Hail the Emperor!
IMPERIAL COMMANDER
MARNEUS CALGAR
LORD MACRAGGE

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WARHAMMER 40,000 COMPENDIUM

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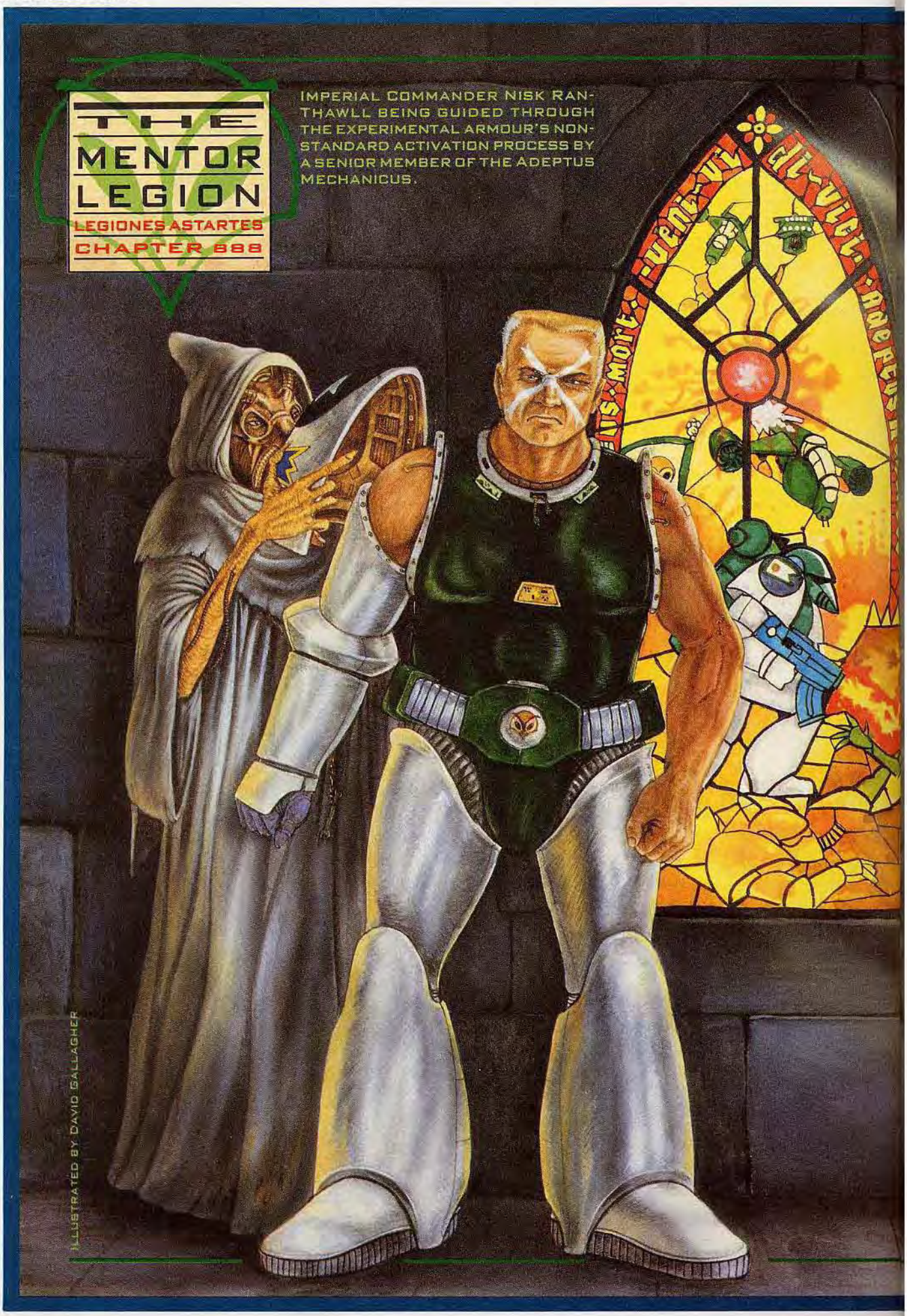

THE
MENTOR
LEGION
LEGIONES ASTARTES
CHAPTER 888
IMPERIAL COMMANDER NISK RAN-THAWLL BEING GUIDED THROUGH THE EXPERIMENTAL ARMOUR'S NON-STANDARD ACTIVATION PROCESS BY A SENIOR MEMBER OF THE ADEPTUS MECHANICUS.
ILLUSTRATED BY DAVID GALLAGHER

MENTOR INSIGNIA

'TUTORS'

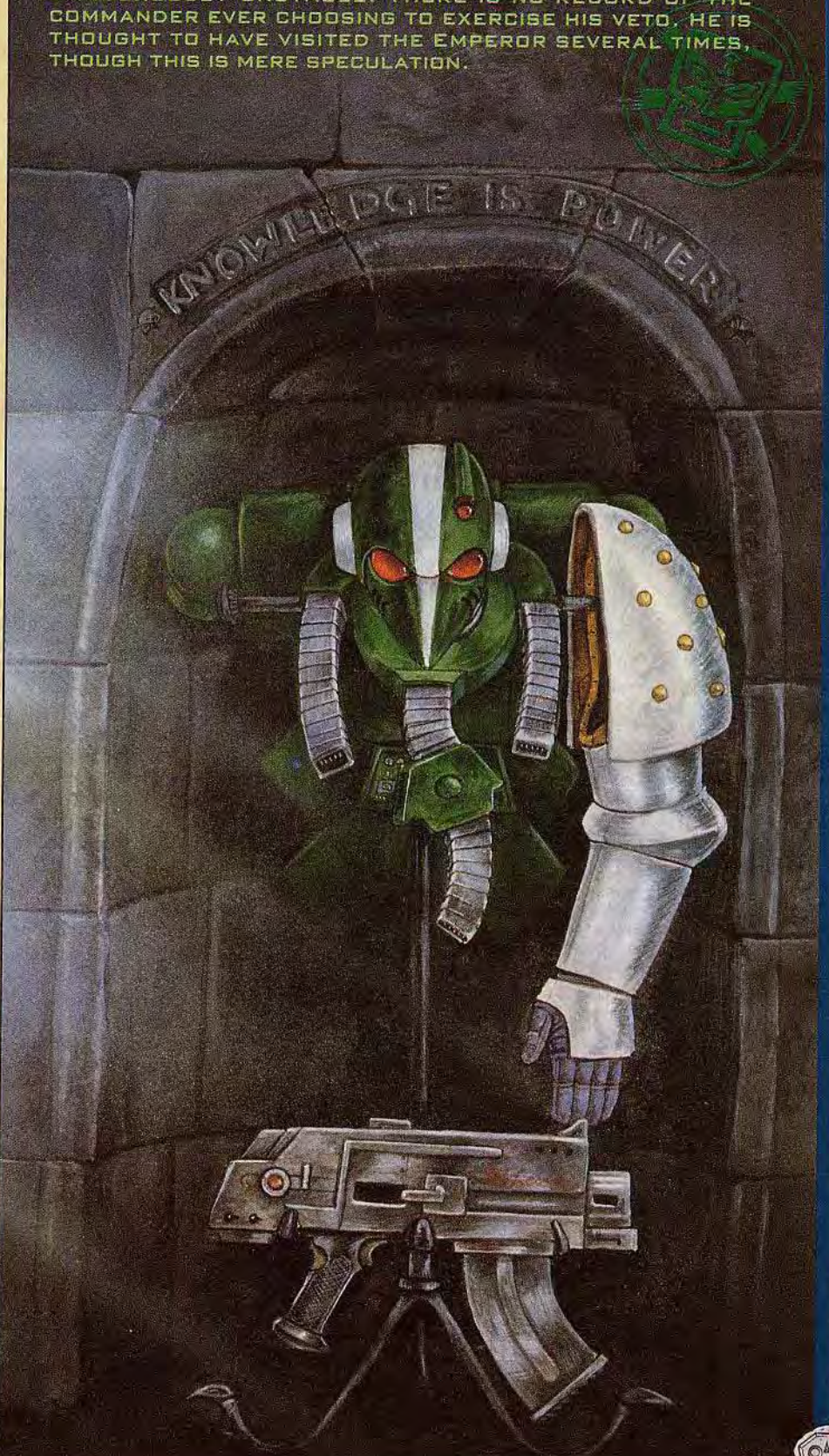
ELITE CADRE

BACK BANNERS

CHAPTER BANNER

SYMBOLS CONSTRUCTED BY 'H' PAINTED BY DAVE ANDREWS

RAN-THAWLL, ONE OF THE MOST FORMIDABLE COMMANDERS TO SERVE IN THE LEGIONES ASTARTES, HAS THE AUTHORITY TO REFUSE FIELD TESTING OF ANY NEW EQUIPMENT THOUGHT TO BE DANGEROUSLY UNSTABLE. THERE IS NO RECORD OF THE COMMANDER EVER CHOOSING TO EXERCISE HIS VETO. HE IS THOUGHT TO HAVE VISITED THE EMPEROR SEVERAL TIMES, THOUGH THIS IS MERE SPECULATION.



EXACTLY WHAT ARE SPACE MARINES? FLESH AND BONE INSIDE POWERED ARMOUR PERHAPS, BUT CAN THEY BE *HUMAN* - OR ARE THEY SOMETHING NEW? WHILE *INDEX ASTARTES* DESCRIBES FACTS AND LEGENDS ABOUT THE MARINES, INCLUDING UNIT BADGES, SPECIAL ORGANISATION, AND DETAILS OF CURRENT LEADERS AND CHARACTERS, IT DOESN'T DEAL WITH THE QUESTIONS OF WHY AND HOW THESE WARRIORS EXIST. AS THAT SERIES CONTINUES WE'LL LEARN MORE ABOUT THE STRUCTURE, RELATIONSHIPS AND HISTORIES OF THE LEGIONES ASTARTES. BUT THIS MONTH'S *CHAPTER APPROVED* FILE EXAMINES THEIR ORIGINS AS WE GO BACK... WAY BACK... TO A WAR FOUGHT LONG AGO, AND A FORTRESS-LABORATORY FAR BENEATH THE EARTH.

THE VISITORS WAITED IN THE ELEVATOR CAPSULE WHILST HIDDEN PUMPS SILENTLY ADJUSTED THE TEMPERATURE, HUMIDITY AND PRESSURE. WHEN THE DOORS OPENED THERE WOULD BE NO SUDDEN DRAUGHT, NO BREEZE TO ALTER THE CONSTANT THIRTY-ONE POINT SEVEN DEGREES IN THE SUBTERRANEAN VAULT. IN LABORATORY NINE, THE MOST STABLE ENVIRONMENT ON EARTH, CHANCE HAD LONG SINCE BEEN ERADICATED.

INSIDE THE LABORATORY, DR DEVAM OUTEK AND HIS STAFF SHUFFLED NERVOUSLY AS MACHINES MADE FINAL MINISCULE ADJUSTMENTS TO THE CAPSULE'S OXYGEN CONTENT. IN A MOMENT THEY WOULD BE IN THE PRESENCE OF THE MAN WHO HAD PLANNED AND GUIDED THEIR WORK THROUGH FIVE GENERATIONS OF HUMAN ENDEAVOUR.

THE VISITORS, SEALED IN THEIR PRISTINE SUITS, BARELY HEARD THE DOORS MOVE ASIDE TO REVEAL THE SHADOWY WORLD OF RED AND YELLOW LIGHT. THE TECHNICIANS AND SCIENTISTS BOWED AS THEIR VISITORS STEPPED FROM THE LIFT.

'MY EMPEROR', INTONED DR OUTEK.

'DR OUTEK. PHASE NINETEEN IS COMPLETE?'

THE SCIENTIST STRAIGHTENED STIFFLY. 'OH YES,' HE SAID, 'A PRETTY BABY... VERY PRETTY INDEED.'

THE ORIGIN OF THE LEGIONES ASTARTES

The Legiones Astartes (Space Marines) were instrumental in the early wars that put the Imperium on the galactic map. At the end of the Age of Strife, Earth was a single sovereign planet which had only recently become free of volatile warp-storms. With the sudden dispersal of these storms, it became possible once again for spacecraft to travel to and from Earth. Earth's forces had carved out an Empire that stretched almost half-way across the galaxy within two hundred years. This was the First Crusade.

Research and development leading to the creation of the Space Marines was undertaken in the thirtieth millennium immediately prior to the beginning of the First Crusade. This work was conducted in the superbly equipped laboratories built deep inside the planet Earth. The objective of the program was to create a caste of warrior elites, characterised by super-human strength and unflinching loyalty.

These new warriors were organised into their own special units called 'chapters'. Those chapters created at the time of the First Crusade are known as Chapters of the First Founding. There were originally 20 of these, but only 7 survive in forty first millennium. Since the First Founding there have been twenty five other occasions when the Emperor has felt it necessary to create new chapters. The most recent Twenty Sixth Founding was in the year 738 of the current millennium.

'...And here,' continued Dr Outok, 'we have five of the phase eleven zygotes. The eldest has now been functioning uninterupted for fourteen years.' The doctor gestured towards the row of glowing incubators containing several varieties of organic components in clear, bubbling baths.

'You call the organs zygotes?'

'Yes - our geneticists create the single germ cell for each new organ. Every cell takes years of work as you know. At that stage we can store the cells indefinitely in the zero-room as gene-seed. *Inside the incubater we can activate and control the growth process. The cell divides, multiplies, and eventually grows into a whole organ. Until the organ is ready for implant, we refer to it as a zygote.'*

The doctor led the party along the long row of glass cases, past incubators labelled with the names of the strange organs. He stopped before a large door emblazoned with the Imperial Eagle and the stark sign 'Security Zone One'.

'Now,' announced the doctor. 'Now you'll see what all this flesh and gristle really amounts to!'

GENE-SEED AND ZYGOTES

There are nineteen varieties of gene-seed corresponding to the nineteen different super-human organs which are surgically implanted into the Space Marine.

Most chapters have existed for thousands of years. During that time, gene-seed belonging to some chapters has mutated. This has resulted in changes in the exact nature of the artificially cultured organs. Such changes may sometimes make an implant useless. In other circumstances changes in an organ might reduce its effectiveness, or cause new and strange effects. Whatever the result, it will affect the entire chapter - all Space Marines belonging to a chapter share implants cultured from the same original gene-seed.

As well as mutant implants, many chapters have lost one or more types of gene-seed due to accident, genetic failure, or some other cause. Very few chapters therefore possess all nineteen implants. All possess the carapace implant (phase 19). It is this implant which marks a Space Marine for what he is - irrespective of other implants, training or psycho-surgery.

IMPLANTS

The nineteen organs created by the ancient technicians of the Emperor are described below. Each of these organs is extremely complicated and because many of the organs only work properly when another organ is present, the removal or mutation of one organ may affect the exact functioning of the others. For these reasons, implants must be constantly monitored, and many Marines have to undergo corrective surgery or chemo-therapy to re-balance their metabolisms.

Phase 1 - Secondary Heart. The simplest and most self sufficient implant. The secondary heart is capable of boosting the blood supply or maintaining full life functions even with the destruction of the recipient's original heart. The phase 1 implant enables Marines to survive low oxygen concentrations and traumatic injury.

Phase 2 - Ossmodula. This is a tubular shaped organ whose small size belies its complex structure. The ossmodula monitors and secretes hormones affecting epiphiseal fusion and ossification of the skeleton. At the same time, the specially engineered hormones encourage the forming bones to absorb ceramic based chemicals administered in the Marine's diet. Two years following implantation, this will have caused considerable strengthening of the long-bones, extreme ossification of the chest cavity (caused by growth of the ribs forming a solid mass of inter-laced bone plates) and a general increase in the size of the recipient's skeleton.

Phase 3 - Biscopea. This organ is implanted into the chest cavity. It is small, approximately circular and, like the Ossmodula, its primary action is hormonal. The presence of the biscopea stimulates muscle growth throughout the body.

Phase 4 - Haemastamen. This tiny organ is implanted into a main blood vessel. The haemastamen serves two purposes. It monitors and to some degree controls the phase 2 and 3 implants. The organ also alters the constituent make-up of the recipient's blood. As a result, Marine blood is considerably more efficient than ordinary human blood, as it has to be when you consider the extra biological hardware a Marine carries inside him!

Phase 5 - Larraman's Organ. This is a liver shaped, dark, fleshy organ about the size of a golf-ball. It is implanted into the chest cavity along with a complicated array of blood vessels. The organ generates and stores special 'larraman cells'. If the recipient is wounded, these cells are released into the blood stream. They latch onto leucocytes in the blood and are transported to the site of a wound. Once in contact with air, the larraman cells form a skin substitute of instant scar tissue, staunching the flow of blood and protecting any exposed wound area.

Phase 6 - Catalepsean Node. This brain implant is usually inserted into the back of the skull via a hole drilled into the occipital bone. The pea-sized organ influences the circadian rhythms of sleep and the body's response to sleep deprivation. Normally, a Marine sleeps like any normal man, but if deprived of sleep, the catalepsian node 'cuts in'. A man implanted with the node is capable of sleeping and remaining awake at the same time by 'switching off' areas of the brain sequentially. This process cannot replace normal sleep entirely, but increases a Marine's survivability by allowing perception of the environment whilst resting.

Phase 7 - Preomnor. The preomnor is a large implant which fits into the chest cavity. It is a pre-digestive stomach which allows the Marine to eat a variety of otherwise poisonous or indigestible materials. No actual digestion takes place in the preomnor. Individual sensory tubes assess potential poisons and neutralise them or, where necessary, isolate the preomnor from the rest of the digestive tract.

Phase 8 - Omophagea. This is a complicated implant. It really becomes part of the brain, but is actually situated within the spinal cord between the cervical and thoracic vertibrae. Four nerve sheaths called neuroclea are implanted between the spine and the preomnoral stomach wall. The omophagea is designed to absorb genetic material generated in animal tissue as a function of memory, experience or innate ability. This endows the Marine with an unusual survival trait. He can actually learn by eating. If a Marine eats a part of a creature, he will absorb some of the memories of that creature. This can be very useful in an alien environment. Incidentally, it is the presence of this organ which has created the various flesh and blood drinking rituals for which the Marines are famous, as well as giving the names to chapters such as the Blood Drinkers, Flesh Tearers etc.

Phase 9 - Multi-lung. This is another large implant. The multi-lung, or 'third' lung, is a tubular grey organ. Blood is pumped through the organ via connecting vessels grafted onto the recipient's pulmonary system. Atmosphere is taken in by means of a sphincter located in the trachea. In toxic atmospheres, an associated sphincter muscle closes the trachea and restricts normal breathing, thus protecting the lungs. The multi-lung is able to absorb oxygen from poorly oxygenated or poisonous air. Most importantly, it is able to do this without suffering damage thanks to its own efficient toxin dispersal, neutralisation and regeneration systems.

Phase 10 - Occulobe. This small slug-like organ sits at the base of the brain. It provides the hormonal and genetic stimuli which enable a Marine's eyes to respond to optic-therapy. The occulobe does not itself improve a Marine's eyesight, but it allows technicians to make adjustments to the growth patterns of the eye and the light-receptive retinal cells. An adult Marine has far better eyesight than a normal human, and can see in low light conditions almost as well as in daylight.

Phase 11 - Lyman's Ear. The organ enables a Marine to consciously enhance and even filter certain types of background noise. Not only is hearing improved, but a Marine cannot become dizzy or nauseous as a result of extreme disorientation. Lyman's ear is externally indistinguishable from a normal human ear.

Phase 12 - Sus-an Membrane. This flat, circular organ is implanted over the top of the exposed brain. It then grows into the brain tissue until completely merged. The organ is ineffective without subsequent chemical therapy and training. However, a properly tutored Marine may then enter into a state of suspended animation. This may be a conscious action, or may happen automatically in the event of extreme physical trauma. In this condition a Marine may survive for many years, even if bearing otherwise fatal injuries. Only appropriate chemical theapy and auto-suggestion can revive a Marine from this state - a Marine cannot revive himself. The longest known period of de-animation followed by successful re-animation is 567 years in the case of brother Silas Err of the Dark Angels (d. 321 M.27).

Phase 13 - The melanochrome, or melanochromic organ, is hemispherical and black. It functions in an indirect and extremely complicated manner. It monitors radiation levels and types bombarding the skin, and if necessary, sets off chemical reactions to darken the skin to protect it from ultraviolet exposure. It also provides limited protection from other forms of radiation.

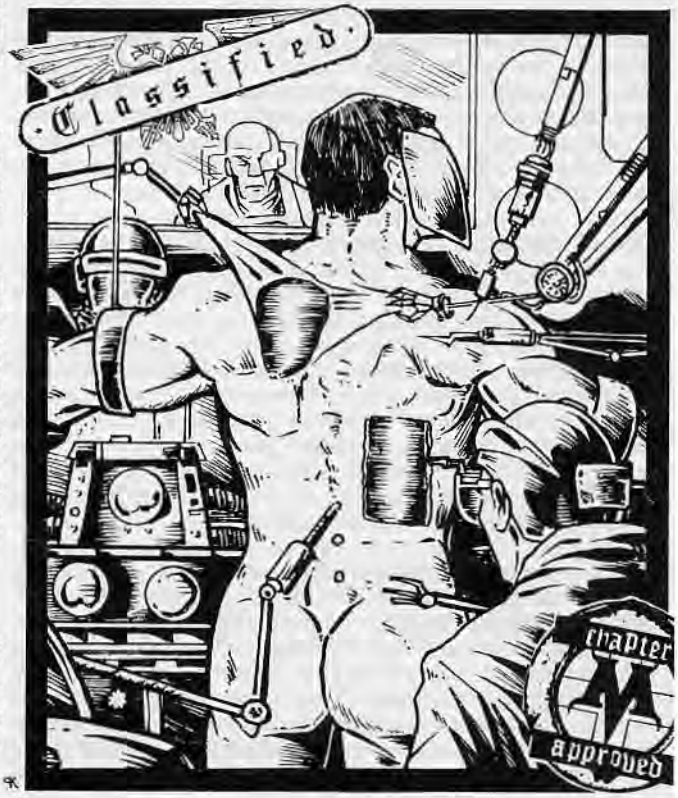
Phase 14 - Oolitic Kidney. This red-brown and heart shaped organ improves and modifies the Marine's circulatory system enabling other implants to function effectively. The oolitic kidney also filters blood extremely efficiently and quickly. The secondary heart and oolitic kidney are able to act together, performing an emergency detoxification program in which the Marine is rendered unconscious as his blood is circulated at high speed. This enables a Marine to survive poisons and gases which are otherwise too much for even the multi-lung to cope with.

Phase 15 - Neuroglottis. Although the preomnor protects a Marine from digesting anything too deadly, the neuroglottis enables him to assess a potential food by taste. The organ is implanted into the back of the mouth. By chewing, or simply by tasting, a Marine can detect a wide variety of natural poisons, some chemicals and even the distinctive odours of some creatures. To some degree a Marine is also able to track a target by taste alone.

Phase 16 - Mucranoid. This small organ is implanted in the lower intestine where its hormonal secretions are absorbed by the colon. These secretions initiate a modification of the sweat glands. This modification normally makes no difference to the Marine until activated by appropriate chemo-therapy. As a result of this treatment the Marine sweats an oily, naturally cleansing substance which coats the skin. This protects the Marine against extremes of temperature and even offers a slight degree of protection in vacuum. Mucranoid themo-therapy is standard procedure on long space voyages and when fighting in vacuum or near vacuum.

Phase 17 - Betcher's Gland. Two of these identical glands are implanted, either into the lower lip, alongside the salivary glands or into the hard palette. Betcher's gland works in a similar way to the poison gland of venomous reptiles by synthesising and storing deadly poison. Marines are rendered immune to this poison by virtue of the gland's presence. The gland allows the Marine to spit a blinding contact poison. The poison is also highly acidic and corrosive. A Marine imprisoned behind iron bars could easily chew his way out given an hour or so.

Phase 18 - Progenoids. There are two of these glands, one situated in the neck, the other deep within the chest cavity. These glands are important to the survival of the Marine's chapter. Each organ grows within the Marine, absorbing hormonal stimuli and genetic material from the other implants. After five years the neck gland is mature and ready for removal. After ten years the chest gland becomes mature and is also ready for removal. A gland may be removed anytime after it has matured.



These glands represent a chapter's only source of gene-seed. When mature, each gland contains a single gene-seed corresponding to each zygote implanted into the recipient Marine. Once removed by surgery, the progenoid must be carefully prepared, its individual gene-seeds checked for mutation, and sound gene-seeds stored. Gene-seeds can be stored indefinitely under suitable conditions.

Phase 19 - Black Carapace. This is the last and the most distinctive implant. It looks like a film of black plastic when it's growing in the tanks. This is removed from its culture-solution and cut into sheets which are implanted directly beneath the skin of the Marine's torso. Within a few hours the tissue expands, hardens on the outside, and sends invasive neural bundles deep inside the Marine. After several months the carapace will have fully matured and the recipient is then fitted with neural sensors and transfusion points cut into the hardened carapace. These artificial 'plug-in' points mesh with features integral to the powered armour, such as the monitoring, medicinal and maintenance units. Without the benefit of a black carapace a Space Marine's armour is relatively useless.

VARIATIONS BETWEEN CHAPTERS

Each organ serves a specific function as outlined above. Although a chapter's Apothacaries and surgeons are able to perform the necessary implant operations, they do not necessarily understand the exact functioning of each organ. The processes involved are incredibly ancient. Procedures are handed down from generation to generation, becoming increasingly ritualised and misinterpreted. For these reasons, the efficiency of each organ differs from chapter to chapter, depending on the condition of that chapter's gene-seeds and the degree of debasement of its surgical procedures. In some chapters, mutation of gene-seed, poor surgical procedure, or inadequate post-operative conditioning, has twisted the functioning of implants. For example, the omophagea gene-seed of the Blooddrinkers has mutated so that all Blooddrinkers have an unnatural craving for blood. In some chapters individual organs are either useless or absent altogether.

REPRODUCING ZYGOTES

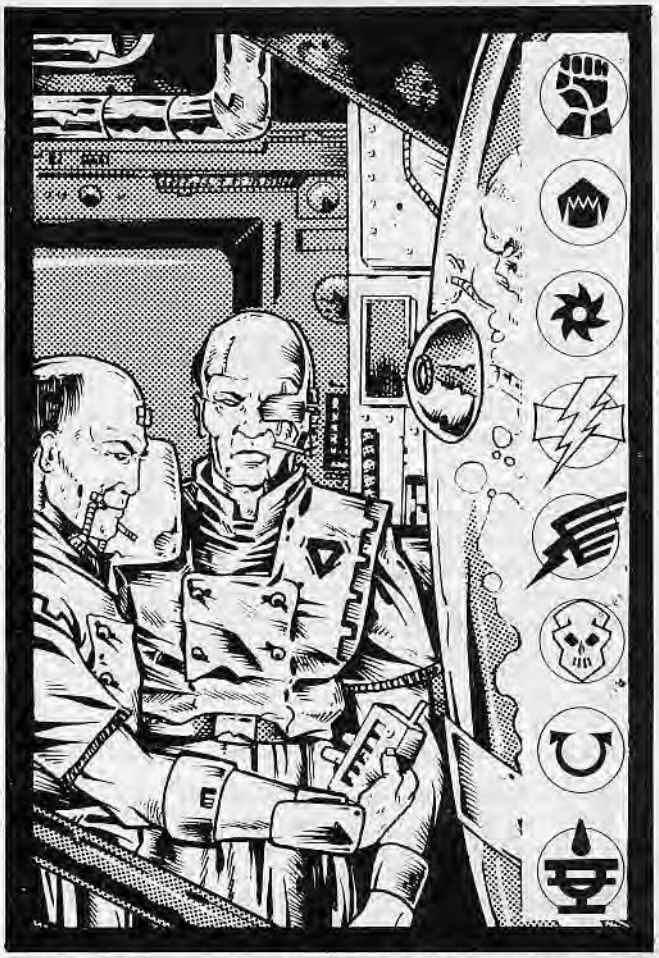
Gene-seed can only be obtained by removing one or both progenoid organs from a living (or very recently deceased) Marine. The whole purpose of the progenoid organ is to provide gene-seed to enable the chapter to continue. It is not possible to create a zygote in any other way. Each chapter's stock of gene-seed is therefore unique to itself. Gene-seed has a great deal of religious significance to a chapter, representing its identity and future. Without gene-seed a chapter has no future. The extinction of a type of gene-seed means that a zygote has been lost forever. The extinction of a phase 18 or 19 gene-seed would effectively mean an end to a chapter.

As each Marine has only two progenoid glands, the rate at which a chapter can create new Marines is restricted. It may take many years for a chapter to rebuild itself after heavy losses. Gene-seed is often rendered useless if a Marine is exposed to high radiation levels or other forms of genetic disturbance. The efficiency of different chapters' progenoid gene-seed also varies, and some chapters are able to make up their numbers faster than others.

FOUNDING NEW CHAPTERS

According to their charter, each chapter is obliged to send 5% of its genetic material to the Adeptus Mechanicus on Earth. This 'tithe' has two purposes. Firstly, it enables the Adeptus Mechanicus to monitor the health of each Marine chapter. Secondly, it enables the Adeptus Mechanicus to store gene-seed with a view to founding new chapters.

A new chapter cannot be founded overnight. A single suitable gene-seed must be selected for each zygote. Zygotes are then grown in culture and implanted into human test-slaves. These test slaves must



be biologically compatible and free from mutation. Test-slaves spend their entire lives bound in static experimental capsules. Although conscious they are completely immobile, serving as little more than mediums within which the various zygotes can develop. From the original slave come two progenoids, which are implanted within two more slaves, from which come four progenoids and so on. It takes about 55 years of constant reproduction to produce 1000 healthy sets of organs. These must be officially sanctioned by the Master of the Adeptus Mechanicus and then by the Emperor himself. Only the Emperor can give permission for the creation of a new chapter.

RECRUITMENT AND INITIATION

The various implants cause vital changes in a Marine's physique and mental state. Many of these changes are controlled by natural hormonal secretions and growth patterns. Implants may not prove effective, or may not become fully functional, if they are carried out once the recipient has reached certain stages of natural development. It is therefore inevitable that recruits must be reasonably young. Tissue compatibility is also essential, otherwise organs may fail to develop properly.

The third consideration is mental suitability. The catalepsean node, occulobe, and sus-an membrane will only develop to a useable condition under the stimulus of hypnotic-suggestion. A recruit must therefore be susceptible to this particular treatment.

These considerations mean that only a small proportion of people can become Space Marines. They must be male because zygotes are keyed to male hormones and tissue types, hence the need for tissue compatibility tests and psychological screening. If these tests prove successful a candidate becomes a *neophyte*. With the completion of organ implantation and attendent chemical and hypnotic training, the subject becomes an *initiate*. An initiate receives training before joining the ranks as a full *brother*. A Marine usually joins the ranks between the ages of 16-18. Pressures during wartime may accelerate the process.

STAGES IN MARINE INITIATION

IMPLANT		AGE RANGE FOR IMPLANTATION	NOTES
PHASE 1	SECONDARY HEART	10-14 YEARS	
PHASE 2	OSSMODULA	10-12 YEARS	PHASES 1-3 CAN BE INTRODUCED AT THE SAME TIME.
PHASE 3	BISCOPEA	10-12 YEAR	
PHASE 4	HAEMASTAMEN	12-14 YEARS	
PHASE 5	LARRAMAN'S ORGAN	12-13 YEARS	PHASES 4-5 CAN BE INTRODUCED AT THE SAME TIME.
PHASE 6	CATALEPSEAN NODE	14-17 YEARS	HYPNOTHERAPY BEGINS.
PHASE 7	PREOMNOR	14-16 YEARS	
PHASE 8	OMOPHAGEA	14-16 YEARS	PHASES 7-9 ARE USUALLY INTRODUCED SIMULTANEOUSLY.
PHASE 9	MULTI-LUNG	14-16 YEARS	
PHASE 10	OCCULOBE	14-16 YEARS	
PHASE 11	LYMAN'S EAR	14-16 YEARS	
PHASE 12	SUS-AN MEMBRANE	15-16 YEARS	
PHASE 13	MELANOCHROME	15-16 YEARS	
PHASE 14	OOLITIC KIDNEY	15-16 YEARS	PHASES 14-15 MAY BE INTRODUCED AT THE SAME TIME.
PHASE 15	NEUROGLOTTIS	15-16 YEARS	
PHASE 16	MUCRANOID	16 YEARS	
PHASE 17	BETCHER'S GLAND	16-17 YEARS	
PHASE 18	PROGENOIDS	16-18 YEARS	
PHASE 19	CARAPACE	16-18 YEARS	FINAL IMPLANT.

THE RISKS

Although the chapters are careful to select only the most suitable candidates, not all neophytes survive to become initiates. This is due in part to the degeneration of knowledge amongst the individual chapters that makes screening procedures less effective than they once were. Nor are operational methods entirely satisfactory in some cases. In many chapters implant surgery is heavily ritualised, and is often accompanied by scarring, incantation, periods of prayer, fasting and all sorts of mystical practices which compromise medical efficiency. For example, the Spacewolves, phase 17 implant is accompanied by the withdrawal of the initiate's canine teeth and their replacement with longer canines. The chapter regards the additional surgery as part of the initiation ceremony.

If an implant fails to develop properly, it is likely that a Marine's metabolism will become badly out of synchronisation. He may fall into a catatonic state or suffer bouts of hyperactivity. In either event, he will probably die.

Those unfortunates that do not die almost invariably suffer mental damage, degenerating into homicidal maniacs or gibbering idiots. However, when a chapter is at full strength these misfits may be put out of their misery. If the chapter is short of Marines they are often allowed to live, and may be placed within their own special units. Those who display uncontrollably psychotic tendencies can be recruited into suicide assault squads, or as suicide bombers.

Some chapters deliberately foster such creatures, even going so far as to implant deformed zygotes into some initiates. This is very dangerous, and the practice is discouraged by Imperial edict. But old traditons die hard.

PSYCHO-CHEMICAL AND OTHER CONDITIONING

Implantation goes hand-in-hand with chemical treatment, psychological conditioning and sub-conscious hypnotherapy. All of these are essential if the Marine is to develop properly.

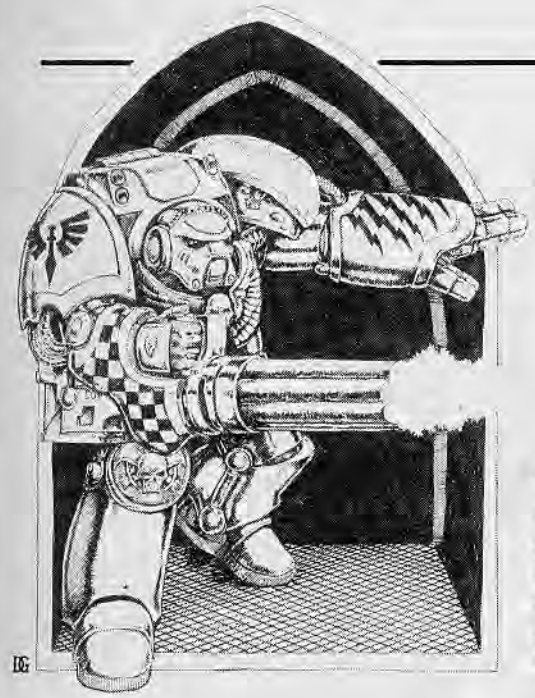
Chemical Treatment - Until his initiation, a Marine must submit to constant tests and examinations. The newly implanted organs must be monitored very carefully, imbalances corrected, and any sign of maldevelopment treated. This chemical treatment is reduced after completion of the initation process, but it never ends. Marines undergo periodic treatment for the rest of their lives in order to maintain a stable metabolism. This is why their power armour suits contain monitoring equipment and drug dispensors.

Hypnotherapy - As the super-enhanced body grows, the recipient must learn how to use his new skills. Some of the implants, specifically the phase 6 and 10 implants, can only function once correct hypnotherapy has been administered. Hypnotherapy is not always as effective as chemical treatment, but it can have substantial results. If a Marine can be taught how to control his own metabolism, his dependence on drugs is lessened. The process is undertaken in a machine called a hypnomat. Marines are placed in a state of hypnosis and subjected to visual and aural images in order to awaken their minds to their unconscious metabolic processes.

Training - Physical training stimulates the implants and allows them to be tested for effectiveness.

Indoctrination - a Marine is more than a human with extraordinary powers. Marines have extraordinary minds as well! Just as their bodies receive 19 separate implants, so their minds are altered to release the latent powers within. These mental powers are, if anything, more extraordinary than even the physical powers described above. For example, a Marine can control his senses and nervous system to a remarkable degree, and can consequently endure pain that would kill an ordinary man. A Marine can also think and react at lightning speeds. Memory training is an important part of the indoctrination too. Some Marines develop photographic memories. Obviously, Marines vary in intelligence as do other men, and their individual mental abilities vary in degree.

Rick Priestley



TERMINATOR

SPACE MARINE TACTICAL DREADNOUGHT ARMOUR IN WARHAMMER 40,000

By Rick Priestley & Andy Warwick

The life of a Space Marine is always dangerous and sometimes fatal. Their most arduous duties expose them to the overheated tunnels of hive worlds and the interplanetary chill of abandoned spacehulks. In these and similar enclosed, cramped environments, Marines are grateful for the added protection and firepower of *exo-armour* and the special training of *Terminator Squads*.

Also known as Tactical Dreadnought Armour, Terminator exo-armour is a development of the sealed environment suits used by spaceship crews, Space Pirates, and in many other lethal situations.

Exo-armour is constructed from heavy gauge plasteel plating, forming an armoured shell that can withstand even the colossal impact of high-speed orbital micro-debris. It is the only readily available armour suitable for working inside the high-pressure casings of plasma reactor shields, or the extremely corrosive environments inside the holds of bulk chemical carriers. These same qualities, suitably enhanced by the Adeptus Mechanicus, make Terminator armour virtually invulnerable from most weapons.

Almost all Space Marine Chapters have suits of Terminator armour, and train a small number of their best Marines to use them. The suits are valuable, and often very old. Many bear scars or medallions commemorating past actions, and are treated with the reverence due to ancient relics.

All Terminator suits contain their own independent power supply and enclosed life-support systems. Marine Terminator suits are heavily armed and also carry teleport homers, bio-scanners, energy-scanners, auto-senses, suspensors and targeters for their weapons, and communicators.

The communicators carried in Terminator suit are specially rigged to carry visual as well as auditory signals. This means that any member of a Terminator Squad can tune in one of his comrades, and see exactly what he sees through his own auto-sense unit. Although all Terminator suits are capable of broadcasting, to avoid confusion it is usual for only the Sergeant's suit to send out visual messages.

SAVING THROW

Terminator armour confers a basic *saving throw* of 2+ on a D6. This is reduced by the *saving throw* modifier of an enemy's attack.

However, Terminator armour *always* confers a minimum save of 6, even if the enemy's *saving throw* modifier is -5 or more.

PSYCHIC HOOD

The Terminator armour worn by Librarians, known as an Aegis suit, is distinguished by the metal hood that rises from the back to form a protective shield around the psyker's head. This cowl is interwoven with an intricate pattern of crystal filaments that form a psychically-attuned matrix, aiding the Librarian's defence against psi attacks.

Treat every *psi point* the Librarian spends in augmenting his *psychic saving throw* as 2 points. So a Librarian who expends 3 *psi points* to augment his save increases his **WP** by +6 for that saving throw.

"Fall back to defensive positions. I'll hold them here."

Four huge bodies moved away from the junction, the heavy tread of the Terminator suits echoing down the corridors. Targal stood his ground, setting himself against a bulkhead in a defensive stance. Inside each Marine helmet a small holoscreen flashed to life as the squad tuned into Targal's visual channel. The other four Marines saw what Targal saw - Genestealers, fighting to reach the waiting Marine. The aliens threw themselves forward, their chitinous shells making a thunderous sound as they slammed into one another. The beat became more rapid as they got closer; Targal's heart began to quicken in sympathy.

"Imperator! There's dozens of them!"

The joints of Targal's armour hissed as he raised the assault cannon. The barrel started to spin, the whine of its motor quickly drowned out by the shells slicing through Stealers and exploding with a muffled thump. The squad watched: they could see Targal at the far end of the corridor, the Stealers hidden by the flash of the assault cannon - and the same scene repeated inside their helmets from Targal's viewpoint, the Stealers terrifyingly close.

"To the left - three comin' in fast!"

Targal turned just as the first Stealer reached him. Its jaws spread and clamped around his helmet. The visor began to run with saliva as the alien's jaw slid up and down, trying to chew its way in. Targal's chain fist juddered as he thrust it into the creature's mouth, the chain erupting through flesh and sinew and up into the Stealer's skull. The other Marines lost sight of him, buried under a mound of Genestealers. Blinded by the gore smeared across the visor, he barked his final request.

"Open a visual channel! Someone give me their view! I don't want any to escape."

Sergeant's shoulder badge - made of stone with rank markings

Within dark and forgotten places hide the enemies of the Emperor. You have been chosen to enter such places and, protected by the best armour the Adeptus Mechanicus can provide, cleanse it.

Take with you weapons, a valiant heart and the Emperor's blessing, and engage the enemy where it makes its lair. Acknowledge death as it approaches, but do not succumb to its touch, for your purpose is great.

You have proved yourselves to be worthy of the status you now hold. Every one of you standing here, all of whom have declared alliegance to the Emperor and take his will as your guide, have shown your courage and have been rewarded for it.

Those that stand before me, I charge you now, go forth and vanquish the foe.

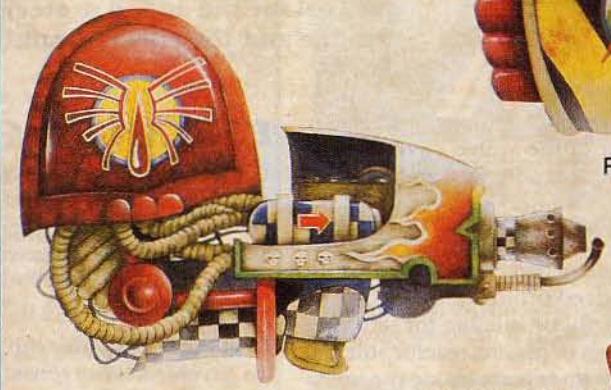
- sermon made by Chaplain Hanius to Blood Angel Terminator Squads before the attack on Thain II.

