

KILLMUNDA

CASUAL KILL TEAM IN THE UNDERHIVE

alpha.001 (revision 20250423)

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You can get started with the free Kill Team Lite Rules available from the Warhammer Community web page, though you may have to fill in some the details yourself, such as the specifics of the mission you will be playing - for example, books released for the 2021 edition of Kill Team contain many scenarios you can adapt.

KILLMUNDA is a fan expansion for Warhammer 40k: Kill Team (2024 edition). KILLMUNDA replaces the existing team-specific rules with a modular team construction system, aiming to provide a more streamlined layer of team rules and designed to work for your gangs of Necromundan underhive weirdoes, depraved heretic warbands and weird xenos scum. While obviously aimed towards more casual, beginner-friendly and narrative games, KILLMUNDA still retains the tactical nature of the core Kill Team ruleset.

This is the first alpha release of KILLMUNDA, and as such, currently only contains rules for skirmish-style play. To play KILLMUNDA, you also need a copy of Kill Team Core Book.

USING KILLMUNDA RULES

For KILLMUNDA games, use the standard Kill Team rules with the game sequence given on page 110 of Kill Team Core Book and a mission of your choice, with the following changes applied:

- **Team selection:** In select kill team step of the game sequence, players instead select a KILLMUNDA gang as described in the next section, and select operatives step is skipped.
- **Command points:** Command points and ploys are not used in KILLMUNDA games. Ignore all rules that would cause players to gain command points.
- **Mission:** If you use the Approved Ops mission pack, ignore the rules for Tac and Primary Ops, and follow the Core Book game sequence (i.e. do not resolve the scouting phase.)

KILLMUNDA GANGS

KILLMUNDA gangs are constructed by selecting four detachments that define what operatives you may select, and then selecting operatives as

specified by your detachments. The available detachments are operatives are listed in the **CODEX KILLMUNDA** section of this document.

Selecting detachments

Detachments come in two types: specialist detachments and ganger detachments. Specialist detachments generally allow you to select stronger operatives and operatives with special abilities, whereas ganger detachments contain your basic operatives.

When selecting a KILLMUNDA gang, you must select:

- 2 specialist detachments.
- 2 ganger detachments.
- You may not select detachments with Limit selection rule more times than the Limit rule specifies.

Selecting operatives

After you have selected your detachment, select operatives for each of your detachments. Each detachment specifies the number and type of operatives you may select for that detachment. The following additional rules apply to operative selection:

- The total number of **CHAMPION** operatives you select for your gang cannot exceed the number of **SPECIALIST** operatives you select.
- Your team may not include operatives with Limit selection rule more times than the Limit rule on the operative's datacard specifies.
- You must also select all weapon options and other optional choices listed on the operative's datacard for each operative at the same step you select your KILLMUNDA gang.

*The **CHAMPION** selection limit applies across the whole team, not per individual detachment. If you have different types of specialist detachments, you can distribute your **CHAMPION** selections between them as you like.*

ROSTERS

Roster rules provide an alternative way for constructing KILLMUNDA gangs. These are mostly intended for events, campaigns, and other situations where you are expecting to play multiple games with a same gang, but still want some flexibility in your selections. For multi-game events, players select their rosters before the event and use a single roster for all games, and for one-off games using roster rules, players reveal their rosters at the select kill team step of the game sequence instead of selecting a KILLMUNDA gang.

Selecting a roster

A roster consists of 3 specialist detachments and 3 ganger detachments out of which a player chooses their KILLMUNDA gang for the game. To select a roster, follow these rules:

The operatives selected in this step are selected as a part of a specific detachment, and should be recorded as belonging to that detachment.

- Select 3 specialist detachments and 3 ganger detachments for your roster. At this step, you may ignore other limits on detachment selection.
- Select operatives for each detachment and write these selections down on your roster. At this step, you must also make all weapon option choices and other optional choices for the operatives you select. You can ignore limitations on operative selection, including the number of champions you are allowed take, but within a single detachment you may not include operatives with Limit rule more times than the Limit rule specifies.
- Your roster must be built so that you can select a valid KILLMUNDA gang for a game, as described below.

Using a roster

When using roster rules, players select their gang for the game at the select operatives step of the game sequence by selecting 2 specialist detachments and 2 ganger detachments from their roster. At this point, the selected detachments and the operatives they contain must satisfy all restrictions for gang selection, i.e. the number of champions and any Limit rules.

CODEx KILLMUNDA

DETACHMENTS

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SPECIALIST DETACHMENTS

Detachment Elite Specialist	Selection: Select one ELITE CHAMPION or ELITE SPECIALIST operative.
Detachment Brute Specialist	Selection: Select 2 BRUTE CHAMPION or BRUTE SPECIALIST operatives.
Detachment Tough Specialist	Selection: Select 2 TOUGH CHAMPION or TOUGH SPECIALIST operatives.
Detachment Assassin Specialist	Selection: Select 2 ASSASSIN CHAMPION or ASSASSIN SPECIALIST operatives.
Detachment Scum Specialist	Selection: Select 3 SCUM CHAMPION or SCUM SPECIALIST operatives.

GANGER DETACHMENTS






Detachment Elite Ganger	Selection: Select one ELITE GANGER operative.
Detachment Brute Ganger	Selection: Select 2 BRUTE GANGER operatives.
Detachment Tough Ganger	Selection: Select 2 TOUGH GANGER operatives.
Detachment Assassin Ganger	Selection: Select 2 ASSASSIN GANGER operatives.
Detachment Scum Ganger	Selection: Select 3 SCUM GANGER operatives.
Detachment Wretch	Selection: Select 4 WRETCH GANGER operatives.
Detachment Beast	Selection: Limit 1. Select 1 BEAST GANGER operatives.




