

KILL TEAM

GROT REBELS

CODEx: ORKS & IMPERIAL ARMOUR 8

This team list uses the special rules and wargear found in Codex: Orks and in Imperial armour 8: Raid on Kastorel Novem. Some units are a direct copy paste, others have been modified slightly to fit into the Kill Team, and some are totally new units.

MODEL AVAILABILITY

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

- 1 Team Leader model
- 1-25 Core models
- 0-5 Special models

GRETCHIN, GROTS AND RUNTS

Grots and runts are used interchangeable for the little green skinned nuisances.

SINGLE UNIT SPECIAL RULE

Several squads have the **Single unit** special rule. When a squad has this special rule it only counts as a single model regarding model availability- see above. In all other regards the number of models is counted as normal- except for the **Cowardly runts** rule below.

COWARDLY RUNTS

Bravery is a foreign word in the grot dictionary. Units with the **Single Unit** special rule still have to test for pinning when a friendly model within 3" is removed as a casualty. Being cowardly is not without its perks though- all models with this rule also gain **Stealth** as an added bonus.

GROT MEGA ARMOUR

This scrap built powered battle suit greatly enhances the wearer's physical capabilities. The suit adds 1 to the user's strength, toughness and initiative scores (already included in the profiles) and confers a 3+ save and a 6++ invulnerable save- sadly it's made by grots for grots.

VEHICLES AS LEADERS

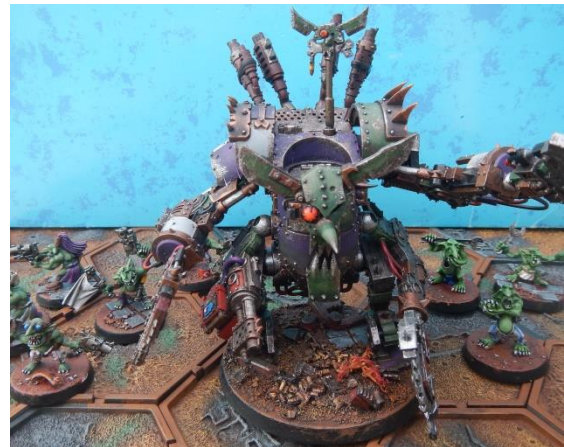
Both the Killa Kan Kapn and the Tank Kommanda has a leadership score. This score is only used for inspiring presence and when taking rout tests. In all other regards it is ignored and the two leaders are treated as any other vehicle. They may purchase battle honours from both the standard and the walker list.

KILL TEAM ARMOURY OPTIONS

Some options in the grot armoury have a (Kill team) label attached. These options are not allocated to a specific model. Instead these are bought by the kill team as a whole.

ADDITIONAL WEAPONS

The grot rebels have created several unique weapons, mostly from debris and scrap. These are listed just before the armoury section.



Mega Killa Kan Kapn with some grot oilers

GROT TAKTIKS

A Kill Team can only have one Grot taktik, except when led by the **Gitsnikka boss**- then the Kill Team may have two. The effects of grot taktiks are lost when there are no **team leaders** or any **Tactical Advisorz** remaining on the table.

Grot taktiks: Run fer it!(Kill team) – 10 pts

All grots know they don't have to outrun the guardsmen; they just have to outrun their grot buddy.

All infantry models gain **hit and run**. If a model fails the test the grot player may remove one friendly model in the same close combat and have the remaining models automatically pass the test instead.

Grot taktiks: Hit the dirt! (Kill team) – 10 pts

A lifetime spent grovelling and brownnosing has taught these greenskins well.

All infantry models can move as if in difficult terrain when gone to ground, and can still fire overwatch as normal.

Grot taktiks: Hit `em while dey are down (Kill team) – 15 pts

All grots know that a proper fight is a dirty fight.

All models gain **preferred enemy** (pinned, fleeing, concussed, Strikedowned, blinded, wounded models).

