





## **Special Thanks To:**

- Xenology
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# WELCOME, VERMIN LORD...

Underneath the planets of the galaxy lurks an ancient evil. A race as old as time itself, sworn to nobody but themselves, and fighting alongside the forces of Chaos only when it suits their own nefarious purposes. They are greedy beyond measure, and all but their most prized war machines are expendable if it means a greater chance of plunder. The Hrud see themselves as the rightful heirs to the empire of the Old Ones, as they managed to survive the ancient conflict which annihilated their creators. Only the most cunning and deceitful of commanders can manage to control the things that go bump in the night.

## THE HRUD ALLIANCE

Ever since mankind first ventured into the stars, their ships, colonies, and planets have been plagued by horror stories of dark forces lurking just below their feet. Empty screams echo through the corridors of ships and the dark alleyways of hive stacks. Shadowy figures lurk in the darkness, assassinating political figures, stealing supplies, and sowing terror in armies without ever leaving so much as footprints. Such stories mark the first encounters between Mankind and the Hrud. The majority of conflicts with the Hrud stem from the fact that they live solely on worlds inhabited by another race. Many Imperial armies have invaded an alien world to find a second foe waiting for them just below the planet's surface, waging a guerilla war in the deepest, darkest places that even Space Marines do not dare to tread.

The Hrud are most usually considered to be parasites, living off of the resources provided by a host world. Hrud have been found infesting every population center imaginable, from Hive cities to Eldar Craftworlds. Mining expeditions have unearthed massive underground cities called *Juunlaaks*, often built using the technology and architecture of the host race. Although most Hrud tools and weapons are scavenged, it is when the Hrud integrate their own technology into alien designs that their true wisdom is revealed. They are master craftsmen, and Hrud-built weapons are highly valued despite looking as horrifying as their users. The technological abominations they create often defy the laws of physics, making use of frictionless surfaces, infinite sources of energy, and even the powers of the Warp itself. Examinations of hybrid weapons has revealed that the Hrud possess little to no knowledge of the foreign devices they are working with, but have come to the conclusion that integrating their own technology with it will make it better, or at least bring it to a uniform level of mediocrity.

It is difficult to say if the Hrud are even all the same species. Many theories about

their nature exist, all of which contradict one another. The Ordo Xenos has identified countless different creatures which seem to make up the known Hrud infestations. These have been organized into three categories: the Skaven, Multus, and Hrud-Things. Together, they are known as the Hrud Alliance. Little is known about the history of these races, or even why they are working together in the first place. The only common features among them are their shared habitats and technology, but the difficulty of studying them makes further research into their society impossible.

In terms of physical appearance, most Hrud are described as being humanoids, with the exception of the shape-shifting Hrud-Things. It is not uncommon for a Rogue Trader to describe encounters with Multus pirates, but the various cloaking technologies used by the Hrud make identifying specific features difficult. Sometimes their appearance will even differ from person to person. Hrud are occasionally captured by Imperial forces, but the riddles they speak to their captors often drive them mad. This buys the Hrud enough time to complete their final duty to the Alliance, where they dissolve into a pile of rotten mush to prevent anyone from learning their secrets.

## HISTORY OF THE HRUD

Most of the Imperium's knowledge about Hrud history comes from religious texts found in the ruins of their underground settlements. It is unknown when exactly they came into existence, but in their mythology it is believed that they were created on their silicon-rich homeworld of Hrud by the *Slah-haii*, which roughly translates to "most ancient". As the aeons passed, a group of stars near the Hrud's domain became the heart of the Eldar civilization, who seem to tolerate these creatures only because of this common origin. The Hrud eventually developed the gift of sentience, and constructed their first cities at roughly the same time the Eldar discovered the Webway.

The ancient Hrud colonies were simple in nature, and appear to have been nothing more than holes in the ground. The Eldar report that all of the Hrud's early technology was stolen from them. The race was comprised entirely of creatures resembling the Skaven, who constructed the first spacecraft and launched them from mountaintops across the stars. They spread out across the galaxy before man had even discovered fire, and are not mentioned in the ancient history of any other race. It was around this time that the Hrud pantheon is first mentioned. A Ranger named Qtan the Pathfinder appears first in their mythology. Next came called Qal the Wise, who often is shown with a strange expression on his face, almost looking as if he was imitating laughter. Qah the Craftsman, the god of artisans, appears in Hrud texts at about the time the Fusil was invented. A fourth individual, who appears in the form of a Hrud warlord clad in red armour, is mentioned briefly but is

never named. One escaped Hrud slave who was rescued by the Inquisition reported that the Hrud believe their gods to have been actual physical entities. This is surely propaganda, but the unparalleled collective memory of the Hrud does provide some legitimacy to the claim.

The Hrud existed peacefully in their desolate kingdom until a time estimated to be sixty million years ago, when the Hrud gods are shown being attacked by creatures called the *Yaam-khek*, or “mirror devils”. The Hrud seem to have attempted to fight these beings alongside the *Slah-haii*, but were defeated at every turn. It appears to have reached a point where Qah was the only god left alive, along with but a handful of colonies of Hrud. Fearing extinction, Qah ordered the entire Hrud race to move underground. This seems to be the reason the Hrud give for their subterranean lifestyle, and also why they are able to resist even the deepest of planetary bombardments. The last image of Qah shows him entering a portal believed to be representing the Warp.

When the great war finally came to an end, the Hrud crept out of their caves to find no trace of the *Slah-haii* or the *Yaam-khek*. This is one of the few subjects that captured Hrud have spoken about, as it was when the entire race vowed to learn all they could about the universe, with the hope of one day rebuilding the greatness that was taken from them. For countless millennia, they lurked in the shadows of the galaxy, gaining knowledge and perfecting their technology. The final chapter of their race’s history began with a great cataclysm, identified as the event which formed Slaanesh. The heart of the Hrud Alliance was engulfed in the Eye of Terror, leading many Hrud to believe their great empire to be lost. In a collection of mysterious images, the powers of the Warp appear to turn the Skaven into grotesque and fearsome creatures, with some appearing similar to the “bendies” reported by Imperial ship crews. The Skaven are known to have possessed the psyker gene prior to this point, but it is unknown what became of their psychic individuals once they were swallowed by the Warp.

