

RAK'GOL

HOR

INDEX: INCOGNITUS

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 the **RAK'GOL** and **<BROOD>** keywords. The **<BROOD>** keyword works in the same way as all keywords that are highlighted in brackets.

ABILITIES

The following abilities are common to several Rak'Gol units:

Rak'Gol Ambush

During deployment, you can set up this unit in ambush instead of placing it on the battlefield. At the end of any of your Movement phases, it can sweep onto the battlefield: set this unit up anywhere on the battlefield that is more than 9" from enemy models.

Hunting Frenzy

If, when rolling to determine the Charge distance for this unit, one of the dice shows a 6, the unit makes an additional D3 attacks in the following Fight phase. If both of the dice show a 6, then you can also re-roll all failed Hit rolls for that unit in the following Fight phase.

PATH OF INVASION

In missions with an attacker and a defender, the Rak'Gol player can always choose to be the attacker.

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

"You thought they couldn't exist. You thought that the stories your squadmates told you were just meant to entertain you between engagements on long campaigns. You were wrong. They're here now, and that means we are already dead. Dead!"

– Sgt. Voran, speaking to his squad moments before leaping out a void-lock unshielded

WARGEAR LIST

Some of the Rak'Gol 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 WEAPONS	SPECIAL WEAPONS	HEAVY WEAPONS
The model may replace one melee weapon with one of the following:	The model may replace one ranged weapons with one of the following:	The model may replace one ranged weapons with one of the following:
· Chainfist	· Rad Flamer	· Plutonic Detonator
· Power Axe	· Rad-Canister Launcher	· Howler Rifle
· Power Lance	· Razor Gun	· Rad-Beam Cannon
· Rad Axe		· Stub-Gatler
· Rak'Gol Chainaxe		
· Rak'Gol Chainglaive		
· Uranic Claw		

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.

PSYCHOTECH DISCIPLINE		
D3 Psychic Power		
1	Telekinetic Sledge Telekinetic Sledge has a warp charge value of 6. If manifested, the nearest unit within 18" of the Psyker suffers D3 mortal wounds. This is increased to D6 mortal wounds if the target is in cover.	Flay Reality Flay Reality has a Warp Charge value of 6. If manifested, until your next Psychic phase, each time your opponent makes a Hit roll of 1 for one of their models within 6" of the Psyker, the attack hits that model's own unit instead.
2	Blinding Rage Blinding Rage has a Warp Charge value of 5. If manifested, the nearest enemy unit within 12' of the Psyker must immediately attempt to charge the closest eligible target as if it were the Charge phase.	Reap the Flesh Reap the Flesh has a warp charge value of 8. If manifested, roll a die for each enemy model within 3" of the Psyker. For each result of a 4+, that model's unit suffers a mortal wound.
3	Reweave Reweave has a warp charge value of 7. If manifested, choose a friendly <BROOD> unit within 18" of the psyker. Until your next Psychic phase, roll a die each time a model in that unit suffers a wound or mortal wound. On a 4+, the injury is repaired and the wound is not lost.	Seize the Machine Seize the Machine has a warp charge value of 5. If manifested, choose a single friendly <BROOD> model within 6" of the psyker, then pick a weapon profile of an enemy model within 18" of the Psyker. The friendly model replaces one of their melee or ranged weapons with a copy of that weapon profile until the end of the battle.
4		
5		
6		

PHILOSOPHIES

Rak'Gol 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	
Terror Incognita	+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 Rak'Gol tactical actions (see below).
The Blooding	+5 TP if, before the beginning of the battle, you declare that you will only target YOUTH models with tactical actions.
Techno-Harvest	If you chose this philosophy, before the beginning of the battle, you must declare a keyword, except a faction keyword or the INFANTRY keyword. The first time you cause a model with that keyword to be removed as a casualty in the Fight phase, gain 2 TP.

