

CHAOS SQUATS

HOR

INDEX: INCOGNITUS

This Opus does not follow an existing Index. Therefore, all rules, including weapon profiles, are outlined in the Opus. **The points are intended for each model WITHOUT the equipment listed.** The price of the wargear must be added to each model when calculating cost.

FACTION KEYWORDS

All models in this list have the **CHAOS**, **ZHARR** and **<KEEP>** keywords. The **<KEEP>** keyword works in the same way as all keywords that are highlighted in brackets.

GRETCHIN SLAVES

ABILITIES

The following abilities are common to several Chaos Squat units:

Ten Millenia of Hate

Each time a model with this special rule should be removed as a casualty, roll a die. On a 6+, do not remove the model as a casualty. Instead, after the enemy model has finished making all its attacks, return the model to 1 Wound, then you can move it up to 3" towards the closest enemy model and either make a Shooting attack with one of the model's ranged weapons as if it were the Shooting phase (even if it is within 1" of an enemy model) or Fight that model as if it were the Fight phase (your choice). Each model can only survive through this ability once per phase.

Slow and Methodical

A model with this ability suffers no penalty to its Hit rolls for moving and firing with Heavy weapons, but subtracts 1 from the result of the die when making Advance moves.

Beneath Contempt

Models with this ability do not count towards determining your Rout threshold, and their deaths never cause Nerve tests for models without this ability. Furthermore, non-GROT friendly models can target enemy models that are within 1" of friendly models with this ability, but each time you roll a hit roll of 1 for such an attack, it is instead resolved against one of your units that is within 1" of the target (you decide which). For weapons that hit automatically, roll a D6 for each hit; on a 1-3 that hit is resolved against one of your units, and on a 4+ that hit is resolved against the target.

GROT models do not count towards your maximum availability for Core models – instead, they follow their own model availability, as seen below. For all other intents and purposes they are still treated as Core models.

MODEL AVAILABILITY

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

- 1 Team Leader model
- 0-20 GROT models
- 1-10 non-GROT Core models
- 0-3 Special models

WARGEAR LIST

Some of the Chaos Squat units you will find in this opus reference the following wargear lists. Where this is the case, the unit can take any item from the lists below.

MELEE WEAPONS	SPECIAL WEAPONS	HEAVY WEAPONS
<p>The model may replace one melee weapon with one of the following:</p> <ul style="list-style-type: none"> · Chainaxe · Chainfist · Macro Hammer · Hell Axe · Hell Sword · Hell Hammer 	<p>The model may replace one ranged weapons with one of the following:</p> <ul style="list-style-type: none"> · Ectoplasma Culverin · Flamer · Meltagun 	<p>The model may replace one ranged weapons with one of the following:</p> <ul style="list-style-type: none"> · Heavy Flamer · Multi-Melta · Squat Rocket Launcher · Pyrelock Gatling

PSYCHIC DISCIPLINE

Before the battle, generate the Psychic Powers for **PSYKERS** that can use powers from the *Daemonforge discipline* using the table below. You can either roll a D3 to generate their powers randomly, or you can select the Psychic Powers you wish the Psyker to have.

Note that these Psychic Powers are worded using the general rules for all Psychic Powers, and therefore are further affected by the Heralds of Ruins rules regarding Psychic Powers.

DAEMONFORGE DISCIPLINE	
D3	Psychic Power
1	<p>Greensbane Greensbane has a warp charge value of 7. If manifested, choose an enemy unit within 18" of the Psyker and roll 3D6, adding 1 to the result of the dice if at least one target is an ORK model. For each result of a 5+, the target unit suffers 1 mortal wound.</p>
2	<p>Magmic Infusion Magmic Infusion has a Warp Charge valye of 7. If manifested, choose a friendly <KEEP> unit within 12" of the Psyker. Until your next Psychic phase, the Melee weapons of the target have an AP characteristic of -5.</p>
3	<p>Volcanic Hammer Volcanic Hammer has a Warp Charge value of 5. If manifested, draw a 18" line extending from the Psyker's base. Roll a die for each model that the line passes over: on a 4+ its unit suffers 1 mortal wound.</p>
4	<p>Porphyric Curse Porphyric Curse has a Warp Charge value of 8. If manifested, roll a die. On a 2+, the closest enemy unit to the Psyker suffers a mortal wound. Repeat this process, substracting 1 from the result of the die for each subsequent roll, until you fail to inflict a mortal wound.</p>
5	<p>Ash Storm Ash Storm has a Warp Charge value of 7. If manifested, choose an enemy unit within 18" of the Psyker. Until your next Psychic phase, that unit cannot Charge or Advance and your opponent must substract 1 from its Movement characteristic and all Hit rolls made for it.</p>
6	<p>Pyrrhic Implosion Pyrrhic Implosion has a Warp Charge value of 4. If manifested, choose a single friendly core <KEEP> INFANTRY model within 18" of the psyker. Roll a die for each enemy model within 3" of that model. For each result of a 4+, that model's unit suffers a mortal wound. The friendly model is then removed as a casualty.</p>

KEEP TRAITS

All models in a Chaos Squats Kill Team gain a Keep Trait, so long as every model in your Kill Team is from the same Keep. The Keep Trait gained depends upon the Keep they are from, as shown in the table below.