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OPERATIVE DATACARDS




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ELITE CHAMPIONS

Elite Champion				APL	MOVE	SAVE	WOUNDS
Lieutenant				3	6"	3+	14
WEAPON		ATK	HIT	DMG	WR		
	Energy pistol	4	3+	4/5	Range 6", Piercing 1		
	Heavy pistol	4	3+	3/4	Range 6"		
	Power weapon	5	3+	4/6	Lethal 5+		
	Power maul	5	3+	5/5	Shock		
	Power fist	5	4+	5/7	Brutal		
Selection: Limit 1. Armed with either Heavy pistol or Energy pistol, and either Power weapon, Power fist, or Power maul.							
Elite: During each activation, this operative can perform either two Shoot actions or two Fight actions. If it's two Shoot actions, a heavy pistol or a heavy rifle must be selected for at least one of them (any weapon with "heavy pistol" or "heavy rifle" in its name counts). This operative can counteract regardless of its order.							
KEYWORDS		ELITE, CHAMPION, LIEUTENANT					




Elite Champion				APL	MOVE	SAVE	WOUNDS
Bombardier				3	6"	3+	14
WEAPON		ATK	HIT	DMG	WR		
	Heavy rifle	4	3+	3/4	Blast 2"		
	Explosives launcher	4	3+	3/5			
	Fists	4	3+	3/4			
Selection: Limit 1.							
Elite: During each activation, this operative can perform either two Shoot actions or two Fight actions. If it's two Shoot actions, a heavy pistol or a heavy rifle must be selected for at least one of them (any weapon with "heavy pistol" or "heavy rifle" in its name counts). This operative can counteract regardless of its order.							
KEYWORDS				ELITE, CHAMPION, BOMBARDIER, GUNNER			



ELITE SPECIALISTS

Elite Specialist				APL	MOVE	SAVE	WOUNDS
Sharpshooter				3	6"	3+	14
WEAPON		ATK	HIT	DMG	WR		
	Scoped heavy rifle (aimed)	4	3+	3/5	Heavy (Dash only), Lethal 5+, Piercing Crits 1		
	Scoped heavy rifle (mobile)	4	3+	3/4			
	Fists	4	3+	3/4			
Elite: During each activation, this operative can perform either two Shoot actions or two Fight actions. If it's two Shoot actions, a heavy pistol or a heavy rifle must be selected for at least one of them (any weapon with "heavy pistol" or "heavy rifle" in its name counts). This operative can counteract regardless of its order.							
KEYWORDS		ELITE, SPECIALIST, SHARPSHOOTER					








Elite Specialist				APL	MOVE	SAVE	WOUNDS
Operator				3	6"	3+	14
WEAPON		ATK	HIT	DMG	WR		
	Heavy rifle	4	3+	3/4			
	Combat blade	5	3+	3/5			
Elite: During each activation, this operative can perform either two Shoot actions or two Fight actions. If it's two Shoot actions, a heavy pistol or a heavy rifle must be selected for at least one of them (any weapon with "heavy pistol" or "heavy rifle" in its name counts). This operative can counteract regardless of its order.							
KEYWORDS		ELITE, SPECIALIST, OPERATOR					


ELITE GANGERS

Elite Ganger				APL	MOVE	SAVE	WOUNDS
Brawler				3	6"	3+	14
WEAPON		ATK	HIT	DMG	WR		
	Heavy pistol	4	3+	3/4	Range 6"		
	Chainsword	5	3+	4/5			
	Heavy club	5	3+	4/4	Shock		
Selection: Armed with Heavy pistol and either Chainsword or Heavy club.							
Elite: During each activation, this operative can perform either two Shoot actions or two Fight actions. If it's two Shoot actions, a heavy pistol or a heavy rifle must be selected for at least one of them (any weapon with "heavy pistol" or "heavy rifle" in its name counts). This operative can counteract regardless of its order.							
KEYWORDS		ELITE, GANGER, BRAWLER					




Elite Ganger				APL	MOVE	SAVE	WOUNDS
Marksman				3	6"	3+	14
WEAPON		ATK	HIT	DMG	WR		
	Heavy rifle	4	3+	3/4			
	Fists	4	3+	3/4			
<p>Elite: During each activation, this operative can perform either two Shoot actions or two Fight actions. If it's two Shoot actions, a heavy pistol or a heavy rifle must be selected for at least one of them (any weapon with "heavy pistol" or "heavy rifle" in its name counts). This operative can counteract regardless of its order.</p>							
KEYWORDS		ELITE, GANGER, MARKSMAN					

BRUTE CHAMPIONS

Brute Champion				APL	MOVE	SAVE	WOUNDS
Sergeant				2	6"	5+	10
WEAPON		ATK	HIT	DMG	WR		
	Energy pistol	4	4+	4/5	Range 6", Piercing 1		
	Heavy pistol	4	4+	3/4	Range 6"		
	Chainsword	4	3+	4/5			
	Heavy club	4	3+	4/4	Shock		
	Heavy cleaver	4	3+	5/6			
	Power maul	4	3+	5/5	Shock		
	Power Fist	4	4+	5/7	Brutal		
Selection: Limit 1. Armed with one of the following options:							
<ul style="list-style-type: none">• Energy pistol and either Chainsword or Heavy club.• Heavy pistol and either Power fist, Giant maul, or Heavy cleaver.							
KEYWORDS		BRUTE, CHAMPION, SERGEANT					

Brute Champion					APL	MOVE	SAVE	WOUNDS
Stalker					2	6"	5+	10
WEAPON		ATK	HIT	DMG	WR			
	Dual power weapons	4	3+	4/6	Ceaseless, Lethal 5+			
Selection: Limit 1.								
KEYWORDS		BRUTE, CHAMPION, STALKER						




