

# NECROMUNDA GANGS

## H:OR



### INDEX: INCOGNITUS

This Opus does not follow an existing Index or Codex and is instead, for the most part, based on the *Necromunda: Gangs of the Underhive* book. 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 **NECROMUNDAN GANGS** and **<House>** keywords, unless otherwise specified. The **<House>** 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

## WARGEAR LIST

Some of the units you will find in this opus reference the following wargear lists. Where this is the case, the unit can take any item from one of the lists below, depending on its House allegiance. Which wargear list a model can choose from is dependant on its <House>.

### ESCHER WARGEAR LISTS

#### MELEE WEAPONS

- Ganger Melee Weapon
- Power Knife
- Power Sword
- Stiletto Knife
- Stiletto Sword

#### SPECIAL WEAPONS

- Combi-Needler
- Flamer
- Meltagun
- Needle Rifle
- Chem-Thrower
- Plasma Gun

#### HEAVY WEAPONS

- Heavy Stubber

#### PISTOLS

- Ganger Pistol
- Needle Pistol
- Hand Flamer
- Plasma Pistol

#### GRENADES

- Frag Grenade
- Krak Grenade
- Gas Grenade





## GOLIATH WARGEAR LISTS

### MELEE WEAPONS

- Ganger Melee Weapon
- Power Axe
- Power Maul
- Renderizer
- Huge Ganger Weapon

### SPECIAL WEAPONS

- Boltgun
- Combat Shotgun
- Combi-Flamer
- Combi-Melta
- Flamer
- Grenade Launcher
- Meltagun
- Stub Cannon

### HEAVY WEAPONS

- Heavy Bolter
- Heavy Flamer
- Heavy Stubber
- Rivet Cannon

### PISTOLS

- Ganger Pistol
- Bolt Pistol
- Combi-Plasma Pistol
- Hand Flamer

### GRENADES

- Frag Grenade
- Krak Grenade
- Blasting Charge



## ORLOCK WARGEAR LISTS

### MELEE WEAPONS

- Ganger Melee Weapon
- Power Knife
- Servo-Claw
- Huge Ganger Weapon

### SPECIAL WEAPONS

- Boltgun
- Combat Shotgun
- Combi-Melta
- Flamer
- Grenade Launcher
- Plasma Gun
- Meltagun

### HEAVY WEAPONS

- Harpoon Launcher
- Heavy Bolter
- Heavy Flamer
- Heavy Stubber

### PISTOLS

- Ganger Pistol
- Bolt Pistol
- Hand Flamer
- Plasma Pistol

### GRENADES

- Frag Grenades
- Krak Grenades
- Blasting Charge



## VAN SAAR WARGEAR LISTS

### MELEE WEAPONS

- Ganger Melee Weapon
- Energy Shield
- Power Knife
- Servo-Claw
- Shock Baton
- Shock Stave

### SPECIAL WEAPONS

- Combi-Melta
- Combi-Plasma
- Flamer
- Grav-Gun
- Lascarbine
- Meltagun
- Plasma Gun
- Rad Gun

### HEAVY WEAPONS

- Plasma Cannon
- Multi-Melta
- Rad Cannon

### PISTOLS

- Ganger Pistol
- Hand Flamer
- Plasma Pistol

### GRENADES

- Frag Grenades
- Krak Grenades



## DELAQUE WARGEAR LISTS

### MELEE WEAPONS

- Ganger Melee Weapon
- Shock Stave
- Stiletto Knife
- Web Gauntlet

### SPECIAL WEAPONS

- Flamer
- Grav-Gun
- Long Rifle
- Plasma Gun
- Webber

### HEAVY WEAPONS

- Heavy Flamer

### PISTOLS

- Ganger Pistol
- Flechette Pistol
- Hand Flamer
- Plasma Pistol
- Web Pistol

### GRENADES

- Frag Grenade
- Krak Grenade
- Gas Grenade





# CAWDOR WARGEAR LISTS

## MELEE WEAPONS

- Ganger Melee Weapon
- Autogun Polearm
- Blunderbuss Polearm
- Chainglaive
- Huge Ganger Weapon

## SPECIAL WEAPONS

- Combi-Flamer
- Flamer
- Long Rifle

## HEAVY WEAPONS

- Heavy Crossbow
- Heavy Flamer
- Heavy Stubber

## PISTOLS

- Ganger Pistol
- Hand Flamer

## GRENADES

- Frag Grenade
- Krak Grenade
- Gas Grenade
- Incendiary Charge



## HOUSE QUIRKS

All **GANG MEMBERS** models in a Necromundan Gangs Kill Team gain a Gang Quirk, so long as every model in your Kill Team is from the same House. The Gang Quirk gained depends upon the House they are from, as shown in the table below.

If you are playing with a fully original House, or if your Gang do not otherwise have an associated Quirk, use the Quirk which you think will fit your Kill Team the most.

### ESCHER: CHEM-ENHANCED REFLEXES

**GANG MEMBER** models with this Quirk have a 6+ invulnerable save. This is increased to a 4+ invulnerable save during the Fight phase.

### ORLOCK: THE HOUSE OF IRON

Models with this trait can fire with Pistol weapons even if they advanced in the same turn. In addition, add 1 to the charge rolls for **GANG MEMBER** models with this Quirk so long as are charging a model they shot at in the preceding Shooting phase.

### DELAQUE: THE SNAKE'S DAGGER

Your opponent must subtract 1 from the hit rolls for attacks that target **GANG MEMBER** models with this trait if there is another friendly model that is closer to the shooting model.

### GOLIATH: VAT-BRED FIGHTERS

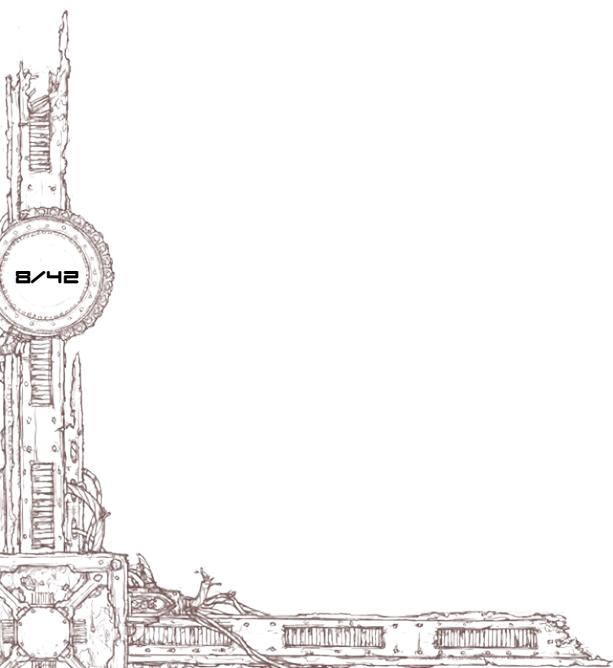
**GANG MEMBER** models with this Quirk add 1 to their Strength, Toughness and Leadership characteristics.

### VAN SAAR: SURVIVAL SUITS

Add 1 to the Save rolls for **GANG MEMBER** model with this trait against attacks with an AP characteristic of 0. In addition, each time a **GANG MEMBER** model suffers a wound or mortal wound, roll a die. On a 6+, that wound or mortal wound is ignored.

### CAWDOR: FAITH OF THE DREGS

Each time a **GANG MEMBER** model with this trait is slain, it can shoot with one of its ranged weapons as if it were the Shooting phase before being removed as a casualty once the enemy model has finished making all its attacks, even if there is an enemy model within 1". If there is an enemy model within 3", it can instead pile in and attack as if it were the Fight phase before being removed as a casualty once the enemy model has finished making all its attacks.

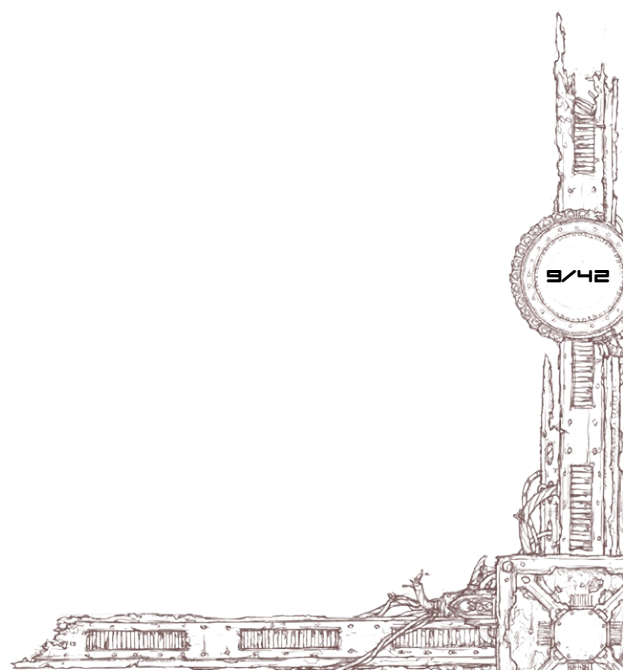




## PHILOSOPHIES

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	
<b>Territorial Dispute</b>	If you choose this philosophy, gain 1 TP at the end of each turn if there are more friendly models than enemy models in your opponent's deployment zone.
<b>Bounty Hunt</b>	If you chose this philosophy, gain +3 TP when the enemy Team Leader is removed as a casualty.
<b>First Outing</b>	+5 TP if, before the beginning of the battle, you declare that you only target Juves with tactical actions.
<b>Take Prisoners!</b>	If you chose this philosophy, gain +1 TP the first three times you cause an enemy model to be removed as a casualty in the Fight phase.
<b>Kill'em, Loot'em</b>	If you chose this philosophy, gain +2 TP the first time an enemy Special model is removed as a casualty.
<b>Not Gonna Back Down</b>	If you chose this philosophy, gain 2 TP each time you successfully pass a Rout test.



## TACTICAL ACTIONS

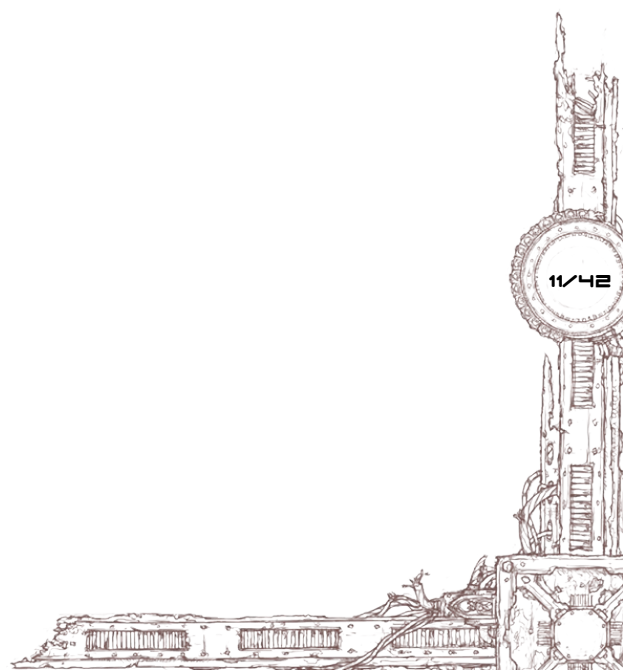
Necromundan Gangers kill teams have access to exclusive Tactical Actions, as described below, in addition to the ones found in the Kill Team rulebook.

TACTICAL ACTIONS		
<b>Dum-Dum Bullets</b>	1 TP	Declare you will use this action at the beginning of the shooting phase. Pick up to 3 friendly models. Add 1 to the Strength of all Ganger Guns and Ganger Pistols carried by those models until the end of that phase.
<b>Super-Toxin Cocktail</b>	1 TP	Declare you will use this action before attacking with a weapon that wounds on a fixed number (such as a Stiletto Knife or a Needle Rifle). Add 2 to all wound rolls made for that weapon that phase, except against <b>VEHICLES</b> .
<b>Plasma Cartridge Release</b>	3 TP	Declare you will use this action at the beginning of the fight phase. Pick a friendly model with a Plasma weapon (any weapon that has the word "Plasma" in its name). Roll a die for each other model (friend and foe) within 3" of that model. On a 3+, the model being rolled for suffers a mortal wound. The bearer then suffers D3 mortal wounds.
<b>Steel-Slicer Web Ammo</b>	1 TP	Declare you will use this action before attacking with a Web weapon (any weapon that includes the word "Web" in its name, including Webbers). That weapon has an AP characteristic of -3 for that attack.
<b>Super-Shocker</b>	1 TP	Declare you will use this action before attacking with a Shock weapon (any weapon that includes the word "Shock" in its name). Until the end of that phase, it inflicts 3 hits against the target for each succesful hit roll, rather than each succesful hit roll of a 6+. However, for each hit roll of a 1, the bearer suffers a mortal wound after all its attacks have been resolved.
<b>Combined Unload</b>	1 TP	Declare you will use this action before making a shooting attack with a Combi-Weapon (any weapon that includes the word "Combi" in its name). You must pick both profiles of that weapon for that attack, and if you do, re-roll failed hit and wound rolls made for that weapon in that phase.
<b>Torch</b>	1 TP	Declare you will use this action before making a shooting attack with a Flamer weapon (any weapon that includes the word "Flamer" in its name). That attack inflicts 1 automatic hit against each enemy model within 6" of the primary target of the attack, in addition to any other hit.s
<b>Rad Overdose</b>	1 TP	Declare you will use this action after making a shooting attack with a Rad weapon (any weapon that includes the word "Rad" in its name). Reduce the Toughness of each non- <b>VEHICLE</b> target that was hit by the attack by 1 until your next shooting phase, to a minimum of 1.
<b>Power Core Overload</b>	1 TP	Declare you will use this action before attacking with a Power weapon (any weapon with the word "Power" in its name). Re-roll all failed hit and wound rolls for that attack.
<b>Reverse Grav-Blast</b>	1 TP	Declare you will use this action before making a shooting attack with a Grav weapon (any weapon with the word "Grav" in its name). If the target is wounded, but not slain, by the attack, halve its Movement characteristic and it gains the <b>FLY</b> keyword until your next Shooting phase.
<b>Brute Strength</b>	1 TP	Declare you will use this action when a friendly <b>BRUTE</b> model is targeted for an attack in the Shooting or Fight phase. Until the end of that phase, each time that model suffers a wound or mortal wound, roll a die. On a 4+, that wound or mortal wound is ignored.

