assault	The unit arrives from any table edge, and can charge on the same turn that it arrives from reserves.

Units with the Acute Senses special rule can re-roll their result on the Rak'Gol Ambush table. If a unit with the Rak'Gol Ambush special rule should gain the Outflank special rule (for instance because of mission rules), it gains the Acute Senses special rule instead.

"You thought they couldn't exist. You thought that the stories your squadmates told you were just meant to entertain you between engagements on long campaigns. You were wrong. They're here now, and that means we are already dead. Dead!"

— Sgt. Voran, speaking to his squad moments before leaping out a void-lock unshielded

WARGEAR LIST

These lists detail the points values of various items of wargear available to units in your kill team. Many unit entries in the kill team list that follows may include wargear options from one or more of these lists – in each instance, the model's entry will tell you which of these lists you may use.

Melee Weapons

The model may replace one melee or ranged weapon with one of the following:

- Chainfist – 30 pts
- Integrator Spike* – 10 pts
- Intimidator** – 20 pts
- Power Axe – 15 pts
- Power Lance – 15 pts
- Rad Axe – 15 pts
- Rak'Gol Chainaxe – 5 pts
- Rak'Gol Chainglaive – 15 pts
- Uranic Claw – 10 pts
- Yu'Vath Crystalblades* – 15 pts

Special Weapons

The model may replace one ranged weapon with one of the following:

- Rad Flamer – 5 pts
- Rad-Canister Launcher – 5 pts
- Razor Gun – 5 pts

*Techno-Shaman Only

**Leader Only

Heavy Weapons

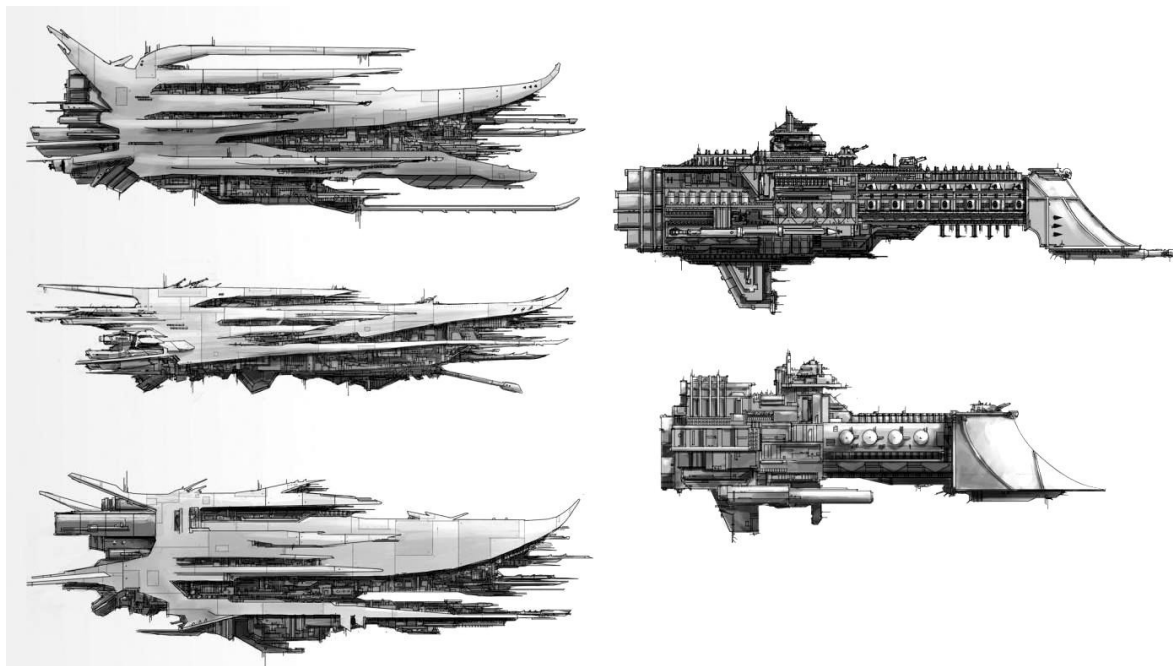
The model may replace one ranged weapon with one of the following:

- Plutonic Detonator – 25 pts
- Howler Rifle – 15 pts
- Rak'Gol Heavy Stubber – free
- Rad-Beam Cannon – 10 pts
- Stub-Gatler – 5 pts

Grenades

The model may take any number of the following:

- Assault Grenade – 1 pt
- Krak Grenade – 1 pt



Size comparison chart between Rak'Gol and Imperial voidships (from top to bottom: "Mangler" Class, "Mauler" Class and "Butcher" Class).

TEAM LEADERS

MARAUDER CLUTCHMASTER28 points

Marauders are the Rak'Gol most comparable to foot troops, and by extension a Marauder Clutchmaster is most comparable to a sergeant. Having attained this position via displays of untamed savagery, they lead their brood in for the kill as key enemies are taken down by the brutal warriors under their command.

	WS	BS	S	T	W	I	A	Ld	Sv
Marauder C.	4	3	4	5	2	4	2	9	3+

Unit Type:
Infantry (Character)

Wargear:

- Implanted Ceramic Plates
- Rak'Gol Blades
- Stubber

Special Rules:

- Feel No Pain (6+)
- Hunting Frenzy
- Rak'Gol Ambush

Options:

- May replace Stubber with a Stub Gun – *free* or Razor Pistol – *2 pts*
- May take items from the **Grenades, Melee Weapons, Special Weapons** and **Heavy Weapons** lists.
- May take items from the **Rak'Gol Armoury**, including Leader Only and Marauder Clutchmaster only items.

MURDERER CLUTCHMASTER32 points

As they do not often see enough direct combat to be promoted, Murderers rarely become Clutchmasters. Those who do are terrifying marksmen who lead teams of heavily-armed Rak'Gol to battle, and crew their space artillery onboard their ramshackle war vessels.

	WS	BS	S	T	W	I	A	Ld	Sv
Murderer C.	4	3	4	5	2	4	2	9	3+

Unit Type:
Infantry (Character)

Wargear:

- Implanted Ceramic Plates
- Rak'Gol Blades
- Rak'Gol Heavy Stubber

Special Rules:

- Feel No Pain (6+)
- Hunting Frenzy
- Rak'Gol Ambush
- Slow and Purposeful

Options:

- May take items from the **Grenades, Melee Weapons** and **Heavy Weapons** lists.
- May take items from the **Rak'Gol Armoury**, including Leader Only, Murderer and Murderer Clutchmaster Only items.