BRUTE SPECIALISTS




Brute Specialist					APL	MOVE	SAVE	WOUNDS
Fighter					2	6"	5+	10
WEAPON		ATK	HIT	DMG	WR			
	Heavy pistol	4	4+	3/4	Range 6"			
	Chainsword	4	3+	4/5				
	Heavy club	4	3+	4/4	Shock			
Selection: Armed with Heavy pistol, and either Chainsword or Heavy club.								
KEYWORDS		BRUTE, SPECIALIST, FIGHTER						





Brute Specialist					APL	MOVE	SAVE	WOUNDS
Duelist					2	6"	5+	10
WEAPON	ATK	HIT	DMG	WR				
🔪 Dual chainswords	4	3+	4/5	Ceaseless				
KEYWORDS					BRUTE, SPECIALIST, DUELIST			



Brute Specialist					APL	MOVE	SAVE	WOUNDS
Slasher					2	6"	5+	10
WEAPON	ATK	HIT	DMG	WR				
⌚ Throwing knives	4	3+	2/4	Range 6", Silent				
🔪 Dual blades	4	3+	3/5	Ceaseless				
KEYWORDS					BRUTE, SPECIALIST, SLASHER			



Brute Specialist					APL	MOVE	SAVE	WOUNDS
Crusher					2	6"	5+	10
WEAPON	ATK	HIT	DMG	WR				
🔪 Giant maul	4	4+	5/5	Shock				
KEYWORDS					BRUTE, SPECIALIST, CRUSHER			

Brute Champion					APL	MOVE	SAVE	WOUNDS
Special Weapon Gunner					2	6"	5+	10
WEAPON		ATK	HIT	DMG	WR			
	Brute special weapon (stabilised)	5	4+	4/5	Ceaseless, Heavy (Dash only)			
	Brute special weapon (mobile)	5	4+	4/5				
	Heavy knife	3	3+	3/5				
Selection: Limit 1.								
KEYWORDS		BRUTE, CHAMPION, SPECIAL WEAPON GUNNER, GUNNER						

Brute Champion				APL	MOVE	SAVE	WOUNDS
Bombardier				2	6"	5+	10
WEAPON		ATK	HIT	DMG	WR		
	Explosives launcher (stabilised)	4	4+	3/5	Blast 2", Ceaseless, Heavy (Dash only)		
	Explosives launcher (mobile)	4	4+	3/5	Blast 2"		
	Heavy knife	3	3+	3/5			
Selection: Limit 1.							
KEYWORDS		BRUTE, CHAMPION, BOMBARDIER, GUNNER					

Brute Specialist					APL	MOVE	SAVE	WOUNDS
Sharpshooter					2	6"	5+	10
WEAPON		ATK	HIT	DMG	WR			
	Rapid heavy rifle (short range)	5	4+	3/4	Range 12"			
	Rapid heavy rifle (long range)	4	4+	3/4				
	Handcannon	4	3+	4/4	Range 6"			
	Heavy knife	3	3+	3/5				
Selection: Armed with Heavy knife, and either Rapid-fire heavy rifle or Handcannon.								
KEYWORDS		BRUTE, SPECIALIST, SHARPSHOOTER						



Brute Specialist				APL	MOVE	SAVE	WOUNDS
Motivator				2	6"	5+	10
WEAPON		ATK	HIT	DMG	WR		
	Neural whip	4	3+	2/3	Range 3", Lethal 5+, Stun		
	Neural whip	4	3+	2/3	Lethal 5+, Shock		
Selection: Limit 1.							
MOTIVATE					(1AP, Unique action)		
<p>▷ Select one other friendly operative visible to and within 3" of this operative, and inflict 1 damage on that operative, or d3 + 1 damage instead if the operative has the keyword ELITE or BEAST. Until the end of that operative's next activation, add 1 to its APL stat.</p> <p>◇ This operative cannot perform this action while within control range of an enemy operative.</p>							
KEYWORDS		BRUTE, SPECIALIST, MOTIVATOR, SUPPORT					




Brute Specialist				APL	MOVE	SAVE	WOUNDS
Breacher				2	6"	5+	10
WEAPON		ATK	HIT	DMG	WR		
	Heavy pistol	4	4+	3/4	Range 6"		
	Breaching saw	4	4+	4/4	Brutal, Severe, Shock		
Selection: Limit 1.							
BREACH					(1AP, Unique action)		
<p>▷ Place one of your BREACH markers within this operative's control range as close as possible to a terrain feature within control range of it. Whenever an operative is within 1" of that marker, it treats parts of that terrain feature that are no more than 1" thick as Accessible terrain.</p> <p>▷ This operative can perform this action during the Charge or Reposition action, and it can do so for 1 less AP during those actions. Any remaining move distance can be used after it does so.</p> <p>◇ This operative cannot perform this action while within control range of an enemy operative, or if a terrain feature isn't within its control range.</p>							
KEYWORDS		BRUTE, SPECIALIST, BREACHER					

Brute Ganger				APL	MOVE	SAVE	WOUNDS
Stabber				2	6"	5+	10
WEAPON		ATK	HIT	DMG	WR		
Dual blades		4	3+	3/4			
KEYWORDS		BRUTE, GANGER, STABBER					

Tough Champion					APL	MOVE	SAVE	WOUNDS
Grenade Launcher Gunner					2	5"	3+	8
WEAPON		ATK	HIT	DMG	WR			
⊕	Grenade launcher (krak)	4	3+	2/4	Piercing 1			
⊕	Grenade launcher (frag)	4	3+	2/4	Blast 2"			
🔪	Gun butt	3	4+	2/3				
Selection: Limit 1.								
KEYWORDS		TOUGH, CHAMPION, GRENADE LAUNCHER GUNNER, GUNNER						

