

# INDEX: XENOS 2 & IMPERIAL ARMOUR INDEX: XENOS

This team list uses the special rules and wargear found in Xenos 2 and in Imperial Armour Index: Xenos. Some units are a direct copy paste, others have been modified slightly to fit into the Kill Team, and some are totally new units. If a rule differs from either Index, it will be clearly stated. The points are intended for the model WITHOUT the equipment listed, you need to add the costs of the wargear found in the Orks points values section of the Index.

### SINGLE UNIT SPECIAL RULE

Several Grot units have the Single Unit special rule. The entire squad is a primary target for the purposes of shooting and the squad counts as a single model for the purposes of charging. Furthermore all the squad members need to be within 1" of another member of their squadexcept when wobbly model rule is in effect. Lastly models may buy battle honours from the forlorn Hope table – but every model in the unit needs to buy the same battle honour.

### **GROT LADDER**

Several Grot units have the Grot Ladder special rule. These units are not slowed by vertical distances.

### **COWARDLY RUNTS**

Bravery is a foreign word in the grot dictionary. Units with the **Single Unit** special rule make one nerve test for the unit – they all pass or fail on that roll. Being cowardly is not without its perks though- all models with this rule also gain **+1** to their armour save when under the effect of a failed nerve test -this stacks with the bonus from cover.

### **EVERY GROT FOR HIMSELF!**

If a unit with this rule fails a jump test, remove one model as a casualty. Then treat the test as passed. This rule does not apply for Leaps of Faith.

#### **GROT MEGA ARMOUR**

This scrap built powered battle suit greatly enhances the wearer's physical capabilities. The suit adds 1 to the user's strength and toughness (already included in the profiles) and confers a 3+ save and a 6++ invulnerable save—sadly it's made by grots for grots.

### **FACTION KEYWORDS**

All units in this opus, apart from the Slava Boss and Ork Slava have the <Grot Rebel> and <Ork> Faction Keywords.

#### ADDITIONAL OPTIONS

The grot rebels have created several unique weapons, mostly from debris and scrap. These are listed just before the armoury section. Furthermore the rebel grots have developed some unique "tactical" points for use against their enemies (and sometimes fellow Grots).

### MODEL AVAILABILITY

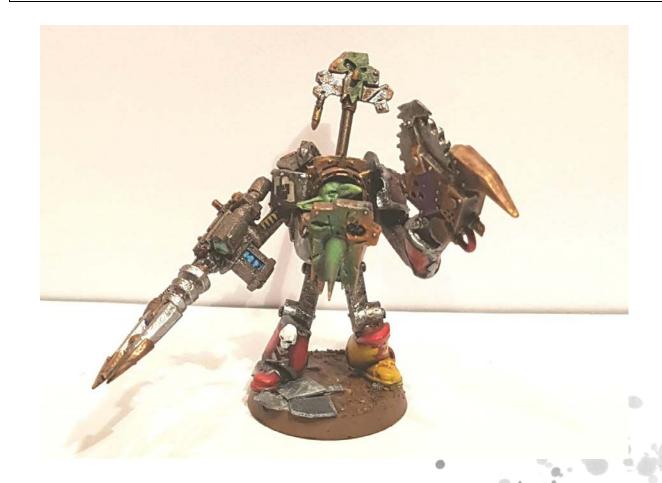
You must adhere to the following model requirements when building your Kill Team:

- 1 Team Leader model
- 1-40 Core models
- 0-3 Special models



			G	ITSNI	KKA B	OSS				12
NAME	M	WS	BS	S	Т	W	Α	Ld	Sv	
Gitsnikka	6"	5+	4+	2	2	2	2	6	6+	
EQUIPMENT	- Grot bla - Squig sh					,	,			·
RULES	- Lucky: H - Surprisii	e: May be lit rolls ag ngly Dang	e set up a gainst the gerous: If	Gitsnikl there ar	ka Boss h re any fri	ave a -1 p endly mo	oenalty. Idels wit	_	e Model Ru d the Gitsn	
OPTIONS	- May rep - May buy - May tak	a stikkbo	omb for 1	L pt	·					
KEYWORDS	Gretchin,	Infantry,	Characte	er, Gitsni	kka boss					