## HOUSE-SPECIFIC TACTICAL ACTIONS

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

TACTICAL ACTIONS (cont.)		
<b>Encircle</b>	1 TP	Escher only. Declare you will use this action at the beginning of your Charge phase. Pick an enemy model. Until the end of the phase, friendly <b>&lt;ESCHER&gt; GANG MEMBER</b> models can charge that model even if they ran in the previous Movement phase, and add 1 to the charge rolls for friendly <b>&lt;ESCHER&gt; GANG MEMBER</b> models that include that model as a charge target.
<b>Fatal Frenzy</b>	1 TP	Goliath only. Declare you will use this action when a friendly <b>&lt;GOLIATH&gt; GANG MEMBER</b> model is removed as a casualty while within 6" of an enemy model. That model can immediately pile in up to 6", then Fight as if it were the Fight phase, before being removed as a casualty.
<b>Brutalize</b>	2 TP	Orlock only. Declare you will use this action at the beginning of the Shooting or Fight phase. Pick an enemy model. Add 1 to all wound rolls for attacks made by <b>&lt;ORLOCK&gt; GANG MEMBER</b> models that target that model, until the end of the phase.
<b>Suit Overcharge</b>	1 TP	Van Saar only. Declare you will use this action at the start of your turn. Pick a friendly <b>&lt;VAN SAAR&gt; GANG MEMBER</b> model. The next 1 time that battle that this model suffers a wound or mortal wound, roll a die. On a 2+, that wound or mortal wound is negated.
<b>Decapitate</b>	1 TP	Delaque only. Declare you will use this action when the enemy Team Leader is removed as a casualty. Until the end of the battle, your opponent must subtract 1 from the Leadership characteristic of all models in their Kill Team.
<b>For the EmperoOoOor!</b>	1 TP	Cawdor only. Declare you will use this action at the beginning of the Fight phase. Pick D3 friendly <b>&lt;CAWDOR&gt; GANG MEMBER</b> models. Those models can be picked to fight twice in that phase, rather than one.

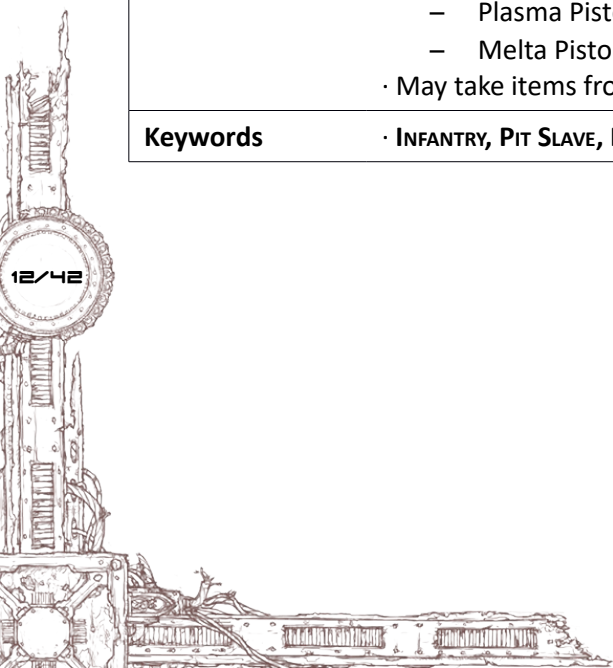




# TEAM LEADERS

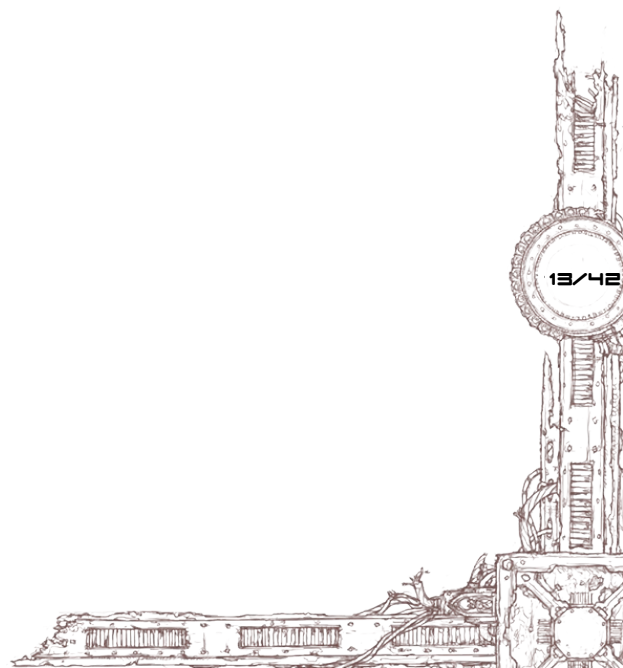
GANG LEADER									16
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Gang Leader	6"	3+	3+	3	3	3	2	7	5+
Equipment	· Ganger Gun								
Abilities	· <b>Ringleader:</b> As long as at least one friendly model with this ability is on the battlefield, increase the Leadership characteristic of all models in your Kill Team by 2.								
Wargear Options	· May replace its Ganger Gun with one of the following: <ul style="list-style-type: none"> <li>– Two items from the <b>Pistols</b> and/or <b>Melee Weapons</b> lists in any combination</li> <li>– Shotgun or item from the <b>Special Weapons</b> list</li> <li>– Item from the <b>Heavy Weapons</b> list</li> </ul> · May take items from the <b>Grenades</b> list. · May take items from the <b>Necromundan Gangs Armoury</b> .								
Keywords	· INFANTRY, GANG MEMBER, GANG LEADER								

PIT DAEMON									26
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Pit Daemon	6"	3+	5+	4	4	4	3	7	4+
Equipment	· Servo-Claw · Ganger Pistol								
Abilities	· <b>Biomechanic Ferocity:</b> This model can be selected to fight twice in each Fight phase, rather than one.								
Wargear Options	· May replace its Servo-Claw with one of the following: <ul style="list-style-type: none"> <li>– Flamer</li> <li>– Plasma Gun</li> <li>– Meltagun</li> <li>– Power Saw</li> </ul> · May replace its Ganger Pistol with one of the following: <ul style="list-style-type: none"> <li>– Hand Flamer</li> <li>– Plasma Pistol</li> <li>– Melta Pistol</li> </ul> · May take items from the <b>Necromundan Gangs Armoury</b> .								
Keywords	· INFANTRY, PIT SLAVE, PIT DEVIL								



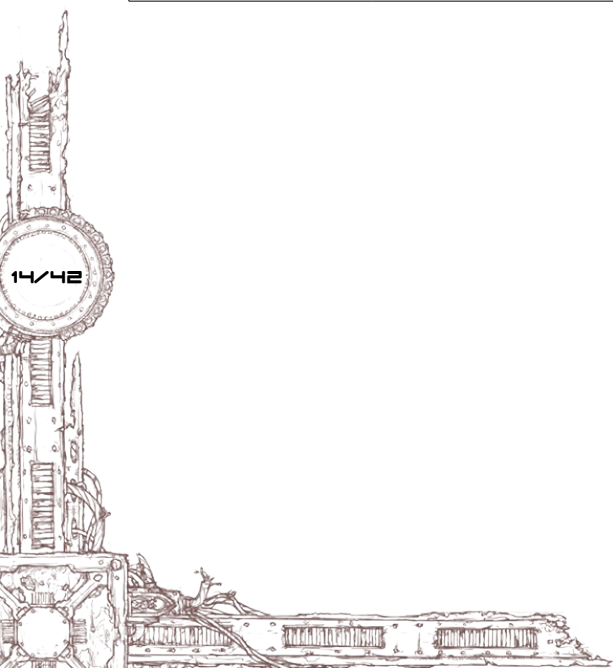
LEGENDARY BOUNTY HUNTER										25
NAME	M	WS	BS	S	T	W	A	Ld	Sv	
L. Bounty Hunter	6"	3+	3+	3	3	3	3	8	4+	
<b>Equipment</b>	· Ganger Gun									
<b>Abilities</b>	· <b>Storied Hunter:</b> This model can take items from any House's wargear lists.									
<b>Wargear Options</b>	· May replace its Ganger Gun with one of the following: <ul style="list-style-type: none"> <li>– Two items from the <b>Pistols</b> and/or <b>Melee Weapons</b> lists in any combination</li> <li>– Shotgun or item from the <b>Special Weapons</b> list</li> <li>– Item from the <b>Heavy Weapons</b> list</li> </ul> · May take items from the <b>Grenades</b> list. · May take items from the <b>Necromundan Gangs Armoury</b> .									
<b>Keywords</b>	· INFANTRY, BOUNTY HUNTER									

BAERTRUM ARTUROS III										29
NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Baertrum	6"	3+	3+	3	3	3	3	8	4+	
<b>Equipment</b>	· Needle Pistol · Stiletto Knife									
<b>Abilities</b>	· <b>Halt, Knave! Thou Art Under Arrest!:</b> Once per turn, at the beginning of the Fight phase, you can pick an enemy <b>INFANTRY</b> model within 1" of Baertrum Arturos III. Both you and your opponent roll a die. If your roll is equal to or higher than your opponent's, that enemy model cannot fight in that phase. · <b>Artisan Needle Pistol:</b> You can re-roll failed hit rolls for Baertrum Arturos III's Needle Pistol.									
<b>Keywords</b>	· INFANTRY, BOUNTY HUNTER, DRAMATIS PERSONAE, BAERTRUM ARTUROS III									



OSTRUM 8-8										32
NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Ostrum 8-8	6"	5+	5+	3	3	3	1	8	6+	
Equipment	· None.									
Abilities	<ul style="list-style-type: none"> <li>· <b>Soul Hound:</b> At the beginning of the battle, after both players are done deploying, you can pick one enemy model on the battlefield or in reserves to be Ostrum's target. So long as Ostrum remains alive and on the battlefield, you can add 1 to all hit rolls for attacks that target that model.</li> </ul>									
Psyker	<ul style="list-style-type: none"> <li>· Ostrum 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>, <i>Premonition</i> and <i>Mind Lock</i> powers.</li> <li>· <b>Premonition:</b> Premonition has a warp charge value of 4. If manifested, Ostrum gains a 5+ invulnerable save until your next Psychic phase. If manifested with a result of 8+, Ostrum gains a 4+ invulnerable save instead.</li> <li>· <b>Mind Lock:</b> Mind Lock has a warp charge value of 7. If manifested, pick a single enemy model within 18" of Ostrum. Subtract 1 from that model's Movement, Weapon Skill, Ballistic Skill, Attacks and Leadership characteristics of that model, to a minimum of 1 (6+ for WS and BS), until your next Psychic phase.</li> </ul>									
Keywords	· INFANTRY, FLY, PSYKER, BOUNTY HUNTER, DRAMATIS PERSONAE, OSTRUM 8-8									

BELLADONA										33
NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Belladona	6"	2+	5+	3	3	3	4	8	4+	
Equipment	<ul style="list-style-type: none"> <li>· Power Axe</li> <li>· Stiletto Knife</li> <li>· Plasma Pistol</li> </ul>									
Abilities	<ul style="list-style-type: none"> <li>· <b>Superior Escher Training:</b> Belladona has a 5+ invulnerable save, which is increased to a 4+ invulnerable save in the Fight phase, and automatically passes any Nerve tests she has to take.</li> <li>· <b>Oath of Vengeance:</b> At the beginning of the battle, pick an enemy model. Add 2 to Belladona's charge rolls when charging that model.</li> </ul>									
Keywords	· INFANTRY, BOUNTY HUNTER, DRAMATIS PERSONAE, BELLADONA									

