

KILL TEAM LIST

ROGUE TRADERS

Version 7.15. Developed by the Rogue Trader Kill Team Design Group

<https://www.facebook.com/groups/1721859854713727/>

XENOS HIRELINGS

Models with the rule can never use the team leader's leadership score, nor become leader in a campaign. All Xenos hirelings count as members of their listed codex for the purposes of other models' hatred and preferred enemy special rules.

FAMILIAR MODELS

A Familiar is an upgrade that is either represented on the model itself, or by a suitable model placed beside the model with the upgrade. Familiar models are purely decorative and are always ignored for game purposes – just move them to one side if they get in the way. If the Familiar is one use only remove the model once it has been used; otherwise remove it when its master is slain.

A UNIQUE LIST

This list uses wargear from numerous codexes. For ease of use, wargear items unique to a particular xenos are included with their entries, and a weapon reference sheet is included at the end of this document. Where there is a discrepancy between this document and any other, this document will be used. Rules not produced in this document or the basic rule book can be found in Codex: Astra Militarum.

BOARDING SHIELDS

Layered ceramite and plasteel with firing ports used en masse to either execute or defend against boarding actions. Boarding shields confer a 5+ Invulnerable save, and count as an unlimited supply of defensive grenades when the model is being changed, however, the user cannot perform sweeping advances, cannot benefit from an additional close combat weapon in melee, and reduces their run distances by 2".

If two or more models with Boarding Shields are in base contact with one another, those models gain +1 to their armour saves, to a maximum of a 3+ save.

MODEL AVAILABILITY

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

- 1 Team Leader model
- 1-25 Core models
- 0-6 Special models

TRANSPORTS

This list may take the following transports:

- Chimera (Codex Astra Militarum)
- Rhino (Codex Space Marines)
- Taurox (Codex Astra Militarum)

TRADER DYNASTY

When you create your Rogue Trader team, choose a type of Dynasty that team belongs to.

Exploratory Dynasty

- All models in the team gain *Move Through Cover* for 1 point per model.
- The Captain may take a Treasure Map for 5 pts
- The team may include a second Astropath OR a second navigator, but not both

Forge-Bonded Dynasty

- The cost of Bionics is reduced to 1 point.
- The Captain may take a Cyber Familiar for 5 pts
- The team may include a second Explorator

Insane Dynasty

- The captain gains Rage, Fear and Shred for 5 points.
- Only 0-5 special models may be taken.

Militant Dynasty

- All models in the team gain *Crusader* for 1 point per model.
- The team may include a second Arch-Militant OR a second Errant Astartes, but not both

Missionary Dynasty

- All models in the team gain +1 LD for 1 point each
- The team may include a second Ministorum Priest
- No models with the Xenos Hirelings rule may be taken.

Scoundrel Dynasty

- All models in the team gain Hit and Run for 1 point (5 points for Eldar Outcasts), however the Hit and Run move these models make is only 2d6".
- A second Seneschal may be taken.
- The Captain may replace one weapon with either a Needle Pistol or a Venom Talon for 15 pts.

Voidfaring Dynasty

- All models in the team can re-roll reserve rolls of 1.
- The Captain may take Power Armour for 5pts (this is in addition to the one suit per team from the Ship's armoury)
- The team may include a second Voidmaster

Xenophilic Dynasty

- Models with the Xenos Hireling special rule may be taken as core, and the limit of these models is raised to a maximum of 5 per team instead of 3.
- The Captain may take one of the following options:
 - take a Marker Drone for 10pts
 - take a Ranger Cloak for 5pts
 - replace a weapon with a 'Ugh Choppa for 10pts
 - upgrade one weapon to Jokearo-Crafted for 5pts

TEAM LEADERS

Captain											25 Points
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	
Captain	4	4	3	3	2	4	2	9	4+	Infantry (Character)	

Wargear:

- Carapace armor
- Boltgun
- Bolt pistol
- Frag grenade
- Krak grenade

Special Rules:

- Inspiring Presence
- Hostile Acquisition*

Options:

- May take any of the following:
 - Close Combat Weapon *1 pt*
 - Melta bombs *5 pts*
- May take items from the **Pistols, Ranged Weapons, Melee Weapons,** and **Xeno Tech Weapons** lists.
- May take items from the **Ship's Armoury**, including leader-only items.
- May replace one one weapon with a weapon from the **Captain's Reserve**.