		G	ROT N	ЛЕGA	ARMO	OUR B	OSS			16
NAME	М	WS	BS	S	Т	W	Α	Ld	Sv	
Grot Mega Armour Boss	5"	5+	4+	3	3	3	2	6	3+	
EQUIPMENT	- Shoota - Choppa - Grot Me	ga Armoı	ır							
RULES	- Inspiring - Mega Gr			ax cap on	Mega A	rmour Gr	ots is igr	nored		
OPTIONS	- zzap-l - burna - May rep - disarr	nipa <i>free</i> plasta 5p 8pts lace Chop na-saw 8 a klaw 5p	ts opa with ots ots	the follo	wing:	ıry				
KEYWORDS	Gretchin,	Infantry,	Characte	er, Grot N	∕lega Arn	nour Bos	5			



			K	ILLA K	AN KA	APN				<b>(51)</b>
NAME	М	WS	BS	S	Т	W	Α	Ld	Sv	
Kan Kapn	6"	5+	4+	5	5	5	3	6	3+	
EQUIPMENT	- Big Shoo - Kan Klav									·
RULES	not the cl	Clunky: E osest targ s: When t from the	ven thouget. Set. Shis mode	el loses i	ts last wo	ound, roll	a D6. Oı	rgeted by on a 6 it exp On a 5+ tha	lodes befo	ore being
OPTIONS	- skorc - grotze	: launcha ha 11 pts ooka 4 pt m mega-	6 pts s blasta 3 <sub>l</sub>	ots						
KEYWORDS	Gretchin,	Characte	r, Vehicle	e, Killa Ka	an, Killa k	(an Kapn				



#### **TANK KOMMANDA NAME** S Т Ld M WS BS W Α Sv Grot tank 2D6" 6+ 4+ 5 4 3 5 4+ **EQUIPMENT** - Two Big Shootas **RULES** - Inspiring Presence - Full Speed Ahead - Rolling Scrap pile - Kommanda: Any grot tank, including the tank kommanda within 6" may reroll the distance moved from Full speed ahead. **OPTIONS** - May replace One or both of its big shootas with the following: - Rokkit launcha 6 pts - Skorcha 11 pts - Grotzooka 4 pts - Kustom mega-blasta 3 pts - Kannon 15 pts - May add one of the following: - Shoota 5 pts - Burna 9 pts - Kombi-Weapon with Skorcha 16 pts - Kustom-Shoota 10 pts - May take items from the Grot rebels armoury Gretchin, Vehicle, Character, Grot Tank, Tank Kommanda **KEYWORDS**



				SLAV	A BOS	SS				22
NAME	М	ws	BS	S	Т	W	Α	Ld	Sv	
Slava	5"	3+	5+	4	4	4	3	7	6+	
EQUIPMENT	- Slugga - Grabba S - Stikkbom	-								
RULES	- Inspiring - Ork Slava - 'Ere We	a Boss: M		failed ne	erve tests	on 4+				
OPTIONS	- May repl - May take - May take	e either a	Squig hou	und or a (	Grot lash					
FACTION KEYWORDS	Ork									
KEYWORDS	Character,	Infantry,	Slava Bo	SS						



				GROT	SKWA	<b>VD</b>				15
NAME	M	WS	BS	S	Т	W	Α	Ld	Sv	
Grot	5"	5+	4+	2	2	1	1	4	6+	
EQUIPMENT	- Grot Blas	sta								
RULES	- Single U - Grot Lad - Every Gr	lder	-							
OPTIONS	- One Gro	t may re	place its	Grot Bla	sta with a	Shoota	for 2 pts			
KEYWORDS	Gretchin,	Infantry,	Grot Skw	/ad						