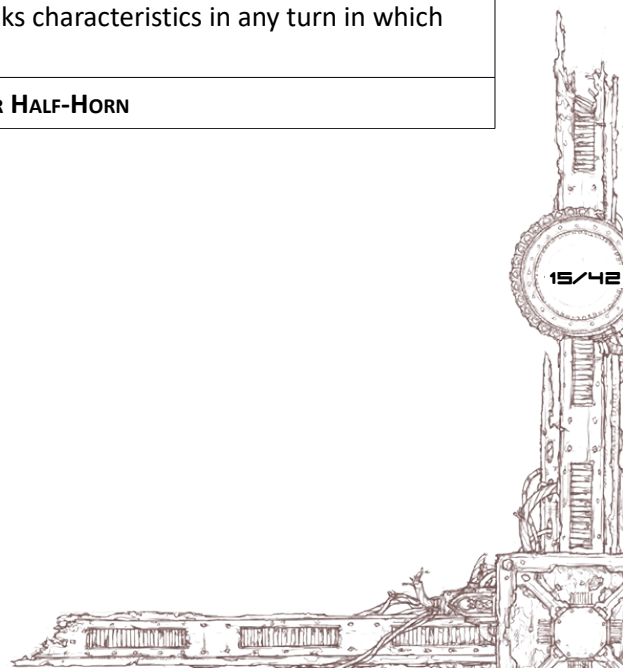




THE DESERTER										25
NAME	M	WS	BS	S	T	W	A	Ld	Sv	
The Deserter	6"	3+	4+	3	3	3	3	8	4+	
Equipment	· Shotgun									
Abilities	<ul style="list-style-type: none"> <li>· <b>Grenades Cache:</b> The Deserter and any friendly <b>SCUMMER</b> models within 6" are always treated as being equipped with at least one Frag Grenade. In addition, The Deserter can throw a Frag Grenade in the same phase in which another friendly model also throws a Grenade.</li> <li>· <b>Minefield:</b> Each time an enemy model finishes a charge move within 6" of The Deserter, roll a die. On a 6, that model suffers a mortal wound.</li> </ul>									
Keywords	· <b>INFANTRY, BOUNTY HUNTER, DRAMATIS PERSONAE, THE DESERTER</b>									

EYROS SLAGMIST										33
NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Eyros Slagmist	6"	3+	4+	3	4	3	2	8	3+	
Equipment	<ul style="list-style-type: none"> <li>· Ganger Pistol</li> <li>· Frag Grenade</li> </ul>									
Abilities	<ul style="list-style-type: none"> <li>· <b>Archeotech Medicae Kit:</b> Friendly <b>INFANTRY</b> models within 6" of a Eyros Slagmist have a 5+ invulnerable save. In addition, each time Eyros Slagmist inflicts an unsaved wound against an enemy model in the Fight phase, he regains one wound lost previously in the battle.</li> </ul>									
Keywords	· <b>INFANTRY, BOUNTY HUNTER, DRAMATIS PERSONAE, EYROS SLAGMIST</b>									

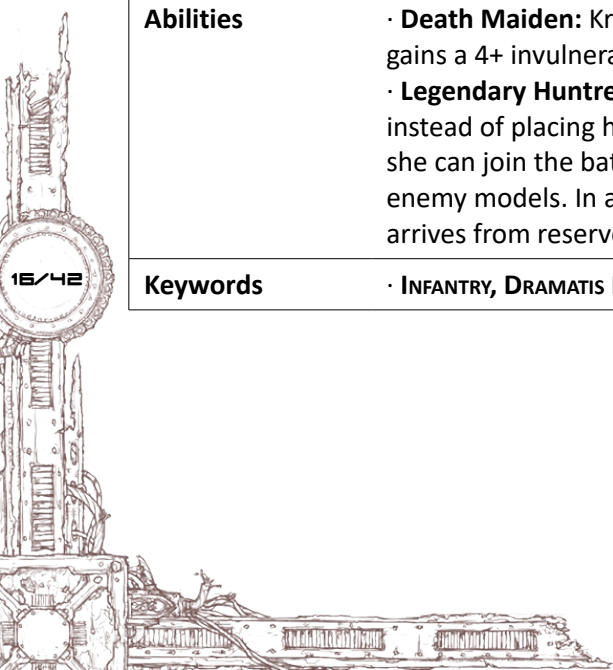
GHOR HALF-HORN										27
NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Ghor	6"	3+	4+	4	4	3	3	8	4+	
Equipment	<ul style="list-style-type: none"> <li>· Ganger Melee Weapon</li> <li>· Plasma Pistol</li> <li>· Shotgun</li> </ul>									
Abilities	<ul style="list-style-type: none"> <li>· <b>Bull Charge:</b> Add 1 to Ghor's Strength and Attacks characteristics in any turn in which he charges.</li> </ul>									
Keywords	· <b>INFANTRY, BOUNTY HUNTER, DRAMATIS PERSONAE, GHOR HALF-HORN</b>									



GRENDL GRENDLSEN									31
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Grendl	4"	3+	4+	3	4	4	2	8	4+
<b>Equipment</b>	<ul style="list-style-type: none"> <li>· Boltgun</li> <li>· Power Maul</li> <li>· Frag Grenades</li> </ul>								
<b>Abilities</b>	<ul style="list-style-type: none"> <li>· <b>Tough Bastard:</b> Roll a die for each wound or mortal wound inflicted to Grendl. On a 5+, that wound or mortal wound is negated.</li> </ul>								
<b>Keywords</b>	<ul style="list-style-type: none"> <li>· INFANTRY, DRAMATIS PERSONAE, BOUNTY HUNTER, GRENDL GRENDLSEN</li> </ul>								

GRUB TARGESON									25
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Grub	6"	4+	4+	3	3	3	2	6	5+
<b>Equipment</b>	<ul style="list-style-type: none"> <li>· Shotgun</li> <li>· Ganger Melee Weapon</li> <li>· Frag Grenades</li> </ul>								
<b>Abilities</b>	<ul style="list-style-type: none"> <li>· <b>Knowing Hump:</b> Grub Targeson has a 5+ invulnerable save. In addition, each time you use a Tactical Action while Grub Targeson is alive and on the battlefield, roll a die. On a 5+, you regain 1 TP.</li> <li>· <b>Scummer Legend:</b> Scummers in your Kill Team can use Grub Targeson's Leadership characteristic instead of their own while he remains alive and on the battlefield.</li> </ul>								
<b>Keywords</b>	<ul style="list-style-type: none"> <li>· INFANTRY, DRAMATIS PERSONAE, BOUNTY HUNTER, GRUB TARGESON</li> </ul>								

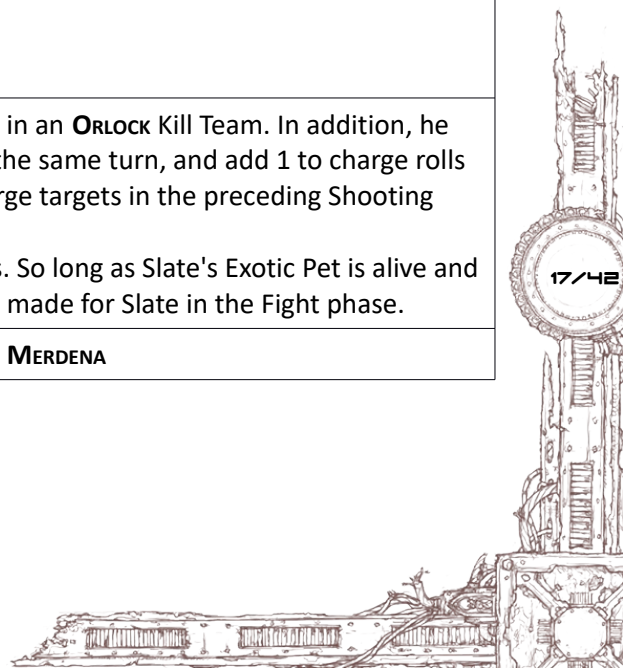
KRIA KYTHORO									29
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Grub	6"	3+	3+	3	3	3	3	8	4+
<b>Equipment</b>	<ul style="list-style-type: none"> <li>· Long Rifle</li> <li>· Autopistol</li> <li>· Stiletto Knife</li> </ul>								
<b>Abilities</b>	<ul style="list-style-type: none"> <li>· <b>Death Maiden:</b> Kria Kythoro can only be included in an <b>ESCHER</b> Kill Team. In addition, she gains a 4+ invulnerable save in the Fight phase.</li> <li>· <b>Legendary Huntress:</b> During deployment, you can set up Kria Kythoro in reserves instead of placing her on the battlefield. At the end of any of your Movement phases, she can join the battle: set her up anywhere on the battlefield that is more than 9" from enemy models. In addition, add 1 to all hit rolls made for Kria Kythoro on the turn she arrives from reserves.</li> </ul>								
<b>Keywords</b>	<ul style="list-style-type: none"> <li>· INFANTRY, DRAMATIS PERSONAE, BOUNTY HUNTER, KRIA KYTHORO</li> </ul>								



KROTOS HARK										33
NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Krotos	6"	3+	4+	3	4	3	3	9	4+	
<b>Equipment</b>	<ul style="list-style-type: none"> <li>· Stub Cannon</li> <li>· Ganger Melee Weapon</li> </ul>									
<b>Abilities</b>	<ul style="list-style-type: none"> <li>· <b>Tempered Furnace Plate:</b> You can re-roll failed save rolls of 1 made for Krotos Hark.</li> <li>· <b>Improved Wargear:</b> At the beginning of each Shooting and Fight phase, you can pick a friendly model within 6" of Krotos Hark to benefit from his armorer skills. Pick one of that model's weapons. Until the end of that phase, you can re-roll all failed hit and wound rolls of 1 made for that weapon.</li> </ul>									
<b>Keywords</b>	· INFANTRY, DRAMATIS PERSONAE, BOUNTY HUNTER, KROTOS HARK									

MAD DOG MONO										20
NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Mad Dog Mono	6"	3+	4+	3	3	2	2	6	5+	
<b>Equipment</b>	<ul style="list-style-type: none"> <li>· Ganger Pistol</li> <li>· Ganger Melee Weapon</li> </ul>									
<b>Abilities</b>	<ul style="list-style-type: none"> <li>· <b>Strato-Helmet:</b> Mono has a 5+ invulnerable save. In addition, you can re-roll all failed hit and save rolls made for him.</li> <li>· <b>Grab Hook:</b> At the beginning of the Fight phase, you can pick an enemy model within 2" of Mono. Reduce that model's Attacks characteristic by 1, to a minimum of 0, until the end of the phase.</li> <li>· <b>Scummer Legend:</b> Scummers in your Kill Team can use Mono's Leadership characteristic instead of their own while he remains alive and on the battlefield.</li> </ul>									
<b>Keywords</b>	· INFANTRY, DRAMATIS PERSONAE, BOUNTY HUNTER, MAD DOG MONO									

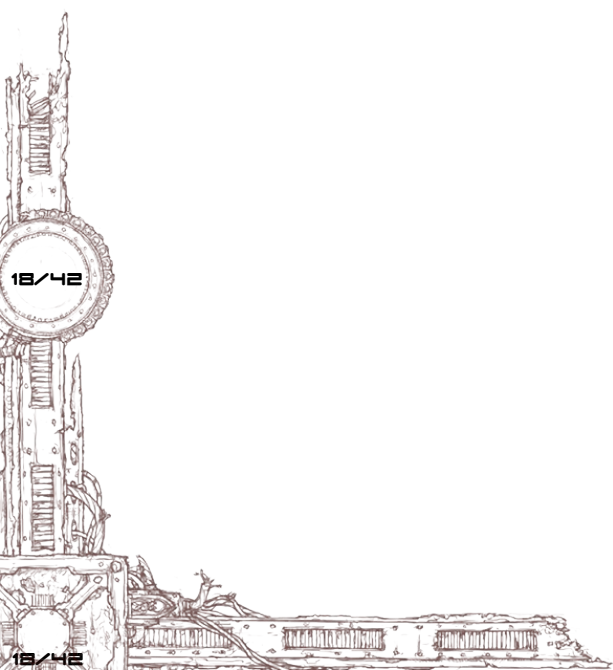
SLATE MERDENA										33
NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Slate	6"	2+	3+	3	4	3	4	8	4+	
<b>Equipment</b>	<ul style="list-style-type: none"> <li>· Plasma Pistol</li> <li>· Power Maul</li> <li>· Exotic Pet: Cyber-Mastiff (see armoury)</li> </ul>									
<b>Abilities</b>	<ul style="list-style-type: none"> <li>· <b>Road Boss:</b> Slate Merdena can only be included in an <b>ORLOCK</b> Kill Team. In addition, he can fire his Plasma Pistol even if he advanced in the same turn, and add 1 to charge rolls made for him if he shot at at least one of his charge targets in the preceding Shooting phase.</li> <li>· <b>Macula:</b> Slate's pet Macula is as famous as he is. So long as Slate's Exotic Pet is alive and within 3" of him, you can re-roll all failed hit rolls made for Slate in the Fight phase.</li> </ul>									
<b>Keywords</b>	· INFANTRY, DRAMATIS PERSONAE, BOUNTY HUNTER, SLATE MERDENA									





YAR UMBRA									27
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Yar Umbra	6"	4+	2+	3	4	3	2	7	4+
<b>Equipment</b>	<ul style="list-style-type: none"> <li>· Long Rifle</li> <li>· Ganger Melee Weapon</li> </ul>								
<b>Abilities</b>	<ul style="list-style-type: none"> <li>· <b>Infiltrate:</b> During deployment, you can set up Yar Umbra in reserves instead of placing him on the battlefield. At the end of any of your Movement phases, he can join the battle: set him up anywhere on the battlefield that is more than 9" from enemy models.</li> <li>· <b>Voidborne Bounty Hunter:</b> Re-roll failed hit rolls of 1 made for Yar Umbra in the Shooting phase.</li> </ul>								
<b>Keywords</b>	· INFANTRY, DRAMATIS PERSONAE, BOUNTY HUNTER, YAR UMBRA								

YOLANDA SKORN									33
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Yolanda Skorn	6"	3+	3+	3	3	3	3	8	4+
<b>Equipment</b>	<ul style="list-style-type: none"> <li>· Stiletto Sword</li> <li>· Ganger Pistol</li> <li>· Frag Grenades</li> </ul>								
<b>Abilities</b>	<ul style="list-style-type: none"> <li>· <b>Quite Insane:</b> Roll a die at the beginning of each Fight phase. On a 1-3, increase Yolanda's Attacks characteristic by the result of the die in that Fight phase. On a 4-6, Yolanda immediately fights in that Fight phase, before any other models are chosen to fight.</li> <li>· <b>Unpredictable Fighter:</b> Yolanda has a 5+ invulnerable save. This is increased to a 4+ invulnerable save in the Fight phase.</li> </ul>								
<b>Keywords</b>	· INFANTRY, DRAMATIS PERSONAE, BOUNTY HUNTER, YOLANDA SKORN								



