

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 **SQUAT** and **<STRONGHOLD>** keywords. The **<STRONGHOLD>** keyword works in the same way as all keywords that are highlighted in brackets.

MODEL AVAILABILITY

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

- 1 Team Leader model
- 1-25 Core models
- 0-5 Special models

ABILITIES

The following abilities are common to several Squat units:

Psychic Resilience

Each time a model with this ability suffers a Wound or Mortal Wound caused by a psychic power, roll a die. On a 5+, the wound is not lost.

That's a Grudgin'

Each time a model with this ability is removed as a casualty, the model who dealt the final Wound becomes a Hated Foe for the remainder of the battle (if it is somehow impossible to determine which model caused the final wound, randomize amongst eligible models). All friendly **SQUAT** models can re-roll Hit and Wound rolls of 1 when attacking a Hated Foe.

Slow and Hardy

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.

WARGEAR LIST

Some of the 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
· Chainaxe	· Coil Gun	· Coil Cannon
· Forgesword	· Flamer	· Forgelock Gatling
· Forgehammer	· Ion Rifle	· Heavy Flamer
· Forgeaxe	· Mining Laser	· Heavy Mining Laser
· Macro Hammer		· Squat Rocket Launcher
· Voltaic Mace		

STRONGHOLD LEGACIES

All models in a Squats Kill Team gain a Stronghold legacy, so long as every model in your Kill Team is from the same Stronghold. The Stronghold legacy gained depends upon the Stronghold they are from, as shown in the table below. If your Squats are not from any of the listed Stronghold, or if they do not otherwise have an associated legacy, use the legacy which you think will fit your Kill Team the most.

BRUGGEN: MATTERS OF HONOR

Models with this legacy can make Heroic Interventions even if they are not characters. In addition, CORE models with this trait gain the That's a Grudgin' ability.

IMBACH: GUILBREAKERS

Enemy models do not receive the benefit of cover against ranged attacks made by models with this legacy. In addition, models with this legacy are unaffected by penalties to their hit rolls that are caused by enemy models' abilities.

CHROME: TINKER VAULTS

You add 1 to the Strength and AP characteristics of the ranged weapons of models with this trait when making shooting attacks (AP 0 becomes AP -1, etc). However, if you do, the firing model suffers 1 mortal wound for each hit roll of a 1 made with that weapon in that Shooting phase after making all its ranged attacks.

THUNGRIM: FIST OF THE THOR LEAGUE

Add 1 to save rolls made for models with this legacy against attacks that have an AP characteristic of -1. (This is the same as treating the attack as if it had an AP characteristic of 0 rather than -1.)

GRUBEN: BUSINESS OF WAR

Add 1 to the Hit rolls of models with this legacy in the Shooting phase if they did not move in the preceding Movement phase.

MJOLNA: TOUGH ARMOUR, TOUGHER SKULLS

Models with this legacy have a 6+ invulnerable save and add 1 to their Leadership characteristic. If a model with this legacy already has an invulnerable save conferred by other means, you can re-roll failed invulnerable save rolls of 1 for that model instead.

DARGON: DARGON THE CURSED

Enemy models within 12" of at least one model with this trait must re-roll successful save rolls of 6. Enemy models that are within 12" of at least three models with this trait must re-roll successful hit rolls of 6 as well.

SQUAT REAVERS: GUTS 'N GLORY

Increase the Strength of all INFANTRY and BIKER models with this legacy by 1. In addition, you can re-roll failed Charge rolls for models with this legacy if the charge would require a roll of 10 or more to be successful.

PHILOSOPHIES

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	
Simmering Anger	+3 TP if, before the beginning of the battle, you declare that you will not Tactical Actions until at least one friendly model with the That's a Grudgin' ability is removed as a casualty.
Avenge your Brethern	If you chose this philosophy, gain +2 TP the first time a Hated Foe is removed as a casualty. On every turn after this happens, gain 1 TP the first time in each turn you cause a Hated Foe to be removed as a casualty.
Purposeful March	+3 TP if, before the beginning of the battle, you declare that you will not make Advance moves in that battle.
Stay Positioned!	+4 TP if, before the beginning of the battle, you declare that none of your models will Move or Charge during the first battle round.
Scrapmakers	If you chose this philosophy, gain +1 TP the first time in each turn you cause an enemy model equipped with a weapon or a piece of wargear that costs 5 points or more to be removed as a casualty. If that piece of wargear cost 15 points or more, gain 2 TP instead.
Eyes on the Prize	If you chose this philosophy, gain +2 TP the first time an enemy Special model is removed as a casualty.
Never Kneel	If you chose this philosophy, gain 2 TP each time you successfully pass a Rout test.
Antitactics	If you chose this philosophy, the first time in the battle that your opponent uses a Tactical Action that costs 2 TP or more, you gain as much TP as was just spent.
Brazen Fools	+3 TP if, before the beginning of the battle, you declare that you will attempt to charge with all friendly model that begin the Charge phase within 12" of an enemy model and can declare a charge.

