

OPUS: Vermynus

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Vermynus

This Opus does not follow an existing Index. 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 **Vermynus** keyword.

NUMBER-NUMBER IS POWER

When a model with this rule has more friendly models within 3" than enemy models, re-roll 1's to hit in the fight phase.

FLEE-FLEE TO FIGHT-FIGHT

When a model with this rule that falls back on a 5+ it may declare charges, models with **fly** may automatically declare charges after falling back.

Vermynus Tide

All **Vermynus, Infantry** ignore terrain movement penalties.

Feared leader

Models inside Inspiring Presence re-roll failed Nerve tests.

Honour Amongst Rats

Should your **Team Leader** fail a Route test and a model with a LD of 7+ is within 3" he will immediately slay the **Team Leader**, become the **Team Leader** and re-roll the route test. This may only happen once per game.

Warpstone weapons

Wound rolls of a 1 cause a mortal wound to the bearer.

Diseased weapons

Re-roll 1's to wound with this weapon.

MODEL AVAILABILITY

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

- 1 Team Leader model
- 1-30 Core models
- 0-5 Special models

Wargear List

Some of the Vermynus units you will find in this opus reference the following wargear lists. Where this is the case, the unit can take any item from the lists below.

Melee weapon	Pistol weapon	Ranged weapon	Special weapon	Plague weapon	Heavy weapon
Battleclaws	Autopistol	Autogun	Warpstone Rifle	Plague Pistol	Heavy Stubber
Cleaver	Bolt Pistol	Boltgun	Warpstone launcher	Plague Rifle	Heavy Bolter
Warpstone Sword	Warplock Pistol	Warpstone Carbine	Warpfire thrower	Plague Thrower	Warpstone cannon
Warpstone prod	Warpfire Pistol		Grenade Launcher	Plague Grenade	Ratling-shredder
Warpstone Claws			Meltagun		Poison Mortar
Warpstone Cleaver			Plasmagun		Warpfire Projector
			Flamer		

Diseased Melee weapon
Diseased Sword
Diseased Flail

PSYCHIC DISCIPLINE

Before the battle, generate the Psychic Powers for PSYKERS that can use powers from the Psychotech discipline using the table below. You can either roll a D3 to generate their powers randomly, or you can select the Psychic Powers you wish the Psyker to have.

Note that these Psychic Powers are worded using the general rules for all Psychic Powers, and therefore are further affected by the Heralds of Ruins rules regarding Psychic Powers.

Seer Discipline
D3 Psychic Power
<p style="text-align: center;">Warp Lightning</p> <p>1 Warp Lightning has a warp charge value of 7. If manifested, target a single enemy unit within 18" to take D6 S:5 AP: -1 D:1 autohits.</p>
<p style="text-align: center;">Warp Glare</p> <p>2 Warp Glare has a warp charge value of 6. If manifested, target a single <Clan> model within 12" that model adds +1 to hit rolls until the end of the turn.</p>
<p style="text-align: center;">Skitterleap</p> <p>3 Skitterleap has a warp charge value of 9. If manifested, target a single <Clan>, Infantry model within 12" they may redeploy outside of 6" of an enemy model and within 18" of their starting location.</p>
Morbidus Discipline
D3 Psychic Power
<p style="text-align: center;">Pestilent Breath</p> <p>1 Pestilent Breath has a warp charge value of 7. If manifested, target an enemy unit within 12" to take D6 S:1 AP: -1 D:1 autohits and always wounds on a 3+, except when used against a VEHICLE, in which case it wounds on a 6+.</p>
<p style="text-align: center;">Wither</p> <p>2 Wither has a warp charge value of 8. If manifested, target a single enemy model within 12" that model has -1 when making to wound rolls in the fight phase until the end of the turn.</p>
<p style="text-align: center;">Blessed with Filth</p> <p>3 Blessed with filth has a warp charge value of 7. If manifested, target a single <Clan> model within 12" their attacks in the fight phase always wound on a 4+, if they should wound better then a 4+ reroll to wound.</p>

Philosophies

Vermynus 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	
The Menace Below	+1 TP if, before the beginning of the battle, you declare that you will not use any of the Tactical Actions presented in the main rulebook, and will only use Vermynus tactical actions (see below).
Cut off the head	If you chose this philosophy, before the beginning of the battle, The first time you cause a wound to the enemy Team Leader gain +1 TP. If the Team Leader should be removed as a casualty, gain +2 TP.
Lowest of the low	+3 TP if, before the beginning of the battle, you declare that you will only target Slave, Underling models with tactical actions.