If your Squats are not from any of the listed Keeps, or if they do not otherwise have an associated trait, use the trait which you think will fit your Kill Team the most.

Slave Fodder:

GROT models can never benefit from a Keep Trait.

ZHARR ARZOATH:

BLESSING OF DARKFIRE

Models with this trait have a 6+ invulnerable save. If a model with this trait already has an invulnerable save conferred by other means, you can re-roll failed invulnerable save rolls of 1 made for that model instead.

ZHARR TRAGOTH:

IRON DURESS

You can re-roll failed *Ten Millenia of Hate* rolls for models with this trait. In addition, increase the Toughness of non-VEHICLE models with this trait by 1 from the fourth battle round onwards.

ZHARR HADREK:

ABYSSAL RAIDERS

Models with this trait that are more than 12" away from enemy models are treated as being in cover. In addition, you can re-roll failed hit rolls of 1 for models with this trait that are more than 12" away from enemy models.

ZHARR TAZHAN:

UNBOUND CRUELTY

You can re-roll failed wound rolls of 1 in the Fight phase for models with this trait when attacking models with a lower Leadership. If the attacking model's Leadership is twice or more that of the target, you can re-roll all failed Wound rolls instead.

PHILOSOPHIES

Chaos Squat kill teams have access to exclusive Philosophies, as described below, in addition to the ones found in the Kill Team rulebook. You can pick one of these philosophies for your Kill Team instead of the ones presented in the main rules (remember that your Kill Team can only have one Philosophy).

PHILOSOPHIES	
Lord of the Keep	+5 TP if, before the beginning of the battle, you declare that you will only target your Team Leader with tactical actions.
Shield of Green Flesh	If you chose this philosophy, gain 1 TP for every five friendly GROT models that are removed as casualties.
Rage Against the Galaxy	If you chose this philosophy, gain 3 TP the first time you make a successful <i>Ten Millenia of Hate</i> roll.
Stored Anger	+2 TP if, before the beginning of the battle, you declare that you will not use tactical actions until a friendly model has attacked in close combat.

TACTICAL ACTIONS

Chaos Squat kill teams have access to exclusive Tactical Actions, as described below, in addition to the ones found in the Kill Team rulebook.

TACTICAL ACTIONS	
Relentless March	1 TP Cannot target GROT models. Declare you will use this action after a friendly model completes an Advance move. That model can shoot with all types of weapons and suffers no penalty to its hit rolls in the following Shooting Phase.
Blood Grenade	1 TP Declare you will use this action before a friendly models fires a Krak Grenade. Roll a die instead of rolling to hit for the attack: on a 3+, the target suffers a mortal wound. If the roll was a 6, the target suffers D3 mortal wounds instead.
Darkness Envelops Me	1 TP Declare you will use this action when an enemy unit makes a shooting attack against a friendly DAEMONSMITH or a unit within 3" of it. Your opponent must subtract 1 from their hit rolls when shooting at that DAEMONSMITH or friendly units within 3" of it, until the end of the phase.
Zharr Engineering	1 TP Declare you will use this action before making an attack with a weapon that has a random number of shots. Roll twice and discard the lowest result when rolling to determine that weapon's number of shots.
Contempt for the Weak	1 TP Cannot target GROT models. Declare you will use this action before a friendly model takes a Nerve test. That test is automatically succesful.
Counterblow	1 TP Declare you will use this action after an enemy model completes a Charge move. One friendly model within 12" of that model can immediately attempt to Charge that model. You can spend 2 TP when using this tactical action: If you do, up to D3 friendly models within 12" can attempt to Charge instead.
Crush of Hooves	1 TP Declare you will use this action after completing a charge move with a BA'HAL model. Roll a die for each enemy model within 1" of the model. For each result of a 5+, that model suffers a mortal wound.
Straight Through Hell	3 TP Declare you will use this action before making a <i>Ten Millenia of Hate</i> roll. That roll is automatically succesful.

KEEP-SPECIFIC TACTICAL ACTIONS

Chaos Squat kill teams that are from a specific Keep have access to exclusive Tactical Actions, as described below, in addition to the ones found in the Kill Team rulebook.