TACTICAL ACTIONS

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		
An Axe to Grind	1 TP	Declare you will use this action in the Shooting phase or in the Fight phase. Pick a Hated Foe: you can re-roll all failed Hit and Wound rolls against that model, until the end of the phase.
Stand Your Ground!	1 TP	Declare you will use this action after an enemy model completes a charge move. That model does not count as having charged in this turn.
Road Eater	1 TP	Declare you will use this action after a friendly BIKER model finishes an Advance move. That model can immediately move an additional 5".
Mindshaft	1 TP	Declare you will use this action after an enemy model successfully manifests a Psychic power. One model in your Kill Team can attempt to deny that power as if it were a Psyker.
Ceaseless Assault	1 TP	Declare you will use this action after a friendly model attacks in the Fight phase. That model can pile in and fight once again in a row.
Mad Charge	1 TP	Declare that you will use this action at the beginning of your Charge phase. Pick up to D3+1 friendly DRIFTER models : these models can charge this turn, even if they advanced during the preceding Movement phase.
Engineer's Trade	1 TP	Declare that you will use this action at the end of your Movement phase. Pick a friendly model with a Servo-Arm or a Servigrot's Servo-Arm to repair a friendly model. One EXO-ARMOUR , BIKER or VEHICLE model within 1" of that model regains 1 wound previously lost in the battle. In addition, you can re-roll all hit rolls made for that model in this turn.
Preliminary Strike	3 TP	Declare you will use this action immediately after both players are done setting up their Kill Teams at the start of the battle. Up to D3 models in your army can immediately make a shooting attack as if it were the shooting phase.
Home Defense	3 TP	Declare you will use this action before an opponent places a model on the battlefield from reserves. Your opponent must place that model more than 18" away from your models.

STRONGHOLD-SPECIFIC TACTICAL ACTIONS

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

TACTICAL ACTIONS (cont.)		
Bellowing Battlecry	2 TP	Bruggen only. Declare you will use this action at the beginning of your Shooting phase. Pick a group of 3 or more friendly <BRUGGEN> models that are within 3" of each other. These models give up their shooting for this phase to bellow a terrifying battlecry: each enemy model within 6" of at least one model in the group must immediately take a Nerve test.
Private Transactions	2 TP	Gruben only. Declare you will use this action at the beginning of the enemy Shooting phase. Pick up to 3 enemy models. These models suffer a -1 penalty to their Hit rolls, until the end of the Shooting phase.
No Quarter Given	2 TP	Imbach only. Declare you will use this action at the beginning of the Shooting phase. Pick a friendly <IMBACH> model. Pick one weapon carried by that model and one weapon carried by each friendly <IMBACH> models within 3" of it, except a Grenade. Change the type of these weapons to Pistol until the end of the shooting phase. Double the amount of shots that weapon makes if it had the Rapid Fire type.
Tactical Backwards Advance	1 TP	Mjolna only. Declare you will use this action after a friendly <MJOLNA> model falls back. During the following Shooting phase, that model and all friendly <MJOLNA> models within 3" of it may shoot even though they fell back in the same turn.
Jury-Rig	1 TP	Chrome only. Declare you will use this action at the start of your turn. Pick a friendly <CHROME> VEHICLE model. That model regains 2 Wounds lost previously in the battle; however, its maximum Wounds characteristic is also reduced by 1 until the end of the battle.
Not Anything Anymore	2 TP	Dargon only. Declare you will use this action before making a Rout test. You automatically pass that Rout test.
Armourbreaker	2 TP	Thungrim only. Declare you will use this tactical action after an enemy model is wounded, but not slain, by attacks made by a friendly <THUNGRIM> model in the Fight phase. Change that model's Save characteristic to 7+ until the end of the battle.
Break the Ranks!	3 TP	Squat Reavers only. Declare you will use this action at the end of deployment, before the start of the first battle round. Each CORE model in your army may immediately move as if it were the Movement phase, except that they cannot advance, and they must end that move closer to enemy models than they started.

TEAM LEADERS

BROTHERHOOD CHAMPION									
16									
NAME	M	WS	BS	S	T	W	A	Ld	Sv
B. Champion	4"	3+	4+	3	4	3	2	8	4+
Equipment	<ul style="list-style-type: none"> · Foregelock Repeater · Forgelock Pistol · Krak Grenade 								
Abilities	<ul style="list-style-type: none"> · Psychic Resilience, That's a Grudgin', Slow and Hardy 								
Wargear Options	<ul style="list-style-type: none"> · May replace its Forgelock Repeater with a Chainsword or an item from the Melee Weapons list. · May replace its Forgelock Pistol with a Coil Pistol. · For every five BROTHERHOOD WARRIOR models in your Kill Team, one may replace its Forgelock Repeater with an item from the Special Weapons list. · May take items from the Squat Armoury. 								
Keywords	<ul style="list-style-type: none"> · INFANTRY, BROTHERHOOD WARRIOR 								

FOE SLAYER									
16									
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Foe Slayer	5"	3+	4+	3	4	3	3	8	5+
Equipment	<ul style="list-style-type: none"> · Chainsword · Forgelock Pistol 								
Abilities	<ul style="list-style-type: none"> · Psychic Resilience, That's a Grudgin', Slow and Hardy · Last Gasp: If this model is removed as a casualty while within 1" of an enemy model , do not immediately remove it as a casualty. After the enemy model has finished making all its attacks, you can immediately Pile In and attack with this model. After that, remove it as a casualty normally. 								
Wargear Options	<ul style="list-style-type: none"> · May replace its Chainsword with an item from the Melee Weapons list. · May replace its Forgelock Pistol with a Coil Pistol or a Chainsword. · May take items from the Squat Armoury. 								
Keywords	<ul style="list-style-type: none"> · INFANTRY, DRIFTER 								

