

# **WARHAMMER** **40,000**



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# **ALLIES & MERCENARIES**

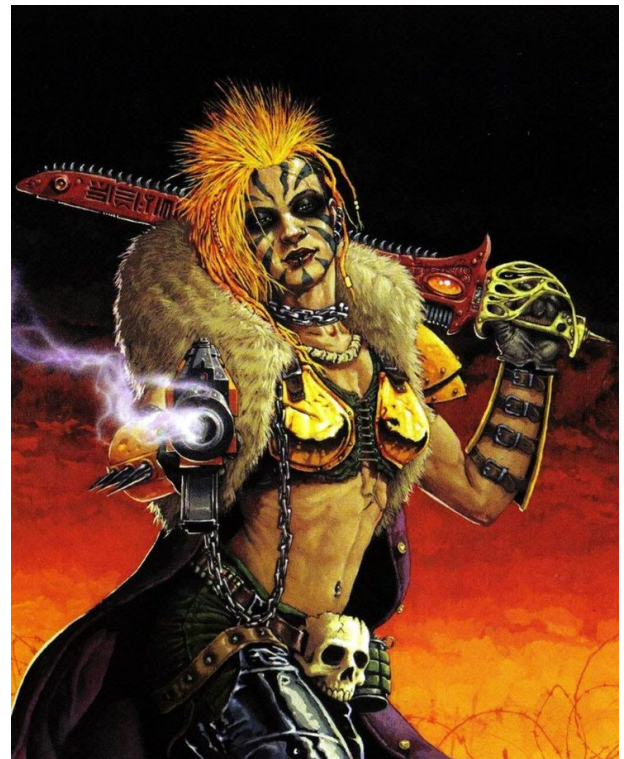




## MERCENARIES

### NECROMUNDAN GANGS FOR HIRE

The Adeptus Arbites, fighting alongside the freed prisoners of Fiorina Penitentiary 161 took back the Raaxaagh prison mining complex from the clutches of the genestealer cults. In doing so the arbites traded one devil for another. The freed prisoners that had once called Necromunda home setup shop within their former prison. From this well defended fortress, a turf war raged between these newly reforged gangs. Each needed a constant flow of supplies to gain an edge over their rivals, so the gangs sold their unique skill sets to the highest bidders.



## HOUSE CAWDOR



House Cawdor is populated by scavengers, scrap farmers and bonepickers, bound together by the holy word of the Redemption. By far the most populous of the Necromundan Clan Houses, though also the poorest, the House of Cawdor sifts through the rubbish cast down from the hive city, finding treasure among the trash and trading it back to its former owners. It is both a distasteful but vital role within the ecology of the hive cities, but one the House has jealously claimed as its own.

Other houses and their gangs tend to look down on House Cawdor, though the smart ones never underestimate them. They might not carry the biggest guns or most advanced tech, and individual Cawdor Gangers might be on the scrawny and undernourished side (even by the dismal standards of Necromunda), but they fight with the fury of believers, and like rats, for every one you can see there are three more lurking in the shadows.

## HOUSE DELAQUE



House Delaque deal in information and secrets, operating from the shadows while other Clan Houses proudly proclaim their own strengths. Shrouded in myth they trade in lies and half-truths, the House and its gangs thriving upon these dark rumours, utilising them as a blade with which they carve up their enemies. Wrapped in long cloaks that conceal an assassin's armoury, Delaque gangers slither through the shadows of Necromunda, emerging where their rivals least expect.

As befitting their mysterious nature, Delaque gangs rarely engage their opponents directly. A good Delaque leader always looks for an advantage, laying ambushes and using the terrain to ensure the playing field is never even, resorting to a fair fight only when there is no other option. Striking from every angle, a Delaque gang debilitates and disorients their foes before melting away leaving nothing but fear in their wake.



## HOUSE ESCHER



House Escher is unique among the great Houses of Necromunda, for its gangs are entirely made up of women. Masters of pharmaceuticals and chemical manipulation, millennia of dabbling in potent alchemical technologies has left their men-folk as withered and imbecilic weaklings, good only for artificial breeding programs and gene-harvesting. The House regards this as no great deficiency and Escher gangers are among the most lethal to stalk the hives of Necromunda. What an Escher might lack in terms of raw physical strength compared to a Goliath, she more than makes up for in speed, skill and sheer psychotic flair.

Escher gang leaders rise from the ranks of the House by virtue of their destructive attitudes and furious intelligence. Many of these hive war-maidens were once narco-terrorists, riot-girls or combat-chem test subjects. Too unhinged or aggressive for the House labs or trade clans, their skills have been turned to wreaking havoc on Escher's rivals amongst the other Clan Houses.

