

# ENSLAVERS

HOR

## ROGUE TRADER

This team list uses the Rogue Trader rulebook as the basis for this army list. All rules not listed here will be drawn from there, mainly weapons profiles. If a rule differs from the Codex, it will be clearly stated.

## FACTION KEYWORDS

All models in this list have the **Enslaver, Xenos**, keywords.

## ENSLAVEMENT

Enslavers get a dice pool for mind control, see Unit entry. Enslavers may upgrade to contributing up to 5D6 at an extra +15 pts per D6. Dice are used to control enslaved units and to mind control new ones! The dice pool is used as follows: In the Enslaver's turn it allocates dice to utilizing its already enslaved units. Any dice left over can be used to try and take over opposing units. At the start of the next Enslaver's turn the pool is refilled with the exception of dice that have been left with units to show they are in danger of permanent enslavement (see below). Exceptions: ALL units can potentially be enslaved, even vehicles, Necrons, Tyranids, Daemons, etc. Units without a Leadership characteristic count as having Ld 10. Enslavers count as psykers but their Enslavement dice do not count as a psychic power and cannot be denied.

## CONTROLLING ENSLAVED UNITS

Enslaved units require one dice a turn in order to do anything, two to be brought fully under control. Enslaved units with just one dice have to roll it and use the following table: 1-3 : May only move or shoot, may not assault but will fight if already in close combat. 4-6 : May move, shoot and assault normally. Enslaved units automatically pass all Morale checks.

## ENSLAVING NEW UNITS

Enslaving new units is achieved by allocating dice to them and rolling against the target unit's Leadership characteristic. A maximum of three dice can be allocated per enemy unit and one dice is lost per full 24" that there is between the closest Enslaver and the target (ie, 24"-47" -1 dice, 48"-71" -2 dice, control is not possible at 72" or greater). The following results apply: Equaling the Leadership: This has no immediate effect. Beating the Leadership by 1: The Enslaver can cause the unit to move, this will be an additional move of up to 6" in the Enslaver's turn. The unit can be moved into terrain that is dangerous or difficult for it, but not impassable. Beating the Leadership by 2: The Enslaver can cause the unit to move as above and shoot in the Enslaver's turn, targeting the nearest unit, friend or foe. Beating the Leadership by 3+: The Enslaver can cause the unit to move up to 6", shoot and assault up to 6", effectively controlling the unit for the Enslaver's turn. Permanent Enslavement: Each time an enemy unit is affected by the Enslavers leave one of the dice from their pool with it. Once three dice have been accumulated the unit becomes fully enslaved and is part of the Enslaver's forces from then on. At this point the accumulated dice are returned to the Enslavers' dice pool. Mind Control: The Enslaver's effect gets more powerful the closer you get. Within 6" units are at Ld -2, within 12" -1 Ld. Psykers suffer an additional -1 at any range. Psychic Lash: In close combat Enslavers can add unused Mind Control dice as additional attacks to represent the effects of its psychic lash. An Enslaver may not use more dice for attacks than they contribute to the dice pool. Close combat attacks from Enslavers ignore Armour Saves.

## MODEL AVAILABILITY

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

- 1 Team Leader model
- 1-25 Core models

# TEAM LEADERS

ENSLAVER PRIME									
	45								
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Prime	5"	4+	4+	6	5	3	1	10	4++
EQUIPMENT	- Psychic Lash								
RULES	- Inspiring Presence, Mind Control  Mind Control: Enslaver Prime rolls 2D6 for their starting mind control pool								
OPTIONS	- Can take up to 5 additional D6 for their mind control pool								15 pts each
KEYWORDS	Xenos, Enslaver, Infantry, Psyker								

## CORE

ENSLAVER									
	35								
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Enslaver	5"	4+	4+	5	5	2	1	10	4++
EQUIPMENT	- Psychic Lash								
RULES	- Mind Control  Mind Control: Enslavers roll 1D6 for their starting mind control pool								
OPTIONS	- Can take up to 5 additional D6 for their mind control pool								15 pts each
KEYWORDS	Xenos, Enslaver, Infantry, Psyker								

ENSLAVED THRALL									
	8/10/6								
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Eldar	4"	4+	4+	3	3	2	1	7	5+
Marine	4"	4+	4+	4	4	2	1	7	5+
Human	4"	4+	4+	3	3	2	1	7	5+
EQUIPMENT	- Shuriken Catapult (Eldar) - Bolter (Marine) - Lasrifle (Human)								
RULES	- If within 3" of an Enslaver model, they may intercept a wound from a shooting attack on a 5+								
OPTIONS									
KEYWORDS	Enslaved, Thrall, Infantry								

# ARMOURY

## Weapons Chart

WEAPON	POINTS	RANGE	TYPE	S	AP	D	ABILITIES
Psychic Lash	0	18"	Assault *	6	-1	2	The number of shots taken by the Psychic Lash are determined by the number of dice in the mind pool
Psychic Lash	0	Melee	Melee *	User	-2	2	The number of shots taken by the Psychic Lash are determined by the number of dice in the mind pool. The melee number is reduced by the number used for shooting

