

GENERIC OPUS

HOR

ROGUE TRADER

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

FACTION KEYWORDS

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

PLACEHOLDER

Placeholder

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MODEL AVAILABILITY


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

- 1 Team Leader model
- 1-25 Core models
- 0-3 Special models



TEAM LEADERS

SLANN MAGE CHEIF									
									
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Slann	4"	3+	4+	4	5	3	3	10	5+
EQUIPMENT	- Stasis Field Armour (4+ Invul) - Neuro Disruptor - CCW								
RULES	- Inspiring Presence, Fleet, Psyker (ML1)								
OPTIONS	- May Exchange either Laspistol or CCW for one of the following: <ul style="list-style-type: none"> • Hand Flamer 00 pts • Laspistol 00 pts • Plasma Pistol 00 pts • Power Axe 00 pts • Power Fist 00 pts • Power Weapon 00 pts • Webber 00 pts 								
KEYWORDS	Xenos, Slann								

SLANN WARLEADER									
									
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Slann	4"	3+	4+	4	5	3	3	9	5+
EQUIPMENT	- Refractor Field Armour (5+ Invul) - Laspistol - CCW								
RULES	- Inspiring Presence, Fleet								
OPTIONS	- May Exchange either Laspistol or CCW for one of the following: <ul style="list-style-type: none"> • Hand Flamer 00 pts • Neuro Disruptor 00 pts • Plasma Pistol 00 pts • Power Axe 00 pts • Power Fist 00 pts • Power Weapon 00 pts • Webber 00 pts - May be equipped with any of the following: <ul style="list-style-type: none"> • 								
KEYWORDS	Xenos, Slann								

SLANN CHAMPION

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NAME	M	WS	BS	S	T	W	A	Ld	Sv
Slann	4"	4+	4+	4	5	2	2	8	5+
EQUIPMENT	- Displacer Field Armour (+1 Cover Save, reflects first hit of game on a 6+) - Laspistol - CCW								
RULES	- Inspiring Presence, Fleet								
OPTIONS	- May Exchange either Laspistol or CCW for one of the following: <ul style="list-style-type: none"> • Hand Flamer 00 pts • Neuro Disruptor 00 pts • Plasma Pistol 00 pts • Power Axe 00 pts • Power Sword 00 pts • Webber 00 pts 								
KEYWORDS	Xenos, Slann								

CORE

SLANN BRAVE

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NAME	M	WS	BS	S	T	W	A	Ld	Sv
Slann	4"	4+	5+	3	4	1	1	7	5+
EQUIPMENT	- Displacer Field Armour (+1 Cover Save, reflects first hit of game on a 6+) - Lasrifle								
RULES	- Fleet								
OPTIONS	- Every fifth Slann Brave in your team may Exchange their Lasrifle for one of the following: <ul style="list-style-type: none"> • Graviton Gun 00 Pts • Meltagun 00 Pts • Needler 00 Pts • Plasmagun 00 Pts 								
KEYWORDS	Xenos, Slann								

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NAME	M	WS	BS	S	T	W	A	Ld	Sv
Slann	12"	4+	--	4	5	1	2	10	3+
EQUIPMENT	- Teeth and Claws								
RULES	- Fleet, Rage, Rending Teeth and Claws are paired CCWs, +2 S, and Rend on 6s								
OPTIONS									
KEYWORDS	Xenos, Slann								

SLANN INFILTRATOR

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NAME	M	WS	BS	S	T	W	A	Ld	Sv
Slann	5"	4+	5+	3	4	1	1	7	5+
EQUIPMENT	- Stealth Field Armour (+2 to Cover save) - Lasrifle - Hand Flamer - CCW								
RULES	- Fleet, Stealth, Outflank, Acute Senses, Night Vision								
OPTIONS	- May Exchange Lasrifle for one of the following: <ul style="list-style-type: none"> • Flamer 00 pts • Webber 00 pts • Shotgun 00 pts 								
KEYWORDS	Xenos, Slann								

SPECIAL

SLANN HOVER BIKE

(You may only take one Slann Hoverbike in your kill team)



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Slann	10"	--	4+	5	5	2	1	7	4+
EQUIPMENT	- Multi-Laser								
RULES	- Scout, Outflank, Acute Senses								
OPTIONS	- May Exchange their Multi-Lasr for one of the following: <ul style="list-style-type: none"> • Beamer 00 pts • Heavy Webber 00 pts • Heavy Flamer 00 pts - May take any of the following: <ul style="list-style-type: none"> • Chain axe 00 pts • Laspistol 00 pts 								
KEYWORDS	Xenos, Slann								

GALG

(You may only take one Galg in your kill team)



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Slann	6"	5+	4+	4	4	1	3	6	6+
EQUIPMENT	- Auto-cannon								
RULES	- Fleet								
OPTIONS	- May Exchange Auto-cannon for one of the following: <ul style="list-style-type: none"> • Beamer 00 Pts • D-Cannon 00 Pts • Grenade Launcher 00 Pts • Heavy Plamsa gun 00 Pts • Heavy Webber 00 Pts • Multi-Laser 00 Pts 								
KEYWORDS	Xenos, Slann								

ECHO OF THE OLD ONES

(You may only take one Old One in your kill team)



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Slann	4"	3+	3+	6	5	3	3	10	3+
EQUIPMENT	- Stasis Field Armour (4+ Invul) - Power Weapon - Neuro Disruptor								
RULES	- Preferred Enemy Necrons, Fear, Fearless, Psyker (ML1)								
OPTIONS	- May be equipped with any of the following: • 00 pts - May exchange _____ with one of the following: • 00 pts								
KEYWORDS	Xenos, Slann								

ARMOURY

Weapon	Range	Str	AP	Damage	Type
Beamer					
Graviton Gun					
Neuro-Disruptor					

