

## **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

			SLA	NN N	1AGE (	CHEIF				(00)		
NAME	M	WS	BS	S	Т	W	Α	Ld	Sv			
Slann	4"	3+	4+	4	5	3	3	10	5+			
EQUIPMENT		- Stasis Field Armour (4+ Invul) - Neuro Disruptor - CCW										
RULES	- Inspiring	- Inspiring Presence, Fleet, Psyker (ML1)										
OPTIONS	- May Exc	change eit	her Laspi	stol or C	CW for c	ne of the	followi	ng:				
	• H	land Flam	er					00 pts				
	• La	aspistol						00 pts				
	• P	lasma Pis	tol					00 pts				
	• P	ower Axe						00 pts				
	• P	ower Fist						00 pts				
	• P	ower We	apon					00 pts				
	• V	Vebber	-					00 pts				
KEYWORDS	Xenos, Sla	nn										

			SLA	ANN W	/ARLE	ADER				(00)		
NAME	М	WS	BS	S	Т	W	Α	Ld	Sv			
Slann	4"	3+	4+	4	5	3	3	9	5+			
EQUIPMENT		- Refractor Field Armour (5+ Invul) - Laspistol - CCW										
RULES	- Inspiring	- Inspiring Presence, Fleet										
OPTIONS	- May Exchange either Laspistol or CCW for one of the following:											
	• H	and Flam	er					00 pts				
	• N	euro Disr	uptor					00 pts				
	● PI	asma Pis	tol					00 pts				
	• Po	ower Axe						00 pts				
	• Po	ower Fist						00 pts				
	• Po	ower Wea	apon					00 pts				
	• W	ebber/						00 pts				
	- May be e	equipped	with any	y of the f	ollowing	:						
	•											
KEYWORDS	Xenos, Sla	nn										

			SL	ANN C	CHAM	PION				(00)
NAME	М	WS	BS	S	Т	W	Α	Ld	Sv	
Slann	4"	4+	4+	4	5	2	2	8	5+	
EQUIPMENT	- Displace - Laspisto - CCW		mour (+1	Cover S	ave, refl	ects first I	nit of ga	me on a 6-	+)	·
RULES	- Inspiring	g Presence	e, Fleet							
OPTIONS	- May Exc	hange eit	her Lasp	stol or C	CW for o	ne of the	followi	ng:		
	• H	and Flam	er					00 pts		
	• N	euro Disr	uptor					00 pts		
	• P	lasma Pis	tol					00 pts		
	• P	ower Axe						00 pts		
	• P	ower Swo	ord					00 pts		
	• W	/ebber						00 pts		
KEYWORDS	Xenos, Sla	nn								



SLANN BRAVE 00											
M	WS	BS	S	Т	W	Α	Ld	Sv			
4"	4+	5+	3	4	1	1	7	5+			
- Displace - Lasrifle	r Field Ar	mour (+1	Cover S	ave, refle	ects first l	hit of gar	me on a 6+	-)	•		
- Fleet											
•		•	our tear	n may Ex	change t	heir Lasr		e of the fol	lowin		
_		uii					00 Pts				
• N	eedler						00 Pts				
• Pl	asmagun						00 Pts				
	4" - Displace - Lasrifle - Fleet - Every fiff • G • N	4" 4+  - Displacer Field Ar  - Lasrifle  - Fleet  - Every fifth Slann E  • Graviton G  • Meltagun  • Needler	4" 4+ 5+  - Displacer Field Armour (+1 - Lasrifle  - Fleet  - Every fifth Slann Brave in y	4" 4+ 5+ 3  - Displacer Field Armour (+1 Cover S - Lasrifle  - Fleet  - Every fifth Slann Brave in your tear  • Graviton Gun  • Meltagun  • Needler	4" 4+ 5+ 3 4  - Displacer Field Armour (+1 Cover Save, reflect - Lasrifle  - Fleet  - Every fifth Slann Brave in your team may Execute of the state	4" 4+ 5+ 3 4 1  - Displacer Field Armour (+1 Cover Save, reflects first to Lasrifle  - Fleet  - Every fifth Slann Brave in your team may Exchange to Graviton Gun  • Meltagun  • Needler	4" 4+ 5+ 3 4 1 1  - Displacer Field Armour (+1 Cover Save, reflects first hit of gar - Lasrifle  - Fleet  - Every fifth Slann Brave in your team may Exchange their Lasr  • Graviton Gun  • Meltagun  • Needler	4" 4+ 5+ 3 4 1 1 7  - Displacer Field Armour (+1 Cover Save, reflects first hit of game on a 6+ Lasrifle  - Fleet  - Every fifth Slann Brave in your team may Exchange their Lasrifle for one of the first hit of game on a 6+ Cover Save, reflects first hit of gav	4" 4+ 5+ 3 4 1 1 7 5+  - Displacer Field Armour (+1 Cover Save, reflects first hit of game on a 6+) - Lasrifle  - Fleet  - Every fifth Slann Brave in your team may Exchange their Lasrifle for one of the fol		