TACTICAL ACTIONS

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

TACTICAL ACTIONS		
Surging Assault	1 TP	Declare you will use this action before making a Charge move. Roll three dice and discard the lowest result when rolling to determine the charge distance.
Death Frenzy	1 TP	Declare you will use this action when a friendly INFANTRY model is removed as a casualty. Do not remove that model as a casualty immediately. After the enemy model has finished making all its attacks, you can move the model up to 3" in any direction. If this brings the model within 1" of an enemy model, make a Fight sequence with the model as if it were the Fight phase. The model is then removed as a casualty.
Slugstorm	1 TP	Declare you will use this action before making an attack with a Stub weapon in the Shooting phase. The model makes an extra D3 shots with that weapon. (Stub weapons are Stubbers, Large Stubbers, Stub-Gatlers and Stub Pistols).
Rending Strike	1 TP	Declare you will use this action after you wound a model with melee attacks, before your opponent makes any Save rolls. Change the AP value of one of these Wounds to -4.
Ignore the Dead	2 TP	Declare you will use this action before making a Rout test. You automatically pass that Rout test.
Perfect Ambush	3 TP	Declare you will use this action before placing a model on the battlefield using the Rak'Gol Ambush ability. Place that model anywhere on the battlefield that is more than 6" from enemy models (rather than 9").

"It is fortunate that the Rak'Gol remain isolated. They are xenos who worship dark gods and slay servants of the Imperium. Inquisitors might come to blows over who could destroy them."

— Inquisitor Marr

THE KORONUS EXPANSE

The Koronus Expanse is the name given by the authorities of the Imperium of Man to a dangerous unexplored region of the Halo Stars located beyond the Calixis Sector in the Segmentum Obscurus. The Expanse is accessed through the Koronus Passage, a treacherous but navigable route through the great Warp Storms that bar passage to the Halo Stars beyond the way station of Port Wander on the edge of the Expanse. As is true of the Calixis Sector itself, the Expanse was untouched by the God-Emperor's Great Crusade many millennia ago -- and so it is a realm of fearsome xenos, treasures beyond imagining, heathen worlds of men, and the echoes of ancient doom.