Hostile Acquisition: the Captain has *Preferred Enemy* when targeting models that are claiming objectives. For example: models within 3" of the Doomsday Device, models in Objective Buildings, or models holding Artefacts

CORE

Voidsmen Squad

15 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type
Voidsmen	2	2	3	3	1	3	1	6	6+	Infantry

Wargear:

- Coveralls
- Autopistol
- Close combat weapon
- Frag grenade

Special Rules:

- Squad (5 Voidsmen)

Options:

- The squad may take Hardened Armour (improving save to 5+) for 5 points
- The entire squad may replace their Laspistols or Close Combat Weapons for one of the following:
 - Lasgun or Autogun *Free*
 - Naval shotgun *5 pt*

Armsmen Squad

25 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type
Armsman	3	3	3	3	1	3	1	7	5+	Infantry

Wargear:

- Flak armor
- Laspistol
- Close Combat Weapon
- Frag grenade

Special Rules:

- Squad (5 Armsmen)

Options:

- The entire squad may replace their Laspistols or Close Combat Weapons for one of the following:
 - Lasgun *Free*
 - Naval shotgun *5 pt*
 - Naval shotgun and a boarding shield *15 pts*
- One model in the squad may replace any weapon with one from the **Special Weapons** list.
- The entire squad may take Krak grenades for 5 pts.

House Guard

8 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type
House Guard	3	3	3	3	1	3	1	8	4+	Infantry

Wargear:

- Carapace armor
- Bolt pistol
- Close combat weapon
- Frag grenade
- Krak grenade

Special Rules:

- Hot Lead or Cold Steel*

Options:

- May take a Boarding shield for 3 pts.
- May replace bolt pistol with any of the following
 - Plasma pistol *10 pts*
 - Hot-shot laspistol *free*
- May take items from the **Ranged Weapons** and **Melee Weapons** lists.
- One House Guard may take a **Special Weapon**. For every 4 House Guard, an additional House Guard may take a special weapon.
- May take items from the **Ship's Armoury**.

Hot Lead or Cold Steel: When adding a House Guard to your team, select either +1 WS or +1 BS for this model to gain. Once chosen, it cannot be changed.

Servitor											10 Points
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	
Servitor	3	3	3	3	1	3	1	8	4+	Infantry	

Wargear:

- Carapace armor
- Servo arm

Special Rules:

- Mindlock*
- Non-learning

Options:

- One servitor may replace their servo arm with one of the following. For every five servitors in your team after the first, another model may also take an item.

- Heavy bolter *free*
- Multimelta *free*
- Plasma cannon *10 pts*

Mindlock: If a servitor is not within 12 inches of its Team Leader or Explorator at the start of its movement phase, roll a d6. If the result is 4+ the model acts normally. If the result is 1-3 the servitor may not voluntarily move, shoot, or charge that turn.

SPECIAL

RESTRICTION: You may only take one Arch-Militant in your team.

Arch-Militant	25 Points									
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type
Arch-Militant	4	4	3	3	1	3	2	8	4+	Infantry

Wargear:

- Carapace armor
- Bolt pistol
- Boltgun
- Frag grenade
- Krak grenade

Special Rules:

- Master at Arms*

Options:

- May take a close combat weapon for 1 pt.
- May take a Boarding Shield for 2 pts.
- May take one of the following:
 - Meltabomb 5 pts
 - Heavy Stubber 5 pts
 - Heavy Bolter 10 pts
 - Missile Launcher 15pts
- May take items from the **Pistols, Ranged Weapons, Special Weapons, Melee Weapons, and Xeno Tech Weapons** lists.
- May take items from the **Ship's Armoury**.

Master at Arms: friendly models that start their shooting phase within 6" of the Arch-militant gain *Preferred Enemy* and *Fleet* for the remainder of the turn.

RESTRICTION: You may only take one Astropath in your team.

Astropath	25 Points									
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type
Astropath	3	4	3	3	1	3	1	7	5+	Infantry

Wargear:

- Flak armor
- Laspistol

Special Rules:

- Psyker (Mastery Level 1)

Options:

- May take items from the **Pistol Weapons** list.
- May take items from the **Ship's Armoury**.

Psyker: At the start of the battle the model generates a single psychic power; this can be either Psychic Shriek, Dominate, Mental Fortitude, or Terrify from the Telepathy discipline.

RESTRICTION: You may only take one Explorator in your team.

Explorator											25 Points
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	
Explorator	3	4	3	3	1	3	1	8	4	Infantry	

Wargear:

- Carapace armor
- Laspistol
- Close combat weapon
- Power Axe
- Frag grenade
- Krak grenade

Special Rules:

- Feel No Pain (6+)
- Aid the Machine*

Options:

- May take any of the following:
 - Close Combat Weapon *1 pt*
 - Meltabomb *5 pts*
- May take a servo-arm for 10 pts.
- May take items from the **Pistols, Ranged Weapons, Special Weapons, and Xeno Tech Weapons** lists.
- May take items from the **Ship's Armoury**.