TRENCH MASTER

18

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Trench Master	4"	3+	4+	3	4	3	2	8	4+
Equipment	<ul style="list-style-type: none"> · Chainsword · ForgeLock Pistol · Krak Grenade 								
Abilities	<ul style="list-style-type: none"> · Psychic Resilience, That's a Grudgin', Slow and Hardy · Subterranean Infiltration: During deployment, you can set up this unit in reserves instead of placing it on the battlefield. At the end of any of your Movement phases, all SAPPER models in your Kill Team dig out of the ground: place them anywhere on the battlefield that is more than 9" from enemy models. · Sabotage: Add 1 to Hit rolls made for SAPPERS within 3" of this model in the Shooting phase on the turn in which they arrived from reserves. 								
Wargear Options	<ul style="list-style-type: none"> · May replace its Chainsword with an item from the Melee Weapons list. · May replace its ForgeLock Pistol with a Coil Pistol. · One Sapper in your Kill Team may take a Mining Laser or a Heavy Mining Laser. · May take items from the Squat Armoury. 								
Keywords	<ul style="list-style-type: none"> · INFANTRY, SAPPER 								

GUILD BOSS

25

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Guild Boss	11"	3+	4+	3	5	4	3	8	4+
Equipment	<ul style="list-style-type: none"> · Twin ForgeLock Repeater · ForgeLock Pistol · Krak Grenade 								
Abilities	<ul style="list-style-type: none"> · Psychic Resilience, That's a Grudgin', Slow and Hardy · 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 ForgeLock Pistol with a Chainsword, a Coil Pistol, or an item from the Melee Weapons list. · For every three GUILD BIKER models in your Kill Team, one may replace its Twin ForgeLock Repeater with an item from the Special Weapons list. · May take items from the Squat Armoury. 								
Keywords	<ul style="list-style-type: none"> · BIKER, GUILD BIKER 								

HEARTHGUARD CHAMPION

19

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Hearthguard C.	4"	3+	4+	3	4	3	3	8	3+
Equipment	<ul style="list-style-type: none"> · Forgelock Repeater · Forgelock Pistol · Krak Grenade 								
Abilities	<ul style="list-style-type: none"> · Psychic Resilience, That's a Grudgin', Slow and Hardy · Veteran Kill Team: If your Team Leader is a Hearthguard Champion, up to five Hearthguards may be taken as core. 								
Wargear Options	<ul style="list-style-type: none"> · May replace its Forgelock Repeater with a Chainsword or an item from the Melee Weapons list. · May take a Servo-Arm. · May replace its Forgelock Pistol with a Coil Pistol. · For every five HEARTHGUARD in your Kill Team, two may replace their Forgelock Repeater with an item from the Special Weapons list. · May take items from the Squat Armoury. 								
Keywords	<ul style="list-style-type: none"> · INFANTRY, HEARTHGUARD 								

EXO-ARMOUR CHAMPION

26

NAME	M	WS	BS	S	T	W	A	Ld	Sv
E.A. Champion	3"	3+	4+	3	4	4	3	8	2+
Equipment	<ul style="list-style-type: none"> · Twin Forgelock Repeater · Forgeaxe 								
Abilities	<ul style="list-style-type: none"> · Psychic Resilience, That's a Grudgin', Slow and Hardy · Exo-Armour: This model has a 5+ Invulnerable Save. · Armoured Kill Team: If your Team Leader is an Armoured Champion, Exo-Armour Hearthguards may be taken as core. 								
Wargear Options	<ul style="list-style-type: none"> · May replace its Forgeaxe with an item from the Melee Weapons list. · May take a Servo-Arm. · May replace its Twin Forgelock Repeater with an item from the Special Weapons list. · For every five EXO-ARMOUR HEARTHGUARD model in your Kill Team, one may replace its Twin Forgelock Repeater with an item from the Heavy Weapons list. · May take items from the Squat Armoury. 								
Keywords	<ul style="list-style-type: none"> · INFANTRY, EXO-ARMOUR, EXO-ARMOUR HEARTHGUARD 								

THUNDERER VETERAN									
24									
NAME	M	WS	BS	S	T	W	A	Ld	Sv
T. Veteran	4"	3+	3+	3	4	3	2	8	3+
Equipment	<ul style="list-style-type: none"> · Forgelock Repeater · Forgelock Pistol · Krak Grenade 								
Abilities	<ul style="list-style-type: none"> · Psychic Resilience, That's a Grudgin', Slow and Hardy · Thunderer Range-Finder: Once per turn, during your Shooting phase, you can pick a friendly Thunderer within 3" of this model. You can add 1 to Hit rolls made for that model this phase. 								
Wargear Options	<ul style="list-style-type: none"> · May replace their Forgelock Repeater with a Forgelock Pistol or a Coil Pistol. · May take an item from the Melee Weapons list. · May take a Servo-Arm. · May take items from the Squat Armoury. 								
Keywords	<ul style="list-style-type: none"> · INFANTRY, THUNDERERS 								

ANCIENT									
20									
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Ancient	4"	3+	4+	3	4	3	2	9	4+
Equipment	<ul style="list-style-type: none"> · Runic Blade 								
Abilities	<ul style="list-style-type: none"> · Psychic Resilience, That's a Grudgin', Slow and Hardy · Ancestral Hatred: Once per turn, in your Psychic phase, you can pick an enemy model within 24" of the Ancient. That model becomes a Hated Foe for the remainder of the battle. · Will of the Ancestors: Once per turn, at the beginning of your Movement phase, the Ancient can invoke one of the powers below. All friendly Squat Infantry and Biker models within 6" of the Ancient gain that power's benefit until the beginning of your next Movement phase. <ul style="list-style-type: none"> · Old Grumblings: Affected models do not need to take Nerve tests. · Call to March: Affected models add 2" to their Movement characteristic. · Force of Will: Add 2 to Psychic Resilience rolls made for affected models. 								
Wargear Options	<ul style="list-style-type: none"> · May replace their Runic Blade with a Runic Axe or a Runic Staff. · May take items from the Squat Armoury. 								
Keywords	<ul style="list-style-type: none"> · INFANTRY, ANCIENT 								