During the Great Crusade, an Explorator mission made contact with the Hrud for the first time on the barren world of Gugann. The Eldar had warned the Imperium to avoid that region of space, but these warnings were naturally dismissed as Eldar trickery. The Explorator mission was never heard from again, and an expedition of Space Marines from the Iron Warriors Legion was sent to investigate. They launched a xenocidal war against the Hrud on Gugann, wiping out the infestation there. The Hrud were utterly annihilated on that world, but their collective memory could indicate that their fate is well known by the rest of the Alliance. In the final years of the Great Crusade, the first great Hrud migration emerged from the Warp, and headed straight for the domain of the Iron Warriors Legion. The Vulpa Straits migration decimated the Imperial worlds of Krak Fiorina and

Stratopolae, and only came to an end when they met the Iron Warriors in full force on the fortress world of Gholgis. The Adeptus Astartes clashed with warp-spawned horrors all across that world's blasted surface, with the war appearing to have no end.

The situation quickly changed when Warmaster Horus virus-bombed the nearby planet of Istvaan III, and the Iron Warriors were withdrawn in their entirety from Gholgis to do battle with the Loyalist Legions. While mankind was busy fighting each other, little action was taken against the Hrud, giving the new Hrud Alliance time to take root in the dark corners of the galaxy. Since that time, the Hrud have terrorized the sentient races of the Milky Way at every occasion, spreading their vile essence throughout every place they touch. It is suggested that they do not experience time in the same way as other races, as their collective memory seems to extend beyond the present time. Many Inquisitors report that the Hrud do not believe the Imperium exists, as they claim it crumbled millennia ago. During one interrogation, two Inquisitors dared to ask a captured Hrud of the fate of the Imperium. The transcript of the interrogation immediately cuts off after that. The two were later found attempting to kill one another in the hallway outside the interrogation chamber, babbling about endless flames and swarms of locusts.

## KNOWN SPECIES OF HRUD:

### Space Skaven:

The Skaven are the oldest and most numerous members of the Hrud Alliance. They appear identical to the vermin found on many human worlds, but research by the Imperium has yet to confirm any relationship. They have the most solid presence in the material world of any Hrud, and as a result they make up the majority of Hrud warriors. Although they are physically capable of wearing clothing, they instead prefer to drape themselves in a cloak made out of various stolen pieces of cloth, or cover their bodies with armour made from scrap metal. They will usually have some sort of coloured patch attached to their clothing, and the symbols on these patches apparently denote tribe or rank in a colony of Skaven.



The Skaven can contort their bodies into impossible positions, only surpassed in acrobatic skill by the Multus. Ship crews that have survived Hrud raids give reports of Skaven psykers phasing partway into the Warp to slip through bulkheads with greater ease. In battle, they are unbelievably agile, and if they cannot slay their foe with a swift thrust of their spear, they will wait for the opponent to attack before countering in a matter of milliseconds. The reason these creatures do not utterly annihilate their foes is because they are cowardly by nature, and would rather hide in a damp cave than besiege a city. When led by a Multus or Hrud-Thing, however, they become almost possessed with bloodlust, and will attack anything that moves, from a patrol of Imperial Guardsmen to a charging mob of Orks. In recent history, it is believed that Hive Fleet Leviathan has entered a region of space inhabited by Skaven, but it is unknown what battles have taken place between them, and some members of the Ordo Xenos would prefer to leave it that way.



## Multus:

The Multus are the most hideous members of the Hrud race, having been horribly mutated when the Eye of Terror engulfed the Hrud's ancestral worlds. They are as tall as a man, and are humanoid in nature. Their four limbs are all the same length, and segmented like a spine. Many observers mistake them for quadrupeds, as they prefer to wear long robes which completely cover their sickly green bodies. Their physical distinction has earned them the nickname "bendies" by Imperial ship crews. The Multus and Hrud-Things emit the strange *Ssaak*, an entropy field which distorts the air around them, acting as a crude cloaking device. However, experiments by the Ordo Xenos have shown that it does not function like any known camouflage, and appears as if it



actually destroys light particles that attempt to pass through it. The *Ssaak* has also been found to speed up the aging and decay of living matter, and it is hypothesized that those who can control this power could even infuse the air with various chemicals to further enhance this process. Humans who live in close proximity to Multus will adapt to these poisons, and even develop a dependency to them. Said humans will experience severe withdrawal symptoms if they are deprived, allowing the Multus to exert total control over their human slaves.

Despite their closeness to the Warp, the Multus usually serve as the diplomats and traders of the Hrud colonies, as interrogation of Multus prisoners have shown their main interests to be studying technological advancements and amassing material wealth. The most common religion among the Multus is a cult dedicated to Qah, who was identified in ancient texts as the god of artisans. The Multus seem to possess an aeons-old hatred of Slaanesh, but open worship of other Ruinous Powers is quite common in their society.

## Hrud-Thing:

The Hrud-Things are the least numerous members of the Hrud Alliance, but are by far the most powerful. They were originally Skaven psykers, who chose to remain underneath the Eldar worlds while their brethren spread throughout the galaxy. When these worlds were engulfed by the Eye of Terror, most Skaven were spared destruction due to their lack of a presence in the Warp. However, the psyker gene was known to be common among the Skaven, so it is hypothesized that these individuals became the Hrud-Things. Their *Ssaak* was magnified ten times over during this transformation, and can now reduce entire spaceships to rust and rot. During the 1st Battle of Cadia, it is believed that as many as a million Hrud-Things escaped the Eye while mankind was distracted with its own titanic struggle.



The Hrud-Things have been given their name because although they commonly appear in the shape of another Hrud, their true form is still unknown. When humanity has encountered these creatures, the defenders report that it was as if they were attacked by death itself. Great masses of green slime emerge from garbage dumps and sewers, engulfing everything they see, then disappearing into the darkness once Imperial forces arrive. The appearance of a Hrud-Thing differs from person to person, with the only common descriptor being that it was something out of their very nightmares. Following the Battle of Gholgis, the Ordo Xenos attempted to analyze a DNA sample of a Hrud-Thing slain in that conflict, resulting in the insanity of all involved.