	CROTALID										
NAME	М	WS	BS	S	Т	W	Α	Ld	Sv		
Slann	12"	4+		4	5	1	2	10	3+		
EQUIPMENT	- Teeth an	d Claws			•					<u>.</u>	
RULES	- Fleet, Ra	- Fleet, Rage, Rending									
	Teeth and	l Claws ar	e paired	CCWs, +	2 S, and	Rend on	6s				
OPTIONS											
KEYWORDS	Xenos, Slai	nn									

	SLANN INFILTRATOR											
NAME	M	WS	BS	S	Т	W	Α	Ld	Sv			
Slann	5"	4+	5+	3	4	1	1	7	5+			
EQUIPMENT	- Lasrifle	- Hand Flamer										
RULES	- Fleet, St	ealth, Ou	tflank, Ad	cute Sen	ses, Nigh	t Vision						
OPTIONS	<ul> <li>May Exchange Lasrifle for one of the following:</li> <li>Flamer 00 pts</li> <li>Webber 00 pts</li> <li>Shotgun 00 pts</li> </ul>											
KEYWORDS	Xenos, Sla	nn										



SLANN HOVER BIKE  (You may only take one Slann Hoverbike in your kill team)											
NAME	M	WS	BS	S	Т	W	Α	Ld	Sv		
Slann	10"		4+	5	5	2	1	7	4+		
EQUIPMENT	- Multi-La	ser			•					•	
RULES	- Scout, O	- Scout, Outflank, Acute Senses									
OPTIONS	- May Exc	- May Exchange their Multi-Lasr for one of the following:									
	• B	eamer						00 pts			
	• H	eavy Web	ber					00 pts			
	• H	eavy Flan	ner					00 pts			
	- May tak	e any of t	he follow	/ing:							
	• C	hain axe						00 pts			
	• La	aspistol						00 pts			
KEYWORDS	Xenos, Sla	nn									

			(You may o		ALG one Galg in	your kill te	eam)			00
NAME	М	WS	BS	S	Т	W	Α	Ld	Sv	
Slann	6"	5+	4+	4	4	1	3	6	6+	
EQUIPMENT	- Auto-ca	nnon			•					
RULES	- Fleet									
OPTIONS	• D	change Au eamer O-Cannon Grenade La Jeavy Plar	auncher	on for on	e of the	following	:	00 Pts 00 Pts 00 Pts 00 Pts		
KEYWORDS		leavy Wel Julti-Lase I <b>nn</b>						00 Pts 00 Pts		

ECHO OF THE OLD ONES (You may only take one Old One in your kill team)											
М	WS	BS	S	Т	W	Α	Ld	Sv			
4"	3+	3+	6	5	3	3	10	3+			
- Stasis Field Armour (4+ Invul) - Power Weapon - Neuro Disruptor											
- Preferre	d Enemy	Necrons,	Fear, Fe	arless, P	syker (M	L1)					
<ul> <li>May be equipped with any of the following:</li> <li>00 pts</li> <li>May exchange with one of the following:</li> </ul>											
Vanos Slav							00 pts				
	- Stasis Fie - Power W - Neuro D - Preferre - May be e - May exc	M WS  4" 3+  - Stasis Field Armou - Power Weapon - Neuro Disruptor  - Preferred Enemy  - May be equipped	M WS BS  4" 3+ 3+  - Stasis Field Armour (4+ Inv Power Weapon - Neuro Disruptor - Preferred Enemy Necrons, - May be equipped with any - May exchange w	M WS BS S  4" 3+ 3+ 6  - Stasis Field Armour (4+ Invul) - Power Weapon - Neuro Disruptor - Preferred Enemy Necrons, Fear, Fe  - May be equipped with any of the f  • - May exchange with one of	(You may only take one Old One of M WS BS S T  4" 3+ 3+ 6 5  - Stasis Field Armour (4+ Invul) - Power Weapon - Neuro Disruptor - Preferred Enemy Necrons, Fear, Fearless, Polymore - May be equipped with any of the following:  • May exchange with one of the following: •	(You may only take one Old One in your kill  M WS BS S T W  4" 3+ 3+ 6 5 3  - Stasis Field Armour (4+ Invul) - Power Weapon - Neuro Disruptor - Preferred Enemy Necrons, Fear, Fearless, Psyker (MI) - May be equipped with any of the following:  • May exchange with one of the following: •	M WS BS S T W A  4" 3+ 3+ 6 5 3 3  - Stasis Field Armour (4+ Invul) - Power Weapon - Neuro Disruptor  - Preferred Enemy Necrons, Fear, Fearless, Psyker (ML1)  - May be equipped with any of the following:  • May exchange with one of the following: •	M WS BS S T W A Ld  4" 3+ 3+ 6 5 3 3 10  - Stasis Field Armour (4+ Invul) - Power Weapon - Neuro Disruptor  - Preferred Enemy Necrons, Fear, Fearless, Psyker (ML1)  - May be equipped with any of the following:  • 00 pts  - May exchange with one of the following:  • 00 pts	M WS BS S T W A Ld Sv  4" 3+ 3+ 6 5 3 3 10 3+  - Stasis Field Armour (4+ Invul) - Power Weapon - Neuro Disruptor  - Preferred Enemy Necrons, Fear, Fearless, Psyker (ML1)  - May be equipped with any of the following:  • 00 pts  - May exchange with one of the following:  • 00 pts		



Range	Str	AP	Damage	Туре
	Range	Range Str	Range Str AP	Range Str AP Damage