Squad Leader: In a team led by a Murderer Clutchmaster, Murderers may be taken as core.



Remembrancer's portrait of a Rak'Gol Marauder.

STALKER CLUTCHMASTER

33 points

In all reported sightings, Stalker Clutchmasters were said to lead small infiltration groups. They combine Rak'Gol brutality with a mastery of ambush and sapping tactics competing with that of any more technologically advanced species.

	WS	BS	S	T	W	I	A	Ld	Sv	
Stalker C.	4	3	4	5	2	4	2	9	3+	

Unit Type:
Infantry (Character)

Wargear:

- Implanted Ceramic Plates
- Rak'Gol Blades
- Stubber

Special Rules:

- Acute Senses
- Feel No Pain (6+)
- Hunting Frenzy
- Move Through Cover
- Rak'Gol Ambush

Options:

- May replace Stubber with a Stub Gun – free or Razor Pistol – 2 pts
- May take items from the **Grenades, Melee Weapons** and **Special Weapons** lists.
- May take items from the **Rak'Gol Armoury**, including Leader Only and Stalker Clutchmaster only items.

Squad Leader: In a team led by a Stalker Clutchmaster, you may take more than three Stalkers.

RENDER CLUTCHMASTER

35 points

A Render that lives long enough to become a Clutchmaster is akin to fury incarnate, most of their body replaced with prosthetics and bristling with weapons and (for the most part non-functional) bionic implements. They lead at the forefront of Rak'Gol ground as well as voidship attacks, ignoring enemy fire as they move in for a gory kill.

	WS	BS	S	T	W	I	A	Ld	Sv	
Render C.	5	3	4	5	2	4	4	10	3+	

Unit Type:
Infantry (Character)

Wargear:

- Implanted Ceramic Plates
- Rak'Gol Blades
- Stubber

Special Rules:

- Fear
- Feel No Pain (6+)
- Furious Charge
- Hunting Frenzy
- Rak'Gol Ambush

Options:

- May replace Stub Gun with a Razor Pistol – 2 pts
- May take an additional Stub Gun – 1 pt or Razor Pistol – 3 pts
- May take items from the **Grenades** and **Melee Weapons** and **Special Weapons** lists.
- May take items from the **Rak'Gol Armoury**, including Leader Only, Render Only, and Render Clutchmaster Only items.

Squad Leader: In a team led by a Render Clutchmaster, you may take more than three Renders.

"They come out from beyond the light of the Emperor, savages, who will skin you while you watch! There is no escape, they'll consume us all!"

— Hob Viech, survivor of a Rak'Gol attack

BROODMASTER

48 points

Broodmasters rank directly below Abominations, the racial leaders of the Rak'Gol, within the chain of command. While there is little to distinguish a Broodmaster from a Clutchmaster in melee combat save for even more brutality, they are bestially cunning leaders, working the frenzied mobs of their kin into wild fury as they go in for the kill. While some of the tactics employed by Broodmasters are very similar to baser feral predators, there are some that are distinctly Rak'Gol in nature.

	WS	BS	S	T	W	I	A	Ld	Sv
Broodmaster	6	4	4	5	2	4	4	10	3+

Unit Type:
Infantry (Character)

Wargear:

- Implanted Ceramic Plates
- Rak'Gol Blades
- Stubber
- Stub Gun

Special Rules:

- Fear
- Feel No Pain (6+)
- Hunting Frenzy
- Rak'Gol Ambush
- Wild Fury

Options:

- May replace Stubber with a Stub Gun – free or a Razor Pistol – 2 pts
- May replace Stub Gun with a Razor Pistol – 2 pts
- May take items from the **Grenades, Melee Weapons, Special Weapons** and **Heavy Weapons** lists.
- May take items from the **Rak'Gol Armoury**, including Leader Only and Broodmaster Only items.

Wild Fury: The Broodmaster, and any friendly units within its Inspiring Presence radius, have the Hatred (Everything!) special rule.



An extremely rare remembrancer portrait of an Abomination, the racial leaders of the Rak'Gol. Toweiring over even the tallest of their kind, these beasts lead not warbands, but armies of Rak'Gol, and command their largest warp vessels. While the one depicted outwardly seems entirely biological in nature, dissection showed that nearly all of the xeno's internal organs had been replaced with bionic counterparts.

FIRST CONTACT

In 710.M41, a vessel from the Disciples of Thule stumbled across the wreck of the Imperial merchant brig *Solace of Dawn*, drifting without power near System Designate 368-2VR-3D. Only the ship's salvation beacon still operated on its isolated power storage, and the rest of the voidship was cold and dead. Inside, it was immediately apparent that the *Solace* had been boarded and her crew slaughtered by something unknown. Vox fragments and Auspex logs recovered from the remains of the bridge spoke of a new, unknown xenos species, something perhaps from beyond the Alenic Depths.

Uncharacteristically for their closed order, the Disciples sent a message containing all information gleaned from the wreck to Altar-Templum-Calixis-Ext-17. In turn, the Adeptus Mechanicus gifted the information to an infrequent Imperial Navy patrol travelling through the Maw. Word spread -- a new threat had emerged in the Koronus Expanse. It would be decades and countless atrocities before anyone knew more about this xenos race -- the burning of Monastery 20, thousands dead on Savolis, the Daughter of Regals. Eventually, however, the xenos had a name, the Rak'Gol -- although their motives remained as secret as when the *Solace of Dawn* was first discovered.

