

ROGUE TRADER

HOR

INDEX: XENOS VOL. 2

CODEX: DRUKHARII

CODEX: T'AU EMPIRE

CODEX: CRAFTWORLDS

CODEX: Astra Militarum

This kill team is made entirely by and for Heralds of Ruin Kill Team. Subsequently, Rogue Traders have access to wargear from across the galaxy. You will need access to the listed codexes. All unit prices are assumed to be **without** equipment. Where there is a discrepancy with points costs, use the points cost from Codex: Astra Militarum.

FACTION KEYWORDS

All models in this list have **Rogue Trader** and **<Dynasty> keywords**. If they have another faction keyword, then that will be noted in bold.

Xenos Hirelings

Models with this special rule may never gain the Imperial keyword and may never be the team leader in a campaign. You may take xenos hirelings as special choices if you run out of xenos hireling slots.

Lasgun/Autogun

To match the gigantic number of miniatures available for this faction, we use the terms lasgun and autogun interchangeably as well as laspistol and autopistol.

Hot Lead or Cold Steel

When recruiting a unit with this special rule for your kill team, you must choose when you add it to your roster whether to improve its WS or BS by 1. Once made, this decision cannot be changed. When purchasing weapons for these units, use the list price *after* you make this decision.

Boarding Shield

A model with a boarding shield improves its armour save by 2 but may not advance or gain an armour save bonus from cover.

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
- 0-6 Xenos Hirelings

TEAM LEADERS

Rogue Trader Officer									
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Rogue Trader Officer	6"	3+	3+	3	3	3	3	8	4+
EQUIPMENT	-Frag Grenade -Krak Grenade								
RULES	- Inspiring Presence - Dynastic Scion: Friendly units within 6" of this model may re-roll hit rolls of 1. - Rogue Trader Dynasty (See below)								
OPTIONS	<ul style="list-style-type: none"> - May take a single choice from the Ranged weapons, Xeno-Tech Rifles or Combi- Weapons lists. - May take up to two choices from the Xeno-Tech weapons, Pistols, and/or Melee weapons lists. Up to two of these choices may be the same item. - May take up to two choices from the Grenades list. - May add up to one modification for each weapon. - May take up to 2 augmetics. - May take items from the armoury. - May take up to three choices from the Captain's Reserve. 								
KEYWORDS	Infantry, Character, Rogue Trader Officer, Dynastic Advisor								

Rogue Trader Dynasty

You may choose one of the following to apply to your Rogue Trader warband:

Militant Dynasty: Units from this dynasty improve their leadership by 1 and may re-roll charge distances while within 6" of a friendly Dynastic Advisor. This kill team may take an additional Errant Astartes or Arch Militant.

Forge-Blessed Dynasty: Once per mission, at the beginning of any friendly turn, a team leader may invoke a Canticle of the Ommissiah which will affect the entire kill team for that turn. This kill team may take more than one Explorator.

Expeditionary Dynasty: Units from this dynasty are not slowed by difficult terrain. Furthermore, units from this dynasty may always deploy up to 4" beyond the edge of their deployment zone.

Missionaria Dynasty: Units from this dynasty gain +1 attack while within 6" of one or more dynastic advisors. This kill team may take an additional Ministorum Priest.

Xenophilic Dynasty: This kill team may take xenos hirelings as core.

Crusade-Era Dynasty: This kill team increases its Special choice allowance by two and may take one additional of each type of dynastic advisor.

Reaver Dynasty: Units from this dynasty gain +1 strength on any turn in which they successfully charge. Furthermore, they are always considered to be in cover if within 3" of an objective. If they are already in cover, they gain no further benefit.

CORE

Voidsman									
									3
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Voidsman	6"	5+	5+	3	3	1	1	4	6+
Armsman	6"	4+	4+	3	3	1	1	6	5+
EQUIPMENT	- Autogun or Lasgun (used interchangeably for replacing wargear)								
RULES	- None.								
OPTIONS	<ul style="list-style-type: none"> - Any voidsman or armsman may replace its autogun with naval shotgun. - Any voidsman or armsman may take a boarding shield for 2 points. - Any voidsman or armsman may replace its autogun with a chainsword and autopistol. - Any voidsman may be upgraded to be an armsman for 2 points, gaining the armsman statline and the Armsman keyword - For every five armsmen on your team, one may exchange its autogun for an item from the Special Weapons list. - Any armsman may take a frag grenade for 1 point. 								
KEYWORDS	Infantry, Voidsman								

Houseguard									
									7
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Houseguard	6"	4+	4+	3	3	1	1	6	4+
EQUIPMENT	<ul style="list-style-type: none"> - Laspistol/Autopistol - Frag Grenade - Krak Grenade 								
RULES	<ul style="list-style-type: none"> - Hot Lead or Cold Steel - Void Hardened Armour - Colonial Banner: Once per game, the model carrying this item may plant it in the ground at the beginning of any shooting or fight phase. All friendly models within 12" re-roll all failed to hit rolls until the end of the phase. 								
OPTIONS	<ul style="list-style-type: none"> - One houseguard on your team may carry a colonial banner for 10 points. - One houseguard on your team may carry a med pack for 10 points. - For every 5 houseguard on your team, two may take a single item each from the Special Weapons and/or Combi Weapons lists. - Any other houseguard may take a single item from the Ranged Weapons list. - Any houseguard may take a single item from the Melee weapons list. - Any houseguard may take power armour for 3 points. 								
KEYWORDS	Infantry, Houseguard								

Servitor

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NAME	M	WS	BS	S	T	W	A	Ld	Sv
Servitor	6"	5+	5+	3	3	1	1	6	4+
EQUIPMENT	- Servo Arm								
RULES	- Mindlocked: This model's WS and BS both become 4+ if a dynastic advisor is within 6".								
OPTIONS	- For every five servitors on your team, one may replace its servo arm with a heavy bolter, multi-melta or plasma cannon.								
KEYWORDS	Infantry, Servitor, Adeptus Mechanicus								

Your team may include up to five houseguard outriders.