TACTICAL ACTIONS		
Breathe Fire	* TP	<p>Zharr Arzoath only. Cannot target GROT models. Declare you will use this action at the beginning of your Shooting phase. Pick a friendly <ZHARR ARZOATH> model and spend 1 to 3 TP: That model gains the following weapon in addition to its other weapons, until the end of that phase:</p> <ul style="list-style-type: none"> • 1 TP: Hand Flamer. • 2 TP: Flamer. • 3 TP: Heavy Flamer.
Cursed Touch	1 TP	<p>Zharr Tragoth only. Declare you will use this action before a friendly <ZHARR TRAGOTH> model, except a <GROT> model, attacks in the Fight phase. After that model has made all its attacks, pick an enemy model that was hit by one of its attacks. That model suffers 1 mortal wound.</p>
Shadowcurrents	1 TP	<p>Zharr Hadrek only. Declare you will use this action during the Movement phase. Pick a friendly model that is more than 12" away from enemy units. You can immediately move that model anywhere on the battlefield that is more than 12" from enemy units. This counts as that model's movement for that turn. You can spend 2 TP instead of 1 when using this tactical action; if you do, you can pick and move D3 friendly models instead.</p>
Merciless March	1 TP	<p>Zharr Tazhan only. Declare you will use this action at the beginning of either player's Movement phase. Pick up to three enemy models that are within 1" of friendly <ZHARR TAZHAN> models. You can move each of these models up to D6". Then move each friendly model that was within 1" of a model that was moved so they are still within 1" of at least one model they started within 1" of.</p>

TEAM LEADERS

SLAVE DRIVER										15
NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Slave Driver	4"	3+	4+	3	4	3	2	8	4+	
Equipment	<ul style="list-style-type: none"> · Grot Prod · Pyrelock Pistol · Krak Grenade 									
Abilities	<ul style="list-style-type: none"> · Ten Millenia of Hate, Slow and Methodical · Grot Whip: You can re-roll failed Hit rolls of 1 for friendly Gretchin Slaves within 3" of this model in the Fight phase. 									
Wargear Options	<ul style="list-style-type: none"> · May replace its Pyrelock Pistol with an Ectoplasma Pistol or Hand Flamer. · May take items from the Chaos Squat Armoury. 									
Keywords	<ul style="list-style-type: none"> · INFANTRY, SLAVE DRIVER 									

THRALLMASTER										16
NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Thrallmaster	4"	3+	4+	3	4	3	2	8	4+	
Equipment	<ul style="list-style-type: none"> · Pyrelock Rifle · Pyrelock Pistol · Krak Grenade 									
Abilities	<ul style="list-style-type: none"> · Ten Millenia of Hate, Slow and Methodical 									
Wargear Options	<ul style="list-style-type: none"> · May replace its Pyrelock Rifle with a Riot Shield, a Chainsword, or an item from the Melee Weapons list. · May replace its Pyrelock Pistol with an Ectoplasma Pistol or Hand Flamer. · For every five THRALLS in your Kill Team, one may replace its Pyrelock Rifle with an item from the Special Weapons or Heavy Weapons list. · May take items from the Chaos Squat Armoury. 									
Keywords	<ul style="list-style-type: none"> · INFANTRY, THRALL 									

THRALLMASTER BIKER

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NAME	M	WS	BS	S	T	W	A	Ld	Sv
T. Biker	11"	3+	4+	3	5	4	2	8	4+
Equipment	<ul style="list-style-type: none"> · Twin Pyrelock Rifle · Pyrelock Pistol · Krak Grenade 								
Abilities	<ul style="list-style-type: none"> · Ten Millenia of Hate, Slow and Methodical · Gas Pedal: when this model Advances, add 5" to its Move characteristic instead of rolling a die. 								
Wargear Options	<ul style="list-style-type: none"> · May replace its Pyrelock Pistol with a Chainsword, Ectoplasma Pistol, Hand Flamer or an item from the Melee Weapons list. · One THRALL BIKER in your Kill Team may replace its Twin Pyrelock Rifle with an item from the Special Weapons list. If your Kill Team includes at least four THRALL BIKERS, a second one may do so. · May take items from the Chaos Squat Armoury. 								
Keywords	<ul style="list-style-type: none"> · BIKER, THRALL BIKER 								

OATHKIN DEATHMASK

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NAME	M	WS	BS	S	T	W	A	Ld	Sv
Oathkin D.	4"	3+	3+	3	4	1	3	8	3+
Equipment	<ul style="list-style-type: none"> · Pyrelock Rifle · Pyrelock Pistol · Krak Grenade 								
Abilities	<ul style="list-style-type: none"> · Ten Millenia of Hate, Slow and Methodical 								
Wargear Options	<ul style="list-style-type: none"> · May replace its Pyrelock Rifle with a Riot Shield, a Chainsword or an item from the Melee Weapons list. · For every five OATHKIN in your Kill Team, two may replace their Pyrelock Rifle with an item from the Special Weapons list. One of these may replace its Pyrelock Rifle with an item from the Heavy Weapons list instead. 								
Keywords	<ul style="list-style-type: none"> · INFANTRY, OATHKIN 								