Tactical Actions

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

TACTICAL ACTIONS	
Scurry away! 1TP	When one of your <Clan> models is targeted for a ranged attack it may immediately move as if it were the movement phase towards cover.
Be Sneak! 1TP	Choose a single friendly model when it is targeted by a Shooting attack. Increase the bonus to Save it receives from cover by 1 until the end of the phase.
Me get you first! 2TP	Choose a single friendly <Clan> model, they may advance and charge.
Vermin swarm 3TP	Use at the beginning of a friendly Charge phase. Add 2" to all charge distances this phase.

Clans

when building your **Vermynus** Kill team select one of the following **<Clans>** for your **Vermynus** Kill team. A model with one of the following **<Clans>** automatically gains its bonus.

Clans	
Ektrik	+1 Warpstone Resistance saves. Models without Warpstone Resistance gain a +6 save instead.
Morbidus	Ignore an unsaved wound or mortal wound once per phase on a 5+.(Cannot be used with with the " Plague god's blessing " Rule)
Kreepus	Model's only need to be 3" away from enemy models and 25% obscured to hide.
Gnaw	After deployment, but before the first turn, all <Clan> models may make a free move.

Clan Battle Honours

Any model may take a battle honour that shares the same <clan> listed below.

Clan Battle Honours		
Ektrik	10	Gain an additional +2 to Warpstone Resistance saves.
Morbidus	15	Re-roll all rolls of a 1 for Plague god's blessing
Kreepus	10	Gain an additional +1 to cover saves
Gnaw	10	After making a free move this model gains -1 to hit.

TEAM LEADERS

Chieftain

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Chieftain	7"	3+	3+	4	4	3	2	7	4+	20
EQUIPMENT	<ul style="list-style-type: none"> - Bolt Pistol - Boltgun 									
Abilities	<ul style="list-style-type: none"> - Verminous Valor: When this model suffers an unsaved wound whilst within 3" another <CLAN> or SLAVE model on a 3+ this model does not suffer the wound but the <CLAN> or SLAVE model losses a wound. A model with this rule must attempt this test when able. - Number-Number is Power: - Flee-Flee to Fight-Fight: - Skalm: a model with this rule has a 5+ invulnerable save. once per game, a model with this rule may restore all wounds lost earlier in the game, but it loses the benefit of this rule. 									
OPTIONS	<ul style="list-style-type: none"> - May replace his Bolt Pistol with a weapon from the Pistol weapons lists. - May replace his Boltgun with a weapon from the Special Weapons lists. - May take a Skalm for 10 pts - May take items from the Melee Weapons. - May take any number of Frag Grenades and/or Krak Grenades - May take items from the Armory including leader items. 									
KEYWORDS	INFANTRY, <Clan>									

Warplock Seer

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Warplock Seer	7"	3+	3+	4	4	2	2	8	2+	25
EQUIPMENT	<ul style="list-style-type: none"> - Warstone Sword - Warplock Pistol 									
Abilities	<ul style="list-style-type: none"> - Verminous Valor: When this model suffers an unsaved wound whilst within 3" another <CLAN> or SLAVE model on a 3+ this model does not suffer the wound but the <CLAN> or SLAVE model losses a wound. A model with this rule must attempt this test when able. - Number-Number is Power: - Flee-Flee to Fight-Fight: - Warpstone resistance: 5+ save against mortal wounds from warpstone weapons. - Hunting Pack: if this model is your team leader, ektrik Lurkers may be taken as core choices, and you may include one extra ektrik lurker in your team. 									