Houseguard Outrider

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NAME	M	WS	BS	S	T	W	A	Ld	Sv
Houseguard Outrider	14"	4+	4+	3	4	2	1	6	4+
EQUIPMENT	<ul style="list-style-type: none"> - Naval Shotgun - Frag Grenade - Outrider Bike with Twin Bolter 								
RULES	<ul style="list-style-type: none"> - Hot Lead or Cold Steel - Void Hardened Armour 								
OPTIONS	<ul style="list-style-type: none"> - For every three outrider bikes on your team, one may replace its shotgun with a weapon from the Special or Melee lists. - Any may replace its naval shotgun with a hunting lance. 								
KEYWORDS	Biker, Houseguard, Houseguard Outrider								

SPECIAL

Your team may include up to one Arch-Militant

Arch Militant									
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Arch Militant	6"	3+	3+	3	3	2	2	7	4+
EQUIPMENT	<ul style="list-style-type: none"> - Bolt Pistol - Frag Grenade - Krak Grenade 								
RULES	<ul style="list-style-type: none"> - Master at Arms: Friendly units within 6" of this model may re-roll wound rolls of 1. - Void Hardened Armour - Hot Lead or Cold Steel 								
OPTIONS	<ul style="list-style-type: none"> - May take up to two items in any combination from the Ranged, Melee, Combi Weapons, Grenades, Special, Pistols or Xenotech rifles, Xenotech Weapons or a missile launcher, heavy stubber or heavy bolter. - May take items from the Armoury - May take a single modification for one its weapons. - May take a single augmetic. - May choose a single item from the captain's reserve. 								
KEYWORDS	Infantry, Arch-Militant, Dynastic Advisor								

Your team may include up to one Psyker

Psyker									
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Psyker	6"	4+	4+	3	3	2	1	6	5+
EQUIPMENT	- None.								
RULES	- Psychic Shield: This model has a 5+ invulnerable save.								
OPTIONS	<ul style="list-style-type: none"> - May take a force stave, force sword or force axe. - May take a single item from the Pistols list. - May take items from the armoury. - May take carapace armour for 2 points. 								
Psyker	This model can attempt to manifest one psychic power in each friendly Psychic phase and attempt to deny one psychic power in each enemy Psychic phase. It knows the <i>Smite</i> power and one psychic power from the Intervallum discipline (below).								
KEYWORDS	Infantry, Psyker, Dynastic Advisor								

Your team may include up to one Ministorum Priest

Missionaria Priest									
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Missionaria Priest	6"	4+	4+	3	3	2	2	7	6+
EQUIPMENT	<ul style="list-style-type: none"> - Laspistol - Frag Grenade - Krak Grenade 								
RULES	<ul style="list-style-type: none"> - War Hymns (note that these apply to <Dynasty> models). - Rosarius: This model has a 4+ invulnerable save. 								
OPTIONS	<ul style="list-style-type: none"> - This model may replace its laspistol with a bolt pistol, a plasma pistol or an inferno pistol. - This model may take an eviscerator, autogun, plasmagun, shotgun, boltgun, condemnor boltgun, storm bolter, heavy flamer or choice from the combi-weapons list. - May take items from the armoury. 								
KEYWORDS	Infantry, Missionaria Priest, Dynastic Advisor								

Your team may include a single Techpriest Explorer. Points costs for its equipment may be found in Codex: Adeptus Mechanicus.

Techpriest Explorer									
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Techpriest Explorer	6"	4+	4+	3	3	2	2	7	3+
EQUIPMENT	<ul style="list-style-type: none"> - Laspistol - Frag Grenade - Krak Grenade 								
RULES	<ul style="list-style-type: none"> - Master of Machines - Bionics - Hot Lead or Cold Steel - Explorer Professio: When you recruit this model, choose one of the professiae below, once chosen, it may not be changed. <ul style="list-style-type: none"> - Professio <u>Secutor</u>: This model may take two weapon choices from the special list and gains a 5+ invulnerable save. - Professio <u>Meteorologica</u>: Enemy units attempting to target any friendly unit within 3" of this model suffer a -1 penalty on hit rolls. - Professio <u>Linguistica</u>: While this model is alive, each time your opponent spends a tactical point, roll a d6. On a 5+, that action fails unless your opponent spends an additional command point. 								
OPTIONS	<ul style="list-style-type: none"> - May take a single choice from the Ranged or Combi-Weapons list. - May take a single choice from the Melee list. - May take a servo arm. - May take up to 3 augmetics. - May take items from the Armoury. 								
KEYWORDS	Infantry, Tech-Priest, Explorer, Dynastic Advisor, Adeptus Mechanicus								