INCANAL										20
NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Incanal	10"	3+	4+	3	4	3	2	8	4+	
Equipment	<ul style="list-style-type: none"> · Chainsword · Pyrelock Pistol · Krak Grenade 									
Abilities	<ul style="list-style-type: none"> · Ten Millenia of Hate, Slow and Methodical · Hellish Descent: During deployment, you can set up this unit in ambush instead of placing it on the battlefield. At the end of any of your Movement phases, it can come crashing onto the battlefield: set this unit up anywhere on the battlefield that is more than 9" from enemy models. 									
Wargear Options	<ul style="list-style-type: none"> · May replace its Chainsword with an item from the Melee Weapons list. · Up to two INFERNALS in your Kill Team may replace their Pyrelock Pistol with an Ectoplasma Pistol or Hand Flamer, or replace their Pyrelock Pistol and Chainsword with an item from the Special Weapons list. · May take items from the Chaos Squat Armoury. 									
Keywords	<ul style="list-style-type: none"> · INFANTRY, FLY, JET PACK, INFERNAL 									

HELL BLAZER										27
NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Hell Blazer	11"	3+	3+	3	5	4	2	8	3+	
Equipment	<ul style="list-style-type: none"> · Flamer · Two Hand Flamers · Krak Grenade 									
Abilities	<ul style="list-style-type: none"> · Ten Millenia of Hate, Slow and Methodical · Cloak of Flame: This model has a 5+ invulnerable save. · Gas Pedal: when this model Advances, add 5" to its Move characteristic instead of rolling a die. 									
Wargear Options	<ul style="list-style-type: none"> · May replace one Hand Flamer with an item from the Melee Weapons list. · May replace any Hand Flamer with an Ectoplasma Pistol. · For every two HELL RIDERS in your Kill Team, one may replace its Flamer with a Heavy Flamer or a Multi-Melta. · May take items from the Chaos Squat Armoury. 									
Keywords	<ul style="list-style-type: none"> · BIKER, FLY, HELL RIDER 									

EXO ARMOUR DEATHMASK

30

NAME	M	WS	BS	S	T	W	A	Ld	Sv
E.A. Deathmask	3"	3+	3+	3	4	4	3	9	2+
Equipment	<ul style="list-style-type: none"> · Twin Pyrelock Rifle · Chainsword 								
Abilities	<ul style="list-style-type: none"> · Ten Millenia of Hate, Slow and Methodical · Exo-Armour: This model has a 5+ Invulnerable Save. 								
Wargear Options	<ul style="list-style-type: none"> · May replace its Chainsword with an item from the Melee Weapons list. · May replace its Twin Pyrelock Rifle with an item from the Special Weapons list. · For every five EXO ARMOUR OATHKIN in your Kill Team, one may replace its Pyrelock Rifle with an item from the Heavy Weapons list. 								
Keywords	<ul style="list-style-type: none"> · INFANTRY, EXO ARMOUR, EXO ARMOUR OATHKIN 								

DAEMONSMITH

30

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Daemonsmith	4"	3+	4+	3	4	3	1	8	4+
Equipment	<ul style="list-style-type: none"> · Darkforged Staff 								
Abilities	<ul style="list-style-type: none"> · Ten Millenia of Hate, Slow and Methodical · Curse of Chaos: The first time in each battle that this model suffers Perils of the Warp, increase its Toughness by 1 until the end of the battle. · Infernal Engineer: You can re-roll failed Hit rolls of 1 in the Shooting phase for friendly VEHICLE models within 3" of this model. 								
Wargear Options	<ul style="list-style-type: none"> · May replace its Darkforged Staff with a Darkforged Hammer or a Darkforged Axe. 								
Psyker	<ul style="list-style-type: none"> · A Daemonsmith can attempt to manifest one psychic power in each friendly Psychic phase, and attempt to deny one power in each enemy Psychic phase. It knows the <i>Smite</i> power and one power from the <i>Daemonforge</i> discipline. 								
Keywords	<ul style="list-style-type: none"> · INFANTRY, PSYKER, DAEMONSMITH 								

CORE

GROT SLAVE										3
NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Grot Slave	5"	5+	4+	2	2	1	1	4	6+	
Equipment	· Grot Blasta									
Abilities	<ul style="list-style-type: none"> · Beneath Contempt · Surprisingly Dangerous in Large Numbers: You can add 1 to all hit rolls made for this model when targeting an enemy model within 1" with melee or ranged attacks, as long as there are at least two other GROT SLAVE models within 1" of the target. 									
Keywords	· INFANTRY, GROT, GROT SLAVE									