Psyker	- A Warplock Seer 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 and one power from the Seer discipline.
OPTIONS	<ul style="list-style-type: none"> - May replace his warplock Pistol with a Jezzail Sniper, Or items from the Special Weapons list. - May replace his Warplock sword with a weapon from the Melee Weapons lists. - May take any number of Frag Grenades and/or Krak Grenades -May take a Warpstone Bomb - May take items from the Armory including leader items.
KEYWORDS	INFANTRY, EKTRIK

Assassin										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Assassin	12"	2+	3+	4	4	2	3	7	5+	25
EQUIPMENT	<ul style="list-style-type: none"> - Weeping Blades - Warfire Pistol 									
Abilities	<ul style="list-style-type: none"> - Verminous Valor: When this model suffers an unsaved wound whilst within 3" another <CLAN> or SLAVE model on a 3+ this model does not suffer the wound but the <CLAN> or SLAVE model losses a wound. A model with this rule must attempt this test when able. - Number-Number is Power: - Flee-Flee to Fight-Fight: - Scurrying: Gain a 5+ invulnerable save, any to hit rolls against this model suffer a -1 while this model is in cover. - Skulking: During deployment, you can set up this unit in "Skulking" instead of placing it on the battlefield. At the end of any of your Movement phases, it can reveal onto the battlefield: set this unit up anywhere on the battlefield that is more Than 9" from enemy models. - Assassin: Re Roll charge distance against Team leaders. - Sneak-Sneak, Kill-Kill: Gut-runner may be taken as Core 									
OPTIONS	<ul style="list-style-type: none"> - May replace his Warfire pistol with a weapon from the Pistol weapons lists. - May replace his weeping blades with items from the Melee Weapons. - May take a meltagun instead of any Pistol for 12pts - May take a plasmagun instead of any Pistol for 7pts - May take any number of Frag Grenades and/or Krak Grenades - May take a warpstone bomb - May take items from the Armory including leader items. 									
KEYWORDS	INFANTRY, KREEPUS, FLY									

Morbidus Monk

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Morbidus Monk	7"	4+	3+	4	4	3	2	8	4+	26
EQUIPMENT	<ul style="list-style-type: none"> - Blessed Plague Gun - Plague Pistol -Plague grenade 									
Abilities	<ul style="list-style-type: none"> - Verminous Valor: When this model suffers an unsaved wound whilst within 3" another <CLAN> or SLAVE model on a 3+ this model does not suffer the wound but the <CLAN> or SLAVE model losses a wound. A model with this rule must attempt this test when able. - Plague god's blessing: Ignore an unsaved wound or mortal wound on a 4+. - Number-Number is Power: - Flee-Flee to Fight-Fight: -Morbidus Chosen: Morbidus Acolytes may be taken as Core. 									
Psyker	<ul style="list-style-type: none"> - A Morbidus Monk 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 and one power from the Morbidus discipline. 									
OPTIONS	<ul style="list-style-type: none"> - May replace his Blessed Plague Gun with items from the Special Weapons or Plague Weapons. - May replace his Plague Pistol with items from the Pistol Weapons list. - May take items from the Melee Weapons or Diseased Melee weapons lists or take a Censer Weapon. - May take any number of Frag Grenades and/or Krak Grenades - May take items from the Armory including leader items. 									
KEYWORDS	INFANTRY, MORBIDUS									

CORE

Clan Slaves

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Clan Slaves	7"	5+	5+	3	3	1	1	4	7+	2
Slave Overlord	7"	4+	5+	3	3	1	1	6	6+	4

EQUIPMENT

Abilities

- **Expendable(Clان Slaves):** Enemy models within 1" of a model with this rule may be targeted in the shooting phase, any failed to hit rolls are allocated to a model with this rule instead. Models with this rule do not count towards route tests.
- **Number-Number is power:**
- **Flee-Flee to Fight-Fight:**
- **Shield:** Models equipped with a Shield gain +1 Sv
- **Cornered (Clان Slaves):** When this model is slain on a 5+ it may make a single attack before being removed to a single model within 1" if no enemy models are within 1" the attack targets a friendly model.
- **Cracking the whip:** Any **SLAVE** model in base contact with a **OVERLORD** add's +1 to their to hit rolls in the fight phase.