		(You may o				KWAD skwads in		eam)		15
NAME	M	WS	BS	S	Т	w	Α	Ld	Sv	
Grot	5"	5+	4+	2	2	3	1	5	6+	
EQUIPMENT	- Looted I	Big Shoota	3							
RULES	- None	s note: The	e Grot Lo	ota Skwi	ad should	d he simil	ar to an	Δstra Mili:	tarum Heav	V
	•	Team: 3						ristra iviiii	idi dili i iledi.	y
OPTIONS		rad may re d Skorcha d Rokkit L	for free		ed Big Sh	oota with	the foll	owing:		
KEYWORDS	Gretchin,	Infantry,	Grot Loo	ta Skwa	t					

				BACKS	STABB	AS				15
NAME	M	WS	BS	S	Т	W	Α	Ld	Sv	
Stabbas	6"	5+	4+	2	2	1	1	4	6+	
EQUIPMENT	- Grot bla - Squig sh			,						·
RULES	-	lder rot For Hi Gits: Whe aktiks: Er	<b>mself</b> en a Back nemy mo	stabba is odels suff	fers -1 hit	t rolls aga	ainst this	f 1 to savir model if t	ng throws :here is mo	ore than
OPTIONS		Before th	ne first tu	ırn, choc	se an en	•			t models ro	
KEYWORDS	Gretchin,	Infantry,	Backstak	ba						



				EAD S	ноот	AS				15
NAME	M	WS	BS	S	Т	W	Α	Ld	Sv	·
Shootas	5"	5+	4+	2	2	1	1	4	6+	
EQUIPMENT	- Grot Sni	pa Gun			_	•				
RULES	failed ner - Silenced away that - Eyes and this mode	dder rot For Hi unists: Ga ve test. I Shootas n 12" take d Ears: In: el up in the	imself in +1 stro : Enemy e a -1 per stead of s e shadov	ength on models t nalty to t setting th vs. At th	argeting heir to h nis mode e end of	this unit it rolls. I up on tl	with rar he battle	models und nged weap ofield, you nent phase nat is more	ons from tonse may choose, you mus	farther se to set t reveal
OPTIONS	- none									
KEYWORDS	Gretchin,	Infantry,	Ead shoo	ota						

			GR	OT SK	AVEN	GERZ				20
NAME	М	WS	BS	S	Т	W	Α	Ld	Sv	
Skavenger	5"	5+	4+	2	2	1	1	4	6+	
EQUIPMENT	- Grot Bla - Firebom									
RULES	- Single U - Grot Lac - Every Gr - Lunatics rule. Each	lder rot For Hi : Throwir	mself g grenac	les does		•		•	oer Kill team	turn
OPTIONS	- May buy	Krak bor	nbz for 5	pts						
KEYWORDS	Gretchin,	Infantry,	Grot Ska	venger						



		(You may o			MOUR Grot Mega			eam)		10
NAME	М	WS	BS	S	Т	W	Α	Ld	Sv	
Mega Armour Grot	5"	5+	4+	3	3	2	1	5	3+	
EQUIPMENT	- Shoota - Choppa - Grot Me	ega Armou	ır							
RULES	- None									
OPTIONS		·blasta a Snipa	8   10 p fi close Con pts	pts ots ree		n the follo	owing:			
KEYWORDS	Gretchin,	Infantry,	Mega Ar	mour Gr	ot					