TEAM LEADERS

GITSNIKKA BOSS

9 points

WS	BS	S	T	W	I	A	Ld	Sv
2	3	2	2	2	3	2	6	-

Unit Type: Infantry
(Character)

Wargear:

- Sixshoota
- Squig shank

Special Rules:

- Inspiring Presence
- Roll With It
- Move Through Cover
- Stealth
- Infiltrate
- Scout

Roll With It: When rolling to wound or calculating instant death on the Gitsnikka Boss the initiative score can be used instead of toughness.

Options:

- May take one of the following options:
 - Grot Snipa 2 pts
 - Additional sixshoota 1 pts
 - Krak grenade 1 pts
 - Frag grenade 1 pts
- May take items from the Grot Armoury including Leader items.

GROT MEGA ARMOUR BOSS

16 points

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

Unit Type: Infantry
(Character)

Wargear:

- Grot mega armour
- Twin-linked shoota
- Close combat weapon

Special Rules:

- Inspiring Presence
- Mega Grot Boss

Options:

- May replace Twin-linked shoota with one of the following options:
 - Zzap-blasta 5 pts
 - Burna 10 pts
 - Grot snipa free
- May replace Close combat weapon with one of the following:
 - Disarma-saw 8 pts
 - Grabba klaw 5 pts
- May take items from the Grot Armoury including Leader only items.

Mega Grot Boss: Grot Mega Armours have no maximum cap.

KILLA KAN KAPN

50 points

WS	BS	S	Front	Side	Rear	I	A	Ld	HP
2	3	5	11	11	10	2	2	6	3

Unit Type: Walker
(Character)

Wargear:

- Big shoota
- Kan klaw

Special Rules:

- Inspiring Presence

Options:

- May take one of the following options:
 - Grot riggers 5 pts
 - Extra armour 10 pts
- May replace big shoota with the following:
 - Rokkit Launcha free
 - Skorcha 5 pts
 - Kustom mega blasta 5 pts
 - Grotzooka 5 pts
- May take items from the Grot Armoury including Leader only items.

TANK KOMMANDA

55 points

BS	F	S	R	LD	HP
3	10	10	10	6	3

Unit Type: Tank
(Character)

Wargear:

- 2 big shootas

Special Rules:

- Inspiring Presence
- Full Speed Ahead
- Rolling Scrap Pile
- Kommanda

Kommanda: Any grot tank, including the tank kommanda within 6" may reroll the distance moved from **Full speed ahead**.

Options:

- May take one of the following options:
 - Grot riggers 5 pts
 - Extra armour 10 pts
 - Red paint job 5 pts
- May replace one or both big shootas with the following:
 - Rokkit Launcha free
 - Skorcha 5 pts
 - Kustom mega blasta 5 pts
 - Grotzooka 5 pts
- May take a pintle-mounted Shoota 5 pts
- May take items from the Grot Armoury including Leader only items.

SLAVA BOSS

22 points

WS	BS	S	T	W	I	A	Ld	Sv
4	2	4	4	3	3	3	7	6+

Unit Type: Infantry
(Character)

Wargear:

- Slugga
- Grabba stikk
- Stikkbomb

Special Rules:

- Inspiring Presence
- Ork Slava Boss
- Furious Charge
- 'Ere We Go
- Stubborn

Options:

- May take one of the following options:
 - Ammo runt 0-3 3 pts
 - Attack squig 10 pts
 - Squig hound 5 pts
 - Eavy armour 4 pts
- May replace Grabba stik for a Grot-prod for 5 pts
- May take items from the Grot Armoury including Leader items.

Ork Slava Boss: These grots aren't rebels at all, but slaves and servants to this hulking Ork Runtherd. No Grot leader may be part of the same kill team as long as the Slava Boss is alive.



