KRUMPLE BUTCHER

415 Credits

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	XP
6"	2+	4+	4	5	2	4+	2	5+	5+	5+	7+	3

Weapon	S	L	S	L	Str	D	Ap	Am	Traits
Paired Heavy Chain Cleavers*	-	E	-	+1	S+2	2	-2	-	Melee,Paired,Sever

WARGEAR Skinblade, Armored undersuit, Stimm-slug stash, Mesh Armor, Butcher's Mask

SKILLS Bull Charge, Slaughterborn

RULES First to the Fray

Bull Charge (Skill)
When the fighter makes close combat attacks as part of a Charge (Double) action, any weapons with the **Melee** trait they use gain the **Knockback** trait and are resolved at +1 Strength.

Slaughterborn (Skill)
For every unsaved wound this fighter inflicts on an enemy fighter with a weapon with the **Melee** trait, increase their Movement by 1" for the duration of the battle.

KINDER CUTTER

315 Credits

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	XP
6"	3+	5+	4	3	2	4+	2	6+	6+	7+	8+	3

Weapon	S	L	S	L	Str	D	Ap	Am	Traits
Paired Butcher's Chain Cleavers*	-	E	-	-	S+1	2	-2	-	Melee,Shred,Paired

WARGEAR Armored undersuit, Stimm-slug stash, Mesh Armor, Bionic Leg (Mundane), Corpse Grinder Cult Icon, Cutter's Mask

SKILLS Parry

RULES Dervish

Shred (Weapon Trait)
If the wound roll for a weapon with this trait is a natural 6, then the Armour Penetration of the weapon is doubled.

Paired (Weapon Trait)
A fighter that is armed with Paired weapons counts as being armed with dual weapons with the **Melee** trait for the purposes of calculating the number of Attack dice they will roll. Additionally, when making a Charge (Double) action, their Attacks characteristic is doubled. Fighters subject to the Mounted condition gain no benefit from this Trait

Armoured undersuit (Equipment)
An armoured undersuit may be worn in addition to any armour type, with the exception of an armoured bodyglove. If a fighter is wearing an armoured undersuit, their save roll is improved by 1. For example, if they are wearing flak armour and an armoured undersuit, they would have a 5+ save, which would be increased to 4+ against Blasts. If a fighter does not already have a save roll, an armoured undersuit grants a 6+ save.

Stimm-slug stash (Equipment)
Once per battle, a fighter with a stimm-slug stash can use it at the start of their activation. Immediately discard one Flesh Wound from the fighter's card, if any are present. Until the end of the round, the fighter's Move, Strength and Toughness characteristics are each increased by 2. At the start of the End phase, roll a D6. On a 1, the stimm overload is too much - roll an Injury dice and apply the result to the fighter.

PIERCE CUTTER

230 Credits

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	XP
6"	3+	5+	4	3	2	4+	2	6+	6+	7+	8+	4

Weapon	S	L	S	L	Str	D	Ap	Am	Traits
Rotary Flensing Saw*	E	4	-	-1	S+1	2	-2	-	Melee,Knockback,Shred,Versatile

WARGEAR Armored undersuit, Stimm-slug stash, Plate Mail, Cutter's Mask

SKILLS Avatar of Blood, Fearsome, Rain of Blows

RULES Dervish

SUSPECT #93T5 INITIATE

120 Credits

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	XP
5"	4+	3+	3	3	1	4+	1	7+	7+	9+	9+	2

Weapon	S	L	S	L	Str	D	Ap	Am	Traits
Lasgun	18	24	+1	-	3	1	-	2+	Plentiful
Smoke Grenade	-	Sx3	-	-	-	-	-	4+	Grenade,Smoke,Blast (*)
Boning Sword	-	E	-	-	S	2	-2	-	Melee,Parry,Rending

WARGEAR Telescopic sight, Flak Armor, Initiate's Mask

SKILLS Infiltrate

RULES Infiltration

Knockback (Weapon Trait)
When a weapon with the Knockback trait hits a fighter, if the hit roll is equal to or higher than the target's Strength, they are immediately moved 1" directly away from the attacking model.

Shred (Weapon Trait)
If the wound roll for a weapon with this trait is a natural 6, then the Armour Penetration of the weapon is doubled.

Versatile (Weapon Trait)
The wielder of a Versatile weapon does not need to be in base contact with an enemy model in order to engage them in melee during their activation.