GUILD ENGINEER

22

NAME	M	WS	BS	S	T	W	A	Ld	Sv
G. Engineer	4"	3+	3+	3	4	4	2	9	3+
Equipment	<ul style="list-style-type: none"> · Forgeaxe · Servo-Arm · Forgelock Pistol 								
Abilities	<ul style="list-style-type: none"> · Psychic Resilience, That's a Grudgin', Slow and Hardy · Martian Heritage: If you target this model with the Engineer's Trade tactical action, the model being repaired regains D3 lost wounds instead of 1. 								
Wargear Options	<ul style="list-style-type: none"> · May take items from the Squat Armoury. 								
Keywords	<ul style="list-style-type: none"> · INFANTRY, GRETCHIN, GUILD ENGINEER 								

GUILD ENGINEER

25

With Servigrot

NAME	M	WS	BS	S	T	W	A	Ld	Sv
G. Engineer	4"	3+	3+	3	4	4	2	9	3+
Equipment	<ul style="list-style-type: none"> · Forgeaxe · Beard of Mechadendrites · Servigrot's Servo-Arm 								
Abilities	<ul style="list-style-type: none"> · Psychic Resilience, That's a Grudgin', Slow and Hardy · Martian Heritage: If you target this model with the Engineer's Trade tactical action, the model being repaired regains D3 lost wounds instead of 1. 								
Wargear Options	<ul style="list-style-type: none"> · May take items from the Squat Armoury. 								
Keywords	<ul style="list-style-type: none"> · INFANTRY, GRETCHIN, GUILD ENGINEER 								



CORE

BROTHERHOOD WARRIOR									
6									
NAME	M	WS	BS	S	T	W	A	Ld	Sv
B. Warrior	4"	3+	4+	3	4	1	1	8	4+
Equipment	<ul style="list-style-type: none"> · Foregelock Repeater · Forgelock Pistol · Krak Grenade 								
Abilities	<ul style="list-style-type: none"> · Psychic Resilience, Slow and Hardy 								
Wargear Options	<ul style="list-style-type: none"> · May replace its Forgelock Repeater with a Chainsword or a Chainaxe. · For every five BROTHERHOOD WARRIORS in your Kill Team, one may replace its Forgelock Repeater with an item from the Special Weapons list. · For every ten BROTHERHOOD WARRIORS in your Kill Team, one may replace its Forgelock Repeater with an item from the Heavy Weapons list. · May take items from the Squat Armoury. 								
Keywords	<ul style="list-style-type: none"> · INFANTRY, BROTHERHOOD WARRIOR 								

MOLE MORTAR TEAM									
10									
Maximum of 3 of this unit in your Kill Team.									
NAME	M	WS	BS	S	T	W	A	Ld	Sv
B. Warrior	4"	3+	4+	3	4	2	2	8	4+
Equipment	<ul style="list-style-type: none"> · Mole Mortar · Two Forgelock Pistols · Krak Grenade 								
Abilities	<ul style="list-style-type: none"> · Psychic Resilience, Slow and Hardy · May take items from the Squat Armoury. 								
Keywords	<ul style="list-style-type: none"> · INFANTRY, MOLE MORTAR TEAM 								



DRIFTER										5
NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Drifter	5"	3+	4+	3	4	1	2	8	5+	
Equipment	<ul style="list-style-type: none"> · Chainsword · ForgeLock Pistol 									
Abilities	<ul style="list-style-type: none"> · Psychic Resilience, Slow and Hardy · Last Gasp: If this model is removed as a casualty while within 1" of an enemy model, do not immediately remove it as a casualty. After the enemy model has finished making all its attacks, you can immediately Pile In and attack with this model. After that, remove it as a casualty normally. 									
Wargear Options	<ul style="list-style-type: none"> · May replace its Chainsword with a Chainaxe. · May replace its ForgeLock Pistol with a Chainsword. · May take items from the Squat Armoury. 									
Keywords	· INFANTRY, DRIFTER									

SAPPER										10
Maximum of 10 of this unit in your Kill Team.										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Sapper	4"	3+	4+	3	4	1	1	8	4+	
Equipment	<ul style="list-style-type: none"> · Chainsword · ForgeLock Pistol · Krak Grenade 									
Abilities	<ul style="list-style-type: none"> · Psychic Resilience, Slow and Hardy · Subterranean Infiltration: During deployment, you can set up this unit in reserves instead of placing it on the battlefield. At the end of any of your Movement phases, all SAPPERS in your Kill Team dig out of the ground: place them 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 Sapper in your Kill Team may take a Mining Laser. · May take items from the Squat Armoury. 									
Keywords	· INFANTRY, SAPPER									

Guild Biker accompanying a Trike.

GUILD BIKER

15

Maximum of **3** of this unit in your Kill Team.