Aid the Machine: the Explorator may forgo shooting in the shooting phase to attempt to repair a vehicle or heavy lifter unit within 6". Roll a d6, adding +1 for every friendly model with a servo-arm within 3" (including the Explorator if he has one). On a 6+, the vehicle/lifter unit regains a lost wound or hull point, or removes a immobilized or weapon destroyed effect.

RESTRICTION: You may only take one Ministorum priest in your team.

Ministorum priest											25 Points
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	
Ministorum Priest	3	3	3	3	1	3	2	7	5+	Infantry	

Wargear:

- Flak armor
- Laspistol
- Close combat weapon
- Assault grenade
- Rosarius

Special Rules:

- Zealot*
- War Hymns*

Options:

- May replace any weapon with any of the following:
 - Autogun *free*
 - Heavy flamer *10 pts*
 - Hand Flamer *10pts*
 - Eviscerator *30 pts*
- May take items from the **Pistols, Melee Weapons, Ranged Weapons, and Special Weapons** lists.
- May take items from the **Ship's Armoury**.

*all friendly models within 6" that do not have the Xenos Hireling special rule gain the benefits of Zealot and War Hymns.

ROSARIUS

A bade of faith that incorporates a powerful conversion field to protect it's wearer.
A rosarius confers a 4+ invulnerable save.

RESTRICTION: You may only take one Navigator in your team.

Navigator												30 Points
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type		
Navigator	3	3	3	3	1	3	1	8	5+	Infantry		

Wargear:

- Flak armor
- Laspistol

Special Rules:

- Psyker (Mastery Level 1)
- The Lidless Stare*

Options:

- May take items from the **Pistol Weapons** list.
- May take items from the **Ship's Armoury**.

Psyker: At the start of the battle the model generates a single psychic power; this can be either Foreboding, Forewarning, Perfect Timing, and Precognition from the Divination discipline.

The Lidless Stare: The Navigator may use this ability during the Shooting phase only.

Range	S	AP	Type
Template	d6+1*	d6*	Assault 1, The Warp Stares Back

The Warp Stares Back: Roll for Strength and AP separately each time this power is used. If doubles are rolled, the Navigator must roll on the Perils of the Warp chart.

RESTRICTION: You may only take one Seneschal in your team.

Seneschal												25 Points
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type		
Seneschal	3	4	3	3	1	3	1	8	4+	Infantry		

Wargear:

- Carapace armor
- Bolt pistol
- Close combat weapon
- Frag grenade
- Krak grenade

Special Rules:

- Master of Whispers*

Options:

- May replace any weapon with any of the following:
 - Sniper rifle *2 pts*
 - Needle pistol *15 pts*
 - Venom talon *15 pts*
- May take items from the **Pistols, Melee Weapons, Ranged Weapons, Xeno Tech Weapons** lists.
- May take items from the **Ship's Armoury**.

Master of Whispers: The Seneschal gains Stealth, and Infiltrate, and on the first turn of the game also gains Shrouded. Before deployment, select five models in the team – these models also gain Infiltrate.

RESTRICTION: You may only take one Voidmaster in your team.

Voidmaster											25 Points
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	
Voidmaster	3	4	3	3	1	3	1	8	4+	Infantry	

Wargear:

- Carapace armor
- Bolt pistol
- Close Combat weapon
- Frag grenade
- Krak grenade

Special Rules:

- Master of Shuttles

Options:

- May take items from the **Melee Weapons, Pistols, and Ranged Weapons** lists.
- May take items from the **Ship's Armoury**.

Master of Shuttles: Before deployment, choose up to 5 infantry models in your team, and optionally the Voidmaster as well. These models are held in reserve and arrive via Deep Strike as one unit. If the Voidmaster does not deep strike, models that deep strike within 6" of the Voidmaster only roll 1d6 to scatter rather than 2d6.

RESTRICTION: You may only take one Heavy Lifter Unit in your team.
This may be a Heavy Lifter Servitor, Heavy Lifter Armour, or a Heavy Lifter Sentinel

Heavy Lifter Unit											30 Points
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	
Lifter Servitor	3	3	4	5	2	2	1	8	3+	Infantry	
Lifter Armour	3	3	4	4	2	2	1	8	2+	Infantry	
	WS	BS	S	Front	Side	Rear	I	A	HP	Unit Type	
Lifter Sentinel	3	3	5	10	10	10	3	1	2	Vehicle – Walker, Open-Topped	

Wargear:

- Lifter Arm

Special Rules:

- Move Through Cover
- Non-flammable
- Mindlock (Servitor only)
- Non-learning (Servitor only)
- Slow and Purposeful (Servitor and Armour only)
- Bulky (Servitor and Armour only)

Options:

- May replace lifter arm with one of the following:
 - Servo arm *5 pts*
 - Heavy Bolter *5 pts*
 - Multi-melta *5 pts*
- May take one of the following:
 - Flamer *5 pts*
 - Additional lifter arm *5 pts*
 - Additional servo arm *10 pts*

RESTRICTION: You may only take one Errant Astartes in your team.