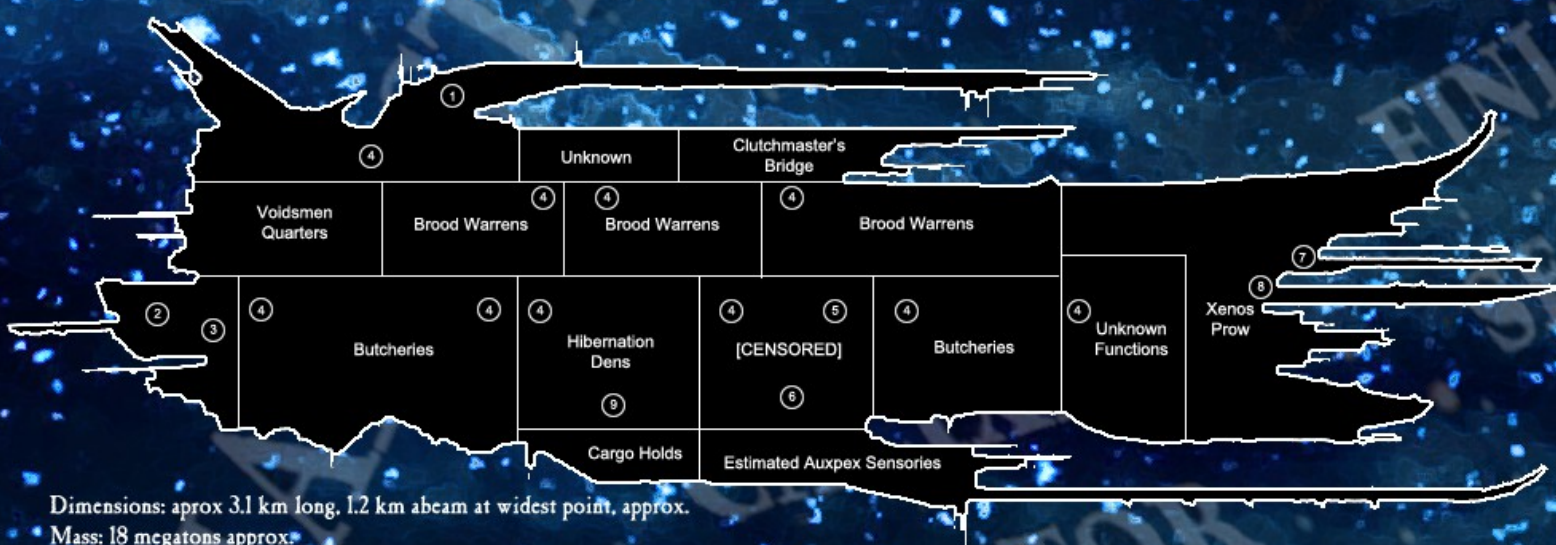
The Deimosian Beholder

Mangler-Class Xenos Light Cruiser

Designation: Xenos Designation Unknown

Key

1. Void-watcher
2. "Stutter" Class Fission-pulse Drive
3. Xenos Warp Drive
4. Warp Charms
5. Single Void Shield Array
6. Rad Fume Sustainer
7. Prow Howler Cannons
8. Prow Roarer Beam
9. Keel Landing Bay



Dimensions: aprox 3.1 km long, 1.2 km abeam at widest point, approx.

Mass: 18 megatons approx.

Crew: Unknown number of xenoforms

Accel: 5 gravities max sustainable acceleration

Notes: Xenos warship. Imperial Designate 'The Deimosian Beholder', has long evaded Imperial retribution from Passage Watch 27-Est (Battlefleet Koronus).

This Rak'Gol voidship is established as one of the greater anomalous threats to the efforts of entrepreuneuring Warrant Traders within the Koronus Expanse.

The Deimosian Beholder is attributed to the Fall of Deimosos, a now dead-world once claimed by the [Censored] Dynasty.

Cross-sectional analysis of a Mangler-Class voidship attributed to scribe [Messiahcide](#) of Obliquars. Whereabouts unknown; if you carry information about the scribe's location or how they could obtain such detailed information about xeno spacefare, please contact the Adeptus Ministorum for interrogation and summary absolution.

CORE

YOUTH BROOD

30 points

From a young age, Rak'Gol broods are taught to work together, meshing their strengths with others' weaknesses so the pack as a whole succeeds where the individual would not. Once a Rak'Gol has seen combat, they are often "gifted" with bionics and cybernetics by their Clutchmaster in order to make them more effective at death and slaughter. Eventually those who manage to live long enough will appear to be more machine than living, a brutal and remorseless engine of death.

	WS	BS	S	T	W	I	A	Ld	Sv	Options:
Youth	3	2	4	4	1	4	2	7	6+	<ul style="list-style-type: none"> Models in the squad may replace their Stubbers with Stub Guns – <i>free</i> or Razor Pistols – 2 pts/model Models in the squad may take items from the Grenades list.
Unit Type:										
Infantry										
Wargear:										
<ul style="list-style-type: none"> Tough Hide Rak'Gol Blades Stubber 										

Special Rules:

- Squad (5 Youth)
- Clutchkin
- Hunting Frenzy
- Rak'Gol Ambush

Clutchkin: Youth Broods do not need to roll for reserves if your Team Leader is held in reserves as well. Instead, if your Team Leader arrives by Rak'Gol Ambush, any number of Youth Broods held in reserves can automatically arrive from reserves at the same time, using the same Rak'Gol Ambush result as your Team Leader. If they do, they must enter the battlefield from the same point as the Team Leader.

CARVER BROOD

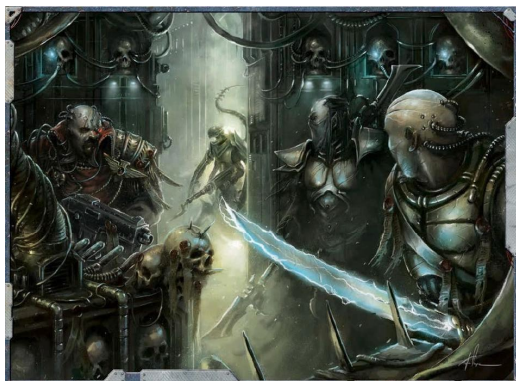
27 points

Carvers are a subset of Rak'Gol that spearhead their lightning assaults. These creatures are slightly smaller than many of their compatriots, though they still tower over humans, built for speed in lieu of raw power and armed with savage melee weapons.

	WS	BS	S	T	W	I	A	Ld	Sv	Options:
Carver	4	3	4	4	1	4	2	8	6+	<ul style="list-style-type: none"> The unit may include up to 2 additional Carvers – 9 pts/model Models in the squad may replace their Stubbers with Stub Guns – <i>free</i> or Razor Pistols – 2 pts/model Models in the squad may take items from the Grenades list. One model in the squad may take items from the Melee Weapons list. If the squad numbers 5 models, one may take items from the Special Weapons list.
Unit Type:										
Infantry										
Wargear:										
<ul style="list-style-type: none"> Tough Hide Rak'Gol Blades Stubber 										

Special Rules:

- Squad (3 Carvers)
- Acute Senses
- Feel No Pain (6+)
- Hunting Frenzy
- Scout



A Carver searches for survivors onboard a Rogue Trader's Vessel.

MARAUDER18 points

Marauders are the "foot troops" of the Rak'Gol. Most of them are modified with at least one type of cybernetic implant, though it is far more common for them to have more. They are crazed and bloodthirsty, revelling in the destruction they wrought. Though they are capable of some level of tactical cunning, Marauders usually overwhelm their opponents with speed and raw ferocity.