OPTIONS

- May take a shield for 1pts
- For every 10 **SLAVE**, you may take one Slave Overlord.
- Slave Overlord may take weapons from the **Melee weapon** list and **Ranged weapon** list.

KEYWORDS

INFANTRY, SLAVE, <CLAN>(Slave Overlord), OVERLORD(Slave Overlord)

Clan Underlings

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Clan Underlings	7"	4+	5+	3	3	1	1	4	6+	3

EQUIPMENT

- Autopistol

Abilities

- **Expendable:** Enemy models within 1" of a model with this rule may be targeted in the shooting phase, any failed to hit rolls are allocated to a model with this rule instead. Models with this rule do not count towards route tests..
- **Number-Number is power:**
- **Flee-Flee to Fight-Fight:**
- **Shield:** Models equipped with a Shield gain +1 Sv

	- Cornered: When this model is slain on a 5+ it may make a single attack before being removed to a single model within 1" if no enemy models are within 1" the attack targets a friendly model.
OPTIONS	- May take a shield for 1pts - For every 5 UNDERLINGS one model may take weapons from the Ranged weapons list or Special weapons list.
KEYWORDS	INFANTRY, <CLAN>, UNDERLINGS

Vermenscurge										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Vermenscurge	7"	4+	4+	3	3	1	1	7	4+	5
EQUIPMENT	- Boltgun									
Abilities	<ul style="list-style-type: none"> - Scavenger: After deployment, but before the first turn, all this model may make a free move. - Number-Number is power: - Flee-Flee to Fight-Fight: - Scavenged Power armor: Gain +1 Sv and -1"M 									
OPTIONS	<ul style="list-style-type: none"> - May take Scavenged Power Armor for 2pts. - May take any number of Frag Grenades and/or Krak Grenades - May exchange boltgun for a Cleaver or Warpstone Cleaver. - For every 3 VERMENSURGE in your kill team you may take items from the Special Weapons list or a Heavy Stubber for 4 Pts. 									
KEYWORDS	INFANTRY, <CLAN>, VERMENSURGE									

Vermenscurge Weapons Team										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Vermenscurge Weapons team	7"	4+	4+	3	3	2	2	7	4+	8
EQUIPMENT	- Heavy Stubber									
Abilities	<ul style="list-style-type: none"> - Scavenger: May make a free move at the start of the game. - Number-Number is power: - Flee-Flee to Fight-Fight: - Scavenged Power armor: Gain +1 Sv and -1"M 									
OPTIONS	<ul style="list-style-type: none"> - May take Scavenged Power Armor for 4pts. - May take any number of Frag Grenades and/or Krak Grenades - May replace heavy Stubber with items from the Heavy Weapons List. 									

KEYWORDS INFANTRY, <CLAN>, VERMENSURGE

SPECIAL

Poison Wind Globadier

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Vermenscurge Weapons team	7"	4+	4+	3	3	1	1	7	4+	5
EQUIPMENT	-Poison Wind Globe									
Abilities	- Number-Number is power: - Flee-Flee to Fight-Fight:									
OPTIONS	- May take any number of Frag Grenades and/or Krak Grenades - May replace Poison Wind Globe with a Warp Dust Globe.									
KEYWORDS	INFANTRY, <CLAN>,									

Gut-Runner

Maximum of 5 of this unit in your killteam

NAME	M	WS	BS	S	T	W	A	Ld	Sv	pts
Gut-runner	8"	3+	4+	3	3	1	2	7	5+	8
EQUIPMENT	- Battleclaws									
Abilities	- Scurrying: Gain a 5+ invulnerable save, any to hit rolls against this model suffer a -1 while this model is in cover - Skulking: During deployment, you can set up this unit in "Skulking" instead of placing it on the battlefield. At the end of any of your Movement phases, it can reveal onto the battlefield: set this unit up anywhere on the battlefield that is more Than 9" from enemy models. - Assassin: Re Roll charge distance against Team leaders. - Number-Number is power:									