## HOUSE GOLIATH



House Goliath owns and operates many of the great foundries of Necromunda and its workers are the masters of the furnace and of metal, the raw materials of which are traded from the mines of House Orlock. The House values nothing higher than physical strength, and to this end breeds its workers like prize cattle in an effort to create the strongest, toughest and most unthinkingly loyal workers of the furnace in the galaxy. The core of these workers are huge brutes – incredibly strong and tough, but often mentally unbalanced and extremely short-lived. House Goliath furnace-tenders are often bigger than a Space Marine and some regard them as a classifiable strain of Abhuman.

The subjects of House Goliath consider the hivers of other Houses to be soft and slack. In truth, all hivers are naturally robust, being inured to the toxins and deprivations which they accept unquestioningly as part of normal life. The Goliaths, however, take a stubborn pride in their gene-crafted ability to endure hardship. The other Houses see the Goliaths as barbaric. Goliath institutions do nothing to dispel the impression of a violent people inimical to their neighbours.

## HOUSE ORLOCK



House Orlock is known throughout Necromunda as the 'House of Iron', an industrial superpower fuelled by countless ore mines and a stranglehold monopoly of the convoys serving the ferrous slag-heaps that lie out in the Ash Wastes. To the other Houses of Necromunda, Orlock seems as unified as a clenched fist, its gangers well-organised, equipped and utterly united in purpose.

The men and women of Orlock gangs walk proud and tall through the smoke-clogged hallways of the House of Iron. To be an Orlock ganger is to have risen above the brutal drudgery of serfdom and claimed a life of violence and personal freedom in its stead. Life in an Orlock gang is tough, for their warriors have none of the stumm-grown muscle of Goliath gangers, or the poisons of the Escher. Instead, they rely on sturdy weapons, stamped and pressed in the Orlock foundries, and a fighting spirit born from the House's us-against-them philosophy.

## HOUSE VAN SAAR



House Van Saar is the technological powerhouse of Necromunda, its artisans and armourers creating the finest weapons and wargear of all the clans. Some say that the Clan House's strength is built upon ancient secrets from the lost age of mankind, and the techno-artefacts created by the Van Saar are certainly unlike anything else on Necromunda. Whatever the source of the Van Saars' weaponry, however, it comes at price, and the exotic energies used in their creation are poisoning the Van Saar, weakening their flesh and shortening their lives.

As befits a house rich in mechanical resources, Van Saar gangs favour technological solutions to their battlefield problems. Like the chambers of a well-greased stub gun the gang enters the fray with each warrior knowing their role. An overseer of combat, the gang leader directs their followers, luring the foe into killing grounds, feinting with skirmishers and probing with speculative fire, while their followers take apart the foe with devastating ranged fire from crackling rad weaponry, suppression lasers and plasma guns.



## PALANITE ENFORCERS



The Palanite Enforcers administer the law in the darkness of the underhive. More akin to an army than a police force, they trade in violence and control – all manner of crime is met with a swift and vicious response. Such brutality is born from a simple necessity – the Enforcers are significantly outnumbered by the people they are meant to control, a thin line of shotguns and shock batons keeping billions of hivers under their yoke.

Enforcers are able to requisition the finest weaponry, unlike gangers who must scavenge in the underhive markets. However, the real strength of an Enforcer patrol is not the wargear that it carries into combat, but the resolve of its members. Each Enforcer is chosen from the hive populace because they show a measure of will and initiative beyond their peers, they are then subject to a savage training regimen to break them down and strip them of everything they have known, including their name. This isn't done to make the Enforcers mindless soldiers, but rather to re-create them as something even harder than the underhive brutality they'll face.

## CORPSE GRINDER CULTS



A cannibal sickness lurks at the heart of Necromunda, like a festering wound that will never truly heal. In the dark corners of the underhive, the Corpse Grinder Cults gathers weapons and recruits, whispering prayers to the Lord of Skin and Sinew. Fed on a diet of forbidden flesh, they rise up, spreading their rebellion into open warfare. In their wake, the taint of Chaos follows and hives descend into madness.

Formed from the toiling workers within the ranks of the Corpse Guild, the Cultists were once honest men who have seen too much horror in the corpse recycling plants or else those who are hungry for the power that the cult can offer. At the heart of the cult is the Harvest Lord who binds his followers together in devotion to the Lord of Meat.

## THE GANGS OF NECROMUNDA GO TO WAR

This section contains all of the datasheets that you will need to fight battles with your Necromunda Gang miniatures, and the rules for all of the weapons they can wield in battle. Each datasheet includes the characteristics profiles of the unit it describes, as well as any wargear and special abilities it may have. Any abilities that are common to several units are described below and referenced on the datasheets themselves.

### MERCENARY KEYWORD

Throughout this section you will come across datasheets that have the **MERCENARY** keyword. These units are treated as sharing the Mercenary sub-faction and must be placed in a special type of Auxiliary Support Detachment called a **Mercenary Detachment**, unless a special rule overrides this.

### MERCENARY DETACHMENT

A Mercenary Detachment is an Auxiliary Support Detachment that can contain any number of **MERCENARY** units instead of just a single unit. Like traditional Auxiliary Support Detachments, a Mercenary Detachment doesn't generate Command Points, but rather costs 1 CP at the start of a match to unlock. The addition of a Mercenary Detachment and its units does not count against mono-army attributes such as the Space Marine's Combat Doctrines and Grey Knights' Masters of the Warp abilities.