	WS	BS	S	T	W	I	A	Ld	Sv
Marauder	4	3	4	5	1	4	2	8	4+

Unit Type:
Infantry

Wargear:

- Ceramic Plates
- Rak'Gol Blades
- Stubber

Special Rules:

- Feel No Pain (6+)
- Hunting Frenzy
- Rak'Gol Ambush

Options:

- May replace Stubber with a Stub Gun – free or a Razor Pistol – 2 pts
- May take items from the **Grenades** list.
- For every 3 Marauders in your Kill Team, one may take items from the **Special Weapons** list.
- For every 5 Marauders in your Kill Team, one may take an item from the **Heavy Weapons** list.
- May take items from the **Rak'Gol Armoury**.



Remembrancer's portrait of a Render.

THE KORONUS EXPANSE

The Koronus Expanse is the name given by the authorities of the Imperium of Man to a dangerous unexplored region of the Halo Stars located beyond the Calixis Sector in the Segmentum Obscurus. The Expanse is accessed through the Koronus Passage, a treacherous but navigable route through the great Warp Storms that bar passage to the Halo Stars beyond the way station of Port Wander on the edge of the Expanse. As is true of the Calixis Sector itself, the Expanse was untouched by the God-Emperor's Great Crusade many millennia ago -- and so it is a realm of fearsome xenos, treasures beyond imagining, heathen worlds of men, and the echoes of ancient doom.



Navigator map of the Koronus Expanse, source of the overwhelming majority of reports of Rak'Gol activity in the galaxy.

RAK'GOL IN THE EXPANSE

Across the Expanse, there is one intelligent xenos race that is known to all, but seldom spoken of -- the Rak'Gol. When their name is mentioned, the speaker may well make the sign of the Aquila for protection -- for to speak the name of these vicious marauders is said to invite them to attack. The Rak'Gol are one of the single most feared, reviled, barbaric, and inhuman xenos species encountered in the Koronus Expanse to date. Their excesses are only surpassed by their brutality. Though they can be found throughout the Koronus Expanse, these near-primal, cannibalistic hunters are especially common near the ill-travelled Alenic Depths, where their packs of voidships lurk and wait for prey.

SPECIAL

MURDERER

22 points

Murderers are the closest thing to heavy weapons specialists that the Rak'Gol ever employ, although they are rarely seen. It is believed that service amongst the Murderers is a punishment to the Rak'Gol, as they are almost always modified with leg bionics that make them more apt at aiming with the oversized weaponry they carry to battle but prevent them from running to the kill with the rest of their kin.

	WS	BS	S	T	W	I	A	Ld	Sv	
Murderer	4	3	4	5	1	4	2	8	4+	
Unit Type: Infantry										
Wargear:										
• Ceramic Plates										
• Rak'Gol Blades										
• Rak'Gol Heavy Stubber										
Special Rules:										
• Feel No Pain (6+)										
• Hunting Frenzy										
• Rak'Gol Ambush										
• Slow and Purposeful										
Options:										
• May take items from the Grenades list.										
• For every 2 Murderers in your Kill Team, one may take items from the Heavy Weapons list.										
• May take items from the Rak'Gol Armoury , including Murderer Only items.										
You may take a maximum of five Murderers in your Kill Team.										

STALKER

23 points

The Rak'Gol are capable of dramatic biological change in response to cultural pressures. Whether due to an increase in social standing or overwhelming expectations, a Carver that is met with many successes over a long period of time eventually undergoes a transformation to become a Stalker. Now almost as tall as other Rak'Gol, they form their own broods of elite flankers.

	WS	BS	S	T	W	I	A	Ld	Sv	
Stalker	4	3	4	5	1	4	2	8	4+	
Unit Type: Infantry										
Wargear:										
• Ceramic Plates										
• Rak'Gol Blades										
• Stubber										
Special Rules:										
• Acute Senses										
• Feel No Pain (6+)										
• Hunting Frenzy										
• Move Through Cover										
• Rak'Gol Ambush										
Options:										
• May replace Stubber with a Stub Gun – free or a Razor Pistol – 2 pts										
• May take items from the Grenades and Melee Weapons lists.										
• May take items from Rak'Gol Armoury .										
You may take a maximum of three Stalkers in your Kill Team.										

RENDER

25 points

Renders are larger and even more violent than typical Rak'Gol. They are easily recognised, even in isolation, as they are almost totally covered with protruding cybernetic modifications. Reports indicate that these specimens are almost universally encountered at the forefront of Rak'Gol voidship attacks; in most instances, fewer than ten Renders are present, yet they always come up first in the terror tales of those who survived a Rak'Gol attack.

	WS	BS	S	T	W	I	A	Ld	Sv	
Render	5	3	4	5	1	4	4	9	4+	
Unit Type: Infantry										
Wargear:										
• Ceramic Plates										
• Rak'Gol Blades										
• Stub Gun										
Special Rules:										
• Fear										
• Feel No Pain (6+)										
• Furious Charge										
• Hunting Frenzy										
• Rak'Gol Ambush										
Options:										
• May replace Stub Gun with a Razor Pistol – 2 pts										
• May take an additional Stub Gun – 1 pt or Razor Pistol – 3 pts										
• May take items from the Grenades and Melee Weapons lists.										
• One Render in your Kill Team may take items from the Special Weapons list.										
• May take items from the Rak'Gol Armoury , including Render Only items.										
You may take a maximum of three Renders in your Kill Team.										

TECHNO-SHAMAN

40 points

Rak'Gol hunting parties, and by extension their ships' complements, sometimes contain one or more psykers, or Techno-Shamans. These creatures are terrifying destroyers, blurring the line between mind and machine and unleashing brutal torrents of invisible annihilation from strange, crystalline implants that seem to have grown into their bodies.

	WS	BS	S	T	W	I	A	Ld	Sv
Techno-Shaman	4	3	4	5	2	4	2	9	4+

Unit Type:
Infantry (Character)

Wargear:

- Ceramic Plates
- Rak'Gol Blades
- Stub Gun
- Yu'Vath Amulets (See Rak'Gol Armoury)

Special Rules:

- Fear
- Feel No Pain (6+)
- Psyker (Mastery level 1)
- Roiling Fury
- Hunting Frenzy

Options:

- May be upgraded to **Psyker (Mastery Level 2)** – 15 pts
- May replace Stub Gun with a Razor Pistol – 2 pts
- May take items from the **Grenades** and **Melee Weapons** lists.
- May take items from the **Rak'Gol Armoury**, including Techno-Shaman Only items.