Terminator Exo-Armour Standard Armament

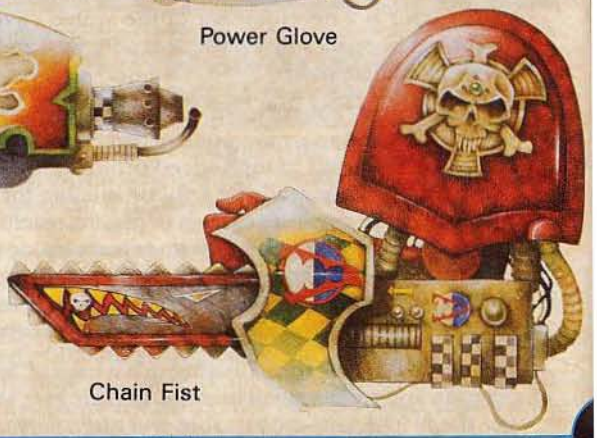
Storm Bolter

Assault Cannon

Power Glove



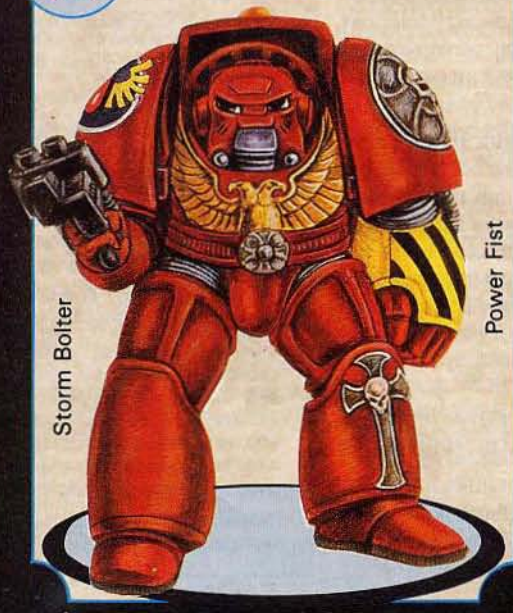
Heavy Flamer



Chain Fist

Ref: Index Astartes. Blood Angel Chapter

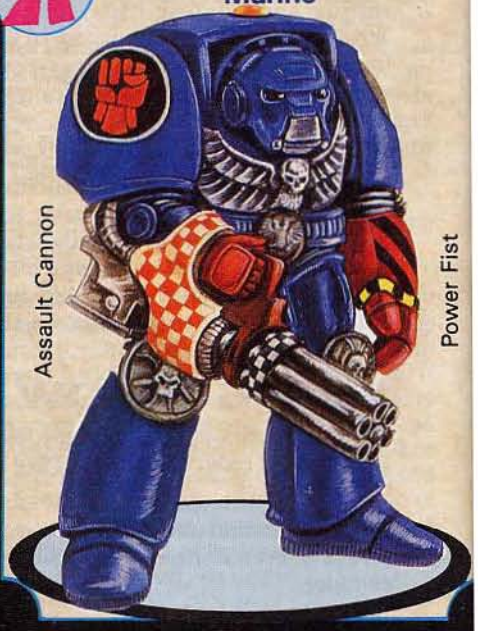
Blood Angel Chapter Marine



Storm Bolter

Power Fist

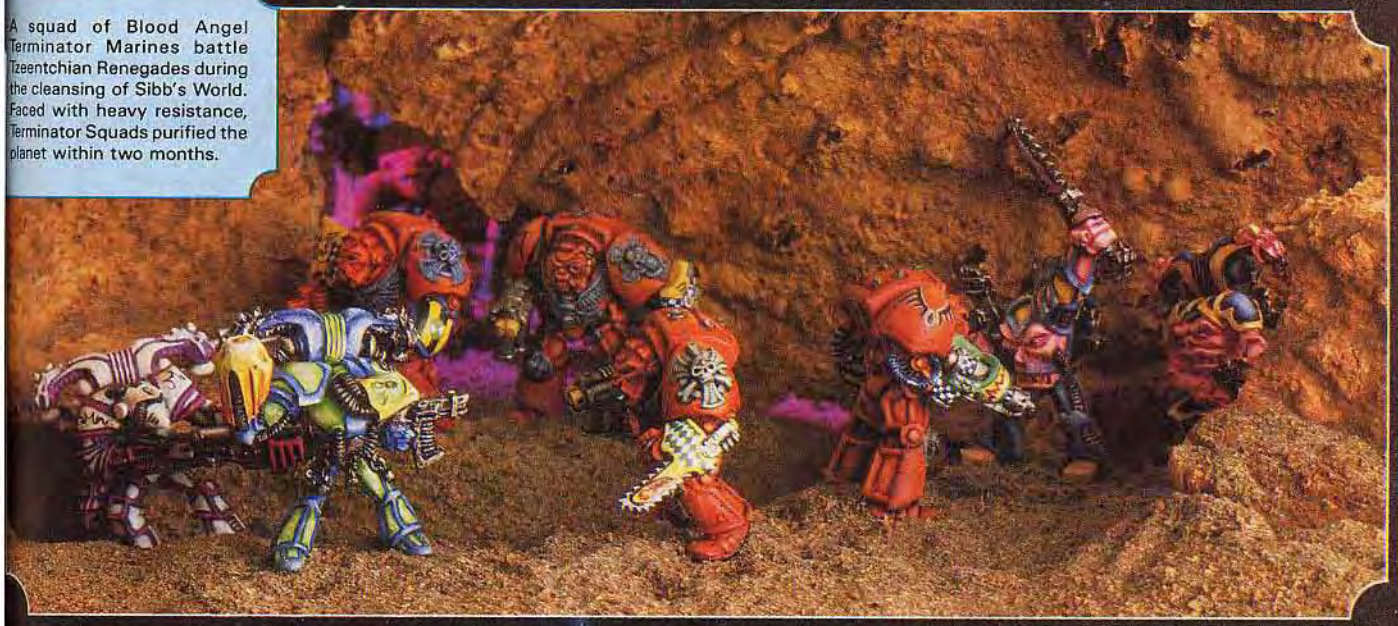
Crimson Fist Chapter Marine



Assault Cannon

Power Fist

A squad of Blood Angel Terminator Marines battle Tzeentchian Renegades during the cleansing of Sibb's World. Faced with heavy resistance, Terminator Squads purified the planet within two months.



Sergeant's Power Sword - note the rank markings on the blade, and the Blood Angels' symbol on his shield.

The Terminator shoulder badge is usually made of stone. In recognition of acts of extreme valour, a Marine is sometimes awarded a *Crux Argentum* - a shoulder badge made of silver and encrusted with gems.

Dark Angel Chapter Marine

Space Wolves Chapter Sergeant

These pages taken from the Index Astartes - Chapter Uniform section, sub-section Terminators, and Terminator Armament section.

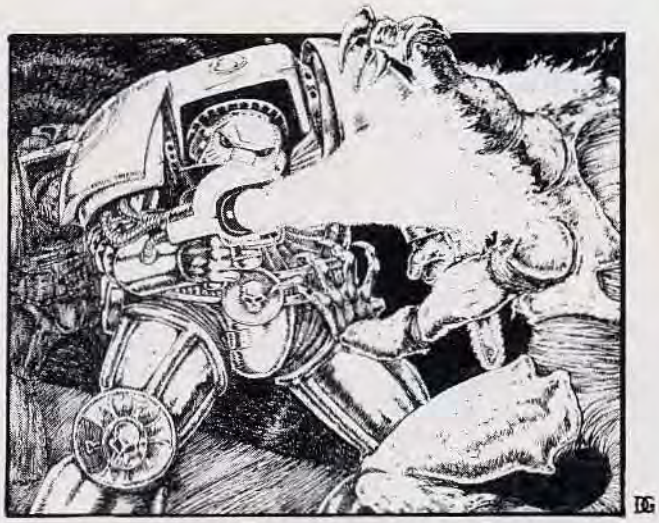
Thought for the day

You carry the Emperor's will as your torch. With it destroy the shadows.

WEAPON SYSTEMS

There are a number of different weapon configurations used by Marines in Terminator armour. The most common is the storm bolter on the right and a power glove on the left. Other weapons used by exo-armoured Marines include heavy flamers and assault cannon on the right arm, and chain fists on the left arm.

Marine Sergeants and Captains may replace their storm bolter with a power sword. Librarians in Aegis suits are usually armed with a force axe, allowing them to channel their psychic energy into a blow.



STORM BOLTER

The main armament of a Marine in Terminator armour is the *combination bolter*, more generally known as the *storm bolter*. A storm bolter is basically two bolters firing in unison. The power of the armour allows the Marines to carry these heavy weapons without penalty, giving them an offensive capability to match their defensive advantages.

Storm Bolter

Range		Shooting to Hit				Save	Type					
Short	Long	Short	Long	STR	DAM	Mod	C	H	S	F	Area	T
0-12"	12-24"	+1		4	1	-1		2"		X		6

HEAVY FLAMER

One member of every Terminator Squad carries a special weapon of some kind in place of the storm bolter. This is usually a *heavy flamer*, a powerful version of the standard flamer with additional fuel capacity and improved range.

A target hit by a heavy flamer is set on fire, and suffers an additional automatic hit during every *combat phase* while the chemical burns - a target therefore receives two hits during the first turn: one from the original hit in the *shooting phase*, and one during the *combat phase*.

A burning model rolls a D6 at the start of its turn to determine if the fire goes out: a score of 6 indicates that the fire has gone out, otherwise it continues to burn as before.

A burning creature may do nothing (see below for exceptions). Friends in base-to-base contact can help to beat the flames out if they do nothing else during their turn. Add +1 to the test dice for every model helping.

Creatures in **frenzy** ignore the fact they are burning, and keep on fighting until they die. A model may also ignore the fact that it is burning if it has a *Toughness* score of 9 or more, because it is too tough for the flames to do it any harm!

Heavy Flamer

Range		Shooting to Hit				Save	Type					
Short	Long	Short	Long	STR	DAM	Mod	C	H	S	F	Area	T
0-6"	6-18"	+2	-1	5	1	-3		2"			1½"	6

POWER SWORD

Sergeants and Captains are equipped with *power swords* - simple edged weapons surrounded by a powerful energy field that can easily slice through most armour.

Power Sword

Range		Shooting to Hit				Save	Type					
Short	Long	Short	Long	STR	DAM	Mod	C	H	S	F	Area	T
Close Combat Only				5	1	-1	x					6

ASSAULT CANNON

Although the heavy flamer is a favourite weapon among many Terminator Squads, a popular alternative is the *self-powered rapid-fire assault cannon*, usually known simply as the *assault cannon*.

This awesome weapon is a motorised, multi-barrelled auto-cannon that can pour out hundreds of shells per second. Although the weapon is made from a special ceramite alloy which conducts almost no heat, the barrels still reach temperatures of over 300°. Due to the high rate of wear on the barrels, assault cannon are regarded as disposable, and are generally discarded after a mission.

Assault Cannon

Range		Shooting to Hit				Save		Type				
Short	Long	Short	Long	STR	DAM	Mod	C	H	S	F	Area	T
0-12"	12-32"	+1		8	D10	-3		2"		X		6

POWER GLOVE

Marines in Terminator armour have *power gloves* as standard, and under most circumstances these are more than sufficient for their needs. A bulkhead or armoured suit will crumple like tin plate under the energised field of a power glove.

Power Glove

Range		Shooting to Hit				Save		Type				
Short	Long	Short	Long	STR	DAM	Mod	C	H	S	F	Area	T
Close Combat Only				8	1	-5	X					6

The Captain has a slightly different type of power glove, incorporating a *grenade launcher* on the top of the glove itself.

This glove-mounted launcher has a much shorter than range than the normal shoulder-mounted version. It can be equipped with either crack or frag grenades.

Grenade Launcher

Range		Shooting to Hit				Save		Type				
Short	Long	Short	Long	STR	DAM	Mod	C	H	S	F	Area	T
0-8"	8-16"			as ammo				½"	X			6

CHAIN FIST

Punching through a heavy bulkhead or reinforced airlock door with a power fist can be a slow process. The *chain fist* - essentially a power glove with a built-in heavy chainsword - is designed to slice a Terminator-sized hole through almost any substance in a matter of seconds, using the energy of a power field to turn an activated chain.

Chain Fist

Range		Shooting to Hit				Save		Type				
Short	Long	Short	Long	STR	DAM	Mod	C	H	S	F	Area	T
Close Combat Only				10	D4	-6	x	2"				6

Librarian Tirus felt the unmistakable surge of psychic energy. He threw up his mental barriers, the tuned matrix of his Aegis Terminator armour doubling his power. The assault was easily dissipated, and he turned to face his attackers. A hive-world gang stood about 6 metres away, las-pistols in hand, taunting him.

As Tirus began to advance, he returned the mental blow threefold. One of the men fell to the floor with his hands to his ears, trying to stop his brain from evacuating his skull.

The rest of the gang leapt forward - six were dead before they landed. The storm bolter's barrel began to glow as Tirus pumped shot after shot into the enemy. The men seemed to dance as each shell exploded beneath their skins, opening up pink craters across their bodies and filling the air with a red mist.

The music of the gun came to an end and the dance stopped.

Tirus turned away. "Stultitia in vita, iustitia in mors."

FORCE AXE

Marine Librarians in their Aegis suits of Terminator armour are usually equipped with a *force axe*, a variation on the familiar force sword. Cast from carbon steel, these weapons enclose a carefully constructed psi-matrix that allows a psyker to channel his psychic energy into his blows.

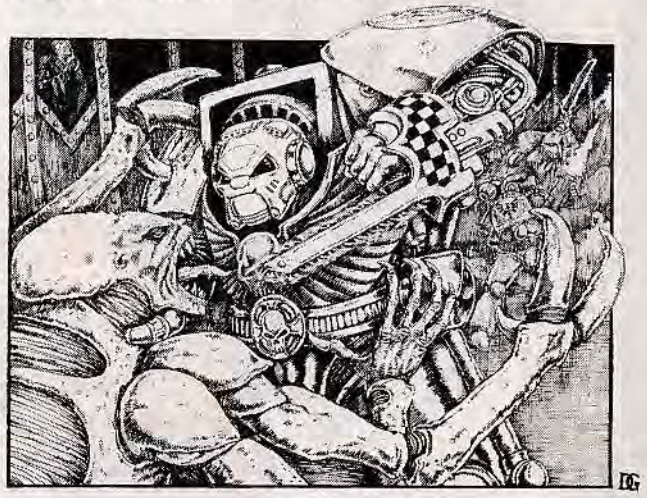
A Librarian scoring a successful hit with a force axe can use *psi points* to add to the strength of the hit (ie the **S** of the wielder). Each *psi point* used also reduces the targets *saving throw* by -1. For example, a Librarian with a **S** of 4 adds 3 *psi points* to his attack giving his attack a **S** of 7 and a *saving throw* modifier of -3.

Force Axe

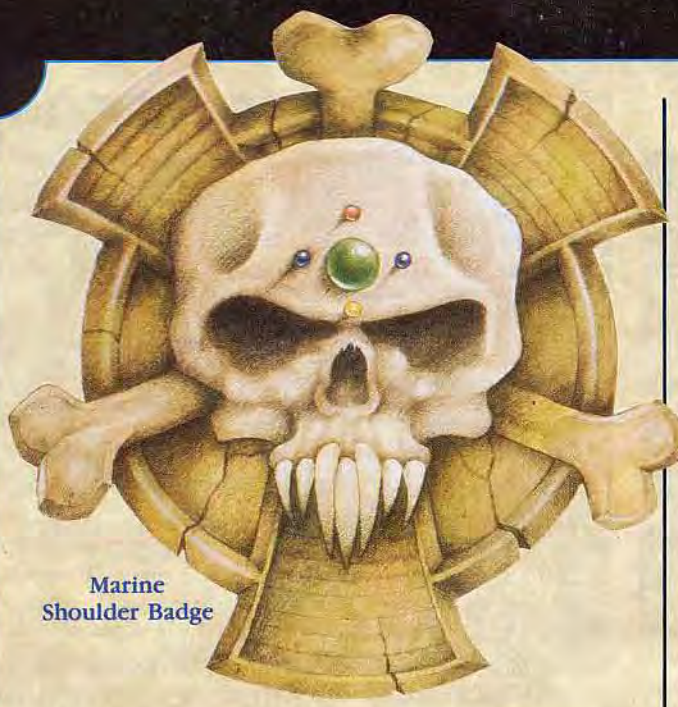
Range		Shooting to Hit				Save		Type				
Short	Long	Short	Long	STR	DAM	Mod	C	H	S	F	Area	T
Close Combat Only				as user	1		x					4

SUSPENSORS AND TARGETERS

All weapons carried by Marines in Terminator armour (storm bolters, assault cannon, etc) are equipped with suspensors and targeters as standard. Marines in Terminator armour suffer no movement penalties for their heavy weapons and receive a +1 bonus *to hit*.

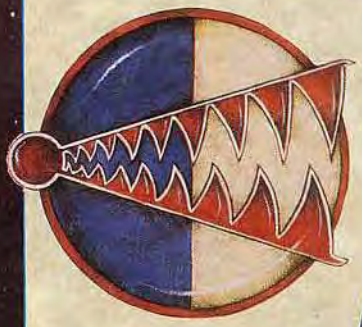


All Marine Terminator armour is identified by a stone medallion set into the left shoulder



Marine Shoulder Badge

Marine Shoulder Badge



Chain Fist Weapon Badge

Assault Cannon Weapon Badge

The teleporter chamber was dimly lit. Huge cables ran across the ceiling and walls, but there was little spare power for lights.

Even though they were in deep shadow, the five Marines in Terminator armour moved with precision. Their enhanced senses helped them pick their way across the floor and duck beneath the conduits. As they lumbered out of the darkness into a dim circle of light in the centre of the room, their weapons glinted, showing the Blood Angels' winged insignia. They were watched by three Marines in ship fatigues. The first stepped forward, moving in front of a technician making final adjustments to the teleporter.

"Sound off." Brother-Captain Mallen's wounds had not healed in time for him to lead the assault. But he had still brought himself down to the teleporter, though the effort had almost exhausted him. His Marines deserved his attendance.

"Brother-Sergeant Kinner." Kinner's power glove creaked as he flexed his fingers; he was always impatient before an assault. He raised his storm bolter and pointed it at the Chapter badge on the wall. Relays clicked as the targeter fixed the range. Kinner's habitual salute had, Mallen thought, overtones of disloyalty. But it always seemed to bring him victory. The Captain let it pass.

"Straus." Even in the dim lighting the devotional stripes and purity badges on Straus' exo-armour glittered. This assault would be his last as a simple Marine. His initiation rite to become a Novitiate would take place as soon as he returned. If he came back at all. "In Our Loyalty, Victory Is Certain."

"Felko." Even over the commnet, Felko sounded nervous. Not scared, but apprehensive. This was his first battle as part of a Terminator Squad, and he had confessed to the company Chaplain that he was worried. He had no wish to embarrass his battle-brethren by not pulling his weight, so he had volunteered to be on point duty - the first man teleported into action. Then he would be able to prove himself, even in the company of men such as these.

"Levi." The bolter's magazine was tiny in comparison to Levi's power glove, but he had no trouble in sliding it home. There was a click as the bolter's catch held the magazine. Levi shook his head, working the helmet seals carefully into place. His suit was battered and scarred and badly in need of repainting. It wasn't even in the proper Chapter colours, having come from the Ultramarine's armoury a generation before. Bare metal showed in several places. Levi, however, like many of the suit's previous users, had refused to let the Techmarines repaint it. Every time its Ultramarine colours had been hidden, the suit's wearer had been killed. Levi maintained that the suit knew it was only borrowed, and even the Techs had come to believe the same. They had given up trying to persuade him to have it repainted in the proper colours.

"Gorrias. Present and correct, Brother-Captain." Twenty years on, and the man's thick hive-world accent was still noticeable. Gorrias turned and raised the barrels of his assault cannon in salute to the Chapter badge, then dropped into a combat stance. He thumbed the cannon into life, and its barrels whirred into action. Gorrias could hear the weapon's hum through his armour. Satisfied, he sighed into his commnet. The other Marines chuckled.

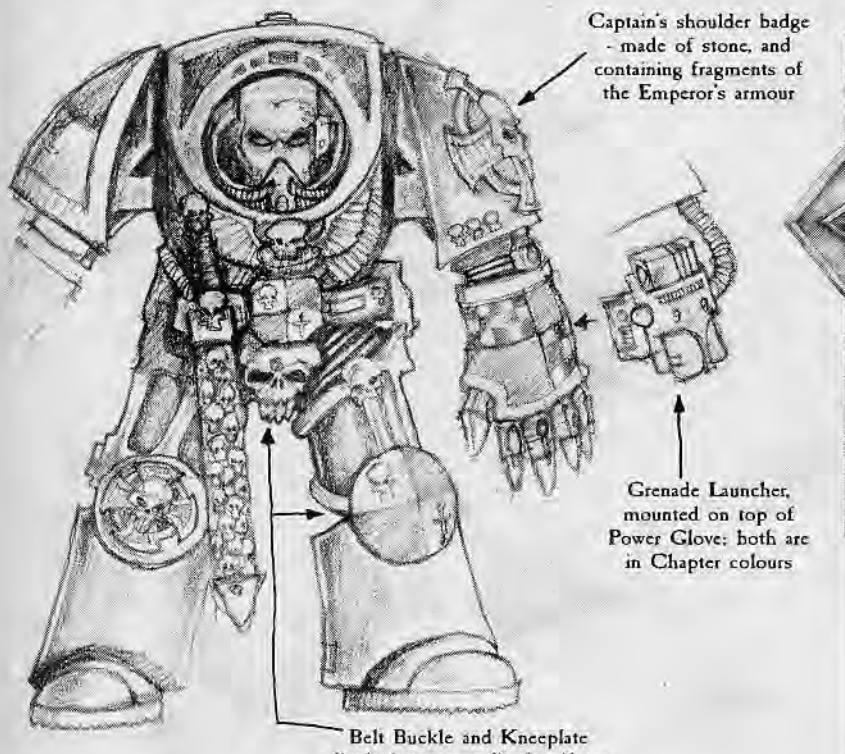
Chaplain Brehgen pulled on his robe and stepped forwards. As one, the squad dropped to its knees. Brehgen gestured, and his Initiate moved beside him, bearing a small dish. The Chaplain dipped his fingers into the dish's oily liquid and drew a small circle on each helmet. Then he stepped back.

"The Blessing of the Emperor and the support of your Chapter be with you all." Each Marine nodded. The forms had been obeyed.

Felko was the first to stand. He shrugged inside his armour, and the exo's systems clattered as it tried to match the action. The other Marines stood up quietly and waited.

Brehgen raised his arms in a final benediction, then lowered them slowly. One by one, the Terminator Squad faded out as the teleporter took them into battle. The Chaplain looked at the empty space for a moment. Then he smiled in satisfaction. By now, the Emperor's enemies would be dying.

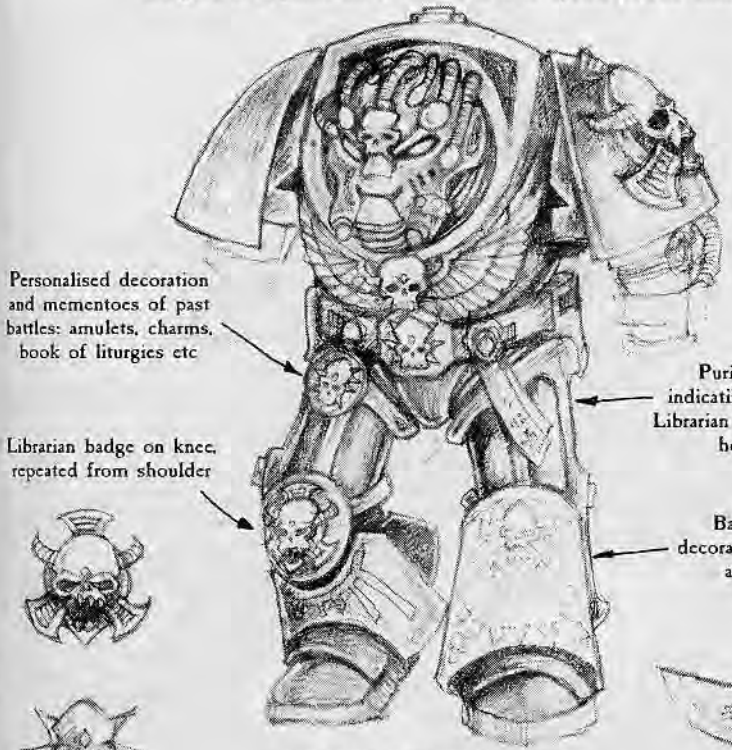
Some Marines display optional weapon badges on their armament

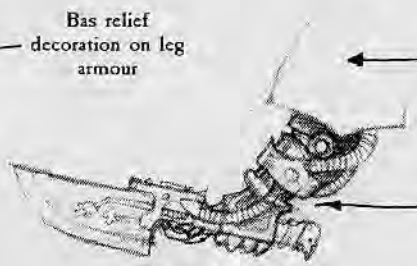


MARINE CAPTAIN IN TERMINATOR ARMOUR:
Storm Bolter, Power Glove and Power Sword

CAPTAIN'S SHOULDER BADGE:
made from stone, incoporating fragments of the Emperor's armour. At the climax of the Horus Heresy the Emperor personally led an attack upon the Warmaster's bunker with the Imperial Fist Marine Chapter and an elite unit of the Adeptus Custodes. During the fierce fighting the Emperor came face to face with Horus, who, in the battle that resulted, seriously wounded the Emperor. The Warmaster was only prevented from taking the Emperor's life by the timely intervention of a squad of Imperial Fist Marines in Terminator Armour. The squad cut their way through walls and sealed doors to reach the Emperor's side and launched an unexpected counter-attack on the Warmaster. Distracted by their appearance, Horus was off his guard long enough for the Emperor to press forward and kill him. Although weak, the Emperor was still able to order that his armour be taken off and melted down, and that the pieces be made into badges that all Marine Captains attached to Terminator squads should wear in recognition of the service performed in the defeat of Horus.

The Librarian's Aegis suit incorporates a Psychic Hood, which is designed to augment the Librarian's defence against psychic attack





Force Axe (left arm)

LIBRARIAN IN AEGIS SUIT OF TERMINATOR ARMOUR:
Storm Bolter and Force Axe

REFRACTOR FIELDS

Terminator armour may be equipped with a *refractor field* - a defensive field that deflects an attack by refracting energy around the target.

Terminators equipped with refractor fields receive a separate *saving throw* of 5 or 6 which is taken before the normal armour save. Refractor fields do *not* suffer any modification on the *saving throw* due to weapon or other saving throw modifiers.

GRENADE HARNESS

Terminator armour may be modified to incorporate a *grenade harness* consisting of six one-shot grenade launchers. As grenades are very small - about the size of a marble - the grenade harness does not encumber its user at all.

A grenade harness is loaded with 6 grenades, all of the same type, which are fired in two batches of 3.

Launchers are operated from within the suit, so grenades can be fired from a grenade harness in the *shooting phase* in addition to normal shooting.

When firing the grenades, place the first burst template exactly 6" in front of the Terminator within its usual 90° fire arc. There is no need to make any deviation roll - the grenade is programmed to hit this specific point. The remaining two grenades deviate D3" from the centre of the burst template for the first grenade.

A grenade harness can be equipped with either crack or frag grenades.

TELEPORTING

A Terminator Squad may be teleported onto the table during the first turn of the game.

Teleporters are reasonably accurate - but not entirely. To represent this, nominate the *teleport reference point* used to fix the teleporter. Place a dice or other suitable marker at this point and nominate one *short* table edge as north (you can nominate any table edge if you've got a square table). Roll a D20 and move the marker this number of inches to the north (ie parallel to the long table edges); roll again, and move the marker this number of inches to the east (ie parallel to the short table edges).

The entire squad must be set up on the table within 2" of the final position of the teleport reference point, with normal coherency rules applying.

Remember to make sure that your initial teleport reference point is at least 20" from the nominated table edges - otherwise you run the risk of missing the table altogether!

"They'll never get in. Even a chain fist wouldn't break down that barricade"

A pale blue glow appeared in the corner.

"You think they'd try though. I mean, they're not even trying to get in."

The glowing blue mist rapidly coalesced. The crunch of metal echoed from behind them.

"What was that?"

The dark shape, now solid, raised an assault cannon and tore the two men apart in one fluid motion. A communicator cut through the static.

"Teleportation complete. Targets terminated. Awaiting further instructions."

Be Just and Fear Not

• CHAPLAINS OF THE IMPERIUM

Each fortress-monastery of the Legiones Astartes, or space barge (for the space-dwelling Chapters of Marines), has a chamber known as the *Reclusiam*. It is here that the cult ceremonies and rituals are performed in the presence of the entire Chapter. These are carried out under the guidance of the *Reclusiarch* and his superior, the *Master of Sanctity*, who is the spiritual head of the Chapter.

While each Chapter follows the tenets of the Imperial Cult, individual Chapters have extended the Cult to include ceremonies which have relevance only to their own members. For example, reverence for *Primarchs* is widespread amongst the Legiones Astartes. These are the heroes of each Chapter, who fell in battle and upheld the honour and traditions of the Legiones Astartes in a particularly notable fashion. The Chapter's collection of Primarch relics and war-gear is entombed in the Chapter catacombs, placed upon sepulchres or hung in the Reclusiam.

The importance of faith to Marines is further reinforced in the Company Chapels. All ten companies within each Chapter have their own Chapel where Marines can observe the rites of the Chapter and those special to their own company. Here the worship is supervised by one of the Reclusiarch's subordinate *Chaplains*. It is the Chaplains, living and fighting alongside their battle-brothers, who are responsible for the spiritual health of the companies.

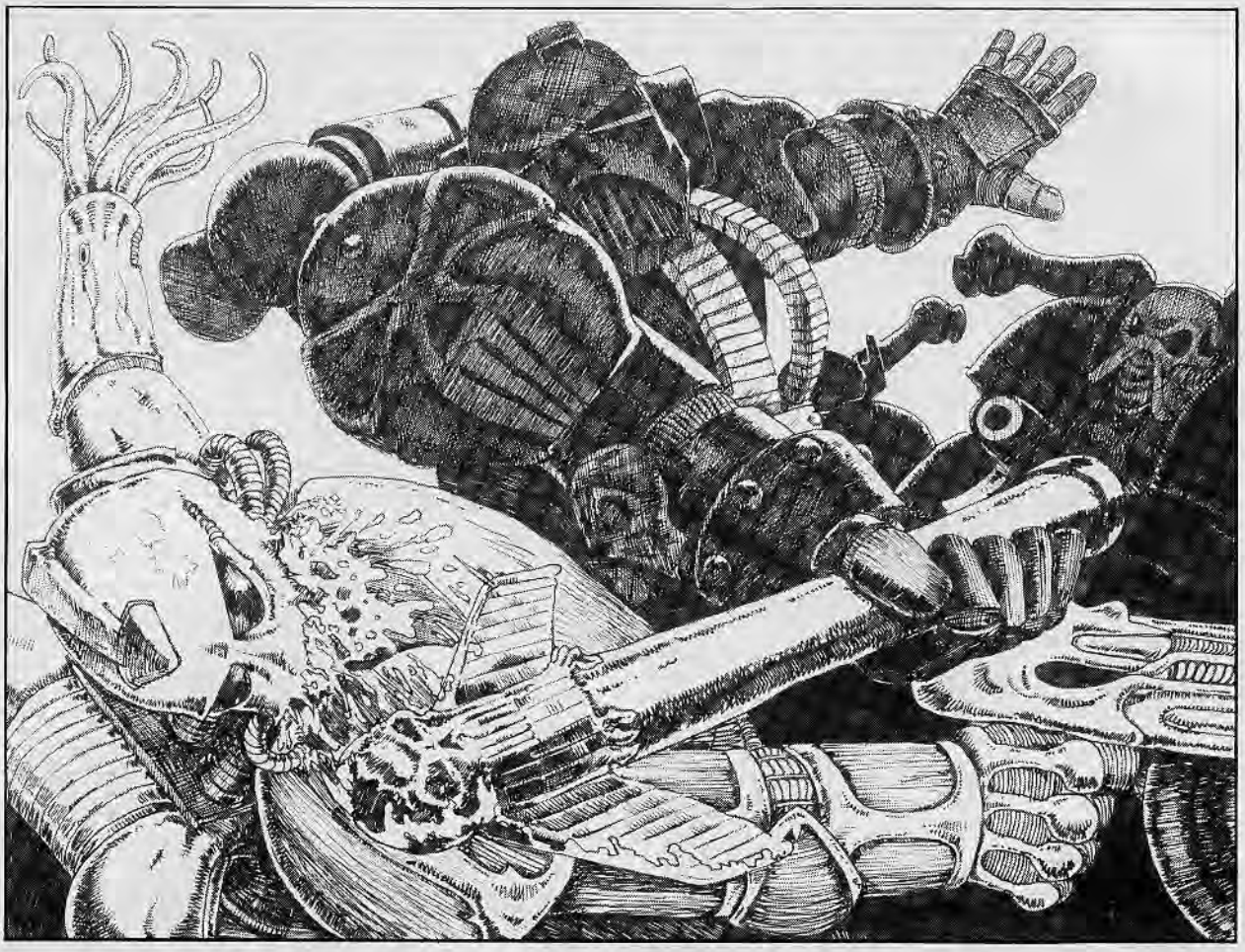
• LEGIONES ASTARTES CHAPLAINS

Chaplains are well-versed in all matters of the Chapter's cult, having spent many years studying the battle liturgies and scriptures stored in the Chapter library. This study includes memorising all the rites of their Chapter and company. This knowledge is also put to practical use. Chaplains are responsible for the spiritual care, discipline and faith of the brothers in their companies. Young recruits must also be monitored and indoctrinated as they progress towards becoming full battle-brothers.

In battle Chaplains are frequently found where the fighting is fiercest. They can be found chanting the Chapter's battle creeds, ministering to the fallen and granting absolution to the dead. They are also Space Marines, which means that they fight with as much savagery as any of their brothers.

Chaplains are drawn from the ranks, although only Marines who have earned both Merit and Devout badges are considered for a Chaplaincy. These awards may be displayed as actual badges, or for example as diagonal stripes painted across the right shoulder pad.

As a first step, a Marine is singled out to aid the Chaplain of his company as a Novice (or Initiate - the terms are almost interchangeable). Duties often involve little more than helping during company rituals, but deep study of the liturgies under a Chaplain's personal tuition is also necessary.



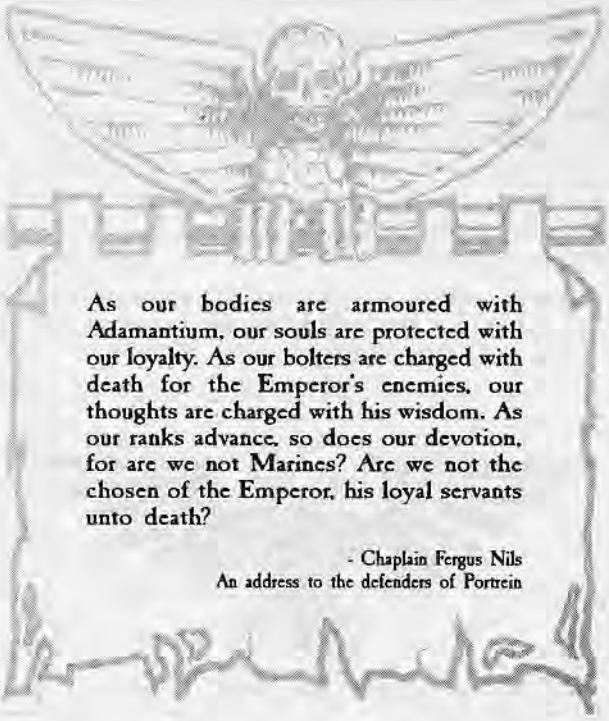
Should a Chaplaincy fall vacant, the most advanced and promising of the Initiates is sent to the Solitarium. This small cell is situated in a secluded part of the monastery and here the Initiate meditates and fasts for a time. He may be left there for up to a week, while his investiture by the Reclusiarch and the Master of Sanctity is prepared. Then, in front of the whole Chapter, he is formally given his symbols of office and presented to the company who are now under his spiritual guidance. At this point the new Chaplain takes the name of his predecessor.

When a Chaplain is killed in battle a formal ceremony often has to wait. The senior Initiate immediately takes the helmet and shoulder pads of the Chaplain and dons them. From the moment he puts on the old Chaplain's war-gear he has full authority as one of the Chapter's spiritual leaders. He is formally invested as a new Chaplain only when the battle is won and the dead are absolved.

• CHAPLAINS IN BATTLE

Chaplains are a puritannical and sometimes eccentric group. Their religious zeal has a strong practical slant, as befits a warrior. They fight alongside their battle-brothers, reciting extracts from the Chapter's Creed and Liturgies. Indeed, their dedication adds considerably to the fearsome reputation of the Marines. Their inspirational sayings and constant exhortations harden the determination of every Marine to serve the Emperor and relive the former glories of the Chapter Primarchs.

The bond between Marines and their Chaplains is a strong one. Chaplains preside over their indoctrination as recruits; they teach loyalty to the Chapter, reinforce its precepts through rituals and ceremonies and perform inspiring acts of valour upon the field of battle.



As our bodies are armoured with Adamantium, our souls are protected with our loyalty. As our bolters are charged with death for the Emperor's enemies, our thoughts are charged with his wisdom. As our ranks advance, so does our devotion, for are we not Marines? Are we not the chosen of the Emperor, his loyal servants unto death?

- Chaplain Fergus Nils
An address to the defenders of Portrein

• Armour and Appearance

Marine Chaplains wear a variant type of standard issue Marine armour. A Chaplain can appear stylised and archaic when compared to his fellow Marines, which makes him stand out and act as a focus for his brethren.

Some or all of a Chaplain's armour is painted black. A skull insignia usually adorns the right shoulder and this is often displayed on both pads. Skulls can also be repeated throughout a Chaplain's uniform. Skull-shaped helmets are common, and the upper chest armour or even the whole of the body armour may be cast in the shape of a skull. Skull-shaped groin-guards are also not unknown.

Chaplains are also marked by one or more Primarchal battle relics which are worn or carried into battle. A single gauntlet from the armour of a Chapter hero passes on a little of the Primarch's fortitude and faith to the Chaplain.

Formal regalia includes a staff of office called the *crozius*, which is used during Chapter ceremonies. Many Chaplains carry them into battle, a visible sign that battle is the highest ritual in the Chapter's devotional calendar. The crozius normally bears the Imperial eagle or a skull motif at its tip. The most ancient of these staffs is the rare *crozius arcanum*; a staff made from an alien relic which contains a neuro-disruptor in the haft. Chaplains are also marked by a *Rosarius*, a gorget or amulet worn about the neck. This bears the image of the Imperial Eagle and is the 'soul's armour' of the Chaplain.

Initiates usually wear standard Marine armour. However, the helmets, right shoulder pads and right arms of their armour are painted black rather than in the Chapter's formal colours. The black shoulder pad replaces the previous Devout markings which were shown there - once declared as an Initiate, the Marine's devotion needs no further advertisement.

Armament and Equipment

The *Imperial Marine Codex* lists the standard equipment of a Marine Chaplain as:

Powered armour with communicator, respirator and auto-senses
Knife or combat accessory
Bolt Pistol
Frag Grenades

Bolt Gun
Plasma Pistol
Power Sword
Conversion Field

Chaplains may also be equipped with Chainswords. Some Chapters allow their Chaplains to carry a variety of close combat and heavy weaponry as well as grenades.

Bravery is stronger than Adamantium. One is the stuff of the soul-forges, the other an illusion of safety created by fools. Adamantium walls cannot keep us out! We have the courage of the Emperor! And in the Emperor's name... ATTACK!! ATTACK!! NO PRISONERS!!

- Chaplain Gonzago, during Operation Carthage (the second pacification of Isstvan V)

0-3 CHAPLAINS

MINOR HERO 50	CHAMPION 19	MAJOR HERO 94

PROFILE:	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
CHAMPION	4	5	5	4	3	1	5	1	8	8	8	8
MINOR HERO	4	6	6	4	4	2	6	2	9	9	9	9
MAJOR HERO	4	6	6	4	4	3	6	3	9	9	9	9

Each company has a Marine Chaplain responsible for spiritual welfare. The Chaplain moves among the squads of his company inspiring Marines with Battle-Liturgy and by his heroic example.

BASIC EQUIPMENT

POWERED ARMOUR WITH COMMUNICATOR, RESPIRATOR AND AUTO-SENSES
KNIFE OR COMBAT ACCESSORY
BOLT PISTOL
FRAG GRENADES

OPTIONS

SPECIAL EQUIPMENT CHARTS

CHART	ROLLS	PTS/ROLL
CLOSE COMBAT WEAPONS	0-1	3
HEAVY WEAPONS	0-1	50
GRENADES/MISSILES	0-2	7

STANDARD EQUIPMENT: 16 points

BOLT GUN — PLASMA PISTOL
POWER SWORD — CONVERSION FIELD

ADDITIONAL EQUIPMENT

CHAINSWORD 2
JUMP PACK 2
CROZIUS ARCANUM 5

CHAPLAINS

• TYPICAL CHAPLAIN UNIFORM VARIATIONS

Black is the official colour for Chaplains' armour. However, over millennia, chapters often incorporate their colours and insignia onto the uniform, resulting in wide variations from the basic colour scheme. Many of these changes come about as a result of a Chaplain repairing his armour from available resources while on a campaign. Some modifications are adopted permanently. Hybrid uniforms can also appear if the Chaplain dons archaic power armour kept as a primarchal relic. Of course, apart from the organisations they belong to, Chaplains themselves have a long lifespan, so there is plenty of time for them to stamp their own personality on their armour. The examples below provide guidelines that you can experiment with when painting up your Chaplains.

Chapter	Helmet	Torso	Legs	Arms
Crimson Fists	Black skull	Black	Black	Shoulder pads in Chapter colours
Space Wolves	Black skull	Black	Chapter colours	Skull* shoulder & insignia pads
Howling Griffons	Black skull	Black	Chapter colours	Skull* shoulder & insignia pads
Novamarines	Black skull	Black	Chapter colours	Skull* shoulder & insignia & elbow pads
Dark Angels	Skull*	Black	Black	Skull* shoulder pads
White Scars	Grey	Grey	Grey	Skull* shoulder & elbow pads
Silver Skulls	Silver	Black	Black	Silver shoulder pads
Iron Hands	Black	Black	Black	Skull & dagger motif on right shoulder pad

* Unless painted black or in chapter colours, skull masks are white or ivory.

The Chapter's space barge was always quiet after a battle, but in the stillness the work of the Chapter continued. Weapons were stripped, cleaned and replaced in their holding racks. Unused munitions were put back into the magazine. Each Marine's armour was checked for damage, repaired where necessary, repainted and carefully stored.

Down on the flight deck, the Fleet technical adepts opened dropship inspection bays, checked shields and engines, adjusted systems and painted new kill markings. Each one of the Chapter's armoured vehicles was driven out of its dropship onto the deck. As its engines were run up to power fumes leaked through the barge's ventilation shafts, carrying a burnt smell to the whole ship.

In the Commander's chambers he and his staff discussed the assault. It had been a success, despite some early problems. The barge captain sat and listened as his fire support was criticised. Two turrets had failed.

And in the company bays, the Marines sat quietly, alone with their thoughts. Their tasks were done for the day. The wounded lay under the Apothacaries' care. The gene-seed of the fallen was stored away for tommorow's recruits.

Only the Chaplains were busy, passing down the companionways and corridors of the ship. The rites of victory and remembrance were in preparation. The chapel was made ready and the liturgy chosen. Each Chaplain entered and carefully replaced the relic he had carried into battle. The ceremonial plate and the Imperial eagle were brought from the magazine, where they had been put for safekeeping. All was ready.

The great bell sounded at the heart of the barge. All fell silent, every technician and servant put down his tools and bowed his head. And throughout the ship Marines stirred. Feet clattered on steel decks and greetings were murmured as the Chapter gathered in its chapel.

The battle, their test of devotion, was past. All that remained was the ritual of confirmation, repeated once more, as it had been carried out so many times before...

• IMPERIAL GUARD COMMISSARS

Marines are motivated and religious troops. Their Chaplains are respected, and inspire devotion to the Emperor by word and example.

The Imperial Guard, however, is less certain in its utter devotion to the Emperor. The tasks of Chaplains, therefore, are allied to a need to impose authority and maintain discipline. These duties are carried out by the Commissars of the Imperial Guard, who instill loyalty and motivation into the troops in their care. It is the Commissars who must increase the troops' awareness of Imperial ideals, who must disseminate the wisdom of the Imperium to the ranks and who must maintain discipline.

The Commissars are grim, authoritarian figures. Unlike Marine Chaplains who view the spiritual welfare of the brethren as important, Commissars have a practical turn of mind. They are often found to have neglected the religious indoctrination of troops, while pursuing important, but secondary, disciplinary matters.

Commissars must be vigilant at all times for signs of moral weakness in the troops: he must watch the enlisted men and officers for signs that devotion is lacking, and he must watch for the signs that show the presence of a latent psyker. This vigilance is backed by powers of summary discipline. With the power to execute those found wanting, the Commissar can, by fear alone, instill new vigour and devotion in the troops under his care. On more than one occasion broken Guard units, in ignominious flight from the battle, have been rallied by the prompt action of their Commissar. Similarly, weak and inadequate officers, or those who have simply lost the will to win, have been summarily chastised by Imperial Guard Commissars.