# CORE

JUVE										3
NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Juve	6"	5+	5+	3	3	1	1	4	5+	
<b>Equipment</b>	· Ganger Gun									
<b>Wargear Options</b>	· May replace its Ganger Gun with one of the following: <ul style="list-style-type: none"> <li>– Ganger Pistol and Ganger Melee Weapon</li> <li>– Two Ganger Pistols</li> <li>– Two Ganger Melee Weapons</li> <li>– Shotgun</li> </ul> · May take items from the <b>Grenades</b> list.									
<b>Keywords</b>	· INFANTRY, GANG MEMBER, JUVE									

GANGER										4
NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Ganger	6"	4+	4+	3	3	1	1	5	5+	
<b>Equipment</b>	· Ganger Gun									
<b>Wargear Options</b>	· May replace its Ganger Gun with one of the following: <ul style="list-style-type: none"> <li>– Ganger Pistol and Ganger Melee Weapon</li> <li>– Two Ganger Pistols</li> <li>– Two Ganger Melee Weapons</li> <li>– Shotgun</li> </ul> · For every five Gangers in your Kill Team, up to two may replace their Ganger Gun with one of the following: <ul style="list-style-type: none"> <li>– Two items from the <b>Pistols</b> and/or <b>Melee Weapons</b> lists in any combination</li> <li>– Item from the <b>Special Weapons</b> list</li> </ul> · For every ten Gangers in your Kill Team, one may take an item from the <b>Heavy Weapons</b> list.           · May take items from the <b>Grenades</b> list.           · May take items from the <b>Necromundan Gangs Armoury</b> .									
<b>Keywords</b>	· INFANTRY, GANG MEMBER, GANGER									



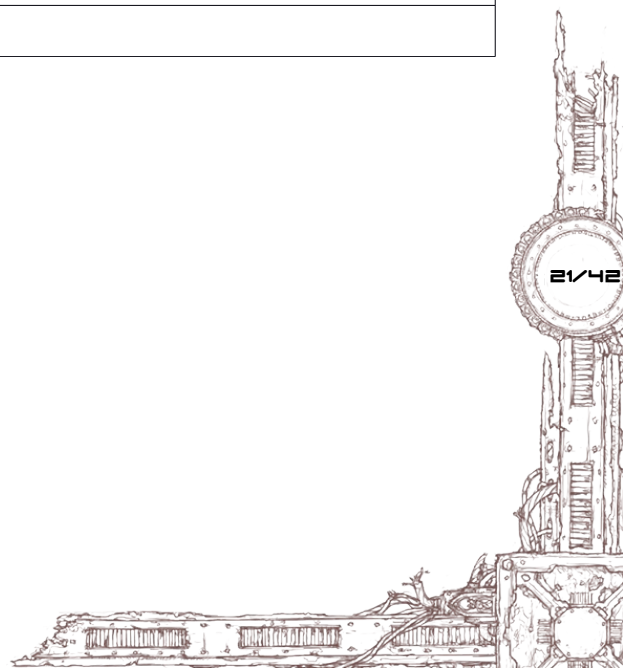
NOMAD RIDER										8
NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Nomad Rider	10"	4+	4+	3	3	2	1	5	5+	
<b>Equipment</b>	<ul style="list-style-type: none"> <li>· Ganger Pistol</li> <li>· Ganger Melee Weapon</li> </ul>									
<b>Abilities</b>	<ul style="list-style-type: none"> <li>· <b>Flanking:</b> During deployment, you can set up this model in reserves instead of placing it on the battlefield. At the end of any of your Movement phases, it can join the battle: set it up anywhere within 7" of a table edge and more than 9" from enemy models.</li> <li>· <b>Riding Beast:</b> After this model fights in the Fight phase, it can attack with this mount. Make one additional attack at S User, AP 0 and Damage 1.</li> </ul>									
<b>Wargear Options</b>	<ul style="list-style-type: none"> <li>· For every five Nomad Riders in your Kill Team, one may replace its Ganger Pistol or Ganger Melee Weapon with one of the following: <ul style="list-style-type: none"> <li>– Long Rifle</li> <li>– Grenade Launcher</li> <li>– Plasma Gun</li> <li>– Plasma Pistol</li> <li>– Shotgun</li> </ul> </li> <li>· May take items from the <b>Necromundan Gangs Armoury</b>.</li> </ul>									
<b>Keywords</b>	<ul style="list-style-type: none"> <li>· CAVALRY, ASH WASTES, NOMAD RIDER</li> </ul>									

NOMAD BIKER										13
Maximum of 3 Nomad Bikers in your Kill Team.										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Nomad Biker	16"	4+	4+	3	4	2	1	5	4+	
<b>Equipment</b>	<ul style="list-style-type: none"> <li>· Ganger Pistol</li> <li>· Ganger Melee Weapon</li> </ul>									
<b>Abilities</b>	<ul style="list-style-type: none"> <li>· <b>Flanking:</b> During deployment, you can set up this model in reserves instead of placing it on the battlefield. At the end of any of your Movement phases, it can join the battle: set it up anywhere within 7" of a table edge and more than 9" from enemy models.</li> <li>· <b>Turbo-Boost:</b> If this model Advances, add 6" to its Move characteristic instead of rolling a die.</li> <li>· <b>Blaring Headlights:</b> Enemy models do not receive a bonus to their saving throw for being in cover against shooting attacks made by this model.</li> </ul>									
<b>Wargear Options</b>	<ul style="list-style-type: none"> <li>· One Nomad Biker in your Kill Team may replace its Ganger Pistol or Ganger Melee Weapon with one of the following: <ul style="list-style-type: none"> <li>– Long Rifle</li> <li>– Grenade Launcher</li> <li>– Plasma Gun</li> <li>– Plasma Pistol</li> <li>– Shotgun</li> </ul> </li> <li>· May take items from the <b>Necromundan Gangs Armoury</b>.</li> </ul>									
<b>Keywords</b>	<ul style="list-style-type: none"> <li>· BIKER, ASH WASTES, NOMAD BIKER</li> </ul>									



SCUMMER										4
NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Scummer	6"	4+	4+	3	3	1	1	3	5+	
<b>Equipment</b>	· Ganger Gun									
<b>Abilities</b>	· <b>Hive Scum:</b> This model can take items from any house's wargear lists.									
<b>Wargear Options</b>	· May replace its Ganger Gun with one of the following: <ul style="list-style-type: none"> <li>– Ganger Pistol and Ganger Melee Weapon</li> <li>– Two Ganger Pistols</li> <li>– Two Ganger Melee Weapons</li> <li>– Shotgun</li> </ul> · For every five Scummers in your Kill Team, up to two may replace their Ganger Gun with one of the following: <ul style="list-style-type: none"> <li>– Two items from the Pistols and/or Melee Weapons lists in any combination</li> <li>– Item from the <b>Special Weapons</b> list</li> </ul> · For every ten Scummers in your Kill Team, one may take an item from the <b>Heavy Weapons</b> list.           · May take items from the <b>Grenades</b> list.           · May take items from the <b>Necromundan Gangs Armoury</b> .									
<b>Keywords</b>	· INFANTRY, HANGER-ON, SCUMMER									

PIT SERVITOR										5
Maximum of 3 SERVITORS in your Kill Team.										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Servitor	5"	5+	5+	3	3	1	2	6	4+	
<b>Equipment</b>	· Servo-Arm									
<b>Abilities</b>	· <b>Mindlock:</b> This model's Weapons Skill and Ballistic Skill characteristics are each increased to 4+ while it is within 6" of any friendly Pit Techs.									
<b>Wargear Options</b>	· May replace its Servo-Arm with one of the following: <ul style="list-style-type: none"> <li>– Heavy Bolter</li> <li>– Heavy Flamer</li> <li>– Heavy Stubber</li> </ul>									
<b>Keywords</b>	· INFANTRY, PIT SLAVES, SERVITOR									



# SPECIAL

CHAMPION									5
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Champion	6"	3+	4+	3	3	1	1	6	5+
<b>Equipment</b>	· Ganger Pistol and Ganger Melee Weapon								
<b>Wargear Options</b>	<ul style="list-style-type: none"> <li>· May replace its Ganger Melee Weapon with an item from the <b>Pistols</b> or <b>Melee Weapons</b> list.</li> <li>· May replace its Ganger Pistol with an item from the <b>Pistols</b> or <b>Melee Weapons</b> list.</li> <li>· May take items from the <b>Grenades</b> list.</li> <li>· May take items from the <b>Necromundan Gangs Armoury</b>.</li> </ul>								
<b>Keywords</b>	· INFANTRY, GANG MEMBER, CHAMPION								

GUNNER									5
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Gunnger	6"	4+	3+	3	3	1	1	6	5+
<b>Equipment</b>	· Ganger Gun								
<b>Wargear Options</b>	<ul style="list-style-type: none"> <li>· May replace its Ganger Gun with a shotgun or two items from the <b>Pistols</b> list.</li> <li>· Up to two Gunners in your Kill Team may replace their Ganger Gun with an item from the <b>Special Weapons</b> list.</li> <li>· One Gunner in your Kill Team may replace their Ganger Gun with an item from the <b>Heavy Weapons</b> list.</li> <li>· May take items from the <b>Grenades</b> list.</li> <li>· May take items from the <b>Necromundan Gangs Armoury</b>.</li> </ul>								
<b>Keywords</b>	· INFANTRY, GANG MEMBER, GUNNER								

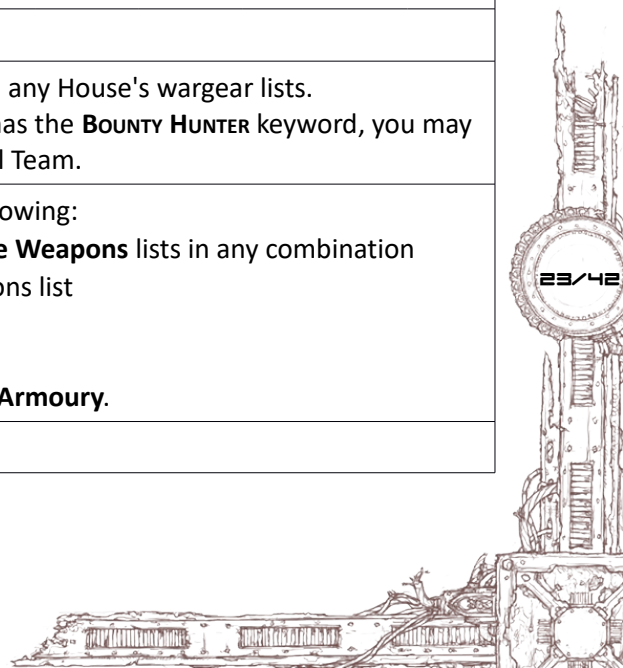
ROGUE DOC									15
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Rogue Doc	6"	5+	5+	3	3	1	1	6	7+
<b>Equipment</b>	· Ganger Pistol								
<b>Abilities</b>	<ul style="list-style-type: none"> <li>· <b>Medicae Kit:</b> Friendly INFANTRY models within 6" of a Rogue Doc have a 5+ invulnerable save.</li> <li>· <b>Don't let the medic down!:</b> This model cannot be targeted with a shooting attack as long as there is a friendly INFANTRY model within 2" of it, unless it is the closest visible friendly model.</li> </ul>								
<b>Keywords</b>	· INFANTRY, HANGER-ON, ROGUE DOC								



AMMO-JACK									10
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Ammo-Jack	6"	5+	5+	3	3	1	1	6	5+
<b>Equipment</b>	<ul style="list-style-type: none"> <li>· Boltgun</li> <li>· Power Maul</li> </ul>								
<b>Abilities</b>	<ul style="list-style-type: none"> <li>· <b>Ammo Packs:</b> You can re-roll failed hit rolls of 1 for <b>INFANTRY</b> models within 6" of an Ammo-Jack in the Shooting phase.</li> </ul>								
<b>Wargear Options</b>	<ul style="list-style-type: none"> <li>· May replace its Boltgun with a Combat Shotgun.</li> <li>· May replace its Power Maul with a Power Sword.</li> </ul>								
<b>Keywords</b>	<ul style="list-style-type: none"> <li>· <b>INFANTRY, HANGER-ON, AMMO-JACK</b></li> </ul>								

RATSKIN SCOUT									12
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Ratskin Scout	6"	4+	3+	3	3	1	1	6	5+
<b>Equipment</b>	<ul style="list-style-type: none"> <li>· Long Rifle</li> <li>· Stiletto Knife</li> </ul>								
<b>Abilities</b>	<ul style="list-style-type: none"> <li>· <b>Ratskin Cloak:</b> This model receives +2 to its armour save if it is in cover, rather than +1.</li> <li>· <b>Ratways Map:</b> Ratskin Scouts serve as a guide to the treacherous paths of the underhive. During deployment, you can set up this model and up to one friendly <b>GANG MEMBER</b> model in reserves instead of placing them on the battlefield. At the beginning of the first battle round, but before the first turn begins, the Ambot emerges: place them anywhere on the battlefield that is within 3" of each other and more than 9" from enemy models.</li> </ul>								
<b>Keywords</b>	<ul style="list-style-type: none"> <li>· <b>INFANTRY, HANGER-ON, RATSKIN SCOUT</b></li> </ul>								