		(You may	only hav		<b>G RID</b> f 5 Squig r	<b>A</b> idaz in you	r Kill Tean	1)		10)
NAME	M	WS	BS	S	Т	W	Α	Ld	Sv	
Squig Rida	7"	3+	4+	4	3	1	2	4	6+	
EQUIPMENT	- Grot blasta - Teef and kla	aws								
RULES	blow up at in single <b>S6 Ap</b> - Furthermore	es (Squig ssault (A om squig aconveni 2 melee , any una The wo wlie (Spi ugh terra hell (Arr	y hound All): Mag only): ent mo attack. saved v unding der squain and moured	d only):  ay assaul Kitted o ments. T  If it rolls  vound ro  Model s  uig only) climbing	This mod  It after a  But with e  The boon  Is a 1 to h  Buffers a  This mod  This mod  This mod  This mod	lel can ded dvancing explosive in squig mand with the nit with the niclose constant S6 ap-2 had ap-2 h	etect Hid s this squay exchosis attacl combat ago it. Remonter	den mode uig has a n ange all of k, it suffers gainst the ove the bo ovement p	asty tendency in its attacks for a mortal would be a mortal would be a mortal would be a mortal word as a mortal ties for a more a more and ties for a more and ties and t	a nd.
OPTIONS	- May upgrad - Attack Sc - Squig Ho - Boom Sq - Spider sc - Armoure	quig und uig quig	quig to 3 pts 3 pts 5 pts 3 pts 5 pts	S S	he follow	ving:				
KEYWORDS	Gretchin, Bea	ast, Squi	g Rida							



					Slava					10
NAME	М	WS	BS	S	Т	W	Α	Ld	Sv	·
Slava	5"	3+	5+	4	4	1	2	6	6+	
EQUIPMENT	- Slugga - Grabba S - Stikkbon									
RULES	- <b>'Ere We</b> - <b>Slava:</b> Fr		odels wit	hin 6" m	ay use th	nis model	s leader:	ship score		
OPTIONS	- May rep - May tak						ots			
FACTION KEYWORDS	Ork									
KEYWORDS	Infantry, (	Ork Slava								

		(you ma				IZORZ zorz in you		m)		15
NAME	M	WS	BS	S	Т	W	Α	Ld	Sv	
Advizor	5"	5+	4+	2	2	1	1	4	6+	
EQUIPMENT	- Choppa	- Grot blasta - Choppa - Big banna & Loud-yella								
RULES	with this	Ider rot For Hi na and lou special ru	mself ud-yella: le may re	etreat fro	om comb	at and st	ill shoot		ot other mo	
OPTIONS	-May buy	-May buy Banners and Icons as described in HoR Campaign rules.								
KEYWORDS	Infantry,	Infantry, Taktikul Advizorz, Runt								

			GR	OT OII	LER SK	(WAD				15							
NAME	М	WS	BS	S	Т	W	Α	Ld	Sv								
Grot	5"	5+	4+	2	2	1	1	4	6+								
EQUIPMENT	- Grot bla - Spannas		t-tape														
RULES	- Grot Lac - Every Gr - Spannas in the sho the vehicl gain +1 to	<ul> <li>Single Unit (3 Oilerz)</li> <li>Grot Ladder</li> <li>Every Grot For Himself</li> <li>Spannas and dukt-tape: One model in a unit with this wargear may, instead of shooting in the shooting phase perform a repair roll on a friendly vehicle within 1". On a roll of 6+ the vehicle regains a previously lost Wound. For each additional Grot Oiler skwad member gain +1 to the dice roll. Each squad can only use this ability once each turn and each vehicle can only regain 1 wound each turn this way.</li> </ul>															
OPTIONS	- May buy Gremlins for 5 points. <b>Gremlins:</b> Instead of attacking in the fight phase roll a die on 6+ one enemy vehicle within 1" suffers 1d3 mortal wounds. For each additional grot oiler skwad member gain +1 on the initial die roll. Each skwad can only use this ability once each turn.																
KEYWORDS	Infantry, (	Grot oiler	, Runt							Infantry, Grot oiler, Runt							



	GROT ORDERLY SKWAD  (you may only have 1 Grot orderly skwad in your kill team)								15	
NAME	M	WS	BS	S	Т	W	Α	Ld	Sv	
Grot	5"	5+	4+	2	2	1	1	4	6+	
EQUIPMENT		- Grot blasta - Pliers and Band-aid								
RULES	<ul> <li>- Single Unit (3 Orderliez)</li> <li>- Grot Ladder</li> <li>- Every Grot For Himself</li> <li>- Pliers and band-aid: All friendly infantry models within 6" may ignore a wound suffered on 6+</li> </ul>									
OPTIONS	- May buy <b>Mediks</b> for 10 pts									
	<b>Mediks:</b> When one or more models with this special rule hasn't fled or been removed as a casualty at the end of a game, count as if having the <b>Medic</b> battle honour.									
KEYWORDS	Infantry, Grot orderly, Runt									