Your team may include up to one Voidmaster

Void Master									
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Voidmaster	6"	3+	3+	3	3	2	2	7	4+
EQUIPMENT	<ul style="list-style-type: none"> - Naval Shotgun - Frag Grenade - Drone Bombardment (0 points) 								
RULES	<p>- Operations Logistor: Before deployment, choose one of the following;</p> <p style="padding-left: 20px;"><u>Master of Shuttles</u>: A number of friendly units equal to this model's Leadership characteristic gain the Aerial Drop special rule (Codex: Astra Militarum)</p> <p style="padding-left: 20px;"><u>Master of the Air Wing</u>: You may elect to impose a -1 penalty to your opponent's reserve rolls each time they roll.</p> <p style="padding-left: 20px;"><u>Boarding Master</u>: friendly units armed with naval shotguns count them as assault 3 when within 6" of this model.</p>								
OPTIONS	<ul style="list-style-type: none"> - May replace its naval shotgun with a grenade launcher. - May take power armour for 3 points. - May take a single augmetic. - May take a modification for one of its weapons which may not be the drone bombardment. - May take a boarding shield for 6 points. 								
KEYWORDS	Infantry, Void Master, Dynastic Advisor								

Your team may include up to one Seneschal

Seneschal									
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Seneschal	6"	4+	3+	3	3	2	1	7	4+
EQUIPMENT	<ul style="list-style-type: none"> - Bolt Pistol - Frag Grenade - Krak Grenade 								
RULES	<p>- Master of Operations: Before deployment, choose one of the following:</p> <p style="padding-left: 20px;"><u>Medicae</u>: When using a med-pack, this model heals wounds on a 2+ rather than 4+.</p> <p style="padding-left: 20px;"><u>Master of Whispers</u>: While this model is alive, each time you spend a tactical point, roll a d6. On a 5+, the point is refunded.</p> <p style="padding-left: 20px;"><u>Acquisitions</u>: During your shooting phase, this model and any friendly models you choose within 3" of this model may choose to move (or advance) again instead of shooting. If they do so, they may not charge later that turn.</p>								
OPTIONS	<ul style="list-style-type: none"> - May take a single item from the Ranged Weapons, Combi Weapons, Pistols or, Xeno Tech Weapons, Xeno Tech Rifles or a sniper rifle. - May take up to two items from the Melee Weapons list. - May take any number of items from the armoury. - May take a medkit (per Codex: Astra Militarum). - May take a single choice from the Captain's Reserve. 								
KEYWORDS	Infantry, Character, Seneschal, Dynastic Advisor								

Your team may include up to one Sentinel or one Exo Armour Unit

Expeditionary Sentinel									
35									
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Expeditionary Sentinel	9"	4+	4+	5	5	6	1	7	4+
EQUIPMENT	- Multilaser								
RULES	- Explodes, Smoke Launchers - Scout Vehicle: At the start of the first battle round but before the first turn begins, you can move this unit up to 9". It cannot end this move within 9" of any enemy models. If both players have units that can do this, the player who is taking the first turn moves their units first.								
OPTIONS	- May replace multilaser with heavy flamer, autocannon, missile launcher or lascannon. - May take a sentinel chainsaw or servo arm.								
KEYWORDS	Vehicle, Sentinel								

Houseguard Sentinel									
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NAME	M	WS	BS	S	T	W	A	Ld	Sv
Houseguard Sentinel	9"	4+	4+	5	5	6	1	7	4+
EQUIPMENT	- Multilaser								
RULES	- Explodes, Smoke Launchers - Void-Hardened Armour - Hot Lead or Cold Steel								
OPTIONS	- May replace multilaser with heavy flamer, autocannon, missile launcher or lascannon. - May take a sentinel chainsaw or servo arm.								
KEYWORDS	Vehicle, Sentinel, Houseguard								

Exo Armour									
17									
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Exo Armour	5"	4+	4+	4	4	3	2	6	2+
EQUIPMENT	- Two servo arms.								
RULES	- Ponderous Actuator Frame: This model may not advance, but never suffers the penalty for moving and firing a heavy weapon or the hit roll penalty for using a servo arm. - Void-Hardened Armour								
OPTIONS	- May replace one or both servo arms each with a heavy bolter, multi-melta or heavy flamer. - May be upgraded to Houseguard Exo Armour for 5 points, gaining Hot Lead or Cold Steel and the Houseguard keyword. - May be upgraded to have the Fly keyword for 5 points.								
KEYWORDS	Infantry, Exo Armour								

Equipment for the Errant Astartes is costed per Codex: Space Marines with all applicable Chapter Approved changes.

You may recruit a single Errant Astartes for your kill team.

0-1 Errant Astartes									
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Errant Astartes	6"	3+	3+	4	4	2	2	8	3+
EQUIPMENT	<ul style="list-style-type: none"> - Bolt Pistol - Bolter - Frag Grenade - Krak Grenade 								
RULES	<ul style="list-style-type: none"> - And They Shall Know No Fear - Standing Orders: At the beginning of a mission, choose one of the following: <ul style="list-style-type: none"> <u>Engage and Destroy</u>: This model may advance and fire rapid fire weapons or advance and charge, but not both. <u>Hold Ground</u>: This model receives +1 to hit when firing overwatch and counts as two models for the purposes of contesting and capturing objectives. 								
OPTIONS	<ul style="list-style-type: none"> - This model may replace its bolter with one of the following: <ul style="list-style-type: none"> - A single choice from the ranged or combi-weapons list. - A special issue bolter, boltrifle, auto bolt rifle or stalker-pattern boltrifle. - A plasma incinerator or assault plasma incinerator. - This model may replace its bolt pistol with a single choice from the Pistols list. - This model may take a single item from the Melee Weapons list. - This model may take a jump pack for 2 points (increase Movement to 12" and gives the Fly keyword). - If it didn't take a jump pack, this model may take a space marine bike for 18 points (increase Toughness and Wounds by 1 each, increase movement to 14" and add a Twin Bolter, loses the infantry keyword, gains the biker keyword and turbo-boost rule). - This model may take a single choice of grenades from the Grenades list. - If it does not have a bike or a jump pack, this model may take a heavy bolter, heavy flamer, grav cannon & grav amp, lascannon, multi-melta, plasma cannon or missile launcher. - If it does not have a heavy weapon, this model may take a storm shield or combat shield. - This model may take a single augmetic. 								
KEYWORDS	Infantry, Adeptus Astartes, Errant Astartes								

KENOS HIRELINGS

This unit uses Codex:Drukharii for its points costs.