You may take a maximum of one Techno-Shaman in your Kill Team.

Psyker: A Techno-Shaman knows a number of powers from the Psychotech Psychic Discipline or the Psychotraume Psychic Discipline equal to its Mastery Level.

Roiling Fury: At the end of any Assault Phase in which the Techno-Shaman killed models in an assault, it can attempt to immediately manifest one psychic power, using a number of Warp Charge dice equal to the number of models it killed this Assault Phase.



A Techno-Shaman exposes a guardsman's mind to the horrors of the warp.

TECHNOBOMINATION

35 points

An encounter with the Rak'Gol is an encounter with nightmares brought to waking life. They harvest other races for their technology and knowledge, and there is no worse example of this than the Technobominations. They are dread mechanical reflections of the Techno-Shaman who brought them to life, armed with weapons made of anything standing in the place of their creation and with the machinery they consume to maintain their form.

	WS	BS	S	T	W	I	A	Ld	Sv
Technobomination	3	2	4	5	2	2	3	5	4+

Unit Type:
Infantry

Wargear:

- Ceramic Plates
- Integrator Spike

Special Rules:

- Fearless
- Feel No Pain (6+)
- Non-Learning
- Techno-Driven
- Rak'Gol Ambush
- Relentless

Options:
May take one of the following:

- Stubber – 2 pts
- Rak'Gol Heavy Stubber – 2 pts
- Rad-Canister Launcher – 5 pts
- Rad Flamer – 5 pts
- Razor Gun – 5 pts
- Howler Rifle – 15 pts
- Rad-Beam Cannon – 10 pts
- Stub-Gatler – 5 pts

Techno-Driven: Increase the WS and BS of Technobominations by 1 as long as they remain within 6" of a friendly Techno-Shaman.

You may take a maximum of one Technobomination in your Kill Team. If your Kill Team includes a Techno-Shaman, you may take a second one.



Rak'Gol War Vessels,
scourge of the Alenic Depths.

PSYCHOTECH

Reweave – Warp Charge 1

The Rak'Gol show no knowledge of medical treatment to speak of; their "field treatment" involves fusing the wounded with bionics and even the metallic clutter of the battlefield.

Reweave is a **Blessing** that targets a friendly unit within 18" of the Psyker. Whilst the power is in effect, that unit adds 1 to its Feel No Pain rolls (if the target does not already have the Feel No Pain special rule, it gains the Feel No Pain (6+) special rule instead), and can re-roll failed Feel No Pain rolls of 1.

Telekinetic Sledge – Warp Charge 1

Techno-Shamans savagely beat their foes with raw bursts of telekinetic force, the blasts invisible except for the waves of gore they carry.

Telekinetic Sledge is a **Beam** with the following profile:

	Range	S	AP	Type
Telekinetic Sledge	18"	7	–	Assault 1, Burst Cover*

***Burst Cover:** Cover Saves cannot be taken against this Psychic Power. Furthermore, if any target is standing behind cover (relative to the Psyker), then the attack has the Shred special rule against that target.

Seize the Machine – Warp Charge 2

Purple lightning dances on the opposing force's weaponry as the Techno-Shaman learns of its nature, before sharing its new knowledge with the brood in the form of brand new bionics.

Techno-Harvet is a **Blessing** that targets a single friendly model within 6" of the Psyker. Pick an enemy model within 18" of the Psyker. The target of the Psychic Power gains a copy of one Melee or Ranged weapon carried by that model, until the end of the battle.

THE BANE OF MACHINES

At the turn of .M39, The Bronze Host space marines chapter received distress signals from several imperial worlds at the frontier between the Ultima Segmentum and immediately headed there. There they fought with the Khozek necron dynasty, who had seemingly gone out of their holds in an attempt of conquest. Yet the hosts of the necron fought with a weariness not common to them, attacking with no preparation in weakly spread weaves that were repulsed with relative ease the combined forces of PDF soldiers and space marines, and their spaceships seemingly standing immobile in space, waiting to be shot down. Eventually, the attack simply ceased – as if the necrons had never been there to begin with. Certain that something was amiss, the Bronze Host pushed forward into Khozek territory, where they were met with absolutely no resistance. The few Necron vessels that their ships' radars managed to detect were drifting in space, the living metal of their hulls dead and charred. The chapter concluded that something terrible had destroyed the necrons – something that might threaten the imperial holds there. Requisitioning as many ships as they could from the orbital defenses of the worlds they had saved, the chapter organized five sub-fleet with fanned into necron territory in order to investigate.

Save for a large destroyed necron vessel which had already been converted into a flagship by an opportunist mekboss (whose dreams were readily crushed with macro-cannon shells), four of the five investigation forces came empty. The fifth fleet discovered a lead – reactor emissions, apparently low technology, but with an energy signature unlike that of ork ships. Mere days after starting to pursue the signature, the fifth fleet ceased transmitting.

When the rest of the chapter arrived at the location of the fifth fleet's last transmissions, all they found was the empty remains of their ships, battered and charred as the necrons' had been. When the Bronze Host came aboard, they realized just how extensive the damage was – the ship's insides were battered and twisted, as if a force of nature had teared through it, the ship clean of weaponry and complex machinery. Yet they discovered something far more sinister than mere physical damage, for the very machine spirit of the vessel's remaining machines were shrieking in madness, killing the first techmarine who attempted to study them. Worse, there was no astartes corpse to be found – all of their battle brothers, with all of their equipment, had disappeared along with the massacre's perpetrators.

PSYCHOTRAUMA

Flay Reality – Warp Charge 1

For those who are not a Psyker, the world as perceived and understood by them is a horrifying experience. Even more horrifying is the effect of a Rak'Gol Psyker overlaying its perceptions onto the world around it.

Flay Reality is a **Blessing** that targets the Psyker. Whilst the power is in effect, each time an enemy model within 9" of the Psyker rolls a 1 To Hit when attacking with a Melee or Ranged weapon, that model suffers a single automatic wound. No Cover saves can be taken against wounds caused by Flay Reality.

Open the Mind's Eye – Warp Charge 1

Rak'Gol are known to be horrific, but their Techno-Shamans display abilities that go beyond mundane fears. Rather than attempting to overcome foes with finesse and delicacy, they often use brute terror, unleashing the raw power of the warp.

Open the Mind's Eye is a **Focussed Witchfire** power with a range of 18". If the power is successful, the target suffers a single Strength 10 hit. Roll against the target's Leadership rather than Toughness when rolling To Wound (you still use the Toughness of the target to determine if the attack causes Instant Death). Models without a Leadership value are unaffected. No Armour or Cover saves can be taken against wounds caused by Open the Mind's Eye.