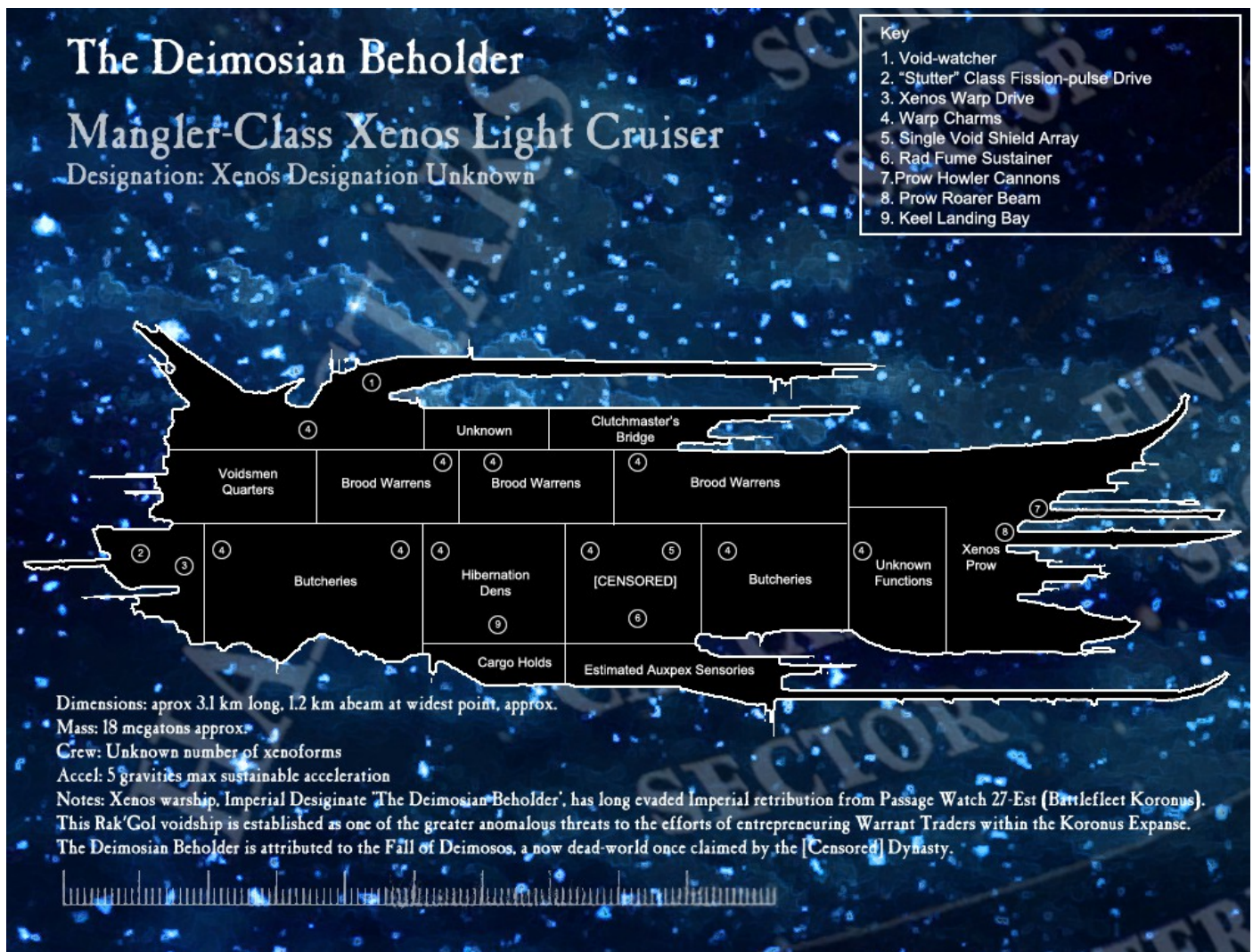
RAK'GOL IN THE EXPANSE

Across the Expanse, there is one intelligent xenos race that is known to all, but seldom spoken of -- the Rak'Gol. When their name is mentioned, the speaker may well make the sign of the Aquila for protection -- for to speak the name of these vicious marauders is said to invite them to attack. The Rak'Gol are one of the single most feared, reviled, barbaric, and inhuman xenos species encountered in the Koronus Expanse to date. Their excesses are only surpassed by their brutality. Though they can be found throughout the Koronus Expanse, these near-primal, cannibalistic hunters are especially common near the ill-travelled Alenic Depths, where their packs of voidships lurk and wait for prey.

FIRST CONTACT

In 710.M41, a vessel from the Disciples of Thule stumbled across the wreck of the Imperial merchant brig *Solace of Dawn*, drifting without power near System Designate 368-2VR-3D. Only the ship's salvation beacon still operated on its isolated power storage, and the rest of the voidship was cold and dead. Inside, it was immediately apparent that the *Solace* had been boarded and her crew slaughtered by something unknown. Vox fragments and Auspex logs recovered from the remains of the bridge spoke of a new, unknown xenos species, something perhaps from beyond the Alenic Depths.

Uncharacteristically for their closed order, the Disciples sent a message containing all information gleaned from the wreck to Altar-Templum-Calixis-Ext-17. In turn, the Adeptus Mechanicus gifted the information to an infrequent Imperial Navy patrol travelling through the Maw. Word spread -- a new threat had emerged in the Koronus Expanse. It would be decades and countless atrocities before anyone knew more about this xenos race -- the burning of Monastery 20, thousands dead on Savolis, the Daughter of Regals. Eventually, however, the xenos had a name, the Rak'Gol -- although their motives remained as secret as when the *Solace of Dawn* was first discovered.



Cross-sectional analysis of a Mangler-Class voidship attributed to scribe [Messiahcide](#) of Obliquars.

TEAM LEADERS

MARAUDER CLUTCHMASTER									30
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Marauder C.	6"	3+	4+	4	5	3	2	8	3+
Equipment	<ul style="list-style-type: none"> · Stubber · Rak'Gol Blades 								
Abilities	<ul style="list-style-type: none"> · Rak'Gol Ambush, Hunting Frenzy 								
Wargear Options	<ul style="list-style-type: none"> · May replace its Stubber with a Stub Pistol or a Razor Pistol. · May replace its Rak'Gol Blades with an Intimidator. · May take any number of Frag Grenades and/or Krak Grenades. · For every three MARAUDERS in your Kill Team, one may take items from the Special Weapons list. · For every five MARAUDERS in your Kill Team, one may take items from the Heavy Weapons list. · May take items from the Rak'Gol Armoury. 								
Keywords	<ul style="list-style-type: none"> · INFANTRY, MARAUDERS 								