Errant Astartes

15 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type
Errant Astartes	4	4	4	4	1	4	2	8	3+	Infantry

Wargear:

- Power armor
- Boltgun
- Bolt pistol
- Frag grenade
- Krak grenade

Special Rules:

- And They Shall Know No Fear
- Standing Orders*

Options:

- May take any of the following:
 - Close Combat Weapon *1 pt*
 - Boarding shield *5 pts*
 - Melta bomb *5 pts*
 - Special issue ammunition *5 pts*
 - Digital weapons *10 pts*
- May replace any weapon with any of the following:
 - Flamer *5 pts*
 - Storm bolter *5 pts*
 - Combi-flamer, -grav, -melta, -plasma *10 pts*
 - Meltagun *10 pts*
 - Grav-gun *15 pts*
 - Grav-pistol *10 pts*
 - Lightning claw *15 pts*
 - Plasma gun *15 pts*
 - Plasma pistol *10 pts*
 - Thunder hammer *30 pts*
- May take items from the **Melee Weapons** list.
- May take items from the **Ship's Armoury**.

Standing Orders: Prior to deployment, select one of the following options for the Errant Astartes to gain for the remainder of the game.

- **Purge the Alien:** This model gains Furious Charge and Fear.
- **Shoot to Kill:** This model may re-roll all To Hit rolls of 1 made with bolt pistols, boltguns, storm bolters, heavy bolters and combi-weapons that are firing as boltguns. This rule also applies to models firing hellfire, kraken, vengeance or dragonfire rounds.
- **Stand Your Ground:** This model may reroll missed Overwatch and gains Stubborn.
- **Close And Engage:** This model gains Crusader and Move Through Cover. If it has crusader from another source, it instead gains Fleet.

SPECIAL ISSUE AMMUNITION

Special issue ammunition encompasses a number of rare and specialist boltgun rounds, each ideally suited to a different victim.

In addition to the normal profile for their boltgun (including boltguns that are part of a combi-weapon), models with special issue ammunition can choose, in each of their Shooting phases, to instead use one of the profiles below until the beginning of their next Shooting phase.

	Range	S	AP	Type
Dragonfire bolt	24"	4	5	Rapid Fire, Ignores Cover
Hellfire round	24"	1	5	Rapid Fire, Poisoned (2+)
Kraken bolt	30"	4	4	Rapid Fire
Vengeance round	18"	4	3	Rapid Fire, Gets Hot!

RESTRICTION: You may only take three Xenos Hireling models.

Eldar Outcast

10 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type
Eldar Jetbiker	4	4	3	3	1	5	1	8	5	Infantry

Wargear:

- Mesh armor
- Shuriken Catapult
- Plasma grenade

Special Rules:

- Fleet
- Battle Focus*
- Xenos Hireling (Codex Eldar AND Codex Dark Eldar)

Options:

- May take a power sword for 15 pts.
- May take one of the following:
 - Heavy mesh armor *2 pts*
 - Ranger cloak *5 pts*
- May replace lasblaster with any of the following:
 - Brace of pistols *5pts*
 - Lasblaster *5pts*
 - Splinter rifle *free*
 - Sniper Rifle *2 pts*

Battle Focus: Models with the Battle Focus special rule can either shoot and then Run, or Run and then shoot, in the same Shooting phase. The model must complete both actions before you move onto the next model – otherwise the chance to make the second action is forfeit.

BRACE OF PISTOLS

Corsairs commonly carry a multitude of pistols, valuing their ability to unleash a fusillade of shots at close range.

A model with a brace of pistols counts as being armed with two shuriken pistols and two splinter pistols, which may be used in any combination in a given Shooting phase or Assault phase.

RANGER CLOAK

Superior to the technologies of the Imperium, Eldar cameleoline cloaks are used by rangers to blend into their surroundings, especially in poorly-lit conditions.

A model with a ranger cloak gains Shrouded, Infiltrate, and Move Through Cover.

HEAVY MESH ARMOR

This armor is based on the standard Eldar mesh armor suit, but with additional stiffened psycho-active plates along vulnerable areas.