Marine Chaplains take it upon themselves to scrutinise and judge the performance of Commissars when they have the opportunity. The assignment of a Guard unit to a Marine battle-zone often gives Chaplains just such a chance. The Commissar under examination may even welcome the attention if the Imperial Guard troops are under stress, as it confirms his authority.

• Armour and Appearance

Commissars wear a uniform cut in the same style as regular Imperial Guard officers. Over the top of their Guard uniform, Commissars often wear heavy black double-breasted greatcoats; in addition, they wear black peaked caps displaying their skull symbols. In place of any Guard or regimental insignia, Commissars have skull-shaped badges and belt buckles.

Armament and Equipment

Considerable individuality is often displayed by Commissars in their choice of weaponry and other equipment. Most have a Laspistol and a Conversion Field and carry either a Lasgun or a Chainsword. Some use Powergloves. The Commissar's profile and equipment is fully detailed as part of the Imperial Guard army list in *White Dwarf* 109.

• CHAPLAINS, COMMISSARS AND VEHICLES

A Chaplain or Commissar will often be needed at many points on the battlefield. He must serve as a inspiration for squads, check on the purity of action of those in his care and carry out a hundred other duties.

Units frequently assign Rhinos or Land Raiders to their Chaplains and Commissars to allow them swift and safe passage. Where possible these vehicles are painted in the Chaplaincy colours of black and marked by skull insignia, although line vehicles in the Chapter or unit colours are also issued.

Bryan Ansell, Nigel Stillman and Mike Brunton

At battle's end, speak the Liturgy in a clear voice. Respect the bravery of the living. Give the Rite of Passage to the fallen. Honour the battle gear of the dead. To do all this with reverence, even when exhausted by battle and weary from the field, is the duty of a Chaplain. It is his burden and satisfaction.

- Adeptus Astartes, The Book of Faith

Inspiration grows from the barrel of a gun.

THE GREAT BOOK OF THE LEGIONES ASTARTES IS THE ONLY COMPLETE REFERENCE BOOK FOR THE FIGHTING FORCES OF THE IMPERIUM. WHAT FOLLOWS IS AN EXCERPT FROM A CHAPTER DEALING WITH THE HISTORY OF BATTLEFIELD MEDICS.

MEDICS

Imperial Record IA 88/102

Cross file to: Specialist Troops Medics, Chaplains, and Field Police

Input ref: Hulm Singa, Master Apothacarion, Ultra Marines

Input Dated: 0421988.M41

Further refs: Classified

The Marines tensed as they heard the faint but unmistakable sound of an approaching Mole Mortar shell. Battle-brother Draeg was already moving before the earth began to bulge upwards - hurling himself flat onto the rising shell before his brothers even saw it. He was only fully aware of his action when his world exploded in white flame that hurled him down into darkness.

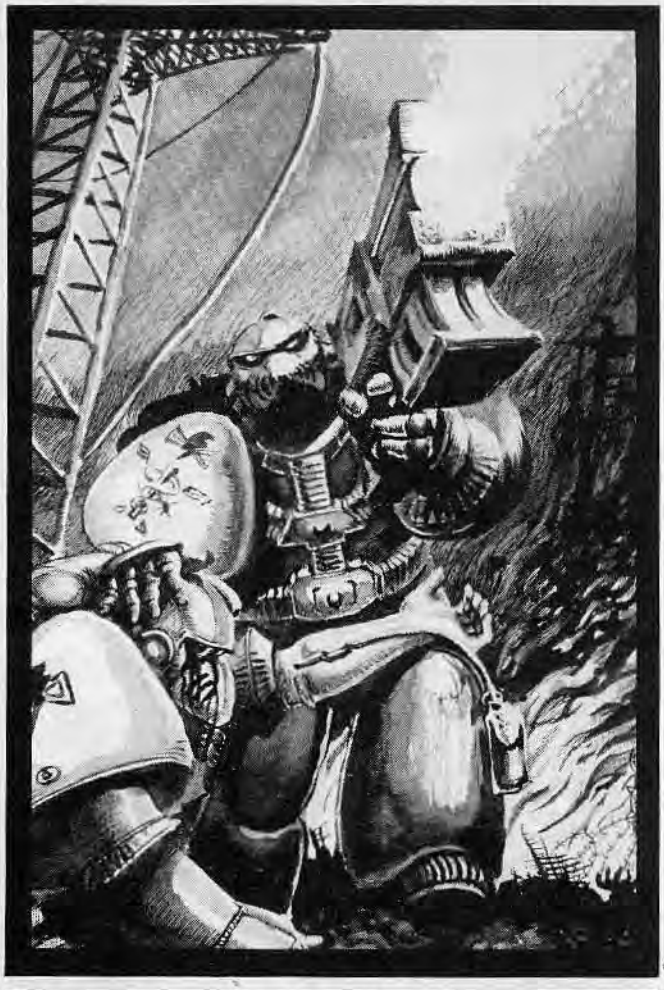
It was the feel of cold air on his face and the acrid smell of burnt flesh that revived him to a dim awareness. He struggled to ignore the pain of his shattered body and made his remaining eye focus on the figure that knelt beside him.

'Your wounds are too grave, brother.' He heard the Medic speak, as though from a great distance. 'Do you desire the Emperor's Peace?' The Medic raised the carnifex, and Draeg was dimly aware of the click as the bolt was drawn back into the firing position. With what remained of his life, Draeg tried to speak. The Medic seemed to understand.

'The others? They are whole, Brother. You saved them. Your name is entered in the Book of Honour.'

Draeg nodded weakly, and closed his eye. His gene seed would return to the Chapter.

All Marines pick up a certain amount of medical knowledge during the course of their initiation into the Chapter, but only those who show an aptitude for such knowledge are chosen to study the sacred rites with the Chapter's surgeons. It must be stressed that Field Medics are primarily soldiers whose duties have been expanded to include the practise of medicine, rather than specialist surgeons who have been given military training. Such individuals are first and foremost warriors, and greatly honoured ones at that. Only champions and heroes are ever initiated into the ways of the Apothacarion - such is the importance of their duties. For it is the Medics who must maintain the bodies of their comrades, in a similar way to that in which members of the Adeptus Mechanicus service and maintain support equipment and vehicles. Without the selfless devotions of its Medics, the fighting forces of the Imperium would soon be eroded to the point where they were incapable of fulfilling their duties.



FIELD TRANSFUSION BETWEEN WHITE SCAR BRETHREN AT THE BATTLE OF GREY LUDOR.

'The duty of the Medic, my Brethren, is a sacred one. We embody the Emperor's divine will and his holy purpose. We bring death and we bring life. Let those true to Humanity's cause give thanks for our work. Let the impure bow down before our swords.'

Extract from an address on the completion of Medic training, attributed to Surgeon-Commander Grigor Markhava. Widely distributed as an exemplary text after his heroic death during the storming of the Bourne slave-pits on Gabin 240 (2150982.M41), when he gave his own blood to save the life of Lieutenant-Commander Anders Belman at the height of the fighting.

It is possible that a casualty's injuries may be so severe that he will succumb to them irrespective of the treatment available. In these cases, the Medic has the solemn duty of administering "the Emperor's Peace" - euthanasia - to those warriors who deserve it. The Medic's medi-pack includes a special humane-killer for this task, called a carnifex - a solid spring-loaded piston of metal. This is applied to the sufferer's temple, its powerful spring hurling the piston through the Marine's brain and killing him instantly. Any Marine suffering from a critical head or body wound (see *Survivability*, below) may be despatched in this way if the player wishes (only the medic on the spot can judge whether a Marine is going to survive his wounds). The Medic achieves this automatically once in contact with the sufferer.

Another vitally important duty which the medic must perform is the recovery of the Progenoid glands from fallen battle brothers. The recovery of the gene seed encoded within these glands is vitally important to a Chapter's survival and prosperity. Progenoids may be recovered at the same time that the carnifex is used, permitting the player to salvage the model's points value (see below).

SQUAT MEDICS ESCORT INJURED TROOPERS DURING THE FOURTH QUADRANT REBELLION.

SPEAR OF ODIN MEDIC SETS ABOUT GRIM TASK OF PERFORMING BATTLEFIELD AMPUTATION.

'Do not fail your Brothers. Though their bodies die, their spirit must return to the Chapter. That is your charge.'

- Medic Credo

In Nostra Manus - Progenies Futura

There was a slight sucking sound as the Progenoid was removed.

'Rejoice, Brother,' whispered the Medic, 'Your gene seed returns to the Chapter.'

Medics in the Army are no less honoured than their Marine counterparts. They are not concerned, of course, with the recovery of progenoid glands, and their training is somewhat less sophisticated, since their patients do not have the enhanced physiology of Marines. Nevertheless, they are always both heroic fighters and dedicated servants of their division. In recognition of the value of their services, Army Medics are often seconded to the Administratum after 20 years service.

In addition to their medical duties, all Medics participate fully in combat, fighting to the best of their considerable abilities. They always operate as independent characters and are never attached to squads.

Marine Medics are often armed with chain swords and bolt guns or pistols, while those in the Army usually carry laspistols and chainswords. This is in addition to the standard equipment carried by the rest of the force with which they fight. All medics carry a standard medi-pack to allow them to perform the rites of diagnosis, and to administer drugs such as frenzon, etc.

The Medic ran the Medi-Pack's sensor over what remained of the Marine's leg.

+ + + EXTENSIVE FLESH LOSS + + + ARTERY SEVERED + + + RETRIEVABLE

A fine probe slid smoothly from the pack, piercing the flesh just above the wound. The pumping blood turned from red, through orange to yellow, forming a crust which covered the wound completely. The crust hardened rapidly as the probe withdrew.

+ + + REPAIR COMPLETED + + +

To increase their mobility, Medics are often equipped with jump packs, or mounted on bikes. Additionally, the ubiquitous Rhino AFV is commonly fitted out as a mobile field medical station where more severe wounds may be treated. Such vehicles are, of course, clearly marked with the Imperial Medical symbol.

Regulation Battledress for Marine Medics is all white, apart from the helmet which retains appropriate Chapter colours, and the right shoulder pad bears the medical symbol. Some Chapters, however, use variations on this theme; eg, Iron Hand Medics wear the normal Chapter colours - apart from the right arm, shoulder and medic-pack.

ULTRAMARINE MEDIC CAREFULLY SAVES THE PROGENOID GLANDS OF A FALLEN BROTHER AFTER THE DESTRUCTION OF HIVE-FLEET BEHEMOTH.

SURVIVABILITY

Models removed as casualties during a battle are not necessarily dead (cf. **WH40K**, p239). Rather, they are no longer in any condition to fight: they might be dead, injured, or merely 'knocked out'. The Injury Chart in the rules book allows gamers to resurrect casualties in campaigns by means of a die roll made once the game is over. A model which is merely injured may then take part in the next game, or the game after that, or whenever, according to the result. However, the chart makes no allowance for the possibility of casualties being treated during the actual battle, and/or continuing to participate despite the effects of horrendous injuries. In general, injury, shock, and unconsciousness will effectively end a model's role in the game. Only in special instances would a model be able to shrug off a debilitating wound.

Medical attention is one such special circumstance. Another is the super-human quality of Space Marines, whose bodies are modified to withstand terrible injuries. To reflect these factors, and also to represent the heroism of other unusually robust individuals, the following new rules have been devised.

'Pain and death are illusions of the weak mind. While his geneseed returns to the Chapter, a Marine cannot die. Without death, pain loses its relevance.'

'He that may still fight, heal him
He that may fight no more, give him peace
He that is dead, take from him the Chapter's due'

- attributed to Master of the Apothecarion Aslon Marr

KILLED KO'D OR WOUNDED?

Models normally removed as casualties should be knocked over or replaced with a counter. This indicates that the model is 'down' (and may indeed be dead). Models remain 'down' until the end of their side's following turn, at which point they are removed. This gives the player a whole turn in which to attempt medical recovery. If no attempt is made within the turn, the model is considered to be beyond the immediate help of battle-field medics, but may still recover 'after the battle' in a campaign game in the normal way.

If a medic reaches the casualty during the turn, the player should roll on the chart below.

Note. Unless the result indicates that the model is dead or has a critical head wound, the treatment immediately restores 1 *wound*.

Down Time. This indicates the number of turns the wounded model must remain stationary *after* treatment has been given; ie, it does not include the current turn. Unless suffering from a head wound, treated figures may fire weapons, and so on, with the indicated penalties applying. If suffering from a head wound, the character is assumed to be incapable of any action until the end of its 'down time'.

Marines are far more resilient to the effects of wounds as a result of their strangely enhanced metabolisms.

Game Penalties. This indicates penalties which apply to that model for the remainder of the game. Move rates are given as the fraction remaining.

WOUND CHART

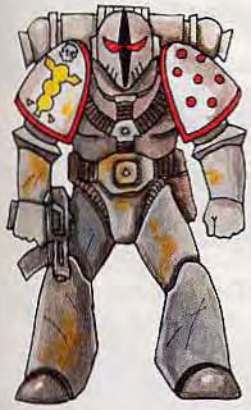
D100	Result	Down Time - (Turns) Marines/Others	Game Penalties
01-05	Superficial Wound	1/1	None
06-10	Light Wound - Left Arm	1/2	-1 Shooting to hit penalty with weapon held in that/both hands -1 WS
11-15	Light Wound - Right Arm	1/2	-1 Shooting to hit penalty with weapon held in that/both hands -1 WS
16-20	Light Wound - Left Leg	1/2	1/2 Move rate -1 Shooting to hit penalty if moving and firing. -1 WS
21-25	Light Wound - Right Leg	1/2	1/2 Move rate -1 Shooting to hit penalty if moving and firing. -1 WS
26-30	Light Wound - Body	1/2	-1 WS -1 Shooting to hit penalty
31-35	Light Wound - Head	2/4	-1 WS -1 Shooting to hit penalty -1 from Ld, Int, Cl and WP
36-40	Severe Wound - Left Arm	2/4	-3 Shooting to hit penalty with any weapon held in that or both hands. -2 WS
41-45	Severe Wound - Right Arm	2/4	-3 Shooting to hit penalty with any weapon held in that or both hands. -2 WS
46-50	Severe Wound - Left Leg	2/4	1/2 Move rate -2 Shooting to hit penalty if moving and firing. -2 WS
51-55	Severe Wound - Right Leg	2/4	1/2 Move rate -2 Shooting to hit penalty if moving and firing. -2 WS
56-60	Severe Wound - Body	2/4	1/2 Move allowance -2 WS
61-65	Severe Wound - Head	4/8	-2 WS -2 Shooting to hit penalty -2 from Ld, Int, Cl and WP
66-70	Critical Wound - Left Arm	4/8	May not use that arm. -3 WS
71-75	Critical Wound - Right Arm	4/8	May not use that arm. -3 WS
76-80	Critical Wound - Left Leg	4/8	1/4 Move rate May not move and fire. -3 WS
81-85	Critical Wound - Right Leg	4/8 turns	1/4 Move rate May not move and fire. -3 WS
86-90	Critical Wound - Body	Not combatant	Model conscious but incapable of movement or weapons use.
91-95	Critical Wound - Head	Not combatant	Model unconscious, remove as casualty.
96-00	Dead	Not combatant	Remove casualty

FLESH EATERS

21st INFANTRY

3rd REGIMENT

IRON HANDS



SILVER SKULLS

62nd REGIMENT

BLOOD DRINKERS

1st REGIMENT

53rd REGIMENT

17th REGIMENT

REGULATION IMPERIAL ISSUE BATTLEDRESS

WHITE SCARS

ULTRA MARINES

7th REGIMENT

5th REGIMENT

DARK ANGELS

Medical Aid

The chart assumes that the medic has administered medical aid using a medi-pack. Such administration is automatic as soon as the medic reaches his patient. Medical aid of this kind can only be properly administered by a Medic. Note also that only Marine Medics can treat Marines, and only Squat Medics can treat Squats. Non-medic characters may use a medi-pack, but must spend a full stationary turn ministering to their patient before the dice are rolled, and all *down times* are doubled.

Cumulative Wounds

If a model which has already been wounded is wounded once more, the penalties are cumulative. In the case of movement, any combination of two penalties will reduce movement to zero. Any model taking three severe, two critical, or two severe and one critical wound, is dead, and *cannot* be recovered after the battle.

Battles

Many players like to determine which side has won by adding up the points value of survivors once the game is over. Wounded but combatant models count their full points. Models which have been removed because they are suffering from a critical head wound do not count, nor do models suffering from a critical body hit, even though they may be left on the tabletop.

It had once been an arm. The melta-blast had fused metal, flesh and bone into a twisted mass; weapon, armour and arm were indistinguishable. The bolter's magazine had exploded under the intense heat, showering the Marine with shrapnel. There might yet be hope, though.

The Medic worked swiftly, cauterising head and body wounds. He pulled a tube from the elbow-joint of his power armour, and pushed the end into the Marine's good arm. Fighting off cramp and dizziness - for this was his fourth transfusion - he unlimbered his chainsword.

'The pain will pass, Brother.' he murmured, as he brought it down on the maimed shoulder.

RAPID DEPLOYMENT MEDICS OF CHAPTER SILVER SKULLS AWAIT THE CALL AS THE ASSAULT ON MINOGUE K COMMENCES.

A BLOOD DRINKER MEDIC PREPARES TO ADMINISTER THE FINAL SERVICE TO A FATALLY INJURED TROOPER.

Marine Progenoid Recovery

Every Space Marine carries two implants, called *progenoids* buried deep within his chest cavity. These unique organs are necessary components of the surgical processes which create new Space Marines. These organs are so important, that one of the tasks of a Marine Medic is to remove them from a dead comrade. If a Marine Medic reaches a dead comrade within 1 turn of his demise, the progenoids can be removed using a special device shaped somewhat like an apple corer. Many Marines carry marker tattoos on their chest and lower neck for this purpose. Removal is automatic. The player may add the points value (excluding weapons and equipment) of models from whom the progenoid glands have been recovered, towards his remaining total - always assuming that the Medic who performed the operations survives the battle.

Campaigns

If you are fighting a series of linked games as part of a campaign, then the permanent effects of a wound will be as described on the Injury Chart of **WH40K** (p239). All critical wounds will take a model out of a campaign.

As an optional rule, players may be allowed to spend points recovered by progenoid removal on replacement bionic limbs and so on, for characters suffering permanent injuries as a result of rolls on the *Injury Chart*.

Text by Brothers Priestly and Davis with thanks to Alan Lawson, Ivan Weeds and Alex Moseley.

THE GREAT BOOK OF THE LEGIONES ASTARTES IS THE ONLY COMPLETE REFERENCE BOOK SOURCE FOR THE FIGHTING FORCES OF THE GALAXY. THIS IS AN EXCERPT FROM THE BOOK'S UNIFORM REFERENCE SECTION. BROTHER PRIESTLEY HAS ALSO RECOVERED HISTORICAL NOTES FROM THE ARCHIVES WHICH DEAL WITH SOME OF THE ACTIONS UNDERTAKEN BY THE ILLUSTRATED UNITS.

FROM THE IMPERIAL HISTORY ARCHIVE - THE BADAB WAR

Imperial Record IA 88/101

Cross file to:	Lessons of History HI8 Wars of the Forty-first Millennium WF M41 678
Planetary ref:	Badab A4 Sfantu System
Input ref:	Dagma Lupin Historical Revision Unit 23/988 IA
Input dated:	0569913.M41
Further refs:	Classified

Thought for the day

The dead watch over us and guide us.

INTRODUCTION

In 901.M41, as a result of Lufgt Huron's apparent mental destabilisation, the Master of the Tiger Claws and Lord of Badab attacked and destroyed an Imperial investigation fleet as it entered orbit around Badab. Huron's action can be understood with the benefit of hindsight. The Adeptus Mechanicus had long complained of the Tiger Claws' tardiness in submitting gene-seed for routine analysis, whilst the chapter had amassed a huge debt in planetary tithes stretching back over a hundred and fifty years. And when the Imperium moved against its wayward chapter, a full scale rebellion was initiated, the most serious of its kind since the end of the Fourth Quadrant Rebellion in 780.M41.

The Tyrant of Badab, as Commander Huron is known in Imperial histories, was a power-hungry and ambitious individual who should never have risen to power within a Marine Chapter. He was plainly a dangerous individual, able in many respects but lacking the absolute dedication to humanity vital in a Lord of the Imperium. It will never be known for sure, but current hypotheses suggest that the Commander was either an alien shapechanger, or otherwise subject to alien domination of a most unnatural kind. A sudden and unexpected manifestation of psychic powers may lie at the heart of the matter.

By 903 three other chapters, the Mantis Warriors, Executioners and Lamenters had joined the rebellion. Imperial shipping was attacked, and a ship belonging to the Fire Hawks Chapter was captured by the Mantis Warriors in 904. The Fire Hawks immediately retaliated, and soon five whole chapters were involved in the fighting. The Emperor recalled the Marines Errant from the Eastern Fringes, but they quickly found themselves fully occupied protecting Imperial ships in transit.

In 906 two more loyal Marine units, the Red Scorpions and the Minotaurs, had been brought in, and the threat to Imperial shipping was more or less quashed. In 907 the Red Scorpions and Fire Hawks were recalled to their normal service duties in the galactic east, and two more chapters, the Novamarines and Howling Griffons were committed to space-lane duties.

Meanwhile, the Star Phantoms began the task of besieging Badab whilst two other chapters were drafted in to investigate the worlds occupied by the Mantis Warriors and Executioners. The Lamenters were caught in an ambush by the Minotaurs in 908 and eventually surrendered after bloody ship-to-ship fighting. This came as a great blow to the Tyrant, and the rest of the war consisted almost entirely of close sieges. The uprising came to an end in 912 with the fall of Badab and final defeat of the Tiger Claws. Before the war was over, The Exorcists, Fire Angels, Salamanders, Space Sharks and Sons of Medusa all became involved for short periods of time; chapters replacing other chapters as pressures elsewhere necessitated their re-deployment.

With the rebellion over, The Mantis Legion, Executioners and Lamenters were granted the Emperor's forgiveness, subject to undertaking a hundred year crusade. The homeworlds of the Mantis Legion and Executioners were forfieted to the Space Sharks and Star Phantoms for their part in the war. The other legions received salvage rights to spacecraft and a proportion of the booty. The Tiger Claws were all but destroyed. Only a contingent of about two hunded fought their way through the Exorcists' blockade and escaped into deep space. They have not been heard of since. Of the fate of Imperial Commander Lufgt Huron, Master of the Tiger Claws and Tyrant of Badab, nothing is known.

Rick Priestley

Assault Squad
Reconnaissance Squad
FIRE HAWKS
MANTIS WARRIORS
MANTIS WARRIORS
(Tranquility Campaign - Sniper Unit)
EXECUTIONERS
(Tactical Squad)
RED SCORPIONS
RED SCORPIONS
(Angstrom Incident - Pursuit Squad)
MINOTAURS
NOVAMARINES
EXORCISTS
FIRE ANGELS
FIRE ANGELS
(Battle Of Sagan's Moon - Drop Troop Camouflage)
SALAMANDERS

TIGER CLAWS

MARINES' ERRANT
(Second Outer Galactic Expeditionary Force)

MARINES' ERRANT

LAMENTERS

HOWLING GRIFFONS
Sigmar VI - Insurgency Force)

HOWLING GRIFFONS

RAPTOR LEGION
(Blizzard Suit)

RAPTOR LEGION

SPACE SHARKS

SPACE SHARKS
(Camouflage Variation)

SONS OF MEDUSA

SONS OF MEDUSA
(Desert World Support Squad)

IMPERIAL GUARD

ROUGH RIDERS AND WHITESHIELDS

by Graeme Davis

The Imperial Guard draws on many different worlds and many different cultures for its troops: some are feral worlds, knowing only the axe and spear; others fight their wars with lasgun and bolter. This diversity brings a wide range of customs and rituals into the Guard and various unusual types of warrior. Among these are the Rough Riders, horse-mounted Guardsmen armed with powerful explosive lances, and Whiteshields, young inexperienced warriors courageously trying to prove their valour.

• ROUGH RIDERS

There are many worlds in the Imperium where the horse is still widely used. Not all of these are feral or mediaeval worlds. Some, like Avar III, have a privileged class which spends a great deal of time on horseback, whiling away their leisured hours with equestrian sports and hunting. Others, like New Klondike, have rough terrain and low native fuel resources, which make the horse a more practical form of transport than a motorised vehicle.

Even among the feral and mediaeval worlds, there is an enormous range of cultural types which may give rise to elite cavalry forces. There are the outriders of nomadic herding cultures, as on Dolgan IV and Temujin's World; there are mounted raiders such as the Horse Lodges of Cochise and the *kozaki* of Novgorod; and there are formalised horse-warrior aristocracies such as the Holy Orders of Avalon and the *badokai* of Epsilon Tokugawa III.

Common to all these planets with diverse cultures and customs is their equestrian elite, a warrior class that has accumulated generations of experience and tactical wisdom in the use of cavalry on the battlefield. These horse-warriors are always subject to close inspection by the Imperium, and they are frequently drafted by the Imperial Guard when a regiment is raised from their homeworld. On the more advanced worlds, cavalry units are always incorporated into the Planetary Defence Force and it is from this that the Guard recruits. On some of the more primitive worlds, the Guard recruits directly from tribes and clans of horse-warriors - legends and great epics are born at these times, and tales of undying heroes joining the Star Riders to battle on the Fields of the Night are commonplace.

The bond between a rider and his mount is not easily broken, and the horse-warriors are not recruited merely for their courage or skill at arms. The Guard does not overlook their specialised skills, and riders are always accompanied by their mounts when they are drafted into a regiment. After retraining with the weapons and tactics of the Imperium, these horse-warriors are formed into mounted platoons, universally known as Rough Riders.

I have seen war in all its forms. I have seen feral world savages braining each other with stones, and I have monitored the death of a whole planet at the hands of a virus bomb. I have seen Space Marines drop to certain death, and win. I have seen Titans crush whole platoons underfoot. But there is no more stirring sight in war than the charge of massed cavalry.

- Dravin Gratz,
14th Tharinga Regiment, Imperial Guard

• TRAINING

During the long period of transit to their regiment's posting, Rough Riders are trained in the use of Imperial Guard weapons and tactics, just like their infantry counterparts. They are also trained in the use of the Imperial Guard hunting lance with its shaped-explosive head, and in advanced cavalry techniques. Imperial Guard transit ships are large enough to provide extensive training areas even for mounted units, as well as the stabling and accommodation needed for the horses and their riders.

It is not only the riders who learn new skills - their mounts are given biochem treatment and extensive training to prepare them for modern battlefield conditions. Once they arrive at the combat zone, months or years after leaving the familiar terrain of their homeworld, Rough Rider horses will not panic under fire, or shy away from unusual sights and smells such as Orks and Dreadnoughts.

Over the cratered terrain of a battlefield that has suffered a heavy bombardment, horses have often proved superior to motorbikes or armoured vehicles. A platoon of skilled Rough Riders can be an effective assault and skirmishing force, able to move rapidly over the broken ground, and equally able to climb steep slopes as to gallop along narrow ravines. And when they finally confront the enemy, Rough Riders can charge into the opposing lines with their explosive lances, quickly changing to lasguns and laspistols after the initial onslaught.

They had never expected an easy job, but they had never expected this. The drop on Hellion V had placed the 14th Domman Regiment right in the middle of two Ork armies. The Orks had stopped their civil war almost instantly, and united against the common enemy. The drop zone had turned into a killing ground.

Commander Skean issued his orders with cool precision.

"One through Five Platoons, hold the centre. Custodian in charge of Robots," - the many-tubed mask of a Mechanicus tech-adept nodded once - "test their line on the east flank, break out if you can. Eight and Nine Platoons, follow up and support. A Captain bearing the facial tattoos of the Milspans saluted and hurried away with the tech-adept.

"Grothrogg." The huge Ogryn shambled closer.

"The Emperor wants you to go to that hill over there." He pointed to a low ridge to the south. "Kill any Orks that get in your way, and stay there. Got that?"

"Yerr."

"Caradan - get your Beastmen over to the west as far as you can. If you find a flank, start chewing on it."

"Sir."

"Krodar - head southwest, where they're advancing. See if you can punch a hole through their line and get behind them. Six and Ten Platoons, follow the Rough Riders. If they break through, hold and encircle the Orks and widen the gap."

Krodar ran over to his riders. Despite nearly three years training on the journey to Hellion, he felt a flutter of excitement as he loosened his chainsword in its saddle-mount. The horses were quieter than he would have thought possible, given the smoke and noise; but they too had been trained. Krodar gave the order to mount, and noticed with a smile that his Orderly was flying the Totha war-pennant from his lance, below the platoon standard.

"Southwest!" he yelled above the noise, standing in his stirrups. "Punch through and encircle! Hammer and anvil! Buadir Totha!" His men echoed the warcry and spurred their horses forward into the smoke.

The Scouring of Ralgor VII. In this famous action, Guardsmen of 'F' Company of the 9th Necromundian Regiment (24th Imperial Army Corps) - supported by Titans of the Fire Wasps Order - turned back a counter attack from Rebel forces on the captured city of Flijghof.

The Officer on the far left wears a Commander's gold breastplate emblazoned with an Imperial Eagle device. He is accompanied by a Commissar, whose extreme devotion and long service is indicated by the skulls on his collar.

The large banner on the right is 'F' Company's honour banner, carried - as is traditional - by members of the 1st Platoon. It bears the scrolls of no less than five actions for which the Company was highly commended. The central figure is an image of Ollanius Pius, the Guardsman who is supposed to have given his life by interposing his body between Horus and the Emperor during the assault on the Imperial Palace. He is now regarded as something of a saint by the Guard, and on occasions is even prayed to as an intercessionary figure.

The other large banner is that of the 2nd Platoon - identified by its two-colour field.

The smaller banners denote the Guardmen's various tribal origins on the Necromunda Hiveworld. In this instance, the reference is to the

Death Blades gang from which these troops were recruited. Many of the Guards have customised their battlegear with Death Blade symbols - note the backs of the troopers in the right foreground, the patches on the forearms of those immediately behind them, and the kill banner on the weapon of another.

The Command Section of the 1st Platoon (identified by their yellow helmet stripes and flag symbols) is leading the platoon on the left flank, while the centre is held by the same platoon's Support Squads (identified by a blue helmet stripe and a support squad helmet symbol).

The bulk of the troops beyond these squads is comprised of the 2nd Platoon - indicated by the presence of their platoon banner.

Note how the tiger-stripe battledress of some of these troops differs from the standard issue Codex grey. It would not be unusual, in fact, for battledress colours to vary between squads in the same platoon. This is due to a number of factors, not least being the fact that individual guardsmen must take responsibility for replacing their own uniforms and equipment once their initial issue has become worn or damaged. Similarly, individual Commanders are responsible for the overall standards and details of battle drill.

The Totha riders - now Seven (Rough Rider) Platoon, D Company, 14th Domman Regiment, Imperial Guard - advanced quickly but cautiously over the broken ground. For part of the way, the smoke was on their side, and when they sighted the advancing Orks they were almost upon them.

The Orks were spread out in a line, advancing steadily. Across to Krodar's left, a red-painted Dreadnought was stamping forward behind a screen of Gretchin slaves. Its upper section began to grind round, bringing its heavy bolter to bear.

Almost before Krodar had given the command, his Riders had spurred their horses to a charge. The Dreadnought's heavy bolter rattled, churning the mud behind them as they lunged forward with lances levelled.

Perhaps one in ten Riders went down before the charge reached the Orks. The squad on Krodar's right was lost briefly in smoke and flame as one of the Totha warriors went over a long-forgotten Orkish mine, but the platoon struck the Orks like a thunderbolt.

Krodar picked his target as he led the charge - a huge and heavily-scarred Ork, bellowing commands and gesturing with a power axe. The Ork was fast, and the power axe sheared the lance in two as he struck. Instinctively, he brought the butt-end forward in an underarm swing that caught the Ork just under the chin, carrying it off its feet. The second swing of the power axe was scant inches away from cutting his horse in two.

Around him, he heard the explosions and the screams as the other Riders made contact. They carried on through the line and wheeled to the left, throwing away charred and splintered lance-butts and making their laser weapons ready. Beams from five las-cannon stabbed out at the Dreadnought, and smoke erupted from its back as it staggered for a few moments, mowing down Orks and Gretchins with its heavy bolter before collapsing.

The Riders crouched over their horse's necks as they charged again, laser fire creating a web of bright death before them. Krodar's horse was shot from under him, and he hit the ground rolling. His chainsword was gone, but he still had his laspistol. An Ork charged at him, brandishing a poweraxe, but fell back with a look of puzzlement on its face and a neat black hole between its eyes. Then the rest of the platoon was around him, riding Orks down as they tried to grapple Riders from their mounts, slashing with chainswords and the close-combat blades on their lasguns, gouging and trampling in a furious melee.

The Orderly shouted something to Krodar and pointed with the platoon standard. In the air, Human shapes shot forward through the smoke, and the scream of their jump packs grew louder above the sounds of fighting. Number Six Assault Platoon had caught up with the Riders, and Ten Platoon would not be far behind. The breakout zone was established.

• CUSTOMS AND RITUALS

Like other members of the Imperial Guard, Rough Riders retain many of the customs of their homeworlds. The use of tattoos, ritual scarring, unofficial uniforms and tribal symbols is widespread amongst the Riders, and many platoons retain the pennants of their old tribe or unit, flying them from their lances below an official Guard banner.

The horses of the Rough Riders are freeze-marked on the rump with Imperial Guard insignia: the freezing brand painlessly destroys the pigmentation of the hair and leaves a permanent mark in the shape of a stylised eagle surrounding the head of a horse. Many horses also retain the brands and markings they carried before recruitment to the Guard; among some of the Riders drawn from more barbaric cultures it is even the custom to ritually scar or tattoo the mount along with its rider, leaving raised welts or colourful markings to commemorate the platoon's most heroic actions.

In many regiments, the officers of the Rough Riders are drawn from a long-established ruling elite. Despite their recruitment into the Guard and their official ranks, these nobles are regarded by both themselves and the other troops of the regiment as natural leaders, able to command the service and respect of their homeworld inferiors beyond the call of duty. It is common for these noble Riders to pass their leisure time in the hunt, using infantrymen as beaters to flush out the exotic wildlife of the planets on which they are stationed. Their training and the use of explosive lances hardly makes for a fair competition between hunter and hunted, and it is usually considered poor sportsmanship to arm the lance unless the prey is especially large and ferocious.

Other customs are upheld even on the battlefield, and the Guard may condone unusual tactics by Rough Rider platoons if the skills of their homeworlds are shown to be effective against the Imperium's foes. The most common Rough Rider tactic is to charge the enemy with explsoive lances, switching to lasguns or laspistols once the platoon have made their initial breakthrough. Some Rough Riders, especially those who were accustomed to fighting with cavalry sabres, prefer to arm themselves with chainswords, slashing fiercely to either side as they contact the enemy. Other units tend to stand off, firing at their opponents with lasguns, often galloping past and making themselves hard targets to hit. Whatever their tactics, the mobility and speed of Rough Riders always make them a potent force on the battlefield, able to spearhead an attack as easily as run a flanking manoeuvre, thus keeping enemy commanders on their toes watching for unexpected attacks by the mounted Guardsmen.

The air was bright with laser fire above Three Platoon's position. The Whiteshields watched as four Ork Dreadnoughts lumbered through the smoke - an armoured spearhead, trying to break through the Imperial Guard line.

Super-attack Onslaughter, Yarren thought automatically: two power claws, one las-cannon, one heavy bolter. And they were heading straight for Three Platoon.

Six las-cannon fired almost together. Two Dreadnoughts fell amid crimson sheets of flame, but the other two kept coming. A deadly curtain of bolter fire wiped out half of A and B Squads.

Yarren darted out from behind a heap of rubble, zigzagging through the smoke and fire to the wreckage of the Command Section. Captain Murdin was dead, and Commissar Traidir was seriously wounded. Yarren prised the platoon's standard from the dead fingers of the Orderly, and knelt over the Commissar.

"Permission to advance, Commissar?" he asked. His eyes were bright - here was his chance to prove himself.

The Commissar raised his head a little, and smiled weakly.

"The Emperor guard you." he whispered hoarsely. Then he died.

• WHITESHIELDS

Children, you call them? They can pull a trigger just as well as veterans, and they have the spirit of a bull narthax. Call them children if you wish - I call them troops. Good troops.

- Colonel Marus Cullen,
5th Pannonia Regiment

When the youngsters come of age - the precise age varies according to the regiment's homeworld culture - they begin their training as Guardsmen. During their training period they are officially designated as *probitors*; in practice, they are given names from the regiment's homeworld culture, such as Cadets, Probationers or Gun Babies. But by far the most common name for probitors, especially in regiments from feral or mediaeval homeworlds, is *Whiteshields*. On these worlds, the young warriors carry shields with no markings - not until they have proved themselves in battle can they claim the right to display the tribe's colours or the heraldry of their fathers. This practice has been continued in the Guard, and all probitors have blank insignia: they show neither regimental, company nor platoon symbols until they earn the right on the battlefield.

In most regiments, recruitment to the Whiteshields represents the first phase of the youngsters' passage into adulthood, and is accompanied by appropriate rituals from the regiment's home culture. Whiteshields continue to perform menial and support duties, but combat training takes up an increasing proportion of their time, until they are judged to be ready for action. Finally, they get a chance to prove their mettle in combat and to demonstrate that they are worthy of becoming true warriors in the Guard.

Whiteshields Sergeant orders his troops to attack - unlike the young troopers, the Sergeant wears regimental insignia

The advance of the Mjolnir Brotherhood on Stronheim, Betalis IV campaign. The Brotherhood was raised from Mjolna Stronghold on the HomeWorld of Valskalf, and served with distinction alongside the 14th Borodian Regiment of the Imperial Guard in the pacification of Betalis IV.

In this picture, F Company (denoted by the Squat F-rune on the right side of their helmets) advances under heavy fire towards the west gate of the city, while the Warlord and Hearthguard look on from the captured communications complex where the Squat command point remained for most of the action.

In the centre of the picutre can be seen the banner of the Brotherhood. Note how the lightning-strokes from the Brotherhood banner are repeated in the unit badges of the squad in the foreground; it is a common practice among Brotherhood troops for each squad to take an element of the Brotherhood banner as their unit symbol.

Helmets are issued as standard to Brotherhood troops, but some prefer to wear soft caps, or no headgear at all. As with most Squat Brotherhoods, there are no strictly-enforced uniform rules and personal decoration of equipment is common. Personal motifs can be seen on most of the helmets in the picture, and the squad leader in the centre foreground has had his head tattooed - a common practice among veteran Squats.

The red flak jackets and dark green coveralls with yellow piping are the standard uniform of the Mjolnir Brotherhood - note the cuff detail on those figures who are not wearing gauntlets - but again, personal details such as gauntlets and knee and elbow pads vary from Squat to Squat.

Regiments of the Imperial Guard are generally posted to combat zones immense distances from their homeworlds, and it is rarely practical to recruit from the homeworld to make up for combat losses. The Guard therefore uses various other methods of bringing regiments up to strength, depending on the circumstances: amalgamating depleted regiments into a single fighting force is common practice, especially when the regiments are being constantly transported to new battle zones. Regiments that are left to garrison a world they have conquered, on the other hand, recruit from local sources - the most common method (and by far the safest on hostile planets) is to draft the sons of the regiment into the Guard when they come of age.

The children fathered by members of an Imperial Guard regiment are usually brought up completely within the regiment itself. It acts as a kind of extended family, infusing the youngsters with the culture of the homeworld they have never seen, and assigns them menial and support duties which would otherwise eat into the regiment's fighting strength.

Every man in the regiment who could stand was in the assembly hall. Yarren stood at rigid attention in front of the dais, along with the other two survivors of the Whiteshields. His body felt like one huge bullet-hole, and he was dizzy from loss of blood, but elation forced everything else to the back of his mind. He hardly heard Colonel Tarvit's words.

"...Because of Probitor Yarren's courage and quick thinking, and the dedication of the Whiteshields following his example, the Ork spearhead was destroyed. It is my judgement that the Whiteshields have proved themselves worthy of full Guard status. I order that the survivors be assigned to One Platoon to replace losses, and the others buried with full regimental honours. Does any man here know of any reason why this order should not be carried out?"

Silence.

"Then let it be done." The Colonel's orderly came forward, and removed the blank white badges from the chests of the three Whiteshields. Yarren found himself holding his breath as the Regimental colours were affixed to his flak tunic.

"When they are judged to be fit, these three men shall receive the scars they won today. And Guardsman Yarren shall be inducted into the High Eagle Lodge, under my own patronage."

The hall resounded with cheering as the three were led away to the med-bay. Yarren thought of the rituals of full manhood that awaited him, and of the mysteries of the High Eagle Lodge, most respected of the regiment's warrior lodges. He had proved himself today.

But now he was tired. More tired than he had ever been.

● RITES OF PASSAGE

It is often observed that Whiteshields work faster, train harder and fight more fiercely than most experienced Guardsmen. For a Whiteshield, passing from probitor to true Guardsman is far more than a simple promotion: it is their entry into adulthood - this gives them the status and respect due a Guardsman and, most important, the right to bear the regimental insignia and the ritual markings of a warrior.

When a Whiteshield takes to the battlefield, he is driven by a desire to prove his courage and skills that borders on the fanatical. Whiteshields are fearless in the face of enemies that older, and wiser, Guardsmen treat with caution. For a Whiteshield, failure to win his colours is a terrible blow - showing cowardice is unforgivable, and an honourable death is certainly to be preferred to the dishonour and ridicule heaped upon the weak-hearted.

Whiteshields serve alongside the other squads in their regiment, distinguished only by their bravery and the white badges and helmet stripes on their uniforms. Each Whiteshield squad has an experienced sergeant to guide it through training and in its first battles. The squads are usually put into a normal platoon to learn from the example of the troopers around them - occasionally a company will form up a platoon solely of Whiteshield squads, trusting that their courage will compensate for lack of experience.

Only those who distinguish themselves in battle are allowed to become Guardsmen proper. Some regiments merely demand that a Whiteshield take part in a battle without giving way to fear. Many only accept those who have drawn blood or killed an enemy, sometimes requiring the young warrior to collect a trophy to prove his claims: an opponent's back banner or weapon perhaps, or a more gruesome and bloody memento taken from the body of a fallen enemy.

At the end of his training, after he has shown his skill, a Whiteshield is ceremonially awarded his colours: his blank, white badge is replaced with the regimental number and the colours of his platoon; he takes the sholder motif of his company, and the helmet markings of the squad to which he is assigned. More important than this, however, are the unofficial rituals in which the new Guardsmen is welcomed by his fellows into the regiment. These rituals are taken from the regiment's homeworld culture and vary widely throughout the Guard; tattoos and ritual scars are common and receiving these marks without a cry of pain is as much a test of the youngster's courage as his bravery on the battlefield.

At last the Whiteshield emerges from his training as a full member of the Guard, wearing his scars and tattoos with as much pride as the uniform of his regiment, ready to return to the battlefield with his new experience and, perhaps, a little more caution.

Only in the Space Marines of the Legiones Astartes are courage and expertise perfectly blended. In other troops they are present in varying degrees and proportions, and many scholars have debated their relative merits.

For my own part, I come down on the side of courage. For courage can sometimes make a virtue of inexperience. I myself have commanded Imperial Guard troops whose probitor units have achieved great things, because their courage was infinite and because they were too inexperienced to realise that their goal was impossible.

- Leman Russ, De Natura Belli, Book XIV

• ON THE BATTLEFIELD

Whiteshields may be fielded with any Imperial Guard force; the appropriate army list addition is given below. All the normal rules for Imperial Guard organisation apply to Whiteshield Squads: ie they must be attached to a Command Section, observe platoon coherency rules and so on.