# Hrud SPECIAL RULES:

**Entropic Strike:** for each unsaved hit a model suffers from a model with this rule, it gets -1 to its armour save for the rest of the game. If it is reduced to less than 6+, the model gets no armour save. For each hit a vehicle suffers from a weapon or model with this rule, roll a d6. On a result of 4+, it loses 1 armor point on the facing that was hit. If any of its facings are reduced to AV 0, the vehicle is immediately wrecked.

**See-Mist:** Models with this rule get +1 to their cover save. If they are in the open, they get a 6+ cover save.

**Warp Distortion:** psykers attempting to use a power within 12" of this model must roll 3d6 on their leadership test, and suffers a Perils of the Warp attack on a roll of double 1 or double 6.

**Night Vision:** all Hrud have the Night Vision special rule, to represent the effect of their subterranean lifestyle.

**Warplock:** weapons with this special rule must roll on the Warplock Misfire Table for every To Hit roll of 1. Blast weapons with this rule must roll a D6 prior to placing the template, and suffer a misfire on a roll of 1.

## WARLORD ABILITIES TABLE:

Instead of rolling on the General Warlord Table in the Warhammer 40k Rulebook, a Hrud Warlord may roll on this table instead.

1. *Terror of Mankind:* The Warlord and their unit gain the Preferred Enemy [Imperial Guard] USR.
2. *Hero of the Tribe:* Once per game, any unit within 12" of the Warlord may automatically pass a Leadership or Pinning test.
3. *Warp-Spawned Abomination:* The Warlord gains the Daemon USR.
4. *Unstoppable Exodus:* The Warlord and every unit within 6" gains the Crusader USR.
5. *Legendary Trader:* Any weapons carried by the Warlord become Master-Crafted.
6. *Master of the Tunnels:* The Warlord's unit does not scatter if arriving from Deep Strike.

# ARMORY:

## Tribal Artifacts:

You may take each of these items only once per army. Each model may only carry one artifact.

- **Sigil of the Old Ones (40pts):** Model gains the Eternal Warrior USR.
- **Lance of Living Rot (20pts):** Melee, S +2, AP 3, Fleshbane.
- **Banner of Decay (10pts):** The model and its unit gains +1 to their armor saves, to a maximum of 2+.
- **Blessed Blade of the Lingerer (50pts):** Melee, S +3, AP 1, Unwieldy, Two Handed.
- **Necrotic Mantle (30pts):** The model's unit gains +2 to their Deny The Witch rolls.

## Melee Weapons:

- **Hrud Power Claw: Melee, S x2, AP 2, Unwieldy, Specialist Weapon.**

*The unique body structure of some Hrud allows them to attach mechanical devices directly to their skeleton. The most common of these enhancements is a set of pneumatic blades welded to pre-existing claws. Although these devices are just as crude as any Hrud technology, they are more than capable of slicing through solid Ceramite with ease.*

- **Flayer Lance: Melee, S user, AP 6.**

*All Hrud are born spearmen, regardless of their role in the tribe. Although many kinds of spear have been seen wielded by Hrud, the most common model is the Flayer Lance. The methods by which these weapons are produced is unknown, as a seemingly useless shard of metal is suddenly transformed into a flesh-ripping lance in the hands of a Hrud warrior.*

- **Hrud Poleaxe: Melee, S +1, AP 6, Rending, Two-Handed.**

*A larger and heavier version of the Flayer Lance, usually wielded by larger and more experienced Sherris warriors.*

- **Hrud Bonesword: Melee, S User.**

*The most perplexing weapon used by the Hrud is their bonesword, which was never seen wielded by their warriors prior to the invasion of Hive Fleet Leviathan. It appears eerily similar to its Tyrannic counterpart, and its existence could indicate that the Hrud are far more skilled with genetic manipulation than previously thought. No armour saves may be made for wounds caused in close combat by a Hrud Bonesword. If a model suffers an unsaved wound from a Hrud Bonesword, it must immediately pass a Leadership test on 2d6 or suffer Instant Death.*

- **Sporeclub: Melee, S user, AP 5, Concussive.**

*Warfare at its very simplest: a large piece of mushroom-fibre wielded by a towering beast, using sheer force to crush anything in its path.*

- **Hrud Lashwhip:**

*A tendril of sinewy fungus that wraps around a foe's defences, preventing them from striking until they are already within reach of the Hrud's razor-sharp claws. Any model in base contact with this model attacks at Initiative 1.*

- **Power Weapons:**

*The Hrud have the finest memory in the galaxy, and as such they are exceptional at replicating the technology of other races. Their craftsmanship is second to none, and the psychic metalworking required to forge advanced weaponry comes naturally to them, due to their closeness to the Warp. However, their immaterial presence is much cruder than their Adeptus Mechanicus counterparts, and as a result the quality of their work deteriorates when they attempt to create Power weapons.*

- **Hrud Power Sword: Melee, S User, AP 4, Force.**
- **Hrud Power Axe: Melee, S +1, AP 3, Unwieldy.**
- **Hrud Power Maul: Melee, S +1, AP 4, Concussive.**

Ranged Weapons:

- **Hrud Blaster: Range 24", S 4, AP 5, Rapid Fire.**

*The Hrud are capable of taking nearly any weapon, from any race, and combining it with their own arcane technology. From Boltguns to Pulse Rifles to Gauss Flayers, the Hrud have been known to wield hybrid guns from all corners of the galaxy. These guns are collectively referred to as "Blasters", because after the specialist parts of the weapons are used for other purposes, the gun itself is only capable of firing crude blasts of energy or even cruder Hrud bolt rounds.*

- **Handcannon: Range 12", S 3, AP 6, Pistol.**

*A weapon of the Hrud's own design, the Handcannon is as much a status symbol as it is a weapon. Each one is handcrafted by the user, so a skilled metalworker can produce a far better weapon for themselves than a fungus-farmer. This is partly due to the simplicity of the device, but also the fact that the Hrud are innate craftsmen. It uses a crude explosive charge to propel a metal slug out of its barrel, a concept that the Imperial Techpriests find comically simple.*