Armoured undersuit (Equipment)
An armoured undersuit may be worn in addition to any armour type, with the exception of an armoured bodyglove. If a fighter is wearing an armoured undersuit, their save roll is improved by 1. For example, if they are wearing flak armour and an armoured undersuit, they would have a 5+ save, which would be increased to 4+ against Blasts. If a fighter does not already have a save roll, an armoured undersuit grants a 6+ save.

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Parry (Weapon Trait)
The fighter can parry attacks as though they were carrying a weapon with the **Parry** trait. If they already have one or more weapons with this Trait, they can parry one additional attack.
After an enemy makes close combat attacks against a fighter armed with a Parry weapon, the fighter can force the attacking player to re-roll one successful hit. If the fighter is armed with two Parry weapons, they can force the attacking player to re-roll two successful hits instead.

Rending (Weapon Trait)
If the roll to wound with a Rending weapon is a 6, then the attack causes 1 extra point of Damage if the target is a fighter, or rolls an extra Damage dice if the target is a vehicle.

Psy PRIM8 INITIATE

80 Credits

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	XP
5"	4+	4+	3	3	1	4+	1	9+	8+	8+	9+	1

Weapon	S	L	S	L	Str	D	Ap	Am	Traits
Smoke Grenade	-	Sx3	-	-	-	-	-	4+	Grenade,Smoke,Blast (*)
Reclaimed Autogun	8	24	+1	-	3	1	-	5+	Rapid Fire (1)
Butcher's Cleaver	-	E	-	-	S+1	1	-1	-	Disarm,Melee

WARGEAR Flak Armor, Initiate's Mask

SKILLS Infiltrate

RULES Infiltration

Disarm (Weapon Trait)
Any weapons with the **Melee** trait used by the fighter also gain the **Disarm** trait. If a weapon already has this Trait then the target will be disarmed on a natural roll of a 5 or 6, rather than the usual 6.
If the hit roll for an attack made with a Disarm weapon is a natural 6, the target cannot use any weapons when making Reaction attacks for the remainder of that round - they make unarmed attacks instead.

Psy LUCKY INITIATE

100 Credits

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	XP
5"	4+	4+	3	3	1	4+	1	8+	7+	8+	9+	4

Weapon	S	L	S	L	Str	D	Ap	Am	Traits
Stub Gun	6	12	+2	-	3	1	-	4+	Sidearm,Plentiful
Stub Gun - Dum-Dum Ammo	5	10	+1	-	4	1	-	4+	Limited,Sidearm
Smoke Grenade	-	Sx3	-	-	-	-	-	4+	Grenade,Smoke,Blast (*)
Boning Sword	-	E	-	-	S	2	-2	-	Melee,Parry,Rending

WARGEAR Armored undersuit, Flak Armor, Initiate's Mask

SKILLS Infiltrate

RULES Infiltration

Parry (Weapon Trait)
The fighter can parry attacks as though they were carrying a weapon with the **Parry** trait. If they already have one or more weapons with this Trait, they can parry one additional attack.
After an enemy makes close combat attacks against a fighter armed with a Parry weapon, the fighter can force the attacking player to re-roll one successful hit. If the fighter is armed with two Parry weapons, they can force the attacking player to re-roll two successful hits instead.

Rending (Weapon Trait)
If the roll to wound with a Rending weapon is a 6, then the attack causes 1 extra point of Damage if the target is a fighter, or rolls an extra Damage dice if the target is a vehicle.

Armoured undersuit (Equipment)
An armoured undersuit may be worn in addition to any armour type, with the exception of an armoured bodyglove. If a fighter is wearing an armoured undersuit, their save roll is improved by 1. For example, if they are wearing flak armour and an armoured undersuit, they would have a 5+ save, which would be increased to 4+ against Blasts. If a fighter does not already have a save roll, an armoured undersuit grants a 6+ save.

RECKER   INITIATE

130 Credits

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	XP
5"	4+	4+	3	3	1	4+	1	8+	7+	9+	9+	2

Weapon	S L	S L	Str	D	Ap	Am	Traits
Fighting Knife	- E	- -	S	1	-1	-	Melee,Backstab
Hand Flamer	- T	- -	3	1	-	5+	Blaze,Template
Smoke Grenade	- Sx3	- -	-	-	-	4+	Grenade,Smoke,Blast (*)

WARGEAR	Flak Armor, Initiate's Mask
SKILLS	Infiltrate
RULES	Infiltration

Backstab (Weapon Trait)

Any weapons used by this fighter with the **Melee** trait also gain the **Backstab** trait. If they already have this Trait, add 2 to the attack's Strength rather than the usual 1 when the Trait is used.