Heavy mesh armor confers a 4+ Armor Save.

RESTRICTION: You may only take three Xenos Hiring models.

Kroot Mercenary

10 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type
Kroot Mercenary	4	3	4	3	1	3	1	7	6+	Infantry

Wargear:

- Kroot armor
- Kroot rifle

Special Rules:

- Infiltrate
- Move Through Cover
- Stealth
- Signature Adaptation*
- Xenos Hiring (Codex Tau)

Options:

- May take hyperactive nymune organ for 2 pts.
- May take a Hunting hound for 5 pts
- May replace kroot rifle with any of the following:
 - Kroot sniper rifle 2 pts
 - Krootbow 5 pts

Signature Adaptation: When adding a Kroot Mercenary to your team, select one of the following special rules. This may not be changed.

- **Chameleon:** Gain Shrouded
- **Fast Reflexes:** +1 Initiative and gain Hit and Run
- **Ork Hybrid:** +1 Toughness

HYPERACTIVE NYMUNE ORGAN

Hyperactivity in the nymune organ increases the speed of a Kroot's metabolism, improving raw muscle speed, reflexes, and reaction time.

This model gains Fleet.

HUNTING HOUND

Snapping and snarling around their masters' legs, Kroot hunting hounds bound forward, ready to tear at the flesh of fallen foes with their beak-like jaws.

Familiar. A model with a hunting hound is treated as having assault grenades and makes two additional S4 AP- attacks at Initiative 5 in close combat.

RESTRICTION: You may only take three Xenos Hireling models.

Ork Freeboota

8 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type
Ork Freeboota	4	2	3	4	1	2	2	7	6+	Infantry
Ork Freeboota Nob	4	2	4	4	2	3	3	7	6	Infantry

Wargear:

- Studded armor
- Slugga
- Choppa (Close combat weapon)
- Assault grenade

Special Rules:

- Furious Charge
- 'Ere We Go!*
- Xenos Hireling (Codex Orks)

Options:

- May take any of the following:
 - Ammo Runt *3 pts/each*
 - 'Eavy Armor *4 pts*
 - Cybork Body *5 pts*
- May replace any weapon with Shoota for free.
- One Ork Freeboota in your team may be upgraded to a Freeboota Nob for 10 points. A Nob may replace any weapon with any of the following:
 - Twin-linked shoota *3 pts*
 - 'Ugh choppa *5 pts*
 - Snazzgun *5 pts*
 - Power klaw *25 pts*

'Ere We Go!: This model can re-roll a single dice when determining its charge range

AMMO RUNT

An ammo runt is a heavily overburdened Gretchin who carries extra ammunition for his master. Familiar, one use only. A model with an ammo runt can re-roll one To Hit roll when shooting.

RESTRICTION: You may only take three Xenos Hireling models.

Tau Emissary

9 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type
Tau Emissary	2	3	3	3	1	2	1	7	4+	Infantry

Wargear:

- Combat armor
- Pulse rifle
- Defensive grenade

Special Rules:

- Supporting Fire*
- Xenos Hireling (Codex Tau)

Options:

- May replace pulse rifle with any of the following:
 - Pulse carbine *free*
 - Pulse blaster *free*
 - Ion rifle *10 pts*
 - Rail rifle *15 pts*
- *May take one of the following:*
 - Marker Drone *10pts*
 - Pulse Drone *15pts*
 - Defense Drone *15 pts*
 - Lifter Drone *10pts*
 - Stealth Drone *10 pts*

Supporting Fire: During the Overwatch sub-phase, any model with the Supporting Fire special rule within 6" of a model on the same team that is being charged may choose to immediately also fire Overwatch as well. This is instead of the usual 3" (see the Kill Team Overwatch rules).

MARKER DRONE

Familiar. The owner gains +1 Ballistic Skill.

LIFTER DRONE

Familiar. The Emissary automatically passes initiative tests for climbing and jumping.

PULSE DRONE

Familiar. When shooting and overwatching, the Emissary may fire a twin-linked pulse carbine in addition to any other weapons the Emissary has.

STEALTH DRONE

Familiar. The Emissary gains Shrouded.

DEFENCE DRONE

Familiar. This drone gives the Emissary a 4+ Invulnerable save.

