

# KILL TEAM LIST

# RENEGADES &

# HERETICS

## CODIX: RENEGADES & HERETICS

This Team List uses the special rules and wargear lists found in Imperial Armour Volume 13: War Machines of the Lost and the Damned. If a rule differs from the Codex, it will be clearly stated.

## MODEL AVAILABILITY

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

- 1 Team Leader model
- 1-30 Core models
- 0-5 Special models

## CHAOS SIGILS

Chaos Sigils count as 'banners' when determining combat results and have a 6" area of effect.

## COVENANT OF CHAOS

Models with the Covenant of Chaos can confer its effects to all models within range of their Inspiring Presence. This can only stack with other models with a Chaos Dedication to the same god (e.g. A model with a Dedication to Khorne only benefits from a Leader with a Covenant to Khorne).

## DEVOTIONS

When you build your Kill Team you may choose one of the following devotions. All models in your Kill Team from the Renegades & Heretics Army List gain the special rules and effects indicated at the point cost below. If a model states that it gains no benefit from Devotions then you do not have to pay the point cost for that model.

### Revolutionary (3 pts per model)

Renegades & Heretics with the Uncertain Worth USR gain the Fanatic USR  
Your Team Leader gains the Zealot USR

### Heretek (2 pts per model)

Renegades & Heretics gain the Feel No Pain (6+) Rule.  
The Team Leader also gains +1 Toughness and a 3+ Armour save.

### Militant (Free)

Renegades & Heretics may purchase Flak Armour for 1 point per model. In addition, Renegade Veteran Squads that have purchased Militia Training may also replace their autopistols, laspistols, or stubguns with hot-shot lasguns or hot-shot laspistols. In addition, one Renegade Veteran in each squad may also replace their hot-shot lasgun or hot-shot laspistol with a hot-shot volley gun for +10 pts. Mutant Rabble may also purchase this Devotion.

### Mutant Lord (3 pts per model)

The Leader must roll 3 times on the Mutant Overlord table.. All Renegades & Heretics expect for Team Leaders gain the Curse of Mutation rule.

# TEAM LEADERS

RENEGADE CHAMPION											10 Points
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	
Renegade Champion	3	3	3	3	2	3	2	*	-	Infantry (Character)	
Demagogue (Upgrade)	4	4	3	3	2	4	3	*	-	Infantry (Character)	

### WARGEAR:

- Laspistol
- Close combat weapon
- Frag grenade

### SPECIAL RULES:

- Inspiring Presence
- Uncertain Worth
- Fanatic (Demagogue only)

### LORD OF RENEGADES:

Depending on which Covenant of Chaos you take (If at all), you may get access to certain units:

- **No Covenant:** You may take Marauders as a Core Choice.
- **Covenant of Khorne:** You may take Packmasters as Core Choices
- **Covenant of Nurgle:** You may take up to five Plague Zombies Hordes
- **Covenant of Tzeentch:** You may take Chaos Spawn as Core Choices

### OPTIONS:

- May upgrade to a *Demagogue* for 10 pts.
- May replace Close Combat Weapon with:
  - Power Weapon *15 pts*
  - Power Fist *25 pts*
- May replace Laspistol with:
  - Autopistol or Stubgun *free*
  - Lasgun, Autogun, or Shotgun *free*
  - Bolt Pistol *2 pts*
  - Plasma Pistol *15 pts*
- May take any of the following:
  - Krak grenade *1 pt*
  - Sub-Flak armour *1 pt*
  - Carapace armour *5 pts*
  - Melta bomb *5 pts*
  - Chaos Covenant *10 pts*
- May take items from the **Renegades & Heretics Armoury**, including Leader and Renegade Champion items.