Eldar Shadow Walker									
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Shadow Walker	7"	3+	3+	3	3	1	3	7	5+
EQUIPMENT	<ul style="list-style-type: none"> - Splinter Pistol - Hekatarii Blade 								
RULES	<ul style="list-style-type: none"> - Shrouded from Sight: Player controlled models must subtract 1 from hit rolls of any attacks that target this model. - Living Shadow: This model has a 5+ Invulnerable save. 								
OPTIONS	<ul style="list-style-type: none"> - May replace its splinter pistol with a blaster pistol, blaster or splinter rifle. - May replace its hekatarii blade with an agonizer. - May replace its hekatarii blade with hydra gauntlets, razorflails or a shardnet & impaler. - May replace its hekatarii blade with a glimmersteel blade. 								
KEYWORDS	Infantry, Aeldari, Drukhari, Xenos Hireling								

This unit uses Codex: Craftworlds for its points costs.

Aeldari Wanderer									
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Aeldari Wanderer	7"	3+	3+	3	3	1	1	7	5+
EQUIPMENT	<ul style="list-style-type: none"> - Shuriken Pistol - Plasma Grenade 								
RULES	<ul style="list-style-type: none"> - Battle Focus - Cameleoline Cloak (Your opponent must subtract 1 from their hit rolls for attacks that target this unit. In addition, add 2 to saving throws made for models from this unit that are in cover instead of 1. - Infiltrator: Instead of deploying normally, this model may wait until both armies are fully deployed and then be placed anywhere on the board that is more than 9" from any enemy models. 								
OPTIONS	<ul style="list-style-type: none"> - This model may take a sniper rifle, shuriken catapult or shuriken pistol. - This model may take a power sword, power axe or power lance. 								
KEYWORDS	Infantry, Aeldari, Xenos Hireling, Asuryani								

Units on this page use Codex: T'au Empire for their points costs.

Kroot Mercenary									
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Kroot Mercenary	7"	3+	4+	4	3	2	2	6	6+
EQUIPMENT	- Kroot Rifle								
RULES	- Stealthy Hunter: At the start of the first battle round but before the first turn begins, you can move this unit up to 9". It cannot end this move within 9" of any enemy models. If both players have units that can do this, the player who is taking the first turn moves their units first.								
OPTIONS	- May replace its kroot rifle with a pulse rifle for 1 point or a sniper rifle. - May take a single option from the Melee weapons list.								
KEYWORDS	Infantry, Kroot Mercenary, Xenos Hireling, Kroot								

For every Kroot Mercenary on your team, you may include up to two Kroot Hounds. These do not take up a special choice.

Kroot Hound									
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Kroot Hound	12"	3+	-	3	3	1	2	5	6+
EQUIPMENT	- Ripping Fangs								
RULES	- Voracious Predators: You may re-roll failed charge rolls for this unit when targeting a model that has suffered one or more unsaved wounds this turn.								
OPTIONS	- None.								
KEYWORDS	Infantry, Kroot Hound, Xenos Hireling, Kroot								

Krootox Rider									
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Krootox Rider	7"	3+	4+	6	5	3	2	6	6+
EQUIPMENT	- Kroot Gun								
RULES	- Agile Brute								
OPTIONS	- May replace its kroot gun with a burst cannon or an airburst fragmentation projector.								
KEYWORDS	Infantry, Kroot Mercenary, Xenos Hireling, Kroot								

This unit uses Codex: T'au Empire for its points costs.

Shas'Ar'Tol "Advisor"									
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Shas'Ar'Tol "Advisor"	8"	5+	4+	5	5	3	2	7	3+
EQUIPMENT	- None.								
RULES	- For the Greater Good - Manta Strike								
OPTIONS	- May take up to three of the following in any combination: Airbursting Fragmentation Projector, Burst Cannon, Cyclic Ion Blaster, Flamer, Fusion Blaster, Missile Pod, Plasma Rifle. - May take a single support system from the following: Advanced Targeting System, Counterfire Defence System, Drone Controller, Early Warning Override, Multi-Tracker, Shield Generator, Target Lock, Velocity Tracker.								
KEYWORDS	Battlesuit, Jet Pack, XV8 Crisis Battlesuit, Xenos Hireling, Fly, Shas-Ar'Tol "Advisor", T'au								

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This unit uses Codex: T'au Empire for its points costs.

T'au Farsight Mercenary									
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Farsight Mercenary	6"	4+	4+	3	3	2	2	6	4+
EQUIPMENT	- Pulse Rifle - Pulse Pistol - Chainsword - Photon Grenade								
RULES	- For the Greater Good. - Hot Lead or Cold Steel - Blooded: This model shoot and/or charge on any turn in which it fell back.								
OPTIONS	- May replace its pulse rifle with a pulse carbine or pulse blaster.								
KEYWORDS	Infantry, T'au, Farsight Mercenary, Xenos Hireling								

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Units on this page use Index: Xenos Vol 2 for its points costs.