## ABILITIES

The following abilities are common to many Mercenary units...

### Merc For Hire

This unit may be placed in a Mercenary Detachment provided that another detachment from this army contains units that share at least one Faction Keyword found on this unit's list of Allies. For example, an army with a Raven Guard detachment may add a Delaque Gang unit in their Mercenary Detachment because **RAVEN GUARD** is listed as an ally on the Delaque Gang's datacard.

### Iconic Leader

If this unit contains a Leader, roll a D3 before taking a morale test. This result is the maximum number of models that may be removed from this unit after failing a morale test this phase.

### Covering Ground

At the start of any of your Movement phases, you may split this unit into two separate units, each containing the same number of models. This ability may be used multiple times, but no unit cannot be split into fewer than 5 models.



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Power

## CAWDOR GANG

Name	M	WS	BS	S	T	W	A	Ld	Sv
Cawdor Ganger	6"	4+	4+	3	3	1	1	8	6+
Cawdor Leader	6"	4+	4+	3	3	1	2	9	6+
Bomb Delivery Rat	6"	---	2+	1	1	1	---	4	7+
This unit contains 9 Cawdor Gangers and 1 Cawdor Leader. It can include up to 10 additional Cawdor Gangers ( <b>Power Rating +2</b> ). For every 10 Cawdor Ganger and/or Cawdor Leader in the unit, it may be accompanied by up to 2 Bomb Delivery Rats. Each Cawdor Ganger is armed with an autogun, fighting knife and improvised fire bomb. A Cawdor Leader is armed with an inferno pistol, fighting knife and a Cult of the Redemption icon. Each Bomb Delivery Rat is armed with a Rat Bomb.									
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES			
Autogun	24"	Rapid Fire 1	3	0	1	-			
Heavy Crossbow	When attacking with this weapon, choose one of the profiles below.								
- Frag Bolt	36"	Heavy D6	4	0	1	-			
- Krak Bolt	36"	Heavy 1	8	-2	D6	-			
Inferno Pistol	6"	Pistol 1	8	-4	D6	When resolving an attack made with this weapon against a unit that is within half range, roll two D6 when inflicting damage with it and discard one of the results.			
Rat Bomb	18"	Assault 1	8	-2	D3	This weapon cannot target units that can <b>FLY</b> . After making an attack with this weapon, the bearer is slain.			
Fighting Knife	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.			
Improvised Fire Bomb	6"	Grenade D6	3	0	1	This weapon automatically hits its target.			
WARGEAR OPTIONS	● For every 10 models in this unit, up to two Cawdor Gangers may each replace their autogun with a heavy crossbow.								
ABILITIES	<b>Merc For Hire, Iconic Leader, Covering Ground</b>  <b>Zealot:</b> When resolving an attack made with a melee weapon by a model in this unit, you can re-roll the hit roll if that model's unit made a charge move or was charged this turn.  <b>Pyromaniac:</b> When a unit with this ability shoots or fires Overwatch, every model in that unit that is equipped with an improvised fire bomb is able to throw one, instead of only one model in the entire unit being able to do so.					<b>Cult of the Redemption Icon:</b> If a model in this unit is equipped with a Cult of the Redemption icon, then models in this unit may re-roll wound rolls of 1 when making attacks with heavy, pistol and grenade type weapons.  <b>Bomb Delivery Rat:</b> The death of a Bomb Delivery Rat is ignored for the purposes of moralee tests.			
ALLIES	ADEPTUS ARBITES, ADEPTA SORORITAS, INQUISITION, ADEPTUS MINISTORUM, GREY KNIGHTS, BLACK TEMPLARS, SALAMANDERS								
FACTION KEYWORDS	MERCENARY, IMPERIUM, GANG, HOUSE CAWDOR								
KEYWORDS (Leader & Ganger)	INFANTRY, CAWDOR GANG								
KEYWORDS (Bomb Delivery Rat)	SWARM, BOMB DELIVERY RAT								