Reap the Flesh – Warp Charge 2

Techno-Shamans are seldom satisfied with merely besting foes; their psychokinetic attacks tear the skin from their victims.

Reap the Flesh is a **Nova** with the following profile:

	Range	S	AP	Type
Reap the Flesh	9"	4	5	Assault 2D6, Shred

***Nova Amendment:** The 2D6 Hit Pool must be equally divided between all enemy *models* within range, regardless of squads.



Remembrancer portrait of a Rak'Gol. First identified as some form of psychically active Render, encounters with further similar specimens led to its present identification as a Techno-Shaman. Note the psychic "crown" rising from the subject's cranial plates and the bony Yu'vath trinkets on the right.

WEAPON PROFILES

The rules concerning the following weapons can be found in *Warhammer 40K: The Rules*:

- Assault Grenades
- Krak Grenades
- Chainfist
- Power Axe
- Power Lance
- Stub Gun

MELEE WEAPONS

Many Rak'Gol choose to employ only their natural claws and massive teeth as their weapons of choice in close combat. Others use a vicious collection of mono-blades, razor-edged gauntlets and chainsaws designed to rend and tear flesh with maximum carnage, but their leaders are often seen wielding gigantic blades, glaives and axes shimmering with radioactivity, or the syringe-covered Intimidator, at the same time weapon, torture device, and discipline maintainer.

	Range	S	AP	Type
Integrator Spike	–	+1	–	Melee, Armourbane, Distort Function ¹
Intimidator	–	user	4	Melee, Poisoned (3+), Rending
Rad Axe	–	+1	3	Melee, Fleshbane, Two-Handed, Rad Corruption ² , Unwieldy
Rak'Gol Blades	–	user	–	Melee, Shred
Rak'Gol Chainaxe	–	user	4	Melee, Shred
Rak'Gol Chainlaive	–	+1	3	Melee, Rending, Two-Handed
Uranic Claw	–	user	–	Melee, Armour-Piercing ³ , Rad Corruption ²
Yu'Vath Crystalblades	–	user	3	Melee, Force, Rending

RANGED WEAPONS

Rak'Gol ranged weaponry mostly consists of a variety of haphazard stub weapons; rarer and more dangerous are guns that fire barbed razor-shells, waves of radioactive fire, and the dreaded Howler Rifle which spits out thousands of rounds per minute with great gouts of flame, yielding a characteristic wailing noise as it showers unlucky targets with lead.

	Range	S	AP	Type
Howler Rifle	36"	5	4	Heavy 4, Concussive, Unstable ⁴
Plutonic Detonator	18"	6	1	Heavy 1, Large Blast, Fleshbane, Nuclear Blast ⁵ , One Use Only
Rad-Beam Cannon	36"	7	3	Heavy 1, Melta, Rad Corruption ² , Unstable ⁴
Rad-Canister Launcher	24"	3	–	Assault 1, Blast, Rad Corruption ²
Rad Flamer	Template	4	6	Assault 1, Rad Corruption ² , Unstable ⁴ , Residual Damage
Rak'Gol Heavy Stubber	24"	4	–	Heavy 2
Razor Gun	24"	3	5	Assault 3, Shred
Razor Pistol	12"	3	5	Pistol, Shred
Stubber	18"	3	–	Assault 2
Stub-Gatler	36"	4	6	Salvo D3/2D3

¹**Distort Function:** Each time the wielder kills a model in an assault, roll a die. On a 3+, one randomly determined melee or ranged weapon of the slain model is integrated into the wielder, who can use it for the remainder of the battle (before it inevitably breaks down from poor care).

²**Rad Corruption:** When attacking with a weapon that has this special rule, a To Wound roll of 6 causes 2 additional Wounds on the target unit, regardless of the target's Toughness.

³**Armour-Piercing:** Wounds caused by this weapon inflict a -1 penalty to the target's Armour Save (a 3+ Armour Save would become a 4+ Armour Save, a 4+ Armour Save would become 5+, etc.).

⁴**Unstable:** Roll a die after shooting with this weapon. On a result of 1, it Gets Hot!

⁵**Nuclear Blast:** Any model that suffers an unsaved Wound from a weapon that has this special rule and is not removed as a casualty must take a Toughness test. If the test is failed, that model is removed as a casualty with no saves of any kind allowed.

"Effective, but poorly optimised. Ammunition is expended too quickly for effective use in an extended firefight. Unmodified humans are incapable of carrying sufficient ammunition for maximal utility."

— Magos Trosk, Weaponsmith of Leveen Rho

ARMOURY

BIONIC IMPLEMENTS – 10 pts

Mutilation is to the Rak'Gol nothing but an excuse to obtain more bionics.

Any model that had a characteristic permanently reduced by the Maimed result from the Heralds of Ruin campaign Injury Rules can buy Bionics (max. 1 per type of injury). Buying a Bionic for an injury causes it to increase the characteristic instead of decreasing it (further injuries of the same type still cause the characteristic to decrease).

BESTIAL TACTIC: BODIES AS BAIT (Broodmaster and Stalker Clutchmaster Only) – 10 pts

A Leader can only take one Bestial Tactic.

A group of soldiers miraculously survives a Rak'Gol attack and calls for help. As their saviors arrive, however, they realize that the aliens never truly left...

You can re-roll dice rolls of 1 when rolling for Reserves and on the Rak'Gol Ambush table.

BESTIAL TACTIC: THE BLOODING (Broodmaster and Marauder Clutchmaster Only) – 5 pts

A Leader can only take one Bestial Tactic.

Before they can be wholly included in a warband and gifted with their first bionics, young Rak'Gol must first serve a clutchmaster in battle.

Youth Broods in your army add 1 to their WS and BS while within Inspiring Presence range of your Team leader.

BESTIAL TACTIC: SURGING ASSAULT (Broodmaster and Render Clutchmaster Only) – 10 pts

A Leader can only take one Bestial Tactic.

Caution and tactics are thrown to the wind: the Rak'Gol descend on their prey in an all-out murderous attack.

Until the end of the first game turn, as well as during the turn they arrive from reserves, units in your Kill Team can run and shoot in the same turn.

BESTIAL TACTIC: SLUGSTORM (Broodmaster and Murderer Clutchmaster Only) – 5 pts

A Leader can only take one Bestial Tactic.

All noise on the battlefield is drowned as the Rak'Gol unload their magazines without care for targets or ammunition.