Psychology: Because of their determination to prove themselves worthy of full membership of the Regiment, Whiteshields are immune to all *psychological* effects, whatever their source. The youngsters' resolve to succeed and become full members of the regiment overcomes all other considerations.

Equipment: Whiteshields Squads are issued with the same basic equipment as full Guarsdmen. The sergeant carries a laspistol and chainsword, eight of the trainees carry lasguns and the remaining squad member is armed with a las-cannon, the only heavy weapon available to Whiteshields. Unlike other Guard squads, Whiteshields must retain the equipment they are issued with - they may not replace any of their weapons with *Alternative Armament* or take *Additional Equipment* or extra *Grenades and Missiles*. Being green recruits and trainees, the Whiteshields are not permitted to draw on the full resources of the regiment.

The only exception are Whiteshield Squads that are included in a platoon of Rough Riders. These squads may have horses and explosive lances to match the other members of the platoon.

Uniforms: Whiteshields wear the normal official Guard uniform, but this is stripped of any insignia, including the unofficial gang or tribal symbols worn by many full Guardsmen. Whiteshields must prove themselves in battle before they are allowed to display the insignia of their regiment and their homeworld culture.

The unit badges are plain white, with neither platoon colours nor regimental number. They have white helmet stripes to indicate the status of their squad, but no other helmet markings.

Although trained Guardsmen, sergeants wear the white badge and helmet stripe of their squad. They may, however, also wear the Imperial Eagle and various homeworld tribal or gang markings - unlike the novices they accompany, sergeants have earned the right to these prestigious insignia.

There are severe disciplinary measures for any Whiteshield who decorates his uniform with extra badges or slogans - such presumption is despised by those who have earned in battle the right to call themselves Warriors.

0-4 WHITESHIELD SQUADS at 200 points per squad

1 SERGEANT AND 9 WHITESHIELDS

PROFILE:	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
SERGEANT	4	3	3	3	3	1	3	1	7	7	7	7
WHITESHIELD	4	2	2	3	3	1	3	1	7	7	7	7

Squads must fight in complete 10 man units - they may not be split up.

BASIC EQUIPMENT

KNIFE OR COMBAT ACCESSORY
FLAK ARMOUR
PHOTO VISOR
FRAG GRENADES

STANDARD EQUIPMENT

SERGEANT	LASPISTOL AND CHAINSWORD
8 WHITESHIELDS	LASGUN
1 WHITESHIELD	LAS-CANNON

Yarren gritted his teeth against the pain and concentrated on staying perfectly still. Not only was it a disgrace to flinch or cry out, it was also dangerous - and he didn't want to end up with a severed artery instead of the first scars of manhood.

At last, Adjudant Morth straightened up, wiping his Torathim hunting knife. Yarren relaxed - and then yelped in pain as the two sergeants rubbed a black powder into the cuts.

"This will sting a little," said Sergeant Raddon in his deadpan voice, and Sergeant Ferth laughed. Yarren reddened.

"Don't worry, little warrior," said Ferth cheerfully. "They all jump a bit - I did - but the powder makes you scar well."

"Well," said Morth, stepping back, "You're no longer a child, Yarren. You have your uniform, you have your lasgun, and when those cuts heal you'll have your first scars." He sheathed his knife and stood at attention. "Report for training, Guardsman."

Guardsman. The word echoed round Yarren's head as he marched down the corridor, flanked by the two sergeants. From now on, there would be no more kitchen duties. He had proved himself in the field - he was now a Warrior.

OGRYNS

Ogryn troopers in the Imperial Guard are normally dressed and equipped in the native styles of their feral and medieval homeworlds.

WARHAMMER 40,000™

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IMPERIAL GUARD

These Imperial Guard metal miniatures are supplied with separate plastic arms and weapon sprues. These allow a wide variety of finished models to be built. For example, the two Penitents illustrated use the same metal body casting, but different arms and weapons. The Guardsmen models are also based on a single body casting.

COMMANDER 401005 | CAPTAIN 401007 | SERGEANT 401006

MEDIC 401013 | LIEUTENANT 401014 | HUMAN BOMB 401015 | GRENADE LAUNCHER 401016

PENITENT 401009 | GUARDSMAN 401010

By Mark Copplestone

ORDERLY 401008

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OGRYNS

Continuing our feature on the Imperial Guard, we take a look at Ogryns in *Warhammer 40,000*. The largest of the Imperium's Abhumans, the Ogryns' brute violence, selfless courage and devotion to the Imperial cult give them a fearsome reputation as assault troops.

by Ivan Weeds and Graeme Davis

Dense black smoke drifted slowly from the wreck of the Rhino APC, casting a deeper gloom over the sunset. Commander Fleyitch lowered his bio-scanner and slumped wearily against the foot of the ruined wall.

"They're still down there," he said wearily, "Just waiting. They're dug in all round the spaceport perimeter, so we can assume this isn't the usual Eldar smash-and-grab attack." He took the flask of *kvatsch* from Captain Rotch, and offered it to Vertren, who, as usual, was just close enough to get on his nerves. The Commissar shook his head, with a faint expression of distaste. Fleyitch shrugged and drank. The spirit warmed him against the growing chill of evening.

"Reinforcements, sir?" Rotch was clearly thinking along the same lines as his commander.

"Must be. This is the only facility on the continent capable of taking heavy traffic. We lost contact with the orbiter just after it reported a large number of unidentified ships coming out of warpspace at the edge of the system. This is a beachhead, Captain, and we've *got* to break it before they start landing." He paused for a moment.

"Let's try a different approach." he said at last. "So far, we've been fencing with them - testing flanks, looking for weak spots. Result: we lose half a Company and they lose three Dreadnoughts and a handful of troops. We've been rational about it. Let's do something irrational and confusing, see how they cope. Something they've never seen before, something they can't anticipate." He noticed Commissar Vertren fingering his laspistol, and shot him a look. "Don't worry, I haven't gone combat-happy. Not yet."

'Look," he started to scratch a crude map on the wall with his knife, 'If we get them all looking *this* way by doing something they won't believe, then there's a chance that we can smash a fast column through their lines *here* and do enough damage to the holding force and/or the spaceport itself to prevent the landing." Rotch started to look even more worried.

"But, sir," he protested, "What have we got that can get even halfway to that point without being shot to the Warp and back?" Fleyitch grinned.

"Ogryns." he said. "If we time it just right, the Eldar will all be going *'What the...'* just when what's left of the Company breaks cover over here and piles into them. No spreading out, no fancy stuff, just smash through. Let's see how those degenerate sophisticates handle a healthy dose of pure unreasoning violence."

Ogryn in Combat with Orks

• OGRYNS IN THE IMPERIUM

Ogryns are among the largest and most powerful of the Abhuman breeds yet discovered - only the Minotaurs, a strain of giant Beastman, can match them for sheer destructive power. The bulk of Ogryn worlds were originally prison planets, and when these worlds were brought back within the Imperium after the Age of Strife, the harsh planetary conditions were found to have wrought a particular pattern of changes upon the inhabitants.

Obviously, those planets which are selected for use as prison worlds have no better use to the Imperium; they are generally barren, and lacking in native food species. They are harsh environments, and those who survive there must be unusually resilient.

Been on a death world once. That was a bit like home. Most places are better, though. And there's regular rations. We get more if the Emperor's realy pleased with us.

- Sergeant-Ogryn Hrathlagg on the joy of life in the Imperial Guard

• EVOLUTION AND PHYSIOLOGY

Ogryns evolved on planets with harsh environments, little food, and some hostile life-forms of animal and lower intelligence. The physical traits displayed by Ogryns are a direct response to environmental demands.

Firstly, their size and strength. Ogryns are generally half as tall again as the average Human. They are more heavily built, even in proportional terms, with a muscle mass to height ratio almost twice that of a Human. Their bones are heavy, and their skin is thick, with few sensory nerves.

This build is largely a response to hostile native life-forms; the Ogryn has become large enough to fight most native predators and win, using the improvised and primitive weapons which are the only defence available on a prison planet. It also suits the Ogryn for a predatory role, relying on size and strength to overcome prey.

Secondly, their digestive system. In response to the generally barren nature of their home planets, Ogryns have developed a digestive system which is capable of deriving nutrition from almost any organic substance. Their capacity for eating - far in excess of that of a normal Human - derives from the need to eat everything available when food is found, and store it against the long fast until more food is discovered.

Finally, their intelligence. On their home planets, the constant struggle to survive and find food leaves no time for any other activity, and the Ogryn brain has undergone a degree of atrophy. They are often thought of as stupid by normal Humans, and indeed their intelligence and reasoning capacity is lower. However, their brains are attuned to survival - fighting and eating - to such a perfect degree that, on their own terms, there are few races in the known galaxy that can match them.

• APPEARANCE

The basic appearance of an Ogryn is that of an oversized and coarsely-formed Human. They stand 2½-3 metres tall, and are very heavily built by Human standards. Limbs are short and heavy, and hands are large and clumsy-looking.

Ogryns have large heads - the thick bone of the skull often makes them look disproportionately large by Human standards - with heavy, prominent jaws. It is common for the lower canine teeth to grow into protruding tusks. Fighting is natural to Ogryns, and even the friendly altercations they have among themselves can lead to minor injuries. Ogryns are almost always heavily scarred, and broken teeth are common.

There is some variation on the basic Ogryn physique, according to homeworld. Ogryns from the planet Skraag (Imperial designation Beta-Entebes III) tend to be taller and rangier than other Ogryns, with a distinct yellow-brown tinge to their skin owing to the high concentration of volcanic sulphur dust in the atmosphere; they are also renowned for their highly distinctive smell. On the other hand, Ogryns from Ugglob (Imperial designation Dranno IV) are shorter and stockier, with larger heads. The high humidity of this planet's atmosphere has led to Ugglob Ogryns developing an astonishing range of warts and other fungal disorders.

The majority of Ogryns cultivate an appearance which is in keeping with the mediaeval level of technology of their homeworlds; skins, coarse cloth and chain mail armour are common, as is the practice of body-painting, tattooing, and ritual scarring. Hair varies in coarseness and colour, and many Ogryns are completely bald. Those who are chosen to lead Ogryn squads in the Imperial Guard often adopt military styles, with short hair, heavy boots and fatigue-style trousers. Some will have their unit badge tattooed onto their chests, along with victory and devotional symbols, such as Imperial eagles, skulls and crude copies of other Imperial insignia. Like other Imperial Guard troops, Ogryns are enthusiastic collectors of battle badges, but lacking helmets they often attach them directly to the thick bone of their skulls.

Ogryns have scant regard for hygiene by normal Human standards, and the phrase 'downwind of an Ogryn' is widely used to describe atmospheric contamination and other malodours. Most Ogryns are infested with parasites of various types and sizes, and certain species are actively cultivated as pets and emergency food stores. Some of these parasites are very large - the Scorathian Armpit Louse, for example, is the size of a Terran rat, and is bred and traded among the Ugglob Ogryns and others with whom they come into contact. Races and fights involving these creatures are a common off-duty pursuit, with up to a day's rations being bet on the outcome.

The Ogryns have been known to produce mutants - although some argue that they are mutants to begin with. On the basis of Imperial studies to date, the probability and extent of mutation appears to be almost exactly the same as that for normal Humans. It is rare in the extreme for an Ogryn to develop psychic powers.

Blessed is the mind too small for doubt.

- Commissar Groden Beuro

• OGRYNS AND THE IMPERIAL CULT

A small mind is easily filled with faith.

– Commissar Exen Treuer,
23rd Moradia Regiment, Imperial Guard

While the finer points of the Imperial cult probably escape most Ogryns, their devotion to the Emperor is beyond question. Ogryns in the Imperial Guard, in particular, have an almost childlike faith in the Emperor, perceiving him as an all-knowing, omnipresent force who watches their every move on the battlefield, handing down orders personally through the chain of command. The highest praise to an Ogryn is to tell him that the Emperor is pleased with him. Coupled with their natural love of fighting and contempt for pain and danger, this faith in the Emperor makes Imperial Guard Ogryns capable of apparently insane acts of bravery.

During the wars of the Horus Heresy, Ogryns served to great effect in the Imperial Guard forces of both sides. From the records that are still available, it seems that those who fought for Horus had been told that they were fighting for the Emperor, and that the Loyalists were in fact traitors.

Ogryns are particularly impressed by the Commissars of the Imperial Guard, whom they regard as being in constant touch with the Emperor himself. An Ogryn will always show a Commissar the utmost respect, enquiring endlessly about what the Emperor thought of various things the Ogryn has done and even offering the Commissar his own ration in an attempt to gain favour.

Ogryn Sergeant with Support Squad

Ogryns attacking Ork Dreadnought

While the Commissars normally confine their attention to the Human officers of an Imperial Guard force, there have been occasions, in forces with a particularly strong Ogryn presence, when an Ogryn platoon has had a Commissar of its own. The presence of a Commissar will inspire Ogryns to outstanding acts of reckless courage and self-sacrifice - after all, as they reason, if they have a Commissar with them, then the Emperor must be watching them even harder than usual.

Some Imperial Guard Commissars have made a speciality of dealing with Ogryns, and have come to understand their psychology and motivations as much as any normal Human ever can. These so-called 'Ogryn Commissars' are sometimes regarded with disdain and suspicion by their fellows, who are suspicious of the Ogryn outlooks and mannerisms that they have acquired from their close contact with these huge Abhumans.

Sergeant-Ogryn Graxugg shifted his not inconsiderable bulk on the stretcher, presenting a fresh set of wounds for the Medic to dress.

"No problem," he rumbled. "We showed them skinny Eldar. Come on, lads, says I, we're gonna go over there and bury them in their own holes, no worries. There was no worries about cover, 'cos there wasn't any cover. No worries about timing, 'cos us lads were first in. Easy as breakfast."

The Medic dropped another handful of shuriken fragments into the box.

"Very well, Sergeant," he said, "Now you keep those holes clean while they heal, understand?" The Ogryn gave him a toothy grin.

"Yah, sure." He shouldered a pack, knocking off three field dressings in the process, and ambled off into the night. The Medic shook his head.

"I'll never get used to those brutes," he said to his orderly. "He ought to be screaming with pain, but they won't even lay down and die until they've got enough holes in them to fell a Banda tree. He's the only survivor of an entire platoon, and all he could think about when they dragged him back was whether the Emperor would be pleased with him and what was going to happen to the others' ration packs!"

• OGRYNS IN IMPERIAL SERVICE

Like other Abhuman breeds, Ogryns have been taken into the service of the Imperium, finding niches where their natural talents and tendencies may be put to the best use. In the case of Ogryns, this is almost exclusively in the Imperial Guard.

The Imperial Guard

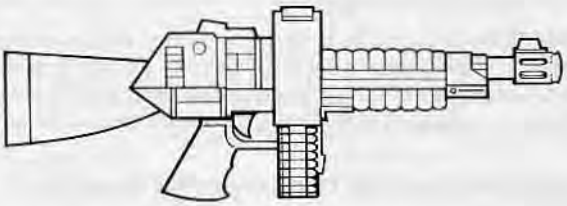
Every inhabited world in the Imperium has to provide troops for the Imperial Guard, and the Ogryn homeworlds are no exception. Indeed, the lure of regular rations and adventure on worlds whose climates are seldom harsher than home is enough to keep millions of Ogryns flocking to join the Guard.

Ogryns generally prove to have an ideal temperament for service in the Imperial Guard. They keep to themselves for the most part, although they have a great respect for officers - and particularly Commissars - whom they see as close to the beloved Emperor. Ogryns have little in common with the other strains of Abhuman, but will co-operate with all other parts of the Imperial Guard. They can respect Beastmen for their ferocity and Squats for their hardiness, although they are never shy to point out their own superiority in both departments. Ogryns have mixed feelings about Ratlings; sniping is the lowest and most worthless form of warfare to the Ogryn mind, but on the other hand it can pay to keep on good terms with the supply and quartermaster staff, where many Ratlings serve.

Organisation

Ogryns do not follow the usual Imperial Guard practice of raising a whole Regiment from a single homeworld. Instead, they are attached to Guard Regiments of normal Humans, according to Administratum instructions. Imperial Guard Ogryn troops are invariably organised into squads of five, and all the Ogryn squads in an Imperial Guard Company are put in the field together, in the same way as a platoon of normal Human troops.

Each Ogryn squad has a Sergeant-Ogryn leader, who has been subjected to Adeptus Mechanicus brain-enhancement biochem, or BONE treatment (Biochemical Ogryn Neural Enhancement). Ogryn leaders are known as BONEheads, a title which they bear with considerable pride. BONEheads are able to be educated to a limited degree in small-unit tactics and the operation of equipment such as communicators and weapons like the ripper gun.



OGRYN RIPPER GUN

Within the Guard, Ogryns are restricted to their own squads, and do not normally rise above the rank of Sergeant. Even with BONE treatment, their minds are not suited to command of a force larger than a squad. Ogryns are sometimes modified into Servitors by the Adeptus Mechanicus, for tasks where their size is an advantage.

Equipment

Ogryns in the Imperial Guard are normally armed with the same primitive weapons that they use on their homeworlds. Large crushing and cleaving weapons such as maces, axes and even tree-trunk clubs are common.

They are trained in the use of grenades, but the normal grenade types are too small for their large, clumsy hands. Instead, they are issued with a specially-designed Ogryn frag grenade, which takes the form of a metal cylinder six to eight inches long and two to three inches in diameter, with a ring-pull arming mechanism at one end.

BONEheads may be issued with the Fragmentation Autogun (Ogryn), universally known as the Ripper Gun. This is a drum-fed, large-bore automatic shotgun firing heavy shot. Its limited range is no great disadvantage given the Ogryn preference for close assaults, and at short ranges its effects are devastating.

Armour varies widely. In general, the supply of advanced armour types in Ogryn sizes is limited, and most Imperial Guard Ogryns wear primitive armour brought with them from their homeworld. This is a mixture of chain, plate, and the hides of exceptionally resilient homeworld creatures, such as the Armidillian Plate Lizard. Limited supplies of Ogryn-sized flak and mesh armour are available to some Imperial Guard Regiments, and this is generally issued only to BONEheads.

On the whole, Ogryns show a preference for armour which leaves the arms free to deliver 'a good, solid belt'.

Vehicles

For the most part, Ogryn platoons do not use vehicles, owing to their large size and incomplete grasp of technology. However, BONEheads do have the degree of intelligence required to drive a Rhino APC, and some units of the Imperial Guard have specially converted 'open-top' Rhinos for transporting Ogryn squads.

Standards

Although they do not have Command Sections like other Guard troops, Ogryns often adopt unofficial standards of their own. These are usually carried by the Sergeant-Ogryn leading the platoon - and sometimes all the Ogryns in the platoon are fitted with back-banners. Banner designs vary widely. As well as copies of regimental standards, Ogryn banners may feature an image of the Emperor, portrayed as an Imperial Guard Commissar - a natural symbol of authority to the Ogryn mind. They also use tribal designs from their homeworlds.

In addition to their standards, Ogryns often mark successful battles or individual kills with tattoos, usually based on the symbols of their homeworld tribe. These may be simple stripes of colour, or small skulls, usually on the face or arms.

Service Outside the Imperial Guard

The vast bulk of Ogryns in Imperial service belong to the Imperial Guard, but it is not unknown for them to serve in other capacities. Like other Imperial Guard troops, Ogryns can be seconded to the entourage of a Rogue Trader, wearing a tabard bearing the Rogue Trader's colours and emblem in addition to their normal clothing and armour.

If my Marines are ordered to serve alongside these tainted half-animals, they shall do so. But upon their return they shall be quarantined and purified by every means in our Apothecarion.

- Commander Carab Cullin, Red Scorpions Chapter

On some Imperial worlds, Ogryns are drafted into the Adeptus Arbites, since their strength, ferocity and imposing bulk make them effective on a psychological level as well as in actual conflict. Often in such cases the mere presence of Ogryns can prevent trouble or bring it swiftly to an end.

Planetary governors and other dignitaries sometimes employ Ogryns as bodyguards, having found that a squad of these huge Abhumans at one's shoulder can add a certain amount of authority to one's commands. Certain Inquisitors, too, will travel with Ogryn servants; these individuals will normally have received BONE treatment.

● RENEGADE OGRYNS

It is known, but rare, for Ogryns to take the field against the Imperium. The use of Ogryns by Imperial Guard units serving Horus has already been mentioned, and on rare occasions Ogryns will serve with pirate or rebel forces. Once Ogryns have been recruited into the Imperial Guard, however, their basic training and indoctrination fills them with a simple but unshakeable faith in the Emperor, and revolt is practically unknown.

Ogryn about to demolish Eldar Jet Bike

IMPERIAL GUARD

THE PACIFICATION OF FLOTIS III

By GRAEME DAVIS and PETE KNIFTON

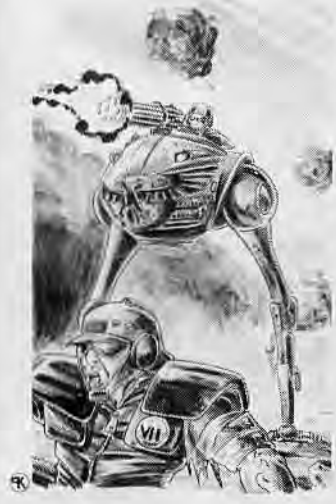
This article describes the role of D Company of the 7th Mordion Imperial Guard Regiment in the Pacification of Flotis III, with full details of the company's fighting force.

Raised on the Hive World of Mordion in 984.M41, the 7th was assigned to the newly-rediscovered planet Flotis III. When Imperial starships first reached the planet, it was found to have a substantially Human population - the Administratum took this to indicate that it was colonised from Terra at some time before the Age of Strife. However, no surviving records or STC equipment have been discovered as yet, and the bulk of the population has regressed to feral/medieval level.

In addition to the Human population, Flotis III is home to a large Ork settlement on its third continent. Centred on an immense, but crude, crashed starship, this growing empire has overwhelmed and enslaved much of the third continent's Human population.

Most of Flotis III was pacified and settled within a year of the landing. On the first continent the Imperial Guard personnel were able to eliminate the existing warrior aristocracy of a number of small states, and install themselves in its place. The second continent was largely deserted scrubland, home to only a few struggling nomad tribes. The third continent, however, has proved to be more of a problem, and has seen some of the fiercest fighting of the Pacification. This is for a variety of reasons: firstly, the Orks themselves are a dangerous and well-equipped foe; secondly, the terrain is rugged and highly variable; and thirdly, those Humans who have remained free of Orkish domination are fiercely independent and highly proficient in the techniques of guerilla warfare.

The pacification of the third continent was assigned, among others, to D Company of the 7th Mordion, who have distinguished themselves in several actions over a two-year campaign. The Human strength of D Company was raised from a particularly vicious Hive World gang called the Night Rippers, whose fist-and-knife emblem appears on several of D Company's vehicles and unofficial banners. The Night Rippers first came to the notice of Imperial Commander Varren, the planetary governor of Mordion Hive World, when they seized control of the whole of Island-City Two. They used the spaceport and the hundreds of orbit-capable ships they captured to attempt a blockade of the planet in support of various demands for cash and equipment.



Their efforts went largely unrewarded and the survivors of the action to retake the spaceport were recruited to the Guard. It was decided that such fighting skill, if redirected to the proper Imperial ends, was too valuable to waste through needlessly harsh punishment. Only the leaders of the rebellion were executed - Commander Varren chose to enact the ritual deaths using one of the Night Rippers' own ceremonial serrated swords. The gang's traditional badge therefore took on new meaning as the symbol of their entry into Imperial service and an emblem of their leaders' sacrifice.

7TH MORDION REGIMENT, D COMPANY

The following list is the full complement of D Company of the 7th Mordion Imperial Guard Regiment during the Flotis III campaign, under Commander Evin Eldro. All units have basic and standard equipment (eg all Guardsmen have a knife, flak armour, photo visor and frag grenades). Main weapons have been listed individually, plus armour type where it is not flak armour.

COMMANDER

Commander (Major Hero) on jetbike - mesh armour, laspistol
Commissar (Major Hero) on jetbike - conversion field, laspistol

FIRST PLATOON

Command Section
Captain (Hero) - laspistol
Medic - laspistol, medikit
Sergeant - laspistol, chainsword
Orderly with Platoon Banner - laspistol
2 Guardsmen - las-cannon
Commissar (Hero) - conversion field, laspistol
Sanctioned Psyker - force sword

4 Tactical Squads
Each Squad comprises:
1 Sergeant - laspistol, chainsword
7 Guardsmen - lasgun
1 Guardsman - las-cannon
1 Guardsman - grenade launcher

SECOND (ASSAULT) PLATOON

Everyone in the Assault Platoon is equipped with jump packs

Command Section
Captain (Hero) - laspistol
Medic - laspistol, medikit
Sergeant - laspistol, chainsword
Orderly with Platoon Banner - laspistol
2 Guardsmen - las-cannon
Commissar (Hero) - conversion field, laspistol

3 Assault Squads
Each Squad comprises:
1 Sergeant - laspistol, chainsword
7 Guardsmen - 2 laspistols
2 Guardsmen - plasma gun

THIRD PLATOON - OGRYNS

1 Ogryn Squad
Ogryn-Sergeant - mesh armour, ripper gun
4 Ogryns - primitive armour, hand weapon

FOURTH PLATOON - BEASTMEN

Command Section
Lieutenant (Champion) - laspistol
Medic - laspistol, medikit
Sergeant - laspistol, chainsword
Orderly with Platoon Banner - laspistol
2 Guardsmen - las-cannon

2 Beastmen Attack Squads
Each Squad comprises:
Packmaster - mesh armour, 2 hand weapons
9 Beastmen - mesh armour, 2 hand weapons

FIFTH PLATOON - ROUGH RIDERS

Everyone in the Rough Rider Platoon has a horse and hunting lance

Command Section
Captain (Hero) - laspistol
Medic - laspistol, medikit
Sergeant - laspistol, chainsword
Orderly with Platoon Banner - laspistol
2 Guardsmen - las-cannon

3 Rough Rider Tactical Squads
Each Squad comprises:
1 Sergeant - laspistol, chainsword
7 Guardsmen - lasgun
1 Guardsman - las-cannon
1 Guardsman - grenade launcher

SIXTH PLATOON - PENITENTS

1 Penal Battalion Squad
10 Penitents - lasgun

RATLING MARKSMAN SQUAD

1 Ratling Marksmen Squad
5 Ratling Marksmen - sniper rifle

ADEPTUS MECHANICUS DETACHMENT

2 Adeptus Mechanicus - power armour, refractor field, power axe, laspistol
4 Servitors - mesh armour
2 Rhinos with Guardsmen crew
1 Thudd Gun with Servitor crew - mesh armour
1 Rapier Multi-Laser with Servitor crew - mesh armour
2 Sentinels with Guardsman crew - laspistol

D Company, 7th Mordion Regiment, during a lull in the Pacification of Flotis III:

This picture illustrates the size and variety of an Imperial Guard Company. Just left of centre, on the jet bike, is Commander Evin Eldro, accompanied - as always - by Commissar Fidel Arden. Note the two devotional skulls on Arden's collar.

To the right of the jet bikes is the Command Section of the First Platoon, which, as usual, carries the Company banner. Behind the jet bikes is the Command Section of the Second Platoon, which includes Sanctioned Psyker Morin Dannel; it is unusual to see a Commissar standing so close to a psyker and Dannel's downcast expression demonstrates his unease at the Commissar's proximity.

Note the fist-and-knife emblem on the Rhino in the foreground and on various banners; this unofficial device is the symbol of the Night Rippers, the Hive World gang from which the Human strength of D Company was recruited.

In the far left foreground are Thargadd's Thumpers. Sergeant-Ogryn Thargadd, holding the Ripper Gun, served with considerable distinction in the Flotis campaign, destroying an Ork Dreadnought single-handed in close combat during the Battle of Blood Hill. It is said that Commissar Arden designed their banner personally in recognition of this valour. Thargadd and his surviving followers were posted to the 43rd Ivinia Regiment at the conclusion of the campaign.

Behind the Ogryns is the Fourth Platoon, consisting of the Company's second Abhuman contingent: Beastman Attack Squads. D Company's record in close assaults was considerably enhanced by the rivalry between Packmasters Org and Raakt, who invariably tried to outdo each other on the battlefield. The Company's Abhuman complement is completed by the Ratling Sniper squad (on the Rhino to the right) known unofficially as Dunno's Dead-Eyes.

Above the Beastmen on the valley edge are the Rough Riders of the Fifth Platoon, who played a decisive role in the skirmishing that accompanied the conquest of the rural province of Bencya.

Because of the highly variable terrain on the third continent to which they were assigned, D Company was equipped with a diverse range of special equipment, including Rhino APCs, Rapiers, a Thudd Gun and a small force of Sentinels. The Sentinel force, led by Lieutenant Issen Siglo, proved invaluable in support of the Rough Riders during the assault on the forest region of Glimdrun.

To maintain the equipment - and to control the Penal Batallion troops (in the upper right of the picture) - D Company was assigned Tech-Adepts Venker (left) and Rovitz (right). Four of their Servitors can be seen on and beside the Rhino at the right of the picture.

Uniforms: The Pacification of Flotis III was the 7th Mordion's first action after their raising, so here the regiment are still equipped with their official Guard issue uniforms. However, some troopers have already begun to add extra unofficial insignia, mainly drawing on the symbols of their old Hive World gang, the Night Rippers.

The raised fist holding a serrated dagger or sword was originally a symbol of defiance - it has now become a symbol of victory, worn as proudly as ever. It is usually shown as black, with a red lining down the teeth of the sword - the colours of night and blood - and painted or stitched onto the back of a Guardsman's flak jacket.

In some cases, the symbol is simplified into a black circle with a black line pointing up and to the left; underneath the first line, a wavy red line is added to indicate the bloody serrated edge of the weapon. The Assault Platoon have taken this image a stage further, and wear facial tattoos of red and black lines painted on their cheeks or forehead.

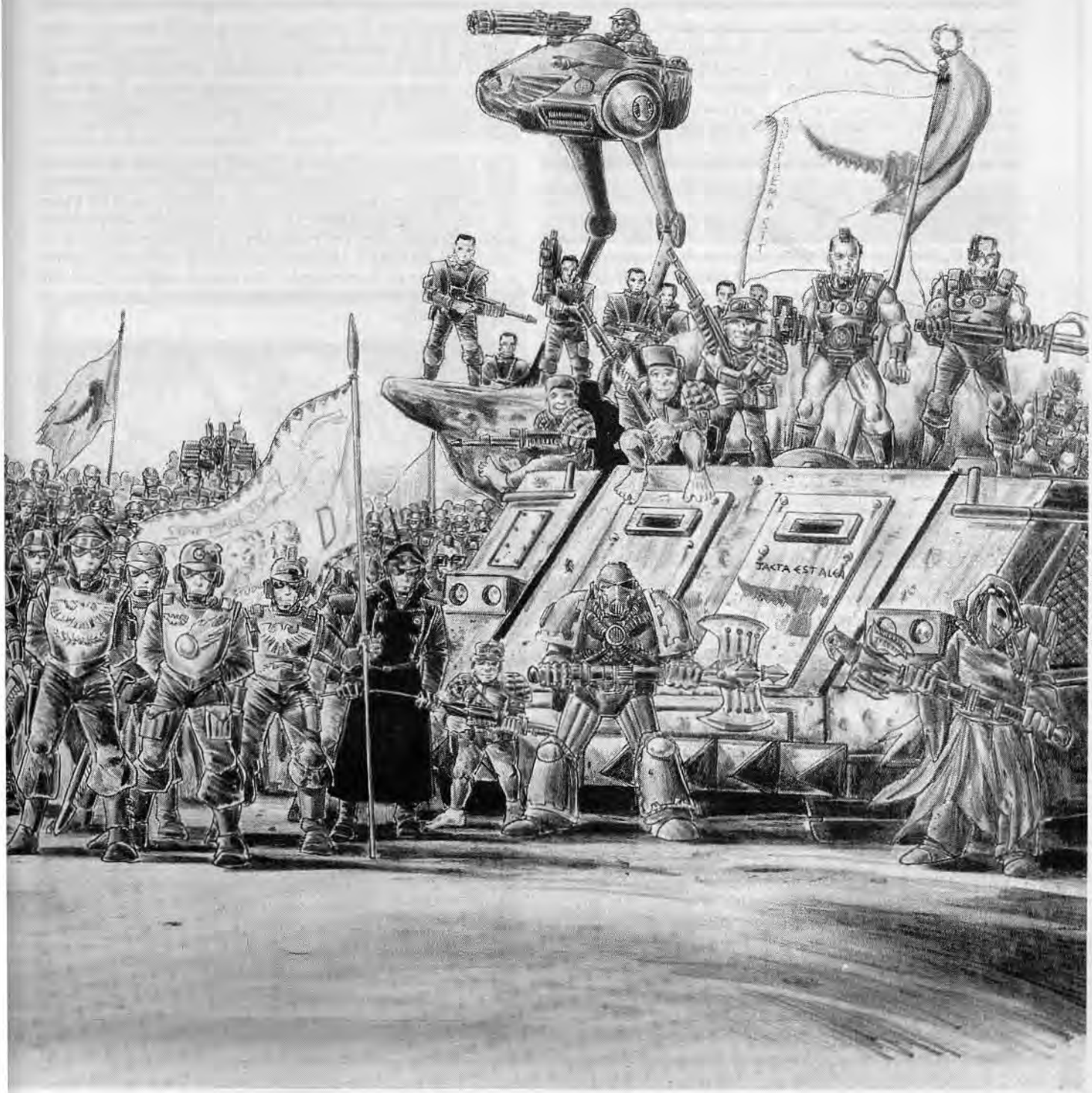
This colour scheme is also picked out by other aspects of the regiment's dress - for example, black and red striped bandanas, black or red cuffs, red company and rank markings, red honour badges on their black helmets, and so on.

One of the most popular motifs is to line the official black flak jacket with crimson (taken from the red linings the gang wore inside their leathers on the Hive World); this is said to show that in the darkness, blood will flow - it also taken to mean that even in the most difficult of situations one should take heart and act with valour.

D Company's official Guard banners have been adapted slightly and the usual image of Ollanius Pius (the Guardsman who sacrificed his life to save the Emperor from the rebel Horus) replaced by that of Mabagon Jhume. Mabagon Jhume was the leader of the rebellion on Mordion and the first of the rebels to be executed by Commander Varren as a scapegoat for the gang's actions. Each platoon also flies an unofficial banner with the Night Rippers' fist and blade symbol, echoed by the larger and more detailed renderings of the same symbol on the company's Rhinos and Sentinels.

The Rough Riders Platoon fly the Night Rippers' symbol on the pennants attached to their hunting lances - in their case the fist and blade are black only, set on a red background. These colours are carried through to the red horse blankets beneath their saddles, each of which shows a fist and a blade on the right haunch and a 'D' for the company on the left.

Artwork: Pete Knifton



WARHAMMER 40,000

CHAPTER APPROVED

DREADNOUGHTS

Though the subject was originally covered in the **Warhammer 40,000** rulebook (p119), further development in the field of powered armour and recently acquired intelligence reports on its use by various races have necessitated a thorough re-assessment of the most powerful type of personal armour - the Dreadnought suit.

THE ULTIMATE PERSONAL ARMOUR

The Dreadnought is the ultimate form of personal armour. Inside his giant armoured suit, the wearer - or more correctly *pilot* - controls the Dreadnought's movement, armament and defences. To an extent, a pilot's awareness becomes merged with his suit controls, sometimes to the point where man and machine are inseparable. As a result of this perculiar bio-mechanical relationship, experienced Dreadnought pilots cooped inside their suits for long periods run a high risk of insanity. Perhaps it's fortunate that so few live long enough to go mad! Of those that do survive, some go rogue, joining the notorious 'Dreadnought Bands' that roam the galaxy, hiring out as mercenaries or living upon the spoils of wanton pillage.

The Development Of The Dreadnought

Dreadnoughts are complex machines, requiring special materials to construct and special skills to pilot. Nevertheless some are more complex than others. Ork built machines are among the most primitive and least reliable. Human machines are solidly built and efficient. Eldar Dreadnoughts are probably the most sophisticated of all. The special gaming rules for each type reflect these vital racial differences.

Amidst the hammering of iron and chanting of runes, the weapon-shops of Mars turn out Imperial Dreadnoughts to time-honoured and hallowed designs. The most enduring types are the Imperial Battle Armour classes Contemptor, Deredeo, and Furibundus, whimsically known by the troops as *Chuck*, *Eddy* and *Fury*. These war-machines are built for the Imperial armies and Space Marine chapters. Many find their way into the private armies of Imperial Commanders. Marine Dreadnoughts are commonly modified by the purchasing chapter in order to meet the unit's specific needs. Some chapters even go to the trouble of building their own Dreadnoughts, but most rely upon the legendary construction skills of the Adeptus Mechanicus.

Unlike the Imperium, which has a centralised arsenal, weapons manufacture on Ork worlds is dependent on the individual patronage of great Warlords. Skilled Ork weapon-smiths - or *mechaniacs* as they are called - are employed by the richer and more influential Warlords to make weapons for their forces. In Ork society, Dreadnoughts are a costly, high-prestige weapon. Only the more powerful can afford to buy them. Only the most powerful of all can afford to armour retainers in the same fashion.

The technically advanced Eldar house giant automated factories in their craft-worlds. These factories not only build all the mundane items and military artefacts used by Eldar, but they design them too! The Eldar craftsmen who operate these machines have only to select the aesthetic form of their creations; this being the most important element of design as far as Eldar are concerned. Eldar Dreadnoughts are tall and elegant machines whose waspish lines conceal enormous killing-potential.

Dreadnought Construction

The powerplant that lies at the heart of each Dreadnought may be a crystal battery, a nuclear engine, a polarising gravitic bed, or a conventional combustion engine. The actual technology used is not strictly important except, of course, in terms of refuelling and supply. Crystal batteries are commonly used by Humans and Eldar, whilst Ork machines normally employ combustion engines. The dark smoke given off by these engines has inspired Humans to give Ork Dreadnoughts the nickname of 'boilers'.

Power transmission is also varied, but the most common system uses hydroplastics coupled to powered actuators. These operate the weapon systems and other, minor facilities throughout the machine. Limb manipulation is achieved by electrically motivated fibre-bundles which function very much like muscles, contracting and relaxing to drag the Dreadnought's huge bulk forward.

The shell of the Dreadnought is made from tough ceramite mouldings. Some Ork Dreadnoughts are built from metals, but these tend to be ridiculously heavy and cumbersome. Ceramite begins life as a thin white liquid which is injected into moulds under pressure. The mould is gradually heated to 300° and then allowed to cool. The moulding is then both tough and durable. The illustrations show you some we prepared earlier.

Imperial and Eldar Dreadnoughts are further protected by armoured plates made from adamantium. This material is produced in the processing factories in orbit around Mars as well as on Eldar craft-worlds. Each wheel-shaped factory consists of a vast spinning centrifuge several kilometers across. The inside of the rim is maintained at a constantly high temperature by plasma held in place by magnetic fields. Only under these conditions is it possible to melt adamantium so that it flows into moulding chambers built on the outside of the factory rim.

Control Systems

Dreadnought control systems vary from primitive 'driving' controls to sophisticated mind-impulse links. These differ considerably in efficiency. Orks, whose technological know-how is more limited, prefer to rely on a 'driving' system rather like a vehicle. These are slow compared to the mind-impulse systems, but are relatively cheap to build. Mind-impulse links are used by Eldar as a matter of course, allowing the pilot to literally become the Dreadnought - controlling its movements, actions and senses by the power of thought alone.

Imperial mind-impulse technology is rather unreliable. An alternative is to use surgery to merge the pilot to his Dreadnought's control systems. This has all the advantages of the mind-impulse link and is far cheaper. The pilot is surgically implanted into his armoured capsule, suspended in a special amniotic fluid which sustains him for the remainder of his life. Once encapsulated in this way, the pilot becomes part of the machine and cannot leave it unless the Dradnought is damaged or destroyed, when an ejector seat permits his escape.

GAMING WITH DREADNOUGHTS

The rules that follow describe several specific types and classes of Dreadnoughts available to the Human, Eldar and Ork forces. In addition, there is a special *build system* which permits players to design their own Dreadnoughts. Players should decide before the game whether they are going to stick to the classes given or design their own machines. There is no reason why players shouldn't mix their own designs with those given. The Citadel component system is ideal for this as it allows you to produce a large number variations from the basic pattern.

DESIGNING THE DREADNOUGHT

In the Imperium, Dreadnoughts are built as basic shells. The customer, be it the army, Space Marines or an Imperial Commander, has the option of fitting extra armour and control systems. The same is true of Eldar Dreadnoughts where the designer can specify these particulars during production. Ork Dreadnoughts are usually constructed to the specific requirements of the proud owner. These may include such cultural refinements as 'go faster stripes', 'flared leg arches' and 'furry dice' in the pilot's capsule. Ork Dreadnoughts are often painted red because, as the Orks say, 'Red wunz go fasta'.

CONSTRUCTING DREADNOUGHTS FROM BUILD-POINTS

Every Dreadnought comprises countless technically advanced sub-systems including armoured shells, weapon installations, stowage for equipment, power-plant and provision for the pilot. A Dreadnought's general size and fighting ability is determined by the total number of *build points* (BPs) used in its construction.

BPs are expended to provide the Dreadnought's profile as shown on the charts below. Each of the profile characteristics uses 1 or more BPs, some using more than others. Players must balance the available number of BPs between the different characteristics in order to create the best fighting machine possible. In some cases, a race may be limited in the maximum number of BPs its can expend in a certain area. For example, Orkish technology reduces the maximum *toughness* of their Dreadnoughts compared to Eldar and Human ones.

BPs are expended to provide hard-points or stowage space where weapons and equipment can be installed. BPs are not expended for equipment or weapons, although the installation of these will affect the Dreadnought's total points value (PV).

Maximum Limits For Dreadnought Build Totals

Players are free to choose the number of build-points they expend on each Dreadnought within the following limits.

Dreadnought	Limits
Imperial	100-140
Ork 2 armed	80-100
Ork 4 armed	100-140
Eldar	100-160

Dere's jus' one fing wiv cans
wot ya'av ta bovver about -
Sittin' on dat spring gives ya piles!

- Ork Dreadnought Ace 'Jip' Gobsmak

PROFILE

BPs are expended to create the Dreadnought's profile. The number of BPs required for each point of characteristic is given below. Movement is not included as a characteristic. Movement is worked out as an expression of weight to power as explained later.

Note that Deadnoughts do not have *wounds*, but have *damage points* in the same way as vehicles. Weapons hard points (HP) and equipment stowage space (E) characteristics also work in the same way as with vehicles and are explained in depth following the charts.

PROFILE TABLE

WS	1	2	3	4	5	6	7	8	9	10
BPs	1★	2	3	4	5	6	7	8	9	10*

BS	1	2	3	4	5	6	7	8	9	10
BPs	1★	2	3	4	5	6	7	8	9	10*

S	1	2	3	4	5	6	7	8	9	10
BPs	2★	4	6	8	10	12	14	16	18	20*

T	1	2	3	4	5	6	7	8	9	10
BPs	2★	4	6	8	10	12	14	16**	18	20*

D	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
BPs	12★	15	18	21	24	27	30	33	36	39	42	45	48	51	54	57	60*

I	1	2	3	4	5	6	7	8	9	10
BPs	1★	2	3	4	5	6	7	8	9	10*

A	1	2	3	4	5	6	7	8	9	10
BPs	3★	6	9	12	15	18	21	24	27	30*

Save	6	5-6	4-6	3-6	2-6
BPs	2★	4	6	8	10*

HP	0	1	2	3	4	5	6	7	8	9	10
BPs	0★	2	4	6	8	10	12	14	16	18	20*

E	0	1	2	3	4	5	6	7	8	9	10
BPs	0★	2	4	6	8	10	12	14	16	18	20*

★ = minimum
** = Ork maximum
* = maximum

Control Systems

The following rules categorise control systems into three basic types. These are *driver, spinal link* and *mind impulse*. Racial availability and cost in BPs is indicated on the chart below. Eldar are allowed cheaper mind-impulse links than humans to reflect the lack of spinal-link.

