

# KILL TEAM

## SQUATS

**CODEx:** None, but inspiration drawn from 2<sup>nd</sup> edition and fanmade codexes on the web. Many weapons are from codex: space marines. The Squat kill team represents the embittered remnants of the squat homeworlds. Now the Squat roamers are fighting in the shadow of the age of the imperium and their revered ancestors for resources and revenge... mostly revenge.

### MODEL AVAILABILITY

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

- 1 Team Leader model
- 1-25 Core models
- 0-4 Special models

### GRUDGE BEARER

Whenever a model with the **Grudge bearer** special rule is removed as a casualty it awards a “**Foe of the war-brethren**” token to the enemy model that removed the last wound from the **Grudge bearer**. These tokens persist throughout the game. An enemy model can only have one token. If a model from a squad gains the token, the whole squad counts as having it.

### HATRED (FOE OF THE WAR-BRETHREN)

Any enemy with a “**Foe of the war-brethren**” token is an eligible target of the **Hatred (Foe of the war-brethren)**.

### SLOW AND HARDY

Always counts as moving in difficult terrain when using the run action. May always test toughness to ignore the effects of **struckdown** and **concussive**.

### EXO ARMOUR

This heavy suit grants it wearer a 2+ armour save, a 5+ invulnerable save and the **slow and purposeful** and **Bulky** special rules.

### COMBAT BIKE

This bike changes the models type to Bike and grants its wielder +1 toughness. It comes equipped with twin-linked Forgeclot repeater.

### ADDITIONAL WEAPONS

The crafty Squats have created several unique weapons. Some are modified mining equipment, while others have been created with the sole purpose of killing. These Weapons are listed at the end of the Kill team list, just before the Armoury section.



# TEAM LEADERS

## HEARTGUARD CHAMPION

20 points

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

**Unit Type:** Infantry

**Wargear:**

- Forgeclock handcannon
- Close combat weapon
- Krak grenade

**Special Rules:**

- Inspiring Presence
- Grudgebearer
- Hatred (Foe of the war-brethren)
- Slow and hardy
- Stubborn

**Options:**

- May replace Forgeclock handcannon with one of the following options:
  - Coil pistol 5 pts
  - Plasma handcannon 10 pts
- May replace Close combat weapon with one of the following:
  - Chainaxe 5 pts
  - Forge weapon 10 pts
  - Macro hammer 25 pts
  - Runic weapon 20 pts
- May replace all weapons for an exo-armour with Forgeclock repeater and Runic axe for 25 points. May replace Runic axe for:
  - Runic sword free
  - Runic stave free
  - Macro hammer 10 pts
- If not in exo-armour may drive a Combat bike for 15 pts
- May take items from the Squat Armoury including Leader only items.

## WAR-BRETHREN THANE

20 points

WS	BS	S	T	W	I	A	Ld	Sv
4	3	3	4	2	2	2	9	3+

**Unit Type:** Infantry

**Wargear:**

- Forgeclock handcannon
- Close combat weapon
- Krak grenade

**Special Rules:**

- Inspiring Presence
- Grudgebearer
- Hatred (Foe of the war-brethren)
- Slow and hardy
- Keeper of grudges

**Keeper of grudges:** Before the first player turn the war-brethren thane may award 1D3 enemy models a “Foe of the war-brethren” token.

**Options:**

- May replace Forgeclock handcannon with one of the following options:
  - Coil pistol 5 pts
  - Plasma handcannon 10 pts
- May replace Close combat weapon with one of the following:
  - Chainaxe 5 pts
  - Forge weapon 10 pts
  - Runic weapon 20 pts
- May drive a Combat bike for 15 pts
- May take items from the Squat Armoury including Leader only items.

## GUILD ENGINEER

20 points

WS	BS	S	T	W	I	A	Ld	Sv
4	3	3	4	2	2	2	9	3+

**Unit Type:** Infantry

**Wargear:**

- Forgeclock repeater
- Forgeclock handcannon
- Krak grenade

**Special Rules:**

- Inspiring Presence
- Grudgebearer
- Hatred (Foe of the war-brethren)
- Slow and hardy
- Master craftsman
- Forgemaster

**Master craftsman:** All ranged weapons (not grenades) wielded by the guild engineer counts as being **master crafted**.

**Options:**

- May replace a weapon with one of the following options:
  - Coil pistol 5 pts
  - Coil repeater 10 pts
  - Plasma handcannon 10 pts
  - Plasma culverin 15 pts
  - Vibro gun 15 pts
- May purchase one of the following weapons:
  - Close combat weapon 2 pts
  - Forge weapon 10 pts
  - Servo-arm 20 pts
- May take items from the Squat Armoury including Leader only items.

