

Codex: Rak'Gol v2



Army Special Rules

Unnatural Biology: *Rak'gol are such sturdy creatures, between their near immunity to lethal radiation, their insectoid/lizard-like structure, and their fascination with cybernetic adjustments, these creatures can withstand and deal great amounts of damage.*

- All Rak'gol have 4 arms: 2 hands for melee weapons and 2 hands for ranged weapons. Each weapon entry will specify how many hand slots it occupies. If a weapon does not state how many hands it uses (for instance, if it was taken from the salvage power), then it uses 2 hands.
 - Models with this special rule that are equipped with 2 or more ranged weapons may:
 - Shoot one weapon in the shooting phase at full ballistic skill.
 - Shoot 2 weapons at snap shots in the shooting phase if the model moved in the previous movement phase.
 - Shoot 2 weapons at full ballistic skill if the model was stationary in the previous movement phase.
 - Models with this special rule that are equipped with 2 or more melee weapons may choose to split any number of attacks between weapon profiles.
 - If a weapon would strike at a different initiative step, for instance if a model is splitting their attacks between a Rad axe and Rak'Gol blades, then the attacks assigned with the rad axe's profile will be at the initiative 1 step.
 - If a model is slain before its remaining attacks are resolved, those attacks are lost.

- If a model is in a challenge, kills the challenger, and still has attacks to resolve at a different initiative step, the model previously locked in a challenge is no longer locked, and may immediately be attacked by and attack the rest of the enemy unit.

Unrelenting Predators

- Models with this special rule have the Stubborn and Feel no Pain (6+) Special Rules. Additionally, Characters have the IWND (6+) Special Rule.

Might is Right

- Models with this Special Rule are leader beasts, warriors by strength and size, but no doubt still very much a part of the unit. A model with this special rule may join other units, even if they are monstrous creatures, but only if their size class (bulky, very bulky, etc.) is of the same type or larger than the unit they are attempting to join.



Rak'gol Weapons & Wargear

Rak'Gol Ranged Weapons List

Autopistol (free) (1 hand)

Range	S	AP	Type
12"	3	-	Pistol

Rad Pistol (5 pts) (1 hand)

Range	S	AP	Type
12"	4	-	Pistol, Rad-poisoning

Autogun (free) (2 hands)

Range	S	AP	Type
18"	3	-	Assault 2

Rak'Gol Razor Pistol (5 pts) (1 hand)

Range	S	AP	Type
12"	4	5	Pistol, Shred

Flamer (5 pts) (2 hands)

Range	S	AP	Type
Template	4	5	Assault 1

Rak'gol Razor Gun (5 pts) (2 hands)

Range	S	AP	Type
24"	4	5	Assault 2, Shred

Rak'Gol Heavy Weapons List

Heavy Stubber (5 pts) (2 hands)

Range	S	AP	Type
36"	4	6	Heavy 3

Autocannon (15 pts) (2 hands)

Range	S	AP	Type
36"	7	4	Heavy 2

Rak'gol Howler Rifle (15 pts) (2 hands)

Range	S	AP	Type
36"	5	4	Heavy 3, Pinning, Shred, Gets Hot!

Rak'gol Rad Canister Launcher (10 pts) (2 hands)

Range	S	AP	Type
24"	4	-	Assault 1, Large Blast, Barrage, Pinning, Rad-poisoning

Rak'gol Rad-beam Cannon (20 pts) (2 Hands)

Range	S	AP	Type
36"	7	3	Heavy 1, Melta, Fleshbane, Gets Hot!, Rad-poisoning

Rak'Gol Melee Weapons List**Chainfist (Render and Abomination Only)(25 pts) (1 hand)**

Range	S	AP	Type
-	X2	2	Melee, Armorbane, Unwieldy, Specialist Weapon

Rak'gol Blades (free) (1 hand)

Range	S	AP	Type
-	User	-	Melee, Shred

Rak'Gol Rad-axe (20 pts) (2 hands)

Range	S	AP	Type
-	+1	2	Melee, Unwieldy, Rad-poisoning, Two-handed.