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Power

## DELAQUE GANG

Name	M	WS	BS	S	T	W	A	Ld	Sv
Delaque Ganger	6"	4+	3+	3	3	1	1	7	4+
Delaque Leader	6"	4+	3+	3	3	1	2	8	4+
This unit contains 4 Delaque Gangers and 1 Delaque Leader. It can include up to 5 additional Delaque Gangers ( <b>Power Rating +2</b> ). Each Delaque Ganger is armed with a shotgun, assassin blades and shock grenades. A Delaque Leader is armed with a longrifle, assassin blades and shock grenades. Every model also has smoke grenades.									
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES			
Longrifle	48"	Rapid Fire 1	4	-1	1	If the target is within half range of this weapon, add 1 to the hit roll.			
Shotgun	12"	Assault 2	3	0	1	If the target is within half range, add 1 to this weapon's Strength.			
Webber	16"	Assault D3	4	0	1	This weapon automatically hits its target. When making a shooting attack with this weapon, use either the Strength or Toughness characteristic of the target to determine the wound roll – whichever is lowest.			
Assassin Blades	Melee	Melee	User	-1	1	<b>Poisoned:</b> This weapon wounds on a 4+, unless it is targeting a <b>VEHICLE</b> or <b>TITANIC</b> unit, in which case it wounds on a 6+.			
Shock Grenade	6"	Grenade D3	*	*	*	This weapon does not inflict any damage. If an enemy <b>INFANTRY</b> unit is hit by any shock grenades, it is stunned until the end of the turn – it cannot fire Overwatch and your opponent must subtract 1 from any hit rolls made for the unit.			
WARGEAR OPTIONS	<ul style="list-style-type: none"><li>Up to two Delaque Gangers may each replace their shotgun with a webber.</li><li>For every five models in the unit, one may take an auxiliary grenade launcher.</li></ul>								
ABILITIES	<b>Merc For Hire, Iconic Leader, Covering Ground</b>  <b>Terrifying Aura:</b> Enemy units must subtract 1 from their Leadership if they are within 3" of a <b>DELAQUE GANG</b> unit. Multiple <b>DELAQUE GANG</b> units within 3" of an enemy unit may stack this ability (to a maximum of -3).  <b>Infiltrators:</b> During deployment, you can set this unit up in concealment instead of placing it on the battlefield. At the end of any of your Movement phases, this unit can reveal its location – set it up anywhere on the battlefield that is more than 9" from any enemy model.					<b>Auxiliary Grenade Launcher:</b> If a model is armed with an auxiliary grenade launcher, increase the range of any Grenade weapons they have to 30".  <b>Smoke Grenades:</b> Once per battle, instead of shooting in your Shooting phase, this unit can use its smoke grenades. Until the start of your next Shooting phase, when resolving an attack made with a ranged weapon against this unit, subtract 1 from the hit roll.			
ALLIES	<b>ADEPTUS ARBITES, INQUISITION, ASTRA MILITARUM, ADEPTUS MECHANICUS, DARK ANGELS, RAVEN GUARD, ADEPTUS CUSTODES, TRAITOR GUARD, DARK MECHANICUM, BLACK LEGION, ALPHA LEGION, WORD BEARERS, NIGHT LORDS, FALLEN, DRUKHARI, FARSIGHT ENCLAVES, GENESTEALER CULTS</b>								
FACTION KEYWORDS	<b>MERCENARY, IMPERIUM, GANG, HOUSE DELAQUE</b>								
KEYWORDS	<b>INFANTRY, DELAQUE GANG</b>								



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Power

# ESCHER GANG

Name	M	WS	BS	S	T	W	A	Ld	Sv
Escher Ganger	8"	3+	4+	3	3	1	2	7	6+
Escher Leader	8"	3+	4+	3	3	1	3	8	6+
This unit contains 1 Escher Leader and 4 Escher Gangers. It can include up to 5 additional Escher Gangers ( <b>Power Rating +1</b> ). Each Escher Ganger is armed with a needle pistol, shock whip and hallucinogen grenades. An Escher Leader is armed with an assault sniper rifle, bolt pistol, assassin blades and hallucinogen grenades.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Assault Sniper Rifle	36"	Assault 1		4	0	1	A model firing a sniper weapon can target an enemy <b>CHARACTER</b> even if they are not the closest enemy unit. If you roll a wound roll of 6+ for this weapon, it inflicts a mortal wound in addition to its normal damage.		
Bolt Pistol	12"	Pistol 1		4	0	1	-		
Needle Pistol	12"	Pistol 1		*	0	1	<b>Poisoned:</b> This weapon wounds on a 4+, unless it is targeting a <b>VEHICLE</b> or <b>TITANIC</b> unit, in which case it wounds on a 6+.		
Nightshade Chem Thrower	8"	Assault D6		*	0	1	This weapon automatically hits its target. <b>Poisoned:</b> This weapon wounds on a 4+, unless it is targeting a <b>VEHICLE</b> or <b>TITANIC</b> unit, in which case it wounds on a 6+.		
Assassin Blades	Melee	Melee		User	-1	1	<b>Poisoned:</b> This weapon wounds on a 4+, unless it is targeting a <b>VEHICLE</b> or <b>TITANIC</b> unit, in which case it wounds on a 6+..		
Shock Whip	Melee	Melee		+1	-1	1	Each time the bearer fights, it can make 2 additional attacks with this weapon. If a unit suffers any wounds caused by a shock whip, they must subtract 1 from their hit-rolls until the end of the phase.		
Hallucinogen Grenade	6"	Grenade 1		*	*	*	If a unit is hit by this weapon, roll 2D6 – if the roll is equal to or greater than the target unit's Leadership, it suffers D3 mortal wounds.		
WARGEAR OPTIONS	● Up to two Escher Gangers may each replace their needle pistol and shock whip with a nightshade chem thrower.								
ABILITIES	Merc For Hire, Iconic Leader, Covering Ground  Dodge: Models in this unit have a 6+ invulnerable save, which is increased to a 4+ invulnerable save during the Fight phase.						Combat Chems: Units with this ability gain a bonus during the battle depending on the drugs injected into their veins. Before the battle, from the table below which combat drug the unit is using. No two units can receive the same bonus. - Potentox: +1 to Strength characteristic - Kevlarsyl: +1 to Toughness characteristic - Reflexogen: +1 to Weapon Skill characteristic (e.g. WS 3+ becomes WS 2+)		
ALLIES	ADEPTUS ARBITES, ADEPTA SORORITAS, INQUISITION, SISTERS OF SILENCE, ASTRA MILITARUM, ADEPTUS MECHANICUS, WHITE SCARS, SPACE WOLVES, TRAITOR GUARD, DARK MECHANICUM, EMPEROR'S CHILDREN, WORLD EATERS, DEATH GUARD, AELDARI, KROOT, GENESTEALER CULTS								
FACTION KEYWORDS	MERCENARY, IMPERIUM, GANG, HOUSE ESCHER								
KEYWORDS	INFANTRY, ESCHER GANG								