- **Fusil: Range 36", S 6, AP 2, Assault 1, Warplock.**

*A design as old as time itself, the mighty Fusil has been used by the Hrud Alliance for millions of years. These mysterious devices use the power of the Warp to condense a bullet of white-hot plasma inside a firing chamber, before propelling it through the Immaterium as it leaves the barrel. Any foe unfortunate enough to be caught in this round's path does nothing more than delay the projectile for a few nanoseconds, as the round materializes inside their defences and they are immolated in a blast of warpfire. This method of propulsion is highly unpredictable, however, and can lead to some dangerous side-effects should a misfire occur.*

- **Ranger Fusil: Range 48", S X, AP 2, Heavy 1, Warplock, Sniper.**

*The marksmen that make up Ranger warbands often modify their Fusils to trade raw power for*

*pinpoint accuracy, allowing their already-dangerous weapons to reach out across the battlefield and skewer even the largest of foes.*

- **Warplock Pistol: Range 18", S6, AP3, Pistol, Warplock.**

*Only the most powerful Hrud nobles possess the wealth and influence necessary to commission these arcane weapons, which are functionally identical to the Fusils used by the commoners. However, the components of these guns are much more efficient and compact, and none of the weapon's power has been lost by its change in size. The only issue, however, is that it is just as unreliable, so many powerful Hrud prefer not to run the risk of firing it in battle.*

- **Plasma Projector: Range 12", S 6, AP 3, Assault 3.**

*Through aeons of combat experience, the Hrud have come to the conclusion that their Fusils far surpass any of the plasma weaponry used by the other major races. However, there is still value in dousing one's foes with superheated gas, and there is nothing the Hrud love more than making big guns. The result of their labor is a combination of a shotgun and plasma cannon: a short-range plasma weapon that fires a cone of armour-melting death, found to be very useful for clearing out Space Hulks and Imperial battleships alike.*

- **Shotgun: Range 12", S 4, AP -, Assault 2.**

*When the Hrud Alliance first encountered the Adeptus Astartes during the Great Crusade, they instantly took a great liking to the shotguns used by Tactical squads. They are perfect for close-quarters fighting, and a single warrior with a shotgun can easily turn a narrow tunnel into a killzone. It was not long before the Multus stole and replicated these weapons in great quantities, and they soon became the weapon of choice for shamans and slavers alike.*

- **Acid Rifle: Template, S 4, AP 5, Assault 1.**

*A unique device consisting of a compression chamber connected to a long tube, which is surgically attached to the stomach of a Multus. Its ammunition is the volatile digestive fluid produced by these creatures, capable of melting through flesh and bone in a matter of seconds. Acid Rifles are the weapon of choice for boarding parties, as they can easily dissolve a ship's defenders without damaging the precious cargo the Hrud are attempting to steal.*

- **Acid Cannon: Template, S 5, AP 4, Assault 1.**

*A larger version of the Acid Rifle that refines the digestive fluids into a powerful acid, intended for use by the Hrud-Things. They are also occasionally found underslung on Hrud Jetbikes.*

- **Tunnel Blaster: Range 36", S 5, AP 4, Heavy 5, Rending.**

*An enormous multi-barreled Hrud Blaster designed for an equally enormous Hrud-Thing. The motor that powers the weapon is coated in a mysterious frictionless fluid, allowing the four barrels to spin at impossible speeds. This effect is what gives the Tunnel Blaster its name, as it can easily lay down a wall of fire in the narrow corridors of a Hrud city.*

- **Grenade Launcher:**

- (Frag) Range 18", S 3, AP 6, Assault 1, Blast.
- (Krak) Range 18", S 6, AP 4, Assault 1.
- **Rocket Launcher:**
  - (Frag) Range 48", S 4, AP 6, Heavy 1, Blast.
  - (Krak) Range 48", S 8, AP 3, Heavy 1.
  - (Flakk) Range 48", S7, AP 4, Heavy 1. Skyfire.
- **Deathspore Rocket:** Range 36", S5 , AP -, Poisoned [2+], Large Blast.
- **Plasma Rocket:** Range 12-48", S 8, AP 2, Large Blast.

- **Heat Lance:** Range 24", S 8, AP 1, Heavy 1, Melta.

*A device created through experimentation with captured Imperial weapons, which combines Melta and Plasma technology to greatly enhance the device's power. The gun has nearly twice the range of an ordinary meltagun, but the added weight of the power supply prevents it from being fired while moving.*

- **Rotshard Cannon:** Range 12", S 7, AP -, Assault 5, Fleshbane.

*A powerful short-range weapon that uses the psychic energy of the user as its propellant. When the cannon is fired, it unleashes a burst of warpfire that propels a salvo of jagged scrap metal out the barrel. The metal shards are coated in a variety of powerful acids and toxic fungi, so that any living thing caught in their path is sure to die a slow, grisly death.*

#### **Other Wargear:**

- **Deathspore Clusters:** Range 8", S 3, AP -, Assault 1, Blast, Poisoned [4+].

*A model with Deathspore Clusters count as having assault grenades.*

- **Necrotic Cloak:** 6+ armor save

*A ragged garment made of whatever scraps of cloth can be scavenged or stolen from nearby settlements. It seems flimsy at first glance, but when combined with the thick hide of the average Hrud, it provides an acceptable degree of protection.*

- **Armoured Cloak:** 4+ armor save

*More experienced Hrud warriors will add thick strips of leather to their cloaks, and will cover their head and torso in armour made out of scrap metal. This provides more protection than an ordinary cloak, but it is hardly power armour.*

- **Mycelium Armour:** 3+ armor save

*Hrud-Things and Multus warriors possess the ability to integrate the dense bark of the ironspore mushroom into their bodies, creating essentially a second skin. This bark is as hard as ceramite, and completely encases their bodies in a nearly-impenetrable shell.*

- **Hrud Power Armour:** 2+ armor save

*The Hrud are nothing if not resourceful, and in the ten thousand short years they have known the Imperium they have successfully managed to produce ceramite battlesuits in increasingly large*

quantities. These powerful suits of armour integrate modern defensive systems into the Imperium's ancient designs, and are capable of weathering blows that would topple even a Space Marine.

- **Warpsteel Armor: 2+ armor save, 5+ invulnerable save**

*A suit of power armour forged in the warpfire furnace of a mighty Hrud stronghold. The psyker metalsmiths combine the nearly-invincible ceramite with power from the Warp itself, creating a new metal that is not of this universe. The suit's aura alone is enough to deflect blows that would flatten a creature of flesh and blood.*

- **Acidic Skin:** model has the Entropic Strike special rule.
- **Neural Decay:** model has the Feel No Pain special rule.
- **Toxic Lichen:** model's attacks in close combat become Poisoned [5+].
- **Symbiotic Mold:** model has the It Will Not Die special rule.