ROGUE PSYKER										35 Points
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type
Rogue Psyker	2	2	3	3	2	3	1	8	-	Infantry (Character)
Possessed	5	1	5	3	2	4	3	10	-	Infantry (Character)

**WARGEAR:**

- Close combat weapon

**SPECIAL RULES:**

- Inspiring Presence
- Aura of the Witch\*
- Damned by Fate\*
- Psyker (Mastery Level 1) (Rogue Psyker Only)
- The Daemon Unbound (Rogue Psyker Only)
- Feel no Pain (4+) (Possessed Only)
- Rending (Possessed Only)

**Aura of the Witch (Rule Amendment):** A model with this rule has both Fear and a 5+ Invulnerable save. However, this model may never take a Covenant of Khorne.

**Damned by Fate:** This model is not affected by devotions.

**OPTIONS:**

- May take a Chaos Covenant for 10 pts.
- May take items from the **Renegades & Heretics Armoury**, including Leader and Rogue Psyker items.

**PSYKER:**

At the start of the battle the model generates a single power from the **Powers of the Witch** table.

ENFORCER										30 Points
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type
Enforcer	4	4	3	3	2	3	3	*	5+	Infantry (Character)

**WARGEAR:**

- Flak armour
- Bolt Pistol
- Close combat weapon

**SPECIAL RULES:**

- Inspiring Presence
- Uncertain Worth
- Baleful Judge\*
- Forceful Presence\*

**Baleful Judge (Rule Amendment):** If a friendly model within the Inspiring Presence radius of the Enforcer fails a Fear, Morale or Pinning test the Enforcer will automatically execute it. If it is a Squad that has failed the test, choose one model out of the unit. The executed model is removed as a casualty. For the rest of the turn, all friendly Renegades & Heretics models may re-roll failed Fear, Morale or Pinning tests. If the executed model was part of a Squad, the Squad is treated as having passed the test they just failed. You may only execute one model per turn.

**Forceful Presence:** All friendly model within the Inspiring Presence radius of the Enforcer adds +1 to their Leadership characteristic to a maximum of ten.

**OPTIONS:**

- May take replace Close Combat Weapon with:
  - Power Weapon *15 pts*
  - Power Fist *25 pts*
- May replace Laspistol with:
  - Autopistol or Stubgun *free*
  - Lasgun, Autogun, or Shotgun *free*
  - Plasma pistol *15 pts*
- May take any of the following:
  - Carapace armour *5 pts*
  - Melta bomb *5 pts*
  - Chaos Covenant *10 pts*
- May take items from the **Renegades & Heretics Armoury**, including Leader and Enforcer items

# CORE

RENEGADE INFANTRY SQUAD											15 Points
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	
Renegade	2	2	3	3	1	3	1	*	-	Infantry	

**WARGEAR:**

- Laspistol
- Close Combat Weapon
- Frag grenade

**SPECIAL RULES:**

- Squad (5 Renegades)
- Uncertain Worth

**OPTIONS:**

- Each model may replace his laspistol with:
  - Autopistol or Stubgun *free*
  - Lasgun, Autogun, or Shotgun *free*
- One model in the Squad may replace his laspistol with:
  - Flamer *5 pts*
  - Grenade Launcher *5 pts*
  - Meltagun *10 pts*
  - Plasma Gun *15 pts*
- One model may carry a vox-caster for *5 pts*.
- One model may carry Chaos Sigil for *5 pts*.
- May take any of the following:
  - Militia Training *10 pts*
  - Krak grenade *1 pt*
  - Sub-Flak armour *1 pt*
- May purchase one of the following:
  - Dedication to Khorne *3 pts*
  - Dedication to Nurgle *3 pts*
  - Dedication to Tzeentch *3 pts*
  - Dedication to Slaanesh *3 pts*

VETERAN RENEGADE INFANTRY SQUAD											15 Points
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	
Renegade Veteran	3	3	3	3	1	3	1	*	6+	Infantry	

**WARGEAR:**

- Sub-Flak armour
- Laspistol
- Close Combat Weapon
- Frag grenade
- Krak Grenade

**SPECIAL RULES:**

- Squad (3 Veterans)
- Uncertain Worth

**OPTIONS:**

- May take up to two additional Veterans *5pts/model*
- Each model may replace his laspistol with:
  - Autopistol or Stubgun *free*
  - Lasgun, Autogun, or Shotgun *free*
- One model in the Squad may replace his laspistol with:
  - Flamer *5 pts*
  - Grenade Launcher *5 pts*
  - Meltagun *10 pts*
  - Plasma Gun *15 pts*
- One model may carry a vox-caster for *5 pts*.
- One model may carry Chaos Sigil for *5 pts*.