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Guild Biker	11"	3+	4+	3	5	2	1	8	4+
Equipment	<ul style="list-style-type: none"> · Twin Forgelock Repeater · Forgelock Pistol · Krak Grenade 								
Abilities	<ul style="list-style-type: none"> · Psychic Resilience, Slow and Hardy · 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 Forgelock Pistol with a Chainsword or a Chainaxe. · For every three GUILD BIKER models in your Kill Team, one may replace its Twin Forgelock Repeater with an item from the Special Weapons list. · May take items from the Squat Armoury. 								
Keywords	<ul style="list-style-type: none"> · BIKER, GUILD BIKER 								



SPECIAL

HEARTHGUARD										9
NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Hearthguard	4"	3+	4+	3	4	1	2	8	3+	
Equipment	<ul style="list-style-type: none"> · Forgelock Repeater · Forgelock Pistol · Krak Grenade 									
Abilities	<ul style="list-style-type: none"> · Psychic Resilience, That's a Grudgin', Slow and Hardy · Veteran Kill Team: If your Team Leader is a Hearthguard Champion, up to six Hearthguards may be taken as core. 									
Wargear Options	<ul style="list-style-type: none"> · May replace its Forgelock Repeater with a Chainsword or a Chainaxe. · One Hearthguard in your Kill Team may replace its Forgelock Repeater with an item from the Special Weapons list. If your Kill Team contains at least five HEARTHGUARD models, a second one may do so. · May take items from the Squat Armoury. 									
Keywords	· INFANTRY, HEARTHGUARD									

EXO-ARMOUR HEARTHGUARD										16
Maximum of 5 of this unit in your Kill Team.										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	
E.A. Hearthguard	3"	3+	4+	3	4	2	2	8	2+	
Equipment	<ul style="list-style-type: none"> · Twin Forgelock Repeater · Forgeaxe 									
Abilities	<ul style="list-style-type: none"> · Psychic Resilience, That's a Grudgin', Slow and Hardy · Exo-Armour: This model has a 5+ Invulnerable Save. · Armoured Kill Team: If your Team Leader is an Armoured Champion, Exo-Armour Hearthguards may be taken as core. 									
Wargear Options	<ul style="list-style-type: none"> · May replace its Forgeaxe with an item from the Melee Weapons list. · May replace its Twin Forgelock Repeater with an item from the Special Weapons list. · For every five EXO-ARMOUR HEARTHGUARD model in your Kill Team, one may replace its Twin Forgelock Repeater with an item from the Heavy Weapons list. · May take items from the Squat Armoury. 									
Keywords	· INFANTRY, EXO-ARMOUR, EXO-ARMOUR HEARTHGUARD									

THUNDERER

14

Maximum of 3 Thunderers in your Kill Team.

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Thunderer	4"	3+	3+	3	4	1	1	8	3+
Equipment	<ul style="list-style-type: none"> · Forgelock Repeater · Forgelock Pistol · Krak Grenade 								
Abilities	<ul style="list-style-type: none"> · Psychic Resilience, That's a Grudgin', Slow and Hardy 								
Wargear Options	<ul style="list-style-type: none"> · May replace their Forgelock Repeater with an item from the Heavy Weapons list. · May take items from the Squat Armoury. 								
Keywords	<ul style="list-style-type: none"> · INFANTRY, THUNDERER 								

GUILD TRIKE

19

Maximum of 1 Trike, Guild Gyro, Exotrike or Iron Brother in your Kill Team.

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Trike	11"	3+	4+	3	5	4	2	8	4+
Equipment	<ul style="list-style-type: none"> · Forgelock Gatling · Two Forgelock Pistols · Krak Grenade 								
Abilities	<ul style="list-style-type: none"> · Psychic Resilience, That's a Grudgin', Slow and Hardy · 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 Forgelock Pistol with a Chainsword. · May replace its Forgelock Gatling with an item from the Heavy Weapons list. · May take items from the Squat Armoury. 								
Keywords	<ul style="list-style-type: none"> · BIKER, GUILD TRIKE 								

EXOTRIKE

Maximum of 1 Trike, Guild Gyro, Exotrike or Iron Brother in your Kill Team.

38

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Exotrike	10"	3+	4+	3	5	4	3	8	2+
Equipment	<ul style="list-style-type: none"> · Doom Lance · Twin Forgelock Repeater 								
Abilities	<ul style="list-style-type: none"> · Psychic Resilience, That's a Grudgin', Slow and Hardy · Exo-Armour: 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 its Twin Forgelock Repeater with an item from the Special Weapons list. · May take items from the Squat Armoury. 								
Keywords	<ul style="list-style-type: none"> · BIKER, EXO-ARMOUR, EXOTRIKE 								



THOR LEAGUER

6

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Thor Leaguer	5"	3+	4+	3	4	1	2	8	3+
Equipment	<ul style="list-style-type: none"> · Macro Hammer · Krak Grenade 								
Abilities	<ul style="list-style-type: none"> · Psychic Resilience, That's a Grudgin', Slow and Hardy · Thor League Rep: Thor Leaguers never benefit from your Kill Team's Stronghold Legacy, unless your Kill Team has the Thungrim Stronghold Legacy. Thor Leaguers can never be included in a Kill Team with the Dargon Stronghold Legacy. 								
Wargear Options	<ul style="list-style-type: none"> · May take items from the Squat Armoury. 								
Keywords	<ul style="list-style-type: none"> · INFANTRY, LEAGUER, THOR LEAGUER 								

GRINDEL GUARD

11

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Grindel Guard	4"	3+	4+	3	4	1	2	8	3+
Equipment	<ul style="list-style-type: none"> · Voltaic Mace · Krak Grenade 								
Abilities	<ul style="list-style-type: none"> · Psychic Resilience, That's a Grudgin', Slow and Hardy · Iridium Shield: This model has a 4+ invulnerable save. · Grindel League Rep: Thor Leaguers never benefit from your Kill Team's Stronghold Legacy, unless your Kill Team has the Dargon Stronghold Legacy. Grindel Guards can never be included in a Kill Team with the Thungrim Stronghold Legacy. 								
Wargear Options	<ul style="list-style-type: none"> · May take items from the Squat Armoury. 								
Keywords	<ul style="list-style-type: none"> · INFANTRY, LEAGUER, GRINDEL GUARD 								

GUILD GYRO

Maximum of 1 Trike, Guild Gyro, Exotrike or Iron Brother in your Kill Team.