MURDERER CLUTCHMASTER									34
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Murderer C.	6"	3+	4+	4	5	3	2	8	3+
Equipment	<ul style="list-style-type: none"> · Large Stubber · Rak'Gol Blades 								
Abilities	<ul style="list-style-type: none"> · Rak'Gol Ambush, Hunting Frenzy · Stabilizing Beams: This model does not suffer the penalty to its Hit rolls for moving and firing Heavy Weapons. However, it cannot make Advance moves and must subtract 3" from the result of the dice when making Charge moves. 								
Wargear Options	<ul style="list-style-type: none"> · May replace its Rak'Gol Blades with an Intimidator. · May take any number of Frag Grenades and/or Krak Grenades. · For every two MURDERERS in your Kill Team, one may take items from the Heavy Weapons list. · May take items from the Rak'Gol Armoury. 								
Keywords	<ul style="list-style-type: none"> · INFANTRY, MURDERERS 								

RAK'GOL BIONICS

The Rak'Gol have a noticeable propensity for the use of crude bionics. Possessing primitive technology by the standards of the Imperium, Rak'Gol implants lack the utilitarian elegance exhibited by more advanced races. Yet, the Rak'Gol have somehow managed to successfully merge the biological with the mechanical. With the exception of the unblooded, all Rak'Gol possess at least one implant or prosthetic

STALKER CLUTCHMASTER										34
NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Stalker C.	6"	3+	4+	4	5	3	2	8	3+	
Equipment	<ul style="list-style-type: none"> · Stubber · Rak'Gol Blades 									
Abilities	<ul style="list-style-type: none"> · Rak'Gol Ambush, Hunting Frenzy · Stalking Predator: When you set up this unit during deployment, it can be set up anywhere on the battlefield that is more than 9" from the enemy deployment zone. 									
Wargear Options	<ul style="list-style-type: none"> · May replace its Stubber with a Stub Pistol or a Razor Pistol. · May replace its Rak'Gol Blades with an Intimidator. · May take a Polonium Injector. · May take any number of Frag Grenades and/or Krak Grenades. · May take items from the Melee Weapons list. · May take items from the Rak'Gol Armoury. 									
Keywords	<ul style="list-style-type: none"> · INFANTRY, STALKERS 									

RENDER CLUTCHMASTER										41
NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Render C.	6"	2+	4+	4	5	3	4	8	3+	
Equipment	<ul style="list-style-type: none"> · Two Stub Pistols · Rak'Gol Blades 									
Abilities	<ul style="list-style-type: none"> · Rak'Gol Ambush, Hunting Frenzy · Furious Charge: If this model successfully makes a Charge move, increase its Strength by 1 during the following Fight phase. 									
Wargear Options	<ul style="list-style-type: none"> · May replace any of its Stub Pistols with a Razor Pistol. · May replace its Rak'Gol Blades with an Intimidator. · May take any number of Frag Grenades and/or Krak Grenades. · May take items from the Melee Weapons list. · For every three RENDERS in your Kill Team, one may take items from the Special Weapons list. · May take items from the Rak'Gol Armoury. 									
Keywords	<ul style="list-style-type: none"> · INFANTRY, RENDERS 									

"...They're coming through the walls...we've lost the enginarium and the port gun deck...urgent assistance requi...the...need heavier arms...the...[screeching sounds interlaced with rapid shotcannon fire]...falling back! God Emperor save me...broken thr..."

— transcription of Vox data recovered from the wreck of the Merchant Brig Daughter of Regals, lost with all hands, 811.M41

BROODMASTER										80
NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Broodmaster	6"	2+	4+	4	5	4	4	9	3+	
Equipment	<ul style="list-style-type: none"> · Stubber · Stub Pistol · Rak'Gol Blades 									
Abilities	<ul style="list-style-type: none"> · Rak'Gol Ambush, Hunting Frenzy · Wild Fury: You can re-roll failed Hit rolls of 1 in the Fight phase for <Brood> units that are within 6" of this model. 									
Wargear Options	<ul style="list-style-type: none"> · May replace any of its Stub Pistols with a Razor Pistol. · May replace its Rak'Gol Blades with an Intimidator. · May take any number of Frag Grenades and/or Krak Grenades. · May take items from the Melee Weapons, Special Weapons and Heavy Weapons list. · May take items from the Rak'Gol Armoury. 									
Keywords	<ul style="list-style-type: none"> · INFANTRY, BROODMASTER 									