If the attacker is not within the target's vision arc, add 1 to the attack's Strength.

Blaze (Weapon Trait)

After an attack with the Blaze trait has been resolved, roll a D6 if the target was hit but not taken Out of Action or Wrecked. On a 4+, they become subject to the **Blaze condition**.

PILLAGE   SKINNER

150 Credits

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	XP
5"	3+	5+	3	3	1	4+	1	7+	7+	8+	9+	3

Weapon	S L	S L	Str	D	Ap	Am	Traits
Paired Butcher's Chain Cleavers*	- E	- -	S+1	2	-2	-	Melee,Shred,Paired

WARGEAR	Frenzon Collar, Plate Mail, Skinner's Mask
RULES	Berserk Charge

Shred (Weapon Trait)

If the wound roll for a weapon with this trait is a natural 6, then the Armour Penetration of the weapon is doubled.
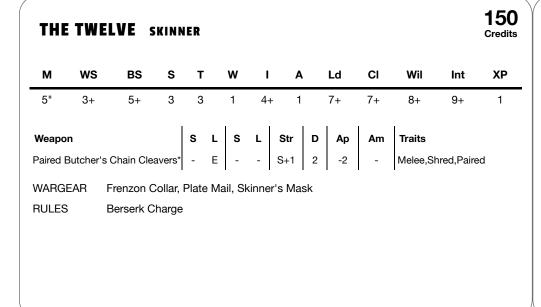
Paired (Weapon Trait)

A fighter that is armed with Paired weapons counts as being armed with dual weapons with the **Melee** trait for the purposes of calculating the number of Attack dice they will roll. Additionally, when making a Charge (Double) action, their Attacks characteristic is doubled. Fighters subject to the Mounted condition gain no benefit from this Trait

Frenzon Collar (Equipment)

A fighter equipped with a Frenzon collar is considered to be permanently under the effects of Frenzon (see **Chems: Frenzon**).

In addition, each collar comes with a master motivator. At the start of the battle, the player must decide if their Leader or one of their Champions is carrying the master motivator. When the Leader or Champion with the master motivator makes a group activation, they may include models wearing Frenzon collars (up to the normal number of fighters they may group activate) regardless of where they are on the battlefield. Note that if a gang includes more than one fighter equipped with a Frenzon collar, they will only ever have a single master motivator which governs all collars in the gang.

SACK SKINNER

170
Credits

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	XP
5"	2+	5+	3	3	1	4+	1	8+	8+	8+	9+	2

Weapon	S	L	S	L	Str	D	Ap	Am	Traits
Paired Butcher's Chain Cleavers*	-	E	-	-	S+1	2	-2	-	Melee,Shred,Paired

WARGEAR   Frenzon Collar, Plate Mail, Skinner's Mask

RULES   Berserk Charge

Shred (Weapon Trait)
If the wound roll for a weapon with this trait is a natural 6, then the Armour Penetration of the weapon is doubled.

Paired (Weapon Trait)
A fighter that is armed with Paired weapons counts as being armed with dual weapons with the **Melee** trait for the purposes of calculating the number of Attack dice they will roll. Additionally, when making a Charge (Double) action, their Attacks characteristic is doubled. Fighters subject to the Mounted condition gain no benefit from this Trait

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THE TWELVE SKINNER

150
Credits

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	XP
5"	3+	5+	3	3	1	4+	1	7+	7+	8+	9+	1

Weapon	S	L	S	L	Str	D	Ap	Am	Traits
Paired Butcher's Chain Cleavers*	-	E	-	-	S+1	2	-2	-	Melee,Shred,Paired

WARGEAR   Frenzon Collar, Plate Mail, Skinner's Mask

RULES   Berserk Charge

Shred (Weapon Trait)
If the wound roll for a weapon with this trait is a natural 6, then the Armour Penetration of the weapon is doubled.