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Power

## GOLIATH GANG

Name	M	WS	BS	S	T	W	A	Ld	Sv
Goliath Ganger	6"	3+	4+	4	4	2	2	6	6+
Goliath Leader	6"	3+	4+	4	4	2	3	7	6+
This unit contains 1 Goliath Leader and 4 Goliath Gangers. It can include up to 5 additional Goliath Gangers ( <b>Power Rating +3</b> ). Each Goliath Ganger is armed with paired pulverizers and frag & krak grenades. The Goliath Leader is armed with a plasma pistol, power sledgehammer and frag & krak grenades.									
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES			
Grenade Launcher	When attacking with this weapon, choose one of the profiles below.								
- Frag Grenade	24"	Assault D6	3	0	1	-			
- Krak Grenade	24"	Assault 1	6	-1	D3	-			
Krumper Rivet Cannon	When attacking with this weapon, choose one of the profiles below.								
- Rapid Fire	18"	Rapid Fire 1	4	-1	2	-			
- Super Heated	12"	Pistol 1	6	-2	2	-			
Plasma Pistol	When attacking with this weapon, choose one of the profiles below.								
- Standard	12"	Pistol 1	7	-3	1	-			
- Supercharged	12"	Pistol 1	8	-3	2	On a hit roll of 1, the bearer is slain.			
Paired Pulverizers	Melee	Melee	User	-2	2	Each time the bearer fights, it can make 2 additional attacks with this weapon.			
Power Sledgehammer	Melee	Melee	x2	-3	D6	When attacking with this weapon, subtract 1 from the hit roll. Damage rolls of 1 or 2 made for this weapon count as 3 instead.			
Frag Grenade	6"	Grenade D6	3	0	1	-			
Krak Grenade	6"	Grenade 1	6	-1	D3	-			
WARGEAR OPTIONS	<ul style="list-style-type: none"><li>Up to two Goliath Gangers may each replace their paired pulverizers with two assault grenade launchers.</li><li>Up to two Goliath Gangers may each replace their paired pulverizers with a Krumper Rivet Cannon.</li></ul>								
ABILITIES	<b>Merc For Hire, Iconic Leader, Covering Ground</b>  <b>Stim-Elixirs:</b> When inflicting damage on a model in this unit, reduce the Damage characteristic of the attack by 1 (to a minimum of 1). In addition, roll a D6 each time a model in this unit loses a wound; on a 5+ that wound is not lost.					<b>Stim Overdose:</b> Once per battle, when this unit is selected to fight in the Fight phase, each model can add +1 to its Strength and Attack characteristics until the end of the phase. At the end of the phase, roll a D6 for each model in the unit. On each result of a 1, a model is slain.			
ALLIES	ADEPTUS ARBITES, INQUISITION, ASTRA MILITARUM, ADEPTUS MECHANICUS, WHITE SCARS, BLOOD ANGELS, SPACE WOLVES, DEATHWATCH, TRAITOR GUARD, DARK MECHANICUM, BLACK LEGION, WORLD EATERS, NIGHT LORDS, DRUKHARI, T'AU EMPIRE, KROOT, GENESTEALER CULTS, ORKS								
FACTION KEYWORDS	MERCENARY, IMPERIUM, GANG, HOUSE GOLIATH								
KEYWORDS	INFANTRY, GOLIATH GANG								

