

KroghKha Commander

Krogh Hero

Thudd Pistol

Ra	At	St	Da
6	8i	5+	2

Mov	Act	Ini	Sho	Clo	Apt	Shi	Par	Pow
6	3	3+	3+	2+	2+	4	5	1

Galvanic War Axe

Ra	At	St	Da
CC	6v	6+	2

or

Ra	At	St	Da
CC	20i	5+	1

Def 1

Sav 3+

Powers

War Lust: Select one LoS unit within 12cm. On a successful aptitude test, that unit is **Galvanised Move** (Affected units can perform one action Move immediately.)

Enrage: Select one Ready LoS unit within 12cm. On a successful Aptitude check, that unit gains **Enhance Close Combat 2** until the end of the round.

Special Rules

Enhance Move 4 when this unit is ordered to Move and Fight in the same Activation.

Thudd Pistol: Areal Effect (Damage from weapons with this rule always carries within one unit (but not across units within squadrons).)

Wounds 1 2 3 4 5 6 7 8 9 10

Hammer Pattern Tank

Krogh Vehicle

Hammer Mortar

Ra	At	St	Da
16	6v	4+	3

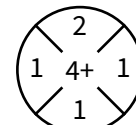
Mov	Act	Ini	Sho	Clo	Apt	Shi	Par	Pow
8	2	4+	3+	4+	6+	6	4	0

Sponson Autocannons

Ra	At	St	Da
14	8i	5+	1

Galvanic Hull

Ra	At	St	Da
CC	15i	4+	1



1 Turn

Special Rules

Hammer Mortar: Advanced Targeting (Weapons with affected by this rule can target units even when LoS cannot be drawn.)

Hammer Mortar: Areal Effect (Damage from weapons with this rule always carries within one unit, but not across units within squadrons).



Snah Trooper

Krogh Infantry

Snah Auto-Rifle

Ra	At	St	Da
12	2i	3+	1

Snah Bayonet

Ra	At	St	Da
CC	2i	3+	1

Def 0

Sav 4+

Special Rules

If there are more than 1 full strength units in a squadron, **Enhance Shooting 1**.

Regroup (Instead of performing a Pass order, this unit can form a squadron with any unit or squadron of the same type. Sum remaining models into full units and carry the remainder into the final unit. Normal squadron limits cannot be exceeded using this rule. Normal coherency rules apply as soon as the squadron is formed.)

Models (At x) 1 2 3 4 5 6 7 8 9 10

Ghett Special Ops

Krogh Infantry

Ghett Carbine

Ra	At	St	Da
12	2i	4+	2

Ghett Combat Knife

Ra	At	St	Da
CC	3i	4+	1

Def 1

Sav 4+

Powers

Cloak of the Vaagh: On a successful Aptitude test, **Vitiate Shooting 1** for units targeting this unit until the end of the round.

Special Rules

Forward Deployment (This unit ignores deployment rules. This unit always deploys last. This unit can deploy anywhere outside the enemy deployment zone and 8cm from the nearest enemy unit).

Models (At x) 1 2 3 4 5
Wounds 1 2 1 2 1 2 1 2 1 2