WEAPON LISTS

PISTOLS

A model may replace any weapon with any of the following:

- Bolt pistol 1 pt
- Hot-shot laspistol 1 pt
- Inferno pistol 10 pts
- Plasma pistol 10 pts

MELEE WEAPONS

A model may replace any weapon with any of the following:

- Heavy Chainsword 10 pts
- Power weapon 15 pts
- Power fist 25 pts

RANGED WEAPONS

A model may replace any weapon with any of the following:

- Naval shotgun Free
- Bolter 1 pt
- Hot-shot lasgun 2 pt
- Storm bolter 3 pts
- Combi-flamer, -plasma, or -melta 10 pts

SPECIAL WEAPONS

A model may replace any weapon with any of the following:

- Flamer 5pts
- Grenade Launcher 5pts
- Meltagun 10 pts
- Plasmagun 15 pts

XENO TECH WEAPONS

A model may replace any weapon with any of the following:

- Pulse Blaster 5 pts
- Pulse Carbine 5 pts
- Pulse Rifle 5 pts
- Pulse Pistol 3 pts
- Splinter Rifle 3 pts
- Splinter Pistol 3 pts
- Shuriken Catapult 3 pts
- Shuriken Pistol 3 pts

In addition it may take any of the following:

- Plasma Grenade 2 pts

SHIP'S ARMOURY

AUSPEX – 5pts

A compact and short-ranged scanning device, the auspex utilises a variety of broad wavelength detection modes to pinpoint the locations of concealed enemies.

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.

BELOVED MASCOT – 10pts (Leader Only)

Whether a jungle world parrot bat, a xenos cyber monkey, or even something more exotic, no Rogue Trader would leave the ship without the embodiment of the far flung travels the crew has undertaken.

Familiar, one use only. The first time the wearer takes a wound that would cause Instant Death, only one wound is taken instead.

BIONICS – 5pts

Mechanical augmetic implants that are more resilient than the flesh they replace.

The model gains the Feel No Pain (6+) special rule.

BIO-SCANNER – 10pts

A bio-scanner detects life signs within the proximity of the user.

If any Infiltrating models set up within the model's weapon range, you may take a round of shooting at a single infiltrating model before the battle starts.

COLONIAL FLAG – 15pts (One per team)

Whether the holy Aquilla or a personal dynastic pennant, Rogue Traders often lay claim to a world with the symbolic planting of a flag, regardless of the opinions of the flagless locals, a claim usually backed up with guns.

A model bearing a Colonial Flag may plant it once per battle. On the turn that the Flag is planted, all friendly models within 12" receive the Twin-Linked special rule for the rest of that turn as they fight to claim the battlefield for their Trader. The Flag also counts as a banner for combat resolution.

CYBER FAMILIAR – 5pts (Explorator Only)

Cyber familiars can vary from servo-skulls to mek-spiders. These minion-drones are an extension of their master's will and provide with a host of additional senses and capabilities.

Familiar. This model gains +1 to their Feel No Pain special rule.

DIGITAL WEAPONS – 5pts (Leader Only)

Digital weapons are concealed lasers fitted into fingers and rings, bionic implants or the knuckles of a glove. They lack range, but can be used in melee to take advantage of an enemy's exposed weakness.

A model armed with digital weapons can re-roll a single failed roll To Wound in each Assault Phase.

FIRST MATE – 5pts (Special models only, One per team)

The highest-ranking members of a trader's crew are almost as important as the captain. Almost

This model changes its type to Character, and can thus use Look Out Sir! rolls and take part in challenges.

GRAPPLEWHIP – 5pts (Leader Only)

A tool popular amongst some of the (usually short-lived) brand of Rogue Traders who fancy themselves "adventurers." A user can latch the grapplewhip onto a protruding object within 5 metres. The grapplewhip can then retract, albeit not as quickly as it can extend, pulling the person to the object.

The model automatically passes initiative tests for climbing, falling, and jumping. In addition, the grapplewhip counts as a close combat weapon.

JOINT RECONFIGURATION AUGMETICS – 5pts

A particularly brave explorer can choose to undergo a painful and costly techno-surgical process to enhance the range of motion his limbs are capable of achieving.

The model gains the Move through cover USR.

JOKAERO CRAFTSMANSHIP – 10pts (Leader Only)

Brilliant but unpredictable weaponsmiths, the Jokaero perform minor and often perplexing upgrades to weapons made available to it.

One weapon the bearer has equipped may take the Jokaero craftsmanship upgrade, though it cannot be used on weapons from the Captain's Reserves. Roll a D6 before the start of each game and apply the appropriate bonus, rerolling the result if the weapon already has the special rule associated:

- 1. Stunning:** A ranged weapon gains the Pinning special rule, while a melee weapon gains the Concussive special rule.
- 2. Master Crafted:** The weapon gains the Master Crafted special rule.
- 3. Rending:** The weapon gains the Rending special rule. Reroll if the weapon is already AP 2 or 1.
- 4. Powerful:** Add +1 to the weapon's Strength.
- 5. Biting:** Lower the AP of the weapon by 1. Reroll if the weapon is already AP1.
- 6. Shredding:** The weapon gains the Shred special rule.