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Power

## ORLOCK GANG

Name	M	WS	BS	S	T	W	A	Ld	Sv
Orlock Ganger	6"	4+	3+	3	3	1	1	6	5+
Orlock Leader	6"	4+	3+	3	3	1	2	7	5+
This unit contains 1 Orlock Leader and 4 Orlock Gangers. It can include up to 5 additional Orlock Gangers <b>(Power Rating +2)</b> , up to 10 additional Orlock Gangers <b>(Power Rating +4)</b> or up to 15 additional Orlock Gangers <b>(Power Rating +6)</b> . Each Orlock Ganger is armed with a bolt pistol, fighting knife and frag grenades. An Orlock Leader is armed with a heavy bolt pistol, power fist and frag grenades.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Bolt Pistol	12"	Pistol 1		4	0	1	-		
Harpoon Launcher	18"	Heavy 1		6	-3	5	You can re-roll failed hit rolls when targeting <b>VEHICLE</b> or <b>MONSTER</b> units with this weapon. In addition, if this weapon inflicts any damage, the target unit suffers 1 additional mortal wound.		
Heavy Bolt Pistol	12"	Pistol 1		4	-1	1	-		
Heavy Bolter	36"	Heavy 3		5	-1	1	-		
Fighting Knife	Melee	Melee		User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.		
Power Fist	Melee	Melee		x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.		
Frag Grenade	6"	Grenade D6		3	0	1	-		
WARGEAR OPTIONS	<ul style="list-style-type: none"><li>Any Orlock Ganger may replace their fighting knife with a second bolt pistol.</li><li>Up to two Orlock Gangers may each replace their bolt pistol with a heavy bolter.</li><li>Up to two Orlock Gangers may each replace their bolt pistol with a harpoon launcher.</li></ul>								
ABILITIES	<b>Merc For Hire, Iconic Leader, Covering Ground</b>  <b>Bolter Adept:</b> When resolving an attack made with a bolt weapon by a model with this ability, an unmodified hit roll of 6 scores 1 additional hit.						<b>Heavy Weapons Experts:</b> Models in this unit do not suffer the penalty for firing a Heavy weapon after moving.		
ALLIES	<b>ADEPTUS ARBITES, INQUISITION, ASTRA MILITARUM, ADEPTUS MECHANICUS, IRON HANDS, ULTRAMARINES, IMPERIAL FISTS, TRAITOR GUARD, DARK MECHANICUM, BLACK LEGION, IRON WARRIORS, WORD BEARERS, THOUSAND SONS, DRUKHARI, T'AU EMPIRE, GENESTEALER CULTS</b>								
FACTION KEYWORDS	<b>MERCENARY, IMPERIUM, GANG, HOUSE ORLOCK</b>								
KEYWORDS	<b>INFANTRY, ORLOCK GANG</b>								



2  
Power

## VAN SAAR GANG

Name	M	WS	BS	S	T	W	A	Ld	Sv
Van Saar Ganger	6"	5+	3+	3	3	1	1	6	4+
Van Saar Leader	6"	5+	3+	3	3	1	2	7	4+
This unit contains 1 Van Saar Leader and 4 Van Saar Gangers. It can include up to 5 additional Van Saar Gangers ( <b>Power Rating +2</b> ). Each Van Saar Ganger is armed with two plasma pistols, a taser goad and electrobane grenades. A Van Saar Leader is armed with a plasma gun, shock stave and electrobane grenades.									
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES			
Plasma Gun	When attacking with this weapon, choose one of the profiles below.								
- Standard	24"	Rapid Fire 1	7	-3	1	-			
- Supercharged	24"	Rapid Fire 1	8	-3	2	On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.			
Plasma Pistol	When attacking with this weapon, choose one of the profiles below.								
- Standard	12"	Pistol 1	7	-3	1	-			
- Supercharged	12"	Pistol 1	8	-3	2	On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.			
Rad Cannon	18"	Heavy D3+3	7	-1	2	Each time you make an unmodified wound roll of 6+ for this weapon, that hit inflicts 4 damage instead of 2.			
Shock Stave	Melee	Melee	+2	-2	D3	Each time you make an unmodified wound roll of 6+ with this weapon, the target suffers D3 mortal wounds instead of the normal damage.			
Taser Goad	Melee	Melee	+2	0	1	Each hit roll of 6+ with this weapon causes 3 hits rather than 1.			
Electrobane Grenades	6"	Grenade 1	4	-1	1	When resolving an attack made with this weapon against a <b>VEHICLE</b> unit, an unmodified wound roll of 4-5 inflicts 1 mortal wound on the target in addition to any other damage and an unmodified wound roll of 6 inflicts D3 mortal wounds on the target in addition to any other damage.			
WARGEAR OPTIONS	<ul style="list-style-type: none"><li>Up to two Van Saar Gangers may each replace their two plasma pistols with a rad cannon.</li><li>If this unit numbers ten models, up to two additional Van Saar Gangers may replace their two plasma pistols with a rad cannon.</li></ul>								
ABILITIES	<b>Merc For Hire, Iconic Leader, Covering Ground</b>  <b>Rad-saturation:</b> Reduce the Toughness of enemy units (other than VEHICLES) by 1 whilst they are within 1" of any Van Saar units..  <b>Plasma Tech Expert:</b> If a model rolls a 1 to hit when firing a plasma weapon, they may re-roll the hit roll.					<b>Bionics:</b> All models in this unit have a 6+ invulnerable save.  <b>Tech Adept:</b> At the end of your Movement phase this unit can repair a single friendly <b>VEHICLE</b> model within 3". That friendly <b>VEHICLE</b> regains 1 lost wound. Alternatively, at the end of your Movement phase this model can damage a single enemy <b>VEHICLE</b> model within 3". That enemy <b>VEHICLE</b> suffers 1 mortal wound. A model may not be the target of the Tech Adept ability more than once per turn.			
ALLIES	ADEPTUS ARBITES, INQUISITION, ASTRA MILITARUM, ADEPTUS MECHANICUS, IRON HANDS, ULTRAMARINES, DEATHWATCH, TRAITOR GUARD, DARK MECHANICUM, BLACK LEGION, IRON WARRIORS, EMPEROR'S CHILDREN, DEATH GUARD, AELDARI, T'AU EMPIRE, GENESTEALER CULTS, NECRONS								
FACTION KEYWORDS	MERCENARY, IMPERIUM, GANG, HOUSE VAN SAAR								
KEYWORDS	INFANTRY, VAN SAAR GANG								