Tough Champion				APL	MOVE	SAVE	WOUNDS
Heavy Gunner				2	5"	3+	8
WEAPON		ATK	HIT	DMG	WR		
⊕	Heavy repeater (focused)	5	3+	4/5	Heavy (Dash only)		
⊕	Heavy repeater (sweeping)	4	3+	4/5	Heavy (Dash only), Torrent 1"		
⊕	Heavy flamer	4	2+	5/5	Heavy (Dash only), Range 6", Saturate, Torrent 2"		
👊	Fists	3	4+	2/3			
Selection: Limit 1. Armed with Fists and either Heavy flamer or Heavy repeater.							
KEYWORDS		TOUGH, CHAMPION, HEAVY GUNNER, GUNNER					



Tough Specialist				APL	MOVE	SAVE	WOUNDS
Sharpshooter				2	5"	3+	8
WEAPON		ATK	HIT	DMG	WR		
	Custom heavy rifle	4	3+	3/5	Lethal 5+		
	Gun butt	3	4+	2/3			
KEYWORDS		TOUGH, SPECIALIST, SHARPSHOOTER					

Tough Specialist				APL	MOVE	SAVE	WOUNDS
Pistol				2	5"	3+	8
WEAPON		ATK	HIT	DMG	WR		
	Custom dual pistols (focused)	4	3+	3/5	Range 6", Ceaseless, Lethal 5+		
	Custom dual pistols (salvo)	4	3+	3/5	Range 6", Salvo*		
	Fists	3	4+	2/3			

Selection: Limit 1.

***Salvo:** Select up to two different valid targets. Shoot with this weapon against both of them in an order of your choice (roll each sequence separately).

KEYWORDS	TOUGH, SPECIALIST, PISTOL
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Tough Specialist				APL	MOVE	SAVE	WOUNDS
Oppressor				2	5"	3+	8
WEAPON				ATK	HIT	DMG	WR
	Pistol			4	3+	2/3	Range 6"
	Shock Maul and Shield			4	4+	4/4	Shock, Shield*, Suppress*

Selection: Limit 2.

Shield*: Whenever this operative is fighting or retaliating with this weapon, each of your blocks can be allocated to block two unresolved successes (instead of one).

Suppress*: Whenever this operative is retaliating, you can resolve one of your successes before the normal order. If you do, that success must be used to block.

KEYWORDS	TOUGH, SPECIALIST, OPPRESSOR
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Tough Specialist

Pioneer

APL

2

MOVE





5"

SAVE

3+

WOUNDS

8

WEAPON	ATK	HIT	DMG	WR
 Heavy pistol	4	3+	3/4	Range 6"
 Heavy rifle	4	3+	3/4	
 Heavy blade	4	4+	3/5	
 Gun butt	3	4+	2/3	

Selection:

Limit 1.

Utility grenades:

This operative can use smoke and stun grenades (see universal equipment). Doing so doesn't count towards any limited uses you have (i.e. if you also select those grenades from equipment for other operatives).

Climbing Rig:

Whenever this operative is climbing up, you can treat the vertical distance as 2" less (to a minimum of 2"). Note this has no effect when using ladder equipment terrain, which treats the vertical distance as 1" (but would have an effect if the operative then continued climbing another terrain feature).

DEPLOY CLIMBING ROPE

(1AP, Unique action)

▷

Place one of your **CLIMBING ROPE** markers within this operative's control range. Whenever a friendly operative is climbing up and is within 1" horizontally of one of your **CLIMBING ROPE** markers, you can treat the vertical distance as 2" less (to a minimum of 2").



◇



This operative cannot perform this action while within control range of an enemy operative.

KEYWORDS



TOUGH, SPECIALIST, PIONEER



TOUGH GANGERS

Tough Gangster				APL	MOVE	SAVE	WOUNDS
Marksman				2	5"	3+	8
WEAPON		ATK	HIT	DMG	WR		
	Heavy rifle	4	3+	3/4			
	Gun butt	3	4+	2/3			
KEYWORDS		TOUGH, GANGSTER, MARKSMAN					

Tough Gangster				APL	MOVE	SAVE	WOUNDS
Brawler				2	5"	3+	8
WEAPON		ATK	HIT	DMG	WR		
	Heavy pistol	4	3+	3/4	Range 6"		
	Heavy blade	4	4+	3/5			
KEYWORDS		TOUGH, GANGSTER, BRAWLER					

ASSASSIN CHAMPIONS

Assassin Champion				APL	MOVE	SAVE	WOUNDS
Sergeant				2	7"	4+	8
WEAPON		ATK	HIT	DMG	WR		
	Energy pistol	4	3+	4/5	Range 6", Piercing 1		
	Assassin sword	4	3+	4/6	Lethal 5+		
Selection: Limit 1.							
KEYWORDS		ASSASSIN, CHAMPION, SERGEANT					




Assassin Champion				APL	MOVE	SAVE	WOUNDS
Special Weapon Gunner				2	7"	4+	8
WEAPON	ATK	HIT	DMG	WR			
 Special weapon	4	3+	4/5	Piercing 1			
 Knife	3	3+	2/3				
Selection: Limit 1.							
KEYWORDS				ASSASSIN, CHAMPION, SPECIAL WEAPON GUNNER, GUNNER			

Assassin Champion				APL	MOVE	SAVE	WOUNDS
Blademaster				2	7"	4+	8
WEAPON		ATK	HIT	DMG	WR		
Dual assassin swords		4	3+	4/6	, Lethal 5+, Parry*		

Selection: Limit 1.