BOUNTY HUNTER									15
Maximum of 1 BOUNTY HUNTER in your Kill Team.									
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Bounty Hunter	6"	3+	3+	3	3	2	2	8	4+
<b>Equipment</b>	<ul style="list-style-type: none"> <li>· Ganger Gun</li> </ul>								
<b>Abilities</b>	<ul style="list-style-type: none"> <li>· <b>Storied Hunter:</b> This model can take items from any House's wargear lists.</li> <li>· <b>My way or the Gangway:</b> If your Team Leader has the <b>BOUNTY HUNTER</b> keyword, you may include more than one Bounty Hunter in your Kill Team.</li> </ul>								
<b>Wargear Options</b>	<ul style="list-style-type: none"> <li>· May replace its Ganger Gun with one of the following: <ul style="list-style-type: none"> <li>– Two items from the <b>Pistols</b> and/or <b>Melee Weapons</b> lists in any combination</li> <li>– Shotgun or Item from the <b>Special Weapons</b> list</li> <li>– Item from the <b>Heavy Weapons</b> list</li> </ul> </li> <li>· May take items from the <b>Grenades</b> list.</li> <li>· May take items from the <b>Necromundan Gangs Armoury</b>.</li> </ul>								
<b>Keywords</b>	<ul style="list-style-type: none"> <li>· <b>INFANTRY, BOUNTY HUNTER</b></li> </ul>								



## PIT TECH

13

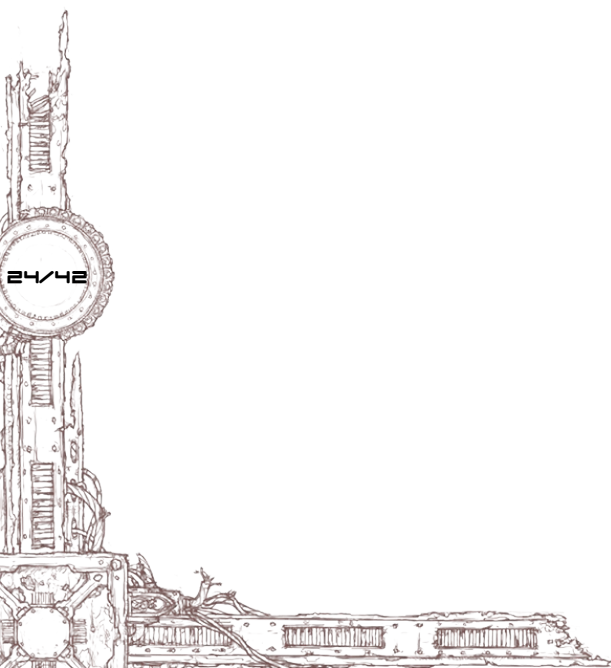
Maximum of 1 **PIT TECH** in your Kill Team.

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Pit Tech	6"	4+	4+	3	3	1	1	7	4+
<b>Equipment</b>	<ul style="list-style-type: none"> <li>· Servo-Arm</li> <li>· Ganger Pistol</li> </ul>								
<b>Abilities</b>	<ul style="list-style-type: none"> <li>· <b>Emergency Repairs:</b> Friendly <b>PIT SLAVE</b> models within 6" of this model have a 5+ invulnerable save.</li> <li>· <b>Saviour Protocols:</b> This model cannot be targeted with shooting attack as long as any friendly <b>SERVITOR</b> models are closer to the shooting model.</li> </ul>								
<b>Wargear Options</b>	<ul style="list-style-type: none"> <li>· May replace its Ganger Pistol with a Hand Flamer, a Melta Pistol or a Plasma Pistol.</li> </ul>								
<b>Keywords</b>	<ul style="list-style-type: none"> <li>· INFANTRY, PIT SLAVES, PIT TECH</li> </ul>								

## PIT DEVIL

16

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Pit Devil	6"	3+	5+	4	4	2	2	6	4+
<b>Equipment</b>	<ul style="list-style-type: none"> <li>· Servo-Claw</li> <li>· Ganger Pistol</li> </ul>								
<b>Abilities</b>	<ul style="list-style-type: none"> <li>· <b>Biomechanic Ferocity:</b> This model can be selected to fight twice in each Fight phase, rather than one.</li> <li>· <b>Pit Slaves Kill Team:</b> If your Team Leader is a Pit Daemon, Pit Devils may be taken as core.</li> </ul>								
<b>Wargear Options</b>	<ul style="list-style-type: none"> <li>· May replace its Servo-Claw with one of the following: <ul style="list-style-type: none"> <li>– Flamer</li> <li>– Plasma Gun</li> <li>– Meltagun</li> <li>– Power Saw</li> </ul> </li> <li>· May replace its Ganger Pistol with one of the following: <ul style="list-style-type: none"> <li>– Hand Flamer</li> <li>– Plasma Pistol</li> <li>– Melta Pistol</li> </ul> </li> </ul>								
<b>Keywords</b>	<ul style="list-style-type: none"> <li>· INFANTRY, PIT SLAVE, PIT DEVIL</li> </ul>								



## WYRD GANGER

15

Maximum of **1** of this unit in your Kill Team.

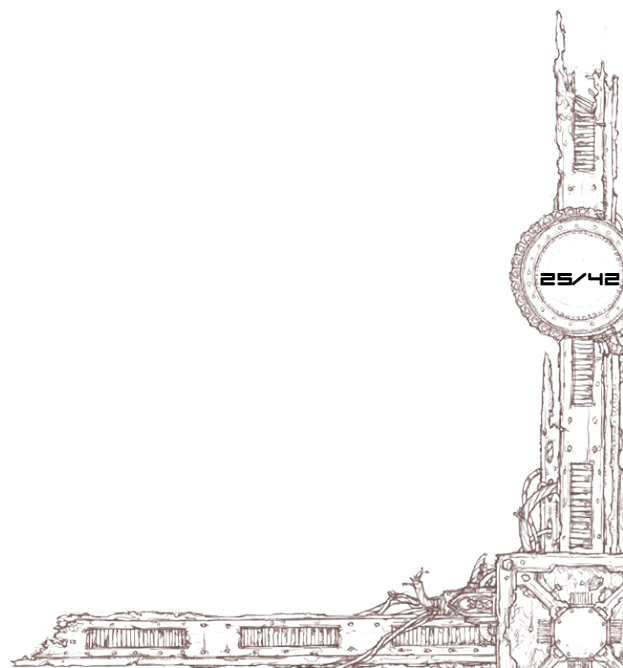
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Wyrd Ganger	6"	4+	4+	3	3	1	1	6	5+
<b>Equipment</b>	· Ganger Melee Weapon								
<b>Abilities</b>	· <b>Wyrd Powers:</b> At the beginning of the battle, you can pick one psychic power known by an enemy model. The Wyrd knows that power, replacing any faction keywords in the power's effects with the <b>NECROMUNDAN GANGS</b> keyword and any keywords in brackets with the <House> keyword for effects that affect friendly units.								
<b>Wargear Options</b>	· May replace its Ganger Melee Weapon with an item from the <b>Melee Weapons</b> list. · May take an item from the <b>Pistols</b> list.								
<b>Psyker</b>	· A Wyrd 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.								
<b>Keywords</b>	· <b>INFANTRY, PSYKER, CHARACTER, GANG MEMBER, WYRD GANGER</b>								

## L.P.E.A. 'AMBOT'

36

Maximum of **3 BRUTES** in your Kill Team.

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Ambot	5"	3+	5+	5	5	3	2	7	4+
<b>Equipment</b>	· Two Tunnelling Claws								
<b>Abilities</b>	· <b>Excavation Automata:</b> During deployment, you can set up this model in reserves instead of placing it on the battlefield. At the beginning of the first battle round, but before the first turn begins, the Ambot emerges: place them anywhere on the battlefield that is more than 9" from enemy models. · <b>Cranial Governors:</b> At the beginning of the Fight phase, one friendly <b>INFANTRY</b> model within 3" of the Ambot can override its security protocols. If you do, change the Ambot's Attacks characteristic to D3+1 for that phase, but roll a die. On a 1, the friendly model suffers a mortal wound as it is trashed by the Ambot.								
<b>Wargear Options</b>	· May replace one Tunnelling Claw with a Grav-Fist.								
<b>Keywords</b>	· <b>BEAST, BRUTE, AMBOT</b>								





## SERVITOR OGRYN

30

Maximum of **3 BRUTES** in your Kill Team.

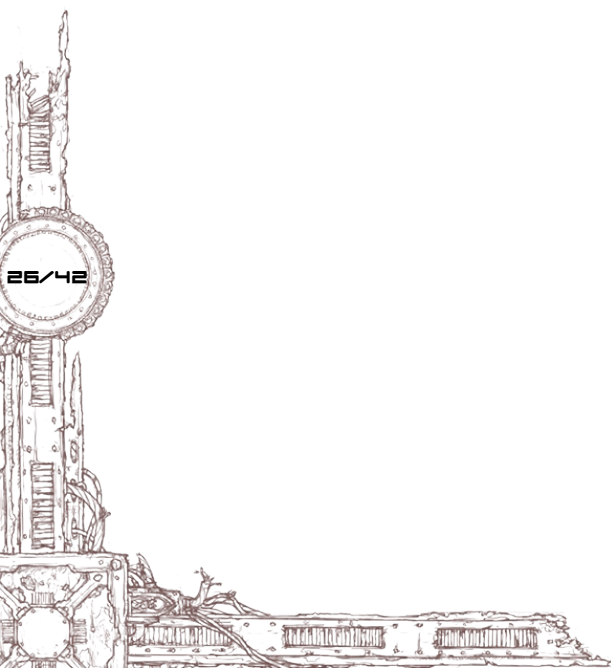
NAME	M	WS	BS	S	T	W	A	Ld	Sv
S. Ogrynn	6"	4+	5+	5	5	3	3	6	5+
<b>Equipment</b>	· Two Augmetic Fists								
<b>Abilities</b>	· <b>Avalanche of Muscle:</b> Add 1 to this model's Attacks characteristic the first time it fights in a turn in which it made a succesful charge.								
<b>Wargear Options</b>	· May replace one Augmetic Fist with an Arc Welder.								
<b>Keywords</b>	· INFANTRY, <b>BRUTE</b> , <b>SERVITOR OGRYNN</b>								

## ORLOCK LUGGER SERVITOR

18

Maximum of **3 BRUTES** in your Kill Team.

NAME	M	WS	BS	S	T	W	A	Ld	Sv
L. Servitor	6"	5+	4+	5	5	3	2	6	4+
<b>Equipment</b>	· Lugger-Pincer								
<b>Abilities</b>	· <b>Orlock Brute:</b> This model can only be taken in an Orlock Kill Team. · <b>Weapons Platform:</b> This model can move and still fire Heavy Weapons in the same turn without suffering a penalty to its Hit rolls.								
<b>Wargear Options</b>	· May replace its Lugger-Pincer with one of the following: <ul style="list-style-type: none"> <li>– Harpoon Launcher</li> <li>– Heavy Bolter</li> <li>– Heavy Flamer</li> <li>– Heavy Stubber</li> <li>– Servo-Claw</li> </ul>								
<b>Keywords</b>	· INFANTRY, <b>BRUTE</b> , <b>ORLOCK</b> , <b>LUGGER SERVITOR</b>								



## CAWDOR STIG-SHAMBLER

26

Maximum of 3 BRUTES in your Kill Team.

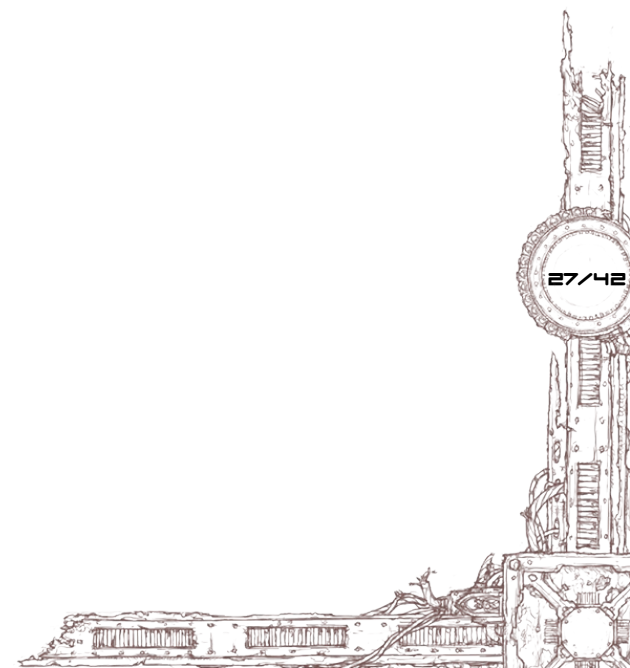
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Stig-Shambler	5"	4+	4+	4	4	4	3	8	5+
<b>Equipment</b>	<ul style="list-style-type: none"> <li>· Heavy Club</li> <li>· Heavy Stubber</li> </ul>								
<b>Abilities</b>	<ul style="list-style-type: none"> <li>· <b>Cawdor Brute:</b> This model can only be taken in a Cawdor Kill Team.</li> <li>· <b>Living Platform:</b> This model can move and still fire Heavy Weapons in the same turn without suffering a penalty to its Hit rolls.</li> </ul>								
<b>Wargear Options</b>	<ul style="list-style-type: none"> <li>· May replace its Heavy Stubber with a Twin-Linked Heavy Stubber or a Heavy Flamer</li> <li>· May replace its Heavy Club with a Polearm or a Blunderbuss Polearm.</li> </ul>								
<b>Keywords</b>	· INFANTRY, BRUTE, CAWDOR, STIG-SHAMBLER								

## ESCHER KHYMERIX

38

Maximum of 3 BRUTES in your Kill Team.