3  
Power

## PALANITE SUBJUGATOR PATROL

Name	M	WS	BS	S	T	W	A	Ld	Sv
Subjugator (Ganger)	6"	4+	4+	3	3	1	2	6	4+
Subjugator Captain (Leader)	6"	4+	4+	3	3	1	3	7	4+
This unit contains 1 Subjugator Captain and 4 Subjugators. It can include up to 5 additional Subjugators ( <b>Power Rating +3</b> ). Each model is armed with a stub gun, shock baton, vigilance pattern assault shield, and choke grenades.									
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES			
SLHG Pattern Assault Ram (Shooting)	When attacking with this weapon, choose one of the profiles below.								
- Choke	24"	Assault D6	*	0	1	This weapon wounds all enemy units on a roll of 4+ unless the target has the <b>VEHICLE</b> or <b>TITANIC</b> keyword, in which case this weapon will wound on a 6+. Any units which suffer an unsaved wound from this weapon must subtract 1 from all hit rolls until the start of your next turn.			
- Krak	24"	Assault 1	6	-1	D3	-			
Stub Gun	12"	Pistol 1	3	0	1	-			
Shock Baton	Melee	Melee	+1	-1	1	Each time you make an unmodified wound roll of 6+ with this weapon, the target suffers 1 mortal wound instead of the normal damage.			
SLHG Pattern Assault Ram (Melee)	Melee	Melee	+2	-1	2	-			
Choke Grenade	6"	Grenade D6	*	0	1	This weapon wounds all enemy units on a roll of 4+ unless the target has the <b>VEHICLE</b> or <b>TITANIC</b> keyword, in which case this weapon will wound on a 6+. Any units which suffer an unsaved wound from this weapon must subtract 1 from all hit rolls until the start of your next turn.			
WARGEAR OPTIONS	<ul style="list-style-type: none"><li>• Up to two Subjugators may each replace both their stub gun and shock baton with an SLHG pattern assault ram.</li><li>• If this unit numbers ten models, one additional Subjugator may replace their stub gun and shock baton with an SLHG pattern assault ram.</li><li>• A Subjugator Captain may take a Badge of Authority.</li></ul>								
ABILITIES	<b>Merc For Hire, Iconic Leader, Covering Ground</b>  <b>Badge of Authority:</b> Units with a Badge of Authority can re-roll charge rolls.  <b>Vigilance Pattern Assault Shield:</b> Improve the save characteristic of models equipped with this item by 2 when they make armor saves. Furthermore, if a model with this item ends a charge move within 1" of one or more enemy units, that model rolls a D6 for each enemy unit within range. On a 4+ that enemy unit suffers 1 mortal wound.					<b>Shield Wall Formation:</b> When an enemy model attacks a friendly <b>INFANTRY</b> unit that is wholly within 3" of a unit with this ability, subtract 1 from the hit roll as long as the unit with this ability is closer to the attacking model than their target.			
ALLIES	<b>ADEPTUS ARBITES, INQUISITION, ASTRA MILITARUM, IMPERIAL FISTS, ULTRAMARINES, BLOOD ANGELS, TRAITOR GUARD, BLACK LEGION, IRON WARRIORS, ALPHA LEGION, NIGHT LORDS, DRUKHARI, T'AU EMPIRE, GENESTEALER CULTS,</b>								
FACTION KEYWORDS	<b>MERCENARY, IMPERIUM, GANG, PALANITE ENFORCERS</b>								
KEYWORDS	<b>INFANTRY, PALANITE SUBJUGATOR PATROL</b>								