Parry*: Whenever this operative is fighting or retaliating, you can resolve one of your successes before the normal order. If you do, that success must be used to block.

KEYWORDS	ASSASSIN, CHAMPION, BLADEMASTER
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Assassin Champion				APL	MOVE	SAVE	WOUNDS
Sniper				2	7"	4+	8
WEAPON		ATK	HIT	DMG	WR		
	Sniper rifle (concealed)	4	2+	3/3	Devastating 3, Heavy, Silent		
	Sniper rifle (mobile)	4	3+	3/4			
	Knife	3	3+	2/3			

Selection: Limit 1.

Camo cloak: Whenever an operative is shooting this operative:

- Ignore the Saturate weapon rule.
- If you can retain any cover saves, you can retain one additional cover save, or you can retain one cover save as a critical success instead. This isn't cumulative with improved cover saves from Vantage terrain.

KEYWORDS	ASSASSIN, CHAMPION, SNIPER, GUNNER
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Assassin Champion				APL	MOVE	SAVE	WOUNDS
Agonist				2	7"	4+	8
WEAPON	ATK	HIT	DMG	WR			
 Needle pistol	4	3+	1/1	Range 6", Lethal 5+, Silent, Stun			
 Venom sword	4	3+	4/5	Lethal 4+			
Selection: Limit 1.							
KEYWORDS		ASSASSIN, CHAMPION, AGONIST					

ASSASSIN SPECIALISTS

Assassin Specialist					APL	MOVE	SAVE	WOUNDS
Fighter					2	7"	4+	8
WEAPON					ATK	HIT	DMG	WR
⌚ Heavy pistol					4	3+	3/4	Range 6"
🗡️ Assassin sword					4	3+	4/6	Lethal 5+
KEYWORDS					ASSASSIN, SPECIALIST, FIGHTER			

Assassin Specialist					APL	MOVE	SAVE	WOUNDS
Duelist					2	7"	4+	8
WEAPON					ATK	HIT	DMG	WR
⌚ Heavy pistol					4	3+	2/4	Range 6", Silent
🗡️ Dual blades					4	3+	3/5	Ceaseless, Lethal 5+
KEYWORDS					ASSASSIN, SPECIALIST, DUELIST			

Assassin Specialist					APL	MOVE	SAVE	WOUNDS
Sharpshooter					2	7"	4+	8
WEAPON					ATK	HIT	DMG	WR
⌚ Assassin rifle					4	3+	3/4	Balanced, Rending
🗡️ Blade					4	3+	3/4	Lethal 5+
KEYWORDS					ASSASSIN, SPECIALIST, SHARPSHOOTER			

Assassin Specialist					APL	MOVE	SAVE	WOUNDS
Pistolier					2	7"	4+	8
WEAPON					ATK	HIT	DMG	WR
⌚ Dual pistols (focused)					4	3+	3/4	Range 6", Ceaseless, Lethal 5+
⌚ Dual pistols (salvo)					4	3+	3/4	Range 6", Salvo*
🗡️ Blade					4	3+	3/4	Lethal 5+
Selection: Limit 1.								
*Salvo: Select up to two different valid targets. Shoot with this weapon against both of them in an order of your choice (roll each sequence separately).								
KEYWORDS					ASSASSIN, SPECIALIST, PISTOLIER			

Assassin Specialist					APL	MOVE	SAVE	WOUNDS
Hunter					2	7"	4+	8
WEAPON					ATK	HIT	DMG	WR
⌚ Hunter rifle					4	2+	2/2	Devastating 2, Lethal 5+
⌚ Hunting bird					4	4+	1/2	Saturate, Seek, Silent
🗡️ Blade					4	3+	3/4	Lethal 5+
Selection: Limit 1.								
MARK					(1AP, Unique action)			
▷ Select one enemy operative visible to this operative. Until the end of the turning point, whenever a friendly operative is shooting that enemy operative, that friendly operative's ranged weapons have the Seek Light weapon rule.								
◊ This operative cannot perform this action while within control range of an enemy operative.								
KEYWORDS					ASSASSIN, SPECIALIST, HUNTER, SUPPORT			

Assassin Specialist					APL	MOVE	SAVE	WOUNDS
Chymist					2	7"	4+	8
WEAPON					ATK	HIT	DMG	WR
⌚ Needle pistol					4	3+	1/1	Range 6", Lethal 5+, Silent, Stun
🗡️ Chymist blade					4	3+	3/4	Shock, Lethal 4+
Selection: Limit 1.								
ADMINISTER ELIXIRS					(1AP, Unique action)			
▷ Select one friendly operative within this operative's control range. That operative regains up to 2D3 lost wounds if it does not have the ELITE keyword, or 1d3 lost wounds otherwise.								
◊ This operative cannot perform this action while within control range of an enemy operative.								
POISON WEAPON					(1AP, Unique action)			
▷ Select one friendly operative within this operative's control range that does not have one of your POISON WEAPONS marker to receive a POISON WEAPONS marker. When an operative with POISON WEAPONS marker is fighting or retaliating, its melee weapons have the Lethal 5+ weapon rule, or the Lethal 4+ weapon rule if the weapon already had the Lethal 5+ weapon rule. At the end of that fight sequence, remove the POISON WEAPONS marker.								
◊ This operative cannot perform this action while within control range of an enemy operative.								
KEYWORDS					ASSASSIN, SPECIALIST, CHYMIST, SUPPORT			

ASSASSIN GANGERS




Assassin Ganger					APL	MOVE	SAVE	WOUNDS
Marksman					2	7"	4+	8
WEAPON					ATK	HIT	DMG	WR
⌚ Heavy rifle					4	3+	3/4	
🗡️ Knife					3	3+	2/3	
KEYWORDS					ASSASSIN, GANGER, MARKSMAN			