CORE

MARAUDER										15
NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Marauder	6"	3+	4+	4	5	1	2	7	4+	
Equipment	<ul style="list-style-type: none"> · Stubber · Rak'Gol Blades 									
Abilities	<ul style="list-style-type: none"> · Rak'Gol Ambush, Hunting Frenzy 									
Wargear Options	<ul style="list-style-type: none"> · May replace its Stubber with a Stub Pistol or a Razor Pistol. · May take any number of Frag Grenades and/or Krak Grenades. · For every three MARAUDERS in your Kill Team, one may take items from the Special Weapons list. · For every five MARAUDERS in your Kill Team, one may take items from the Heavy Weapons list. · May take items from the Rak'Gol Armoury. 									
Keywords	<ul style="list-style-type: none"> · INFANTRY, MARAUDERS 									



YOUTH										6
NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Youth	6"	4+	5+	3	4	1	2	6	6+	
Equipment	<ul style="list-style-type: none"> · Stubber · Rak'Gol Blades 									
Abilities	<ul style="list-style-type: none"> · Rak'Gol Ambush, Hunting Frenzy · Brought for the Bleeding: Add 1 to the Hit rolls made for this unit in while it is within 6" of your Team Leader. 									
Wargear Options	<ul style="list-style-type: none"> · May replace its Stubber with a Stub Pistol or a Razor Pistol. · May take any number of Frag Grenades and/or Krak Grenades. 									
Keywords	<ul style="list-style-type: none"> · INFANTRY, YOUTH 									

CARVER										9
NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Carver	6"	3+	4+	4	4	1	2	7	6+	
Equipment	<ul style="list-style-type: none"> · Stubber · Rak'Gol Blades 									
Abilities	<ul style="list-style-type: none"> · Rak'Gol Ambush, Hunting Frenzy · Stalking Predator: When you set up this unit during deployment, it can be set up anywhere on the battlefield that is more than 9" from the enemy deployment zone. 									
Wargear Options	<ul style="list-style-type: none"> · May replace its Stubber with a Stub Pistol or a Razor Pistol. · May take any number of Frag Grenades and/or Krak Grenades. · For every three CARVERS in your Kill Team, one may take items from the Melee Weapons list. · For every five CARVERS in your Kill Team, one may take items from the Special Weapons list. 									
Keywords	<ul style="list-style-type: none"> · INFANTRY, CARVERS 									



SPECIAL

MURDERER										16
NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Murderer	6"	3+	4+	4	5	1	2	7	4+	
Equipment	<ul style="list-style-type: none"> · Large Stubber · Rak'Gol Blades 									
Abilities	<ul style="list-style-type: none"> · Rak'Gol Ambush, Hunting Frenzy · Stabilizing Beams: This model does not suffer the penalty to its Hit rolls for moving and firing Heavy Weapons. However, it cannot make Advance moves and must subtract 3" from the result of the dice when making Charge moves. 									
Wargear Options	<ul style="list-style-type: none"> · May take any number of Frag Grenades and/or Krak Grenades. · For every two MURDERERS in your Kill Team, one may take items from the Heavy Weapons list. · May take items from the Rak'Gol Armoury. 									
Keywords	<ul style="list-style-type: none"> · INFANTRY, MURDERERS 									

STALKER										16
NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Stalker	6"	3+	4+	4	5	1	2	7	4+	
Equipment	<ul style="list-style-type: none"> · Stubber · Rak'Gol Blades 									
Abilities	<ul style="list-style-type: none"> · Rak'Gol Ambush, Hunting Frenzy · Stalking Predator: When you set up this unit during deployment, it can be set up anywhere on the battlefield that is more than 9" from the enemy deployment zone. 									
Wargear Options	<ul style="list-style-type: none"> · May replace its Stubber with a Stub Pistol or a Razor Pistol. · May take a Polonium Injector. · May take any number of Frag Grenades and/or Krak Grenades. · May take items from the Melee Weapons list. · May take items from the Rak'Gol Armoury. 									
Keywords	<ul style="list-style-type: none"> · INFANTRY, STALKERS 									

"They come out from beyond the light of the Emperor, savages, who will skin you while you watch! There is no escape, they'll consume us all!"