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Khymerix	6"	4+	4+	4	5	3	4	7	6+
<b>Equipment</b>	<ul style="list-style-type: none"> <li>· Chemical Breath</li> <li>· Razor-Sharp Talons</li> </ul>								
<b>Abilities</b>	<ul style="list-style-type: none"> <li>· <b>Escher Brute:</b> This model can only be taken in an Escher Kill Team.</li> <li>· <b>Regeneration:</b> Each time this model suffers a wound or mortal wound, roll a die. On a 5+, that wound or mortal wound is negated.</li> <li>· <b>Crushing Blow:</b> Each time you fight with this model, roll one of its attacks separately. The Strength and Damage characteristics of that attack are each increased by one.</li> </ul>								
<b>Keywords</b>	· BEAST, BRUTE, ESCHER, KHYMERIX								



## DELAQUE SPYKER

40

Maximum of 3 BRUTES in your Kill Team.

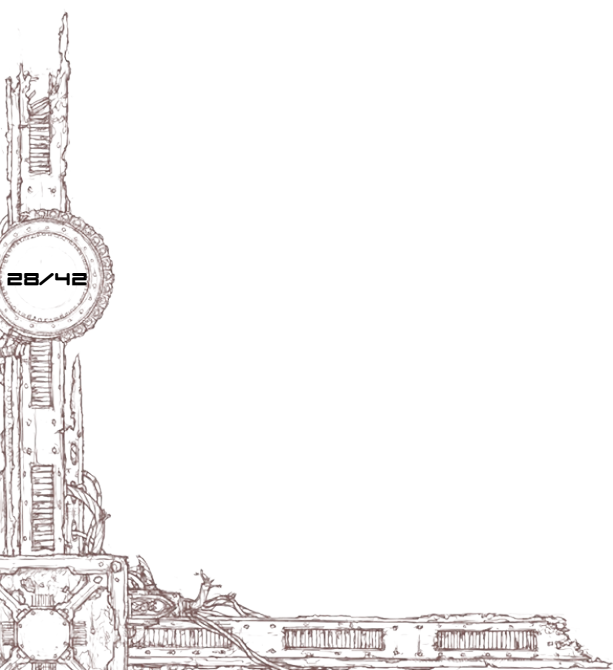
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Spyker	6"	6+	6+	3	4	4	1	8	5+
<b>Equipment</b>	· None.								
<b>Abilities</b>	<ul style="list-style-type: none"> <li>· <b>Delaque Brute:</b> This model can only be taken in a Delaque Kill Team.</li> <li>· <b>Displacer Field:</b> This model has a 4+ invulnerable save against Shooting attacks.</li> </ul>								
<b>Wargear Options</b>	· May replace its Heavy Stubber with a Twin-Linked Heavy Stubber or a Heavy Flamer								
<b>Psyker</b>	<ul style="list-style-type: none"> <li>· A Spyker 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> and <i>Psychic Scream</i> powers.</li> <li>· <b>Psychic Scream:</b> Psychic Scream has a warp charge value of 6. If manifested, each enemy model within 6" of the Psyker must immediately take a nerve test with a -1 penalty to its Leadership. If the Psyker suffers perils of the warp while manifesting this power, it affects enemy models within 12" of the Psyker instead.</li> </ul>								
<b>Keywords</b>	· INFANTRY, BRUTE, DELAQUE, PSYKER, FLY, SPYKER								

## GOLIATH 'ZERKER

36

Maximum of 3 BRUTES in your Kill Team.

NAME	M	WS	BS	S	T	W	A	Ld	Sv
'Zerker	6"	3+	6+	6	5	3	3	6	5+
<b>Equipment</b>	· Open Fists								
<b>Abilities</b>	<ul style="list-style-type: none"> <li>· <b>Goliath Brute:</b> This model can only be taken in an Goliath Kill Team.</li> <li>· <b>Stimm Overdose:</b> Each time this model fights, you can choose to increase its Attacks characteristics by D3. However, if you do and the dice shows a 1, that model only makes one attack in that phase.</li> <li>· <b>'Zerker Charge:</b> Add 1 to the charge rolls made for this model.</li> </ul>								
<b>Wargear Options</b>	· May replace its Open Fists with Mutated Bone Fists.								
<b>Keywords</b>	· INFANTRY, BRUTE, GOLIATH, 'ZERKER								



## VAN SAAR ARACHNI-RIG SERVO SUIT

55

Maximum of **3 BRUTES** in your Kill Team.

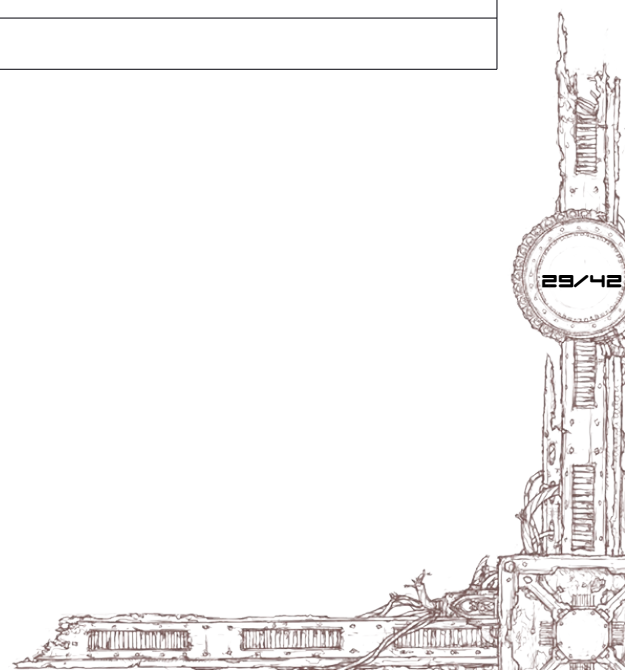
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Arachni-Rig	6"	4+	4+	5	4	3	1	6	4+
<b>Equipment</b>	<ul style="list-style-type: none"> <li>· Twin Heavy Lascarbine</li> <li>· Four Arachni-Rig Arms</li> </ul>								
<b>Abilities</b>	<ul style="list-style-type: none"> <li>· <b>Van Saar Brute:</b> This model can only be taken in an Van Saar Kill Team.</li> <li>· <b>Multi-Armed Suit:</b> This model's Attacks characteristic is increased by 1 for each Arachni-Rig Arm it is equipped with beyond the first.</li> <li>· <b>Improved Survival Suit:</b> This model has a Save characteristic of 3+ against attacks with an AP characteristic of 0. In addition, each time this model suffers a wound or mortal wound, roll a die. On a 5+, that wound or mortal wound is ignored.</li> </ul>								
<b>Wargear Options</b>	<ul style="list-style-type: none"> <li>· May replace one Arachni-Rig Arms with a Rad Gun or Plasma Gun</li> </ul>								
<b>Keywords</b>	<ul style="list-style-type: none"> <li>· INFANTRY, BRUTE, GOLIATH, 'ZERKER</li> </ul>								

## NOMAD BUGGY

33

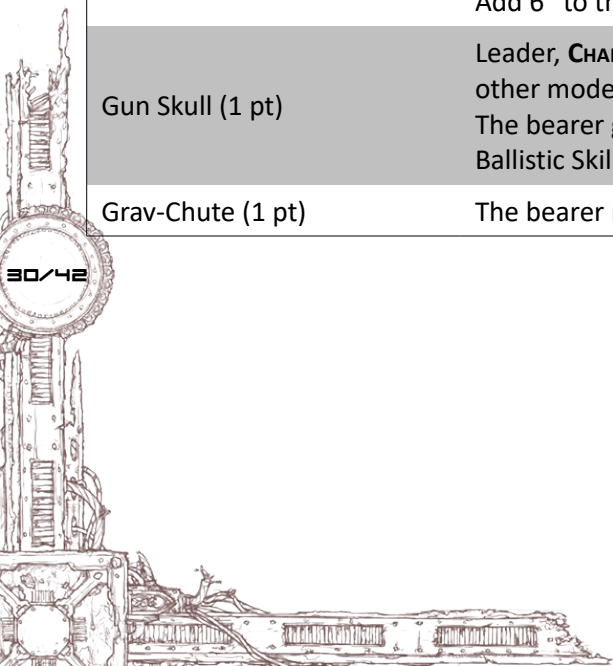
Maximum of **1** of this unit in your Kill Team.

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Nomad Buggy	14"	4+	4+	4	5	5	3	6	4+
<b>Equipment</b>	<ul style="list-style-type: none"> <li>· Heavy Stubber</li> </ul>								
<b>Abilities</b>	<ul style="list-style-type: none"> <li>· <b>Flanking:</b> During deployment, you can set up this model in reserves instead of placing it on the battlefield. At the end of any of your Movement phases, it can join the battle: set it up anywhere within 7" of a table edge and more than 9" from enemy models.</li> <li>· <b>Blaring Headlights:</b> Enemy models do not receive a bonus to their saving throw for being in cover against shooting attacks made by this model.</li> </ul>								
<b>Wargear Options</b>	<ul style="list-style-type: none"> <li>· May take one of the following: <ul style="list-style-type: none"> <li>– Autocannon</li> <li>– Heavy Stubber</li> <li>– Missile Launcher</li> <li>– Plasma Cannon</li> <li>– Lascannon</li> </ul> </li> </ul>								
<b>Keywords</b>	<ul style="list-style-type: none"> <li>· VEHICLE, ASH WASTES, NOMAD BUGGY</li> </ul>								



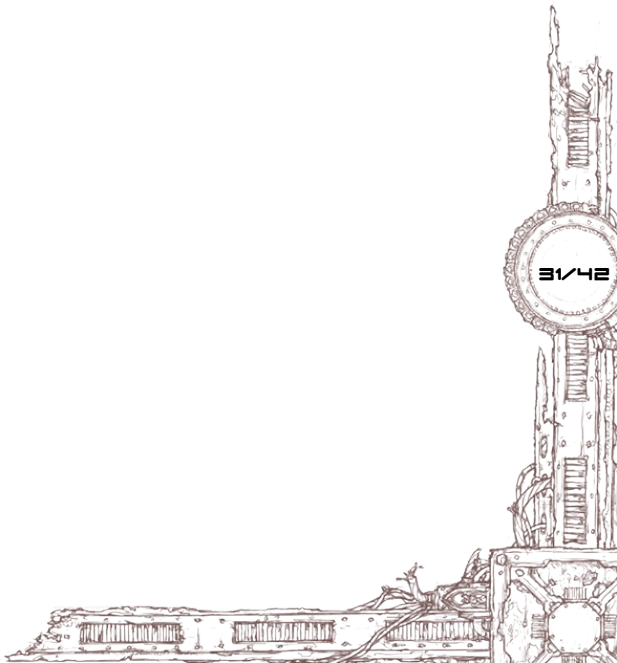
# ARMOURY

ITEM	DESCRIPTION
Grapnel Launcher (5 pts)	Instead of moving normally or Advancing in the Movement phase, the bearer can use its Grapnel Launcher. If they do so, they can move up to 12" in that Movement phase, but must end that move on top of or within 1" of an obstacle that is at least 2" tall, and they cannot charge in the following Charge phase.
Body-Bionics (5 pts)	Leader only. Each time the model suffers a wound or mortal wounds, roll a die. On a 6+, that wound or mortal wound is ignored.
Bionic Eye (4 pts)	The model's Ballistic Skill characteristic is improved to 3+. If the model already has a Ballistic Skill of 3+ or better, you can instead re-roll failed hit rolls of 1 made for the model in the Shooting phase.
Artisan Weapon (15 pts)	Leader only. Increase the Damage of one melee weapon carried by the model by 1.
Bomb Delivery Rats (3 pts)	<b>CAWDOR GANG MEMBER</b> only. The range of the bearer's Grenades is increased to 12". In addition, the bearer can fire grenades even in a turn in which another friendly model fired a grenade.
Bio-Scanner (4 pts)	At the beginning of your turn, roll a die for each Hidden enemy model within 24" at least one model in your Kill Team with a Bio-Scanner.. On a 6, the model being rolled for is no longer hidden.
Cult Icon (10 pts)	<b>CAWDOR GANG LEADER</b> or <b>CHAMPION</b> only. Only one model in your Kill Team may carry a Cult Icon. You can re-roll failed nerve tests for friendly models within 6" of the bearer.
Gold-Plated Gun (5 pts)	Leader only. Add 1 to the model's Leadership characteristic. In addition, once per battle, you can re-roll one failed hit roll made for any of the bearer's ranged weapons.
Medi-Skull (10 pts)	Leader, <b>CHAMPION</b> , <b>GUNNER</b> and <b>ROGUE Doc</b> only. Maximum of 2 Servo-Skulls per leader and 1 for other models. When playing in a campaign, you can re-roll injury rolls made for the bearer. This item has no effect outside of a campaign.
Sensor Skull (4 pts)	Leader, <b>CHAMPION</b> or <b>GUNNER</b> only. Maximum of 2 Servo-Skulls per leader and 1 for other models. Add 6" to the range of all Rapid Fire and Heavy weapons used by the model.
Gun Skull (1 pt)	Leader, <b>CHAMPION</b> or <b>GUNNER</b> only. Maximum of 2 Servo-Skulls per leader and 1 for other models. The bearer gains an additional Ganger Pistol. When fired, it is always done with a Ballistic Skill of 5+ instead of using the bearer's own.
Grav-Chute (1 pt)	The bearer never suffers any damage when jumping or falling, regardless of distance.