Freeboota									
17									
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Freeboota	5"	3+	5+	5	4	2	3	7	4+
EQUIPMENT	<ul style="list-style-type: none"> - Slugga - Choppa - Stikkbomb 								
RULES	- 'Ere We Go								
OPTIONS	<ul style="list-style-type: none"> - May replace its slugga with a shoota, kustom shoota, kombi rokkit or kombi skorcha. - May replace choppa with a big choppa, power stabba or power klaw. - May take cybork body (Nob entry, Index: Xenos vol 2) 								
KEYWORDS	Infantry, Nob, Freeboota, Ork								

Skyboota									
20									
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Nob	12"	3+	5+	5	4	2	3	7	4+
EQUIPMENT	<ul style="list-style-type: none"> - Slugga - Choppa - Stikkbomb 								
RULES	<ul style="list-style-type: none"> - 'Ere We Go - Full Throttle 								
OPTIONS	<ul style="list-style-type: none"> - May replace choppa with a big choppa, power stabba or power klaw. - May take cybork body (Nob entry, Index: Xenos vol 2) 								
KEYWORDS	Infantry, Nob, Freeboota, Stormboy, Fly, Ork, Jump Pack								

Flash Git									
29									
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Flash Git	5"	3+	4+	5	4	2	3	6	4+
EQUIPMENT	<ul style="list-style-type: none"> - Snazzgun - Stikkbomb 								
RULES	<ul style="list-style-type: none"> - 'Ere We Go, Mob Rule - Gun-crazy showoffs 								
OPTIONS	<ul style="list-style-type: none"> - This model may take a single kustom bit for its snazzgun. - May take cybork body (Nob entry, Index: Xenos vol 2) 								
KEYWORDS	Infantry, Flash Git, Freeboota, Nob, Ork								

This unit uses Codex: Drukharii for points costs.

Sslyth Bodyguard									
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Sslyth	8"	3+	4+	5	5	4	3	2	5+
EQUIPMENT	- Shardcarbine - Splinter Pistol - Sslyth Battle-Blade								
RULES	- Insensible to Pain - Cold-Blooded Bodyguard: Roll a d6 each time a <Dynasty> Rogue Trader Officer loses a wound while within 3" of this model; on a 2+, this model intercepts that hit—the Rogue Trader Officer does not lose a wound, but this model suffers a mortal wound.								
OPTIONS	- None								
KEYWORDS	Infantry, Sslyth Bodyguard								

ARMOURY

ITEM	DESCRIPTION
Bionics (3 pts)	For each wound suffered by this model, roll a d6. On a 6+ the wound is discarded.
Void-Hardened Armour (2 points or free on Houseguard units)	This model may re-roll armour saves vs ranged weapons that have a random number of shots. This may be added to any other armour.
Digital Weapons (6 points)	This model gains an extra attack in the fight phase.
Grapplewhip (5 points)	This model is never slowed by terrain and never counts vertical movement against its total Movement for that round.
Refractor Field (5 points)	This model has a 5+ invulnerable save.
Targeting Cherub (5 points)	(Explorator only) One servitor within 6" may use this model's BS.
Power Armour (4 points)	This model has a 3+ armour save.

Melee Weapons

- Power Axe
- Power Maul
- Power Fist
- Power Sword
- Power Lance
- Chainsword

Ranged Weapons

- Naval Shotgun (1 point)
- Hot-Shot Lasgun
- Bolter
- Storm Bolter

Combi-Weapons

- Combi-Flamer
- Combi-Melta
- Combi-Plasma
- Combi-Grenade Launcher (7 points)

Special Weapons

- Flamer
- Meltagun
- Sniper Rifle
- Grenade Launcher
- Plasmagun
- Hot-Shot Volleygun

Xeno Tech Rifles

- Pulse Blaster (3 points)
- Pulse Rifle (3 points)
- Splinter Rifle (2 points)
- Shuriken Catapult (2 points)
- Pulse Carbine (2 points)

Xeno Tech Weapons

- Agonizer (6 points)
- Shuriken Pistol (1 point)
- Pulse Pistol (1 point)
- Splinter Pistol (1)
- Blaster Pistol

Pistols

- Bolt Pistol
- Inferno Pistol
- Hot-Shot Laspistol
- Plasma Pistol

Grenades

- Frag Grenade
- Krak Grenade
- Photon Grenade (1 point)
- Meltabomb (5 points)
- Plasma Grenade (2 points)
- Demolition Charge (12 points)

Ranged Weapons

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
The Carnodon	36"	Heavy 1	6	-3	3	
Naval Shotgun	12"	Assault 2	4	-	1	When firing overwatch with this weapon, add +1 to the hit roll.
Wogdon Dueling Pistols	12"	Pistol 2	5	-1	1	Counts as a single weapon.
Aguilar Lone Eagle	18"	Pistol 1	5	-2	1	This weapon ignores all penalties on to-hit rolls affecting its user (such as the Hard to Hit rule).
Navigator's Eye	6"	Grenade d3	-	-	-	A model hit by this weapon suffers d3 mortal wounds.
Drone Bombardment	48"	Heavy d6	4	-	1	This weapon can target enemy units not visible to the firer.