- May take any of the following:
  - Militia Training *1 pt/model*
  - Carapace armour *2 pts/model*
  - Deep Strike USR (Ignoring Built-Up Terrain) *3 pts/model*
  - Furious Charge USR *3 pts/model*
  - Tank Hunters USR *3 pts/model*
- May purchase one of the following:
  - Dedication to Khorne *3 pts*
  - Dedication to Nurgle *3 pts*
  - Dedication to Tzeentch *3 pts*
  - Dedication to Slaanesh *3 pts*

**RESTRICTION:** You may only take one Support team for every five Infantry or Veteran Infantry models on your team.

<b>RENEGADE SUPPORT TEAM</b>											<b>5 Points</b>
	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>	<b>Sv</b>	<b>Unit Type</b>	
Renegade Weapons Team	2	2	3	3	2	3	2	*	-	Infantry	
Disciple Weapons Team	3	3	3	3	2	3	2	*	5+		

**WARGEAR:**

- Flak armour (Disciple Weapons Team Only)
- Heavy Stubber
- Frag grenade

**SPECIAL RULES:**

- Bulky
- Uncertain Worth
- Fanatic (Disciple Weapons Team Only)

**OPTIONS:**

- May replace the Heavy Stubber with:
  - Mortar *5 pts*
  - Heavy Bolter *10 pts*
  - Autocannon *10 pts*
  - Missile Launcher (Frag & Krak Missiles) *15 pts*
  - Lascannon *20 pts*
- May upgrade to a Disciple Weapons Team for 5 pts.
- May take a krak grenade for 3 pts.
- May take military training for 5 pts.
- May purchase one of the following:
  - Dedication to Khorne *3 pts*
  - Dedication to Nurgle *3 pts*
  - Dedication to Tzeentch *3 pts*
  - Dedication to Slaanesh *3 pts*

**RESTRICTION:** You may only take one Plague Zombie Horde in your team.

<b>PLAGUE ZOMBIE HORDE</b>											<b>15 Points</b>
	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>	<b>Sv</b>	<b>Unit Type</b>	
Plague Zombie	2	2	3	3	1	2	1	*	-	Infantry	

**SPECIAL RULES:**

- Squad (5 Plague Zombies)
- Fearless
- Feel No Pain (+4)
- Slow & Purposeful
- Non-Learning
- Damned by Chaos
- Warp Plague\*

**Warp Plague (Rule Amendment):** If a Plague Zombie defeats another model in Close Combat, roll a d6. On a 6, place another Plague Zombie model within 1" of the victorious Plague Zombie.

**Damned by Chaos:** This model is not affected by devotions.

MUTANT RABBLE											15 Points
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	
Mutant	2	2	3	3	1	3	1	*	-	Infantry	

**WARGEAR:**

- Laspistol
- Close combat weapon
- Frag grenade

**SPECIAL RULES:**

- Squad (5 Mutants)
- Uncertain Worth
- Curse of Mutation

**OPTIONS:**

- Each model may replace his laspistol with:
  - Autopistol or Stubgun *free*
  - Lasgun, Autogun, or Shotgun *free*
- The entire squad may purchase Sub-Flak armour for *10 pts*

# SPECIAL

DISCIPLE											7 Points
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	
Disciple	3	4	3	3	1	3	1	*	5+	Infantry (Character)	