	- Flee-Flee to Fight-Fight:
OPTIONS	- May take Scavenged Power Armor for 2pts. - May take any number of Frag Grenades and/or Krak Grenades.
KEYWORDS	INFANTRY, <KREEPUS>

Ektrik Lurker										
Maximum of 3 of this unit in your killteam										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Ektrik Lurker	7"	4+	3+	3	3	1	1	7	4+	7
EQUIPMENT	- Jezzail Sniper									
Abilities	<p>- Skulking: During deployment, you can set up this unit in "Skulking" instead of placing it on the battlefield. At the end of any of your Movement phases, it can reveal itself onto the battlefield: set this unit up anywhere on the battlefield that is more Than 9" from enemy models. This model does not suffer the penalty from moving with a heavy weapon when arriving this way.</p> <p>- Hidden Hunter: Whilst this model is in cover any to hit rolls against this model suffer a -1.</p> <p>- Warpstone resistance: 5+ save against mortal wounds from warpstone weapons.</p> <p>- Number-Number is power:</p> <p>- Flee-Flee to Fight-Fight:</p>									
OPTIONS	- May take Items from the Armory list.									
KEYWORDS	INFANTRY, <EKTRIK>									

Morbidus Acolyte										
Maximum of 5 of this unit in your killteam										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Morbidus Acolyte	7"	4+	4+	3	3	1	1	7	5+	6
EQUIPMENT	- Plague Rifle - Plague Pistol									
Abilities	<p>Plague god's blessing: Ignore an unsaved wound or mortal wound on a 5+.</p> <p>- Number-Number is power:</p> <p>- Flee-Flee to Fight-Fight:</p>									
OPTIONS	- May replace his Plague Gun with items from the Plague Weapons list or a Diseased Sword and Plague Pistol. - May Exchange a Plague pistol for a Diseased Sword.									

- For every 2 **ACOLYTE** in your kill team one may exchange one diseased sword for a Diseased Flail.
- May take items from the Armory including leader items.

KEYWORDS INFANTRY, <MORBIDUS>, ACOLYTE

Gnaw Skitterer

Maximum of 5 of this unit in your killteam

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Gnaw Skitterer	10"	4+	4+	3	3	1	2	7	5+	7

EQUIPMENT - Warplock Pistol

Abilities

- **Skitterfield:** Instead of moving in the movement phase this model may redeploy anywhere within 2D6 +1" of its original location. On a roll of a 13 this model may move an additional D3", on the roll of a 3 this model suffers a mortal wound.
- **Skitterer:** Once per turn when targeted in the shooting phase this model may use it's Skitterfield ability. A model which does this cannot shoot or charge in it's next turn.
- **Number-Number is power:**
- **Flee-Flee to Fight-Fight:**
- **Scavenged Armor:** Increase this model's save characteristic to a 4+.

OPTIONS

- May take Scavenged Armor for 1pts.
- May exchange its Warplock pistol for a Warfire pistol.
- May take any number of Frag Grenades and/or Krak Grenades.
- May take Warpstone Claws.
- For every 3 **SKITTERER** in your kill team you may take items from the **Special Weapons** list.

KEYWORDS INFANTRY, <GNAW>, FLY, SKITTERER

Abomination

Maximum of 2 of this unit in your killteam

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Abomination	9"	3+	5+	6	5	3	3	7	3+	40

EQUIPMENT

Abilities

- Rat Abomination:** Cannot make advance moves and never has to take nerve tests.
- Unnatural toughness:** has a 5+ invulnerable.