Freebooters suddenly find themselves surrounded by treacherous runts

CORE

GROT SKWAD

15 points

WS	BS	S	T	W	I	A	Ld	Sv
2	3	2	2	1	2	1	5	-

Options:

- One grot may replace its weapon with a Shoota 2 pts

Unit Type: Infantry

Special Rules:

- Squad (5 grots)
- Single Unit
- Cowardly Runts

Wargear:

- Grot blasta

GROT LOOTA SKWAD

15 points

You may only have one Grot Loota Skwad for every Grot Skwad or Grot Scavengers unit.

WS	BS	S	T	W	I	A	Ld	Sv
2	3	2	2	1	2	1	5	-

Options:

- May replace Looted big shoota with one of the following:
 - Looted rokkit launcha free
 - Looted Skorcha free
- May take an ammo runt for 3 pts

Unit Type: Infantry

Special Rules:

- Squad (3 Grot lootas)
- Cowardly Runts
- Single Unit
- Greedy Fingers, Weedy Arms

Wargear:

- Looted big shoota

Greedy fingers, weedy arms:

A single looted weapon is shared amongst the squad. Thus the squad may only attack with one looted weapon at a time. They may always draw LOS from any member in the squad when firing the looted weapon. As the squad takes casualties it will be exponentially harder for the remaining member(s) to operate the large weapon – as seen in the looted weapon profile.

BACKSTABBAS

15 points

[Grots modelled with one-handed grot blastas and close combat weapons are perfect]

WS	BS	S	T	W	I	A	Ld	Sv
2	3	2	2	1	2	1	5	-

Unit Type: Infantry

Wargear:

- Sixshoota
- Squig shanks

Special Rules:

- Infiltrate
- Squad (3 grots)
- Single Unit
- Cowardly Runts
- Swarm Taktiks

Options:

- The squad may purchase the following option
 - Sabeturz 10 pts

Sabeturz:

At the beginning of the game, before the first turn. One enemy model gains the **gets hot!** Special rule, for the rest of the game on all of its ranged weapons.

Swarm taktiks:

If there is more than one friendly model locked in the same combat. A model with this special rule gains a 5+ invulnerable save.

EAD SHOOTAS

15 points

[Grots with long grot blastas are perfect, even better with added scopes]

WS	BS	S	T	W	I	A	Ld	Sv
2	3	2	2	1	2	1	5	-

Unit Type: Infantry

Wargear:

- Grot snipa gun

Special Rules:

- Scout
- Squad (3 grots)
- Single Unit
- Cowardly Runts

Options:

- None



Backstabba sabeturz and their Eadshoota compatriots ambush the unlucky orks while their shootas break down.

GROT SCAVENGERS

20 points

WS	BS	S	T	W	I	A	Ld	Sv
2	3	2	2	1	2	1	5	-

Unit Type: Infantry

Wargear:

- Grot blasta
- Firebombz

Special Rules:

- Squad (5 grots)
- Single Unit
- Cowardly Runts

Options:

- May take Krak bombz for 5 points. The whole squad counts as being equipped with them.

Fire bombz: Counts as both frag grenades and defensive grenades with the **Gets Hot!** Special rule. These are not one use items as normal.

Krak bombz: Counts as krak grenades with the **gets hot!** rule. These are not one use items as normal.

GROT MEGA ARMOUR

10 points

You may have a maximum of 5 Grot Mega Armours in your Kill Team

[Convert at your own leisure]

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

Unit Type: Infantry

Special Rules:

- none

Wargear:

- Grot mega armour
- Twin-linked shoota
- Close combat weapon

Options:

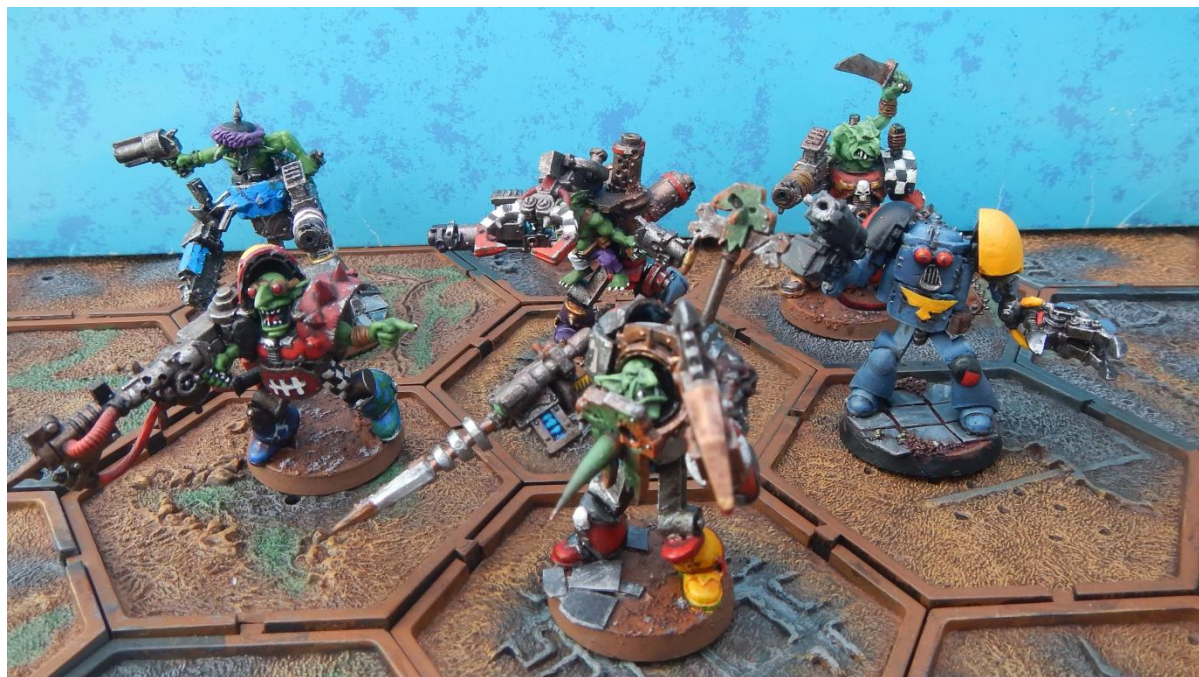
- May replace Twin-linked shoota with one of the following options:

- Zzap-blasta 5 pts
- Burna 10 pts
- Grot Snipa free

- May replace Close combat weapon with one of the following:

- Disarma-saw 8 pts
- Grabba klaw 5 pts

- May take items from the Grot Armoury.



Megagrot boss and his cronies, ready to attack any stragglers fleeing the battlefield

SQUIG RIDA

10 points

You may have a maximum of 5 Squig ridaz in your Kill Team

WS	BS	S	T	W	I	A	Ld	Sv
4	3	4	3	1	4	2	5	6+

Unit Type: Beast

Wargear:

- Sixshoota

Bounding assault:

Counts as being equipped with assault grenades when charging through difficult terrain.

Special Rules:

- Bounding assault
- Acute Senses (squig hound only)
- Counter-attack (squig hound only)
- Rage (attack squig only)
- Fear (boom squig only)
- Boom! (boom squig only)

Options:

- May take one of the following options:
 - Attack squig 3 pts
 - Squig hound 3 pts
 - Boom squig 5 pts

Boom!:

Kitted out with explosives this squig has a nasty tendency to blow up at inconvenient moments. The boom squig may exchange all of its attacks for a single **S8 Ap4** melee attack. If it rolls a 1 to hit with this attack, it suffers a wound (it may take its armour save as normal).

Furthermore, any unsaved to wound roll of 6 in close combat, against the Boom squig will detonate it – place the small blast marker above the boom squig and resolve the attack with a **S8 ap4 strikedown**. Remove the boom squig as a casualty.