Power Weapon (15 pts) (1 hand)

	Range	S	AP	Type
Sword	-	User	3	Melee
Lance	-	+1/User	3/4	Melee
Maul	-	+2	4	Melee, Concussive
Axe	-	+1	2	Melee, Unwieldy

Rak'gol Integration Spike (20 pts) (1 hand)

Range	S	AP	Type
-	User	2	Melee, Unwieldy, Haywire, Integration

Integration: Models equipped with or in a unit with a model equipped with this weapon receive +1 to their FNP rolls (normally to a 5+, but not to more than 4+), and IWND rolls (to a maximum of 4+).

Rak'gol Intimidator (15 pts) (two hands)

Range	S	AP	Type
-	User	4	Melee, Rending, Shred, Two-Handed

Grenades List

Rad Grenade

Range	S	AP	Type
8"	4	-	Assault 1, Blast, Rad-poisoning
-	4	-	Melee, Rad- poisoning

Rad-poisoning: models equipped with rad-grenades count as having assault grenades. in addition, weapons with this special rule always wound on a 4+ regardless of toughness, unless it would wound on a lower result. Units that have taken one or more unsaved wounds from a weapon with this special rule count their toughness as one less until that controlling player's next turn.

Rak'Gol Vehicle Armory List

Rad-plating (15 pts)

Enemies in base contact are treated as if they suffered an unsaved wound from rad poisoning.

Boosters (5 pts)

Vehicle gains the Fast type

Support Struts (5 pts)

Models firing from inside this vehicle count as if they were stationary if the vehicle moved 6" or less in the movement phase.

Salvaged Gyroscope (10pts)

Move Through Cover.

Laser Guides (10pts)

This model has +1 ballistic skill, also applied when snap shooting as well.

Reinforced Covering (15 pts)

+1 to this vehicles Front Armor Value, but replaces open-topped with assault vehicle.

Repair Kit (20 pts)

IWND.

Targeting Computers (15 pts)

Weapons fired from this vehicle, or from models inside of this vehicle may re-roll 1 to-hit die for each model, or each weapon on the vehicle exactly as if it had the accuracy corrector cybernetic augmentation.



Cybernetic Augmentations

The Rak'Gol, more so than any other race, augment their bodies to become more durable, efficient, or deadly.

Models in this army may have a certain level of augmentation, presented as: Cybernetics (1). A unit that has this rule must choose one augment from the list below for each number, at the cost listed. Certain augments cost more than others, in that case to select them, you must have at least that level of Cybernetics. you may only have a number of cybernetics that adds up to your cybernetics level (cybernetics with higher levels count as a number of augments as their number).

Units in this codex may have a number of upgrades, presented as “Cybernetics” followed by a number. This number lists the amount of upgrade slots each model has available for cybernetic augmentations.

- A model with this special rule may choose to purchase any upgrade presented below.
 - In addition to the upgrade's cost, each cybernetic augmentation takes up a number of slots. A model cannot purchase more upgrades than they have slots for, nor can a model purchase an upgrade if they do not have enough available slots .
 - No model may purchase two of the same upgrade, or purchase an upgrade they already possess

Cybernetic Augmentations

Level 1 Upgrades

Digital Interface (xPts)

- Re-roll one to hit roll in cc

Accuracy Corrector (xPts)

- Re-roll one to hit roll in shooting

Leg Bionics (xPts)

- gain +1" to move, run, charges, consolidations, and a +1 to Sweeping Advance

Arm Bionics (xPts)

- Gain +1S

Fell Stinger (xPts)

- Rak'Gol Blades gain Rending

Sensory Suite (xPts)

- Outflank and Acute Senses

Reinforced Bone Structure (xPts)

- +1 T

Level 2 Upgrades

Weapon Hardpoints (xPts)

- May choose to Swap out melee weapons for shooting weapons, or shooting weapons for melee weapons. You may choose to fire all of your weapons if you remain stationary, but this is the only way you may fire more than 2.