ZOOKER TEAM										5
Only one of this unit in your Kill Team for every three GROT SLAVES in your Kill Team.										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Zooker Team	5"	5+	4+	2	2	2	2	4	6+	
Equipment	· Grotzooka									
Abilities	· Beneath Contempt									
Keywords	· INFANTRY, GROT, ZOOKER TEAM									

LIVING BOMB										5
Maximum of 5 of this unit in your Kill Team.										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Living Bomb	5"	5+	4+	2	2	1	1	4	6+	
Equipment	· Dethpack									
Abilities	<ul style="list-style-type: none"> · Beneath Contempt · Dead Runner: This model can Advance and Charge in the same turn. 									
Keywords	· INFANTRY, GROT, LIVING BOMB									

THRALL										8
NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Thrall	4"	3+	4+	3	4	1	1	8	4+	
Equipment	<ul style="list-style-type: none"> · Pyrelock Rifle · Pyrelock Pistol · Krak Grenade 									
Abilities	<ul style="list-style-type: none"> · Ten Millenia of Hate, Slow and Methodical 									
Wargear Options	<ul style="list-style-type: none"> · May replace its Pyrelock Rifle with a Riot Shield, a Chainaxe or a Chainsword. · For every five THRALLS in your Kill Team, one may replace its Pyrelock Rifle with an item from the Special Weapons or Heavy Weapons list. · May take items from the Chaos Squat Armoury. 									
Keywords	<ul style="list-style-type: none"> · INFANTRY, THRALL 									

THRALL BIKER										15
Maximum of 3 in any combination of Thrall Bikers and Hell Riders in your Kill Team.										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Hell Rider	11"	3+	4+	3	5	2	1	8	4+	
Equipment	<ul style="list-style-type: none"> · Twin Pyrelock Rifle · Pyrelock Pistol · Krak Grenade 									
Abilities	<ul style="list-style-type: none"> · Ten Millenia of Hate, Slow and Methodical · Gas Pedal: when this model Advances, add 5" to its Move characteristic instead of rolling a die. 									
Wargear Options	<ul style="list-style-type: none"> · May replace its Pyrelock Pistol with a Chainaxe or a Chainsword. · One THRALL BIKER in your Kill Team may replace its Twin Pyrelock Rifle with an item from the Special Weapons list. If your Kill Team includes at least four THRALL BIKERS, a second one may do so. · May take items from the Chaos Squat Armoury. 									
Keywords	<ul style="list-style-type: none"> · BIKER, THRALL BIKER 									

INFERNAL

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NAME	M	WS	BS	S	T	W	A	Ld	Sv
Infernal	10"	3+	4+	3	4	1	1	8	4+
Equipment	<ul style="list-style-type: none"> · Chainsword · Pyrelock Pistol · Krak Grenade 								
Abilities	<ul style="list-style-type: none"> · Ten Millenia of Hate, Slow and Methodical · Hellish Descent: During deployment, you can set up this unit in ambush instead of placing it on the battlefield. At the end of any of your Movement phases, it can come crashing onto the battlefield: set this unit up anywhere on the battlefield that is more than 9" from enemy models. 								
Wargear Options	<ul style="list-style-type: none"> · May replace its Chainsword with a Chainaxe. · One INFERNAL in your Kill Team may replace their Pyrelock Pistol with an Ectoplasma Pistol or Hand Flamer, or replace their Pyrelock Pistol and Chainsword with an item from the Special Weapons list. If your Kill Team contains at least 5 INFERNALS, a second one may do so. · May take items from the Chaos Squat Armoury. 								
Keywords	<ul style="list-style-type: none"> · INFANTRY, FLY, JET PACK, INFERNAL 								

SPECIAL

K'DAAI FIREBORN										40
NAME	M	WS	BS	S	T	W	A	Ld	Sv	
K'Daai	11"	3+	6+	5	4	3	4	7	6+	
Equipment	<ul style="list-style-type: none"> · Spite · Hellfire 									
Abilities	<ul style="list-style-type: none"> · Living Fire: This model has a 4+ invulnerable save. · Burning Bright: If there are any enemy models within 3" of this model at the end of the Fight phase, roll a die. On a 1, this model suffers a mortal wound. On a 4+, the closest enemy model suffers 1 mortal wound. · Pyromantic Summoning: Once per battle, instead of moving normally with this model in your Movement phase, you can remove it from the battlefield, than place it anywhere on the battlefield that is within 1" of a friendly model with a flamer weapon (Hand Flamer, Flamer or Heavy Flamer) and more than 1" from enemy models. 									
Keywords	· DAEMON, INFANTRY, FLY, K'DAAI FIREBORN									