Sniveling grots supported by a trio of squig ridaz

MEK GUN

18 points

You may only take up to two Mek Guns in your Kill Team

	WS	BS	S	T	W	I	A	Ld	Sv
Artillery	-	-	-	7	2	-	-	-	3+
Grot	2	3	2	2	1	2	1	5	-

Unit Type: Artillery

Wargear:

- Kannon (mek Gun)
- Close combat weapon (Grot)

Special Rules:

- Squad (1 Mek Gun, 2 Grots)

Options:

- May take two additional grot crew for 3 pts each.
- Replacement grot crew costs 3 pts each
- May take an ammo runt for 3 pts.
- May replace Kannon with:
 - Lobba free
 - Zzap gun 5 pts
 - Bubblechukka 12 pts
 - Kustom mega-kannon 12 pts
 - Smasha gun 12 pts

ORK RUNTHERD

10 points

[May only be taken if the team leader is the Slava Boss]

WS	BS	S	T	W	I	A	Ld	Sv
4	2	3	4	1	2	2	7	6+

Unit Type: Infantry**Wargear:**

- Slugga
- Grabba stik
- Stikkbomb

Special Rules:

- Furious Charge
- 'Ere We Go
- Herder

Options:

- May take Squig hound for 5 pts
- May replace Grabba stik for a Grot-prod 5 pts

Squig Hound: Each time a Grot unit within 6" fails a Morale or Pinning check it suffers a single Strength 3 AP – hit and must then re-roll the failed check.

Herder: Any friendly grot model within 6" may use the Runtherds leadership score.

SPECIAL**KILLA KAN**

50 points

You may only have a maximum of two models in any combination of killa kans, grot tanks and Giant Squigs from the Special section.

WS	BS	S	Front	Side	Rear	I	A	HP
2	3	5	11	11	10	2	2	2

Unit Type: Walker**Wargear:**

- Big shoota
- Kan klaw

Special Rules:

- none

Options:

- May take one of the following options:
 - Grot riggers 5 pts
 - Extra armour 10 pts
- May replace big shoota with the following:
 - Rokkit Launcha *free*
 - Skorcha 5 pts
 - Kustom mega blasta 5 pts
 - Grotzooka 5 pts
- May take items from the Grot Armoury.

GROT TANK

35 points

You may only have a maximum of two models in any combination of killa kans, grot tanks and Giant Squigs from the Special section.

BS	F	S	R	HP
3	10	10	10	2

Unit Type: Tank**Wargear:**

- Big shoota

Special Rules:

- Full Speed Ahead
- Rolling Scrap Pile

Options:

- May take one of the following options:
 - Grot riggers 5 pts
 - Extra armour 10 pts
 - Red paint job 5 pts
- May replace Big shoota with the following:
 - Rokkit Launcha *free*
 - Skorcha 5 pts
 - Kustom mega blasta 5 pts
 - Grotzooka 5 pts
- May take a pintle-mounted Shoota 5 pts
- May take items from the Grot Armoury.

GIANT SQUIG

32 points

[Age of Sigmar mangler squigs would work nicely. As would any other big nasty giant squig]

You may only have a maximum of two models in any combination of killa kans, grot tanks and Giant Squigs from the Special section.

WS	BS	S	T	W	I	A	Ld	Sv	Options:
4	0	5	5	3	4	D6	5	4+	<ul style="list-style-type: none"> None
Unit Type: Beast					Special Rules: <ul style="list-style-type: none"> Fear Fearless Random Attacks Very Bulky Non-learning 				
Wargear: <ul style="list-style-type: none"> none 					Random Attacks: Roll a D6 at the start of each close combat for the number of attacks this model has.				

TAKTIKUL ADVIZORZS

15 points

[2ed Makari and Buzzgobs oilers can represent this unit, as can other models with binoculars, banners and loudspeakers etc.]