Paired (Weapon Trait)
A fighter that is armed with Paired weapons counts as being armed with dual weapons with the **Melee** trait for the purposes of calculating the number of Attack dice they will roll. Additionally, when making a Charge (Double) action, their Attacks characteristic is doubled. Fighters subject to the Mounted condition gain no benefit from this Trait

Frenzon Collar (Equipment)
A fighter equipped with a Frenzon collar is considered to be permanently under the effects of Frenzon (see **Chems: Frenzon**).

In addition, each collar comes with a master motivator. At the start of the battle, the player must decide if their Leader or one of their Champions is carrying the master motivator. When the Leader or Champion with the master motivator makes a group activation, they may include models wearing Frenzon collars (up to the normal number of fighters they may group activate) regardless of where they are on the battlefield. Note that if a gang includes more than one fighter equipped with a Frenzon collar, they will only ever have a single master motivator which governs all collars in the gang.

MRS LEECH ROGUE DOC

50 Credits

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	XP
5"	5+	5+	2	3	1	4+	1	9+	8+	7+	5+	0

WARGEAR Medicae Kit

SKILLS Medicae

RULES Patch-up

Medicae Kit (Equipment)

When a fighter with a medicae kit assists a friendly fighter's Recovery test, roll an extra Injury dice then choose one to discard.

SHIN INITIATE

95 Credits

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	XP
5"	4+	4+	3	3	1	4+	1	8+	7+	9+	9+	0

Weapon	S	L	S	L	Str	D	Ap	Am	Traits
Shotgun - Scatter	4	8	+2	-	2	1	-	4+	Scattershot
Shotgun - Solid	8	16	+1	-	4	2	-	4+	Knockback
Smoke Grenade	-	Sx3	-	-	-	-	-	4+	Grenade,Smoke,Blast (*)
Butcher's Cleaver	-	E	-	-	S+1	1	-1	-	Disarm,Melee

WARGEAR Flak Armor, Initiate's Mask

SKILLS Infiltrate

RULES Infiltration

Scattershot (Weapon Trait)

When a target is hit by a Scattershot attack, make D6 wound rolls instead of 1.

Knockback (Weapon Trait)

When a weapon with the Knockback trait hits a fighter, if the hit roll is equal to or higher than the target's Strength, they are immediately moved 1" directly away from the attacking model.

Disarm (Weapon Trait)

Any weapons with the **Melee** trait used by the fighter also gain the **Disarm** trait. If a weapon already has this Trait then the target will be disarmed on a natural roll of a 5 or 6, rather than the usual 6.

If the hit roll for an attack made with a Disarm weapon is a natural 6, the target cannot use any weapons when making Reaction attacks for the remainder of that round - they make unarmed attacks instead.

GOREMAW MUTATED OGRYN

275 Credits

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	XP
5"	3+	5+	5	5	3	4+	3	7+	6+	8+	9+	0

Weapon	S	L	S	L	Str	D	Ap	Am	Traits
Power Maul	-	E	-	-	S+2	1	-1	-	Power,Melee
Open Fists	-	E	-	-	S	1	-1	-	Knockback,Melee
Horrific Appendages	-	E	-	-	S	2	-1	-	Melee,Pulverise,Rending

WARGEAR	Furnace Plates,
SKILLS	Nerves of Steel, True Grit
RULES	Murderous Brute, Slow-witted

Power (Weapon Trait)
Attacks made by Power weapons cannot be Parried except by other weapons with the Power trait. In addition, if the hit roll for a Power weapon is a natural 6, no save roll can be made against the attack (except Field armour save rolls) and its Damage is increased by 1.

Knockback (Weapon Trait)
When a weapon with the Knockback trait hits a fighter, if the hit roll is equal to or higher than the target's Strength, they are immediately moved 1" directly away from the attacking model.

Pulverise (Weapon Trait)
After making an Injury roll for an attack made by this weapon, the attacking player can roll a D6. If the result is equal to or higher than the target's Toughness, or is a natural 6, they can change one Injury dice from a Flesh Wound result to a Serious Injury result, or if targeting a vehicle roll an additional Damage dice.

Rending (Weapon Trait)
If the roll to wound with a Rending weapon is a 6, then the attack causes 1 extra point of Damage if the target is a fighter, or rolls an extra Damage dice if the target is a vehicle.

RAGSTITCH SKINNER

40 Credits

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	XP
5"	3+	5+	3	3	1	4+	1	7+	7+	8+	9+	0

WARGEAR	Plate Mail, Skinner's Mask
RULES	Berserk Charge