**Forgemaster:** Instead of making a shooting attack the guild engineer may repair a lost HP, weapon destroyed or immobilised result on a friendly vehicle in B2B contact on a roll of 5+.

## CORE

## BROTHERHOOD WARRIOR

9 points

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

**Unit Type:** Infantry

**Wargear:**

- Forgeclock repeater
- Forgeclock handcannon
- Krak grenade

**Special Rules:**

- Grudgebearer
- Slow and hardy
- Hatred (Foe of the war-brethren)

**Options:**

- May exchange Forgeclock repeater for a closecombat weapon for no additional cost.
- May upgrade to power armour 4 pts
- For every 5 Brotherhood warriors in the kill team one may exchange his ranged weapon for the following:
  - Forgeclock cannon 10 pts
  - Coil repeater 5 pts
  - Coil cannon 10 pts
  - Fusion projector 10 pts
  - Ion rifle 10 pts
  - Ion cannon 15 pts
  - Mining laser 10 pts
  - Missile launcher 10 pts
  - Plasma handcannon 10 pts
  - Plasma culverin 15 pts
  - Mole mortar 5 pts

## CLANLESS DRIFTERS

18 points

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

**Unit Type:** Infantry**Wargear:**

- Laslock
- Close combat weapon

**Special Rules:**

- Slow and hardy
- Last Gasp
- Squad (3 clanless drifters)

**Options:**

- They have no options in life anymore, being clanless drifters.

**Last Gasp:** If a model with the Last Gasp special rule is killed in combat he may pile in and make his attacks before being removed as a casualty.

## SPECIAL

## IRON BROTHER WALKER

60 points

*You may only have a maximum of one Iron brother walker.*

WS	BS	S	Front	Side	Rear	I	A	HP
4	3	5	11	11	10	2	2	2

**Unit Type:** Walker**Wargear:**

- Forgeclock cannon
- Forge axe

**Special Rules:**

- Grudgebearer
- Hatred (Foe of the war-brethren)

**Options:**

- May replace forgeclock cannon with the following:
  - Coil cannon 5 pts
  - Heavy fusion projector 10 pts
  - Ion cannon 15 pts
  - Mining laser 10 pts
  - Runic Axe free
- May replace forge axe with the following:
  - Iridium shield 10 pts
- May take items from the Squat Armoury.

**Iridium shield:** This massive shield confers a 5+ inv save against attacks from the front, and in close combat. It furthermore has the following profile in close combat: Strength: User AP: - Special: Melee, Concussive

## COMBAT TRIKE

27 points

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

**Unit Type:** bike**Wargear:**

- Twinlinked Forgeclock repeater

**Special Rules:**

- Grudgebearer
- Slow and hardy
- Hatred (Foe of the war-brethren)

**Options:**

- May replace twin-linked bolters with the following:
  - Forgeclock cannon 5 pts
  - Coil cannon 5 pts
  - Heavy fusion projector 10 pts
  - Ion cannon 10 pts

## COMBAT BIKE

17 points

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

**Unit Type:** bike**Wargear:**

- Twinlinked Forgelock repeater

**Special Rules:**

- Grudgebearer
- Slow and hardy
- Hatred (Foe of the war-brethren)

**Options:**

- One Combat bike may replace twinlinked repeater with the following:
  - Twinlinked coil repeater 5 pts
  - Twinlinked Ion rifle 10 pts
  - Twinlinked Plasma culverin 15 pts



## HEARTGUARD

16 points

WS	BS	S	T	W	I	A	Ld	Sv
4	3	3	4	1	2	2	9	3+

**Unit Type:** Infantry**Wargear:**

- Forgelock repeater
- Forgelock handcannon
- Close combat weapon
- Krak grenade

**Special Rules:**

- Grudgebearer
- Slow and hardy
- Hatred (Foe of the war-brethren)

**Options:**

- May replace one or both ranged weapons with the following options:
  - Coil pistol 5 pts
  - Coil repeater 5 pts
  - Ion rifle 10 pts
  - Plasma handcannon 10 pts
  - Plasma culverin 15 pts
  - Vibro gun 10 pts
- May replace close combat weapon with one of the following:
  - Chain axe 5 pts
  - Forge weapon 10 pts
  - Runic weapon 20 pts
  - Macro hammer 25 pts
- May take items from the Squat Armoury.