Melee Weapons

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Fusion Sword	Melee	Melee	8	-4	D3	Roll 2d3 for this weapon's damage and discard the lowest die. If a model attacking with this weapon rolls a 1 to hit, this model takes a mortal wound.
Vincitorio Rapier	Melee	Melee	+1	-3	1	A model armed only with this weapon and a pistol or another melee weapon gains +1 to its armour save against attacks that do not automatically hit.

Weapon Upgrades

More than any other Imperial organization, Rogue Traders and their entourages collect ostentatious and exotic weaponry. Note that items from the Captain's Reserve may not be upgraded. These may be added to either melee or ranged weapons (but not grenades or combi-weapons) unless otherwise noted. To represent this, use the following:

Master-Crafted (5 points)

Chased with filigree and beautiful writing, this weapon was obviously made with love and care by a master artisan. This upgrade may not be added to a heavy weapon. This weapon's damage is improved by 1.

Overcharged (5 points)

This weapon has the option to disable its safety system, making it incredibly powerful—and dangerous to its wielder. This upgrade may not be added to a weapon with more than one firing mode. This weapon may be used in supercharged mode. Doing so adds 1 to its strength and damage, but an attack roll of 1 slays the bearer outright.

Collimated (5 points)

This weapon's optics have been tooled to the most stringent tolerances. Ranged weapons only. Add 6" to this weapon's range.

Powered Feed (7 points)

This weapon has been retrofitted with a fire selector, extra capacitors or otherwise given a larger ammunition supply. This cannot be fitted to a heavy weapon, melee weapon, weapon with a random number of attacks or a pistol. Increase the number associated with the weapon's type by 1 (i.e. rapid fire 1 becomes rapid fire 2).

Vengeful (5 points)

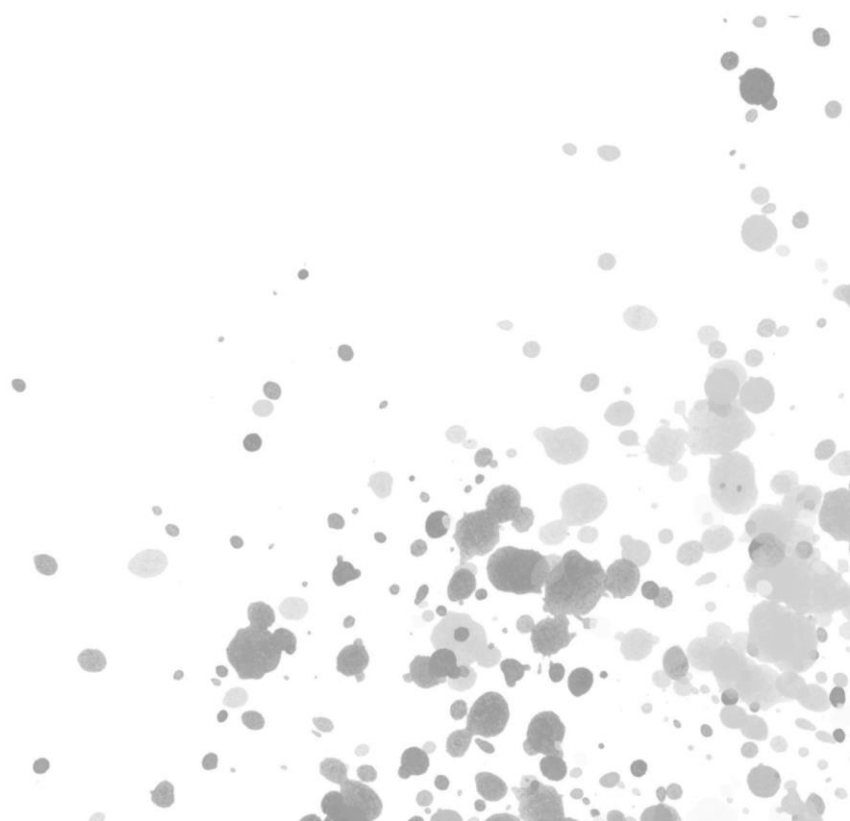
This weapon is easy to control under even the worst circumstances. Ranged weapons only. When firing overwatch with this weapon, it gains +1 on the to hit rolls.

Enlarged Frame (5 points)

This weapon has been modified on a fundamental level to fire larger caliber rounds or higher-energy shots or given a heavier blade. Increase this weapon's strength or strength bonus by 1.

Seeking (5 points)

This weapon has been tooled with optics and tracking systems that look for hidden foes and deliver justice to them. This modification may only be added to ranged weapons. This weapon ignores cover.



Augmetics

Within the ranks of the Adeptus Mechanicus, augmentations are sacred things; painstakingly earned and built. Not so for Rogue Traders, whose grotesque wealth gives them access to some of the best augmetics in the galaxy. Some might even be forbidden xeno tech... In any event, no model may have more than one of the same augmetic.

Mobility (5 points)

These subtle augmetics are typically used to help aging Imperial servants continue with their duties. However, for the right price, an enterprising mechwright can tune them to outperform the most athletic warriors. This augmetic gives the user +1 movement. Furthermore, the user always passes the roll to climb or jump and is never slowed by terrain.

Strength (10 points)

Augmentations to bone and muscle give smoother, more graceful performance. These might be vat-grown muscles if the user doesn't mind looking like a giant slab of meat, or more subtle techno-organic pieces. In either case, this augmetic allows the wearer to move and fire a heavy weapon with no penalty.

Furthermore, it removes the -1 to hit for close combat weapons that have that rule.