			AM	MO R	UNT S	KWAD				(15)
NAME	М	WS	BS	S	Т	W	Α	Ld	Sv	
Runt	5"	5+	4+	2	2	1	1	4	6+	
EQUIPMENT	- Grot Bla - Lotsa An									
RULES	- Grot Lac - Every Gr - Lotsa an	<ul> <li>Single Unit (3 Ammo Runts)</li> <li>Grot Ladder</li> <li>Every Grot For Himself</li> <li>Lotsa ammo!: Each friendly model within 6" of a model with this rule may reroll any to hit rolls of 1 in the shooting phase.</li> </ul>								
OPTIONS	- The unit	may buy	Even mo	re dakk	<b>a</b> for 5 po	oints				
	<b>Even more dakka</b> : You may nominate one friendly model within 6" of this unit at the beginning of your Shooting phase. All ranged attacks performed by the model this turn are doubled. Roll a dice on 5+ the firing model suffers a mortal wound after firing its weapons.									
KEYWORDS	Infantry, Ork, Grot rebel, Ammo runt, Runt									





	(You may o	only have a		o models i			killa kans	, grot tanks	and	(51)
NAME	M	ws	BS	S	T	W	Α	Ld	Sv	
Kan	6"	5+	4+	5	5	5	3	6	3+	
EQUIPMENT	- Big Shoo - Kan Klav									
RULES	removed	- <b>Explodes:</b> When this model loses its last wound, roll a D6. On a 6 it explodes before being removed from the table. Roll a D6 for each model within 6". On a 5+ that model takes a mortal wound.								
OPTIONS	- May replace its big shoota with the following:  - Rokkit launcha 6 pts  - Skorcha 11 pts  - Grotzooka 4 pts  - Kustom mega-blasta 3 pts  - May take items from the Grot rebels armoury									
KEYWORDS	Gretchin, Vehicle, Killa Kan									



	(You may o	nly have a		o models i				s, grot tanks	and	(30)
NAME	M	WS	BS	S	Т	W	Α	Ld	Sv	
Grot tank	2D6"	6+	4+	4	5	4	2	4	4+	
EQUIPMENT	- Big Shoo	ta								·
RULES	- Full Speed Ahead - Rolling Scrap pile									
OPTIONS	- Skorcl - Grotzo - Kustoo - Kannoo - May add - Shoot - Burna - Komb	t launcha ha 11 pts boka 4 pt m mega- hon 15 pts one of tl a 5 pts 9 pts i-Weapor	6 pts s blasta 3 p ne follow n with Sk a 10 pts	ots ing: orcha 16	ō pts					
KEYWORDS	Gretchin,	Vehicle, (	Grot Tan	<b>(</b>						



	GIANT SQUIG  (You may only have a max of two models in any combination of killa kans, grot tanks and giant squigs from the special section)								(32)	
NAME	M	WS	BS	S	Т	W	Α	Ld	Sv	
Squig	7"	3+	-	5	5	4	D6	5	4+	
EQUIPMENT	- Teef and	klaws	-							,
RULES		- Non-Learning - Bounding Assault: may assault after advancing								
OPTIONS	None									
KEYWORDS	Beast, Giant squig									