Units in your kill team do not reduce their Ballistic Skill when using Suppressing Fire with Stub weapons.

SUPERIOR BIONICS (Leader Only) – 15 pts

Rak'Gol leaders "improve" their bodies with so many prosthetic body parts that they can hardly be recognized as creatures of flesh and bone.

The model gains the It Will Not Die special rule.

"It is fortunate that the Rak'Gol remain isolated. They are xenos who worship dark gods and slay servants of the Imperium. Inquisitors might come to blows over who could destroy them."

— Inquisitor Marr

IMPLANTED VOX (Leader Only) – 10 pts

The leader's vocal chords have been replaced with a speaker, skreeched commands filling all empty spaces on the battlefield.

The model's Inspiring Presence range is increased to 12".

YU'VATH AMULETS (Leader Only) – 5 pts

The Rak'Gol have an obsession with artifacts left behind by the race of eradicated chaos-worshippers, going as far as to graft them to their own bodies.

The model has a 6+ invulnerable save.

RESONATOR IMPLANTS (Leader Only) – 15 pts

These implants grant their bearer certain supernatural abilities akin to psychic powers, even if they do not display such potential otherwise.

Once per Psychic Phase, the model can activate its Resonator Implant. If it does so, roll a die and apply the corresponding result (the warp charges indicated are for Deny The Witch purposes):

1-2: The model suffers Perils of the Warp.

3-4: The *Iron Arm* power from the Biomancy Psychic Discipline is automatically manifested with 1 Warp Charge.

5-6: The *Forewarning* power from the Divination Psychic Discipline is automatically manifested with 1 Warp Charge.

YU'VATH CROWN (Techno-Shaman Only) – 10 pts

These crowns set upon ancient mummies are circlets of black, flexible material, steeped with psy-power and ornamented with curling projections on the outer surface. They slowly twist a psyker's mind: soon, the crown's owner cannot distinguish the visions from their own beliefs.

The model generates Warp Charges on a 3+ rather than a 4+. However, it suffers Perils of the Warp on any Psychic Test that includes a double.

JARS OF PSYKER BRAINS (Techno-Shaman Only) – 10 pts

Rak'Gol Techno-Shamans carve out the brains of defeated Psykers to be used as batteries that supplement their own psychic powers. Some rumor that without brains to snatch, the species would lose all access to the powers of the warp.

The model knows one more Psychic Power than it normally would for its Mastery Level.

BIONIC EYES (Murderer Only) – 15 pts

The eyes of Murderers are often gouged out, most often against their will, in order to replace them with an array of cameras and visors.

The model adds 1 to its Ballistic Skill.

POLONIUM INJECTORS (Stalker Only) – 15 pts

Stalkers are known to fit their weapons with hidden capsules of deadly radioactive venom.

One use only. Once per battle, during the Assault Phase, you can pick a model that suffered unsaved wounds from one of the Stalker's Melee Weapons this turn. That model immediately suffers D3 S1 automatic hits with the Poisoned (2+) special rule. Armour or Cover saves cannot be taken against wounds caused by Polonium Injectors.

MONO-BLADES (Render Only) – 10 pts

Mono-Blades are grafted directly to the bones and face outwards, turning the charging Render into a deadly bladed ram.

The model gains the Hammer of Wrath special rule. It makes D3 Hammer of Wrath attacks rather than 1, and its Hammer of Wrath attacks have the Rending special rule.

PROSTHETIC MUSCULATURE (Render Only) – 20 pts

Renderers often come out of battles horrifyingly mutilated. This does not cripple them in the slightest, as they see it as an occasion to obtain even more bionics.

The model adds 1 to its Feel No Pain rolls. Furthermore, the model can re-roll failed characteristic tests (such as Initiative or Toughness tests), except Leadership tests.

PHOTO-VISOR – 1 pt

Photo-visors are little more than flashlights affixed to the outside or inside of a Rak'Gol's skull.

The model gains the Night Vision special rule.

RAD GRENADE – 10 pts

The Rak'Gol have long since learned how to weaponize the radioactive waste that litters their ramshackle warships.

Once per game, during a turn in which the model launches an assault, or is assaulted, the model can choose to use its rad grenade to subtract 1 from the Toughness of all enemy models in base contact (min. 1) until the end of the phase. Models may only be affected by one Rad Grenade per turn.

GREATER SALVAGED WEAPON – 10 pts

Weapons that have passed the test of countless battles are prized possessions amongst the Rak'Gol.

Choose one of the model's Weapons to gain the Master-Crafted special rule.

SLUG IRRADIATOR – 5 pts

Irradiators are small reservoirs of highly potent radioactive materials in which the Rak'Gol bathe their ammunition, rendering it even deadlier than usual.

The model's Stub weapons gain the Rad Corruption special rule.

ADDITIONAL BARRELS – 10 pts

The weapons of Rak'Gol bands are made to fire so many rounds that they deplete armies' worth of ammunition in a matter of minutes.

Choose one of the model's Ranged Weapons to gain the Twin-Linked special rule.

RAK'GOL TECHNOLOGY

The Rak'Gol appear to care little for their gear, as is readily evidenced after every raid they conduct. They casually leave weapons and armour behind, as well as their dead. In those cases where a vessel at least put up an effective defence against the Marauders, the ship's ruins always contain samples of Rak'Gol technology for those that salvage the remains. Consequently, Inquisition and Adeptus Mechanicus agents have successfully assembled far more information about Rak'Gol technology than they have managed to glean of their history or culture.

CHANGELOG

- **17/12/2016 (v0.1):**

- Created.

- **26/12/2016 (v0.2):**

- Models:

- Models that can take stub guns do it for free (to reflect other weapons changes).
- All leaders can now take from melee weapons.
- Marauders and Marauder C. now cost 1 more point.
- Murderer C. now cost 1 less point and no longer have Precision Shots.
- Murderers now cost 1 more point.
- Murderers and Murderer C. lost 1 BS, gained Slow and Purposeful, and now are equipped with Rak'Gol Heavy Stubbers by default (see weapons changes).
- Broodmasters now cost 10 less points but lost a point of both S and I, and their FnP is down to 6+ like the rest.
- Technobominations now have Armourbane on their melee attacks.
- Techno-Shamans are now Ld9.

- Psychic Powers:

- non-witchfire powers ranges standardized at 18".
- Telekinetic Sledge now S7 but no longer Concussive.
- Reweave now gives +1 fnp and FNP rerolls of 1 instead of a flat 4+.