WS	BS	S	T	W	I	A	Ld	Sv	Options:
2	3	2	2	1	2	1	5	-	<ul style="list-style-type: none"> None
Unit Type: Infantry					Special Rules: <ul style="list-style-type: none"> Single Unit Squad (3 Taktikul advizorz) Cowardly Runts 				
Wargear: <ul style="list-style-type: none"> Sixshoota Close combat weapon Big banna & loud-yella 					Big banna and loud-yella: <p>All friendly infantry models within 6", except other models with this special rule, gain the Rage and Counter-attack special rules.</p> <p>Furthermore any friendly fleeing model that ends their turn within 6" of a model with this special rule automatically passes their leadership test to regroup. This also counts as a banner.</p>				

GROT OILER SKWAD

15 points

WS	BS	S	T	W	I	A	Ld	Sv	Options:
2	3	2	2	1	2	1	5	-	<ul style="list-style-type: none"> The unit may take a grot oiler as wargear
Unit Type: Infantry					Special Rules: <ul style="list-style-type: none"> Cowardly Runts Single Unit Squad (3 Grot oilers) 				
Wargear: <ul style="list-style-type: none"> Sixshoota Spannas and dukt-tape 					Spannas and dukt-tape: <p>One model in a unit with this wargear may, instead of shooting in the shooting phase perform a repair roll on a friendly vehicle in B2B contact. On a roll of 6+ the vehicle regain a previously lost HP, weapon destroyed or immobilised result. For each additional Grot Oiler skwad member gain +1 to the dice roll. Each squad can only use this ability once each turn.</p>				

GROT ORDERLY SKWAD

15 points

WS	BS	S	T	W	I	A	Ld	Sv
2	3	2	2	1	2	1	5	-

Unit Type: Infantry**Wargear:**

- Sixshoota
- Pliers and band-aid

Special Rules:

- Single Unit
- Squad (3 Orderlies)
- Cowardly Runts

Options:

- Mediks

10 pts

Pliers and band-aid:

All friendly models gain **feel no pain 6+**. Furthermore they count as having minimum a toughness score of 3 when calculating instant death.

Mediks:

When one or more models with this special rule hasn't fled or been removed as a casualty at the end of a game, count as if having the **Medic** battle honour.

AMMO RUNT SKWAD

15 points

WS	BS	S	T	W	I	A	Ld	Sv
2	3	2	2	1	2	1	5	-

Unit Type: Infantry**Wargear:**

- Grot blasta
- Lotsa ammo!

Special Rules:

- Single Unit
- Squad (3 Ammo runts)
- Cowardly Runts

Options:

- The Ammo runts may as a squad purchase **even more dakka** for 5 pts.

Lotsa ammo!: Each friendly model within 6" of a model with this rule may reroll any to hit rolls of 1 in the shooting phase.

Even more dakka: You may nominate one friendly model within 6" of this unit at the beginning of your Shooting phase. All ranged attacks performed by the model this turn gain the **Gets Hot!** and **Twin-linked** special rules.

VEHICLES

SALVAGED TRUKK

35 points

BS	F	S	R	HP
3	10	10	10	3

Unit Type: Vehicle (fast, open-topped, transport)**Transport Capacity:**
12 models**Wargear:**

- Big shoota

Special Rules:

- Ramshackle

Ramshackle: Roll a D6 each time a Salvaged Trukk suffers a penetrating hit. On the roll of a 6, the Salvaged Trukk only suffers a glancing hit instead.

Options:

- May replace the Big shoota with a Rokkit launcha for free.