Assassin Ganger					APL	MOVE	SAVE	WOUNDS
Brawler					2	7"	4+	8
WEAPON					ATK	HIT	DMG	WR
⌚ Heavy pistol					4	3+	3/4	Range 6"
🗡️ Blade					4	3+	3/4	Lethal 5+
KEYWORDS					ASSASSIN, GANGER, BRAWLER			





SCUM CHAMPIONS

Scum Champion					APL	MOVE	SAVE	WOUNDS
Sergeant					2	6"	5+	7
WEAPON					ATK	HIT	DMG	WR
⌚ Heavy rifle					4	3+	3/4	
⌚ Combat shotgun (short range)					4	2+	4/4	Range 4"
⌚ Combat shotgun (long range)					4	4+	2/2	
⌚ Energy pistol					4	3+	4/5	Range 6", Piercing 1
⌚ Heavy pistol					4	3+	3/4	Range 6"
🗡️ Power weapon					4	3+	4/6	Lethal 5+
🗡️ Chainsword					4	3+	4/5	
Selection: Limit 1. Armed with one of the following options:								
• Combat shotgun, Heavy rifle or Energy pistol, and chainsword								
• Heavy pistol and Power weapon								
KEYWORDS					SCUM, CHAMPION, SERGEANT			

Scum Champion					APL	MOVE	SAVE	WOUNDS
Special Weapon Gunner					2	6"	5+	7
WEAPON					ATK	HIT	DMG	WR
⌚ Special Weapon					4	4+	4/5	Piercing 1
🗡️ Gun butt					3	4+	2/3	
Selection: Limit 1.								
KEYWORDS					SCUM, CHAMPION, SPECIAL WEAPON GUNNER, GUNNER			

Scum Champion					APL	MOVE	SAVE	WOUNDS
Grenade Launcher Gunner					2	6"	5+	7
WEAPON	ATK	HIT	DMG	WR				
 Grenade launcher (krak)	4	4+	2/4	Piercing 1				
 Grenade launcher (frag)	4	4+	2/4	Blast 2"				
 Gun butt	3	4+	2/3					
Selection: Limit 1.								
KEYWORDS	SCUM, CHAMPION, GRENADE LAUNCHER GUNNER, GUNNER							







Scum Champion				APL	MOVE	SAVE	WOUNDS
Heavy Gunner				2	6"	5+	7
WEAPON	ATK	HIT	DMG	WR			
 Heavy repeater (focused)	5	4+	4/5	Heavy (Dash only)			
 Heavy repeater (sweeping)	4	4+	4/5	Heavy (Dash only), Torrent 1"			
 Heavy special weapon	5	4+	4/5	Heavy (Dash only), Piercing 1			
 Fists	3	4+	2/3				
Selection: Limit 1. Armed with Fists and either Heavy special weapon or Heavy repeater.							
KEYWORDS		SCUM, CHAMPION, HEAVY GUNNER, GUNNER					

Scum Champion				APL	MOVE	SAVE	WOUNDS
Sniper				2	6"	5+	7
WEAPON	ATK	HIT	DMG	WR			
 Sniper rifle (concealed)	4	2+	3/3	Devastating 3, Heavy, Silent, Concealed Position*			
 Sniper rifle (mobile)	4	3+	3/4				
 Sniper rifle (stationary)	4	2+	3/3	Devastating 3, Heavy			
 Gun butt	3	4+	2/3				

Selection: Limit 1.

Concealed Position*: This operative can only use this weapon the first time it's performing the Shoot action during the battle.



KEYWORDS	SCUM, CHAMPION, SNIPER, GUNNER
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Scum Champion				APL	MOVE	SAVE	WOUNDS
Grenadier				2	6"	5+	7
WEAPON		ATK	HIT	DMG	WR		
	Frag grenade	4	3+	2/4	Range 6", Blast 2", Saturate		
	Krak grenade	4	3+	4/5	Range 6", Piercing 1, Saturate		
	Rifle	4	4+	2/3			
	Pistol	4	4+	2/3	Range 6"		
	Gun butt	3	4+	2/3			
	Knife	4	4+	2/3			


Selection: Limit 1. Armed with Frak and Krak grenades, and either Rifle and Gun butt, or Pistol and Knife.

KEYWORDS



SCUM, CHAMPION, GRENADE




Scum Champion				APL	MOVE	SAVE	WOUNDS
Redeemer				2	6"	5+	7
WEAPON		ATK	HIT	DMG	WR		
	Pistol	4	4+	2/3	Range 6"		
	Heavy chainsword	4	4+	5/6	Brutal, Rage*		
Selection: Limit 1.							
Rage: Whenever this operative is fighting with this weapon, it has the Ceaseless weapon rule.							
KEYWORDS		SCUM, CHAMPION, REDEEMER					



Scum Champion				APL	MOVE	SAVE	WOUNDS
Purifier				2	6"	5+	7
WEAPON		ATK	HIT	DMG	WR		
	Flamer	4	2+	3/3	Range 6", Saturate, Torrent 2"		
	Eviscerator	4	4+	5/6	Brutal		
Selection: Limit 1.							
KEYWORDS		SCUM, CHAMPION, PURIFIER					


Scum Champion				APL	MOVE	SAVE	WOUNDS
Blademaster				2	6"	5+	7
WEAPON		ATK	HIT	DMG	WR		
 Dueling Blades		4	3+	4/5	Ceaseless, Lethal 5+		
Selection: Limit 1.							
KEYWORDS		SCUM, CHAMPION, BLADEMASTER					