		REVOLUSHUNARY SHAMAN 20								20
NAME	М	WS	BS	S	Т	W	Α	Ld	Sv	
Shaman	5"	5+	4+	2	2	2	1	5	6+	
EQUIPMENT	- Squig sh	- Squig shank								
RULES	infantry n	- <b>Revolushunary Fervour:</b> This model gains +1 to its manifest rolls for every 10 grot rebel infantry models within 6". If this causes its manifest roll to go over 12, this model automatically suffers Perils of the Warp.								
OPTIONS	-May take			•						
PSYKER	attempt t	This model 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 Smite power as well as one power from the Revolushunary Discipline								
KEYWORDS	Gretchin,	Infantry,	Psyker, 0	Characte	r, Revolu	shunary S	Shaman			

BIG GUN  (you may have a max of two in any combination of big guns and Mek guns)								8		
NAME	M	WS	BS	S	Т	W	Α	Ld	Sv	
Big Gun	0"	-	4+	3	5	3	ė-	- ,	5+	•
EQUIPMENT	- Kannon									
RULES	its ranged	- <b>Artillery:</b> After being deployed this model may not move for any reason. IN order to fire its ranged weapon, 3 friendly models within 3" must forgo all their actions during the shooting phase.								
OPTIONS	- Lobba	- May replace the Kannon with the following: - Lobba 3 pts - Zzapp gun 3 pts								
KEYWORDS	Gretchin, Vehicle, Artillery, Big Gun									

a

	MEK GUN  (you may have a max of two in any combination of big guns and Mek guns)								15	
NAME	M	WS	BS	S	Т	W	Α	Ld	Sv	·
Mek Gun	0"	-	4+	3	5	6	-	-	5+	
EQUIPMENT	- Traktor l	kannon								
RULES	its ranged	- <b>Artillery:</b> After being deployed this model may not move for any reason. IN order to fire its ranged weapon, 3 friendly models within 3" must forgo all their actions during the shooting phase.								
OPTIONS	- May replace the Traktor kannon with the following: - Bubblechucka 17 pts - Kustom mega-kannon 8 pts - Smasha gun 1 pt									
KEYWORDS	Gretchin, Vehicle, Artillery, Mek Gun									



ITEM	DESCRIPTION
Fancy hat	<b>5 points. Gitsnikka boss only:</b> The boss has a fancy hat boosting his ego
.,	(sometimes it's a looted boot on his head though) in another colour than "dirty".
	Add 1 to the Gitsnikka boss' leadership profile.
Fungus fueled reflexes	8 points. Gitsnikka boss and Revolushunary Shaman only: A potent brew of
	prometheum fuel and madcap mushrooms has made this grot jittier than a swarm
	of Catachan lightning wasps high on On'slaught combat drugs. The Gitsnikka boss
	gains a 4+ invulnerable save when within 1" of an enemy model.
Dedd-killy squig juice	5 pts. Gitsnikka boss and Revolushunary Shaman only: Instead of covering his
	weapon in feces as usual this particular grot has turned to the slightly less smelly,
	but vastly more deadly squig poison. This nasty squig shank wounds non-vehicle
	models on 2+.
Loud yella	<b>10 points. Killa Kan kapn and Tank kommanda only:</b> Usually used for goffik-rok or
	grot speed metal. Sometimes the grot will also use it for yelling orders at his
	cronies – This is generally regarded as being less useful. Increase Inspiring presence
	to 12"
Grot attendant	<b>5 Points. Infantry leaders only</b> : The leader has a groveling assistant following him
	around. Fetching ammo lunch and gadgets – but mostly there as a bullet catcher.
	The attendant has stats as a normal grot – without weapons. It must stay within 1"
	of the leader. Rolling to wound always uses the leaders toughness score. The death
	of a grot attendant is ignored for the purpose of nerve and rout tests. And the
	leader may always allocate any hits on itself to the attendant.
Supa mega grot armour	<b>5 points. Mega Armour boss only:</b> Even the strongest armour will fail at some point
	- and subsequently looted and rebuilt into a parody of its former glory. Increase
	the models wound characteristic by 1. But you must subtract 1 from all its advance
	rolls.
Mega killa kan	20 points. Killa kan kapn only: The killa kan has been outfitted with extra limbs and
	a grot. When the 2 grots are in agreement it's truly a terrible sight to behold. Gain 2 extra arms armed with Kan klaws. It may replace one of those with a killa Kan
	ranged weapon at the listed price in its unit entry or a big shoota for free. Each
	extra kan klaw confers +1 attack. Each time before attacking, roll a die, on a roll of
	1 the mega killa kan can't make any attacks this turn as all the arms get in the way.
Squiggoth prodda	<b>15 points. Slava boss only:</b> Also known as "da big motivational stikk" It can get a
Squibboth product	squiggoth from the sleeping stage to raging frothing behemoth stage with one zap-
	or a quardsman from the healthy stage to extra crispy with the same zap. Replaces
	the grot-prod. Melee weapon S: U+2 AP: -2 D: 1d3
Doza blade	5 points. Tank kommanda and grot tanks only: Primarily used for clearing
	obstructing terrain when fleeing the battlefield. But can also be used for clearing
	enemies. Gain +2 to hit rolls when charging.
Bad counting skills	<b>5 points. Leaders only:</b> Whenever a grot force exceeds the number of fingers the
	leader has, confusion arises. Count the original team as being 5 models more than
	it really is when checking for when to take rout tests.
Red paint job	O points. Tank kommanda and grot tanks that are painted red only: Red wuns go
	fastah! Change the movement characteristic of this model to 2D6+3".
New 'umie enjin	5 points. Tank Kommanda and grot tanks only. Recently pilfered from a PDF
	vehicle depot, the grot oilers haven't had time to make any "improvements".
	Change the movement characteristic of this model to 8".
Propa kamo paintin'	5 points. <vehicle> units only. Dis wun's ded sneaky! This vehicle gains the benefit</vehicle>
	of cover if it is at least 25% obscured from the point of view of the shooting unit.