Killa Kan Kapn and his entire kill team ready to lay waste to the enemy sanitation facilities

MELEE WEAPONS

	S	AP	Type
Squig Shank	User	-	Melee, 5+ Poisoned
Grabba Klaw	User	5	Melee, Gotcha!*
Disarma-Saw	User	4	Melee, Shred

**Gotcha!: one enemy model in base contact loses 1 initiative and attack (to a minimum of one) for the rest of the assault phase.*

RANGED WEAPONS

	Range	S	AP	Type
Sixshoota	9"	3	-	Pistol
Zzapblasta	18"	D6	3	Assault 1, gets hot, Haywire
Grot Snipa	24"	3	6	Heavy 1, Rending
Looted big shoota	36"	5	5	Assault 3, Looted*
Looted rokkit launcha	24"	8	3	Assault 1, Looted*
Looted skorcha	Template	5	4	Assault 1, Looted*

Looted: As long as the squad numbers 3 models, use the normal profile. If the squad numbers one or two models the looted weapon gains the **heavy special rule instead of **assault**. If the skwad numbers 1 model it gains the **gets hot!** Special rule as well.*

ARMOURY

Bad counting skills (Kill team) – 5 pts

Whenever a grot force exceeds the number of fingers the grot boss has, confusion arises- especially when the grot boss has 2 hooks for hands.

Count the grot kill team as being 5 models larger than it really is when calculating when to take rout tests.

Big boom booby trap (Kill team) - 10 pts

It happens that some scavengers get their hands on a big pile of explosives, sometimes it's actually used against the enemy. Often it's stolen by other grots before that- usually so frequently that no one knows who has it anymore.

When a charge is declared against a friendly model, that model must test leadership. If successful the enemy model is hit by a booby trap. Place the small blast marker above the model with the following profile S 5 ap 5 strikedown. All infantry models have this ability – but it can only be used successfully once per game. Requires at least one Grot scavenger unit.

Poor battle awareness (Kill team) – 10 pts

Ignorance and not bravery is what's keeping these greenskins in battle. If they knew the bigger picture they would have routed long before.

The kill team may ignore the first rout test. The team only has to begin testing again after at least one more model has been removed as a casualty.

Snotling infestation (Kill team) – 10 pts

The little buggers pop up everywhere where other orkoids are to be found. This particular bunch of nuisances have decided to grow fungii and squigs in the midst of the battlefield.

At the start of play, before the first player turn.

Nominate a piece of terrain. The nominated terrain is infested by obnoxious snotlings. At the start of every turn enemy models in the same terrain as the snotlings must test for pinning.

Surprise party (Kill team) – 20 pts

Most often than not the grots themselves are just as surprised as the enemy – Logistiks arent their strong side (amongst other things).

The first time a unit with the “single unit” special rule is removed from play it is placed in deep strike reserves. (see build up area). The initial unit still counts towards the rout test, but injury tests are rolled only on the new unit.

Dedkilly squig juice (Gitsnikka boss Only) – 5 pts

Instead of covering his weapon in feces as usual, this particular grot has turned to the slightly less smelly, but vastly more deadly squig poison.

One close combat weapon gain the **Poisoned** 3+ special rule.

Fancy hat (Gitsnikka boss only) - 5 pts

The boss has a fancy hat (sometimes it's a fancy boot used as a hat though) most likely in another colour than “dirty”, boosting his ego to thrice his height.

Add +1 to the Gitsnikka Boss' leadership profile.

Fungus fueled reflexes (Gitsnikka boss only) – 5 pts

A potent brew of promethium fuel and “those odd looking fungus with purple dots” has made this grot jitterier than a swarm of Catachan lightning wasps high on on'slaught combat drugs.

The Gitsnikka boss gain a 4+ invulnerable save against overwatch and in close combat.

Most kunning of runts (Gitsnikka Boss Only) – 10 pts

Trouble has trouble finding this grot. But usually less trouble in finding his mates- which suits this boss just fine.

The model gain **Shrouded** special rule instead of **Stealth**.

Grot attendunt (Infantry leaders only) – 5 points

The leader has a groveling assistant following him. Fetching ammo, lunch and gadgets - but mostly there as a bullet catcher.

Counts as wargear and not a kill team model. When the team leader suffers an unsaved wound, the grot player may remove the Attendunt and count the wound as saved instead. Furthermore the attendant counts as an ammo runt – remove from play when used.