System	Human	Eldar	Ork
Mind-impulse	15	10	-
Spinal-link	8	-	8
Driver	2	2	2

Mind-impulse. The pilot controls his Dreadnought by means of a thought impulse link which responds to his will, allowing him to move the Dreadnought as if it were his own body. This automatically increases the Dreadnought's *initiative* by +2 (up to a maximum of 10). A Dreadnought of this kind may include a mental program which allows the pilot to use his own mind as a targeter for his weaponry. This mental program automatically allows all shots to count as if the Dreadnought had a targeter. A mental program occupies no stowage space, but costs 10 PVs.

Spinal link. The pilot is surgically incorporated into the Dreadnought's armoured capsule, he controls the Dreadnought via links between his own nervous system and the Dreadnought's mechanical systems. This increases the Dreadnought's *initiative* by +1 (up to a maximum of 10). A Dreadnought of this kind may include a mental program which allows the pilot to use his own mind as a targeter for his weaponry. This mental program automatically allows all shots to count as if the Dreadnought had a targeter. A mental program occupies no stowage space, but costs 10 PVs.

Driver. The pilot operates his Dreadnought by way of a vis-screen with sensor read-outs and some sort of manual control. This makes no difference to the profile already established. Targeters may be added, but these are mechanical devices, and occupy equipment stowage space in the manner described below.

Power-Plant

The movement rate of a Dreadnought depends on the size of its power-plant compared to its total BPs. The powerplant must be fitted and costs a set number of BPs as shown on the chart below. Cross reference the BPs spent on the powerplant to the total BPs to get the machine's movement allowance.

	Power Plant BPs															
Total BPs	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
0-50	6	6	6	6	6	7	7	7	7	7	8	8	8	8	8	9
51-60	5	6	6	6	6	6	7	7	7	7	7	8	8	8	8	8
61-70	5	5	6	6	6	6	6	7	7	7	7	7	8	8	8	8
71-80	5	5	5	6	6	6	6	6	7	7	7	7	7	8	8	8
81-90	5	5	5	5	6	6	6	6	6	7	7	7	7	7	8	8
91-100	5	5	5	5	5	6	6	6	6	6	7	7	7	7	7	8
100-110	4	5	5	5	5	5	6	6	6	6	6	7	7	7	7	7
110-120	4	4	5	5	5	5	5	6	6	6	6	6	7	7	7	7
121-130	4	4	4	5	5	5	5	5	6	6	6	6	6	7	7	7
131-140	4	4	4	4	5	5	5	5	5	6	6	6	6	6	7	7
141-150	4	4	4	4	4	5	5	5	5	5	6	6	6	6	6	7
150-160	4	4	4	4	4	4	5	5	5	5	5	6	6	6	6	6

Arming Up

Dreadnoughts may have weapons fitted into their armoured casing, or bolted-on before battle. It is therefore easy to vary weaponry slightly, depending on the nature of the battle being fought. The number of weapons a Dreadnought can employ depends on the number of BPs allocated to weapons hard points (HP). The system follows the same lines as used for vehicles: 1 hard point is required for a basic or close combat weapon, and 2 hard points for a heavy weapon. Very heavy weapons are not normally built into Dreadnoughts, but would theoretically occupy 6 hard points, or 10 for a defence laser.

Weapons can include any weapon type available to the race building the Dreadnought. However, the Citadel models come supplied with random weapons, and these have been used to provide the examples given later. This doesn't mean you can't convert a Dreadnought to take other weapons. If you wish to do so it is a simple matter to work out details.

Weapons hard points (HP) are built-in using BPs as described above. However, players would be advised to follow the configuration of their model to provide enough HP to mount its weapons. A typical Dreadnought carries its weapons in its arms: a typical arm has either 0, 1 or 2 HP. An arm with 2 HP can therefore mount either two basic or a single heavy weapon.

The Ork Dreadnought model is supplied with a universal weapon mount which allows players to attach any of the heavy weapons available from Citadel. This enables you to use either a heavy bolt gun, heavy plasma gun or grenade laucher - each occupying 2 weapon hard points.

We pray for our brethren who pilot the Dreadnoughts.
Though they take on new form,
Their souls, and their weapon mounts, remain pure.

- *Marneus Calgar*

EQUIPMENT

Just as BPs can be used to build hard points for weapons, they can also be used to provide stowage space for additional equipment. However, *some* equipment is already assumed to be present and is effectively gained for no BPs, and in some cases no PV cost. This equipment is as follows.

Targeters Mind impluse and spinal link machines automatically have a targeter for each weapon-bearing limb. This is a program - not a piece of equipment. It costs 5 PV for each limb.

Suspensors are included in all heavy machinery so that the additional weight of equipment does not effect the Dreadnought's movement. This is free and costs no PVs.

Ejector seats are fitted to all Dreadnoughts. In most cases this is in the form of an armoured capsule containing the pilot. In Ork Dreadnoughts the process may be less sophisticated - ie, a very large spring. Ejector seats occupy no stowage space and do not add to the PV.

Auto-senses are standard in all Dreadnoughts except those which are 'driven'. In the case of 'driven' units, external sensors relay sound and vision into the pilot's cabin. However, safety cut-outs in the system provide the same level of sensory protection as with auto-senses, so they are considered to be the same. In either case they occupy no stowage space and do not add to the PV.

Communicators with a 50 mile transmission/reception radius are fitted to all Dreadnoughts. A communicator occupies no stowage space and does not add to the PV.

Ride the Lightning

- *Poena Metallica Battlecry*

Additional Equipment

The following items may be fitted to a Dreadnought, using up existing stowage space (E). These items are rather like weapons in that they occupy a specific number of stowage spaces and also add to the overall points value of the Dreadnought.

Items	Fills Equipment Stowage Space (E)	Points Value
Targeter	1 per limb	5 each
Sensor package Bio-scanner Energy-scanner Rad-counter	1 for all three	13 for all 3
Power Field (1" radius)	2	10 each
Power Field Synchroniser	1	10
Jump Pack	2	10

Targeters are only fitted to 'driven' Dreadnoughts. Each targeter is used to fire all of the weapons on one limb.

Sensor packs are made up of bio-scanners, energy-scanners and rad-counters. A bio-scanner allows the Dreadnought to 'see' any living matter within 4" of a nominated point within 10", even if the model is hidden by cover, buildings etc. An energy-scanner is used in the same way, but allows the Dreadnought to see equipment, vehicles, robots, other Dreadnoughts and so on. A rad-counter measures the rad-level of any point within 18". These sensors operate all the time, allowing the Dreadnought pilot to detect a hidden enemy or dangerously irradiated areas.

Power Fields of 1" radius are assumed to cover the Dreadnought. A Power Field of larger radius can be made by paying an extra 10pts for each 1" extra radius. A field of sufficiently large size can be used to shelter troops within it. A Dreadnought may carry several Power Fields, although only one may be turned on at once. A Power Field may be turned on or off only at the *start* of the player's turn, and may not be turned off or on if the Dreadnought has been rendered immobile as a result of damage, or if the pilot has been rendered unconscious. Note that an activated Power Field prevents a Dreadnought from firing or engaging in hand-to-hand combat.

Power Field Synchronisers are devices which allow a field to flick off during the brief moment of time it takes to fire a weapon. If a Dreadnought has a Power Field Synchroniser it may fire weapons during its own shooting phase, even though the Power Field is 'on'. However, to represent the chance of an enemy shot sneaking through whilst the field has flickered off, any shot against the Dreadnought in the enemy's following turn will penetrate the Power Field on the D6 score of a 5 or 6. This does not destroy the field: the shot simply by-passes it during the brief moment in which it is down.

Jump Packs are built into the armoured casing of the Dreadnought's feet. These function exactly like ordinary Jump Packs but cost more points as indicated.

THE DREADNOUGHT IN HAND-TO-HAND COMBAT

Dreadnoughts are armed and equipped with the weapons purchased by the controlling player. In addition, Dreadnoughts which have manipulative limbs (ie mechanical hands) may use these to make frontal hand-to-hand combat attacks at the Dreadnought's basic *strength*. The total number of attacks that may be made are shown on the Dreadnought's profile. Each manipulative limb may attack once: remaining attacks are assumed to be *stomps* delivered by kicking or jostling.

If a Dreadnought loses 1 manipulative arm, it loses the attack associated with that arm. A Dreadnought only loses its *stomps* if it is immobilised.

This chart shows the *saving throw modifier* applied to a hand-to-hand combat victim following damage.

Strength of Dreadnought	*Opponent's Saving Throw Modifier*
4	-1
5	-2
6	-3
7	-4
8	-5
9	-6
10	-7

Special Attacks

A Dreadnought may make a special attack in lieu of its normal hand-to-hand attacks. These special attacks reflect the Dreadnought's ability to act like a Human, kicking, grappling or even 'nutting' its enemy. These special attacks are useful when fighting other Dreadnoughts.

When Dreadnoughts are fighting other Dreadnoughts, each player must secretly note down the type of attack he intends to employ - whether a normal attack or one of the special attacks. Both players reveal their attack type, and combat then proceeds in normal *initiative* order.

Tread Attack: A Dreadnought may make a single *tread* attack instead of its normal attacks. *Treads* can only be made against either a target under 10 feet tall, a vehicle, or a Dreadnought which has been 'tripped over' (see below). Roll 'to hit' as normal. If the target is hit the Dreadnought *treads* on its opponent, crumpling armour, buckling metal and squishing any tender bits. Make a damage roll counting the Dreadnought's *strength* as D6 higher than normal. Any living creature taking its full *wounds* is eliminated - there is no *saving throw*. A vehicle or Dreadnought taking damage receives 6+D6 points of damage with no *saving throw*, and works out *special damage effects* as normal (see *WH40K* p39 for vehicle damage).

Head butt: A Dreadnought may make a single *head butt* attack instead of all of its normal attacks. *Head butts* can only be made against targets more than 10 feet tall, such as other Dreadnoughts. Roll 'to hit' as normal, if successful the Dreadnought nuts its opponent. Make a damage roll counting the Dreadnought's *strength* as D6 higher than normal. Any living model taking damage is killed outright with no *saving throw*. A vehicle can be head-butted if it is suitably high and then takes 6+D6 damage with no *saving throw* in the same way as a *tread* attack. If the target is another Dreadnought the blow smashes right into the cabin - resolve all special damage on the *pilot chart* (see below). If a Dreadnought attempts a *head butt* attack *but misses*, it will fall over on the D6 score of a 4,5 or 6 and then counts as if it had been tripped over (see below).

Trip: A Dreadnought may attempt to *trip* over any bipedal creature over 10 feet tall including another Dreadnought. The Dreadnought may attempt the *Trip* instead of making normal attacks. Roll to hit as normal. If the result is a success, the Dreadnought has tripped its enemy over! This causes 3+D6 wounds against creatures and 3+D6 damage points against Dreadnoughts (no *saving throw*) and *special damage effects* as normal. A tripped model may only get up at the beginning of its turn on the D6 roll of a 4, 5 or 6. The fallen enemy may not make any attacks or move until he gets up. Fallen enemies cannot rout!

Bear Hug: A Dreadnought fighting a creature over 10 feet tall or another Dreadnought may make a *bear hug* attack instead of its normal attacks. A Dreadnought must have at least 1 manipulative limb (or power claw - see below) on each side in order to use this attack. The Dreadnought rolls to hit as normal. If successful, the enemy is hugged and squeezed by the Dreadnought. This causes D6 points of damage and may cause *special damage effects* as normal. The hugged opponent must try to escape the attacker during the beginning of each following combat round. The player rolls a D6, and successfully escapes on the roll of a 5 or 6. Both Dreadnoughts then fight that round as normal. An unsuccessful victim remains hugged and cannot fight back, taking another D6 points of damage automatically.

The Powerclaw

Ork Dreadnoughts are armed with a special Power Claw which makes them very deadly in hand-to-hand combat. The Power Claw has a *strength* 4 higher than the Dreadnought itself, up to a maximum of 10. Each Power Claw has 1 attack per round: any additional attacks the Dreadnought may have are *stomps* and are resolved at the Dreadnought's usual *strength*. Any victim suffering damage receives no armour *saving throw* irrespective of its normal save. The Power Claw occupies 1 weapon hard point (HP). Points value is 15 per Power Claw.

DREADNOUGHT SHOOTING

Dreadnoughts may fire with any or all their weapons during the shooting phase. Two basic weapons mounted on a single arm (eg Imperial Battle Armour Contemptor class which has 2 bolters on one arm) are fired in unison at the same target. Roll separate 'to hit' dice for each weapon. A targeter modifies both dice rolls. Weapons on different mounts may fire at separate targets.

Dreadnoughts may move and fire heavy weapons without penalty. All Dreadnought weapons have a 180° arc of fire to the front. A Dreadnought may not fire to its own rear.

Dreadnoughts are tall machines and can draw a line-of-sight over most low cover. This is left to the GM to determine at the time. Typically, a Dreadnought can see over a wall, fence, hedge or shrubs although troops 'in cover' may still claim the -1 'to hit' modifier.

KLANNNGGGG!!!!

THAT WAS THE SECOND TIME WAZGOB HAD HEARD THE DEAFENING STRIKE ON HIS CAN. HE GRUMBLED AND CURSED UNINTELLIGIBLY, AS HE ALWAYS DID. HIS 'TELE' WAS ON THE BLINK AGAIN - GARROT THE KNOW-WOTS - AND HE HAD NO IDEA WHAT WAS CAUSING THE NOISES.

HE'D BEEN SAT HERE FOR AN HOUR, WAITING FOR GRIMSLUM TO GET BACK WITH HELP, AND HAD MADE HIMSELF COMFORTABLE BY BREAKING WIND IN A SLOW, SATISFYING RYTHMN. IT WOULD HAVE BEEN EVEN BETTER IF HE'D STILL GOT HIS NOSE - BUT HE LIKED THE BLUES ANYWAY.

KLANNNGGGG!!!!

"GGGRRRRR -" HE LOOKED UP, GRABBED THE HATCH WHEEL AND GAVE IT A STRONG TWIST WITH BOTH ARMS. THE RUSTY LID CREAKED AS IT OPENED. CHILLED ATMOSPHERE AND DRIZZLE RUSHED IN. WAZGOB GRIMACED AS HE STUCK HIS HEAD OUT -

KABOOOM!! (THUNK...) THE MARINE SERGEANT JUMPED DOWN FROM THE SMOKING HULK. "AND THAT, BROTHERS, IS HOW YOU TAKE OUT STATIONARY ORK DREADNOUGHTS."

DREADNOUGHT

HIT LOCATION TABLE

Score (D6)	*Affected system*
1	Pilot
2	Equipment
3	Systems
4	Locomotion
5	Sensors
6	Armament

PILOT-SPECIAL DAMAGE

1 INTERFACE

The pilot's protective capsule is jolted free of its suit interface, distrupting the normal controls. At the start of each subsequent turn the player rolls a D6. On a score of 1-3 the Dreadnought loses control as described for 6 below. On a score of 4-6 the Dreadnought is controlled as normal.

2 CRUSH

The pilot is crushed within his protective capsule. Roll a D6. 1 - the pilot is killed immediately and the Dreadnought comes to a halt; 2-3 - the pilot loses consciousness for 2 turns; 4-6 - the pilot loses consciousness for 1 turn. The Dreadnought comes to an immediate halt when the pilot loses consciousness. Movement may continue when the pilot regains consciousness.

3 SLAIN

The Dreadnought's protective capsule is smashed open and the pilot is slain. The Dreadnought comes to an immediate halt.

4 CONTROL GEAR

The pilot struggles to overcome damage done to his control gear. The Dreadnought may either move, fire weapons, or fight in hand-to-hand combat during each subsequent turn, but may not do two or three of these in the same turn.

5 CRITICAL INJURY

The pilot is critically injured but not yet dead. The player should roll a D6 at the beginning of each subsequent turn. The pilot dies and the Dreadnought comes to an immediate halt on the roll of a 6.

6 BRAIN DAMAGE

For driven Dreadnoughts see **5**. With mind-impulse and spinal link Dreadnoughts the pilot suffers traumatic injury to his brain or spine causing loss of conscious control: the pilot's sub-conscious takes over. The Dreadnought should be moved in a random direction up to its maximum move distance, firing upon the nearest target be it friendly or enemy. If a potential hand-to-hand opponent lies within its path, the Dreadnought will charge and attack it.

EQUIPMENT-SPECIAL DAMAGE

1 TARGETER

1 randomly determined targeter is destroyed - even if the targeter is a mental program. If the Dreadnought has no functioning targeter, roll the result on the *Armament* chart.

2 POWER FIELD SYNCHRONISER

The Dreadnought's PFS is destroyed. If the Dreadnought has no PFS, roll again on this chart.

3 POWER FIELD

The Dreadnought's power field generator is destroyed. If the Dreadnought has no power field generator, roll the result on the *Sensor* chart.

4 MAJOR CENTRAL CONTROL SYSTEM DAMAGE

The shot damages one of the main control synapse modules, directly attacking what is effectively the Dreadnought's central nervous system. This can have many effects, sending random surges of power rushing through the device, melting delicate components, causing explosions, and causing random burn-outs and control loss.

To reflect this random and often cataclysmic level of escalating damage, throw each turn. On a 4, 5 or 6 the Dreadnought takes another critical hit. This damage will continue to happen on 50% of the remaining turns in the battle unless the pilot chooses to switch his vehicle off completely in which case it is rendered immobile. The pilot may eject if equipped with ejector seat.

5 JUMP PACK

The Dreadnought's Jump Pack is destroyed. If the Dreadnought does not have a Jump Pack, roll the result on the *Locomotion* chart.

6 JUMP PACK MALFUNCTION

The Dreadnought's Jump Pack malfunctions! At the start of each of its turns the Dreadnought will jump 3D6" in a randomly determined direction. If the Dreadnought does not have a Jump Pack, roll the result on the *Locomotion* chart.

SPECIAL DAMAGE CHARTS

These rules replace those given on page 41 of *WH40K*.

When a Dreadnought is hit, the attacker makes his usual damage roll, and the Dreadnought player attempts any *saving throw*. If the Dreadnought is damaged as a result, the player deducts the damage points caused from the Dreadnought's total. Note that when a Dreadnought is reduced to zero damage (**D**), it is *not* automatically destroyed. The only way to destroy a Dreadnought is as a result of *special damage* as explained below.

Whenever a Dreadnought takes damage as a result of a hit, the player should roll a D6. If the Dreadnought has received more than 1 point of damage from the hit, the player should add +1 to the dice score for each additional point of damage sustained. If the resulting score is 6 or more, then the shot has caused *special damage*.

Once a Dreadnought has zero damage, subsequent damage will automatically cause *special damage*; there is no need to make the D6 dice throw.

When it has been established that a Dreadnought has sustained *special damage* the player should roll a D6 and refer to the Hit Location Table.

When the system affected by the hit is identified, the player should roll a D6 and consult the appropriate Special Damage chart. Players should note down the result of *special damage* together with any long term effects which result. A separate sheet of paper should be used for each Dreadnought.

SYSTEMS·SPECIAL DAMAGE

1 OVERHEATS

Damage to the heat exchange units in the Dreadnought's power supply and actuators causes a dangerous heat build up. Roll a D6 at the start of each of the Dreadnought's following turns. On the score of a 6 the Dreadnought's safety cut-outs will shut down all systems. The Dreadnought may do nothing and is totally deactivated. Once deactivated, the player should continue to roll a D6, and the Dreadnought becomes reactivated again on the D6 score of 6 (indicating it has cooled down).

2 FIRE

Damage to fire control systems causes a fire to break out in the Dreadnought's circuitry. Roll a D6 at the beginning of each of the Dreadnought's following turns. On a score of 1-3 the fire spreads, causing 1 point of damage (but no special damage unless **D** is already reduced to 0). On a score of 4-5 no damage is caused that turn. On the score of a 6 the fire goes out and no further damage is caused.

3 ACTUATORS

Black smoke pours from the machine as a combination of heat and fire causes the internal actuators to melt and burn. During its following movement phases the Dreadnought automatically moves at half maximum rate (rounding fractions down) in a random direction. No hand-to-hand combat blows may be struck and weapons may only be fired on a D6 score of a 4, 5 or 6.

4 HYDRAULICS

The Dreadnought's internal micro-bore hydraulics begin to leak. The Dreadnought loses power as a result, reducing its *strength* to 1 and halving the maximum movement from its current amount (rounding fractions down).

5 SHUT-DOWN

The Dreadnought's emergency systems are triggered as a result of internal damage, activating emergency shut-down procedures and operating the ejector mechanism which throws the pilot out of the Dreadnought.

6 EXPLOSION

The heat build-up in the Dreadnought reaches a critical level following damage to the cooling and exhaust systems. The player should roll a D6 at the beginning of each of the Dreadnought's following turns. The Dreadnought blows up on the roll of a 6, destroying the Dreadnought and causing an explosion with an effect radius of 2". Anything within the area is automatically hit with a *strength* of 8 with no *saving throw* for armour. Damaging hits cause D3 *wounds/damage*. Any scenery within the area is destroyed leaving a crater.

LOCOMOTION·SPECIAL DAMAGE

1 LEG DAMAGE

The Dreadnought's leg is severly damaged, reducing movement to a maximum of half its present rate (rounding fractions down). A Dreadnought's Jump Pack (if it had one) is now destroyed.

2 CRIPPLED

The Dreadnought is completely crippled following damage to its legs. The Dreadnought may not move and may not turn from its present facing. Any jump pack is now destroyed.

3 FALLS

The Dreadnought is crippled and falls over. Roll a D6: 1-3 - the Dreadnought falls on its face or back; 4-6 - the Dreadnought falls on its side. A Dreadnought may continue to use all functioning weapons if it lands on its front or back. If it falls on its side the player should determine which side: any weapons on that side cannot be used. The Dreadnought cannot get up.

4 TRIPS

The Dreadnought falls over as if tripped. The machine may pull itself up as normal, but will trip over whenever it moves on a D6 score of 4, 5 or 6.

5 OFF COURSE

The Dreadnought's locomotion functions are damaged. At the beginning of each subsequent turn the player rolls a D6. On a score of 4, 5 or 6 the Dreadnought goes 'off course' and is moved maximum distance in a random direction. This move may take a Dreadnought out of hand-to-hand combat.

6 RANDOM MOVE

The Dreadnought's movement functions are severely damaged. Every turn the model moves its maximum distance in a completely random direction.

SENSORS·SPECIAL DAMAGE

1 SENSORS

The Dreadnought's sensor package is destroyed. The normal Dreadnought auto-senses are unaffected, allowing it to continue to see normally. If the Dreadnought has no sensor package (or the sensor package was previously destroyed) see 2 below.

2 SCRAMBLED

The Dreadnought's complex array of sensors (tactile, visual, and audio) are temporarily scrambled. The player may either remain stationary and inactive until the sensors clear, or the player may move the Dreadnought and fire randomly. No hand-to-hand attacks can be made. The sensors clear at the beginning of any of the Dreadnought's following turns on a D6 roll of 4, 5 or 6.

3 DE-FOCUSSED

The Dreadnought's visual mechanisms are thrown out of focus, affecting its ability to shoot. Current **BS** is reduced by half, rounding down to the nearest whole number.

4 TARGET IDENTIFIER DAMAGED

The Dreadnought's target identification systems are nullified. Every time the Dreadnought shoots, the player rolls a D6. If the score is 5 or 6, the enemy player may retarget the shot against any model within the Dreadnought's fire arc. The shot must target a model, although the model may be from either side.

5 STABILISERS JAMMED

The Dreadnought's directional stabilisers become jammed. Roll a D6:

1-3 the Dreadnought may no longer turn to the right - it may move straight forward or may turn to the left.

4-6 the Dreadnought may no longer turn to the left - it may move straight forward or turn to the right.

A Dreadnought forbidden from turning to one side may still turn through 270° to the other in order to achieve the turn desired, but this will reduce its movement by -1" (the first 90° of the turn is free). A Dreadnought cannot turn at all if this result is taken twice.

6 BLINDED

The Dreadnought is blinded, making it impossible to move or fire accurately. The model may not make hand-to-hand attacks. The Dreadnought may now only move or fire in a random direction.

ARMAMENT·SPECIAL DAMAGE

1 WEAPON DESTROYED

1 randomly determined weapon is destroyed.

2 AMMO BLOCKAGE

The ammo feed or power supply to 1 randomly determined weapon is blocked or severed. The Dreadnought may fire once more with that weapon, after which the weapon is rendered useless.

3 AMMO JAMMED

The ammo feed or power supply to 1 randomly determined weapon is jammed or fused. Every time the weapon is fired from now on, the player rolls a D6. If the score is a 6 the weapon explodes causing D6 points of damage on the Dreadnought and *special damage* as appropriate.

4 DISARMED

The weaponry of 1 randomly determined arm is destroyed entirely.

5 WEAPONS DESTROYED

2 randomly determined weapons are destroyed.

6 AMMO HIT

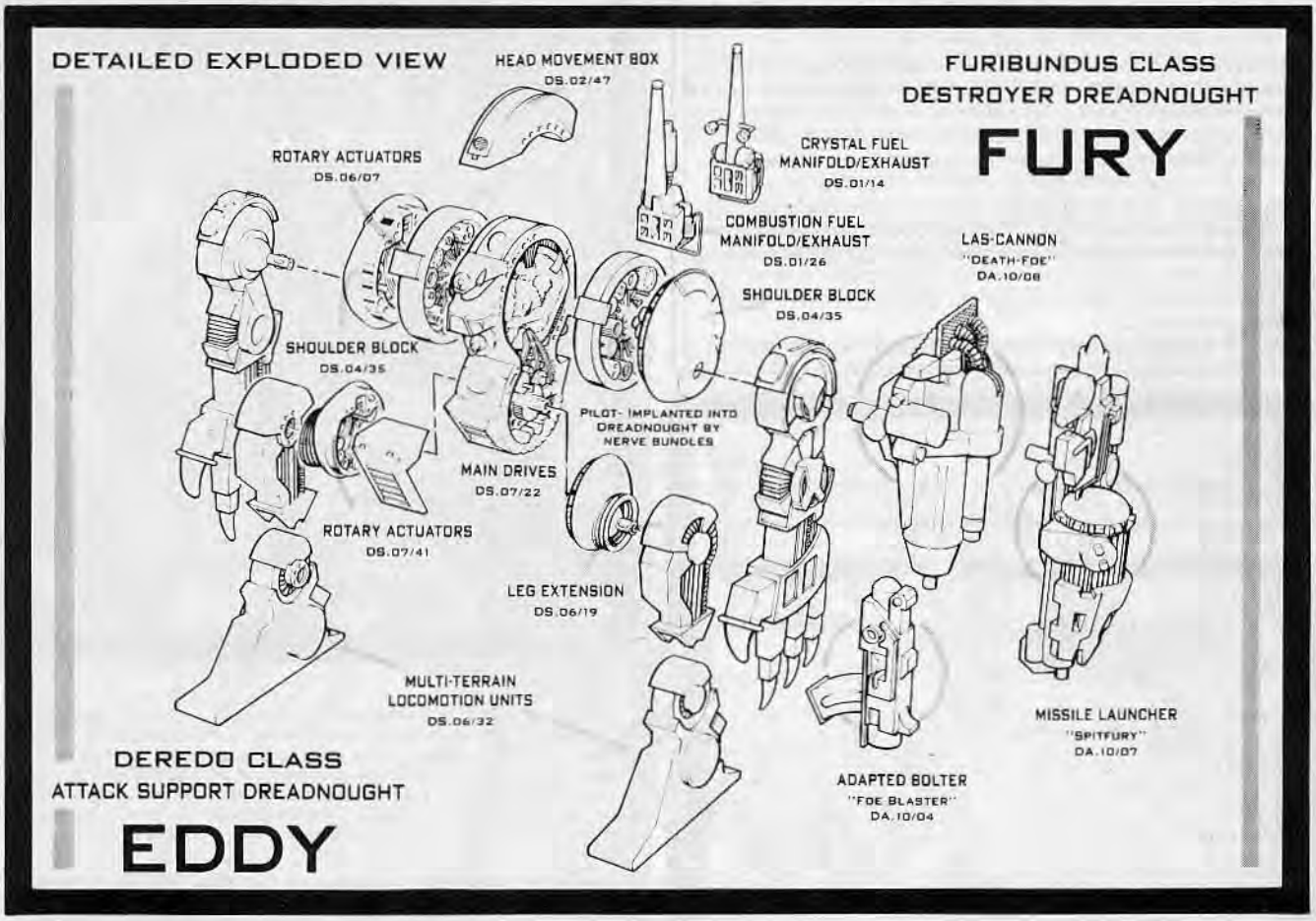
The Dreadnought's central ammo bin or power supply is ruptured open and destroyed. The Dreadnought may no longer fire its weapons. In addition the Dreadnought takes D6 points of damage, and automatically takes D3 further *special damage* effects.

POINTS VALUES FOR DREADNOUGHTS

The points value (PV) of a Dreadnought is the sum of its build points (BP) plus the PV of any equipment and weapons. The crewman is free if of a basic creature type.

IMPERIAL DREADNOUGHTS

The three best known variants of Imperial Battle Armour are the aforementioned Contemptor, Deredeo, and Furibundus classes. Of course, individual suits are often modified 'in the field' to provide different weapons and equipment. We will use these standard models to give you some examples of Imperial Dreadnought construction.



Contemptor Class Close Assault Dreadnought

Codename *Chuck*

Build Points Total: 140

Profile	WS	BS	S	T	D	I	A	Sv	HP	E
	6	6	8	8	11	5(6)	3	4-6	4	6
BPs	6	6	16	16	33	5	9	6	8	12

Control System: Spinal Link 8 BPs (adds +1 to I)
Power-plant: Crystal Battery 15 BPs Speed 6

Armament: The Contemptor class Dreadnought carries a standard armament of 4 bolt-guns, 2 built into each upper limb synchronised to fire at the same time. A targeter program is included as a mental program and occupies no build-points. The 10 PVs for the targeter are included as equipment.

Equipment: The Contemptor class Dreadnought carries a standard *sensor package*, a *jump pack*, a single 1" radius *power field* and a *power field synchroniser*. This equipment fills 6 equipment stowage spaces.

Points value:
140 + 8 (Armament) + 53 (Equipment) = 201 pts

Deredeo Class Attack Support Dreadnought

Codename *Eddy*

Build Points Total: 120

Profile	WS	BS	S	T	D	I	A	Sv	HP	E
	3	8	6	7	10	6(7)	2	3-6	3	6
BPs	3	8	12	14	30	6	6	8	6	12

Control System: Spinal Link 8 BPs adds +1 to I.
Power-plant: Crystal Battery 7 BPs Speed 5

Armament: The Deredeo class Dreadnought carries a standard armament of 1 bolt-gun and a 1 missile launcher. Each limb has its own targeter program which occupies no build-points. The 10 PVs for the targeter are included as equipment. The more powerful type Crack missiles and Frag shells are carried as standard.

Equipment: The Deredeo class Dreadnought carries a standard *sensor package*, two 1" radius *power fields* and a *power field synchroniser*. This equipment fills 6 equipment stowage spaces.

Points value:
120 + 53 (Armament) + 43 (Equipment) = 216 pts

Furibundus Class Destroyer Dreadnought

Codename *Fury*

Build Points Total: 140

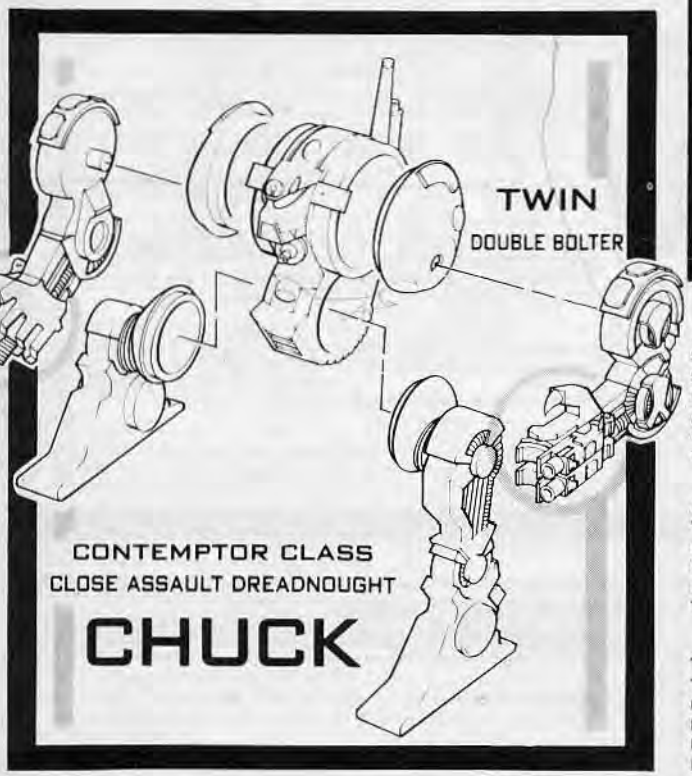
Profile	WS	BS	S	T	D	I	A	Sv	HP	E
	3	9	1	10	20	6(7)	1	2-6	3	4
BPs	3	9	2	20	60	6	3	10	6	8

Control System: Spinal Link 8 BPs adds +1 to the I
Power-plant: Crystal Battery 5 BPs Speed 4

Armament: The Furibundus class Dreadnought carries a standard armament of 2 bolt-guns synchronised to fire simultaneously, and 1 las-cannon. Each limb has its own targeter program which occupies no build-points. The 10 PVs for the targeter are included as equipment.

Equipment: The Furibundus class Dreadnought carries a standard *sensor package*, a 1" radius *power field* and a *power field synchroniser*. This equipment fills 4 equipment stowage spaces.

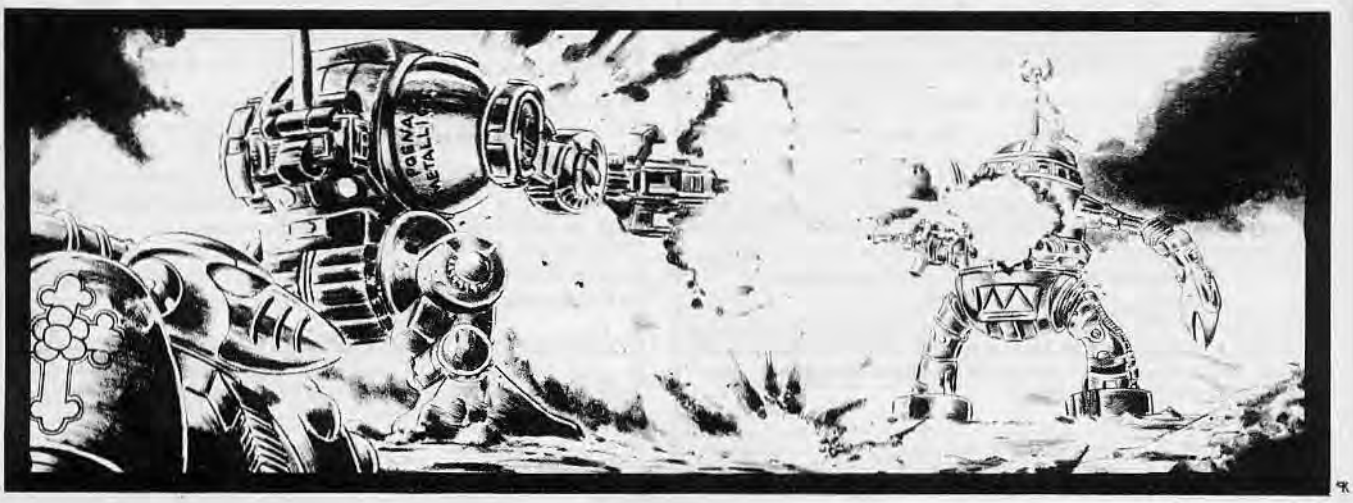
Points value:
140 + 94 (Armament) + 43 (Equipment) = 277 pts



...EDDY'S A GOOD MACHINE TO MOVE IN. THE LEGS ARE THE STEADIEST I'VE HANDLED - NO PROBLEM PICKING UP A GOOD STRIDE THERE. IT FEELS AS IF YOU COULD RUN, AFTER SOME PRACTICE. THE REPOSITIONING OF THE BUBBLE MEANS THAT ADJUSTMENTS TO THE FLUID BATH IS NOW A LOT EASIER. WE'RE HAVING FEWER PROBLEMS WITH PSYCHO-INTERFACING. THAT SHOULD GIVE US ANOTHER EDGE.

ARMAMENT TENDS TO CAUSE A LITTLE TREPIDATION. I'M NOT TALKING ABOUT THE FIREPOWER. IT'S THE NEW FIBRE BUNDLES. THEY GIVE THE ARMS THE SAME INCREASED RESPONSIVENESS AS THE LEGS. (PLEASE FIND A REQUISITION FOR A NEW MK14 BULLOCK ENCLOSED WITH THIS REPORT.)

THE CERAMITE WORKS PARTICULARLY WELL. GLAD TO SEE THE CENTRIFUGE IMBALANCE PROBLEMS HAVE BEEN IRONED OUT. IMPACT ABSORBERS WERE JUST A LITTLE SLOW TO RESPOND. WE JUST WENT FOR THE ONE TEST WITH THE CRACK. PLEASE FIND A REQUISITION FOR A NEW TEST DREADNOUGHT WITH THIS REPORT...



ELDAR DREADNOUGHTS

The following Dreadnoughts are given as typical examples of the types built and fielded by Eldar forces. They represent the state of the art in Eldar military technology.

War-Demon Eldar Assault Dreadnought

Build Points Total: 160

Profile	WS	BS	S	T	D	I	A	Sv	HP	E
	8	8	8	9	15	5(7)	4	2-6	2	6
BPs	8	8	16	18	45	5	12	10	4	12

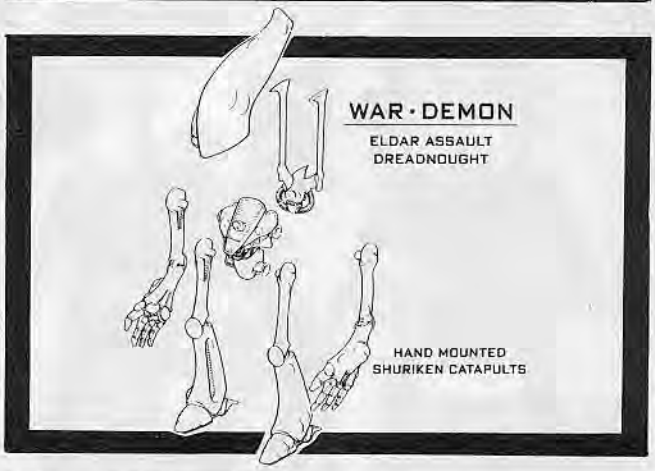
Control System: Mind Impulse 10 BPs adds +2 to I

Power-plant: Crystal Battery 12 BPs Speed 5

Armament: The Eldar War-Demon carries a standard armament of 2 Shuriken catapults, 1 mounted in each hand. Each limb has its own targeter program which occupies no build-points. The 10 PVs for the targeter are included as equipment.

Equipment: The Eldar War-Demon carries a standard *sensor package*, a 1" radius *power field*, a *power field stabiliser* and a *jump-pack*. This equipment fills 6 equipment stowage spaces.

Points value:
160 + 20 (Armament) + 53 (Equipment) = 233 pts



War-Cry Eldar Assault Dreadnought

Build Points Total: 140

Profile	WS	BS	S	T	D	I	A	Sv	HP	E
	6	7	7	7	15	5(7)	2	3-6	2	6
BPs	6	7	14	14	45	5	6	8	4	12

Control System: Mind Impulse 10 BPs adds +2 to I

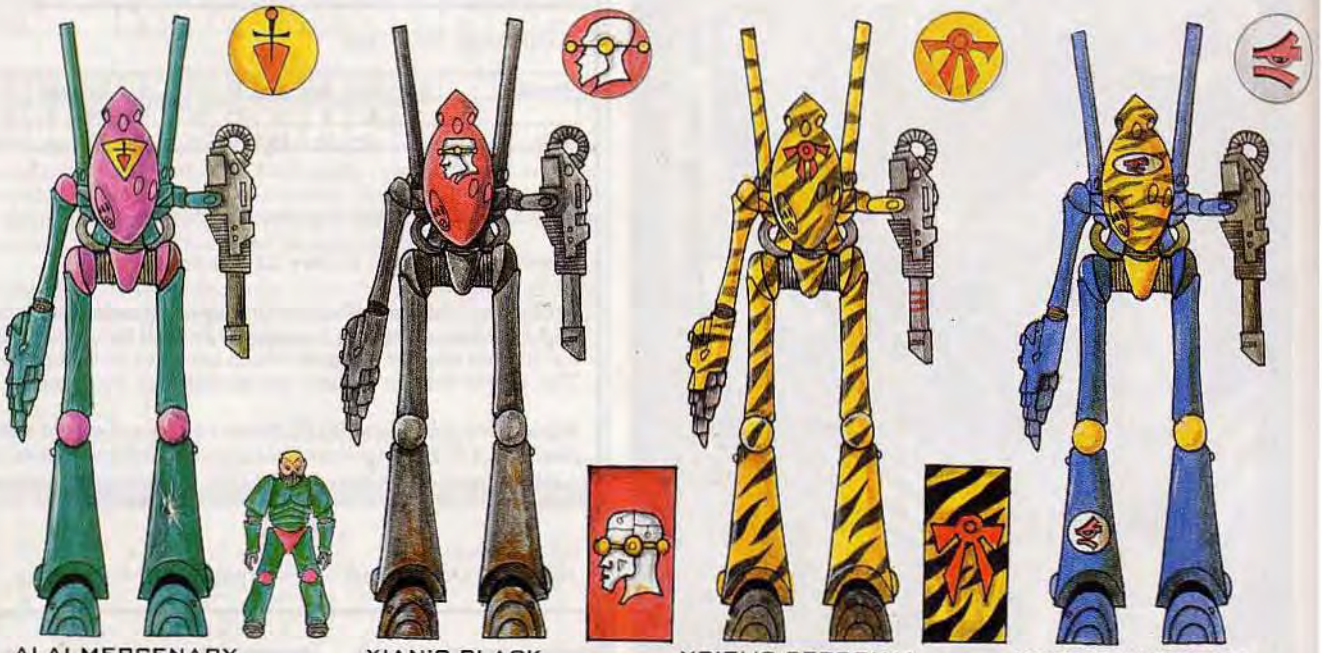
Power-plant: Crystal Battery 9 BPs Speed 5

Armament: The Eldar War-Cry carries a standard armament of 1 las-cannon and 1 Shuriken catapult. Each limb has its own targeter program which occupies no build-points. The 10 PVs for the targeter are included as equipment.

Equipment: The Eldar War-Hunter carries a standard *sensor package*, a 1" radius *power field*, a *power field synchroniser* and a *jump-pack*. This equipment fills 6 equipment stowage spaces.

Points value: 140 + 100 (Armament) + 53 (Equipment) = 293 pts

DREADNOUGHT UNIFORM PATTERNS AND UNIT IDENTIFICATION PENNANTS AND BADGES. THESE EXAMPLES HAVE BEEN DRAWN FROM FORCES DESCRIBED IN CHAPTER APPROVED, THE BOOK OF THE ASTRONOMICAN. ELDAR PENNANTS ARE USUALLY CARRIED ON BOTH VERTICAL EXHAUSTS, WHILST IMPERIAL DREADNOUGHTS CARRY JUST A SINGLE PENNANT.