MASTER CRAFTED WEAPON – 10pts

Some weapons are lovingly maintained artefacts, crafted with a skill now lost.

Choose a single ranged weapon the model has to gain the Master Crafted special rule.

MED-KIT – 15pts (One per team, cannot be taken by Leader or Errant Astartes models)

The model and all team members within 6" gain Feel No Pain.

OVERCHARGED WEAPON – 10pts

Whether volatile ammunition payloads or, dangerously over-modulated lasblasts, the use of such hazardous weaponry is done only by the bold.

Choose a single ranged weapon the model has to be overcharged. This gains +1 strength and the gets hot special rule. If the weapon already has the gets hot special rule, it gets hot on a roll of 1 or 2.

POWER ARMOR (One per team) – 8 pts

Made from thick ceramite plates and electronically

motivated fibre bundles, power armour is amongst the best protective armour available to the servants of the Imperium.

Power armor confers a 3+ Armor Save.

REFRACTOR FIELD (Leader Only) – 15pts

Often carried by high-ranking officers and Imperial heroes, shimmering refractor fields refract incoming energy around their bearer, batting aside blasts and swinging blades that would otherwise lay them low.

A refractor field confers a 5+ invulnerable save.

SMOKE GRENADES – 10pts

A smoke grenade has the following profile:

	Range	S	AP	Type
Smoke Grenade	8"	-	-	Assault 1, Large Blast, One Shot, Smoke*

**Smoke: Any model that is hit by this weapon gains the Shrouded Special Rule until the start of their next turn. You may target friendly models with this weapon.*

TARGETER – 5pts

Expensive, heavy and rarely used except by elite forces, a targeter uses a variety of guidance cogitators and omni-sights to improve accuracy.

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.

TARGETING CHERUB – 5pts (Explorator Only)

A flying, childlike construct vat grown and cybernetically enhanced with various components to interface between a controller and servitor systems.

Familiar. Servitors and Heavy Lifter Servitors within 6" of the Explorator may use its Ballistic Skill during the Shooting phase.

TREASURE MAP – 10pts (Leader Only)

Greed is the primary motivator for a rogue trader, and given the hint of a major score their resolve is unbreakable.

The Rogue Trader and all models in range of his Inspiring Presence become Stubborn. Xenos Hiring models in range gain Stubborn, but must still use their own leadership.

THE CAPTAIN'S RESERVE

A Rogue Trader may take a single weapon from the following, replacing a weapon he already has. A team may not under any circumstances have duplicates of any items from the Reserve, and these items cannot be master-crafted, jokaero-crafted, or overcharged

KRAKEN-TOOTH DAGGER – 20 pts

The name Kraken is given to many different beings that prey on unwary starships – tyrannid vanguard organisms, warp-spawned monstrosities, and even stranger things. But thanks to their diet, they share one trait – teeth capable of slicing through even the thickest armour.

Range	S	AP	Type
-	User	3	Melee, Rending, specialist weapon

WOGDON DUELING PISTOLS - 15 pts

A set of exceptional, overcharged laspistols intended for duels between men of honor, they have been more commonly used by a single wielder desiring ornate and accurate weapons.

The Wogdon dueling pistols are two pistols, each of which has the following profiles.

	Range	S	AP	Type
Ranged	12"	5	-	Pistol, Master-Crafted
Close combat	-	5	-	Melee, Master-crafted

VINCENTIO POWER RAPIER – 25 pts

As much a defensive tool as a weapon, this balanced and lightweight blade is used to turn blades away with minimal effort and leave enemies open to counter attack.

Range	S	AP	Type
-	User	4	Melee, Riposte*, Poise*

Riposte: This weapon grants a 4+ invulnerable save in close combat that may be taken in place of an armor save. For every successful save rolled this way, the model may make a free attack with this profile at the same initiative step.

Poise: This weapon cannot gain an additional attack from a second close combat weapon.

XENOPHASE BLADE – 25 pts (cannot be taken by traders from a Missionary Dynasty)

An artifact stolen from a long-dead world, this alien weapon is unique in its ability to phase through even the most strange and esoteric of defenses

Range	S	AP	Type
-	User	3	Melee, Phasing*

Phasing: successful invulnerable saves against this weapon must be re-rolled.