PHILOSOPHIES	DESCRIPTION
Da People's Waaagh!! +2 TP	Your entire kill team is composed of Infantry and/or Artillery.
Overrunt +1 TP	Your kill team includes at least one of each unit type with the <runt> keyword</runt>
Gitzkreig +2 TP	Only models with the <beast> or <grot tank=""> keywords may benefit from tactical</grot></beast>
	points.
Mekka Grots +1 TP	Only models with the <mega armour="" grot=""> or <killa kan=""> keywords may benefit</killa></mega>
	from tactical points.
Stomp da Rebellion +3 TP	Models outside the aura range of any friendly <slava> model cannot benefit from</slava>
	any tactical points

ACTIONS	DESCRIPTION
Retrograde Advance -1TP	All models advancing count as having rolled maximum on their advance roll. But
	they must end their move further away from the enemy.
Big boom booby trap -2 TP	One enemy unit that declared a charge immediately suffers 1d3 S4 ap – hits. And
	they loose their charge bonus.
Poor battlefield awareness	You may ignore the first rout test. Do not roll for it, it's Automatically passed. This
-2 TP	tactical point can only be used once.
Flash of Grot inspiration -	Use as soon as a friendly unit fails a nerve test. They may immediately make a
1TP	move if it can bring them in cover.
Grots honour -1 TP	One friendly model within 1" of an enemy model suffers a mortal wound. All grot
	units may fire at that enemy model gaining +1 to their hit rolls.
Snotling infestation -1 TP	One non-vehicle enemy model in cover is assailed by the little nuisances. It suffers
	a -2 penalty to all it hit rolls for the rest of the turn.
Hit em while dey are down	All grot models may reroll failed wound rolls against 1 enemy model that is under
-1 TP	the effect of a failed nerve test.
Da Meanz of Bullit	Use in the Shooting phase after you have chosen a unit to attack. The unit you
Produkshun -1 TP	chose and all friendly grot rebel units within 3" that can, but have not yet shot may
	shoot twice, but may not assault.
From Green To Red -1 TP	Use when your opponent has just reduced one of your vehicle units to 0 or less
	wounds. That vehicle immediately explodes; do not roll. Roll a D6 for each model
	within 6". On a 5+ that model takes a mortal wound. If you are playing in a
	campaign game, that unit still gets to roll to survive the battle.
We's baaaaack -1 TP	Use at the start of your player turn. Choose a friendly unit with the <b>Single Unit</b>
	rule. That unit then regains any models lost as casualties in the previous player
II. I. Cala	turn.
He who fightz an runz away	Pick a friendly unit that has failed a nerve check. Instead of hiding, that unit is
-1 TP	placed back in reserve.
Scapegoat -1 TP	One friendly <grot rebels=""> model within 1" of an enemy model is slain. All friendly</grot>
	models within 6" add D6" to their movement this turn.