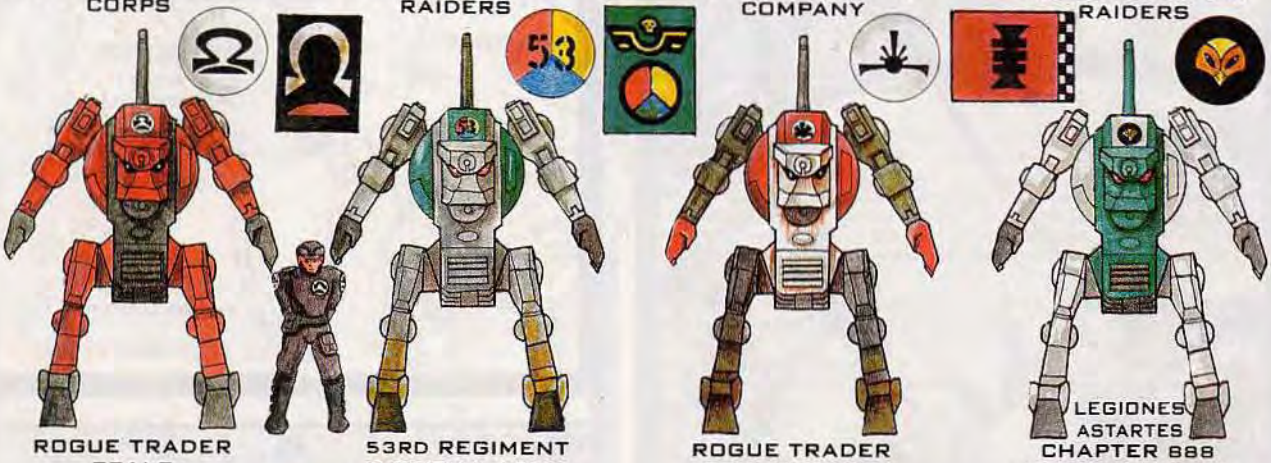


ALAI MERCENARY CORPS

XIAN'S BLACK RAIDERS

YRIEL'S PERSONAL COMPANY

YRIEL'S ELDRITCH RAIDERS

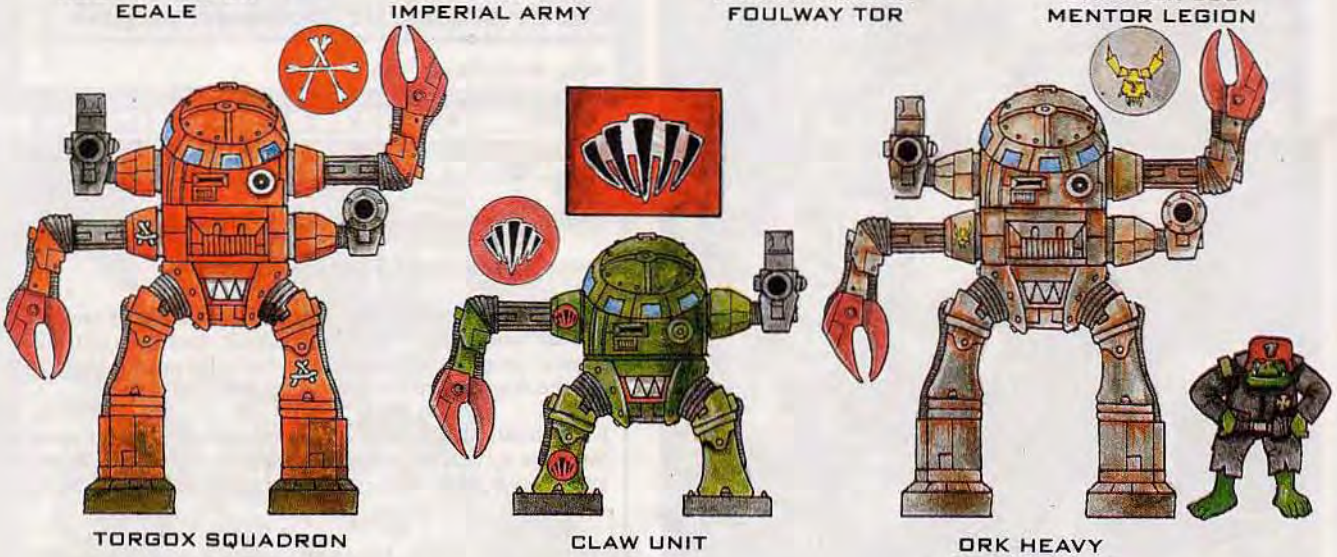


ROGUE TRADER ECALE

53RD REGIMENT IMPERIAL ARMY

ROGUE TRADER FOULWAY TOR

LEGIONES ASTARTES CHAPTER 888 MENTOR LEGION

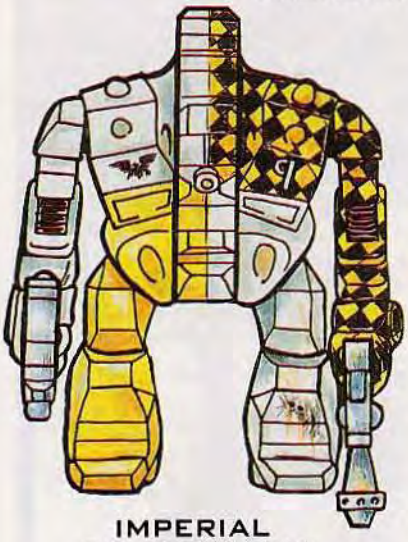


TORGOX SQUADRON

CLAW UNIT

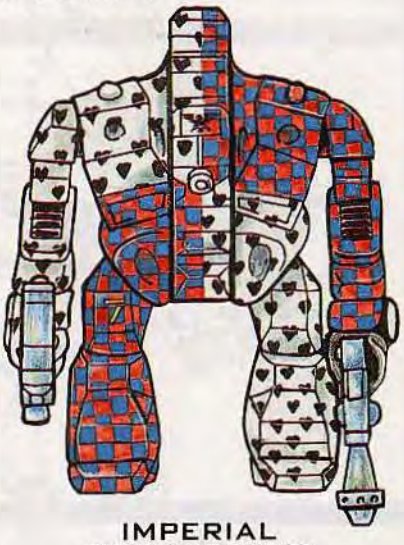
ORK HEAVY ASSAULT UNIT

ROBOT CLASSES AND LIVERY



IMPERIAL
CATAPHRACT CLASS

TRAITOR
CONQUEROR CLASS



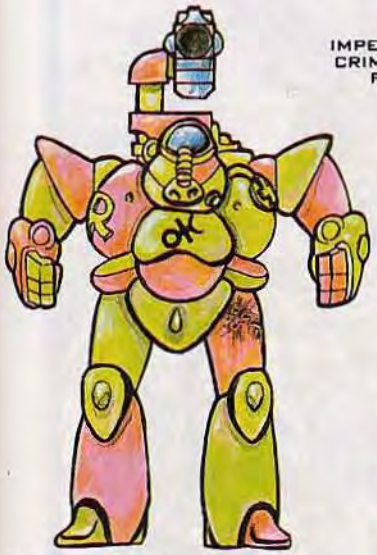
IMPERIAL
CATAPHRACT CLASS

IMPERIAL
CRIMSON
FISTS

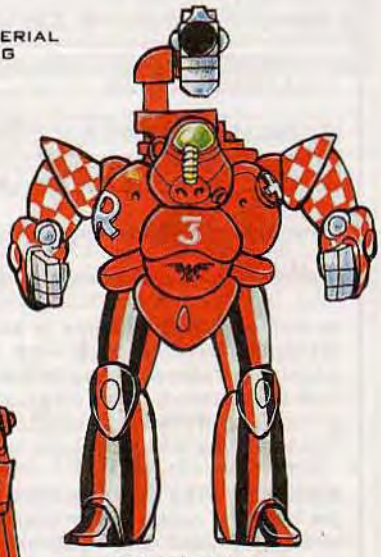
IMPERIAL
FLAG

IMPERIAL
DARK ANGELS

IMPERIAL
RED SCORPIONS



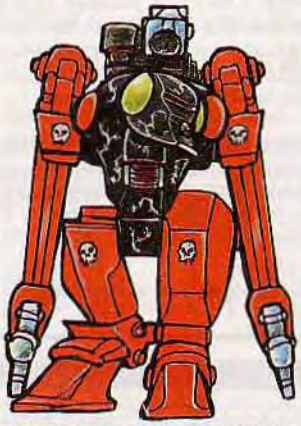
TRAITOR SLAANESH
CASTELLAN CLASS



IMPERIAL
CASTELLAN CLASS

TRAITOR

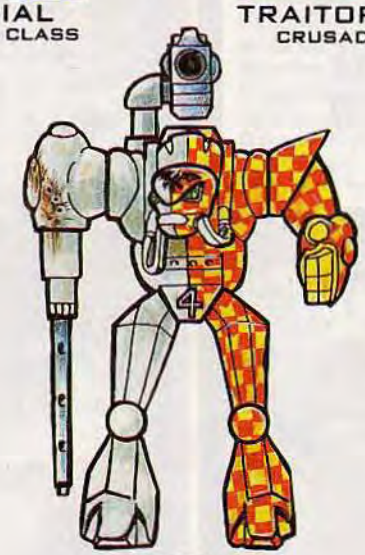
IMPERIAL
CRUSADER CLASS



TRAITOR KHORNE
CRUSADER CLASS

TRAITOR
KHORNE

IMPERIAL
COLOSSUS CLASS



IMPERIAL
CONQUEROR CLASS

TRAITOR KHORNE
COLOSSUS CLASS

Banshee
Eldar Support Dreadnought

Build Points Total: 160

Profile	WS	BS	S	T	D	I	A	Sv	HP	E
	7	8	7	7	18	6(8)	2	3-6	4	6
BPs	7	8	14	14	56	6	6	8	8	12

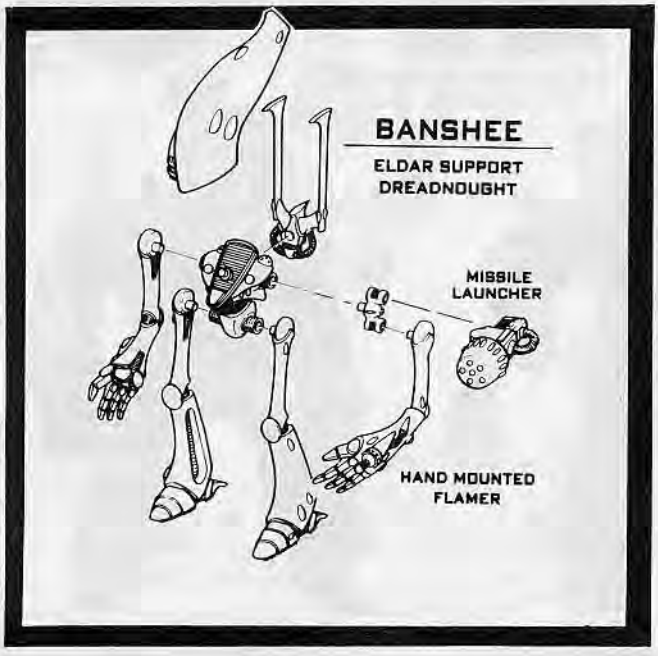
Control System: Mind Impulse 10 BPs adds +2 to I

Power-plant: Crystal Battery 11 BPs Speed 5

Armament: The Banshee is unusual in that it has two manipulative arms each with a built-in *flamer* and an additional weapon bearing limb with a missile launcher. Each limb has its own targeter program which occupies no build-points. The 10 PVs for the targeter are included as equipment. Crack missiles and Frag shells are carried as standard.

Equipment: The Eldar Banshee carries a standard *sensor package*, a 1" radius *power field*, a *power field synchroniser* and a *jump-pack*. This equipment fills 6 equipment stowage spaces.

Points value:
160 + 55 (Armament) + 53 (Equipment) = 268 pts



ORK DREADNOUGHTS

Ork Dreadnoughts, whilst being thrown together in the most ad-hoc fashion imaginable, still have formidable battlefield presence. Here are two of the 'finest' examples of orkish Dreadnought technology...

Space Ork Super-attack Onslaughter Dreadnought

Build Points Total: 140

Profile	WS	BS	S	T	D	I	A	Sv	HP	E
	6	6	6	7	13	5(6)	4	2-6	6	3
BPs	6	6	12	14	39	5	8	10	12	6

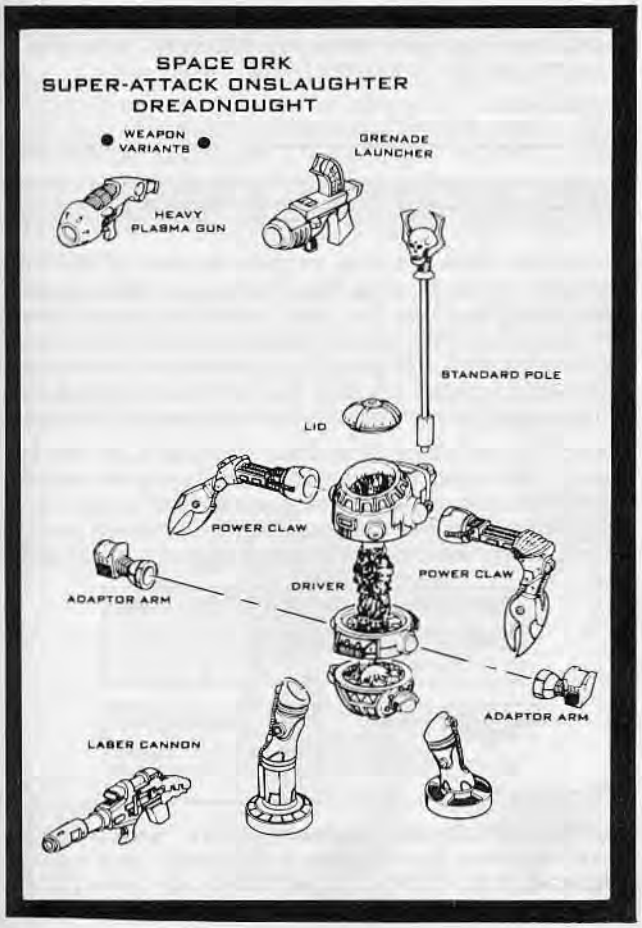
Control System: Spinal Link 8 BPs adds +1 to I

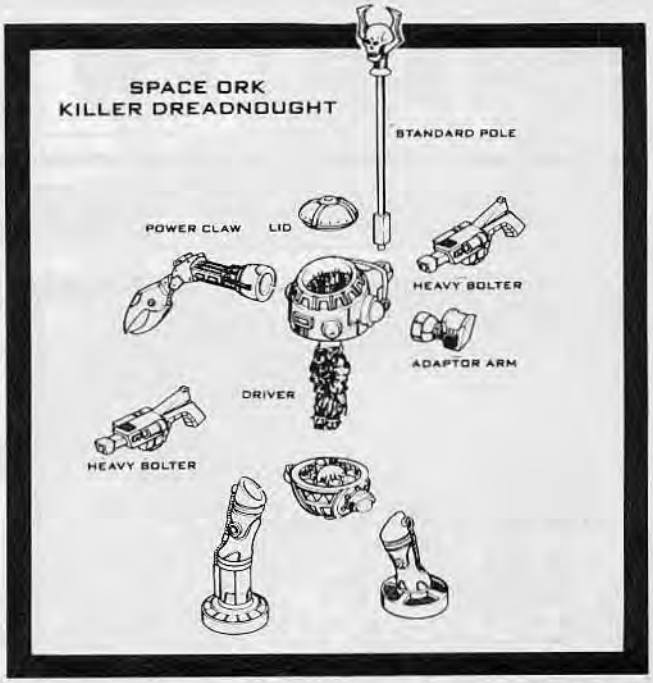
Power-plant: Crystal Battery 14 BPs Speed 6

Armament: The Space ork Super-attack Onslaughter carries a standard armament of 2 power claws, plus 1 las-cannon and 1 heavy bolter. Limbs bearing the las-cannon and bolter have their own targeter program which occupies no extra build points. The 10 PVs for the targeter are included as equipment.

Equipment: The Space Ork Super-attack Onslaughter carries a single 1" radius *power field* and a *power field synchroniser* occupying a total of 3 equipment stowage spaces.

Points value:
140 + 135 (Armament) + 20 (Equipment) = 295 pts





Space Ork Killer Dreadnought

Build Points Total: 100

Profile	WS	BS	S	T	D	I	A	Sv	HP	E
	6	6	5	5	10	4	2	4-6	3	3
BPs	6	6	10	10	30	4	4	6	6	6

Control System: Driver 2 BPs

Power-plant: Crystal Battery 10 BPs Speed 6

Armament: The Space Ork Killer Dreadnought carries a standard armament of 1 power claw plus 1 heavy bolter.

Equipment: The Space Ork Killer Dreadnought carries a single 1" radius *power field* plus a *power field synchroniser*. This occupies 3 equipment stowage spaces.

Points value:
100 + 30 (Armament) + 20 (Equipment) = 150 pts

Ork Dreadnought Variants

Orks, being Orks, are quite free with types of weapons they fix to their Dreadnoughts. The las-cannon can therefore be replaced with with either another heavy bolter, a grenade launcher, or a heavy plasma gun. The heavy bolter can similarly be replaced by either another las-cannon, a grenade launcher, or a heavy plasma gun. This will affect the PV of the Dreadnought, and the PV will have to be recalculated accordingly.

CHAPTER APPROVED

ELDAR WAR WALKER

The Eldar War Walker is a variation of the Dreadnought concept. Sacrificing armour in favour of hard-hitting weaponry and manoeuvrability, it is well suited to fast action against a lightly armoured or sluggish enemy. However, the War Walker is not without protection, for instead of thick armour plating, the pilot is protected by three Power Fields.

To facilitate firing its weapons, the War Walker is equipped with a Power Field Synchronizer which allows the protective field to flicker off for the brief instant it takes to deliver its deadly volley.

WAR WALKER PROFILE

The War Walker is constructed in the same way as a Dreadnought (see **WD** 100), using *build points* to buy characteristics.

Build Point Total: 126

Profile	WS	BS	S	T	D	I	A	Sv	HP	E
Walker	6	6	5	5	10	6	2*	5-6	4	10
BPs	6	6	10	10	30	6	6	4	8	20

* stomps from the Walker's feet.

Control System: Driven 2 BPs
Power Plant: Crystal Battery 18 BPs (Speed 7)

Armament: The War Walker comes complete with a las-cannon (90pts) and scatter-laser (70pts).

Equipment: Two *targeters* (one controlling each of the main limb armaments - 10pts); three 1" radius *power fields* (30pts); a *power field synchroniser* (10pts) and a *sensor package* (13pts).

Points value:
126 + 160 (Armament) + 63 (Equipment) = 349 pts

THE SCATTER-LASER

The *scatter-laser* is a new weapon devised by the Eldar especially for use by their War Walkers and Dreadnoughts. It fires more than one laser shot, but unlike a multi-laser it fires them all at once. This is extremely useful when used in conjunction with a *power field synchronizer*, because the power field is down for only the briefest fraction of time, minimising the chance of being hit by the enemy's return fire.

The scatter-laser differs from other weapons in the **WH40K** game in that it may fire up to six times during the *shooting phase*. Each shot may be directed at a different target, but all targets must lie within a 6" radius of a nominated point. If desired, all six shots can be directed against a single target.

Short range	Long range	Shooting to Hit		Str	Dam
		Short	Long		
0-20"	20-60"	+1		6	1

Save mod	Type				Area	Tech level
	C	H	S	F		
-1		2"	x			6

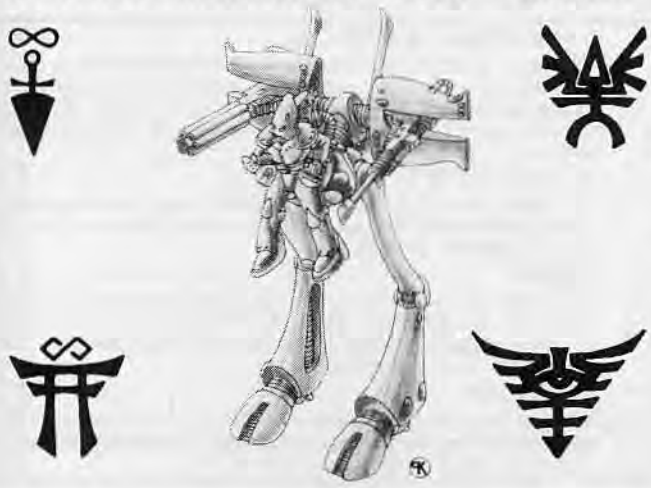
Although normally *slow* and *heavy* with a 2" penalty, this has no effect when the weapon is mounted on a vehicle, Dreadnought or War Walker: the Walker may move and fire its weapons without restriction.

SPECIAL RULES

The War Walker is protected by three *power fields*. Only one may be used at once, and the player must state whether a power field is turned on or off at the start of his turn. See **WD** 100 for rules on power fields and power field synchronizers.

Because of the pilot's exposed position, any shot which penetrates the power field and hits the pilot is likely to cause a good deal of damage. To represent this, the Walker takes special damage exactly like a Dreadnought. However, when the pilot is hit, instead of rolling once on the *special damage chart*, two dice rolls should be made. The opposing player may then choose which effect he wants to apply, the other being ignored.

The Walker pilot may eject in the same way as a Dreadnought pilot. Assuming he survives, the pilot may fight on foot and is considered to be armed with a las-pistol and protected by mesh armour (this costs no extra points). A Walker may also be used by a personality model, in which case the normal cost of the model must be added to that of the Walker itself.



TACTICAL USE OF WAR WALKERS

The Eldar use War Walkers in a variety of operational theatres. The mobility of the Walker makes it ideal for swift raids, infiltration manoeuvres, flank attacks, and ground based scouting. Walkers are also used to support the Dreadnought Squadrons, deriving protection from their comrade's heavy armour, whilst adding their own phenomenal fire-power. Pirate raiders favour a ratio of one Walker to two Dreadnoughts, but some prefer to have whole squadrons of Walkers, whilst others mix Walkers and Dreadnoughts in an apparently random manner.

Walkers are less effective in hand-to-hand combat than Dreadnoughts as they only have two attacks. These are nominally *stomps* from the machine's large feet, but the Walker can also use the Dreadnought special rules for *tread attacks* and *trips*.

Being far more lightly built than the Dreadnought, the War Walker is vulnerable to the sort of sustained fire which can take out power fields. Although its advanced power field configuration gives the Walker an initial high level of protection, once this is blown away the War Walker is no match for a Dreadnought or even a well equipped squad of infantry. Fortunately, the multiple power fields which surround it endow the War Walker with a relatively predictable period during which the pilot can use its phenomenal weaponry to good effect. This is where the Walker scores over the more heavily armoured Dreadnought, utilising high speed to strike at important enemy targets before retiring behind the cover of its slowly advancing battle-kin.

Todays thought: Hope is the beginning of unhappiness

WARHAMMER 40,000

CHAPTER APPROVED

THE WAR-TORN UNIVERSE OF 41ST MILLENNIUM HOLDS MANY SECRETS. HERE, A FEW OF THEM ARE TOLD. FROM THE TIMELESS MIGHT OF THE IMPERIAL ARMY TO THE SURREAL KILLING MACHINES OF THE ALIEN ELDAR, THIS INFORMATION IS NOW CHAPTER APPROVED.

THE INFINITY CIRCUIT

The *Infinity Circuit* is a sophisticated and arcane device used by the Eldar as a successor to the computer. It is 'programmed' by feeding the Eldar memory and personality patterns directly into a vacant circuit by a process known as the *Soul-Graft*. The subsequent host-machine of the circuit normally carries the donor Eldar's mortal name. Unfortunately, the *Soul-Graft* leaves the Eldar's mortal body a mindless husk, and is therefore only used on Eldar that are close to death and cannot be saved in any other way.

Having a *Soul-Graft* is the ultimate sacrifice an Eldar can make for their clan, dooming them to an eternal life trapped in a shell of unfeeling cold steel. It takes a very strong willed individual to survive the experience without being driven insane, and it is thus generally reserved for only the mightiest Eldar leaders and warriors. Any Eldar who has a *Soul-Graft* is greatly revered, and is entitled to use the title of Lord-Phoenix.

THE SPIRIT-WARRIORS

'My only remaining pleasure is to bring death to the enemies of my Craft World.'

Lord-Phoenix Ironstorm, Spirit-Warrior Biel-Tan Craft World

Spirit-Warriors are similar in most ways to Eldar Dreadnoughts, with one very important difference - they are controlled by an *Infinity Circuit* rather than a pilot. Only the Eldar can use Spirit-Warriors, which can replace Dreadnoughts in their force on a one-for-one basis. Spirit-warriors are designed in exactly the same way as Dreadnoughts, except that they use the *Infinity Circuit* as their control system, and therefore do not need a mind-impulse link.

The *Infinity Circuit* costs 15 BPs. This increases the Spirit-Warrior's **WS** & **BS** by +1 each, and its **I** by +2 (up to a maximum of 10 in each case). It allows all shots to count as if the Spirit Warrior had a targeter.

If the Eldar whose personality is transferred to the *Infinity Circuit* had psychic powers, these powers are available to the Spirit Warrior as well. Calculate the psychic mastery, psi-level, and psychic abilities of the Spirit Warrior just as you would for any other psyker. The Spirit Warrior is assumed to have an *intelligence* of 10 if it has any psychic powers.

A Spirit Warrior takes damage in the same way as a Dreadnought, except that a roll of 1 on the damage location table affects the *Infinity Circuit* instead of the Pilot.

See Infinity Circuit - Special Damage Below

POINTS VALUES FOR SPIRIT-WARRIORS

The points value (PV) of a Spirit Warrior is the total of its BPs plus the PV of any equipment and weapons plus 2 x the PV of any psychic powers.

A typical example of a Spirit Warrior is the Vampire Class:

Vampire Class Spirit-Warrior

Build Point Total: 140

Profile	WS	BS	S	T	D	I	A	Sv	HP	E
	5(6)	5(6)	6	7	15	5(7)	2	3-6	2	6
BPS	5	5	12	14	45	5	6	8	4	12

Control System: *Infinity Circuit* 15 BPs (values in brackets)
Power Plant: Crystal Battery 9 BPs (Speed 5)

Armament: As standard issue the Vampire has a heavy plasma gun and a shuriken catapult.

Equipment: none as standard

Points Value: 140 + 60 (Armament) = 200 pts (excluding any equipment and psychic powers).

INFINITY CIRCUIT - SPECIAL DAMAGE

1 MEMORY CIRCUITS

The Spirit Warrior is overwhelmed by images and memories from its previous life. Roll a D6 at the start of each turn: 1-2 - the Spirit Warrior is re-living moments of peace and tranquility and may not move or attack; 3-4 - the Spirit Warrior is re-living a previous battle and loses control as described in 3 below; 5-6 - the Spirit Warrior is distracted by the flood of memories (but not overwhelmed) and may not use any psychic powers and its **WS**, **BS**, **I** & **Ld** by -1 each.

2 EMOTION CIRCUITS

Conflicting emotions overwhelm the Spirit Warrior. Roll a D6 at the start of each turn: 1-2 - Fear, the Spirit Warrior must move as if it had been *routed*; 3-4 - Anger, the Spirit Warrior must move as if it had failed a *frenzy* test; 5-6 - the Spirit Warrior controls its emotions and may move and attack normally, but may not use any psychic abilities.

3 PERCEPTION CIRCUITS

The Spirit Warrior loses the ability to tell friend from foe. Each turn the Spirit Warrior must move in a random direction up to its maximum move distance, firing on the closest target - friendly or otherwise. The Spirit Warrior may no longer use any psychic abilities.

4 LOGIC CIRCUITS

The Spirit Warrior can no longer think clearly, and is subject to *confusion* from now on. The Spirit Warrior may no longer use any psychic abilities.

5 FUSED

The *Infinity Circuit* is severely damaged and starts to short circuit. Roll a D6 at the start of each turn: 1-4 - apply the corresponding result from this damage table for one turn; 5-6 - apply the Burn-Out result below.

6 BURN-OUT

The *Infinity Circuit* is reduced to a pool of molten slag. The Spirit Warrior comes to an immediate halt. The Soul of the Eldar warrior is free to join its ancestors at last.

ELDAR GHOST-WARRIORS

'No barrier, no enemy will thwart my purpose. This night I bring him the dream of death!'

Lord-Phoenix Dreamspinner, Ghost-Warrior Iyanden Craft World.

Ghost-Warriors perform infiltration, sabotage and assassination missions. Like their larger counter-parts the Spirit-Warriors, Ghost-Warriors use Infinity Circuits to provide the control system for a robotic body. They are built from a special material called *Stelthene*, a plastic compound that is invisible to most forms of sensors. Stelthene is combined with internal energy shielding to make it almost impossible for a Ghost-Warrior to be 'seen' by anything other than ordinary eye-sight.

The following special rules apply to Ghost-Warriors:

1. Ghost-Warriors are treated as personality models, and may move, fight and shoot independently. However, they may *never* be part of a unit, and may not assume command of friendly units.
2. Ghost-Warriors are immune to the effects of *fear* and will never rout.
3. Stelthene is invisible to most sensors, including infra-vision, energy-scanners and bio-scanners (but *not* tendril sensors). Therefore, a hidden Ghost-Warrior can only be spotted by an enemy unit that moves within range of their *initiative* characteristic number in inches. In addition Auto-aim cannot 'see' Stelthene, and any weapons operated by such a system may not attack a Ghost-Warrior unless the Ghost-Warrior fired a weapon in the last turn.
4. Ghost-Warriors may carry three basic and/or close combat weapons, one in each arm and one mounted in the head. They may use all three weapons each turn.
5. Ghost-Warriors are equipped with a *sensor package*, which is included in the PV of their profile.
6. Ghost-Warriors have a basic save of 5 or 6 on a D6.
7. Ghost-Warriors are immune to the effects of all forms of gas, poison or radiation.
8. 0-3 Ghost-Warriors may be included in any force containing Eldar troops.

Profile Ghost-Warriors have the following profile:

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	PV
6	5	5	5	5	2	6	3	-	9	9	8	99

'Though my body dies, I will remain
Evermore.
My spirit stays on in this flesh of metal
Evermore.'

Death Chant recited in preperation for a Soul-Graft

GHOST-WARRIORS IN ACTION

There are hundreds of different types of Ghost-Warrior, and many are modified specially for each mission they will undertake. Two typical examples are:

Executioner Class Ghost-Warrior

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
6	5	5	5	5	2	6	3	-	9	9	8

Armament: The Executioner carries a standard armament of 1 chain fist (which counts as a chain-sword in hand-to-hand combat), 1 powerglove and a flamer.

Equipment: The Executioner is coated with Cameleoline.

Points Value: 99 + 18.5 (Armament) + .5 (Equipment) = 118 pts

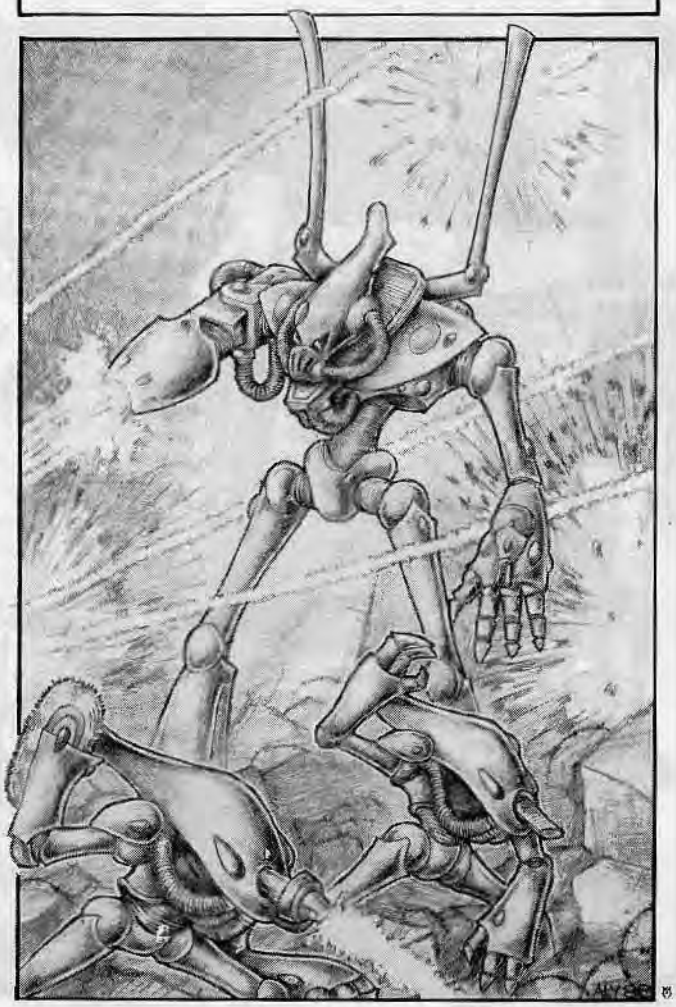
Assassin Class Ghost-Warrior

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
6	5	5	5	5	2	6	3	-	9	9	8

Armament: The Assassin carries a standard armament of 2 powergloves and a shuriken catapult.

Equipment: The Assassin is coated with Cameleoline and carries a Teleport homer.

Points Value: 99 + 40 (Armament) + 21 (Equipment) = 160 pts



CHAPTER APPROVED

INTRODUCTION

Following the revised Dreadnought rules in WD100, many readers have asked for vehicles to be given a similar treatment. As with the Dreadnoughts in the **WH40K** book, the vehicle rules were designed to be generic so that gamers could field their own conversions and scratch-built models. However, now that Citadel produce a range of vehicles, with more on the way, it seems appropriate to overhaul the existing material.

These new rules are intended to make vehicles more effective on the battlefield. Their survivability has been increased by the common use of power fields and power field synchronisers adapted from the Dreadnought rules. In addition, they can now carry far more equipment and weaponry, putting them on a new plane of effectiveness. Although I anticipate most players welcoming these changes, they are by no means compulsory. Players may opt to use only sections of the new rules, depending on the scale of battle being fought.

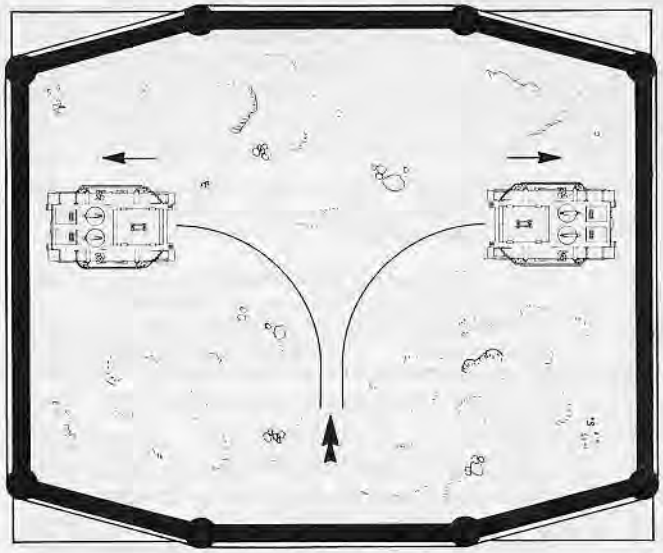
TURNING

The turning rules don't change but let's go through them here to make sure everybody's clear on how the system works.

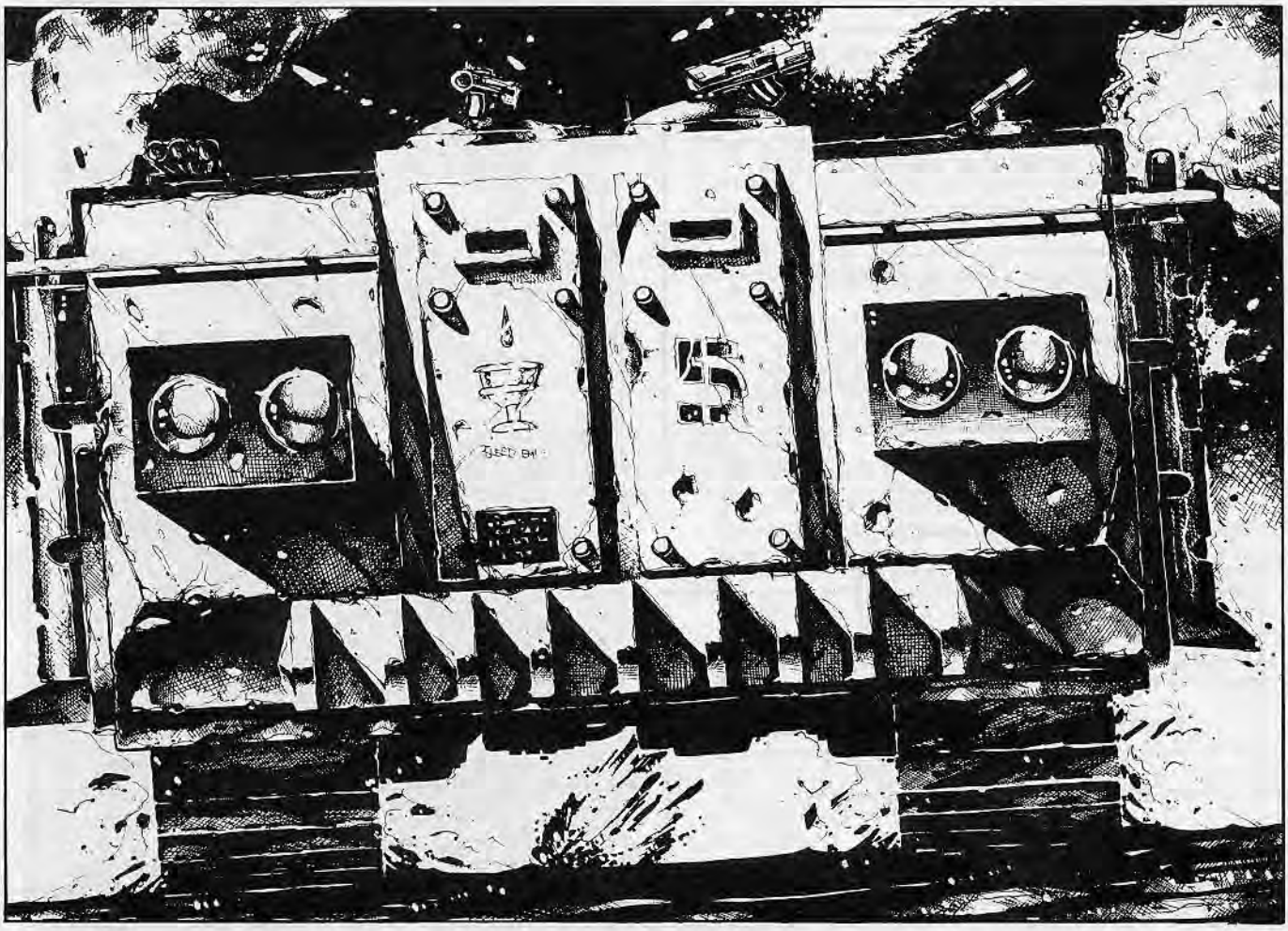
A vehicle with a move of, for instance, 10" can turn either left or right throughout any portion of its movement. For example, it could move straight ahead 3", turn left through 3", move straight ahead a further 2" and turn right 2". The total distance moved is 10". Any combination of turns and straight movement is permitted, so long as the total equals the vehicle's movement distance. Players are recommended to stick to whole inches.

When moving forward simply measure directly to the vehicle's front. To make a turn to the left or right, move the vehicle so that its path describes an arc.

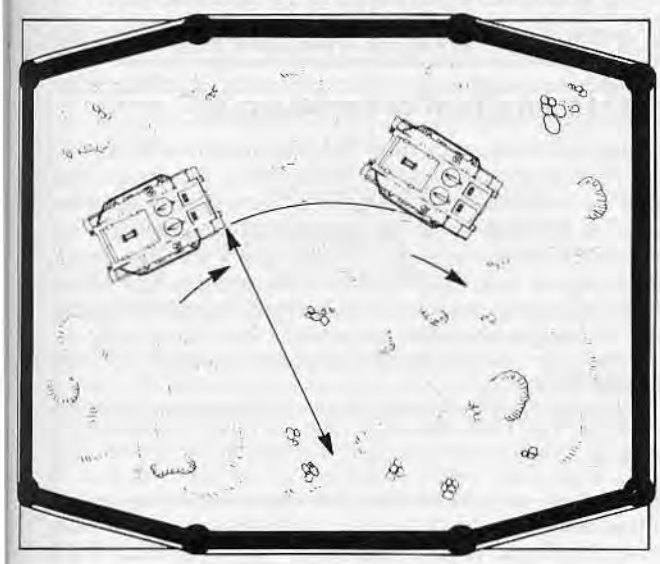
The vehicle makes a turn to the left or right.



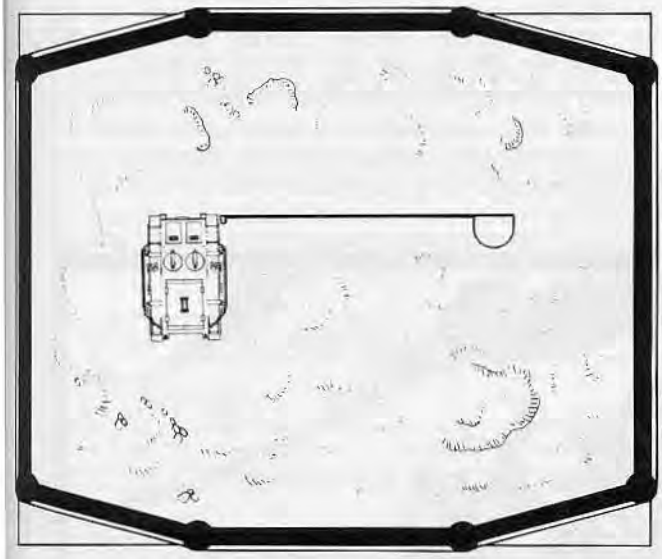
Weigh the fist that strikes men down
And salutes the battle won.



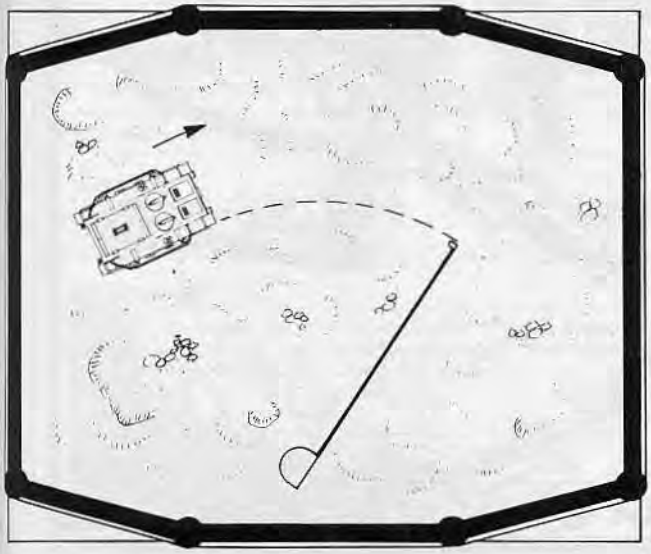
Most vehicles move along an arc which has a radius equal to their total movement that phase. For example, a vehicle moving 10'' travels along an arc with a radius of 10''.