## Warplock Misfire Table:

Every time a unit must roll on this table, first nominate a model in the unit as the one who suffered the misfire, and roll 1d6 to determine the result. Artillery units that must roll on this table instead nominate an artillery piece as the one which suffered the misfire.

1D6    Result

**1    Fizzle:** *The warplock cooling mechanism kicks in before an overload can occur. No effect.*

**2    Oops:** *The targeting system overheats, and the plasma round is teleported through the immaterium in a random direction.* The opposing player may choose which unit the shot is resolved against. For Blast weapons, they may also choose where the template is placed on the unit.

**3    Crack!:** *A blast of warp energy erupts from the loading chamber and into the unfortunate wielder of the weapon.* The model that fired the gun immediately suffers a wound, with no saves allowed. Vehicles instead lose one hull point.

**4    Bang!!:** *The plasma bolt overheats and fuses to the barrel, leaving nowhere for the energy in the firing chamber to go. The gun explodes in a white-hot fireball, engulfing whomever was foolish enough to use it so carelessly.* The model that fired the gun is immediately removed from play. Vehicles instead lose one hull point.

**5    Boom!!!:** *As the plasma bolt is entering the Immaterium, the portal collapses, sending a violent backlash of psychic energy careening into realspace.* D3 models in the unit that fired the gun suffer a S4, AP6 hit. Vehicles suffer a single penetrating hit.

**6    Raargh!!!!:** *The psychic relay of the weapon overloads, and brings forth a tendril of daemonic flesh from where the plasma bolt was supposed to enter.* D3 models are immediately removed from the unit that fired the gun, with no saves allowed. The controlling player may determine which models are removed. Vehicles that suffer this result are removed from play.

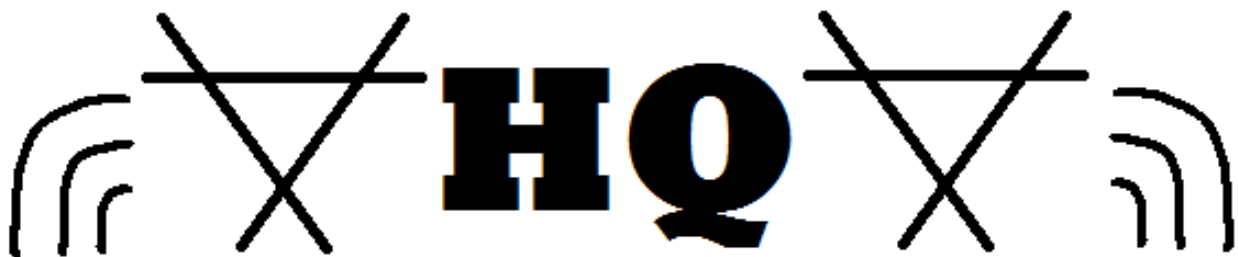
## NOTABLE EVENTS:

- ~60 million years ago, the Hrud took part in a great war alongside the “most ancient” and the Eldar, resulting in their near annihilation. The Hrud were forced to become nocturnal and live underground, to protect themselves from the “mirror devils”.
- in early M30, the birth of Slaanesh engulfed many Hrud worlds in the Eye of Terror, turning most Skaven inhabitants into the Multus, while their psykers suffered an unknown fate.
- in late M30, an Explorator mission was sent to the Hrud-controlled world of Gugann, and was never heard from again.
- in M31, the Hrud encounter the Adeptus Astartes for the first time when the Iron Warriors Legion exterminated their presence on Gugann.
- in M31, the Vulpa Straits migration emerged from the Warp in Ultima Segmentum, and began destroying Imperial worlds and claiming them for the Hrud. The Hrud fought the Iron Legion again on the world of Gholgis.
- in M32, the outbreak of the Horus Heresy causes the Imperium to cease action against the Hrud, and the new Hrud Alliance is formed during this makeshift truce.
- in 101.M40, a massive Hrud migration drove a whole Freeboota Klan towards the Star Phantoms homeworld of Haakoneth. After the Astartes swiftly dispatched the Ork threat, the Hrud emerged in full force, engulfing the entire planet in their collective entropy field. The Star Phantoms were forced to flee, becoming the only Space Marine Chapter to have survived a Hrud migration alone.
- in early M41, the Delphic Plague migration captured the worlds of Mordant Prime and Cinchare, where they fought the Imperium for control of the valuable sinkhole mines. They were eventually exterminated on Cinchare by the Dark Hands Space Marines and the 39th Cadian “Xenobane” regiment.
- in 783.M41, a powerful clan of Hrud-Things attacked the Agri-World of Ursula Spinal. The crop fields turned to ash and the defenders found themselves aged 50 standard years by the deadly entropic fields. 6 regiments of Valhallan Ice Warriors managed to drive off the invasion, but 3 of these regiments were later decommissioned due to the premature aging caused by the Hrud.
- from 935.M41 to 938.M41, Ursarkar E. Creed waged a war against the Hrud, ending in a stalemate.

## ALLIES CHART:

<b>Black Templars</b>	Come the Apocalypse
<b>Blood Angels</b>	Come the Apocalypse
<b>Chaos Daemons</b>	Allies of Convenience*
<b>Chaos Space Marines</b>	Allies of Convenience*
<b>Dark Angels</b>	Come the Apocalypse
<b>Dark Eldar</b>	Battle Brothers
<b>Eldar</b>	Allies of Convenience
<b>Grey Knights</b>	Come the Apocalypse
<b>Imperial Guard</b>	Desperate Allies
<b>Necrons</b>	Come the Apocalypse
<b>Orks</b>	Desperate Allies
<b>Space Marines</b>	Come the Apocalypse
<b>Space Wolves</b>	Come the Apocalypse
<b>Tau</b>	Desperate Allies
<b>Tyranids</b>	Come the Apocalypse

\*may not be brought as Allies to armies using Slaaneshi units or units with the Mark of Slaanesh or Icon of Excess.