25

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Guild Gyro	14"	3+	4+	3	5	5	2	8	4+
Equipment	<ul style="list-style-type: none"> · Forgelock Gatling · Krak Grenade 								
Abilities	<ul style="list-style-type: none"> · Psychic Resilience, That's a Grudgin', Slow and Hardy · Choppa Choppa Choppa: When this model Advances, add 5" to its Move characteristic instead of rolling a die. · Scouting Vehicle: During deployment, you can set up this unit in reserves instead of placing it on the battlefield. At the end of any of your Movement phases, the Gyro finishes its circling move: place it anywhere on the battlefield that is more than 9" from enemy models and within 6" of a battlefield edge. 								
Wargear Options	<ul style="list-style-type: none"> · May replace its Forgelock Gatling with an item from the Heavy Weapons list. · May take a Twin Forgelock Repeater or an item from the Special Weapons list. · May take items from the Squat Armoury. 								
Keywords	<ul style="list-style-type: none"> · VEHICLE, FLY, GUILD GYRO 								

IRON BROTHER

Maximum of 1 Trike, Exotrike, Guild Gyro or Iron Brother in your Kill Team.

40

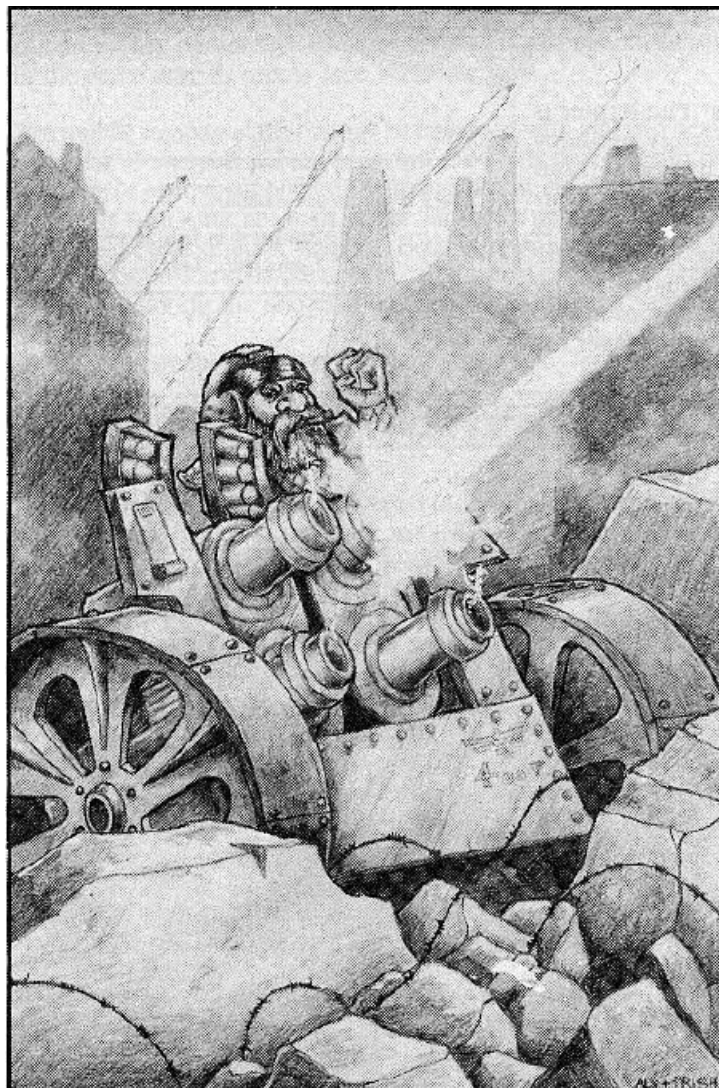
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Iron Brother	5"	3+	4+	5	6	6	2	8	3+
Equipment	<ul style="list-style-type: none"> · Ancestral Forgeaxe · Forgelock Gatling 								
Abilities	<ul style="list-style-type: none"> · Psychic Resilience, That's a Grudgin', Slow and Hardy · Brotherhood Sigil: As long as this model is on the battlefield, treat the number of models in your Kill Team as being 1 more than it is for the purpose of determining your Rout Treshold. 								
Wargear Options	<ul style="list-style-type: none"> · May replace its Ancestral Forgeaxe with an item from the Heavy Weapons list. · May replace its Forgelock Gatling with an item from the Heavy Weapons list or a second Ancestral Forgeaxe. 								
Keywords	<ul style="list-style-type: none"> · VEHICLE, IRON BROTHER 								

BROTHERHOOD ARTILLERY PLATFORM

15

Maximum of 1 of this unit in your Kill Team.

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Platform	3"	3+	4+	3	5	6	2	8	4+
Equipment	· Conversion Beamer								
Abilities	<ul style="list-style-type: none"> · That's a Grudgin' · Artillery Platform: this unit and its crew are deployed at the same time, with the crew placed within 1" of the Artillery Platform. · Brotherhood Crew: the Brotherhood Artillery Platform and its crew are treated as a single model for all rules purposes. The crew must remain within 1" of their Artillery Platform and cannot be targeted or attacked separately. The range and visibility of all attacks made by a Brotherhood Artillery Platform are measured from the Artillery Platform, not the crew. <p><i>*A Brotherhood Artillery Platform has one crew model.</i></p>								
Wargear Options	· May replace its Conversion Beamer with a Ion Cannon or a Thudd Gun.								
Keywords	· VEHICLE, ARTILLERY, BROTHERHOOD ARTILLERY PLATFORM								



Artillery platform equipped with a Thudd Gun.