SCUM SPECIALIST



Scum Specialist				APL	MOVE	SAVE	WOUNDS
Sharpshooter				2	6"	5+	7
WEAPON		ATK	HIT	DMG	WR		
	Heavy rifle	4	4+	3/4			
	Gun butt	3	4+	2/3			
KEYWORDS		SCUM, SPECIALIST, SHARPSHOOTER					





Scum Specialist				APL	MOVE	SAVE	WOUNDS
Shotgunner				2	6"	5+	7
WEAPON		ATK	HIT	DMG	WR		
	Combat shotgun (short range)	4	3+	4/4	Range 4"		
	Combat shotgun (long range)	4	5+	2/2			
	Gun butt	3	4+	2/3			
KEYWORDS		SCUM, SPECIALIST, SHOTGUNNER					





Scum Specialist				APL	MOVE	SAVE	WOUNDS
Purgator				2	6"	5+	7
WEAPON		ATK	HIT	DMG	WR		
	Flamer	4	2+	3/3	Range 6", Saturate, Torrent 2"		
	Fists	3	4+	2/3			
KEYWORDS		SCUM, SPECIALIST, PURGATOR					



Scum Specialist				APL	MOVE	SAVE	WOUNDS
Duelist				2	6"	5+	7
WEAPON		ATK	HIT	DMG	WR		
	Dual blades	4	3+	3/4	Ceaseless		
KEYWORDS		SCUM, SPECIALIST, DUELIST					

Scum Specialist				APL	MOVE	SAVE	WOUNDS
Enforcer				2	6"	5+	7
WEAPON		ATK	HIT	DMG	WR		
	Shock maul	4	4+	4/4	Shock		
KEYWORDS		SCUM, SPECIALIST, ENFORCER					



Scum Specialist				APL	MOVE	SAVE	WOUNDS
Disabler				2	6"	5+	7
WEAPON		ATK	HIT	DMG	WR		
	Webber	4	4+	3/4	Range 12", Severe, Stun		
	Fists	3	4+	2/3			
Selection: Limit 1.							
KEYWORDS		SCUM, SPECIALIST, DISABLER					



Scum Specialist				APL	MOVE	SAVE	WOUNDS
Medic				2	6"	5+	7
WEAPON	ATK	HIT	DMG	WR			
 Rifle	4	4+	2/3				
 Pistol	4	4+	2/3	Range 6"			
 Gun butt	3	4+	2/3				
 Surgical Instruments	4	4+	2/3	Lethal 5+, Rending			
Selection: Limit 1. Armed with either Rifle and Gun butt, or Pistol and Surgical instruments.							
Medic! The first time during each turning point that another friendly operative would be incapacitated while visible to and within 3" of this operative, you can use this rule, providing neither this nor that operative is within control range of an enemy operative. If you do, that friendly operative isn't incapacitated, has 1 wound remaining and cannot be incapacitated for the remainder of the action. After that action, that friendly operative can immediately perform a free Dash action, but must end that move within this operative's control range. Subtract 1 from this and that operative's APL stats until the end of their next activations respectively, and if this rule was used during that friendly operative's activation, that activation ends. You cannot use this rule if this operative is incapacitated, or if it's a Shoot action and this operative would be a primary or secondary target.							
MEDIKIT				(1AP, Unique action)			
<p>▶ Select one friendly operative within this operative's control range. It cannot be an operative that the Medic! rule was used on during this turning point. That operative regains up to 2D3 lost wounds if it does not have the ELITE keyword, or 1d3 lost wounds otherwise.</p> <p>◊ This operative cannot perform this action while within control range of an enemy operative.</p>							
KEYWORDS		SCUM, SPECIALIST, MEDIC, SUPPORT					



Scum Specialist				APL	MOVE	SAVE	WOUNDS
Iconward				2	6"	5+	7
WEAPON	ATK	HIT	DMG	WR			
 Rifle	4	4+	2/3				
 Pistol	4	4+	2/3	Range 6"			
 Gun butt	3	4+	2/3				
 Knife	4	4+	2/3				
Selection: Limit 1. Armed with either Rifle and Gun butt, or Pistol and Knife.							
Icon Bearer: Whenever determining control of a marker, treat this operative's APL stat as 1 higher. Note this isn't a change to its APL stat, so any changes are cumulative with this.							
Inspiration: Whenever a friendly operative is shooting against, fighting against or retaliating against an enemy operative within 6" of this operative, you can re-roll one of your attack dice.							
KEYWORDS		SCUM, SPECIALIST, ICONWARD, SUPPORT					


Scum Specialist				APL	MOVE	SAVE	WOUNDS
Motivator				2	6"	5+	7
WEAPON		ATK	HIT	DMG	WR		
	Neural whip	4	4+	2/3	Range 3", Lethal 5+, Stun		
	Neural whip	4	4+	2/3	Lethal 5+, Shock		
Selection: Limit 1.							
MOTIVATE					(1AP, Unique action)		
<p>▶ Select one other friendly operative visible to and within 3" of this operative, and inflict 1 damage on that operative, or d3 + 1 damage instead if the operative has the keyword ELITE or BEAST. Until the end of that operative's next activation, add 1 to its APL stat.</p> <p>◊ This operative cannot perform this action while within control range of an enemy operative.</p>							
KEYWORDS		SCUM, SPECIALIST, MOTIVATOR, SUPPORT					

SCUM GANGERS



Scum Ganger				APL	MOVE	SAVE	WOUNDS
Marksman				2	6"	5+	7
WEAPON		ATK	HIT	DMG	WR		
	Rifle	4	4+	2/3			
	Gun butt	3	4+	2/3			
<p>Group activation: Whenever this operative is expended, you must then activate one other ready friendly operative with this rule (if able) before your opponent activates. When that other operative is expended, your opponent then activates as normal (in other words, you cannot activate more than two operatives in succession with this rule).</p>							
KEYWORDS		SCUM, GANGER, MARKSMAN					