OATHKIN										14
NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Oathkin	4"	3+	3+	3	4	1	2	8	3+	
Equipment	<ul style="list-style-type: none"> · Pyrelock Rifle · Pyrelock Pistol · Krak Grenade 									
Abilities	<ul style="list-style-type: none"> · Ten Millenia of Hate, Slow and Methodical · Deathsworn Kill Team: If your Team Leader is an Oathkin Deathmask, up to six Oathkin may be taken as core. 									
Wargear Options	<ul style="list-style-type: none"> · May replace its Pyrelock Rifle with a Riot Shield, a Chainaxe or a Chainsword. · For every five OATHKIN in your Kill Team, two may replace their Pyrelock Rifle with an item from the Special Weapons list. One of these may replace its Pyrelock Rifle with an item from the Heavy Weapons list instead. · May take items from the Chaos Squat Armoury. 									
Keywords	· INFANTRY, OATHKIN									

HELL RIDER

Maximum of **3** in any combination of Thrall Bikers and Hell Riders in your Kill Team.

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NAME	M	WS	BS	S	T	W	A	Ld	Sv
Hell Rider	11"	3+	3+	3	5	2	1	8	3+
Equipment	<ul style="list-style-type: none"> · Flamer · Two Hand Flamers · Krak Grenade 								
Abilities	<ul style="list-style-type: none"> · Ten Millenia of Hate · Cloak of Flame: This model has a 5+ invulnerable save. · Gas Pedal: when this model Advances, add 5" to its Move characteristic instead of rolling a die. 								
Wargear Options	<ul style="list-style-type: none"> · For every two HELL RIDERS in your Kill Team, one may replace its Flamer with a Heavy Flamer or a Multi-Melta. · May take items from the Chaos Squat Armoury. 								
Keywords	<ul style="list-style-type: none"> · BIKER, FLY, HELL RIDER 								

EXO ARMOUR OATHKIN

Maximum of **5** of this unit in your Kill Team.

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NAME	M	WS	BS	S	T	W	A	Ld	Sv
E.A. Oathkin	3"	3+	3+	3	4	2	2	8	2+
Equipment	<ul style="list-style-type: none"> · Twin Pyrelock Rifle · Chainsword 								
Abilities	<ul style="list-style-type: none"> · Ten Millenia of Hate, Slow and Methodical · Exo-Armour: This model has a 5+ Invulnerable Save. · Armoured Kill Team: If your Team Leader is an Exo Armour Deathmask, then Exo Armour Oathkin may be taken as core. 								
Wargear Options	<ul style="list-style-type: none"> · May replace its Chainsword with an item from the Melee Weapons list. · May replace its Twin Pyrelock Rifle with an item from the Special Weapons list. · For every five EXO ARMOUR OATHKIN in your Kill Team, one may replace its Pyrelock Rifle with an item from the Heavy Weapons list. · May take items from the Chaos Squat Armoury. 								
Keywords	<ul style="list-style-type: none"> · INFANTRY, EXO ARMOUR, EXO ARMOUR OATHKIN 								

BA'HAL										30
NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Ba'Hal	7"	3+	5+	4	5	5	2	8	5+	
Equipment	<ul style="list-style-type: none"> · Two Flamers · Trampling Hooves 									
Abilities	<ul style="list-style-type: none"> · Ten Millenia of Hate · Unnatural Toughness: Decrease all Damage dealt to this model by 1, to a minimum of 1. 									
Wargear Options	<ul style="list-style-type: none"> · May replace any Flamer with a Ba'Hal Axe, a Darksteel Shield or a Slag Gun. · May replace both Flamers with a single Massive Ba'Hal Axe. · May take Ba'Hal Only items from the Chaos Squats Armoury, but may not take other armoury items. 									
Keywords	<ul style="list-style-type: none"> · BEAST, BA'HAL 									

KATIUK										35
Maximum of 1 Katiuk or Ironkin Deathmask in your Kill Team.										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Katiuch	12"	6+	4+	3	5	6	2	8	4+	
Equipment	<ul style="list-style-type: none"> · Deathshrieker Rocket Battery 									
Abilities	<ul style="list-style-type: none"> · Slow and Methodical · Apocalypse Chime: Enemy models must subtract 1 from their Leadership when taking Nerve tests because of a model that was removed as a casualty because of this model's shooting attacks. 									
Wargear Options	<ul style="list-style-type: none"> · May replace its Deathshrieker Rocket Battery with a Hades Autocannon or an Ectoplasma Cannon. 									
Keywords	<ul style="list-style-type: none"> · VEHICLE, KATIUK 									

IRONKIN DEATHMASK

40

Maximum of 1 Katiuch or Ironkin Deathmask in your Kill Team.