## EXO ARMOUR HEARTGUARD

30 points

WS	BS	S	T	W	I	A	Ld	Sv
4	3	3	4	1	2	2	9	2+

**Unit Type:** Infantry**Wargear:**

- Exo armour
- twinlinked Forgelock repeater
- Runic axe

**Special Rules:**

- Grudgebearer
- Slow and hardy
- Hatred (Foe of the war-brethren)

**Options:**

- May replace twinlinked Forgelock repeater with one of the following options:
  - Twinlinked Coil repeater 5 pts
  - Forgelock cannon 10 pts
- May replace Runic axe with one of the following:
  - Runic weapon free
  - Macro hammer 10 pts
- May take items from the Squat Armoury.



## FOE SLAYER

25 points

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

**Unit Type:** Infantry**Wargear:**

- Forgelock handcannon
- Chainaxe

**Special Rules:**

- Hatred
- Counter Attack
- Slow and hardy
- Feel no pain
- Fearless

**Options:**

- May replace Forgelock handcannon with one of the following options:
  - Coil pistol 5 pts
  - Plasma handcannon 10 pts
- May replace Chainaxe with one of the following:
  - Forgeweapon 5 pts
  - Runic weapon 15 pts
  - Macro hammer 25 pts
- May take items from the Squat Armoury.

**Slayer exemplar:** Any Clanless Drifters within 6" of the Foe Slayer gains Counter Attack.

## TREMORBANE MINER

13 points

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

**Unit Type:** Infantry**Wargear:**

- Forgeclock handcannon
- Close combat weapon
- Krak grenade

**Special Rules:**

- Grudgebearer
- Slow and hardy
- Hatred (Foe of the war-brethren)
- Deepstrike
- Move through cover

**Options:**

- May replace Forgeclock handcannon with one of the following options:
  - Coil pistol 5 pts
  - Mining laser 10 pts
- May replace Close combat weapon with one of the following:
  - Chainaxe 5 pts
  - Forge weapon 10 pts
  - Runic weapon 20 pts
- May take items from the Squat Armoury.

## SQUAT SUPPORT GUN

40 points

*You may only take one Squat Support Gun in your Kill Team*

	WS	BS	S	T	W	I	A	Ld	Sv
Artillery	-	-	-	7	2	-	-	-	3+
Crew	4	3	3	4	1	2	1	8	4+

**Unit Type:** Artillery**Wargear:**

- Twinlinked Forgeclock cannon (Squat Support Gun)
- Forgeclock handcannon (Crew)

**Special Rules:**

- Squad ( 1 Squat Support Gun, 1 Crew)

**Options:**

- May replace Twinlinked Forgecannon with:
  - Twinlinked coil cannon free
  - Twinlinked Ion cannon 5 pts
  - Twinlinked mining laser 10 pts
  - Twinlinked missile launcher 10 pts

## GYROCOPTER

30 points

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

**Unit Type:** Jetbike**Wargear:**

- Forgeclock cannon

**Special Rules:**

- Grudgebearer
- Slow and hardy
- Hatred (Foe of the war-brethren)

**Options:**

- May replace weapon with one of the following options:
  - Coil cannon 10 pts
  - Ion cannon 15 pts
  - Heavy fusion projector 15 pts

## ADDITIONAL WEAPONS

### MELEE WEAPONS

	S	AP	Type
Close combat weapon	U	-	Melee
Chainaxe	U	4	Melee
Forge sword	U	6	Melee, Flamer
Forge hammer	+2	6	Melee, Flamer, Two-handed, Unwieldy
Forge axe	+1	6	Melee, Flamer, Specialist Weapon
Lightning claw	U	3	Melee, Specialist Weapon, Shred
Macro hammer	x2	2	Melee, Two-handed, Warp Distortion*
Mining laser (close combat)	9	2	Melee, Cumbersome**, Two-handed
Runic sword	+1	3	Melee
Runic Stave	+3	4	Melee, Two-handed
Runic axe	+2	2	Melee, Unwieldy
Servo-arm	x2	2	Melee, Specialist Weapon, Unwieldy, Repair Assistance***
Voltaic Mace	+2	4	Melee, Specialist Weapon, Voltaic Discharge****

*\*Warp Distortion: To Wound rolls of 6 has the Instant Death special rule*

*\*\*Cumbersome: A model attacking with this weapon may only make a single attack at WS 1 in the Assault phase, regardless of their profile or any other special rules- including charge bonuses etc.*