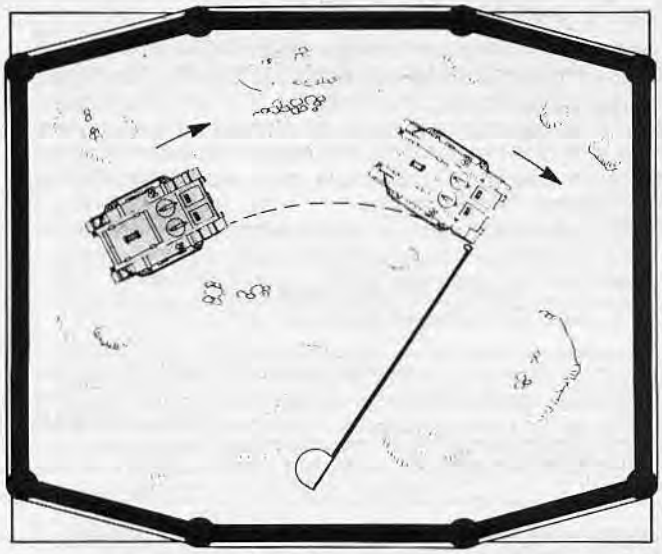
To measure this arc use a tape measure. Extend it to the required length and place it at right angles to the vehicle's front.



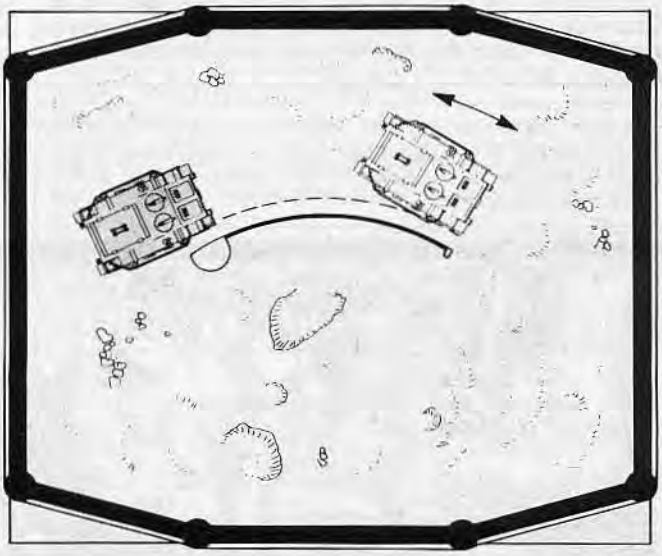
Now pivot the tape describing the arc, swivelling the end of the tape to the place where you want the turn to end.



Now move the vehicle into position.



Now measure to the original position and adjust the vehicle back or forward if required. Don't worry about measuring exactly along the arc as it is easy to get a reasonably accurate measurement, which is good enough for our purposes.



Some vehicles have a *turn radius ratio* of either ½, 2 or 3. This means that the radius of the arc equals not the total movement that phase, but the total movement multiplied by the TRR. Most vehicles however, have a TRR of 1 and turn exactly as described above.

The system accurately represents the manner in which vehicles turn, linking speed directly to their ability to corner. A slow-moving vehicle can turn a very tight corner; a vehicle travelling fast will inevitably describe a larger turning arc. Any vehicle is allowed to use an arc greater than its current movement if the player wishes. Vehicles with a TRR of ½ (such as bikes) are very nimble, and can turn tightly whilst travelling at considerable speed. Other vehicles are cumbersome, and have a TRR that reflects their lack of manoeuvrability.

Turning On The Spot

A stationary bike may be turned on the spot to face any direction. It is also possible to turn any tracked vehicle or hoverer in the same manner, but the vehicle may only be turned within 90° of its original direction.

Moving Backwards

Restrict the maximum speed so that it is the same as the vehicle's acc/dec.

COLLISIONS AGAINST CREATURES

The existing rules make it rather too easy to suffer damage when attempting to run down fleeing Gretchin and other unfortunates with large, heavy vehicles. To rectify this, vehicles *never* suffer damage as a result of hitting a normal creature if the vehicle's *toughness* is two or more greater than the creature's *toughness*. Otherwise the rules on page 40 of **Warhammer 40,000** apply.

> Speed the bolt that brings the end
> Of enemy and friend.

> The greatest man is but a ripple on the surface of space

EQUIPMENT STOWAGE

The current stowage rules allow little equipment to be carried. As we shall be introducing new equipment, this figure (**Eq**) should be doubled for all vehicles and random generation statistics in **WH40K**: note - we have already incorporated this change in the *Rhino's* statistics. For example, a standard, heavy tracked vehicle now has 12 points of equipment rather than 6, and a randomly generated tracked vehicle will have 2D6 points of equipment rather than D6.

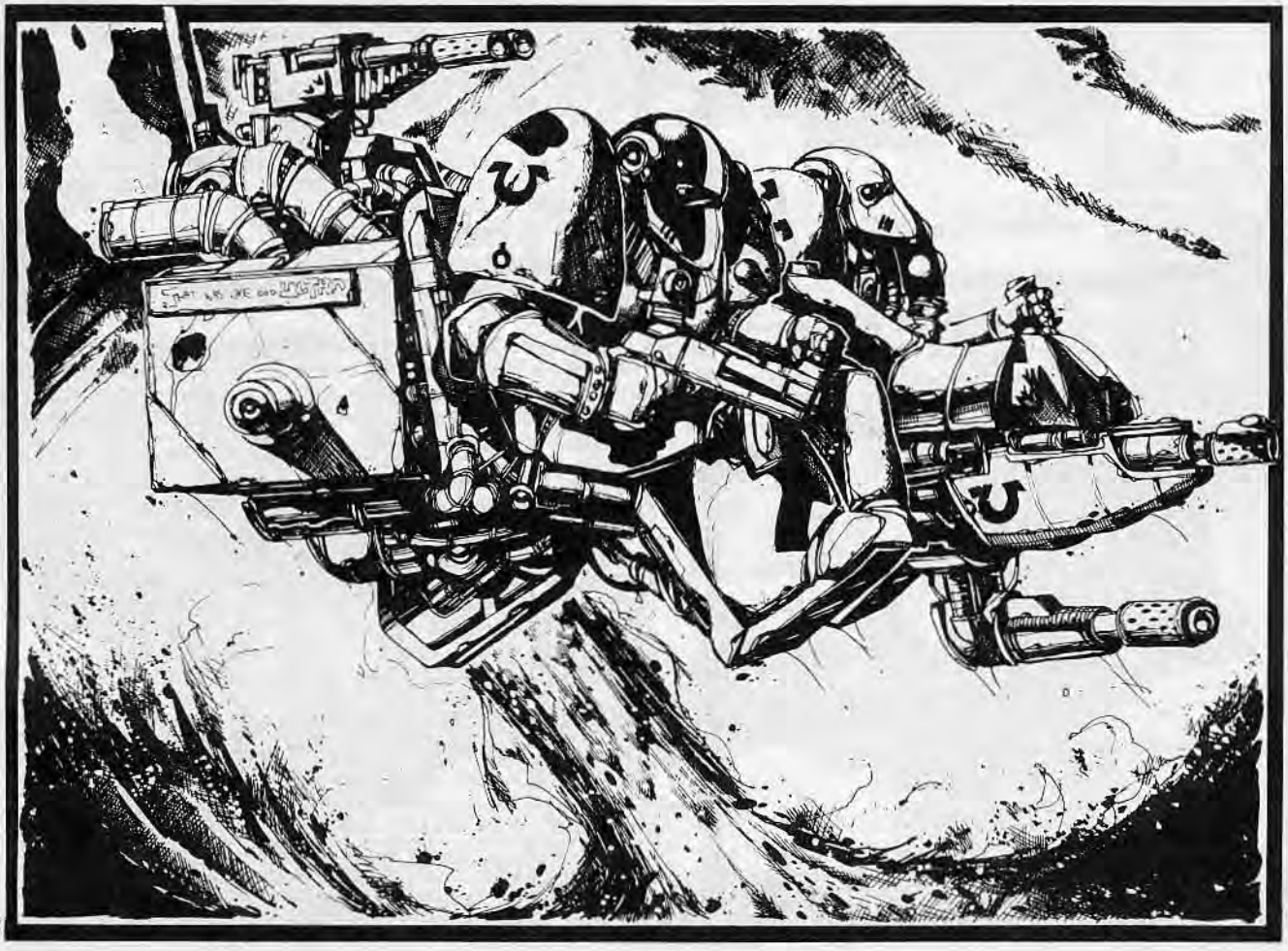
WEAPON POINTS

Similarly, the amount of weaponry a vehicle can carry should be doubled. The new extended random chart for weapon generation is given below.

Weapon points

D6	1	2	3	4	5	6	7	8	9	10*	11	12	13	14	15	16	17	18	19	20	21	22	23	24
1	1b	2b	3b	4b	5b	6b	7b	8b	9b	10b	11b	12b	13b	14b	15b	16b	17b	18b	19b	20b	21b	22b	23b	24b
2	1b	2b	1b1h	2b1h	3b1h	4b1h	3b2h	4b2h	3b3h	4b3h	3b4h	4b4h	3b5h	4b5h	3b6h	4b6h	3b7h	4b7h	3b8h	4b8h	3b9h	4b9h	3b10h	4b10h
3	1b	2b	1b1h	2b1h	1b2h	2b2h	1b3h	2b3h	1b4h	2b4h	1b5h	2b5h	1b6h	2b6h	1b7h	2b7h	1b8h	2b8h	1b9h	2b9h	1b10h	2b10h	1b11h	2b11h
4	1b	2b	1b1h	2h	1b2h	3h	1b3h	4h	1b4h	5h	1b5h	6h	1b6h	7h	1b7h	8h	1b8h	9h	1b9h	10h	1b10h	11h	1b11h	12h
5	1b	1h	1b1h	2h	1b2h	1v	1b1v	2b1v	1b1h1v	2h1v	1b2h1v	3h1v	1b3h1v	4h1v	1b4h1v	5h1v	1b5h1v	6h1v	1b6h1v	7h1v	1b7h1v	8h1v	1b8h1v	9h1v
6	1b	1h	1b1h	2h	1b2h	1v	1b1v	1h1v	1b1h1v	2h1v	1b2h1v	2v	1b2v	1h2v	1b1h2v	2h2v	1b2h2v	3v	1b3v	1h3v	1b1h3v	2h3v	1b2h3v	4v

b = basic weapon, h = heavy weapon, v = very heavy weapon. A vehicle with 10 or more weapon points may install a Defence Laser if it generates a very heavy weapon. However, Defence Lasers occupy 10 rather than 6 weapon points, so other weaponry must be subtracted to compensate for this. One way of doing this is to deduct 10 points for the Defence Laser and re-roll any remaining points randomly. No vehicle may have more than 1 Defence Laser.



VEHICLE SPECIAL DAMAGE CHARTS

HIT LOCATION TABLE

Score (D6)	*Affected System*
1	OCCUPANTS
2	RUNNING GEAR
3	STEERING AND BRAKES
4	ARMAMENT
5	EQUIPMENT
6	MISCELLANEOUS

The new Special Damage Charts have been designed to replace the original damage chart on p39 of **WH40K**. The new charts are more detailed and make vehicles on the tabletop more durable. The main rules change is that vehicles reduced to zero damage points are no longer destroyed automatically.

Whenever a vehicle takes damage as a result of a hit, the player should roll a D6. If the vehicle received more than 1 point of damage from the hit, the player should add +1 to the dice score for each additional point of damage sustained. If the resulting score is 6 or more, then the shot has caused *special damage*. The player should roll another D6 and refer to the Hit Location Table. *For example, a vehicle suffers a hit causing 3 points of damage (2 of which are added to the D6 roll). The D6 roll is 4 (+2) = 6; therefore the vehicle suffers special damage. The vehicle player must now roll on the Hit Location Table.*

If a vehicle is reduced to zero points of damage, subsequent damage will automatically cause *special damage*. The player should roll a D6 and refer to the Hit Location Table.

When the system affected by the hit has been identified, the player should roll a D6 and consult the appropriate Special Damage Chart. Players should note down the result of *special damage*, together with any long term effects which result. A separate sheet of paper should be used for each vehicle.

OCCUPANTS - SPECIAL DAMAGE

1 DRIVER DISABLED

Driver hit and disabled. A basic saving throw must be rolled or he is slain. The vehicle goes out of control for the duration of the following turn. If the vehicle has an auto-drive re-roll the result.

2 DRIVER HIT

Driver hit and distracted. The vehicle goes out of control for the duration of the following turn. If the vehicle has an auto-drive re-roll the result.

3 WEAPON OPERATIVE

A weapon operative is caught by the blast and must make his basic saving throw or is killed. The weapon may not fire in its following turn, even if the gunner survives. If several weapons are present, the main one is affected. If there are several options randomise to determine which operative is hit. If the vehicle's armament is controlled by auto-fire re-roll this result.

4 SHRAPNEL

Occupants hit by flying shrapnel. D6 randomly determined occupants must make their basic save or are slain.

5 TOXIC FUMES

Vehicle fills with toxic fumes. Any troops not-wearing respirators or other breathing gear must leave the vehicle in their following turn. Any troops failing to evacuate the vehicle are slain on the D6 roll of a 4, 5 or 6. Troops with breathing apparatus are unaffected.

6 EXPLOSION

A massive explosion rakes the vehicle's interior. Each occupant must make a basic saving throw or is slain instantly.

RUNNING GEAR - SPECIAL DAMAGE

1 LINKAGE SHATTERS

Part of the linkage shatters and the vehicle twists to left or right before coming to a permanent halt. Roll a D6 to determine the track affected, 1-3 left: 4-6 right. Use a clock-face chart with 12 o'clock in the direction of travel to determine the direction the vehicle now faces. Roll a D6 if the right hand track is gone, a D6+6 if the left hand track is gone. If the vehicle is not tracked roll again on this chart.

2 WHEEL BLOWS OUT

A wheel disintegrates in the blast and the vehicle plunges down on its suspension, digging into the ground and grinding to a halt. The vehicle skids forward for D3" and stops. The vehicle ends its skid facing in a random direction - this can be established with a D12 and a clock-face chart. If the vehicle is not wheeled roll again on this chart.

3 GRAVITIC MOTOR MALFUNCTION

The blast fractures the main gravitic vacuum chamber sending the motor into an uncontrollable anti-gravitic reaction. The vehicle continues at the same speed and in the same direction, but rises by +10 height every turn until it is lost forever. If the vehicle is not a hover type roll again on this chart.

4 ENGINE DAMAGED

The engine is badly damaged as a result of the hit. With an embarrassing cough and distinctive plumes of white smoke, the vehicle totters feebly to a crawling pace. Reduce the vehicle's current speed by 4" per turn until it reaches 4". The vehicle may not accelerate further, and if it decelerates cannot accelerate again, not even to 4".

5 DRIVE TRAIN

The vehicle's drive train is shattered, sending it out of control next turn before coming to a sudden halt as part of the broken drive spears the body. If it was moving at greater than 10" before stopping, every occupant must make their basic save or suffer 1 *wound*. The vehicle will not move again.

6 TRACTION

The vehicle's main traction suddenly fails: wheels blow out; tracks fly off; gravitic reactors implode. The vehicle pivots across the ground, sliding against its broken side and spinning dangerously. The vehicle skids forward for D6" ending by facing a randomly determined direction. Any occupants must make their basic saving roll or are slain. Items of weaponry or equipment are rendered useless on the D6 roll of a 4,5 or 6.

STEERING & BRAKES - SPECIAL DAMAGE

1 STEERING

The steering system is damaged preventing the vehicle from moving in any direction other than straight ahead. If the vehicle subsequently goes out of control, it will accelerate/decelerate randomly as normal, but will not turn.

2 BRAKING

The braking system is damaged as hydroplastic lines shatter and control systems cease functioning. The vehicle's maximum rate of deceleration is reduced to 2" per turn, even if the vehicle subsequently goes out of control.

3 STEERING JAM

The steering mechanism jams. The vehicle must now either turn to the (1-3) right or (4-6) left using its standard turning radius ratio.

4 BRAKES JAM

The brakes seize, reducing maximum speed to half and acceleration to 2" per turn.

5 BRAKE AND STEERING FAILURE

Brakes and steering mechanisms are destroyed, sending the vehicle out of control for the remainder of the game.

6 SUSPENSION COLLAPSE

With a spectacular crunch the whole suspension mechanism collapses, pitching the nose of the vehicle into the ground and sending the tail cartwheeling over it. If the vehicle is travelling at less than 10" when hit, turn it upside down where it stands. The vehicle is totally destroyed. Occupants failing to make their basic saving throw are killed. If travelling at more than 10", roll 2D6 to determine how far the vehicle cartwheels forward before landing on its roof. Anything within the path of the cartwheeling vehicle takes normal collision damage, but does not stop it or do further damage to the vehicle. Occupants of the tumbling vehicle, who fail their saving throw with a -1 modifier, are slain. All equipment and weaponry is destroyed.

RHINO

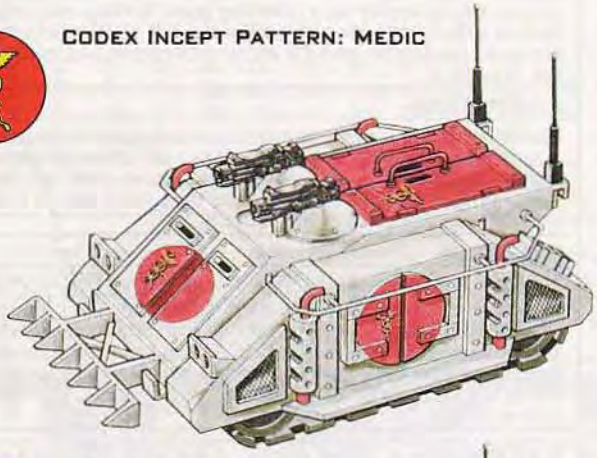
ARMOURED ASSAULT VEHICLE

CITADEL™ MINIATURES

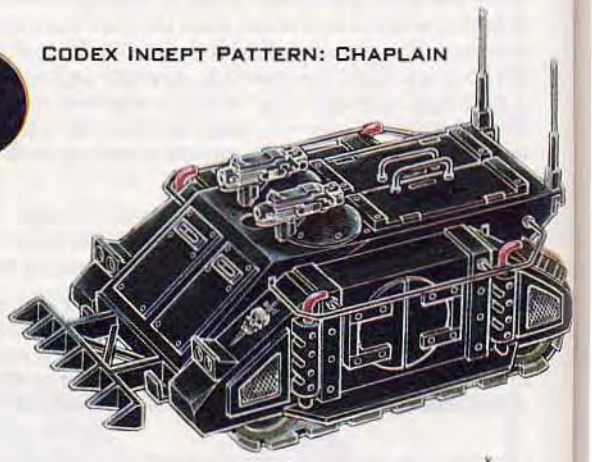
LEGIONES ASTARTES:
CODEX GREY (BLOOD DRINKERS)

IMPERIAL GUARD:
CODEX OLIVE-DRAB ('LUCKY SEVENS')

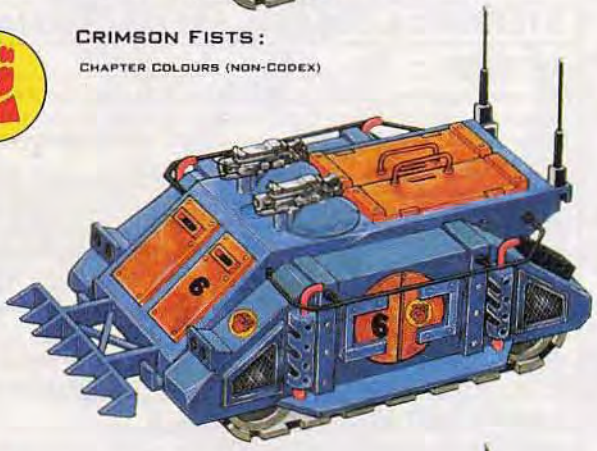
CODEX INCEPT PATTERN: MEDIC



CODEX INCEPT PATTERN: CHAPLAIN

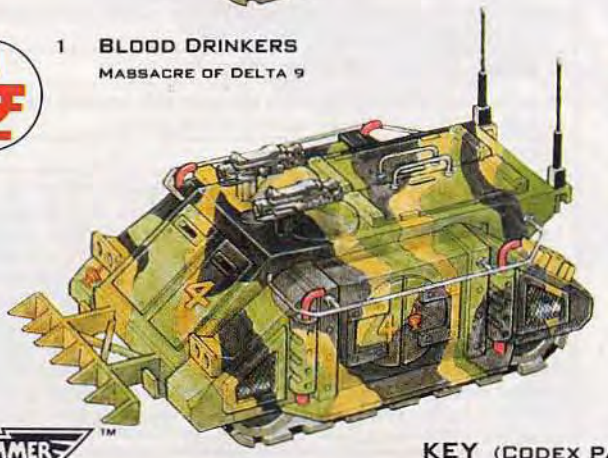


CRIMSON FISTS:
CHAPTER COLOURS (NON-CODEX)

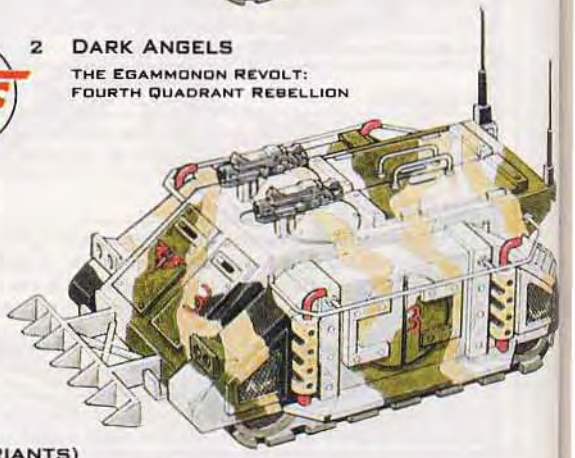


FIELD COMMANDER CRIMSON FISTS:
PERSONAL LIVERY

1 BLOOD DRINKERS
MASSACRE OF DELTA 9



2 DARK ANGELS
THE EGAMMONON REVOLT:
FOURTH QUADRANT REBELLION



KEY (CODEX PATTERN VARIANTS)

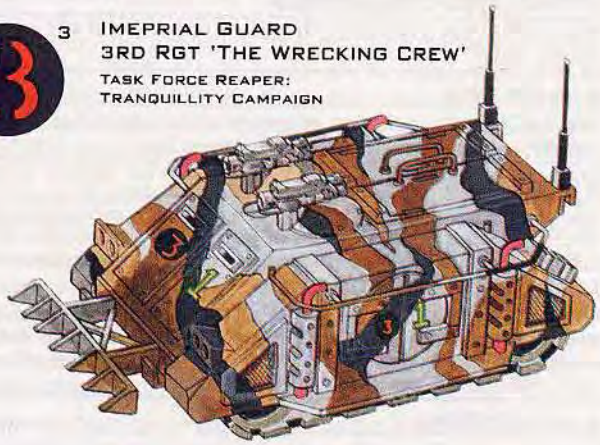
1. TEMPERATE: VARIABLE TERRAIN
2. SUB-ARCTIC: TUNDRA
3. SUB-ARCTIC: MOUNTAINOUS
4. ARCTIC: ICECAP

WARHAMMER 40,000™

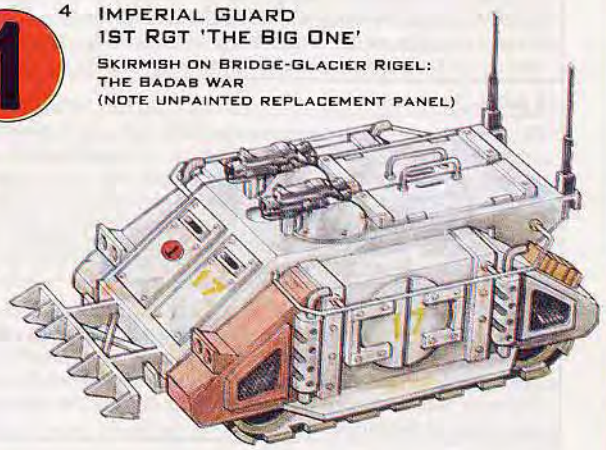
CODEX CHAPTER BANNERS: BLOOD DRINKER RHINOS

CODEX RHINO BANNERS: LEGIONES ASTARTES AND IMPERIAL GUARD

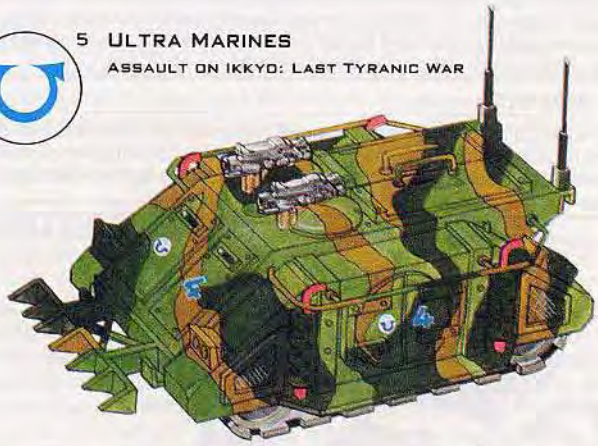
3 IMEPRIAL GUARD
3RD RGT 'THE WRECKING CREW'
TASK FORCE REAPER:
TRANQUILLITY CAMPAIGN



4 IMPERIAL GUARD
1ST RGT 'THE BIG ONE'
SKIRMISH ON BRIDGE-GLACIER RIGEL:
THE BADAB WAR
(NOTE UNPAINTED REPLACEMENT PANEL)

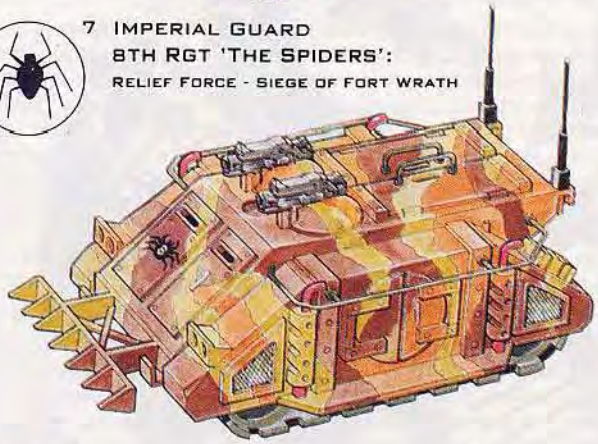


5 ULTRA MARINES
ASSAULT ON IKKYO: LAST TYRANIC WAR

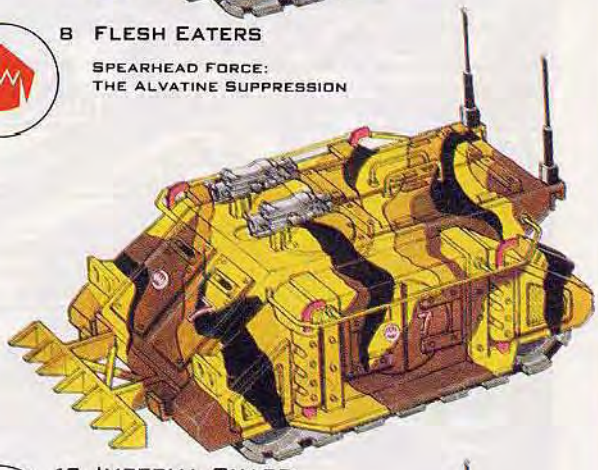


6 WHITE SCARS
'422' PATROL: INCIDENT ON
DEATH-WORLD CANAK

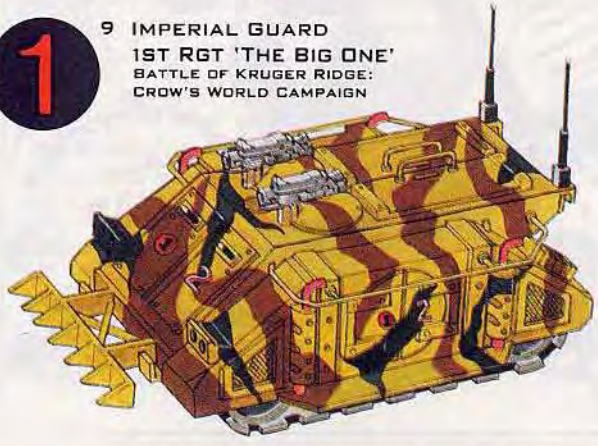
7 IMPERIAL GUARD
8TH RGT 'THE SPIDERS':
RELIEF FORCE - SIEGE OF FORT WRATH



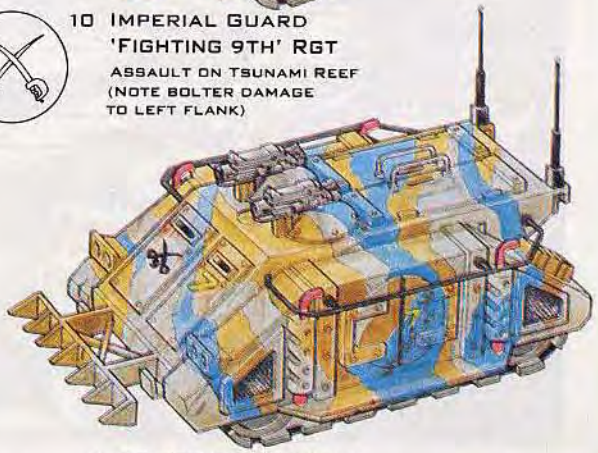
8 FLESH EATERS
SPEARHEAD FORCE:
THE ALVATINE SUPPRESSION



9 IMPERIAL GUARD
1ST RGT 'THE BIG ONE'
BATTLE OF KRUGER RIDGE:
CROW'S WORLD CAMPAIGN



10 IMPERIAL GUARD
'FIGHTING 9TH' RGT
ASSAULT ON TSUNAMI REEF
(NOTE BOLTER DAMAGE
TO LEFT FLANK)



5. SUB-TROPICAL: FORESTED
6. TROPICAL: VELDT
7. DESERT: IRON OXIDE
8. DESERT: SUPHUR OXIDE
9. DESERT: DEATH WORLD
10. SALT PLAIN: AMMONIUM-BASED

TECHNICAL DRAWING BY H COLOURED BY COLIN DIXON AND SID

MISCELLANEOUS - SPECIAL DAMAGE

1 ACCELERATOR JAM

The vehicle's accelerator mechanism jams fast. The vehicle must accelerate by its maximum amount per turn. However, if there is a crewman available, he may attempt to rectify the problem at the beginning of each turn. Roll a D6, if the score is 5 or 6 the crew has freed the accelerator and the vehicle may then accelerate and decelerate as normal. Note that a vehicle may travel over its maximum speed, but is then subject to potential control loss.

2 ROLL

The shot throws the vehicle to one side, turning it over until it lands on its (1,2,3) side or (4,5,6) back. The vehicle should be moved D6" away from the source of the hit, or in a random direction if this is not appropriate. Any model in the rolling vehicle's path is collided with as normal. Occupants who fail to make their basic save are slain. Each weapon or item of equipment on the vehicle is rendered inoperative on the D6 roll of a 4, 5 or 6.

3 FUEL

The vehicle's fuel or power supply is ruptured and explodes. The vehicle immediately bursts into flames and goes out of control. The vehicle will explode at the end of any of its moves on the D6 score of 6. Any occupants must make their basic saving throw each turn or be killed.

4 TURRET

The turret is knocked out, destroying any associated weapon and equipment. If the vehicle has no turret, roll again on this chart.

5 DOORS JAM

All doors on the vehicle (1,2,3) jam shut or (4,5,6) fly open and cannot be closed. Jammed doors can be opened if there are troops inside. Roll a D6 at the end of each turn, on the score of a 6 the doors are prised open. If doors fly open, D6 randomly determined occupants will be thrown out of the vehicle and may take damage if the vehicle is travelling at greater than 10". If the vehicle is open topped and therefore has no doors (eg a land speeder), a sudden jolt throws D6 randomly determined models overboard.

6 AUTO-SYTEMS DESTROYED

All auto-systems go completely haywire, operating in a random manner. These effects cannot be over-ridden by the vehicle's occupants. Auto-drive causes the vehicle to move out of control. Auto-aim units fire weapons at randomly determined targets. Auto-fac systems only permit the use of an item of equipment on the D6 role of a 4, 5 or 6 made that turn. Doors may only be used on the D6 role of a 4, 5 or 6 made that turn.

ARMAMENT - SPECIAL DAMAGE

1 WEAPON DESTROYED

1 randomly determined weapon is destroyed.

2 AMMO BLOCKAGE

The ammo feed or power supply to one randomly determined weapon is blocked or severed. The vehicle may fire once more with that weapon, after which the weapon is rendered useless.

3 AMMO JAMMED

The ammo feed or power supply to one randomly determined weapon is jammed or fused. Every time the weapon fired from now on, the player rolls a D6. On the roll of a 6 the weapon explodes, causing D6 points of damage on the vehicle and *special damage* as appropriate.

4 DISARMED

The vehicle's main armament is destroyed.

5 WEAPONS HIT

D3 randomly determined weapons are destroyed.

6 AMMO HIT

The vehicle's central ammo bin or power supply is ruptured open and destroyed. The vehicle may no longer fire its weapons. In addition the vehicle takes D6 points of damage, and automatically takes D3 further *special damage* effects.

Praise the sun that brings the dawn
Of our final doom.

EQUIPMENT - SPECIAL DAMAGE

1 TARGETER

1 randomly determined targeter is destroyed. If the vehicle has no functioning targeter, roll the result on the *armament* chart.

2 POWER FIELD SYNCHRONISER

The vehicle's PFS is destroyed. If the vehicle has no PFS roll again on this chart.

3 POWER FIELD

The vehicle's PF generator is destroyed. If the vehicle has no PF, roll the result on the *miscellaneous* chart.

4 CENTRAL CONTROL SYSTEM DAMAGED

The shot damages the vehicle's control systems. This can have many effects, sending random surges of power rushing through the vehicle's circuits, melting delicate components, causing explosions, random burn-outs and control loss.

To reflect this random and often cataclysmic level of escalating damage, throw each turn. On a 4, 5 or 6 the vehicle takes another random *special* damage result. The only way to halt this effect is to abandon the vehicle altogether.

5 AUTO-SYSTEMS

Damage to the auto-system control unit destroys all on-board auto-systems instantly including auto-drive, auto-aim and auto-fac. If under auto-drive when hit, the vehicle goes out of control for the duration of the following turn (assuming a crewman can take over) or permanently (if no crew are available to take over).

6 WIPE OUT

Overwhelming damage to the central control system results in every item listed as part of the vehicle's equipment being rendered instantly unusable. If the vehicle is under auto-drive when hit, see entry 5 above.

Wisdom is the beginning of fear

EXTRA EQUIPMENT

The new power field and field synchroniser rules described in the rules for Dreadnoughts on page 56, also apply to vehicles.

Power Fields. Points cost 10 each per 1" radius. Power Fields of 1" radius are assumed to cover the entirety of any small or medium sized vehicle. A large vehicle requires a 2" radius field. Power Fields of larger radii may be fitted, costing 10pts for each extra 1" radius. A vehicle may carry several different shields, although only one may be active at any time. A Power Field may be turned *on* or *off* at the *start* of the player's turn. It may not be turned on or off once the vehicle has been rendered immobile as a result of damage. Once a Power Field is activated a vehicle may not fire weapons through it.

The presence of a Power Field around a vehicle does not affect its movement, nor does it make any difference to the result of a collision with another vehicle. The field is designed in such a way that it flows around obstacles in its path, otherwise the vehicle would be in permanent collision with irregularities in the terrain.

Power Field Synchroniser. Points cost 10 points each. These are valuable devices which allow a Power Field to flick off during the brief moment it takes to fire a weapon. If a vehicle has a Power Field Synchroniser it may fire weapons during its own shooting phase, even though the Power Field is on. However, to represent the chance of an enemy shot sneaking through as the field flicks off, any shot against the vehicle in the enemy's following turn will penetrate the Power Field on the D6 score of a 5 or 6. This does not destroy the field: the shot simply by-passes it during its split second of inactivity.

SHIELD PENETRATION

As described above, a shield is penetrated on the D6 score of a 5 or 6 if it was fired through in the preceding turn. Alternatively you may divide the turn into six 'phases' 1-6. The player wishing to fire a weapon secretly writes down the phase in which each weapon fires. A *following fire* weapon may fire over several phases - one shot corresponding to one phase - but may not fire through more than 6 phases. The shield is down for *all* the phases in which the weapon fires.

In the enemy's following turn, when weapons are fired against the shielded vehicle, the player must try to guess the phase written down by the other player. Most weapons entitle the player to one guess. If the guess is correct, and the shot hits, the shield is penetrated. If it's incorrect the shield is hit as normal. Players whose weapons have an area effect are entitled to two guesses to represent the spread of separate impacts at slightly different times. Players with following fire weapons are entitled to one guess the first time they hit, and each succeeding hit adds 1 to the original number guessed. So, if your first guess is 3 the second hit will be 4, a third 5, and so on.

If a shielded vehicle is being fired at by several different attackers, resolve each guess individually but allow the vehicle player to change the nominated phase(s) in between each of his opponent's guesses. This is a bit unrealistic, because the weapon can only really fire in one phase. However, it prevents the attacker nominating successive phases to his unfair advantage - impossible in the heat of battle.

"I cry out for troops and you give me rhetoric - I plead for ammunition and you give me speeches - I ask you again, Commander, what can you pledge me?"

"A heroic death, Captain."

Reported holocom conversation between Commander Gulim Tarrel and Captain Roima of the besieged Alharmo garrison shortly before the final Ork assault.

CONTROL LOSS

A vehicle may either go out of control for *one turn* or *permanently*. If a vehicle goes out of control permanently it is not possible to regain control - a vital mechanical component has been affected. A vehicle which has gone permanently put of control will accelerate/decelerate and turn randomly as described in **WH40K** (pp39-40) until it either leaves the table or comes to a halt. The vehicle will then remain stationary.

A vehicle which goes out of control for one turn automatically regains control in the following turn and may move under the full control of the player. The only exception is if the vehicle goes out of control *again* - either because it exceeds its maximum speed and fails the required dice test, collides with a solid object, or receives another *out of control* result on the Special Damage Charts.

OPEN TOPPED VEHICLES AND EXPOSED CREW

Note that the rules for firing at exposed individuals remain as given in **WH40K** p39. Any exposed crew member (including crew sticking their heads out of hatches, firing uncovered weapons, or riding bikes) may be specifically targetted by a firer within the short range of his weapon. If a player wishes to fire at an exposed crewman or bike rider, he must declare his intention before he shoots.

Shots against open vehicles, including bikes and land-speeders, always stand a chance of hitting exposed crew even if the player doesn't intend to fire directly at them. Hits against open vehicles and bikes must be randomised between crew (1,2,3) and vehicle (4,5,6). Crewmen sticking their heads out of hatches in enclosed vehicles are never hit randomly - the only way they can be hit is if they are specifically targetted as described above.

RICK PRIESTLEY

WARHAMMER 40,000

CHAPTER APPROVED
LAND RAIDER

From the beginning of time, man has believed that the stars control his fate. Through their movements, people have seen future events and intimations of the will of their gods. In the forty-first millennium, billions still watch the sky fearfully, searching for a portent of doom. But in this time, they have reason to fear. From the stars come ships, some to trade, many to wage war. Most feared of all are the ships of the Legiones Astartes, gravid with their cargo of death - the Land Raiders of the Space Marines, bursting upon the unsuspecting, roaring like thunder, burning all before them.

The Space Marines are rightly feared by ordinary folk, for their presence signifies death as surely as the plague bells of Phobos. The images of the Space Marines and the Land Raider Battle Tank are forever meshed in the popular imagination. In some cultures, the vehicles are portrayed as Chariots of Destruction ridden upon the solar winds by the Angels of Death, poised throughout the galaxy, ready to crush the serpent of Chaos.

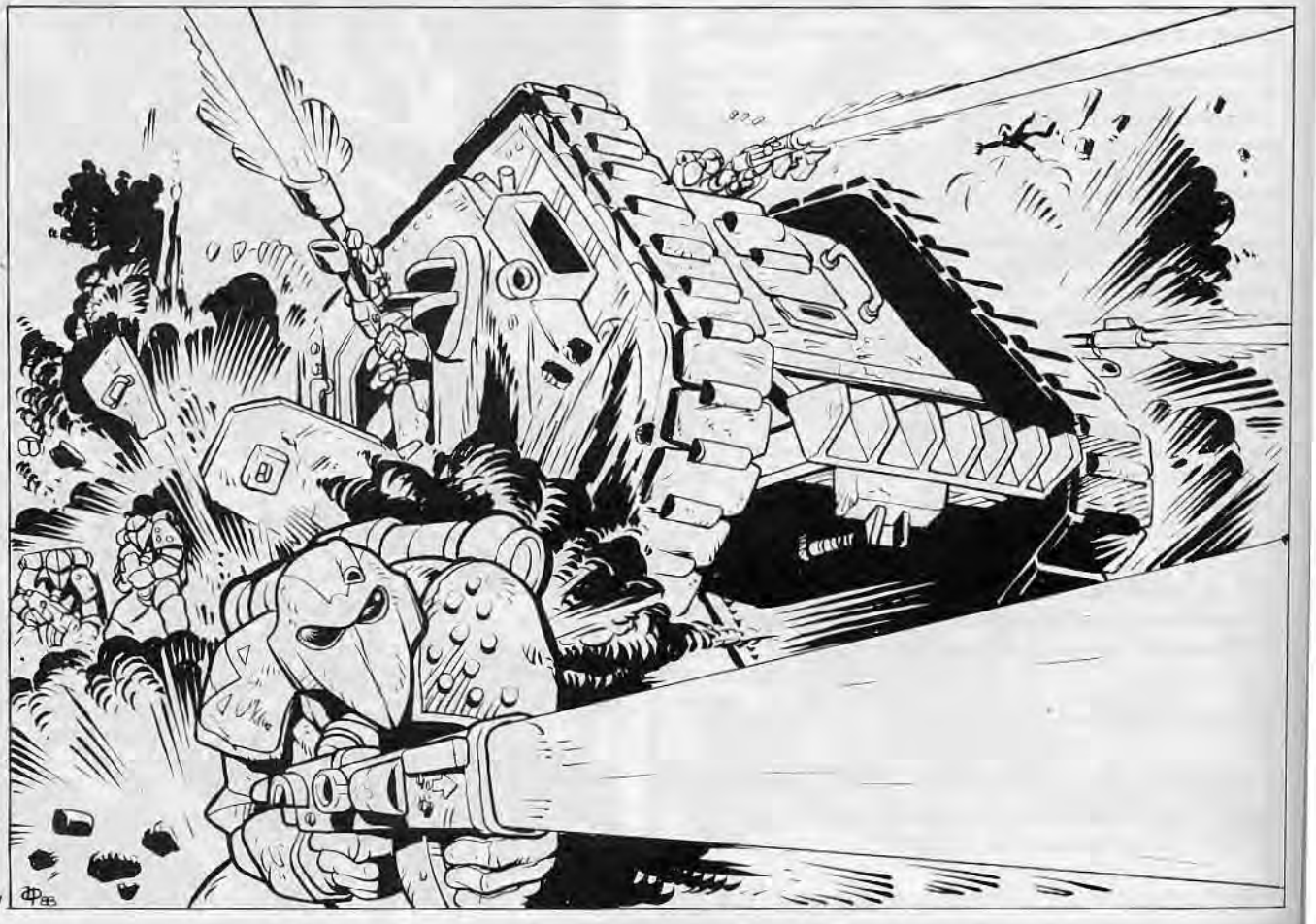
MAN, MYSTICISM AND MECHANICS

Mysticism is an important part of everyday life in the Imperium. A twentieth century man might recognise in the Land Raider nothing more than a huge battle tank, a mere engine of war. But the men of the forty-first millennium are wiser. They know that every Land Raider has its own spirit, and its own destiny.

Whether a Land Raider is built in the Martian weapon-shops of the Adeptus Mechanicus or in the armouries of the Space Marines, its purity and spiritual welfare are given as much attention at every stage of construction as its mechanical aspects. A wildcat (or other locally-obtainable predator) is sacrificed within its ceramite framework. Armoured panels are inscribed with runes of protection as they are reverently bolted in place. Components are checked and blessed before assembly. As each Land Raider grinds towards the end of the production line, preparations are made for the Ceremony of Commission.