Supa mega grot armour (Mega Armour Boss Only) – 5 pts

Sometimes its just more scrap armour welded on top of the existing scrap. Other times some quality technology has actually been looted and used instead.

The model gain a **5+ invulnerable save**. Furthermore the model may test toughness against the **strikedown** and **concussion** effect- on a succesful roll those effects are ignored.

Mega killa kan (Killa Kan Kapn Only) - 20 pts

Usually crewed by 2 grots, this monstrosity wades into battle with its guns blazing (unless the 2 grots are piloting each side seperately, then it usually just wades around in circles).

The killa kan kapn gain two extra kan klaw armed arms. One of those kan claws can be replaced for a Skorcha, big shoota, rokkit launcha, kustom mega blasta or grotzooka for the listed price in its profile. Each extra Kan klaw arm confers an extra attack on its profile. This option requires the extra armour upgrade. **[old edition ork dreadnaughts or customized deffreads can be used]**

Loud-yella (Killa Kan kapn and Tank kommanda only) – 10 pts.

Usually used for Goffik-Rok and Grot speed metal. Sometimes the boss will use it to yell orders at his cronies – this is generally regarded as being less useful.

Inspiring presence radius is doubled to 12”.

Squiggoth-prodda (Slava boss Only) – 15 pts

This Slava Boss knows that a squiggoth needs a bigger motivational stick, than what the puny grot-prod can deliver. The fact that this prodda can make his enemies head explode in an ear deafening roar also motivates the Masta Slava.

The weapon has the following profile:

	S	AP	Type
Squiggoth-prodda	User	4	Melee, Haywire, High voltage, Throttle

Blitzkrieg! (Grot tanks and Tank kommandas only)

– 5 pts

Sometimes this is less about the tank driver himself and more about the puny soft grots around him, wanting to be near something more armoured and tougher than them.

All friendly infantry models within 6" of a tank with this special rule gain the **Fleet** special rule. Furthermore they may add 1D3 to their initiative test after having lost an assault when checking for sweeping advance.

Doza blade (Grot tanks and Tank kommanda only)

-5 pts

A sure-fire method of not getting stuck in the muck.

May reroll failed dangerous terrain tests.

Stabilizers (mega armour grots only) - 5 pts

Originally built with the purpose of being able to outrun his comrades during a rout – rumours has it that some mega grots have used them to get closer to the enemy.

Gain **Relentless** and **Move through cover** special rules.

Handful of sand and dirty tricks (grot infantry only) - 5 pts

If you find yourself in a fair fight your tactics sucks. This snivelling grot is the epitome of grot taktishuns.

At the beginning of a close combat one enemy model in base contact with a model with a handful of sand and dirty tricks must make an initiative test. On a failure the model is **blinded** for the rest of the current assault phase.

Change log: 29th January 2017 v8.0

- *Added grot loota skwad to the kill team.
- *Added character to all leaders. Yes even the tank (mostly so it can be burned to scrap by champion of chaos leaders)
- *Added grot snipa to the Mega armour boss.
- *Added red paint jobs and pintle-mounted Shootas to the tanks.
- *Gave the grot oiler and orderly skwads sixshootas instead of CCWs.
- *Gave Squiq ridaz sixshootas instead of grot blastas.
- *Gave Taktikul advizors sixshootas.
- *Shootas on mega grot got twinlinked.
- *Reduced the cost of Burnas, Zzapp blastas and dis-arma saws
- *Reduced the cost of mega grots by 1 point
- *Reduced the cost of the attack squig by 5 points
- *Reduced the range of sixshootas from 12" to 9".
- *Changed to wording on Hit the dirt! Grot taktiks.
- *Changed the wording on sabeturz special rule.
- *Changed handful of sand and dirty tricks to the enemy model making an initiative test, instead of the grot model making a leadership test.
- *Changed snotling infestation to require a pinning test every turn
- *Changed firebombz into having Gets hot!
- *Changed pliers and band aid to give FNP6+ and increased instant death scores.
- *General tidying up