ARMOURY

COMMON WARGEAR

Any number of models in your Kill Team can take items from this list, and the same item may be taken by more than one model.

ITEM	DESCRIPTION
Runestone of Reckoning (4 pts)	Leader only. One use only. Use during your Shooting phase. Roll a die: on a 1-3, nothing happens, but you may attempt to use the Runestone again during subsequent turns. On a 4+, one enemy model within 6" of the bearer suffers a mortal wound.
Runestone of Defiance (4 pts)	Leader only. One use only. Use at any point during the battle. The bearer can re-roll all failed Save rolls until the end of the current phase.
Archeotech Weapon (10 pts)	Leader only. Increase the AP of one ranged weapon carried by the model by -1.
Ancestral Weapon (15 pts)	Leader only. Increase the Damage of one melee weapon carried by the model by 1.
Runestone of Obduracy (10 pts)	Leader only. The bearer has a 5+ invulnerable save.
Runestone of the Slayer (8 pts)	Foe Slayer only. The model can pile in and attack twice in a row before being removed as a casualty when using the Last Gasp ability.
Runestone of Negation (4 pts)	Ancient only. One use only. Use in the enemy Psychic phase. The bearer may attempt to deny one enemy psychic power as if they were a Psyker, adding +2 to that roll.
Lost Fortress Icon (8 pts)	HEARTHGUARD only. Only one model in your Kill Team may take this item. Friendly models within 6" of the bearer treat all Tyranid models as Hated Foes.
Revenge Pattern Forcefield (6 pts)	EXO-ARMOUR model only. Each time the model makes an Invulnerable save roll of a 6 in the Fight phase, the model that made the attack suffers 1 mortal wound.
Foe Tracker (4 pts)	THUNDERER only. Add 6" to the range of all Rapid Fire and Heavy weapons used by the model.
Gravity Repulsors (6 pts)	GUILD BIKERS only. The bearer can Fly and adds 2" to its Movement characteristic.
Roamer's Emblem (4 pts)	BIKERS only. The model can fall back and still shoot and charge in the same turn.
Remembered Slight (2/5/10 pts)	This item costs 2 points for Core models, 5 points for Special models, and 10 points for Team Leaders. Before the beginning of the battle, pick a model in the enemy Kill Team with the same battlefield role (Team Leader, Core, or Special) as the bearer. That model begins the battle as a Hated Foe.
Frag Grenade (1 pt)	Ranged weapon. See profile in armoury.

ITEM	DESCRIPTION
Stumm Grenade (3 pts)	One use only. Use after an enemy model attempts to charge this model or a friendly model within 3". The enemy model must re-roll any successful charge.
Tremorsensor (4 pts)	The bearer gains the benefit of cover as long as it did not move in its preceding Movement phase.
Spitesight Visor (2 pt)	Model with Forgelock Repeater only. You can re-roll failed hit rolls of 1 for the model's Forgelock Repeater. When targeting a Hated Foe, you can re-roll all failed hit rolls for that weapon instead.
Incendiary Upgrade (4 pts)	Model with Heavy weapon only. Pick one of the model's Heavy weapons. Enemy models do not receive the benefit of cover against shooting attacks made with that weapon.

LEGENDARY WARGEAR

Only one of the following items may be taken in your Kill Team.

ITEM	DESCRIPTION
Norgyr Etiquette (2 pts)	Leader only. Add 1 to the hit rolls for the bearer in the Fight phase if at least one enemy model already targeted them with attacks in that Fight phase.
Thor Pattern Macro Hammer (5 pts)	Model with a Macro Hammer only. Roll three dice and pick the highest when rolling for the Macro Hammer's damage.
Kapellar Pattern Forgelock (6/3 pts)	This item costs 6 points for models equipped with a Forgelock Gatling or Twin Forgelock Repeater and 3 points for all other models. Pick one of the model's Forgelock weapons. Change that weapon's AP characteristic to -1. In addition, that model hits on 5+ when firing overwatch with that weapon.
Mark of Emberg (6 pts)	You can target the bearer with the stratagem An Axe to Grind without spending TP. In addition, if the bearer's attacks in the Fight phase cause at least one Hated Foe to be removed as a casualty, gain 1 TP at the end of the Fight phase.
Grindel Ceremonial Scepter (6 pts)	Ancient with Runic Staff only. The model may activate its Will of the Ancestors ability twice per Movement phase, rather than once.

MELEE WEAPONS	
WEAPON	POINTS PER WEAPON
Ancestral Forgeaxe	10
Beard of Mechadendrites	0
Chainaxe	1
Chainsword	0
Forgeaxe	7
Forgehammer	6
Doom Lance	0
Forgesword	6
Macro Hammer	10
Runic Axe	0
Runic Blade	0
Runic Staff	0
Servigrot's Servo-Arm	0
Servo-Arm	4
Voltaic Mace	5

RANGED WEAPONS	
WEAPON	POINTS PER WEAPON
Coil Pistol	3
Coil Gun	6
Coil Cannon	20
Conversion Beamer	5
Doom Lance	0
Forgelock Pistol	0
Forgelock Repeater	0
Forgelock Gatling	9
Frag Grenade	1
Flamer	6
Heavy Flamer	14
Heavy Mining Laser	15
Ion Cannon	35
Ion Rifle	7
Krak Grenade	0
Mining Laser	12
Mole Mortar	10
Thudd Gun	15
Squat Rocket Launcher	12
Twin Forgelock Repeater	2