	Giant Claws: Attacks made by this model are at AP: -1 , any to wound roll of a 6+ is at AP: -3
OPTIONS	- May take a Plague thrower. - May take a warpfire thrower.
KEYWORDS	BEAST, <CLAN>

<h2 style="margin: 0;">Doom-flayer</h2> <p style="margin: 0;">Maximum of 2 of this unit in your killteam</p>										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Doom-flayer	14"	4+	4+	3	4	2	1	7	4+	24
EQUIPMENT	- Boltgun									
Abilities	<p>Whirling Death: When a Doom-Flayer makes a successful charge against an enemy roll 2D6 and pick the highest the result to see how many Grinding Attacks the Doom-Flayer does.</p> <p>These attacks are attacks are resolved at: S:4 AP:-2 D:1</p> <p>Best Defence: This model gains a 5+ invulnerable save against Strength 5 or less.</p>									
OPTIONS	- May Replace his boltgun with a Plague rifle or Warplock Rifle.									
KEYWORDS	BIKE, <CLAN>									

ARMOURY

DESCRIPTION	
Art of Death (10 pts)	Team Leader only. The model may reroll 1's to wound
Rosario (10 pts)	Team Leader only. Grants the user a 4+ Invulnerable save
Dreaded Banner (5 pts)	Team Leader only. -1 LD to enemy models within 9"
Warpstone Poisoning (15 pts)	Assassin only. Once per game add +1 to wound rolls, any roll of a 6+ deals 1 mortal wound in addition to the wound.
Warpstone mastery (15 pts)	Warplock Seer only. This model never suffers a Mortal wound from its own warpstone weapons.
Seers gaze (10 pts)	Warplock Seer only. May attempt to manifest an additional power per turn, any roll of doubles when attempting to cast this additional power cause a Perils of the warp.
Warstone Token (5pts)	Warplock Seer and Mobidus Monk only. Once per game a model equipped with this may reroll one dice on a psychic test, any roll of a 1 when using this item causes the bearer to lose a wound.
Skryre-crafted weapon (5 pts)	Reroll a single to hit roll in the shooting phase.
Skryre-crafted Optics(5 pts)	Models do not benefit from cover from this model in the shooting phase or overwatch shots.
Scavenged weapons (2 pts)	May select any range weapon from any faction's Range weapon or Armory list, provided it can be equipped by a single infantry model from that faction. The points cost of the weapon must also be paid.
Rat sized Assassin (5 pts)	Team Leader Only

Both players pick a model at the start of the game as the Assassins target. Roll a D6 at the start of the turn on a roll of a 6+ the Rat sized Assassin strikes your opponent's model, on a roll of a 1 the Rat sized Assassin strikes your model! A model stricken by the Rat sized Assassin suffers a mortal wound.

Melee weapon	Points
Battleclaws	2
Censer Weapon	15
Cleaver	0
Diseased Sword	1
Diseased Flail	7
Weeping Blades	5
Warpstone Sword	5
Warpstone prod	8
Warpstone Claws	6
Warpstone Cleaver	7
Ranged weapons	Points
Autopistol	0
Bolt Pistol	1
Warplock Pistol	3
Warpfire Pistol	7
Autogun	0
Boltgun	1
Warpstone Carbine	1
Warpstone Rifle	4

Warpstone launcher	6
Warpfire thrower	10
Jezzail Sniper	13
Meltagun	12
Plasmagun	7
Grenade Launcher	5
Flamer	7
Heavy Stubber	4
Heavy Bolter	8
Warpstone cannon	15
Ratling-shredder	10
Poison Mortar	8
Poison Wind Globe	3
Warp Dust Globe	6
Warpfire Projector	20
Plague Pistol	1
Blessed Plague Rifle	10
Plague Rifle	3
Plague Thrower	8
Plague Grenade	1
Frag Grenade	1
Krak Grenade	1
Warpstone Bomb	4

Melee Weapons

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
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Battleclaws	Melee	Melee	User	-1	1	When attacking many make an additional attack with this weapon.
Cleaver	Melee	Melee	+1	0	1	.
Weeping Blades	Melee	Melee	+1	-2	1	When attacking many make an additional attack with this weapon. Reroll failed to wound rolls against Team leaders .
Diseased sword	Melee	Melee	User	0	1	Diseased Weapon. The bearer may make an additional attack with this weapon.
Diseased Flail	Melee	Melee	+2	-2	1	Diseased Weapon. Make D3 hit rolls with this weapon instead of 1.
Censer Weapon	Melee	Melee	+1	-2	2	Diseased Weapon. Make D3+1 hit rolls with this weapon instead of 1.
Warpstone Sword	Melee	Melee	+1	-3	1	Warpstone weapon.
Warpstone prod	Melee	Melee	+2	-3	D3	When attacking with this weapon, you must subtract 1 from the to Hit roll. Warpstone weapon.
Warpstone Cleaver	Melee	Melee	+1	-2	2	Warpstone weapon.
Warpstone Claws	Melee	Melee	user	-3	1	Re-roll failed to wound rolls. Warpstone weapon.