— Hob Viech, survivor of a Rak'Gol attack

RENDER

20

Maximum of **3** of this unit in your Kill Team.

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Render	6"	2+	4+	4	5	1	4	8	4+
Equipment	<ul style="list-style-type: none"> Two Stub Pistols Rak'Gol Blades 								
Abilities	<ul style="list-style-type: none"> Rak'Gol Ambush, Hunting Frenzy Furious Charge: If this model successfully makes a Charge move, increase its Strength by 1 during the following Fight phase. 								
Wargear Options	<ul style="list-style-type: none"> May replace any of its Stub Pistols with a Razor Pistol. May take any number of Frag Grenades and/or Krak Grenades. May take items from the Melee Weapons list. For every three RENDERS in your Kill Team, one may take items from the Special Weapons list. May take items from the Rak'Gol Armoury. 								
Keywords	<ul style="list-style-type: none"> INFANTRY, RENDERS 								



TECHNO-SHAMAN										50
Maximum of 1 of this unit in your Kill Team.										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Techno-Shaman	6"	3+	4+	4	5	3	2	8	4+	
Equipment	<ul style="list-style-type: none"> · Stub Pistol · Yu'Vath Crystalblades 									
Abilities	<ul style="list-style-type: none"> · Rak'Gol Ambush, Hunting Frenzy · Open the Mind's Eye: Each time an enemy Psyker makes a Deny the Witch test to attempt to deny a psychic power manifested by a Techno-Shaman, if at least one of the dice for the Deny the Witch test shows a 1, that model suffers one mortal wound. · Roiling Fury: At the end of any Fight phase in which the Techno-Shaman killed at least one enemy model with its attacks, roll a die. On a 5+, the closest visible enemy unit within 18" of the Techno-Shaman suffers a mortal wound. · Yu'Vath Amulets: The Techno-Shaman has a 6+ invulnerable save. 									
Psyker	<ul style="list-style-type: none"> · A Techno-Shaman 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 and one power from the <i>Psychotech</i> discipline. 									
Wargear Options	<ul style="list-style-type: none"> · May replace its Stub Pistol with a Razor Pistol or an Integrator Spike. · May take items from the Rak'Gol Armoury. 									
Keywords	<ul style="list-style-type: none"> · INFANTRY, CHARACTER, PSYKER, TECHNO-SHAMAN 									

TECHNOBOMINATION										33
Maximum of 2 of this unit in your Kill Team.										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Technobomination	6"	4+	5+	4	5	3	3	5	4+	
Equipment	<ul style="list-style-type: none"> · Stubber · Integrator Spike 									
Abilities	<ul style="list-style-type: none"> · Rak'Gol Ambush · Distort Function: At the end of any Fight phase in which this model killed at least one enemy model with its attacks, roll a die. On a 3+, pick one of the weapon profiles of one of the slain model: this model gains a copy of that weapon profile, until the end of the battle. · Techno-Driven: Add 1 to the Hit rolls made for this model while it is within 6" of a friendly TECHNO-SHAMAN. · Aberrant Monster-Machine: This unit has a 5+ invulnerable save. 									
Wargear Options	<ul style="list-style-type: none"> · May replace its Stubber with a Large Stubber. · May take items from the Special Weapons or Heavy Weapons list. 									
Keywords	<ul style="list-style-type: none"> · BEASTS, TECHNOBOMINATION 									

RAK'GOL AND THE YU'VATH

One point of note about Rak'Gol technology is that a small but significant percentage seems to incorporate technology that bears the hallmark crystalline and bone structure associated with the Yu'vath. Rak'Gol have been encountered possessing Yu'vath symbols, as well as symbols that learned scholars of the arcane and the forbidden claim are debased and simplified symbols of the Ruinous Powers of the Warp. Clearly, the Rak'Gol have some sort of ties to the Immaterium, possibly through their covetous desire of Yu'vath technology. One of the most mysterious facets of Rak'Gol technology is their propensity to seek out and capture lost relics of the Yu'vath. They will go to any length to possess Yu'vath implants and constructs, going so far as to even decorate their bodies with the silvered tracers and symbols used by that decimated race of Chaos-worshippers.