Weight Stabilizers (xPts)

- Relentless

Hardened Shell (xPts)

- +1 Armor

Technomancy Compensator (xPts)

- +1 ML, must roll on Technomancy at least once

Reconstructive Sumps (xPts)

- IWND (5+)

Repulsor Field (xPts)

- 5++ Invulnerable Save, +1 to other Invulnerable saves in the unit to a maximum of 3++. if a model doesn't have an invulnerable save, then it gains a 6++ invulnerable save.

Advanced Infiltration Suite (xPts)

- Stealth, Infiltrate, Deepstrike

Unstoppable Mass (xPts)

- +1 wound. If this augmentation is on a monstrous creature, it instead gains +2 wounds.

Level 3 Upgrades

Complete Bionic Rework (xPts)

- Eternal Warrior

Advanced Neural Interface (xPts)

- Re-rolls all failed to-hit rolls

Dead-man's Switch (Unique) (xPts)

- When this model is slain, every enemy model within 2D6" is treated like it suffered an unsaved wound from a Rad Grenade.

Nuclear Power Core (Unique) (xPts)

- +1 S, +1T, Enemy models in base contact have their toughness lowered by 1.

[Something about logistics] (Unique) (xPts)

- At the beginning of the game, D3 units may infiltrate or scout.

Psychic Powers

Technomancy

Primaris - Bane of Machines

WC 1, Malediction. Target unit within 24" has Get's Hot! On their shooting attacks.

1 - Salvage

WC2, Focussed Malediction. May only target non-monstrous creature, non-vehicle units within 18" If this power is successful, choose a weapon type; either ranged, melee, or grenade. The psyker gains a random weapon of the chosen type carried by the target. The target loses that weapon for the remainder of the game.

2 - Fear of Flesh

WC1, Blessing. The Psyker's unit gains fear, and enemies test at a -2 penalty to their Ld.

3 - Irradiate

WC1, Witchfire.

Range	S	AP	Type
24"	4	-	Barrage d3, blast, Rad-poisoning

4 - Reknit

WC2, Blessing. 18" D3 of target unit's models immediately regain 1 wound lost earlier in the battle. If the target unit is one model, it simply regains a wound.

5 - Overrun

WC2, Blessing. The psyker and his unit gain rage and furious charge until end of turn. In addition, this unit is treated as having +1 to its combat results

6 - Overload

WC3, Beam.

Range	S	AP	Type
36"	7	3	Assault d3+1 Melta, Fleshbane, Gets Hot!, Rad- poisoning

Unit Entries

Headquarters

Abominations (200pts)

WS	BS	S	T	W	I	A	Ld	Sv
6	4	6	6	4	5	3	9	3+

Beast Monstrous Creature (Character)

Cybernetics (4), Complete Bionic Rework, Might is Right, Unrelenting Predator, Unnatural Biology, Extremely Bulky

Rad-Axe

May take items from the:

Rak'Gol ranged weapon list, Rak'Gol Heavy Weapons List, Rak'Gol Melee Weapons List.

May Take Rad Grenades for 5 points



Broodmasters (125pts)

WS	BS	S	T	W	I	A	Ld	Sv
6	4	5	5	3	5	3	8	3+

Beast Monstrous Creature (Character)

Independent Character, Cybernetics (3), Unrelenting Predator, Unnatural Biology, Might is Right, Very Bulky

2 Rak'Gol Blades, 2 autopistols

May take rad grenades for 5pts

May take items from:

Ranged weapons, melee weapons, heavy weapons.

For each Broodmaster you have in your army, you may take a unit of Clutchmasters that do not take up a Force Organization Slot.

Clutchmasters (50pts)

WS	BS	S	T	W	I	A	Ld	Sv
5	3	5	5	2	4	2	8	3+

When deploying your army, you may choose to have any number of Clutchmasters join any non-monstrous creature unit exactly like an independent character. They may not leave that unit at any time, and pass Look Out Sir! checks on a 4+.

Beast (Character)

Cybernetics (2), hardened shell, Unrelenting Predator, Unnatural Biology, Might is Right, Bulky

2 Rak'gol Blades, 2 autopistols

Unit Composition: 1 Clutchmaster

May Include up to 2 more Clutchmasters at 50 pts per model.