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Ironkin D.	5"	3+	3+	5	6	6	2	8	3+
Equipment	· Two Pyrelock Gatlings								
Abilities	<ul style="list-style-type: none"> · Slow and Methodical · Consumed with Hatred: This model can fire while within 1" of an enemy unit. However, when doing so, each Hit roll of a 1 hits this model instead. · Daemonic Conflagration: Each time this model fires a ranged weapon, it can draw upon its Daemon Engine. If you do, improve the Strength and AP characteristics of the weapon by 1 for that attack, but also subtract 1 from hit rolls made for that attack. 								
Wargear Options	· May replace any Pyrelock Gatling with an item from the Heavy Weapons list, a Gehenna Missile Launcher, or an Ironkin Hammer.								
Keywords	· VEHICLE, IRONKIN DEATHMASK								

ARMOURY

ITEM	DESCRIPTION
Slave Collars (5 pts)	Team Leader only. Each time a friendly GROT model fails a nerve test while your Team Leader is on the battlefield, remove it as a casualty and other GROT models in your Kill Team automatically pass Nerve tests until the end of the phase.
Unbending Hate (10 pts)	Team Leader only. Add 1 to <i>Ten Millenia of Hate</i> rolls made for the model.
Darkforged Weapon (15 pts)	Team Leader only. Pick one of the model's weapon profiles. That weapon's Damage is increased by 1.
Staff of Flame (10 pts)	DAEMONSMTIH only. The model always inflicts D3 mortal wounds when casting <i>Smite</i> , instead of just 1.
Sacrifice (2 pts)	DAEMONSMTIH only. Each time the bearer attempts to manifest a Psychic power, you can remove a friendly GROT model within 6" as a casualty. If you do, add 1 to the result of the psychic test.
Death Driver (5 pts)	SLAVE DRIVER only. Subtract 1 from all hit rolls made against the bearer while it is within 6" of a friendly GROT model.
Dark Blessings (3 pts)	The model has a 6+ Ward save. If the model has the Zharr Arzoath Keep Trait, it has a 5+ ward save instead.
Blind Hate (10 pt)	Leader only. The first <i>Ten Millenia of Hate</i> roll made for the model is automatically succesful.
Sworn Unto Death (4 pts)	OATHKIN and EXO-ARMOUR OATHKIN only. Roll a D6 each time your Team Leader loses a wound whilst they are within 3" of this model. On a 2+, this model intercepts the hit: your Team Leader suffers no wound but this model suffers a Mortal Wound.
Daemon Mask (2 pts)	OATHKIN and EXO-ARMOUR OATHKIN only. Enemy models within 6" of at least one model with a Daemon Mask must subtract 1 from their Leadership.
Ghostflame (2 pts)	INFERNAL and HELL RIDER only. The model can pass through all terrain and models as though they were not there and its line of sight extends through models and impassible terrain. It cannot stop inside of impassible terrain or on top of another model.
Bronze Skin (8 pts)	BA'HAL only. Your opponent must subtract 1 from their wound rolls when attacking the model with a weapon that has an AP characteristic of 0.
Child of Chaos (6 pts)	BA'HAL only. The bearer makes D3 additional attacks in the Fight phase if it charged in the same turn.
Outcry (6 pts)	BA'HAL only. When the model is removed as a casualty, roll a die for each enemy unit within 3". For each result of a 5+, the unit being rolled for suffers a mortal wound.

MELEE WEAPONS	
WEAPON	POINTS PER WEAPON
Ba'Hal Axe	4
Chainsword	0
Chainfist	11
Darkforged Axe	0
Darkforged Hammer	0
Darkforged Staff	0
Dethpack	0
Grot Prod	0
Hell Axe	6
Hell Sword	6
Hell Hammer	6
Macro Hammer	10
Massive Ba'Hal Axe	12
Ironkin Hammer	12
Trampling Hooves	0
Spite	0

RANGED WEAPONS	
WEAPON	POINTS PER WEAPON
Deathshrieker	10
Rocket Battery	20
Ectoplasma Cannon	10
Ectoplasma Culverin	4
Ectoplasma Pistol	6
Flamer	14
Gehenna Missile Launcher	0
Grot Blasta	10
Grotzooka	20
Hades Autocannon	1
Hand Flamer	14
Heavy Flamer	0
Hellfire	0
Krak Grenade	17
Meltagun	27
Multi-Melta	0
Pyrelock Pistol	9
Pyrelock Gatling	0
Pyrelock Rifle	5
Slag Gun	12
Squat Rocket Launcher	2
Twin Pyrelock Rifle	