A Techno-Shaman exposes a guardsman's mind to the warp.

ARMOURY

ITEM	DESCRIPTION
Superior Bionics (15/20 pts)	Team Leader only. The model's Wounds characteristic is increased by 1. This item costs 15 points for Clutchmasters and 25 points for Broodmasters.
Greater Salvaged Weapon (15 pts)	Team Leader only. Pick one of the model's weapon profiles. That weapon's Damage is increased by 1.
Resonator Implants (14 pts)	Team Leader only. The model is a PSYKER that can attempt to manifest one power per friendly Psychic phase, but cannot deny enemy powers. It knows the <i>Smite</i> Psychic Power.
Implanted Vox (10 pts)	BROODMASTER only. The range of the model's Wild Fury ability is increased to 12".
Yu'Vath Crown (10 pts)	TECHNO-SHAMAN only. You can re-roll failed Psychic Tests made for the model. However, when re-rolling Psychic Tests using the Yu'Vath crown, the model suffers perils of the warp on any roll of a double.
Jars of Psyker Brains (6 pts)	TECHNO-SHAMAN only. At the beginning of each friendly Psychic phase, pick a new power from the <i>Psychotech Discipline</i> which replaces the <i>Psychotech</i> power that the model previously knew. You cannot choose the same power two turns in a row.
Bionic Eyes (4 pts)	MURDERERS only. Add 3" to the Range of the model's ranged weapons. Enemy models do not receive +1 to their Save rolls for being in cover against shooting attacks made by the model.
Mono-Blades (6 pts)	RENDERS only. Each time you make a Hit roll of a 6 for the model in the Fight phase, it can make an extra attack which is resolved using the model's listed Strength, AP0, and D1. Those extra attacks do not themselves generate extra attacks.
Rad Grenade (7 pts)	One use only. Use the Rad Grenade at the beginning of the Fight phase to decrease the Toughness characteristic of one enemy model within 1" of the bearer by 1 for the duration of the Fight phase. The same model can only be affected by one Rad Grenade in each Fight phase.
Slug Irradiator (3 pts)	Models with Stub weapons only. Each time you make a Wound roll of a 6 for one of the model's Stub weapons, that hit inflicts D3 damage instead of 1. (Stub weapons are Stubbers, Large Stubbers, Stub-Gatlers and Stub Pistols).
Extra Barrels (5 pts)	Pick one of the model's Ranged Weapons. You can re-roll one failed Hit roll for that weapon in each Shooting phase.

MELEE WEAPONS	
WEAPON	POINTS PER WEAPON
Chainfist	22
Integrator Spike	8
Intimidator	4
Polonium Injector	5
Power Axe	4
Power Lance	4
Rad Axe	8
Rak'Gol Blades	0
Rak'Gol Chainaxe	1
Rak'Gol Chainglaive	14
Uranic Claw	3
Yu'Vath Crystalblades	0

RANGED WEAPONS	
WEAPON	POINTS PER WEAPON
Frag Grenade	1
Howler Rifle	6
Krak Grenade	1
Plutonic Detonator	30
Rad-Beam Cannon	20
Rad-Canister Launcher	1
Rad Flamer	10
Large Stubber	0
Razor Gun	2
Razor Pistol	1
Stubber	0
Stub-Gatler	3
Stub Pistol	0

RAK'GOL TECHNOLOGY

The Rak'Gol appear to care little for their gear, as is readily evidenced after every raid they conduct. They casually leave weapons and armour behind, as well as their dead. In those cases where a vessel at least put up an effective defence against the Marauders, the ship's ruins always contain samples of Rak'Gol technology for those that salvage the remains. Consequently, Inquisition and Adeptus Mechanicus agents have successfully assembled far more information about Rak'Gol technology than they have managed to glean of their history or culture.



"Effective, but poorly optimised. Ammunition is expended too quickly for effective use in an extended firefight. Unmodified humans are incapable of carrying sufficient ammunition for maximal utility."