May take rad grenades at 5pts per model

May take items from:

Ranged weapons, melee weapons, heavy weapons



Techno-Shamans (125pts)

WS	BS	S	T	W	I	A	Ld	Sv
4	4	5	5	3	5	2	8	3+

Beast Monstrous Creature (Character)

Independent Character

Cybernetics (3), ML2, Unrelenting Predator, Unnatural Biology, Might is Right, Very Bulky

For Each Techno-Shaman you have in your army, you may take a unit of Integrators that do not take up a Force Organization Slot.

Rak'Gol Integration Spike, Rad Pistol

May take rad grenades for 5 pts

May take items from:

Ranged Weapons, melee Weapons

Techno-Shamans generate psychic powers from the Pyromancy, Telekenisis, and Technomancy.

Integrators (50pts)

WS	BS	S	T	W	I	A	Ld	Sv
4	4	5	5	2	5	1	8	3+

When deploying your army, you may choose to have any number of Integrators join any non-monstrous creature unit exactly like an independent character. They may not leave that unit at any time, and pass Look Out Sir! checks on a 4+.

Beast (Character)

Cybernetics (2), ML1, hardened shell, Unrelenting Predator, Unnatural Biology, Might is Right, Bulky

Rak'Gol Integration Spike, Rad Pistol

Unit Composition: 1 Integrator

May Include up to 2 more Integrators at 50 pts per model.

May take rad grenades for 5 pts per model

May take items from:

Ranged Weapons, Melee Weapons.

Integrators generate psychic powers from the Pyromancy, Telekenisis, and Technomancy.

Elites

Clutchkin (40pts)

WS	BS	S	T	W	I	A	Ld	Sv
4	3	4	4	2	4	2	7	3+

Beasts

Cybernetics (2) hardened shell, Unrelenting Predator, Unnatural Biology, hatred, Bulky

2 Rak'Gol blades

Unit Composition: 3 Clutchkin

May include up to 7 more Clutchkin for 40 pts per model.

May take rad grenades for 1pt per model

May take from:

Ranged weapons, melee weapons, heavy weapons

May take a Radskiff of a Ramshackle Airship as a dedicated transport.

Incubators (100pts)

WS	BS	S	T	W	I	A	Ld	Sv
4	3	5	5	3	4	2	8	3+

Beast Monstrous Creature

Cybernetics (1), Broodwatcher, Feel No Pain (5+), Unrelenting Predator, Unnatural Biology, Very Bulky

Broodwatcher: Incubators may join a unit of Clutchlings exactly as if it was an independent character, but may never leave this unit. This model passes all Look Out, Sir! rolls on a 4+. The unit of clutchlings gains IWND (5+) and FNP (5+).

2 Rak'Gol Blades

May take rad grenades at 5 pts per model

May take items from:

Melee weapons



Renders (200pts)

WS	BS	S	T	W	I	A	Ld	Sv
6	4	6	6	4	5	3	7	3+

Beast Monstrous Creature

Cybernetics (3), Complete Bionic Rework, Rage, Rampage, Unrelenting Predator, Unnatural Biology, Extremely Bulky

2 Chainfists

May take rad grenades for 5pts

Troops

Clutchling Swarms (15pts)

WS	BS	S	T	W	I	A	Ld	Sv
3	3	3	3	3	3	4	5	6+

Beast Swarms

Unrelenting Predator, Unnatural Biology

Rak'Gol Blade

Unit Composition: 3 bases

May include up to 7 more bases for 15 pts per base.

Carvers (10pts)

WS	BS	S	T	W	I	A	Ld	Sv
4	3	3	3	1	3	1	6	5+

Beasts

Unrelenting Predator, Unnatural Biology

Autogun

Unit Composition: 5 models

May include up to 15 more Carvers at 10 pts per model

May take rad grenades at 1pt per model

May trade their autoguns for 2 autopistols for free, or 2 rak'gol blades for 1 point apiece, or any combination thereof.