### Hrud Chieftain (100 points)

*Although the Hrud have no official leadership, usually each colony is led by the most powerful member of the warrior caste. These creatures serve as a patriarch or matriarch, and have the honor of leading the tribe's army into battle. They often are less skilled with psychic powers than the shaman caste, but make up for this by carrying the tribe's most powerful weapons, ranging from plasma projectors, to power claws, to exotic double-barreled boltguns. Tau weapons in particular appear to be of great value to them, as the Tau build them with modification already in mind.*

	WS	BS	S	T	W	I	A	Ld	Sv	Type
Chieftain	5	4	4	4	3	4	3	10	3+	Infantry

### Special rules:

Independent Character, Furious Charge, Fearless, Psyker level 2, Warp Distortion, Deep Strike.

### Wargear:

Twin-linked Hrud Blaster, Mycelium Armour, Frag Grenades, Power Weapon.

**Options:**

-Replace Hrud Blaster with:

Plasma Projector or Rotshard Cannon.... 20 pts.    Warplock Pistol... 10 pts.

-Replace Power Weapon with:

Hrud Lashwhip... free Hrud Power Claw.... 25 pts.

-Replace Mycelium Armour with:

Hrud Power Armour... 20 pts. Warpsteel Armor... 30 pts.

-May be upgraded with:

Neural Decay... 10 pts.            Symbiotic Mold... 20 pts.

## Hrud Plaguemaster (145 points)

*The oldest and wisest member of a colony's psyker caste, the Plaguemaster serves not only as religious leader of a tribe, but acts as a psychic beacon when the time for migration comes. In battle, they use the Hrud's closeness to the Warp to their advantage, and wield a variety of devastating psychic powers. The Plaguemaster also carries a ceremonial staff, which can channel its entropy field to become a powerful force weapon.*

	WS	BS	S	T	W	I	A	Ld	Sv	Type
Plaguemaster	3	3	4	5	3	4	2	9	3+	Infantry

### Special rules:

Independent Character, Psyker level 3, Warp Distortion, See-Mist, Deep Strike.

### Wargear:

**Tribal Totem:** Melee, S user, AP 6, Force.

Handcannon, Mycelium Armour.

### Options:

-Can replace Handcannon with :

Hrud Power Claw... 15 pts.                      Warplack Pistol... 10 pts.

-Can replace Mycelium Armour with:

Hrud Power Armour... 50 pts.

-May be upgraded with:

Acidic Skin... 15 pts.                      Neural Decay... 10 pts.                      Symbiotic Mold... 15 pts.



### Slave Auxiliary Warband (50 points)

*Among the heretical pastimes of the Hrud Alliance is their acceptance of slavery. The Multus in particular are fond of the cheap labour offered by using POWs as slaves, and will often engage in Dark Eldar-like raids to collect new workers from unsuspecting worlds. These captured slaves usually serve in the underground factories or pungent fungus fields of a Hrud city, but in times of crisis they have been known to be forced out of their shadowy prisons and onto the battlefield.*

	WS	BS	S	T	W	I	A	Ld	Sv	Type
Overseer	4	3	4	4	2	4	2	10	4+	Infantry
Slave	3	3	3	3	1	3	1	7	6+	Infantry

#### Composition:

- 1 Overseer
- 10 Slaves

#### Special Rules:

**Cost of Failure:** If a squad with at least one living Overseer fails a Morale check, you may remove one Slave as a casualty to reroll the Morale check. If this test also fails, the squad falls back as normal. An Overseer may not execute themselves or another Overseer.  
 Feel No Pain (Overseer only), Stubborn.

#### Wargear:

**Slave Blaster:** Range 24", S 3, AP -, Rapid Fire.

**Improvised Armor:** 6+ armor save

Shotgun (Overseer only), Armoured Cloak (Overseer only).

#### Options:

Overseer may be upgraded to have Toxic Lichen... 10 pts. each.

May take up to 20 additional slaves... 4 pts. per model.

May take an additional Overseer for every 10 slaves... 7 pts.

### Hrud Warriors (60 points)

*At the heart of every Hrud tribe is the mighty warrior caste. Unlike their hunchbacked brethren, these individuals can easily grow to be as large as a human, and it is rumoured that some are even capable of wearing Power Armour scavenged from their battles with the Imperium. These individuals form the backbone of a Hrud army, as their size allows them to carry a wide array of weapons and biomorphs into battle.*

	WS	BS	S	T	W	I	A	Ld	Sv	Type
Warrior	5	3	4	4	2	4	2	10	4+	Infantry

### **Composition:**

- 3 Hrud Warriors

### **Special Rules:**

Furious Charge, And They Shall Know No Fear

### **Wargear:**

Armoured Cloak, Hrud Blaster, Close-combat weapon.

### **Options:**

- May take up to 6 additional warriors... 12 pts. each
- One or more models may exchange their Hrud Blasters for:  
Fusils... 10 pts. each Hrud Poleaxes... free  
Bonesword and Handcannon... 5 pts. each
- For every 3 warriors:  
One warrior may exchange their weapons for:  
Bonesword and Hrud Lashwhip... free Grenade Launcher... 10 pts. each  
Acid Rifle... 5 pts. each Heat Lance... 15 pts. each
- The entire unit may be upgraded with:  
Toxic Lichen... 10 pts. each Deathspore Clusters... 5 pts. each  
Neural Decay... 10 pts. each
- One warrior may be upgraded with Melta Bombs... 5 pts.

### **Skaven Clanrat Warband (50 points)**

*The Skaven are the most numerous members of the Hrud race, and by far the most savage. Unlike other societies which have a distinct line between soldier and*



*civilian, all Skaven are born warriors. Only a select few will have the physical strength to join the warrior caste, but for every Skaven warrior there are a hundred Clanrats who are just as eager to enter the fray.*

	WS	BS	S	T	W	I	A	Ld	Sv	Type
Captain	3	3	3	3	1	3	2	8	6+	Infantry
Clanrat	3	3	3	3	1	3	1	7	6+	Infantry

#### **Composition:**

- 9 Clanrats
- 1 Captain

#### **Special Rules:**

Move Through Cover, Fleet, Stubborn.

#### **Wargear:**

Necrotic Cloak, Flayer Lance, Handcannon.