**WARGEAR:**

- Flak armour
- Autogun
- Frag grenade
- Krak grenade

**SPECIAL RULES:**

- Uncertain Worth
- Fanatic

**OPTIONS:**

- A Disciple may replace his Autogun with the following:
  - Lasgun or Shotgun *free*
  - Autopistol, Laspistol, or Stubgun *free*
  - Flamer *5 pts*
  - Grenade Launcher *5 pts*
  - Meltagun *10 pts*
  - Plasma Gun *15 pts*
  - Power Weapon *15 pts*
- A Disciple may carry a vox-caster for *5 pts*.
- A Disciple may carry a Chaos Sigil for *5 pts*.
- A Disciple May purchase Carapace Armour *5 pts*.
- A Disciple May purchase one of the following:
  - Dedication to Khorne *3 pts*
  - Dedication to Nurgle *3 pts*
  - Dedication to Tzeentch *3 pts*
  - Dedication to Slaanesh *3 pts*
- A Disciple May take items from the **Renegades & Heretics Armoury**.

RENEGADE CHAOS SPAWN											20Points
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	
Renegade Chaos Spawn	3	0	5	5	3	3	D6	10	-	Beasts	

**SPECIAL RULES:**

- Bulky
- Fear
- Fearless
- Mutated Beyond Reason
- Rage
- Damned by Chaos
- Random Attacks
  
- Non-Learning
- May purchase one of the following:
  - Dedication to Khorne 3 pts
  - Dedication to Nurgle 3 pts

**Damned by Chaos:** This model is not affected by devotions.

RESTRICTION: You may only take up to three Packmasters in your team.											40 Points
Packmaster											
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	
Packmaster	4	3	5	5	3	2	D6	6	-	Infantry	
Chaos Hound (Upgrade)	3	1	5	5	2	4	3	5	-	Beasts	

**WARGEAR:**

- Close Combat Weapon
- Frag grenade (Packmaster)

**SPECIAL RULES:**

- Fearless
- Hammer of Wrath
- Random Attacks (Packmaster Only)
- Rampage Packmaster Only)
- Packmaster (Packmaster Only)
- Run Them Down! (Chaos Hound Only)
- Very Bulky

**Chaos Hounds** – A Packmaster that purchases Chaos Hounds counts as being having the Squad Rule. If they are removed from play, then they must roll on the Core Injury chart, but otherwise behave like Wargear. If they roll the Dead! result, then they are removed from the Packmaster’s wargear.

**OPTIONS:**

- A Packmaster may purchase a Lascutter or Power Drill for 15 pts.
- A Packmaster may purchase up to two Chaos Hounds for 15 pts/model.
- May purchase one of the following:
  - Dedication to Khorne 3 pts
  - Dedication to Nurgle 3 pts
  - Dedication to Tzeentch 3 pts
  - Dedication to Slaanesh 3 pts

MARAUDER											10 Points
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	
Marauder	3	3	3	3	1	3	2	7	5+	Infantry	
Brute (Upgrade)	4	2	4	4	3	2	3	7	5+	Infantry	

**WARGEAR:**

- Flak Armour
- Laspistol (Marauder Only)
- Close Combat Weapon
- Frag Grenade

**SPECIAL RULES:**

- Specialist
- In It For the Money\*
- Furious Charge (Brute Only)
- Rending (Brute Only)

**OPTIONS:**

- May replace their Laspistol with an Autogun, Lasgun, or Shotgun for *free*.
- May take one of the following:
  - Sniper Rifle *2 pts*
  - Flamer *5 pts*
  - Boltgun *5 pts*
  - Grenade Launcher *5 pts*
  - Heavy Stubber *5 pts*
  - Meltagun *10 pts*
  - Power Weapon *15 pts*
- A Marauder may be upgraded to a Brute for *15 pts*.
- May take items from the **Renegades & Heretics Armoury**.

**In It For the Money:** This model can never gain the Fanatic USR for any reason, in addition this model is not affected by devotions.