MELEE WEAPONS				
WEAPON	S	AP	D	ABILITIES
Squig shank	User	0	1	When attacking with this weapon the user may perform 1 extra attack. Always wound non-vehicles on 4+
Disarma-saw	X2	-1	1	-
Grabba klaw	User	0	1	One opponent loses 1 attack to a minimum of 1
Teef and Klaws	User	0	1	-
Shaman Staff	+2	-1	D3	-

RANGED WEAPONS						
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Grot snipa	24"	Heavy 1	3	0	1	Sniper may target Characters even if they aren't the closest model. Wound rolls of 6+ are resolved with Ap -3
Zzap-blasta	18"	Assault 1	1D6	-2	1	When rolling a 6 for strength do not roll to wound. Instead it causes 1 mortal wound to its target and the wielder.
Looted big shoota	36"	Assault 3	5	0	1	When the firing model has 2 wounds it changes from assault to heavy weapon. When the model has only 1 wound roll a D6 after firing the weapon on a 6+ the firing model suffers a mortal wound.
Looted rokkit launcha	24"	Assault 1	8	-2	3	When the firing model has 2 wounds it changes from assault to heavy weapon. When the model has only 1 wound roll a D6 after firing the weapon on a 6+ the firing model suffers a mortal wound.
Looted skorcha	8"	Assault 1d6	5	-1	1	When the firing model has 2 wounds it changes from assault to heavy weapon. When the model has only 1 wound roll a D6 after firing the weapon on a 6+ the firing model suffers a mortal wound.
Firebombz	6"	Grenade 1d6	3	0	1	When rolling for the number hits a roll of 1 causes a mortal wound on the unit throwing. No attack is made. This is not a one time use item.
Krak bombz	6"	Grenade 1	6	-1	1d3	A hit roll of 1 causes a mortal wound on the unit throwing. This is not a one time use item.



The F	The Revolushunary Discipline				
D3	Power	Description			
1	Wartime Orkonomy	Wartime Orkonomy has a warp charge value of 6. If manifested, all friendly models within 3" may immediately move up to 12" as though they had the fly keyword. They do not need to be within 6" of the manifesting model at the end of this move. Models affected by this power count as having moved. This power does not radiate like a normal power in Kill Team.			
2	Spore Dispersal	Spore Dispersal has a warp charge value of 7. If manifested, your opponent must subtract 1 from hit rolls made for ranged weapons that target friendly Grot Rebel models whilst they are within 6" of the model that manifests this power. This power lasts until the start of your next psychic phase.			
3	Viva la Revolushun!	Viva la Revolushun! has a warp charge value of 8. If manifested, the closest enemy model within 18" takes D6 mortal wounds. The model that manifested this power is immediately removed from the game as a casualty.			



## Grot Rebels Points Values:

RANGED WEAPONS	
WEAPON	POINTS PER WEAPON
Grot snipa	0
Looted big shoota	0
Fire bombz	0
MELEE WEAPONS	
WEAPON	POINTS PER WEAPON
Squig shank	0
Teef and klaws	0
OTHER WARGEAR	
WARGEAR	POINTS PER ITEM
Grot mega armour	0
Big banna & loud-yella	0
Spannas and dukt tape	0
Pliers and band-aid	0
Lotsa Ammo	0