#### **Options:**

- May take up to 20 additional Clanrats: 4 pts. per model
- May take an additional Captain if unit has 15 or more Clanrats... 7 pts.
- Captains can be upgraded with Armoured Cloak... 5 pts. each
- One or more Clanrats can trade their Flayer Lance and Handcannon for:  
Hrud Poleaxe... 10 pts. each Sporeclub and Handcannon... free
- For every 10 Clanrats:  
One Clanrat may exchange their Flayer Lance and Handcannon for:  
Grenade Launcher... 15 pts. each                      Acid Rifle... 5 pts. each

#### **Hrud Ranger Warband (70 points)**

*In battle, an army of Clanrats acts as a single teeming unit, while the Hrud-Things rely on psychic firepower to level their foes before crushing them underneath their hulking advance. The warrior caste behaves differently, however, and will only fight when it is to their advantage. Their melee fighters are certainly brave, but their rangers are far more vulnerable. Because of this, no ranger goes into battle without a sniper scope on their weapon, a custom that has brought a swift end to countless numbers of the Hrud's enemies.*

	WS	BS	S	T	W	I	A	Ld	Sv	Type
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Ranger	3	5	3	3	2	4	1	8	4+	Infantry
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### **Composition**

- 3 Hrud Rangers

### **Special Rules:**

See-Mist, Deep Strike, Move Through Cover, Stubborn.

### **Wargear:**

Armoured Cloak, Ranger Fusil, Frag grenades, Close-combat weapon.

### **Options:**

- May take up to 3 additional Rangers: 12 pts. each
- One model may replace their Ranger Fusil with:  
Heat Lance... 10 pts.
- One model may be upgraded with Melta Bombs... 5 pts.
- The entire unit can be upgraded with Deathspore Clusters... 5 pts. each

# **Fast Attack**

## Tunnel Runners (60 points)

*The Hrud are masters of subterranean assaults, and have been known to dig tunnels hundreds of kilometers long in order to get a more advantageous position from which to attack their foe. Navigating these tunnels is no easy task, so the Hrud have developed a vehicle for the specific purpose of travelling large distances across their sprawling underground lairs. They appear similar to an ordinary motorbike, but are equipped with arcane anti-grav jets instead of wheels. The Hrud will attach as many weapons as possible to these bikes, and ride them into battle when they need to chase down a fleeing foe.*

	WS	BS	S	T	W	I	A	Ld	Sv	Type
Tunnel Runner	3	3	4	4	2	4	1	9	3+	Jetbike

### Composition

- 3 Tunnel Runners

### Special Rules:

See-Mist, Hammer of Wrath, Furious Charge

### Wargear:

Tunnel Runner Jetbike, Armoured Cloak, Twin-linked Hrud Blasters

### Options:

- May take up to 9 additional Tunnel Runners... 20 pts. each
- For every 3 Tunnel Runners:  
One model in the unit may be upgraded with:  
Heat Lance... 10 pts.      Acid Cannon... free
- The entire unit may be upgraded with Neural Decay... 10 pts. each
- One model may in the unit may take a Hrud Bonesword... 15 pts.

## Skaven Raider Warband (60 points)

*Piracy is the Skaven's oldest pastime, as there is no quicker way to infest a world with the seeds of a Hrud colony than to plow a stolen ship deep into its surface. Those who choose to take to the stars in search of plunder are known as "Predators", with the ships of other spacefaring races being their prey. These individuals are usually members of the warrior caste, but have traded their boltguns and boneswords for an arsenal of devastating close-range weaponry. They also have developed their own model of jump packs, to leap from ship to ship without the need for vulnerable assault shuttles. In battle, most warriors in search of the Hrud will look downward, so when the sky is suddenly blackened by the noxious fumes of jump packs it is a complete surprise.*

	WS	BS	S	T	W	I	A	Ld	Sv	Type
Raider	4	3	3	3	1	4	2	8	4+	Jump Infantry

### Composition:

- 3 Skaven Raiders

### Special Rules:

See-Mist, Acute Senses, Deep Strike, Warp Distortion.

### Wargear:

Jump Pack, Armoured Cloak, Acid Rifle, Close-combat weapon.

### Options:

- May take up to 9 additional Raiders... 15 pts. per model
- One model may be upgraded with a Hrud Power Claw... 20 pts.
- Models can be upgraded with Deathspore Clusters... 5 pts. each

# ~~Elites~~

## Deep Ones Warband (75 points)

*In the darkest depths of the Hrud colonies, where few mortals dare to tread, lurk the Deep Ones. Some took to the depths in search of precious metals, some in search of freedom, and others out of sheer madness. Their eyes often atrophy from disuse, causing them to develop a severe hatred for sources of bright light. In contrast, their upper body becomes unusually large and muscular, as they spend most of their time tunneling. Despite their separation from the rest of the tribe, a squad of Deep Ones is often a blessing for a troubled Hrud commander.*



	WS	BS	S	T	W	I	A	Ld	Sv	Type
Deep One	4	2	5	3	2	6	3	5	6+	Beast
Deep One Alpha	4	2	5	3	2	6	3	8	3+	Beast

### Composition:

- 3 Deep Ones
- 1 Deep One Alpha

### Special Rules:

Deep Strike, Fleet, Entropic Strike (Alpha only)

**Wargear:**

**Tunneling Claws:** Melee, S user, AP 6, Rending.

Deathspore Clusters, Necrotic Cloak, Mycelium Armour (Alpha only), Acidic Skin (Alpha only)

**Options:**

- May take up to 6 additional Deep Ones... 12 pts. each
- The entire unit can be upgraded with:
  - Toxic Lichen... 5 pts. each                      Neural Decay... 10 pts. each
- Alpha can be upgraded with Lashwhip and Hrud Bonesword... 15 pts.

## Hrud-Thing Shaman (70 points)

*The natural psychic ability of the Hrud-Things makes them a valuable asset for any Hrud army, as they can serve as communications relay, warplock gunsmith, and squad captain all at the same time. Armed with a powerful force weapon, these creatures lead countless Hrud charges, blasting foes apart with bolts of psychic energy or ripping them to shreds with their daemonic appendages.*

	WS	BS	S	T	W	I	A	Ld	Sv	Type
Shaman	5	3	4	5	2	3	2	9	3+	Infantry

### Composition:

- 1 Shaman

### Special Rules:

Independent Character, Feel No Pain, Warp Distortion, Psyker level 1

### Wargear:

Handcannon, Power Weapon, Warpfire Charges, Mycelium Armour.