*\*\*\*Repair Assistance: The wielder gain +1 to Repair rolls.*

*\*\*\*\*Voltaic Discharge: To Hit rolls of 6 causes 1 additional hit.*

### RANGED WEAPONS

	Range	S	AP	Type
Forgelock handcannon	12"	4	-	Pistol, Wall of hot lead*
Forgelock repeater	24"	4	-	Assault 2, Wall of hot lead*
Forgelock cannon	24"	5	-	Heavy 4, Wall of hot lead*
Coil pistol	12"	3	1	Pistol, Armourbane
Coil repeater	24"	3	1	Rapid fire, Armourbane
Coil cannon	24"	5	1	Heavy 3, Armourbane
Fusion projector				
- Dispersed	Template	4	5	Assault 1, Flamer
- Focused	6"	6	1	Assault 1, Melta
Heavy fusion projector				
- Dispersed	Template	5	4	Assault 1, Flamer
- Focused	12"	6	1	Assault 1, Melta
Ion rifle	24"	7	4	Rapid fire, Particle bombardment**
Ion cannon	36"	7	3	Heavy 1, Blast, Particle bombardment**
Laslock	12"	4	-	Pistol
Mining laser (shooting)	24"	9	2	Heavy 1
Missile launcher				
- Krak missile	48"	8	3	Heavy 1
Plasma missile	48"	6	2	Heavy 1, Blast



Mole mortar	36"	4	6	Heavy 1, Blast, Ignores Cover, Mole weapon*** Strikedown
Plasma handcannon	12"	6	2	Pistol
Plasma culverin	24"	6	2	Rapid fire
Vibro gun	24"	4	4	Salvo 2/3, Ignores Cover, Pinning
Frack grenade	8"	3	6	Large blast, Riftmaker*** *
Crag grenade	8"	5	5	Small blast, Upheaval*** **

*\*Wall of Hot Lead: Weapon gain Shred at half maximum range or closer.*

*\*\*Particle Bombardment: Any model with an armour save of 3+ or better that suffers a hit(s) from a weapon with this special rule treats its armour save as being 1 point worse for the rest of this phase, except from hit(s) that caused this rule.*

*\*\*\*Mole weapon: Cannot hit models above ground level in ruins and buildings. Will always hit vehicles on their side armour.*

*\*\*\* \*Riftmaker: The area under the template is treated as dangerous terrain for the remainder of the battle.*

*\*\*\* \*\*Upheaval: The area under the template is treated as difficult terrain for the remainder of the battle.*

## ARMOURY

### Accursed Stronghold artefact – 5 pts

*An item of power from the fallen Derrow Stronghold. The hated genestealer hybrid stronghold that doomed the entire homeworlds with their folly.*

Grants the wielder **preferred enemy (tyranids)**.

### Warp grounding runestone – 5pts

Grants the wielder **Adamantium will** special rule.

### Ancestor rune of reckoning – 10pts

The wielder gain **Preferred enemy (foe of the war-brethren)**.

### Bionics -5 pts

The model gain 6+ feel no pain.

### Ancient Thor league Emblazoned armour -20 pts

This artefact armour grants the wielder a 3+ armour save that can be rerolled. This armour may not be combined with Gromril armour.

### Relic of the lost homeworld (Heartguard champion only) 5- pts

Extends the effect of Stubborn to all friendly models within 6".

### Runestone of stoical defiance – 5pts.

Gain feel no pain against any attack made by an enemy with a "foe of the war-brethren" token.

### Gravity repulser bike (requires a combat bike) - 10 pts

Once per game the bike counts as being a jetbike.

### Ancestor weapon 10 pts

One weapon gains the **master crafted** special rule.

### Gromril armour 20 pts

Gain a 4++ invulnerable save and immunity to concussive and strikedown effects.

### Runestone of grudges renewed (War-brethren thane only) - 10 pts

Once per game the thane may activate this powerful rune. Until the end of the turn all enemy models counts as having a **Foe of the war-brethren** token.

### Qi Neivel roamer emblem – 5 pts

gain **skilled rider** and **hit and run** USR. – requires the bike unit type.

### Runestone of the slayers oath (Foe slayers only) - 5 pts

Every time the Foe slayer suffers an unsaved wound he may immediately make a free ranged or melee attack against the model that caused the wound. The enemy model must be in range. This attack happens before the foe slayer is removed as a casualty if it was his last wound.

### Asteroid roamer exo-armour (requires exo-armour)10 pts

Replace **slow and purposeful** with **relentless** and **move through cover**.

### Kappellar forgelock of the defender – 10 pts

This ancient Forgelock repeater grants the wielder the **countercharge** special rule and allows the wielder to fire overwatch at normal **BS**.

**Revenge pattern conversion shield – 20 pts**

Grants the wielder a 4+ invulnerable save. Each time the wielder passes a save with this shield- he gains +2 strength.

**The Redeemer (War-brethren Thane only) 10 pts**

This Forgeflock repeater has been blessed by a living ancestor. After having hit an enemy model you may remove a “foe of the war-brethren” token to gain a +2 strength modifier on the attack.