- Weapons:

- New melee weapons: Rad Claws and Chainfists.
- New heavy weapon: Stub-Gatler.
- Frag Grenades now properly labelled as Assault Grenades.
- Removed: Hand Stubbers.
- Stubbers are now 18" and assault 2.
- Rak'Gol Heavy Stubbers are now S4, 24" and heavy 2.
- Intimidators are now AP4, Poison (3+) and cost 20 points.
- Existing rad weapons all had their stats and/or costs tweaked around and received the Rad Poisoning special rule from the Skitarii codex.

- Armoury:

- Two new bestial tactics: The Bleeding and Slugstorm.
- Access to bestial tactics has been shuffled around leaders. Broodmasters still access them all.
- Yu'Vath amulets are down to 5 points! Good news? No. They're a 6+ invuln now. Sorry shaman!
- New murderer wargear: Bionic Eyes.
- Rad-Saturators have been replaced by Rad Grenades from the GK armoury, doing the exact same thing but now for only one phase. As a bonus everyone with armoury access can take them.

- **30/12/2016 (v0.21):**

- Weapons:

- Stub-Gatler price to 5 and AP to 6.
- Rad Flamer price to 5 and AP to -.

- **05/01/2016 (v8.0.2):**

- Team List:

- Version numbers nomenclature changed in accordance with HoR's website.

- Psychic Powers:

- Reweave now lets you re-roll all failed FNP rolls.
- Clarified the way Seize the Machine interacts with blast and template weapons.

- Weapons:

- Rad Flamers are back to being AP6.

- **25/01/2017 (v8.1):**

- General:

- New global special rule: Rak'Gol Ambush. Now the Rak'Gol can have some gameplay identity!
- Hunting Frenzy: Only gives Fearless for one turn, but makes getting into assault easier.
- Bionic Implements: no longer mandatory due to bricking lists in early campaign.
- Names for different tiers of Armour Saves added.

- Models:

- New models: Stalkers (special) and Stalker Clutchmasters (leader).
- Render and Render Clutchmasters now cost 25 and 35 points respectively instead of 29 and 39. Clutchmasters also access special weapons now.
- Broodmaster: removed strictly worse weapon replacement options and now gives Hatred to friendlies in inspiring presence.
- Models in Youth and Carver Broods now take individually from Grenades.
- Youth Broods gain the Clutchkin special rule, whereupon they can arrive from ambush at the same time as your team leader.
- Carver Broods lost Outflank but gained Acute Senses (because ambush).
- Technobominations get boosted within 6" of a Techno-Shaman instead of 3, had their S reduced to 4 but gained an Integrator Spike which is now also their source of Distort function (which now works on a 3+), gained the Relentless and Feel No Pain special rules, can take rad-canisters launchers, and cost two more points.

- Psychic Powers:

- Extensive retooling of all existing psychic powers.
- Reweave is now the Primaris Power for the Psychotech discipline.
- A new power, Techno-Harvest, bringing the number of Psychotech powers to the same as other disciplines.

- Weapons:

- New melee weapons: Integrator Spikes, available to Techno-Shaman and present as a standard weapon on Technobomination.
- New pistol: Razor Pistol.
- New special weapon: Rad-Canister Launcher.
- New heavy weapon: Plutonic Detonator.
- Rad-Beam Cannons from S6 to S7.
- Rak'Gol Chainaxes are no longer two-handed.
- Stub-Gatlers from Salvo D3/D6 to Salvo D3+1/D6+1.

- Rad Claws renamed to Uranic Claws.
- Armoury:
 - Bestial Tactic: Lie In Wait has been removed.
 - Bestial Tactic: Bodies As Bait can also be accessed by the new Stalker Clutchmaster, and has a completely new effect.
 - Bestial Tactic: The Blooding and Bestial Tactic: Slugstorm now cost 5 points.
 - Bestial Tactic: Surging Assault went from 5 points to 10, no longer gives fleet, but lets units run and shoot on the turn they arrive from reserves as well as the first game turn.
 - Implanted Ceramic Plates are now a generic armour item and as such have been removed.
 - Jars of Psyker Brains now cost 10 points and have been given a completely new effect.
 - Mono-Blades also give +1 S to Hammer of Wrath attacks.
- **25/01/2017 (v8.1):**
 - General:
 - Clarified that Acute Senses let models re-roll the result on the Rak'Gol Ambush table.
 - Rad Poisoning renamed to Rad Corruption to avoid confusion with the Sskitarii special rule.
- Models:
 - Youth: Clutchkin now forces squads that enter play using that rule to enter from the same point as your team leader.
 - Carvers now have the options to add up to 2 models to the squad. Squads that have 5 models can take a special weapon.
 - Stalkers and their clutchmaster lost an attack.
- Psychic Powers:
 - Reweave only lets you re-roll failed Feel No Pain rolls of 1.
 - Flay Reality completely reworked.
 - Seize the Machine completely reworked.
 - Open the Mind's Eye completely reworked.
- Weapons:
 - Uranic Claws lost rending but gained a new special rule letting them penalize their target's Armour Saves.
 - Stub-Gatlers now Salvo D3/2D3.
- Armoury:
 - Prosthetic musculature: now a 20 pts upgrade that lets the model add 1 to FnP rolls and re-roll characteristic tests.
 - Mono-blades now D3 hits rather than +1S.
 - Additional Barrels now 10 points.
 - New Armoury Item: Polonium Injectors.
 - Bionic Implements moved to the armoury and reworked a bit.
- **24/01/2017 (v9) (The Last 7th Ed Update! Probably!):**
 - General:
 - HoR 4th edition update!

-Models:

- Technobominations finally non-learning
- Stalker Clutchmaster no longer referred to as renders in their description
- Techno-Shamans now access Psychotech or Psychotraume.

- Psychic Powers:

- Psychic Powers split between two disciplines of three powers each, and existing powers split between the disciplines. Seize The Machine has been removed, and its name given to Techno-Harvest's current effect.
- Psychotech: Reweave, Telekinetic Sledge, Seize the Machine.
- Psychotraume: Flay Reality, Open the Mind's Eye, Reap The Flesh.

- Weapons:

- Indicated the residual damage special rule (from the HoR main rules) on the rad flamer
- The new rules mean one does not need to specify which grenades a model should be able to buy, but since rak'gol do not have grenades by default the grenades list has been left as-is.

- Armoury:

- Photo-Visors down to 1 lowly point (from 2).
- Resonator Implants from 5 to 15 points.
- Bionic Eyes from 10 to 15 points.