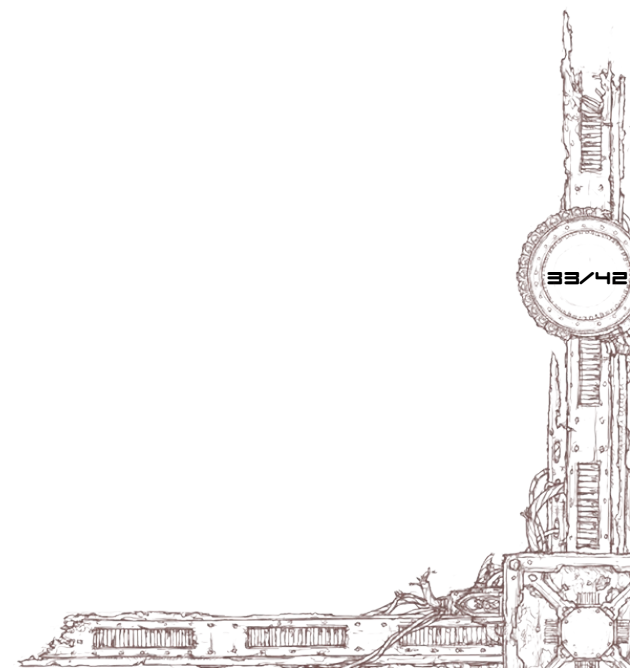
ITEM	DESCRIPTION
Digital Weapons (1 pt)	<p><b>DELAQUE INFANTRY</b> only.</p> <p>At the beginning of the Fight phase, you can pick an enemy <b>INFANTRY</b> model within 1" of the bearer and roll a die. On a 6, that model suffers a mortal wound.</p>
Exotic Pet (varies)	<p>Leader, Gunner and Champion only. Maximum of 2 Exotic pets per Team Leader and 1 pet per Gunner or Champion.</p> <p>Exotic Pets are part of your Kill Team, except they are bought as an armoury item and do not count towards the maximum amount of models of each type you can take. In addition, they all share the following abilities:</p> <p><b>Companion:</b> A model with this ability always always uses its owner's Leadership for all relevant tests if it is within 6" of them; otherwise, it has a Leadership characteristic of 1.</p> <p><b>Protector:</b> If the owner of this model is charged, this model can perform a Heroic Intervention even though they are not a Character. In addition, this model cannot be targeted by shooting attacks while it is within 2" of their owner, unless it is the closest model to the shooting model.</p> <p><b>Exotic Pet:</b> When playing in a campaign, an Exotic Pet never gains experience and never suffers injuries. If the model that owns the exotic pet leaves the roster or dies, the Exotic pet is removed as well.</p> <p>The profiles for Exotic Pets can be found at the end of the opus, after the weapon profiles.</p>



RANGED WEAPONS			
WEAPON	POINTS PER WEAPON	WEAPON	POINTS PER WEAPON
Autocannon	10	Heavy Crossbow	6/16*
Autogun Polearm	1	Heavy Flamer	14
Blasting Charge	1	Heavy Stubber	4
Bolt Pistol	1	Incendiary Charge	2
Boltgun	1	Krak Grenade	1
Blunderbuss Polearm	4	Lascarbine	2
Chem-Thrower	6	Long Rifle	2
Chemical Breath	0	Meltagun	10/14*
Combat Shotgun	1	Melta Pistol	7
Combi-Flamer	8	Multi-Melta	15
Combi-Melta	11/15*	Needle Pistol	1
Combi-Needler	2	Needle Rifle	2
Combi-Plasma Pistol	6	Plasma Cannon	10/16*
Flamer	6	Plasma Gun	7/11*
Flechette Pistol	2	Plasma Pistol	5
Frag Grenade	1	Rad Cannon	6/10*
Ganger Pistol	0	Rad Gun	1
Ganger Gun	0	Rivet Cannon	5/9*
Gas Grenade	1	Shotgun	0
Grav-Gun	10	Stub Cannon	1
Grav-Fist	4	Tunnelling Claw	0
Grenade Launcher	3	Twin Heavy Lascarbine	0
Hand Flamer	1	Web Pistol	1
Harpoon Launcher	6	Webber	1
Heavy Bolter	8/10*	Lascannon	15/25*

\*Use the first cost for models with a BS of 4+ or worse and the second cost for models with a BS of 3+ or better.

MELEE WEAPONS			
WEAPON	POINTS PER WEAPON	WEAPON	POINTS PER WEAPON
Arachni-Rig Arm	0	Power Knife	3
Arc Welder	16	Power Maul	4
Augmetic Fist	5	Power Saw	7
Autogun Polearm	1	Power Sword	4
Blunderbuss Polearm	4	Razor-Sharp Talons	0
Chainglaive	9	Renderizer	8
Energy Shield	8	Servo-Arm	0
Ganger Melee Weapon	0	Servo-Claw	7
Grav-Fist	4	Shock Baton	4
Heavy Club	4	Shock Stave	1
Huge Ganger Weapon	3	Shock Whip	2
Lugger-Pincer	0	Stiletto Knife	0
Mutated Bone Fists	10	Stiletto Sword	1
Open Fists	0	Tunneling Claw	0
Power Axe	4	Web Gauntlet	2



# RANGED WEAPONS (1)

RANGED WEAPONS (1)						
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Autocannon	48"	Heavy 2	7	-1	2	
Autogun Polearm (Ranged)	24"	Rapid Fire 1	3	0	1	
Blasting Charge	6"	Grenade D3	5	-2	1	
Bolt Pistol	12"	Pistol 1	4	0	1	
Boltgun	24"	Rapid Fire 1	4	0	1	
Blunderbuss Polearm (Ranged)	When attacking with this weapon, pick one of the profiles below.					
- Grapeshot	8"	Assault D6	3	0	1	This weapon automatically hits its target.
- Purgation	8"	Assault D3	6	0	1	
Chem-Thrower	6"	Assault D6	1	0	1	This weapon automatically hits its target. This weapon wounds on a roll of 4+, unless the target is a <b>VEHICLE</b> .
Chemical Breath	When attacking with this weapon, pick one of the profiles below.					
- Eruption	6"	Pistol D6	4	0	1	This weapon automatically hits its target.
- Cloud	12"	Assault D6	5	-1	1	
Combat Shotgun	12"	Assault 2	4	0	1	Add 1 to this weapon's Strength if the target is within half-range.
Combi-Flamer	When attacking with this weapon, pick one or both of the profiles below. If you pick both, subtract 1 from all hit rolls for this weapon.					
- Boltgun	24"	Rapid Fire 1	4	0	1	This weapon automatically hits its target.
- Flamer	8"	Assault D6	4	0	1	
Combi-Melta	When attacking with this weapon, pick one or both of the profiles below. If you pick both, subtract 1 from all hit rolls for this weapon.					
- Boltgun	24"	Rapid Fire 1	4	0	1	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
- Meltagun	12"	Assault 1	8	-4	D3	
Combi-Needler	When attacking with this weapon, pick one or both of the profiles below. If you pick both, subtract 1 from all hit rolls for this weapon.					
- Boltgun	24"	Rapid Fire 1	4	0	1	This weapon wounds on a 4+, unless the target is a <b>VEHICLE</b> .
- Needle Rifle	24"	Rapid Fire 1	1	0	D3	

## RANGED WEAPONS (2)

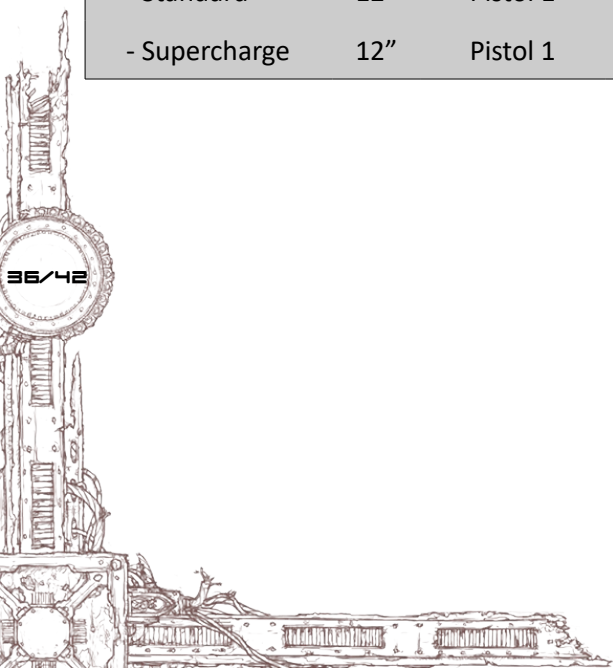
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Combi-Plasma Pistol		When attacking with this weapon, pick one or both of the profiles below. If you pick both, subtract 1 from all hit rolls for this weapon.				
- Bolt Pistol	12"	Pistol 1	4	0	1	
- Plasma Pistol	12"	Pistol 1	7	-3	1	<i>See Plasma Pistol</i>
Flamer	8"	Assault D6	4	0	1	This weapon automatically hits its target.
Flechette pistol		When attacking with this weapon, pick one of the profiles below.				
- Solid	12"	Pistol 5	2	0	1	
- Fleshbane	12"	Pistol 1	1	0	1	This weapon wounds on a 2+, unless the target is a <b>VEHICLE</b> .
Frag Grenade	6"	Grenade D6	3	0	1	
Ganger Pistol	12"	Pistol 1	3	0	1	
Ganger Gun	24"	Rapid Fire 1	3	0	1	
Gas Grenade	6"	Grenade D6	1	0	1	This weapon wounds on a 4+, unless the target is a <b>VEHICLE</b> .
Grav-Gun	18"	Rapid Fire 1	5	-3	1	If the target has a Save characteristic of 3+ or better, this weapon has a Damage characteristic of D3.
Grav-Fist (Ranged)	12"	Assault D3	5	-3	1	
Grenade Launcher		When attacking with this weapon, pick one of the profiles below.				
- Frag Grenade	24"	Assault D6	3	0	1	
- Krak Grenade	24"	Assault 1	6	-1	D3	
Hand Flamer	6"	Assault D6	3	0	1	This weapon automatically hits its target.
Harpoon Launcher	18"	Assault 1	5	-2	D3	If the bearer charges a unit it has previously hit with this weapon in the preceding Shooting phase, add +2 to their charge roll.
Heavy Bolter	36"	Heavy 3	5	-1	1	
Heavy Crossbow		When attacking with this weapon, pick one of the profiles below.				
- Frag Bolt	24"	Heavy D6	4	0	1	
- Krak Bolt	24"	Heavy 1	8	-2	D6	



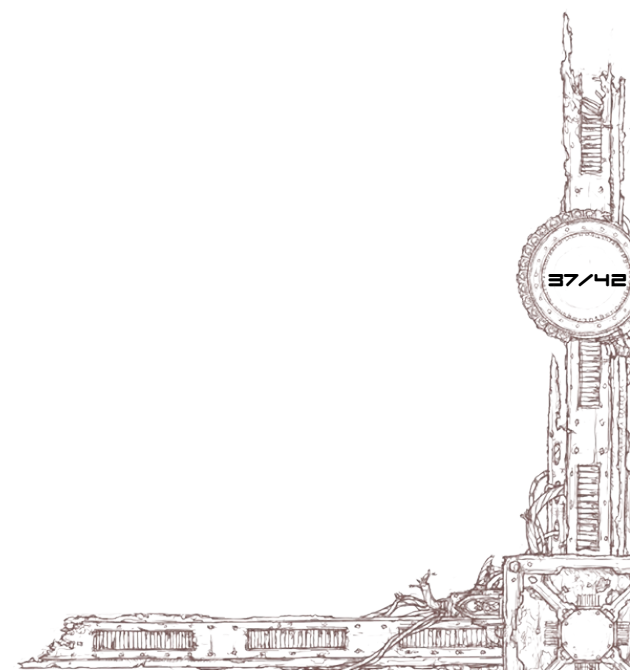


# RANGED WEAPONS (3)

RANGED WEAPONS (3)						
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Heavy Flamer	8"	Heavy D6	5	-1	1	This weapon automatically hits its target.
Heavy Stubber	36"	Heavy 3	4	0	1	
Incendiary Charge	6"	Grenade D6	4	0	1	
Krak Grenade	6"	Grenade 1	6	-1	D3	
Lascannon						
Lascarbine	24"	Rapid Fire 2	3	0	1	This weapon may target a <b>CHARACTER</b> even if it is not the closest enemy unit. Each time you roll a wound roll of 6+ for this weapon, it inflicts a mortal wound in addition to any other damage.
Long Rifle	36"	Heavy 1	4	0	1	
Meltagun	12"	Assault 1	8	-4	D6	
Melta Pistol	6"	Pistol 1	7	-3	D6	
If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.						
Multi-Melta						
Needle Pistol	12"	Pistol 1	1	0	D3	This weapon wounds on a 4+, unless the target is a <b>VEHICLE</b> .
Needle Rifle	24"	Rapid Fire 1	1	0	D3	
Plasma Cannon		When attacking with this weapon, pick one of the profiles below.				
- Standard		Heavy D3	7	-3	1	On a hit roll of 1, the bearer is slain after all of this weapon's attacks have been resolved.
- Supercharge		Heavy D3	8	-3	2	
Plasma Gun		When attacking with this weapon, pick one of the profiles below.				
- Standard	36"	Rapid Fire 1	7	-3	1	On a hit roll of 1, the bearer is slain.
- Supercharge	24"	Rapid Fire 1	8	-3	2	
Plasma Pistol		When attacking with this weapon, pick one of the profiles below.				
- Standard	12"	Pistol 1	7	-3	1	On a hit roll of 1, the bearer is slain.
- Supercharge	12"	Pistol 1	8	-3	2	