May take a radskiff as a dedicated transport



Marauders (25pts)

WS	BS	S	T	W	I	A	Ld	Sv
4	3	4	4	2	4	1	6	4+

Beasts

Cybernetics (1), Unrelenting Predator, Unnatural Biology, Bulky

2 Rak'Gol Blades

Unit Composition: 3 Marauders

May include up to 7 more marauders at 25 pts per model

May take Rad Grenades at 1 pt per model

May take items from:

Ranged weapons

One in every 3 models may take an item from:

Melee weapons, Heavy weapons

May take a radskiff or a ramshackle airship as a dedicated transport

Fast Attack

Radskiffs (45pts) (Modeling note: Based off of a salvaged and stripped Dark Eldar Raider, or any suitable flat grav-platform)

BS	Front	Side	Rear	Hp	Type
3	11	10	10	3	Skimmer, Open- Topped, Transport (12)

Front-Mounted Howler Rifle

May Upgrade its Front-mounted Howler Rifle for a rad-canister launcher for free, an Autocannon for 5 points, or a rad beam cannon for 10 points

May take items from the Rak'Gol Vehicle Armory list.

Ramshackle Airship (100pts) (Modeling note: Based off of a salvaged Astra Militarum Valkyrie)

BS	Front	Side	Rear	Hp	Type
3	11	11	10	3	Flyer, Hover, Transport (12), Ramshackle

Ramshackle: This vehicle is flimsy, and could come apart at a moments notice. This model suffers +1 when testing for Crash and Burn!

Nose-mounted Howler Rifle

May add up to 2 more Ramshackle Airships at 100 per model.

May Take two Rad Canister launchers for 10 points, or 2 howler rifles for 10 points.

May take items from the Rak'Gol Vehicle Armory list.



Stalkers (30pts)

WS	BS	S	T	W	I	A	Ld	Sv
4	3	4	4	2	4	1	6	4+

Beasts

Cybernetics (1), Advanced Infiltration Suite, Unrelenting Predator, Unnatural Biology, preferred enemy, Bulky

Rad pistol, Rak'gol Blade

Unit Composition: 1 Stalker

May include up to 2 more Stalkers for 30pts per model

May take rad grenades at 1pt per model

May take items from:

Ranged weapons, melee weapons

May take a Radskiff Dedicated Transport

Heavy Support

Salvage Marauders (30pts)

WS	BS	S	T	W	I	A	Ld	Sv
4	3	4	4	2	4	1	6	4+

Beasts

Cybernetics (1), Weapon Hardpoints, Unrelenting Predator, Unnatural Biology, Tank Hunters, Bulky

2 Razor guns

Unit Composition: 1 Salvage Marauder

May include up to 2 more Salvage Marauders at 30 pts per model

May purchase rad grenades for 1pt per model

May take items from:

Ranged Weapons, Heavy Weapons

May purchase a radskiff dedicated transport.

Heavy Radskiff (100pts) (Modeling run: Based off of a salvaged Dark Eldar Ravager)

BS	Front	Side	Rear	Hp	Type
3	11	11	10	3	Skimmer, Open- Topped

3 Howler Rifles

May Upgrade its Howler Rifles to Rad-canister launchers for free, to Autocannons for 5 points per weapon, or rad-beam Cannons for 10 points per weapon

May add up to 2 more Heavy Radskiffs at Xpts per model.

May take items from the Rak'Gol Vehicle Armory list.

Salvaged Gunship (125pts) (Modeling note: Based off of an Astra Militarum Vendetta)

BS	Front	Side	Rear	Hp	Type
3	11	11	10	3	Flyer, Hover, Ramshackle

2 Twin-linked Howler Rifles, One Nose-mounted Rad Beam Cannon

May include up to 2 Salvaged Gunships for 125 points per model.

May Upgrade its twin-linked howler rifles to Twin-linked Rad-canister launchers for free, to Twin-linked autocannons for 15 points per weapon, or twin-linked rad beam cannons for 25 points per weapon.

May add up to 2 more Salvaged Gunships at Xpts per model.

May take items from the Rak'Gol Vehicle Armory list.