— Magos Trosk, Weaponsmith of Leveen Rho

MELEE WEAPONS						
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Chainfist	Melee	Melee	x2	- 4	2	When attacking with this weapon, you must subtract 1 from the Hit roll.
Integrator Spike	Melee	Melee	+ 1	- 2	1	When used against a VEHICLE , this weapon always wounds on a 4+ and inflicts D3 damage instead of 1.
Intimidator	Melee	Melee	User	- 1	1	This weapon always wounds on a 3+, except when used against a VEHICLE , in which case it wounds on a 6+.
Polonium Injector	Melee	Melee	3	0	1	Each time the bearer fights, it can make one extra attack with this weapon (and only one – its other melee attacks must be resolved using another weapon profile). On a Wound roll of a 6, this weapon inflicts D3 mortal wounds in addition to any other damage.
Power Axe	Melee	Melee	+ 1	- 2	1	
Power Lance	Melee	Melee	+ 2	- 1	1	
Rad Axe	Melee	Melee	+ 1	- 2	1	Add 1 to the Wound rolls when attacking INFANTRY models with this weapon. Each time you make a Wound roll of 6+ for this weapon, that hit inflicts D3 damage instead of 1.
Rak'Gol Blades	Melee	Melee	User	0	1	Re-roll failed Wound rolls for this weapon when attacking INFANTRY models.
Rak'Gol Chainaxe	Melee	Melee	+ 1	0	1	Re-roll failed Wound rolls for this weapon when attacking INFANTRY models.
Rak'Gol Chainglaive	Melee	Melee	x2	-1	2	When attacking with this weapon, you must subtract 1 from the Hit roll. Each time you roll a Wound roll of a 6 for this weapon, that hit is resolved at AP -4 instead of -1.
Uranic Claw	Melee	Melee	User	0	1	Each time you make a Wound roll of 6+ for this weapon, other than against a VEHICLE , it inflicts a mortal wound in addition to any other damage.
Yu'Vath Crystalblades	Melee	Melee	User	- 3	D3	

RANGED WEAPONS						
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Frag Grenade	6"	Grenade D6	3	0	1	
Howler Rifle						
-Standard	36"	Heavy 3	5	0	1	
-Supercharge	36"	Heavy 6	6	0	1	On a Hit roll of a 1, the bearer is slain after all of this weapon's shots have been resolved.
Krak Grenade	6"	Grenade 1	6	- 1	D3	
Plutonic Detonator	18"	Heavy 3D3	*	*	*	This weapon can only be fired once per battle. Roll a die for each time you hit the target with this weapon. It inflicts a mortal wound for each result of 3+.
Rad-Beam Cannon	36"	Heavy 1	7	-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. Each time you make a Wound roll of 6+ for this weapon, that hit inflicts an additional D3 damage.
Rad-Canister Launcher	24"	Assault D3	3	0	1	Each time you make a Wound roll of 6+ for this weapon, that hit inflicts D3 damage instead of 1.
Rad Flamer	8"	Assault D6	4	0	1	This weapon automatically hits its target. Each time you make a Wound roll of 6+ for this weapon, that hit inflicts D3 damage instead of 1.
Large Stubber	24"	Heavy 2	4	0	1	
Razor Gun	24"	Assault 3	3	0	1	Re-roll failed Wound rolls for this weapon when attacking INFANTRY models.
Razor Pistol	12"	Pistol 1	3	0	1	Re-roll failed Wound rolls for this weapon when attacking INFANTRY models.
Stubber	18"	Assault 2	3	0	1	
Stub-Gatler	36"	Rapid Fire D3	4	0	1	
Stub Pistol	12"	Pistol 1	3	0	1	

RECOMMENDED BASE SIZES

The following base sizes are recommended for use with this opus:

Team Leaders

- **Marauder Clutchmaster:** 40mm round base
- **Murderer Clutchmaster:** 40mm round base
- **Stalker Clutchmaster:** 40mm round base
- **Render Clutchmaster:** 40mm round base
- **Broodmaster:** 40mm round base

Core

- **Marauder:** 40mm round base
- **Youth:** 32mm round base
- **Carver:** 32mm round base

Special

- **Murderer:** 40mm round base
- **Stalker:** 40mm round base
- **Render:** 40mm round base
- **Techno-Shaman:** 40mm round base
- **Technobomination:** 75x42 oval base OR 50mm oval base