WEAPON REFERENCE

(all weapons not listed here appear in the Warhammer 40,000 basic rule book)

Weapon	Range	S	AP	Notes
Naval Shotgun	12"	4	-	Assault 2
Needle Pistol	12"	1	2	Pistol, Poisoned (2+)
Shuriken Pistol	12"	4	5	Pistol, Bladestorm
Shuriken Catapult	12"	4	5	Assault 2, Bladestorm
Splinter Pistol	12"	1	5	Pistol, Poisoned (4+)
Splinter Rifle	24"	1	5	Rapid Fire, Poisoned (4+)
Pulse Blaster	Stats vary by range, see below			
	Up to 5"	6	3	Assault 2
	5" - 10"	5	5	Assault 2
	10" - 15"	4	-	Assault 2
Pulse Carbine	18"	5	5	Assault 2, Pinning
Pulse Pistol	12"	5	5	Pistol
Pulse Rifle	30"	5	5	Rapid Fire
Lasblaster	24"	3	5	Assault 3
Krootbow	18"	1	6	Assault 2, Poison (4+), Krootblades
Kroot Rifle	24"	4	6	Rapid Fire, Krootblades
Kroot Sniper Rifle	36"	X	6	Heavy 1, Sniper, Krootblades
Slugga	12"	4	6	Pistol
Shoota	18"	4	6	Assault 2
Snazzgun	24"	5	D6	Assault 3, Snazzy
Rail Rifle	30"	6	1	Rapid Fire
Ion Rifle	Stats vary by mode, see below			
-Standard	30"	7	4	Rapid Fire
-Overcharge	30"	8	4	Heavy 1, Blast, Gets Hot!
Orbital Micro-Munition	72"	6	3	Ordnance 1, Large Blast, Orbital
'Uge Choppa	-	User +2	5	Melee, Two-handed
Power Claw	-	User x2	2	Melee, Unwieldy, Specialist Weapon
Venom Talon	-	User	-	Melee, Poisoned (2+)
Industrial Wrecker	-	User x2	2	Melee, Armorbane, Specialist Weapon
Servo-Arm	-	User x2	2	Melee, Specialist Weapon, Unwieldy
Lifter Arm	-	User +2	4	Melee, Rending
Kroot Bladestaff	-	User	5	Melee, Two-handed

Bladestorm: a To Wound roll of a 6 wounds automatically regardless of the target's Toughness, and is resolved at AP2.

Krootblades: can be used in melee as a Kroot Bladestaff

Snazzy: roll for the weapon's AP value after selecting which target to fire at.

Aims Statement: to try to focus the development of the team beyond just adding cool stuff, a statement of aims and intent is proposed, as follows:

“The Rogue Trader kill team is composed on fragile infantry, generally geared for close combat or short-range shooting on the move. Exceptions to this are rare and expensive. A team can be fairly similar to a group of characters from the Rogue Trader RPG”

Changelog v 7.15 to 7.16

Dynasties:

Overhauled dynasties in line with extended discussion in the dev team.

Leader:

Changed name to Captain to cut down on confusion

Servitor:

changed mindlock so now it doesn't apply within range of the Explorator. Removed the 2pt armour item that used to do the same thing.

Arch-Militant

Removed various buff aura options, now only gives fleet and preferred enemy.

Heavy Lifter Unit

re-worked to allow armour, servitor and sentinel versions

Seneschal

removed Chirurgeon option. Added ability to confer Infiltrate to allies.

Ship's Armoury:

added med-kit as an item, as we don't have a way to confer Feels no Pain without a Chirurgeon

Added First Mate upgrade to make a special model into a character. Changed Colonial Flag to confer Twin-linked in a set range, so it would be more reliable and stack with an Arch-Militant

Boarding Shields:

changed benefits of the shield after asking for group opinions. New shield is better, so cost has been increased

Errant Astartes:

changed name from Rogue Astartes to be more clear about the Marine's loyalty, and to reference the chapter called the Astartes Errant (who perform boarding actions and work with rogue traders).

Removed Combat Shield and Storm Shield options, replacing them with the Boarding Shield, for the sake of simplicity and coherence.

House Guard

slightly increased the frequency of special weapons. House Guard are sort of equivalent to tempestus scions, who can count their team leader and one of their special model options as one of them for the purposes of how many special weapons they can get, so this change brings the guards about on par with the scions.

Changelog v7.14 to 7.15

Dynasties:

changed the Explorer benefit from Scout to Move Through Cover. Scout was only a benefit on turn 1, unlike every other upgrade.

Xenos:

Re-worked rules for xenos to be a bit more streamlined.

House Guard:

added option to swap bolt pistol for hot-shot laspistol.

Voidmaster:

Gave the voidmaster something similar to a homing beacon when the deep strike option is selected.

Ship's Armoury:

Added colonial flag. Do you have a flag? No flag, no planet. That's the rules.