OTHER WARGEAR	
WARGEAR	POINTS
Riot Shield	1
Darksteel shield	5

MELEE WEAPONS						
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Ba'Hal Axe	Melee	Melee	+2	-2	2	If a model is equipped with two Ba'Hal Axes, it makes one extra attack in the Fight phase.
Chainsword	Melee	Melee	U	0	1	Each time the bearer fights, it can make 1 extra attack with this weapon.
Chainfist	Melee	Melee	x2	-4	2	When attacking with this weapon, you must subtract 1 from the Hit roll.
Darkforged Axe	Melee	Melee	+1	-2	D3	
Darkforged Hammer	Melee	Melee	+2	0	D3	
Darkforged Staff	Melee	Melee	U	0	D3	This weapon wounds on a roll of a 2+.
Dethpack	Melee	Melee	–	–	–	This weapon hits on a roll of a 3+. Make a single Hit roll when attacking with this weapon. If it hits, inflict D3 mortal wounds on the target, then remove the bearer as a casualty.
Grot Prod	Melee	Melee	+2	-1	1	
Hell Axe	Melee	Melee	+1	-1	2	
Hell Sword	Melee	Melee	U	-2	2	
Hell Hammer	Melee	Melee	+2	0	2	
Macro Hammer	Melee	Melee	x2	-3	D3	When attacking with this weapon, you must subtract 1 from the Hit roll. Each time you roll a 3 on the D3 to determine this weapon's damage, that hit inflicts a mortal wound in addition to any other damage.
Massive Ba'Hal Axe	Melee	Melee	x2	-3	3	When attacking with this weapon, you must subtract 1 from the Hit roll.
Ironkin Hammer	Melee	Melee	X2	-3	3	
Trampling Hooves	Melee	Melee	U	0	1	When the bearer fights, it makes 3 additional attacks with this weapon and no more than 3 attacks can be made with this weapon.
Spite	Melee	Melee	U	-2	1	

OTHER WARGEAR	
WARGEAR	ABILITIES
Darksteel shield	A model with a Darksteel Shield has a 3+ Armour Save.
Riot Shield	A model with a Riot Shield has a 5+ Invulnerable Save.

RANGED WEAPONS						
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Deathshrieker Rocket Battery						This weapon can be used to attack targets that are not visible to the firing model.
- Incendiary	48"	Heavy D6	4	-1	1	When using this profile, units attacked by this weapon do not gain any bonus to their Saving throw for being in cover.
- Demolition	48"	Heavy 1	8	-4	D6	
Ectoplasma Cannon	24"	Heavy D3	7	-3	D3	
Ectoplasma Culverin	18"	Heavy 1	7	-3	D3	
Ectoplasma Pistol	6"	Pistol 1	7	-3	D3	
Flamer	8"	Assault D6	4	0	1	This weapon automatically hits its target.
Gehenna Missile Launcher	24"	Assault 2	7	-1	D3	Units attacked by this weapon do not gain any bonus to their Saving throw for being in cover.
Grot Blasta	12"	Pistol 1	3	0	1	
Grotzooka	18"	Heavy 2D3	6	0	1	
Hades Autocannon	36"	Heavy 4	8	-1	2	
Hand Flamer	6"	Assault D6	3	0	1	This weapon automatically hits its target.
Heavy Flamer	8"	Heavy D6	5	-1	1	This weapon automatically hits its target.
Hellfire	6"	Pistol D6	4	-1	1	This weapon automatically hits its target.
Krak Grenade	6"	Grenade D6	6	-1	D3	
Meltagun	12"	Assault 1	8	-4	D6	
Multi-Melta	24"	Heavy 1	8	-4	D6	
Pyrelock Pistol	12"	Pistol 1	4	-1	1	
Pyrelock Gatling	36"	Heavy 4	4	-1	1	
Pyrelock Rifle	24"	Rapid Fire 1	4	-1	1	
Slag Gun	8"	Assault 1	6	-2	D3	This weapon automatically hits its target.
Squat Rocket Launcher	30"	Heavy 1	8	-2	3	
Twin Pyrelock Rifle	24"	Rapid Fire 2	4	-1	1	

RECOMMENDED BASE SIZES

The following base sizes are recommended for use with this opus:

Team Leaders

- **Slave Driver:** 25mm round base
- **Thrallmaster:** 25mm round base
- **Thrallmaster Biker:** Bike base
- **Oathkin Deathmask:** 25mm round base
- **Incanal:** 25mm round base
- **Hell Blazer:** Bike base
- **Exo Armour Deathmask:** 32mm round base
- **Daemonsmith:** 25mm round base

Core

- **Grot Slave:** 25mm round base
- **Zooker Team:** 32mm round base
- **Living Bomb:** 25mm round base
- **Thrall:** 25mm round base
- **Thrall Biker:** Bike base

Special

- **K'Daai Fireborn:** 50mm round base
- **Oathkin:** 25mm round base
- **Infernal:** 25mm round base
- **Hell Rider:** Bike base
- **Exo Armour Oathkin:** 32mm round base
- **Ba'Hal:** 90x52 oval base
- **Katiuch:** 90x52 oval base
- **Ironkin Deathmask:** 60mm round base