Dermal Armour (10 points)

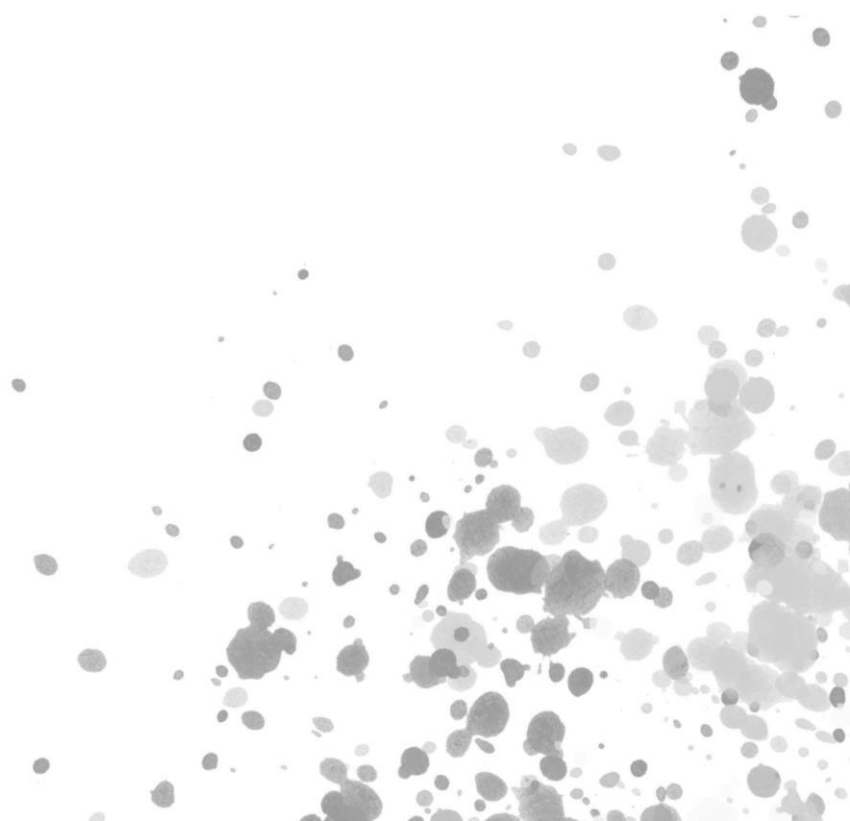
This augmentation inserts shielding and structural enhancements around the user's internal organs, often including replacement of the skull. However elegant or horrifying, the user of this augmentation gains a 4+ invulnerable save that is only effective against mortal wounds.

Combat (10 points)

This comprehensive set of augmetics either involves the use of an extra set of autonomous arms, or integrates actuators into existing augmentations to improve the user's reflexes. The user gains two extra attacks at its basic strength, no AP and damage 1.

Repair (8 points)

This back-mounted augmetic contains a host of surgical arachnos servitors that are released when the user is injured. At the end of each of the user's friendly turns, roll a d6. On a 5+, the user gains back a wound lost earlier in the battle.



The Captain's Reserve

These legendary items circulate slowly through Rogue Trader circles, won or lost in games of chance or misadventure. In any case, no kill team may have more than one example of each item.

Beloved Mascot (7 points)

From Amrys Solenar's famous mechanical simian to Lady Astanya Wallis' cloak dragon, many Rogue Traders have incorporated an exotic xenos beast into their image. This model does not participate in game and may even be modeled on the bearer. In either case, the first time in a mission where a model carrying this would suffer multiple wounds from a single attack, that model suffers a single wound instead and loses this item. (In campaign play, roll a d6 if this item is lost. On a 3+, it is returned to its owner after the mission).

Treasure Map (6 points)

The mere rumor of a viable treasure map has created a thriving market for forgeries and can cause a bidding war to develop even between scions of the same dynasty. By the same token, even a house scion who will statistically never inherit a warrant of trade has considerable resources to make her displeasure known to anyone who sold her a fake map. Whether real or fake, a model carrying this item counts as 5 models when contesting an objective.

The Carnodon (16 points, replaces a non-pistol, non-grenade ranged weapon)

Randon M'Taloth was a Rogue Trader who did the minimum possible to maintain his warrant of trade, all the while hunting every predator he could find. He would divert his fleet of over 100 ships weeks off-course if someone told him that there was a dragon or giant apex predator that he had not heard of. The Carnodon was his favored means of hunting said creatures. After passing on his warrant of trade, he and his cronies took off in his trophy ship toward Ultima Segmentum and Hive Fleet Behemoth, determined to "bag him the biggest bug." The only known survivor of his ill-fated quest was this masterfully wrought hunting rifle. The stats for the Carnodon can be found above.

Wogdon Dueling Pistols (9 points, replaces a pistol)

Ernestos Wogdon was a Rogue Trader who, in over 300 years holding his charter, was always the first of his crew to set foot on an unclaimed world. Predictably, by the time he passed on his charter, he was more augmented than man, but in his prime, he was known for his quick wits and adaptable tactics. These pistols were a gift from the Ecclesiarch Alexius XXIV to Wogdon after the Rogue Trader led a boarding party to rescue him from pirates that had taken his ship. Rumors persist to this day that those pirates had been hired by Wogdon himself. Either way, the stats for this matched set of pistols are above.