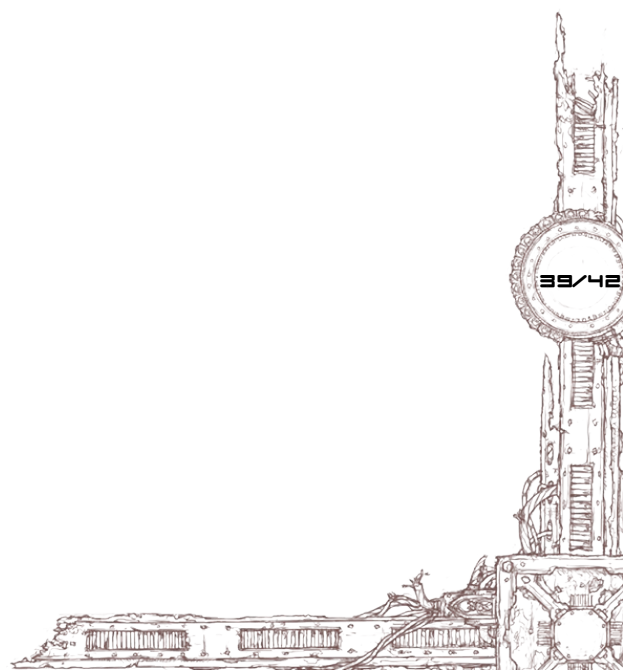
RANGED WEAPONS (4)						
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Rad Cannon	30"	Heavy 3	6	0	1	Each time you make a wound roll of 6+ for this weapon, that hit inflicts 2 damage instead of 1.
Rad Gun	12"	Assault 3	4	0	1	
Rivet Cannon	When attacking with this weapon, pick one of the profiles below.					
- Rapid Fire	12"	Assault D6	4	-2	1	
- Superheated	12"	Assault D3	6	-3	D3	
Shotgun	12"	Assault 2	3	0	1	Add 1 to this weapon's Strength if the target is within half-range.
Stub Cannon	18"	Assault 1	5	0	1	Substract 1 from the hit rolls made for this weapon if the target is over half range.
Tunnelling Claw (Ranged)	8"	Assault 1	6	-2	2	This weapon can be fired even if the bearer is within 1" of an enemy model.
Twin Heavy Lascarbine	24"	Rapid Fire 4	4	0	1	
Web Pistol	12"	Pistol 1	3	0	1	This weapon automatically hits its target. When making a shooting attack with this weapon, use either the Strength or Toughness characteristic of the target to determine the wound roll – whichever is lowest.
Webber	16"	Assault D3	4	0	1	



# MELEE WEAPONS (1)

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Autogun Polearm (Melee)	Melee	Melee	U+1	0	1	
Arc Welder	Melee	Melee	U+2	-3	3	On a wound roll of a 6, this weapons inflicts 3 mortal wounds instead of its normal damage.
Augmetic Flst	Melee	Melee	U+1	-1	2	If the bearer is equipped with two Augmetic Fists, it makes one additional attack with this weapon in each Fight phase.
Blunderbuss Polearm (Melee)	Melee	Melee	U+1	0	1	
Chainglaive	Melee	Melee	U+2	-2	2	When attacking with this weapon, you must substract 1 from the hit roll.
Energy Shield	Melee	Melee	3	0	1	A model equipped with an Energy Shield has a 4+ invulnerable save.
Ganger Melee Weapon	Melee	Melee	U	0	1	Each time the bearer fights, it can make an additional attack with this weapon. If the bearer is equipped with two Ganger Melee Weapons, it can make two additional attackcs instead.
Grav-Fist (melee)	Melee	Melee	U	-1	2	
Heavy Club	Melee	Melee	U	0	2	
Huge Ganger Weapon	Melee	Melee	U+1	0	2	When attacking with this weapon, you must substract 1 from the hit roll.
Lugger-Pincer	Melee	Melee	U	-1	1	
Mutated Bone Fists	Melee	Melee	U+1	-2	2	
Open Fists	Melee	Melee	U	-1	1	
Arachni-Rig Arm	Melee	Melee	U	0	1	
Power Axe	Melee	Melee	U+1	-2	1	
Power Knife	Melee	Melee	U-1	-4	1	
Power Maul	Melee	Melee	U+2	-1	1	
Power Saw	Melee	Melee	Ux2	-2	D3	When attacking with this weapon, you must substract 1 from the hit roll.
Power Sword	Melee	Melee	U	-3	1	

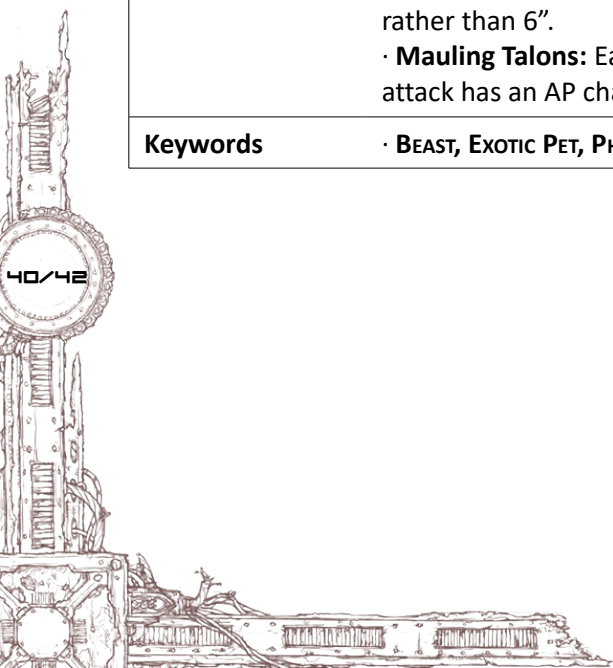
MELEE WEAPONS (2)						
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Razor-Sharp Talons	Melee	Melee	U	-3	1	
Renderizer	Melee	Melee	U+2	-1	2	When attacking with this weapon, you must subtract 1 from the hit roll. On a wound roll of a 6, this weapon causes 2 wounds instead of 1.
Servo-Arm	Melee	Melee	Ux2	-2	3	Each Servo-Arm can only be used to make one attack each time this model fights. When attacking with this weapon, you must subtract 1 from the hit roll.
Servo-Claw	Melee	Melee	U+2	0	2	
Shock Baton	Melee	Melee	U	0	1	Each hit roll of a 6+ with this weapon causes 3 hits instead of 1.
Shock Stave	Melee	Melee	U+2	0	1	Each hit roll of a 6+ with this weapon causes 3 hits instead of 1.
Shock Whip	Melee	Melee	U+1	0	1	
Stiletto Knife	Melee	Melee	U	0	1	This weapon wounds on a 4+, unless the target is a <b>VEHICLE</b> .
Stiletto Sword	Melee	Melee	U	0	1	This weapon wounds on a 4+, unless the target is a <b>VEHICLE</b> . Each time the bearer fights, it can make an additional attack with this weapon.
Tunneling Claw (melee)	Melee	Melee	U	-1	2	
Web Gauntlet	Melee	Melee	5	0	1	When attacking with this weapon, use either the Strength or Toughness characteristic of the target to determine the wound roll – whichever is lower.



SHEEN BIRD										6
NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Sheen Bird	7"	4+	—	3	2	1	4	*	7+	
Equipment	· None.									
Abilities	· <b>Companion, Exotic Pet</b> · <b>Cawdor Pet:</b> This Exotic Pet may only be bought by a <b>CAWDOR</b> Team Leader. · <b>Raking Claws:</b> Add 1 to the hit rolls made for this model if it charged in the same turn. In addition, add 1 to the wound rolls made for this model if the target has a Save characteristic of 7+.									
Keywords	· <b>BEAST, FLY, EXOTIC PET, SHEEN BIRD</b>									

CEPHALOPOD SPEKTER										5
NAME	M	WS	BS	S	T	W	A	Ld	Sv	
C. Spekter	6"	4+	—	3	3	1	2	*	7+	
Equipment	· Shock Whip									
Abilities	· <b>Companion, Exotic Pet</b> · <b>Delaque Pet:</b> This Exotic Pet may only be bought by a <b>DELAQUE</b> model. · <b>Threat Response:</b> If the Cephalopod Spekter's owner is removed as a casualty, the Cephalopod Spekter is also removed as a casualty. When you do, roll a die. On a 4+, one model within 3" of the Cephalopod Spekter suffers a mortal wound.									
Keywords	· <b>BEAST, EXOTIC PET, CEPHALOPOD SPEKTER</b>									

PHYRR CAT										6
NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Phyrr Cat	8"	3+	—	3	3	1	3	*	7+	
Equipment	· None.									
Abilities	· <b>Companion, Exotic Pet</b> · <b>Escher Pet:</b> This Exotic Pet may only be bought by an <b>ESCHER</b> model. · <b>Independant:</b> A Phyrr Cat can use its owner's Leadership while it is within 12" of them, rather than 6". · <b>Mauling Talons:</b> Each time the wound roll for an attack made by a Phyrr Cat is 6+, that attack has an AP characteristic of -1 rather than 0 and a Damage of 2 rather than 1.									
Keywords	· <b>BEAST, EXOTIC PET, PHYRR CAT</b>									

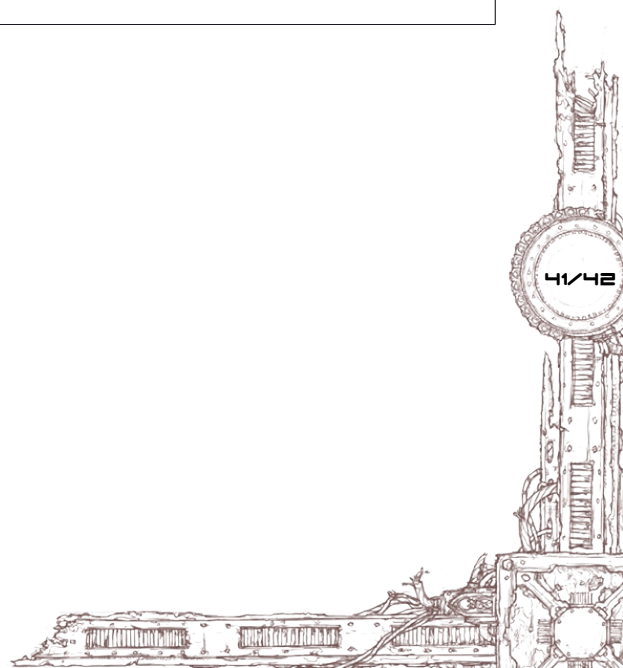




SUMPKROC										12
NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Sumpkroc	8"	3+	—	4	4	2	3	*	5+	
<b>Equipment</b>	· None.									
<b>Abilities</b>	· <b>Companion, Exotic Pet</b> · <b>Goliath Pet:</b> This Exotic Pet may only be bought by a <b>GOLAITH</b> model.									
<b>Keywords</b>	· <b>BEAST, EXOTIC PET, SUMPKROC</b>									

CYBER-MASTIFF										5
NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Cyber-Mastiff	6"	4+	—	3	3	1	2	*	7+	
<b>Equipment</b>	· None									
<b>Abilities</b>	· <b>Companion, Exotic Pet</b> · <b>Orlock Pet:</b> This Exotic Pet may only be bought by an <b>ORLOCK</b> model. · <b>Loyal Protector:</b> This model can perform a Heroic Intervention when within 6" of their owner, rather than 3", and can move up to 6" when performing a Heroic Intervention, rather than 3".									
<b>Keywords</b>	· <b>BEAST, EXOTIC PET, CYBER-MASTIFF</b>									

CYBERACHNID										7
NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Cyberachnid	7"	4+	5+	2	2	1	2	*	7+	
<b>Equipment</b>	· Web Pistol									
<b>Abilities</b>	· <b>Companion, Exotic Pet</b> · <b>Van Saar:</b> This Exotic Pet may only be bought by a <b>VAN SAAR</b> model. · <b>Toxic Bite:</b> This model's melee attacks always wound on a 4+, except against <b>VEHICLES</b> . · <b>Horrific:</b> Enemy models within 3" of at least one Cyberachnid must subtract 1 from their Leadership characteristic.									
<b>Keywords</b>	· <b>BEAST, EXOTIC PET, CYBERACHNID</b>									



CARYATID										10
NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Caryatid	7"	5+	—	2	2	1	1	*	7+	
Equipment	· None.									
Abilities	<ul style="list-style-type: none"> <li>· <b>Companion, Exotic Pet</b></li> <li>· <b>Premonition:</b> This model has a 3+ invulnerable save.</li> <li>· <b>Omen of Fortune:</b> The Caryatid's owner has a 6+ invulnerable save while they are within 3" of it. If they already have an invulnerable save, you can re-roll failed invulnerable save rolls of 1 made for them instead.</li> <li>· <b>Symbol of Fortune:</b> Only a Team Leader may buy a Caryatid. If they do, they cannot own any other pets.</li> </ul>									
Keywords	· BEAST, FLY, EXOTIC PET, CARYATID									