Ranged Weapons						
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Autopistol	12"	Pistol 1	3	0	1	
Boltpistol	12"	Pistol 1	4	0	1	
Warpfire pistol	6"	Pistol D3	4	-1	1	This weapon automatically hits its target. Warpstone weapon.
Warplock pistol	12"	Pistol 1	5	-2	1	Warpstone weapon.
Autogun	24"	Rapidfire 1	3	0	1	
Boltgun	24"	Rapidfire 1	4	0	1	
Warpstone carbine	18"	Assault 2	3	-1	1	Warpstone weapon.
Warpstone Rifle	24"	Rapidfire 1	6	-2	1	Warpstone weapon.
Warpstone launcher						Warpstone weapon.

Shrapnel	24"	Assault D6	3	-1	1	
Solid	24"	Assault 1	6	-2	D3	Warpstone weapon.
Warpfire thrower	8"	Assault D6	4	-1	1	This weapon automatically hits its target. Warpstone weapon.
Jezzail Sniper	36"	Heavy 1	6	-3	1	A model firing a sniper weapon can target enemy Characters even if they are not the closest unit. Warpstone weapon.
Meltagun	12"	Assault 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result
Heavy Stubber	36"	Heavy 3	4	0	1	
Heavy Bolter	36"	Heavy 3	5	-1	1	
Warpstone cannon	48"	Heavy 1	7	-4	D6	Warpstone weapon: Wound rolls of a 1 cause a mortal wound to the bearer.
Ratling-shredder	18"	Rapid Fire 3	4	0	1	When the target is within half range add +1 to hit rolls.
Poison Mortar						This weapon can target models that are not visible to the bearer. This weapon always wounds on a 4+, except when used against a VEHICLE . Models do not gain the benefit of cover. Any shot from a hyperpox mortar wounds on a 3+, except when used against a VEHICLE . Any roll of a 1 to wound causes a mortal wound to this model. Models do not gain the benefit of cover.
Poison Globe	24"	Heavy D6	1	0	1	
Hyperpox	24"	Heavy D3	1	0	2	
Warpfire Projector	12"	Heavy D6	6	-2	1	This weapon automatically hits its target. Warpstone weapon: Wound rolls of a 1 cause a mortal wound to the bearer.
Plague pistol	12"	Pistol 1	1	0	1	This weapon always wounds on a 4+, except when used against a VEHICLE .
Blessed Plague Rifle	24"	Assault 3	1	-1	1	This weapon always wounds on a 3+, except when used against a VEHICLE .
Plague Rifle	24"	Assault 2	1	0	1	This weapon always wounds on a 4+, except when used against a VEHICLE .
Plague thrower	8"	Assault D6	1	0	1	This weapon automatically hits its target. This weapon always wounds on a 4+, except when used against a VEHICLE .

Poison Wind Globe	8"	Assault D6	1	0	1	This weapon always wounds on a 4+, except when used against a VEHICLE . Models do not gain the benefit of cover.
Warp Dust Globe	8"	Assault D6	4	-2	1	Warpstone weapon. Models do not gain the benefit of cover.
Plague Grenade	6"	Grenade D6	1	0	1	This weapon always wounds on a 4+, except when used against a VEHICLE .
Frag Grenade	6"	Grenade D6	3	0	1	
Krak Grenade	6"	Grenade 1	6	-1	D3	
Warpstone bomb	6"	Grenade D3	8	-4	D3	Reroll failed to wound rolls. Warpstone weapon.