2  
Power

## CORPSE GRINDER CULTISTS

Name	M	WS	BS	S	T	W	A	Ld	Sv
Cutter (Ganger)	5"	3+	5+	4	3	1	2	6	4+
Butcher (Leader)	5"	3+	5+	4	3	1	3	7	4+
This unit contains 1 Butcher and 9 Cutters. It can include up to 5 additional Cutters ( <b>Power Rating +1</b> ), or up to 10 additional Cutters ( <b>Power Rating +2</b> ). Each model is armed with paired chain cleavers, an autopistol and blasting charges.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Autopistol	12"	Pistol 1		3	0	1	-		
Paired Chain Cleavers	Melee	Melee		User	-2	1	You can re-roll wound rolls for this weapon. If a model is armed with two paired chain cleavers, each time it fights it can make 1 additional attack with them.		
Rotary Flensing Saw	Melee	Melee		User	-2	2	When attacking with this weapon, you must subtract 1 from the hit roll. You can re-roll wound rolls for this weapon..		
Blasting Charge	6"	Grenade D6		3	0	1	-		
WARGEAR OPTIONS	<ul style="list-style-type: none"><li>• Up to two Cutters may each replace their paired chain cleavers with a rotary flensing saw.</li><li>• If this unit numbers 15 models, one additional Cutter may replace their paired chain cleavers with a rotary flensing saw.</li><li>• If this unit numbers 20 models, two additional Cutters may replace their paired chain cleavers with a rotary flensing saw.</li><li>• A Butcher may take an Icon of Wrath.</li></ul>								
ABILITIES	<div>Merc For Hire, Iconic Leader, Covering Ground</div> <div>Icon of Wrath: Units with an Icon of Wrath can re-roll charge rolls.</div> <div>Berserker: If this unit makes a charge move or is charged, add 1 to the Attacks characteristic of models in this unit until the end of the turn.</div> <div>Infiltrators: During deployment, you can set this unit up in concealment instead of placing it on the battlefield. At the end of any of your Movement phases, this unit can reveal its location – set it up anywhere on the battlefield that is more than 9" from any enemy model.</div> <div>Ravenous: Roll a D6 each time a model in this unit loses a wound; on a 6+ that wound is not lost. When this unit is within 1" of an enemy unit, add 1 to this roll.</div> <div>Dark Blessings: If a model in this unit wounds any enemy models without the <b>VEHICLE</b>, <b>DRONE</b>, <b>NECRON</b> or <b>ROBOT</b> keywords in the Fight Phase, then at the end of the phase if any models from this unit have been destroyed, you can return one destroyed model from this unit to the battlefield with 1 wound remaining, placing it in unit coherency (if the model cannot be placed in this way, it is not returned to the battlefield).</div>								
ALLIES	CHAOS								
FACTION KEYWORDS	MERCENARY, CHAOS, KHORNE, GANG, CORPSE GRINDERS								
KEYWORDS	INFANTRY, CORPSE GRINDER CULTISTS								

# POINTS

If you are playing a matched play game, or a game that uses a points limit, you can use the following lists to determine the total points cost of your army. Simply add together the points costs of all your models and the wargear they are equipped with to determine your army's total points value.

UNITS		
UNIT	MODELS PER UNIT	POINTS PER MODEL (does not include wargear)
Cawdor Gang	10-20	4
- Bomb Delivery Rat	2-4	3
Corpse Grinder Cultists	10-20	5
Delaque Gang	5-10	7
Escher Gang	5-10	5
Goliath Gang	5-10	11
Orlock Gang	5-20	7
Palanite Subjugator Patrol	5-10	9
Van Saar Gang	5-10	8

RANGED WEAPONS	
WEAPON	POINTS PER WEAPON
Assault Sniper Rifle	2
Autogun	0
Autopistol	0
Blasting Charge	0
Bolt Pistol	0
Electrobane Grenade	0
Frag Grenade	0
Grenade Launcher	3
Hallucinogen Grenade	0
Harpoon Launcher	12
Heavy Bolt Pistol	1
Heavy Bolter	8
Heavy Crossbow	4
Improvised Fire Bomb	0
Inferno Pistol	6
Krak Grenade	0
Krumper Rivet Cannon	2
Longrifle	2
Needle Pistol	1
Nightshade Chem Thrower	3
Plasma Gun	11
Plasma Pistol	5
Rad Cannon	20
Rat Bomb	0
Shock Grenade	0
Shotgun	0
SLHG Pattern Assault Ram	6
Stub Gun	0
Webber	2

OTHER WARGEAR	
WARGEAR	POINTS PER ITEM
Auxiliary Grenade Launcher	1
Badge of Authority	10
Cult of the Redemption Icon	0
Icon of Wrath	10

MELEE WEAPONS	
WEAPON	POINTS PER WEAPON
Fighting Knife	0
Assassin Blades	1
Shock Whip	2
Paired Pulverizers	5
Power Sledgehammer	18
Power Fist	8
Shock Stave	7
Taser Goad	4
Shock Baton	1
SLHG Pattern Assault Ram	6
Paired Chain Cleavers	4
Rotary Flensing Saw	6