RESTRICTION: You may only take a maximum of two Renegade Sentinels in your team.											
RENEGADE SENTINEL											25 Points
	WS	BS	S	FA	SA	RA	I	A	HP	Unit Type	
Renegade Sentinel	2	2	5	10	10	10	3	1	2	Vehicle (Walker, Open Topped)	

**WARGEAR:**

- Multi-laser

**SPECIAL RULES:**

- Move Through Cover
- Non-flammable
- Mechanical\*

\***Power Lifter:** A Power Lifter has the following profile:

	Rang	S	AP	Type
Power Lifter	-	+2	4	Melee, Rending

**OPTIONS:**

- May replace its multi-laser with:
  - Heavy flamer *free*
  - Autocannon *5 pts*
  - Missile launcher *5 pts*
  - Lascannon *10 pts*
  - Power Lifter\* *10 pts*
- May take the following:
  - Militia Training *5 pts*
  - Camo Netting *5 pts*
  - Cannibalize Armor *5 pts*
- May purchase one of the following:
  - Dedication to Khorne *3 pts*
  - Dedication to Tzeentch *3 pts*

**Cannibalize Armor:** This model gains a +1 bonus to its Front Armor, and a -1 penalty to its Rear Armor

**Mechanical:** This model is not affected by Devotions.



**RESTRICTION:** You may only take a maximum of one Renegade Field Artillery Team in your team.

<b>RENEGADE SALVAGED WEAPON TEAM</b>											40 Points
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	
Renegade Crew	3	3	3	3	1	3	1	*	-	Infantry	
Weapon Carriage	-	-	-	7	2	-	-	-	3+	Artillery	

**WARGEAR:**

- Twin-Linked Heavy Stubber (Weapon Carriage Only)
- Close Combat Weapon (Renegade Crew Only)
- Frag Grenade (Renegade Crew Only)
- Lasgun (Renegade Crew Only)

**SPECIAL RULES:**

- Uncertain Worth (Renegade Crew Only)
- Squad (2 Renegade Crew)
- Non-flammable (Weapon Carriage Only)
- Set it and Forget it!\*
- Scout (Weapon Carriage Only)
- Non-Learning (Weapon Carriage Only)

**OPTIONS:**

- May replace its Heavy Stubber with the following:
  - Twin Linked Heavy Bolter *15 pts*
  - Twin Linked Multi-laser *15 pts*
  - Salvaged Taurox Gatling Cannon *20 pts*
- The Renegade Crew may take the following:
  - Militia Training *5 pts*
  - Camo Netting *5 pts*
  - Sub-Flak Armor *1 pts*
- The Salvage Team may purchase one of the following:
  - Dedication to Khorne *3 pts*
  - Dedication to Nurgle *3 pts*
  - Dedication to Tzeentch *3 pts*
  - Dedication to Slaanesh *3 pts*

**Set it and Forget it!** This Artillery unit may scout before becoming Immobile.

# Renegades & Heretics ARMOURY

## REFRACTOR FIELD (Leader Only) – 15 pts

An all-enclosing energy field that partially refracts energy around the bearer. Grants the model a 5+ invulnerable save.

## DAEMONHOST (Leader Only) – 20 pts

Only available to a Leader with a Chaos Covenant

This leader has forsaken his soul and is now a vessel for the Chaos Gods. If the Leader in question is removed from play, roll a d6; on a 6 or a 5, you may replace him with a Leader from the **Chaos Daemons** Kill-Team list of the same chaos god with upgrades so that its total cost is equal to or less than that of the Leader who was removed (Discounting the purchase of this upgrade). A Leader who is replaced in this way during a campaign is considered as slain outright – he is now with the Dark Gods and replaced with the Chaos Daemon leader.

## WARP MUTATION (Leader Only) – 15 pts

The model was already touched by the warp once and proudly displays its blessings. Upon deployment, roll a d6 to see what sort of mutation this model gets:

1. +1 Initiative
2. Gains the Fleet USR
3. +1 Toughness
4. +d3 Attacks
5. Gains the Furious Charge USR
6. Gains the Daemon USR

## PLATE OF THE DEFILERS (Leader Only) – 20 pts

This suit of artificer armour bears many blasphemous runes and unholy scriptures upon it. This a suit of armour with a 2+ save and the Fearless USR.

## DESPOILED WEAPON (Leader Only) – 10 pts

Choose a single weapon the model has to gain the Master-crafted special rule.