### Options:

- Can be upgraded with:

Acidic Skin... 15 pts.      Toxic Lichen... 5 pts.

- Can be upgraded with Hrud Power Armour... 25 pts.

- Can exchange Handcannon for:

Acid Rifle... 10 pts.      Hrud Lashwhip... 5 pts.

- Can exchange Power Weapon for Hrud Power Claw... 20 pts.

## Umbra Brood (90 points)

*When The War in Heaven engulfed the galaxy, all but one of the Hrud gods were slain by the marauding Yaam-khek. The lone survivor was Qah, the god of craftsmen, who summoned all his strength in order to flee into the Warp. There he lived for millions of years, until Slaanesh was born and engulfed the heart of the Eldar Empire. The new Chaos god instantly despised Qah, as a life full of work left no time for lust or pleasure. Slaanesh tore Qah into millions of pieces, and cast them into reality to linger forever. Daemonic essence then came to merge with what remained of Qah, creating the race that we now know as the Umbra. They fight silently and without remorse, feeding off of the energy of warp storms in the darkest corners of the galaxy. They are not part of the Hrud Alliance, but they seem to tolerate the Hrud at times, and will even come to their aid if it suits their unknown purposes.*

	WS	BS	S	T	W	I	A	Ld	Sv	Type
Umbra	9	-	5	5	1	6	3	10	4+/ 6+	Monstrous Creature

### Composition:

- 3 Umbra

### Special Rules:

Deep Strike, Fearless, Move Through Cover, Warp Distortion, Hatred [Slaanesh].

### Wargear:

**Shadow Tendrils:** Melee, S user, AP 3, Rending.

**Psychic Screech:** For every Umbra that is killed in close combat, d3 enemy models in the attacking unit suffer a S5 hit, beginning with the closest model to the Umbra that was killed.

**Non-Newtonian Shell:** grants a 4+ armour save and a 6+ invulnerable save.

### Options:

May take up to 6 additional Umbra... 30 pts. each



# **Heavy Support**

## Hrud-Thing Warband (150 points)

*The Hrud-Things are terrifying to begin with, but when they choose to take the path of the warrior caste, they become something far more fearsome. A trained Hrud-Thing will often stand ten feet tall, and weigh as much as a tank. They are innate craftsmen, and will fashion enormous suits of power armour and horrifying weaponry to carry into battle. The Hrud-Things are only unleashed upon the most stubborn of enemies, and when they are it is not difficult to see how these creatures clawed their way out of the Eye of Terror.*

	WS	BS	S	T	W	I	A	Ld	Sv	Type
Hrud-Thing Warrior	4	3	9	6	5	1	4	10	3+	Monstrous Creature

### Composition:

- 1 Hrud-Thing Warrior

### Special Rules:

Furious Charge, Fearless, Deep Strike.

### Wargear:

Mycelium Armor, Tunnel Blaster, Sporeclub.

### Options:

-May take up to 2 additional Hrud-Thing Warriors... 150 pts. each

-Any model in the unit can be upgraded with:

Hrud Power Armour... 80 pts. Neural Decay... 10 pts. Symbiotic Mold... 25 pts.

Deathspore Clusters... 10 pts.

-Any model can exchange their Tunnel Blaster for:

Rotshard Cannon... 10 pts. each Plasma Projector... 10 pts. each

## Artillery Warband (50 points)

*Swarms of infantry are excellent for assaulting positions, but when it comes time to defend, they fall all too easily to flamers and hand grenades. To remedy this, the Hrud employ a wide array of artillery pieces, and man them with easily-replaceable conscripts. The gun itself is quite valuable, however, so most artillery crews will fight to the death to defend their machines rather than face the cost of retreat. The guns themselves are even more fearsome, and can bombard the enemy with lightning, warpfire, and salvos of bullets.*

	WS	BS	S	T	W	I	A	Ld	Sv	Type
Clanrat	4	3	3	3	1	3	1	8	6+	Infantry

### Composition:

- 2 Clanrat Gunners
- 1 Heavy Weapon

### Special Rules:

And They Shall Know No Fear

### Wargear:

Necrotic Cloak, Handcannon.

**Lightning Cannon:** Range 48", S 4, AP 6, Heavy 1, Blast, Warplock.

The lightning cannon can use the following profile when targeting Flyers or Monstrous Creatures that are airborne: Range 24", S 5, AP -, Heavy 1, Skyfire, Warplock.

### Options:

-May take up to 2 additional weapon teams (2 Gunners, 1 Heavy Weapon)... 50 pts. each

-The entire unit can exchange their Lightning Cannons for:

**Warpfire Howitzer:** Range 36", S 7, AP 2, Blast, Warplock. ...30 pts. each

**Ratling Gun:** Range 24", S 5, AP 3, Heavy D6+1. ...15 pts. each

## Gunship Squadron (80 points per model)

*If a Hrud commander finds a particularly courageous subordinate, they will not throw them into the meat-grinder of a battle with the rest of the clan. Instead, these brave (and somewhat foolhardy) souls will be sent to the armoured corps, where they will pilot a mighty Gunship. These vehicles have incredibly powerful anti-grav engines, so they are capable of being more heavily armoured than other skimmers. The unique chassis of the vehicle can carry up to two powerful missiles, in addition to an array of other horrible weaponry.*

### Armour

	BS	F	S	R	HP	Type
Gunship	3	11	11	11	3	Fast, Skimmer, Open-Topped

### Composition:

- 1-3 Gunships

### Special Rules:

Deep Strike.

### Wargear:

-Twin-linked Tunnel Blasters

**Lightning Cannon:** Range 48", S 6, AP 4, Heavy 1, Warplock.

The lightning cannon can use the following profile when targeting Flyers or Monstrous Creatures that are airborne: Range 24", S 5, AP -, Heavy 1, Skyfire, Warplock.

### Options:

-Each Gunship can carry up to 2 rockets:

Plasma Rocket... 20 pts. each      Deathspore Rocket... 40 pts. each

-Can exchange Twin-linked Tunnel Blasters for Acid Cannon