Gellar Scope (10 points)

This ancient field scope is much-maligned by the Adeptus Mechanicus who consider it an atrociously wasteful and vain use of Gellar Field technology. Though no one living truly understands how it works, it uses overlapping Gellar Fields to lens a stable portion of the warp. The result shows likely futures and pasts for the thing being observed; a powerful ability for someone with the wits to read it correctly. A model bearing this item may, at the start of any friendly turn, attempt to use the scope on a d6 roll of 3+. If successful, the user may do one of the following:

- Reveal a single hidden enemy model within 24".
- Re-roll the die to determine the nature of an objective or terrain piece (such as several Battlezones, and missions).
- Guide a friendly model within 18" of the bearer. The chosen model is not slowed by terrain and automatically passes all rolls to avoid damage from terrain.

Navigator's Eye (10 points)

Available to discerning buyers in the relatively tame trade districts of Commorragh for a princely sum, the grisly process for procuring one of these is of little matter to the kind of Rogue Trader who would be found in the market where they are sold. These

mummified navigator's eyes are used like a grenade and the bearer only gets one per mission, as with other grenade types. The stats for this hideous weapon can be found above.

Linteum's Tricorn (5 pts)

Ilaria Linteum was one of the rare Rogue Traders who did not pillage and exploit everything in her reach. She worked hard to broker peaceful trade and to bring human-controlled worlds she found into the Imperial fold with a minimum of bloodshed and subjugation. Her tricorn is frequently given as a joke to up-and-coming Rogue Traders with more ethics than business sense, though its recipients have, to a Trader, worn it with pride. Such Traders' underlings have come to associate it with a leader that cares for those who follow. A model carrying this item may opt to automatically pass the first leadership test it is called on to make in a mission.

Aguilaron Nimbus (28 Pts)

The void-wright Aguilaron built a handful of these jetbikes for his oldest son's landing parties. They have been crashed hundreds of times, but it is a testament to Aguilaron's skills that the bikes are still functioning 2,000 years later. A model with this item loses the Infantry keyword, gains the Biker and Fly keywords, an extra wound and its movement is increased to 16". The bike also incorporates a twin bolter, already factored into its points cost.

Aguilaron Lone Eagle (10 Points, replaces a pistol)

The void-wright Aguilaron built this titanic bolt revolver as a naming-day gift for his youngest daughter when she expressed the need for protection from her siblings. It only holds three heavy bolter rounds in its cylinder, but one is usually sufficient. It is much famed for its accuracy and reliability.

Vincentio's Rapier (11 points, replaces a melee weapon)

Vincentio Valsarion was a Rogue Trader who prized sexual conquest above all things. It is rumored he even bedded Nochtlia Den Kroen when she was Chancellor of the Estates Imperium and, if the rumors

are true, even a Callidus assassin whom she sent to kill him for the indiscretion. Vincentio commissioned this power sword to help him fight the many duels his trysts provoked and it must have served him well, for it was rumored Vincentio Valsarion passed his warrant of trade to one of his thousands of children and died peacefully in his sleep at his estate on the paradise moon of Mariana IXc. The power field for this beautifully crafted blade has been optimized to deflect projectiles. The stats for Vincentio's Rapier can be found above.

Fusion Blade (16 points, replaces a melee weapon)

A one-off built as a proof-of-concept by the Earth-Caste technical prodigy Fio'Mar'Syan, it is unknown how it came into possession of a Rogue Trader, but it uses a cascading lattice containment field to bend a persistent melta beam back onto itself. The result is a fantastically destructive sword variant. The stats for the Fusion Blade can be found above.

Void Cloak (10 points)

This cloak was supposedly recovered during the Scouring by the famed Astartes-Hunter Sildar Belatai. Its techno-heresy combines Hrud tech with that of the Eldar at the height of their power. Though it is rumored that continuous exposure to the cloak cost Sildar his sanity, many Rogue Traders consider the risk to be worth it. This black cloak seems to always be blowing in a light breeze, drawing shadows toward the wearer. This would make it identical to cameleoline, but for its other ability. Recognizing its wearer's body language, the cloak can stiffen into a pair of wings! The bearer of this item has a movement of 10" and gains the fly keyword. Furthermore, the bearer counts as always being in cover. This has no effect if the bearer is already in cover.

The Intervallum Discipline

D3	Power	DESCRIPTION
1	Void Stare	Warp charge value 7. One non-character enemy model within 18" of the psyker suffers a -1 penalty to hit when attacking in melee and shooting until the start of the psyker's next turn. If, at the end of the target's next movement phase, the psyker can still see it, the target takes a mortal wound.
2	Through the Void	Warp Charge value 7. This model and d6 other friendly models within 6" are immediately removed from the table. This model is then placed, with the other models placed within 6" of it. In any event, all models must be more than 9" from any enemy units.
3	Void Predator	Warp Charge value 6. Target a friendly model within 12". That model gains +2 attacks until the start of the next friendly Psychic phase.

Philosophies

Xenophobic (1 TP): Your kill team includes no Xenos Hirelings.

Surfing with the Alien (1 TP): Your kill team has four or more different types of Xenos Hirelings.

Actions

Hefty Bribe (1 TP) Use after your opponent has set up one of his or her units from reserve. Roll a d6. On a 1 or 2, nothing happens. On a 3+, remove that unit from the table and set it back up where your opponent set it up during deployment. This action may not be used after the third battle round.

Swashbuckling Rogue (2 TP) Use when you choose your Rogue Trader Officer to attack in the Fight phase. Choose either a melee weapon or a pistol possessed by your Rogue Trader Officer. The RTO may, in place of its normal attacks, make a single attack upon every enemy unit within 1" with that weapon.