## ARTILLERY STRIKE (Leader Only) – 20 pts

This model has either been marked for death by envious rivals or granted access to his regiment's artillery. In either case, an Earthshaker Cannon has been commissioned to fire upon this model's coordinates. This uses the following profile:

	Range	S	AP	Type
Earthshaker	Infinite	9	3	Ordnance 1,
Bombardment				Barrage, Large Blast, One Use Only

## PAYMASTER (Renegade Champion Only) – 10 pts

Money is a powerful motivator, and this model has plenty to spare for his forces. The model and any friendly model within 6" of this model can re-roll any failed Pinning or Morale tests.

## DAEMONIC TAINT (Rogue Psyker Only) – 15 pts

Daemons have already touched this Psyker before. This Rogue Psyker can instead generate *Cursed Earth*, *Dark Flame*, or *Infernal Gaze* from the **Daemonology (Malefic)** discipline.

**PRIMARIS-ROGUE (Rogue Psyker Only) – 15 pts**

This Psyker has had some training in the Scholastica Psykana at some point before turning from the Emperor. This Rogue Psyker can instead generate a single Primaris Power from the **Biomancy, Divination, Pyromancy, Telekinesis, or Telepathy** disciplines.

**COMBAT DRUG INJECTORS (Enforcer Only) – 10 pts**

Rule amendment: All friendly models within 3” of this model when declaring a charge gains the Rage special rule, but at the end of the Assault Phase, each model must test Toughness. If this test is failed, the model takes a single wound.

**LASH OF COMMAND (Enforcer Only) – 5 pts**

Some Enforcers consider only the most barbaric methods of discipline as being the most effective. In most instances, this is considered inhumane, but then again, what is humane for Chaos? The Lash of Command has the following profile:

	<b>Range</b>	<b>S</b>	<b>AP</b>	<b>Type</b>
Lash of Command	6”	5	-	Assault 1, Disciplined*

\*Disciplined: All models within 6” of this weapon’s wielder count as having the Stubborn Rule

**BANNER OF DESPOILERS (Disciple Only) – 5 pts**

*Maximum of one per team.*

The model and all friendly Renegades & Heretics models within 12” of the model with the Banner of Despoilers gains the Furious Charge special rule

**HOT-SHOT POWER PACK – 10 pts**

The Hot-shot pack is an especially powerful version of the standard las power pack. Any shot from a laspistol or lasgun fired by the bearer becomes AP3 but reduces its maximum range by 6”.

**CHEM-MUNITIONS – 10 pts**

*Only available to models with a flamer*

During the Siege of Vraks, certain heretics gained access to unstable chemical compounds for their flamers, capable of reducing their enemies into messes of acidic sludge. This model with a flamer gains the Shred and Gets Hot special rules.

**SMOKE GRENADE – 10 pts**

A smoke grenade has the following profile:

	<b>Range</b>	<b>S</b>	<b>AP</b>	<b>Type</b>
Smoke Grenade	8”	-	-	Assault 1, One Shot Large Blast, Smoke*

\*Smoke: Any model that is hit by this weapon gains a 5+ cover save until the start of their next turn. You may target friendly models with this weapon.

**TAINED WEAPON – 5 pts**

This weapon is tainted by the Dark Powers and has gained an unholy sentience. It has the following profile:

	<b>Range</b>	<b>S</b>	<b>AP</b>	<b>Type</b>
Tainted Weapon	-	User	-	Melee, Specialist Weapon, Instant Death

**AUSPEX – 5 pts**

A model with an Auspex can use it in place of making a shooting attack. Target an enemy unit within 12”. A unit that is targeted by one or more auspexes has its cover saves reduced by 1 until the end of the phase.

**UNHOLY SIGHT – 10 pts**

The model has gained the ability to see into the Warp. This model now has the Night Vision special rule and can fire at and assault hidden models that he can see.

**CHEM-INHALER** – 5 pts

Chem-inhalers are combat-drug dispensing rebreathers. The model gains the Feel No Pain (6+) special rule.

**TARGETER** – 5 pts

If a model with a Targeter has not moved in the previous Movement phase it may re-roll To Hit rolls of 1 when shooting.