RANGED WEAPONS						
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Coil Pistol	8"	Pistol 1	3	-4	D3	When attacking with a Coil weapon, double its Strength if the target of the attack has a Save characteristic of 3+ or better.
Coil Gun	18"	Assault 1	4	-4	D3	
Coil Cannon	24"	Heavy 1	5	-4	D6	
Conversion Beamer	42"	Heavy D3	6	0	1	Attacks from a Conversion Beamer that target enemies at over half its range are resolved at Strength 8, AP -1 and Damage 2.
Doom Lance (ranged)	36"	Assault 1	5	-1	1	
Forgelock Pistol	12"	Pistol 1	4	0	1	Increase the Strength characteristic of Forgelock weapons by 1 if the target is within half range.
Forgelock Repeater	24"	Rapid Fire 1	4	0	1	
Forgelock Gatling	36"	Heavy 4	5	0	1	
Frag Grenade	6"	Grenade D6	3	0	1	
Flamer	8"	Assault D6	4	0	1	This weapon automatically hits its target.
Heavy Flamer	8"	Heavy D6	5	-1	1	This weapon automatically hits its target.
Heavy Mining Laser	36"	Heavy 1	9	-3	D6	
Ion Cannon						When using this profile, if you roll one or more Hit rolls of 1 with this weapon, the bearer suffers 1 mortal wound after all of this weapon's shots have been resolved.
- Standard	60"	Heavy 3	7	-2	2	
- Overcharge	60"	Heavy D6	8	-2	3	
Ion Rifle						When using this profile, if you roll one or more Hit rolls of 1 with this weapon, the bearer suffers 1 mortal wound after all of this weapons' shots have been resolved.
- Standard	30"	Rapid Fire 1	7	-1	1	
- Overcharge	30"	Heavy D3	8	-1	2	
Krak Grenade	6"	Grenade 1	6	-1	D3	
Mining Laser	24"	Heavy 1	9	-3	D3	
Mole Mortar	48"	Heavy D6	4	0	1	This weapon can be used to attack targets that are not visible to the firing model. Units attacked by this weapon do not gain any bonus to their Saving throw for being in cover.
Thudd Gun	60"	Heavy 4D3	5	0	1	This weapon can be used to attack targets that are not visible to the firing model.

RANGED WEAPONS (cont.)

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Squat Rocket Launcher	30"	Heavy 1	8	-2	3	
Twin Forgeclock Repeater	24"	Rapid Fire 2	4	0	1	Increase the Strength of Forgeclock weapons by 1 if the target is within half range.

MELEE WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Ancestral Forgeaxe	Melee	Melee	+3	-3	3	If a model is equipped with two Ancestral Forgeaxes, it makes an additional attack each time it fights.
Beard of Mechadendrites	Melee	Melee	U	0	1	Each time the bearer fights, it can make D6 additional attacks using this weapon.
Chainaxe	Melee	Melee	+1	0	1	
Chainsword	Melee	Melee	U	0	1	Each time the bearer fights, it can make 1 extra attack with this weapon.
Doom Lance (melee)	Melee	Melee	+2	-2	2	This weapon has a Strength characteristic of +4 rather than +2 if the bearer charged in the same turn. For each succesful hit made with this profile, the target of the attack suffers 1 automatic hit using this weapon's ranged profile after all of the bearer has finished making all its attacks.
Forgesword	Melee	Melee	U	-2	2	
Forgehammer	Melee	Melee	+2	0	2	
Forgeaxe	Melee	Melee	+1	-1	2	
Macro Hammer	Melee	Melee	x2	-3	D3	When attacking with this weapon, you must substract 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.
Runic Axe	Melee	Melee	+1	-2	D3	
Runic Blade	Melee	Melee	U	-3	D3	
Runic Staff	Melee	Melee	U	0	D3	This weapon wounds on a roll of a 2+.
Servigrot's Servo-Arm	Melee	Melee	4	-2	3	When attacking with this weapon, you must substract 1 from the Hit roll. Each time the bearer fights, it can make 1 additional attack using this weapon and no more than 1 attack can be made using this weapon.

MELEE WEAPONS (cont.)						
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Servo-Arm	Melee	Melee	x2	-2	3	When attacking with this weapon, you must subtract 1 from the Hit roll. This Weapon can only be used to make one attack each time the bearer fights (all other attacks must be made using another melee weapon).
Voltaic Mace	Melee	Melee	+2	-1	1	Hit rolls of a 6+ with this weapon cause 3 hits instead of 1.

RECOMMENDED BASE SIZES

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

Team Leaders

- **Brotherhood Champion:** 25mm round base
- **Foe Slayer:** 25mm round base
- **Trench Master:** 25mm round base
- **Guild Boss:** Bike base
- **Hearthguard Champion:** 25mm round base
- **Exo-Armour Champion:** 32mm round base
- **Thunderer Veteran:** 25mm round base
- **Ancient:** 25mm round base

Core

- **Brotherhood Warrior:** 25mm round base
- **Mole Mortar Team:** 40mm round base
- **Drifter:** 25mm round base
- **Sapper:** 25mm round base
- **Guild Biker:** Bike base

Special

- **Hearthguard:** 25mm round base
- **Exo-Armour Hearthguard:** 32mm round base
- **Thunderer:** 25mm round base
- **Thor Leaguer:** 25mm round base
- **Grindel Guard:** 25mm round base
- **Guild Trike:** 75x42mm oval base OR 50mm round base
- **Exotrike:** 75x42mm oval base OR 50mm round base
- **Guild Gyro:** 32mm flying base
- **Iron Brother:** 60mm round base
- **Brotherhood Artillery Platform:** 50mm round base OR 60mm round base