Scum Ganger				APL	MOVE	SAVE	WOUNDS
Shotgunner				2	6"	5+	7
WEAPON		ATK	HIT	DMG	WR		
	Shotgun	4	3+	3/3	Range 4"		
	Gun butt	3	4+	2/3			
<p>Group activation: Whenever this operative is expended, you must then activate one other ready friendly operative with this rule (if able) before your opponent activates. When that other operative is expended, your opponent then activates as normal (in other words, you cannot activate more than two operatives in succession with this rule).</p>							
KEYWORDS		SCUM, GANGER, SHOTGUNNER					

Scum Ganger				APL	MOVE	SAVE	WOUNDS
Brawler				2	6"	5+	7
WEAPON		ATK	HIT	DMG	WR		
	Pistol	4	4+	2/3	Range 6"		
	Knife	4	4+	2/3			
<p>Group activation: Whenever this operative is expended, you must then activate one other ready friendly operative with this rule (if able) before your opponent activates. When that other operative is expended, your opponent then activates as normal (in other words, you cannot activate more than two operatives in succession with this rule).</p>							
KEYWORDS		SCUM, GANGER, BRAWLER					





Scum Ganger				APL	MOVE	SAVE	WOUNDS
Hound				2	7"	5+	5
WEAPON		ATK	HIT	DMG	WR		
 Ripping fangs	4	3+	3/4	Rending			
Selection: Limit 1.							
Group activation: Whenever this operative is expended, you must then activate one other ready friendly operative with this rule (if able) before your opponent activates. When that other operative is expended, your opponent then activates as normal (in other words, you cannot activate more than two operatives in succession with this rule).							
Animal Intellect: This operative cannot perform any actions other than Charge, Dash, Fall Back, Fight, Gather, Guard, Reposition, Pick Up Marker and Place Marker. It cannot use any weapons that aren't on its datacard. Whenever determining control of a marker, treat this operative's APL stat as 1, regardless of modifiers.							
Loyal Companion: Whenever an enemy operative performs the Fight action, if this operative is a valid operative to fight against, you can force them to select this operative to fight against instead. Whenever an enemy operative ends the Charge action within control range of another friendly operative within 3" of this operative, if this operative isn't within control range of enemy operatives, this operative can immediately perform a free Charge action, but must end that move within control range of that enemy operative.							
GATHER					(1AP, Unique action)		
▶ Perform a free Dash or Reposition action with this operative. During that move, you can perform a free Pick Up Marker or Place Marker action with this operative (you can determine control during that action to do so), and any remaining move distance it had from the Dash or Reposition action can be used after it does so.							
KEYWORDS		SCUM, GANGER, HOUND, BEST BOY					

BEASTS AND WRETCHES

Wretch Ganger				APL	MOVE	SAVE	WOUNDS
Thrall				2	5"	5+	6
WEAPON		ATK	HIT	DMG	WR		
	Reclaimed pistol	4	4+	1/2			
	Pointy stick	3	4+	1/2			

Group activation: Whenever this operative is expended, you must then activate one other ready friendly operative with this rule (if able) before your opponent activates. When that other operative is expended, your opponent then activates as normal (in other words, you cannot activate more than two operatives in succession with this rule).

KEYWORDS	WRETCH, GANGER, THRALL
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Beast Ganger		APL	MOVE	SAVE	WOUNDS
Monstrosity		2	6"	5+	16
WEAPON	ATK	HIT	DMG	WR	
 Explosives launcher	4	4+	3/5	Blast 2"	
 Ripper gun	4	3+	4/5	Range 6"	
 Crushing fists	4	3+	5/6	Rending, Shock	
 Rending claws	5	4+	4/5	Ceaseless, Rending	
Selection: Limit 1. Armed with either Crushing fists or Rending claws. When you select this operative for your gang, select two MONSTROUS GIFTS for this operative to have.					
Hulking: Whenever your opponent is selecting a valid target, if this operative has a Conceal order, it cannot use Light terrain for cover. While this can allow this operative to be targeted (assuming it's visible), it doesn't remove its cover save (if any).					
Slow-witted: You must spend 1 additional AP for this operative to perform the Pick Up Marker and mission actions (excluding Operate Hatch).					
Monstrous Gifts: This operative has two of the following abilities:					
<ul style="list-style-type: none"> • Vestigial Wings (MONSTROUS GIFT): Whenever this operative is climbing up, you can treat the vertical distance as 2" (regardless of how far the operative actually moves vertically). Whenever this operative is dropping, ignore the vertical distance. • Fleet (MONSTROUS GIFT): Add 1" to this operative's Move stat. • Devastating Charge (MONSTROUS GIFT): Whenever this operative ends its move during the Charge action, you can inflict D3 damage on one enemy operative within its control range. • Armoured (MONSTROUS GIFT): Improve this operative's Save stat by 1. • Sinewed (MONSTROUS GIFT): You can ignore any changes to the Hit stat of this operative's melee weapons from being injured. This operative's melee weapons have the Brutal weapon rule. • Barbed (MONSTROUS GIFT): Whenever this operative is fighting or retaliating, enemy operatives cannot assist, and each time you strike, also inflict 1 damage on each other enemy operative within this operative's control range. • Bombardier (MONSTROUS GIFT): This operative is armed with Explosives launcher in addition to its other weapons. • Gunner (MONSTROUS GIFT): This operative is armed with Ripper gun in addition to its other weapons. 					
KEYWORDS		BEAST, GANGER, MONSTROSITY			