Land Raiders are delivered to the Space Marines, the Imperial Guard, the Inquisition, the Adeptus Arbites, to certain Rogue Traders and to other, more secret and obscure Imperial bodies. Space Marine Land Raiders are handed over to a Techmarine, or Frater Astrotechnicus to use the proper title. In other cases, it will be accompanied to its new home by an Adeptus Mechanicus Technomat - a human machine programmed with the knowledge required to service his charge. For many technicians, the commission represents the culmination of years of training; learning how to divine the runes of engineering, memorising the liturgy of maintenance, and studying the routine of service.

If a Marine Land Raider should be lost, its Techmarine offers prayers of mourning for its spirit. If a Techmarine is slain, his Land Raider must be reconsecrated by one of his technical brethren. In the field, this is often done simply by taking a ring bearing the vehicle's serial runes from the dead Techmarine, and the full reconsecration takes place later.



Brother-Captain Fragman's eyes widened as the machine crested the rise behind the advancing Eldar. Once, it had clearly been a Land Raider, but now it was scarcely recognisable. Its codex-standard camouflage had been painted over with a garish array of stripes, dots and multicoloured lozenges, and gaily coloured bunting was festooned from every point. A huge banner bore the foul and decadent devices of a masque of Eldar Harlequins, and some of their blurred shapes could be seen dancing around the machine as is lumbered forward.

"Heresy!" he howled. "Abomination! Advance, Three Company, and take that vehicle! *Honour the battle-gear of the dead*, it is written! Avenge this insult!"

The four las-cannon began to fire as a hundred Star Leopards broke into a charge. Many died, but they knew they could not all be stopped. The battle might be lost, but the insult would be avenged.

THE LAND RAIDER IN BATTLE

The Land Raider is ideally suited to the style of warfare favoured by Space Marines. Like the Marines themselves, the vehicle is capable of fighting in almost any environment. The Land Raider also offers protection and transport for a squad of troops, as well as carrying many of their supplies and back-up equipment. On Death Worlds and in other harsh environments, the Land Raider becomes a vital life-support unit as well as a fighting machine.

In battle, the squad normally disembark, leaving the Land Raider and its Techmarine crew to fight independently. Its adaptability allows it to fight in a variety of roles. Where appropriate, a single Land Raider or a small group will be sent forward with troops in order to provide covering fire and support. On other occasions, Land Raiders from several companies are brought together into huge armoured formations, ready to do battle with enemy vehicles or defences.

LAND RAIDER CAMO SCHEMES

Marines are warriors of a wholly practical devotional order. Whilst their endless liturgies and prayer may appear, to the uninitiated, to be mere superstition, they serve an important and real function. For example, while preserving the accumulated experience of millennia, the doctrinal lore of camouflage schemes is not so dogmatic as to prevent the adoption of appropriate or innovative colours and patterns where appropriate. So, while there are innumerable *official* or *approved* colour schemes, there are also many which have been evolved by individual chapters to meet their particular requirements in certain situations.

Some Marine chapters adhere rigidly to the traditional patterns. The chapter of the Red Scorpions not only sticks strictly to the lore of camouflage handed down from their original founding and embodied in the Codex Imperialis, but views any deviance from this practice as tantamount to heresy. This has led to the Red Scorpions actually refusing to fight alongside other Marine chapters on a number of occasions - one of the reasons why they were mostly confined to space lane duties during the Badab War. The Commanders of the Imperial Guard are less stringent about such things than Marines, and will sometimes design their own schemes for a specific campaign.

Wherever they may be serving, Land Raiders may sometimes appear garish in comparison to the camouflage schemes evolved for use in the limited range of combat environments offered by twentieth-century Earth. A Land Raider camouflaged for use in the spectacular cobalt chromate deserts of Galen V, for instance, would be highly conspicuous in a yellow-brown silicone oxide desert beneath Earth's yellow sun. Many schemes show no attempt at camouflage as such, but consist of solid heraldic colours proclaiming the identity of the occupants as surely as the shield of a medieval knight. Indeed, there are some Marine chapters whose tradition actually forbids the use of camouflage on the grounds that "the colours of cowardice" are wholly inappropriate to a true warrior. This attitude, although by no means rare amongst the Legiones Astartes, is not officially recognised and is not embodied within the ancient Codex Imperialis.

Most strange of all are the fully pictorial designs painted onto Land Raiders both by Marines and by the Imperial Guard. These take the form of actual paintings of battle scenes or of famous events in the history of the unit concerned. Although this is a spectacular example of vehicle decoration, machines rarely enter the battle zone wearing such lavish paint schemes.

TECHNICAL DATA

The profile given here is for a standard configuration Land Raider as manufactured by the Adeptus Mechanicus on Mars. The technical specifications can be varied somewhat, especially with regard to weaponry and equipment. The details given below are compatible with the new special damage charts given on pages 77 and 80, and take into account the increased weapon and equipment stowage available. A power field and synchroniser have also been added. This upgrades the vehicle from the specification given in the **WH40K** rulebook (pp 110-111), and the new specification replaces that given for Land Raiders elsewhere.

LAND RAIDER

LAND		AIR									
Max	Acc/ Dec	Max	Min	Acc/ Dec	TRR	Cp	T	D	Sv	Eq	W
20	7	1	12	8	50	2-6	14	12			

Equipment: 2 x 1" radius power fields, power field synchroniser, auto-aim, auto-drive, auto-fac, targeter for starboard weapons sponson, targeter for port weapons sponson, communicator, sensor package (bio-scanner, energy-scanner, rad-counter), ejector seats, medi-pack.
Weapons: 4 las-cannon (2 synchronised las-cannon in each weapons sponson), 2 heavy bolt guns.
Basic points value: 261 + weapons and equipment
Weapons points: 390 **Equipment points**: 93½

PV 750 each

This machine is discharged into your care.

Fight with this machine, and guard it from the shame of defeat.

Serve this machine, as you would have it serve you.

Fight for this machine, as you would have it fight for you.

(response) - I shall.

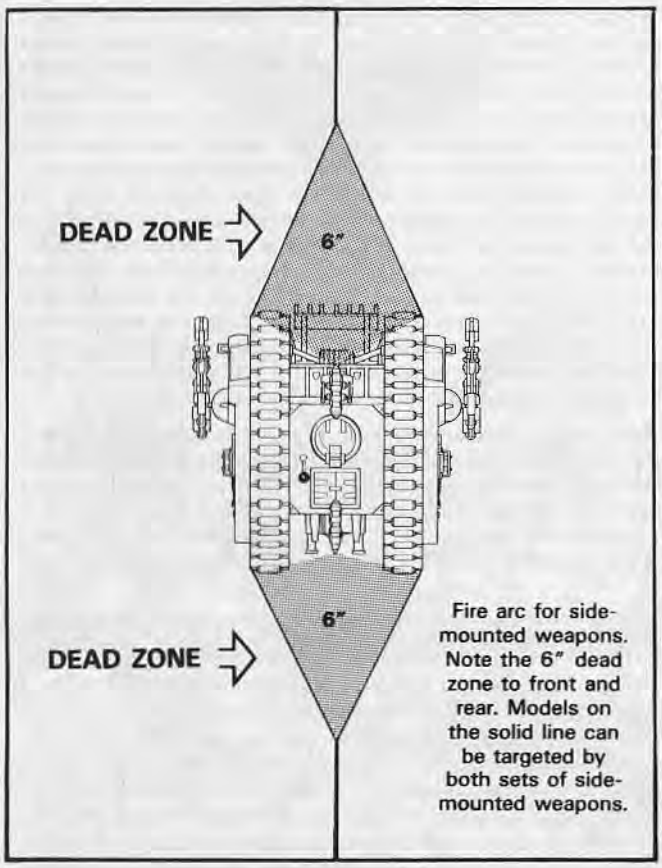
- from the Ceremony of Commission

FIRE ARCS

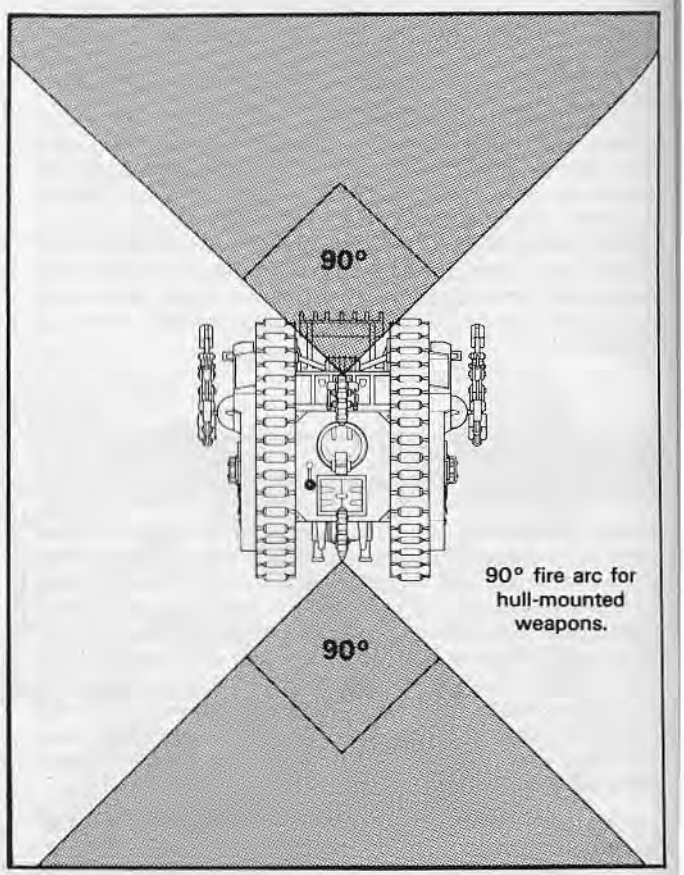
The Land Raider's main armament is mounted in two sponsons to the right and left of the vehicle. Each sponson can cover an arc of 180 degree to one side of the vehicle. Only a target directly in front of the vehicle - and 6" or more away - can be hit by both sponsons at once. Because of the mass of the vehicle in front of the sponsons, any target within 6" of the vehicle's front cannot be hit by the main armament.

Point defense armament consists of two heavy bolt guns; these may be mounted singly or paired, at the front and/or rear of the upper superstructure. The front mounting covers an arc of 90 degrees to the vehicle's front, the rear mounting covers and arc 90 degrees to the vehicle's rear.

The Land rider is also fitted with two special grenade launchers mounted on both sides of the hull. Each Launcher can fire its group of 3 smoke grenades *once* during the game, exactly like a normal grenade launcher.



Fire arc for side-mounted weapons. Note the 6" dead zone to front and rear. Models on the solid line can be targeted by both sets of side-mounted weapons.



90° fire arc for hull-mounted weapons.

Camouflage is the colour of fear... I have no need to hide from my foes... I have no fear of death. My colours I wear openly, they proclaim louder than any words, 'I am proud to live - I am proud to die.'

Commander Carab Culln, Red Scorpions

PREDATOR IMPERIAL ASSAULT TANK FOR WARHAMMER 40,000

by Rick Priestley

The Predator is a mobile weapons platform built around the solid frame of the Rhino armoured personnel carrier. It is a standard Rhino variant, and is constructed in large numbers by the Adeptus Mechanicus for use by the Space Marines and Imperial Guard.

Consider the Predator. Let your soul be armoured with Faith, driven on the tracks of Obedience which overcome all obstacles, and armed with the three great guns of Zeal, Duty and Purity.

The Predator is a variant of the Rhino APC and, like the Rhino, it is built according to plans encoded in Imperium's Standard Template Construct system. It is said that the best Predators are built on the Adeptus Mechanicus forgeworlds, but throughout Imperial space these assault tanks are put together from local materials, all bearing the common stamp of STC design.

The primary features of the Predator are its three main weapon systems: a turret-mounted auto-cannon and two las-cannon in side sponsons. With its smoke launchers and turret bolt gun, this gives the Predator a formidable array of weaponry, ideal for its battlefield role as an assault tank.

The Predator is widely used to hunt down and eliminate enemy vehicles and Dreadnoughts. The turret mounting of its auto-cannon allows the Predator to keep a target in its sights while moving swiftly forward, spearheading an assault or breaking through an enemy flank.

The Predator will usually carry a crew of four (driver and three gunners) but, like the Rhino and Land Raider, its auto-systems enable it to function without a crew if necessary. The crew are wired into their machine and are unable to leave the Predator during the battle - it takes too long to unstrap them from their tight harnesses and unplug them from the snaking pipes and cables that engulf them. Some crewmen, as a punishment for insubordination, are hard-wired into their vehicles and are only released after an exceptional show of valour.

Due to the internal space taken up by crewmen, weaponry and ammunition, the Predator has only a limited amount of space remaining for passengers. There is not enough room to carry squads of Marines or Guardsmen inside a Predator, but up to five passengers may be carried if necessary.

PREDATOR PROFILE

Max Speed	Acc/Dec	TRR	CP	T	D	Sv
16	4	1	5	8	40	3-6

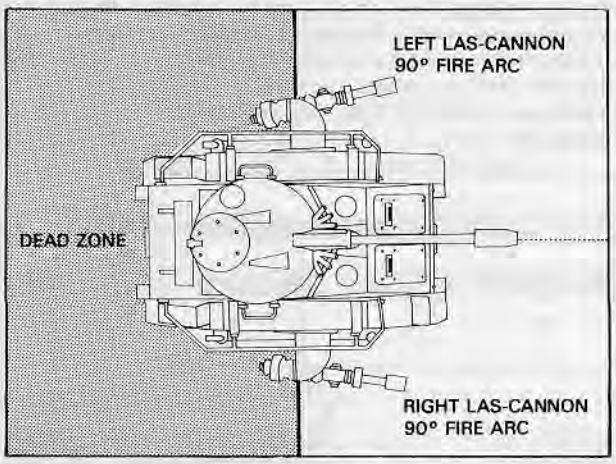
Jarrik edged the Predator between the buildings. Turning the turret swiftly to the left, the Ork Dreadnought rolled into his gunsights. Jarrik's finger moved confidently over the controls, arming the auto-cannon.

He squeezed the trigger and grinned as the Dreadnought consumed itself in a plume of black smoke. "Four down, six to go."

● ARMAMENT

The auto-cannon is turret-mounted with a 360° arc of fire.

The las-cannon mounted in the side sponsons each have a 90° arc of fire to the front of the Predator - covering the left and right hand sides of the vehicle.



In addition to its main weaponry, the Predator has two one-shot smoke launchers, each designed to fire three smoke or blind grenades within a 90° arc to the front of the turret. If the auto-cannon is being fired in the same turn as a smoke launcher, turn the turret to face the auto-cannon's target - this indicates the position of the 90° arc for the smoke launcher.

Each smoke launcher may be fired independently, but all three grenades in a launcher are fired together at the same target. The grenade type in each launcher must be specified before the battle. Once fired, a smoke launcher cannot be used again.

A single bolt gun is fastened to the cupola on top of the turret, and has its own 360° fire arc. The cupola may swivel independently of the main turret, and so it is not affected by which way the auto-cannon is pointing.

PREDATOR WEAPONS

Weapon	Short Range	Long Range	Shooting to Hit S	Shooting to Hit L	S	D	Sv	C	H	S	F	Area
Auto-Cannon	0-20	20-72			8	D6	-3		2"	x		1"
Las-Cannon	0-20	20-72			9	2D6	-6		2"	x		
Smoke Launcher	0-20	20-60										1½"
Bolter	0-12	12-24	+1		4	1	-1					

Note that the auto-cannon and las-cannon suffer no penalties for being heavy weapons and slow firing when they are mounted on the Predator.

● EQUIPMENT

Predators are fitted with the following as standard:

1" power field and power field synchroniser
Auto-aim, auto-drive and auto-fac
Ejector seats
4 targeters for auto-cannon, both las-cannon, and cupola-mounted bolter
Communicator
Sensor package (bio-scanner, energy scanner, rad-counter)
Medi-pack

Note that the 1" power field covers the entire vehicle.

● ARMY LISTS

The following additions should be made to the *Vehicles* sections of the Space Marines and the Imperial Guard army lists.

Space Marine Army List

Vehicle	Points	Custodian
Predator	600	Techmarine

Imperial Guard Army List

Vehicle	Points	Custodian
Predator	600	Adeptus Mechanicus

40K-KICKSTART BIKES

The rules for bikes are basically the same as the rules for other vehicles. However, while we've super-detailed these rules (see WD103), some of the *special damage* results are obviously inapproprate for bikes (turret hits and door jams, for example). These new results tables therefore replace the vehicle *special damage* charts for bikes. Other rules remain the same. Players should note that any hit against a bike may hit a rider, and all hits are therefore randomised between crew (1,2,3) and bike (4,5,6). Hits onto the crew of a side-car combination are randomised between rider and passenger. Because of this, the damage tables do not include a separate category for riders or passengers.

Whenever the bike takes damage resulting from a hit, the player rolls a D6. If the bike has taken more than 1 point of damage, add +1 to the dice score for each additional damage point sustained. If the result is 6 or more, then the shot has caused *special damage*. The player rolls a further D6 and refers to the *Hit Location Table*.

If the vehicle is reduced to zero damage points, subsequent damage will automatically cause *special damage*. Roll a D6 and refer to the *Hit Location Table*.

In the box to the right is all the information you need to incorporate bikes into your force. Bikes may be used in Imperial Guard or Marine forces, Rogue Trader entourages, or Squat armies.

SKIDS AND COLLISIONS

Except where otherwise stated, skidding vehicles cause and sustain normal damage for collisions. In the case of a skidding bike, this may be superfluous of course. See **WH40K** p40, but remember vehicles never suffer damage from creatures if the vehicle's *toughness* is 2 or more greater than the creature's *toughness*.

SPECIAL BIKE CONTROL LOSS

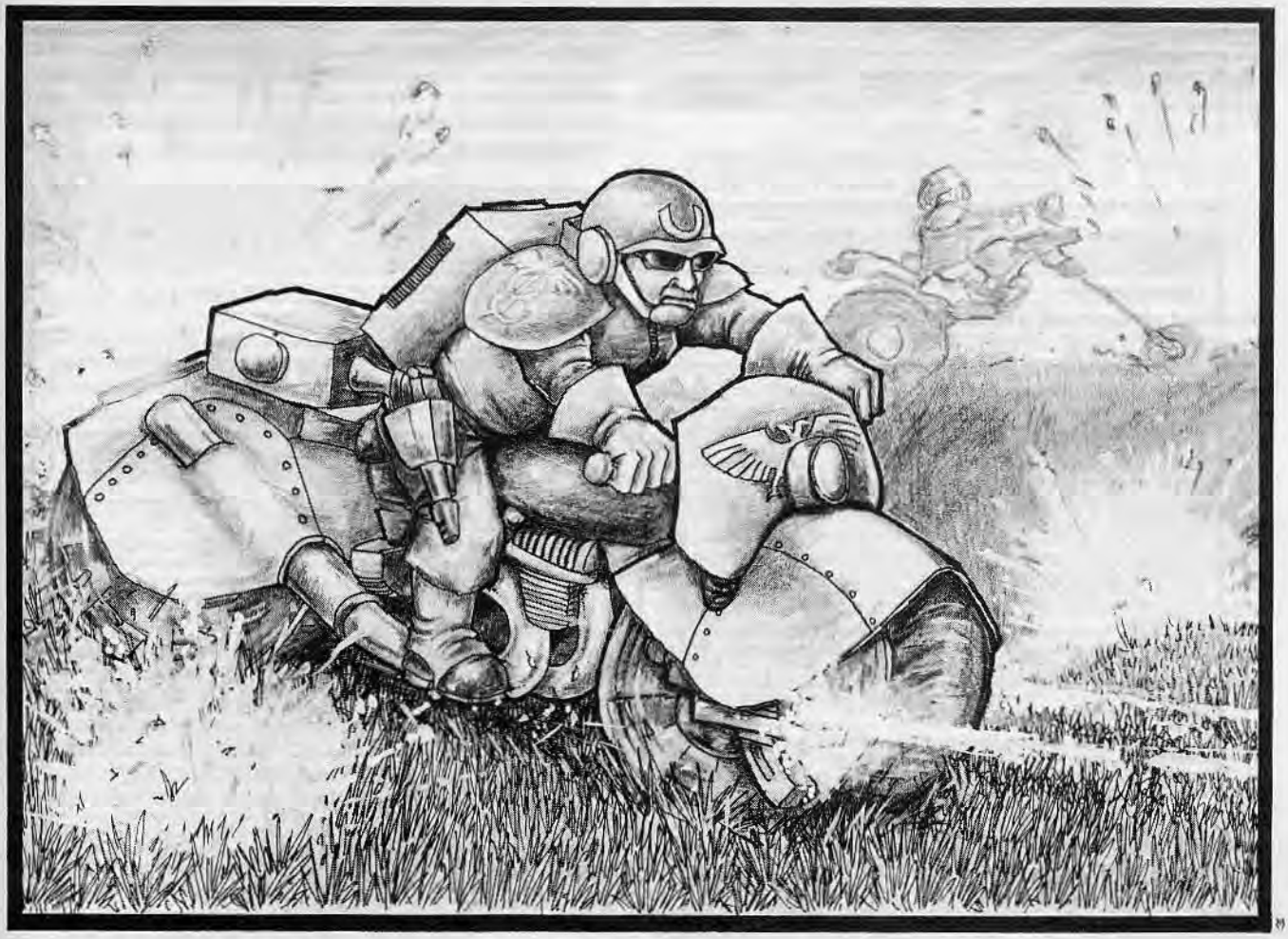
Any bike hit by a frag or crack grenade, missile, or heavy bolt gun, automatically goes out of control for 1 turn. This represents the bike being physically thrown aside as a result of the explosion.

0-10 Battle Bikes

LAND		AIR			TRR	Cp	T	D	Sv	Eq	W
Max	Acc/ Dec	Max	Min	Acc/ Dec							
32	16				½	1	5	1	5	0	2

Equipment: none.
Armament: none or twin forward firing bolt guns

Points: 68 + 4 with bolt guns



BIKES SPECIAL DAMAGE CHART

Score (D6)	*Affected System*
1-2	Wheels
3-4	Body
5	Armament - *see Vehicle Chart WD103*
6	Equipment - *see Vehicle Chart WD103*

BIKE HIT LOCATION TABLE

If the result is either equipment or armament, use the normal vehicle charts to ascertain the damage. Otherwise use the special bike charts given below. Go to the appropriate *special damage* chart and roll a further D6.

WHEELS, BRAKES AND STEERING

1 BRAKE SYSTEM

The braking system is shattered and rendered almost useless. The bike's maximum rate of deceleration is reduced to 2", even if the bike subsequently goes out of control.

2 TYRES

The bike's tyres are torn from the wheels. Roll a D6, add+1 if the bike is moving over difficult ground. If the score is 6 the bike skids (see below). Otherwise the rider maintains his balance. The bike's maximum speed is halved. If travelling faster, the bike automatically decellerates to within its new maximum speed in its following turn.

3 SKID

Unless the bike is stationary it is thrown violently off-course, causing it to skid forwards D6" before coming to a halt facing in a random direction. If the vehicle skids over difficult ground or into any obstacle it is destroyed and the crew killed. If stationary see *steering*.

4 STEERING

The steering system is badly damaged making it difficult to control the bike at speed. If travelling at over 10" the vehicle goes *out of control* for the remainder of the game. The bike's turning radius is increased by 1.

5 SUSPENSION COLLAPSE

The bike's wheel collapses, buckles and bounces off as the machine nose dives into the ground. Stationary vehicles are destroyed, their crews needing to make their basic saves or be killed. Moving bikes skid forward D6" before coming to a permanent halt. The crew must make their basic saves or be killed.

6 SYSTEMS FAILURE

The hydroplastic lines powering all steering, braking and other functions are destroyed, sending the vehicle *out of control* for the remainder of the game. The crew can do nothing other than hang on, but may attempt to leap off the bike during their movement phase should they wish.

BODY AND ENGINE

1 ARMOURED CASING

The biker is lucky and the damage is restricted to the armoured portions of the bike. The vehicle goes out of control for 1 turn.

2 ENGINE DISABLED

The bike's engine is receives the force of the hit, reducing its power severely and causing thick-oily smoke to pour from its casing. Half the vehicle's maximum move and acc/dec scores.

3 THROTTLE JAMMED

The bike pulls forward at full throttle, accelerating at its maximum rate per turn until it reaches twice its normal maximum speed. Tests for loss of control must be taken as appropriate (**WH40K** p40). Crew may do nothing other than hang on or attempt to leap off.

4 ENGINE DESTROYED

With a heavy clumping noise the engine grinds to an sudden halt, shredding mechanical components and bursting into flames as it does so. The bike is rendered useless, and all equipment it carres must be abandoned. The crew must make their basic saving throw or be killed.

5 TRANSMISSION SHATTERED

The bike's power transmission fragments into countless tiny pieces of shrapnel. The bike skids forwards D6" whilst the rider (and any pillion passenger) is pitched D6" in a random direction, and must make his basic saving throw or perish. Sidecar passengers are trapped and killed as the bike explodes at the completion of its skid. The explosion has a burst radius of 1" and a *strength* of 5 causing D4 *special damage* hits.

6 FUEL

The bike's fuel cells burst open, spilling a pool of volatile fuel around the machine. Roll a D6. On the score of a 1, 2 or 3 the vehicle's power cuts out and the machine comes to an immediate halt. On the score of a 4, 5 or 6 the fuel erupts into a ball of fire with a 2" radius around the vehicle. The vehicle is destoyed and its crew must make their basic save or perish. Any other models within the fire ball take a single *strength* 5 hit and D4 wounds where appropriate.

This time we look at the new **Devastators** boxed set from the Citadel Designers - featuring the Land Speeder two-man hover vehicle, the fiendish mole-mortar and the 'Tarantula' mobile weapon system. But first a selection of rule ideas for discussion - comments gratefully accepted.

One of the most common questions about the *WH40K* rules concerns the procedure for area fire, especially with regard to deviation. In my *Marginalia* article for *WH40K*, I confessed that even I wasn't entirely happy with the system. To summarise briefly - the procedure as given in the book is: 1) place your area marker; 2) roll for deviation using the area marker size deviation number; 3) roll 'to hit' each target within the area using the firer's BS; 4) roll 'to wound/damage' on any hits; 5) take saving throws.

WH40K was designed as an adaptable game which could accomodate new systems where necessary. An alternative system for area fire is as follows.

REVISED AREA FIRE PROCEDURE

1. Place area marker over target as normal.

2. Roll to see if the shot lands on target or 'deviates'. The chance of a shot deviating is now based on *BS*, *not* the size of the template. This directly reflects the chance of the firer landing his grenade or mortar bomb on target.

BS	Deviates on D6 score of
1	1 or more (always deviates)
2	2 or more
3	3 or more
4	4 or more
5	5 or more
6+	6 or more (minimum chance of deviation)

Any weapon 'to hit' modifier may be *added* to the *BS* of the firer. No other modifers apply. Shots which don't deviate are worked out with the area marker remaining as placed. If a shot deviates, the missile, grenades etc, land slightly off-target. The procedure for establishing deviation remains the same: roll a D12 for direction and an appropriate dice for distance.

3. Models within the area marker may be hit by the blast of the weapon. Any model will be hit on a D6 score of 3 or more. Basic 'to hit' dice modifiers apply (see p20 of the *WH40K* rule book). Weapon modifiers do not apply. Note that some weapons still hit automatically as defined in the rules.

4. Establish whether hits cause *wound/damage*, take any *saves*, roll for the number of wounds/damage where appropriate and remove casualties as normal.

VITAL HITS

This idea was sent in by Paul Quinn and it's ideally suited to small games. I'm certainly going to use it for our *WH40K* improvised role-play games where combat is usually short and bloody.

Hits scored with a 'to hit' dice roll exceeding the required score by 2 or more are deemed to have been particularly accurate or lucky. Either the whole burst strikes the target or a shot hits a vital spot. The following rules then apply.

1. *The firer may add +1 to the* ***strength*** *of the weapon* ***or***

2. *The firer may instead make* ***three*** *'to damage' rolls at the basic* ***strength****, each damaging hit causing wounds/damage as normal.*

Paul goes on to say that this rule doesn't really work with *following fire* weapons. I'd agree. Perhaps the best solution is to say that *following fire* weapons can only cause a vital hit on their original target, and then have the choice of causing either a vital hit *or* using their *following fire* ability. Players wishing to try out this rule should note that only a single *saving throw* applies in case 2.

DEVELOPING PSI-POWERS

Several players have asked me about the development of psi-powers in campaigns. Psi-powers can certainly be increased in theory - although there are no rules for this in the *WH40K* book. I would suggest that the GM awards psykers 1 point every time a psi-ability is used successfully under battle conditions. When the psyker has 10 points (presumably accrued over a few games) the player trades them in for an extra ability.

If the psyker already has the maximum number of abilities, it is not possible to gain more. Instead, any ability may be 'swapped' for another ability of a higher level.

When a new ability is earned the psyker also gains a 10% chance of going to the next highest mastery. The player should make the dice roll. The player may not choose a new ability from the higher mastery during that 'advance'. When the mastery goes up the psi-level also goes up by 3D6.

If a psyker reaches mastery level 4, he has attained the highest grade. However, the psyker may still gain in power, and may continue to swap spells once 10 points have been accumulated. Although the psyker cannot advance in mastery, there is still a 10% chance of gaining an extra D6 psi-level. Because this gives a theoretically unlimited psi-level, GMs should place a practical maximum as they see fit.

THE TARANTULA

The Tarantula has three basic components, a mobile gravitic-powered base, a body including auto-aim and targeter systems, and armament. It is, in effect, a robotic weapon mount controlled by a crewman who can move the Tarantula from place to place and select targets. The crewman and Tarantula must remain within 12" or control becomes ineffective and the Tarantula is then *uncontrolled* as described below.

A crewman may not use weapons or engage in close combat whilst controlling a Tarantula. If the crewman moves out of control range, fires a weapon, becomes engaged in close combat, or is slain, the Tarantula comes to an immediate halt and is said to be 'uncontrolled'. Once the weapon becomes uncontrolled, the player must first nominate its targets during the *shooting phase*, and must then fire on the nominated target/s in the side's following *shooting phase*. If a nominated target is no longer visible, the weapon cannot fire at all. This rule only applies to uncontrolled Tarantulas. Controlled Tarantulas may fire at any visible target within range just like a normal trooper. Any Tarantula crewman can take control of any Tarantula, but may only control one at a time.

Tarantula profile:

M	BS	S	T	D	I
6	5	5	5	5	5

Note that Tarantulas have no *Ld, Int, Cl* or *WP*, and have no *A* and therefore no *WS* (they are struck automatically in hand-to-hand combat). They cannot fight in close combat and take special damage in the same way as robots (see **WH40K**, p43).

The mobile weapon platform may be equipped with any two heavy weapons (4 weapon points) plus two auto-aim systems and two targeters (4 equipment points). A Tarantula may either move or fire during its turn - but not both. If the Tarantula remains stationary it may fire either or both weapons. Both weapons have a 360d arc and may be fired at separate targets - a Tarantula therefore normally fires twice during the shooting phase, once with each weapon.

PV = 20 + weapons, equipment and crewman.

THE MOLE MORTAR

The mole mortar employs an inverted mortar launcher and special ammunition to launch a subterranean shell or 'tunnel-torpedo' which burrows its way underneath the battlefield. The mole mortar was actually developed to attack tunelling vehicles, but was so successful it is now used as a short range assault weapon in its own right.

It has a restricted range of between 6" and 48". It has a normal fire-arc of 90°. The firer must first secretly nominate a target point within the range and fire-arc of the weapon. During following turns the firer may adjust the weapon to establish a fresh target point, but the weapon may only be adjusted enough each turn to move the target point by 4". The weapon may not be adjusted and fired in the same turn.

When used against normal targets the firer should position his area marker and roll for deviation as usual. Then roll a D6.

1-2 The shell spins out of the ground at a terrific rate, leaping into the air and exploding. Work out damage as for a normal shell burst.

3-4 The shell barely breaks the surface before exploding in a hail of earth. Work out damage normally. In addition, any low wall, hedge or other scenery within the burst area is levelled and destroyed. Buildings may be damaged as normal.

5-6 The shell bursts under the ground, lessening its effect but levelling any scenic items as for 3-4 above. All building sections in the burst area take 1 point of automatic damage for every point of *strength* of the exploding shell. In the case of the tunnel torpedo, this is a 6. Any models within the burst area may be hit and damaged as normal. Once casualties have been removed, the area indicated by the marker sinks and forms a crater. This can be represented by marking the crater rim with small stones, cork chips or similar material.

The mole mortar can be used to attack tunnelling vehicles. The weapon has a 360° arc of fire when firing in this way. This works as follows. The firer declares he is firing speculatively against tunnelling vehicles he suspects may be near. The GM checks the position of enemy tunnelling vehicles, and if a vehicle lies within the weapon's range he must test for a hit. To do this, the GM secretly rolls a D6. If the score is 6 the shot has hit. The GM works out all results in secret, neither player should be informed about what is happening. If a vehicle is destroyed it simply fails to appear, neither player is told of its loss.

Short range	Long range	Shooting to Hit Short	Shooting to Hit Long	Strength	Damage	Save Modifier	Type C	Type H	Type S	Type F	Area	T
6-24	24-48	-1	-2	6	1			2"	x		3"	6

The mole mortar is designed to fire its own special tunnel torpedo with strength and details as shown on the weapon profile. It may also fire any other standard shell type. The mole mortar is normally crewed by two models.

PV = 50 + crew.

Additional ammo types must be paid for as normal. The tunnel torpedo is included in the cost.

LAND SPEEDER

The land speeder is a patrol and light battlefield attack vehicle. It is used by the Imperial army as well as by marine chapters. It is also a common civilian vehicle, and has found its way into the personal retinues of many Imperial commanders. It is a hoverer, and rules 1 to 3 apply as given on p105 of *WH40K*. This ubiquitous vehicle can be easily modified to perform a variety of roles in many different environments. The profiles for three versions are given below as standard, fast attack and support variants.

	Land Max speed	Land Acc/dec	TRR	Cp	T	D	Sv	Eq	W
Standard	24	8	1	2	7	15	6	4	3
Fast att	24	6	1	2	7	15	6	3	4
Support	20	4	1	2	7	15	6	5	4

Weapons and equipment variants are:

Standard — Equipment: Communicator, Auto-drive, Auto-aim and targeter for main armament.
Armament: Multi-melta (main), Melta-gun.

Fast attack — Equipment: 3 auto-aim units.
Armament: 4 independently firing bolt-guns.

Support — Equipment: Communicator: Auto-drive: 2 targeters. Auto-systems.
Armament: 2 las-cannon.

Individual commanders may elect to vary these weapons in any way. All weapons and equipment are bolt-on/bolt-off to facilitate speedy replacement.

WARHAMMER 40,000

HARDWARE

RAPIER CARRIER WITH MULTI-LASER

Rapier carriers are incorporated into Imperial Army forces at both the company and regimental level. Each troop company has a support squad which ideally includes 5 Rapier carriers as well as other mobile support weapons such as Mole Mortars. In practice, the natural attrition of campaigning tends to mean that support squads operate with whatever they can get! They are easily distinguished by their blue 'artillery' uniforms, with yellow shoulder pads bearing the company insignia. Individual Rapiers are also used in the front line to support infantry squads.

At the regimental level, Rapiers and other heavy weapons are organised into whole support companies. These unwieldy outfits are used to provide heavy bombardments or en masse support for major offensives. In theory, a company comprises 10 machines, often divided between 2 types, such as 5 Rapiers and 5 Mole- Mortars. But they are often reduced to so few weapons that they are forced into a supporting role on the battlefield, rather like the company support squads.

Regimental support companies wear the same blue tunics as the company support squads, but with a distinctive red shoulder pad rather than yellow.

RULES

The Rapier has its own profile like any small vehicle. But unlike a vehicle, its crew may be targeted separately. When it becomes necessary to randomise hits between the crew and carrier, roll a D6: 1-4 the carrier is hit; 5-6 a crew member is hit.

Rapiers have a crew of 2. With both crewmen the Rapier may move and fire during the same turn, even though the weapon carried is a *slow loading* weapon and cannot normally do so. If a crewman is killed, the weapon may not move and fire in the same turn.

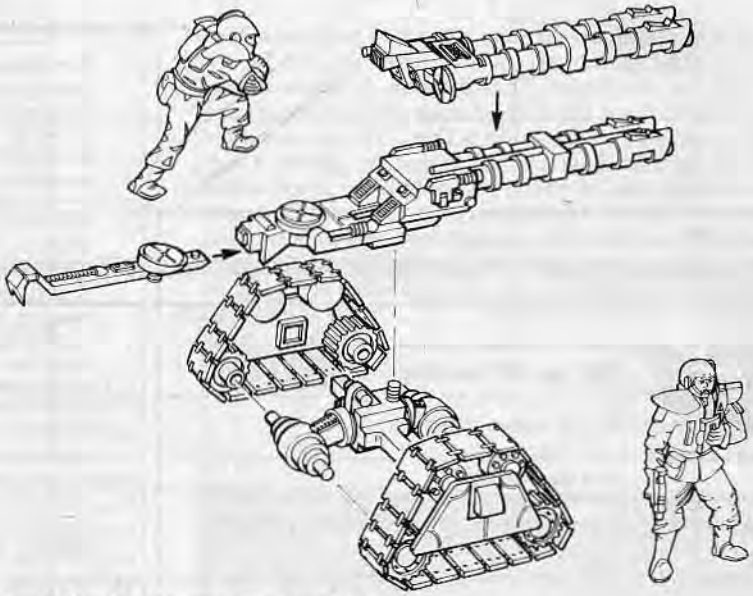
Rapiers are equipped with an auto-drive which allows the carrier to move forward on its own, thus making it possible to move and fire during the same turn (with full crew). Rapiers also have a targeter to improve the accuracy of the weapon carried. The crew are still required to operate and fire the weapon as well as to direct the carriage itself. The Rapier illustrated is fitted with a multi-laser: a popular and effective support weapon easily recognised by its quadrupal laser chamber.

13/5 — **Rapier Gun-carrier with multi-laser**

Land								
Max Speed	Acc/ dec	TRR	Cp	T	D	Sv	Eq	W
24	6	½	2	8	15	6	2	2

Equipment: Auto-drive, Targeter / Weapon: Multi-laser

PV 170 + Crew

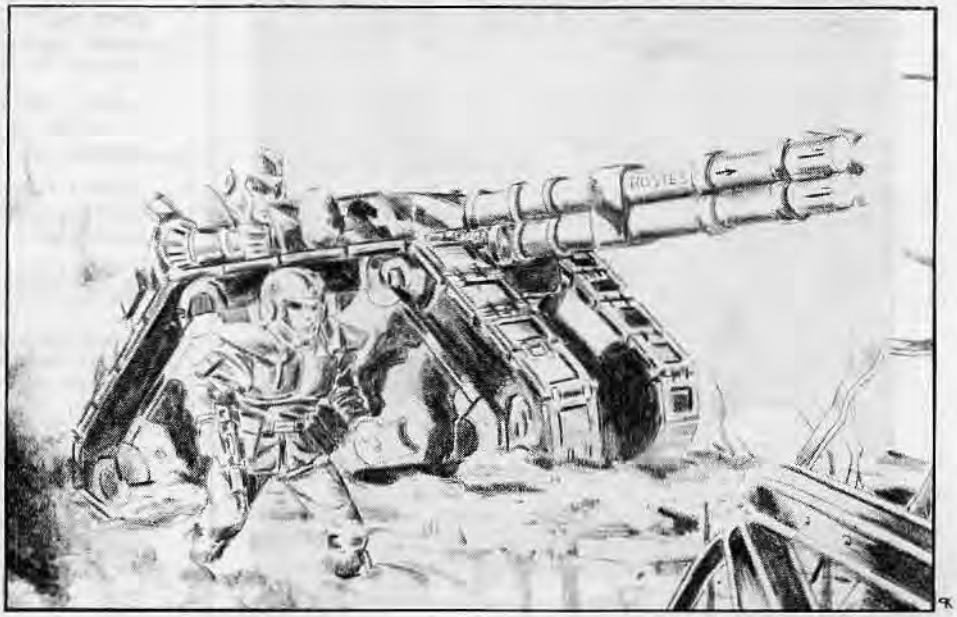


Optional Rapier systems: The Rapier is capable of mounting a variety of heavy weapons. This may be achieved without converting your model, so long as your opponent is aware which weapon is being mounted, and the appropriate points cost is paid. To substitute the multi-laser for a multi-melta costs +10 points. To substitute the multi-laser for las-cannon costs +50 points.

"Peace is not in my vocabulary."

Attributed to Jarra Mordiker
Commander, 13th/5th Support Regiment

Rick Priestley



THUDD GUN

There have been few major inventions or disruptive social changes over the ten thousand years of the Imperium's history. In an empire of a million worlds, style and fashion are only incidental forces amidst the endless variety of human culture and civilisation. And the arms and armour of the Imperium changes very little.

Thudd Guns are recorded fighting inside the Imperial Palace during the Horus Heresy, defending strategic corridors against elements of the Treacher Legions attempting to storm the Emperor's inner sanctum. Three thousand years later, the First Tyrannic wars saw Thudd Guns used to defend Imperial settlements against the ravages of the Tyrannids. In the current millennium Thudd guns have helped support attacks on Badab, during the Fourth Quadrant Rebellion, and in a thousand other battles and minor conflicts. The weapon's simplicity and effectiveness have ensured its long and distinguished lifespan.

The Adeptus Mechanicus call these weapons Quad-launchers, referring to their quadrupel barrels. However, the troops always call the machines Thudd Guns, because of the distinctive *thud..thud..thud..thud* noise made when a salvo of its high explosive ammunition is fired. The shells are fed into each barrel from four separate magazines, giving a very high fire rate and area of effect. Not only is the ammunition feed automatic, but the Thudd Gun is also self-mobile thanks to a small robotic tractor unit. A single crewman aims and fires the gun, and directs its movement. As Thudd Guns are uncomplicated weapons, they may be controlled by any figure if the original crewman is killed.

"We shall carry our word,

We will correct and unify,

Hail the Emperor!"

Any force of Imperial troops (including retinues of Rogue Traders) may include Thudd Guns as shown below.

0-5 Imperial Thudd Guns

Imperial Thudd Gun: standard model

Short range	Long range	Shooting to Hit		Str	Dam
		Short	Long		
0-12'	12-36'		-1	6	1

Save mod	Type				Area	Tech
	C	H	S	F		
-2		4"	x		1"	5

Points Value: 50

1 The Thudd Gun is a heavy weapon with an associated move penalty of 4". However, because the Thudd Gun has its own tractor unit, it is moved like a vehicle. It may move on the tabletop up to 3" per turn. It is treated as a tracked-vehicle for purposes of terrain restrictions and movement penalties.

2 The single crewman must remain within 2" of the gun at all times. If, for whatever reason, the crewman is killed, and there is no figure within 2" to take over, the weapon repeats whatever it did in the previous turn. If it was moving it maintains the same direction and speed; if it was firing last turn, it keeps firing at the same spot. This continues until a model is moved to within 2" to take over the unmanned Thudd Gun. If a crewman is engaged in hand-to-hand combat, the same rule applies. The gun will continue to do what it did last turn until an unoccupied model is available to control it.

3 A Thudd Gun may be pivoted on the spot during a turn, but this counts as movement and prevents the weapon moving any further.

4 A Thudd Gun may not move and fire in the same turn. Its crewman may move whilst operating the weapon, so long as he remains within 2". The crewman may not do anything else.

5 The Thudd Gun uses the unique multiple burst template, as shown in the diagram. To make your template, copy the individual burst markers onto a piece of card, cut them out and fasten them together as shown. The template is used as follows:

1. Nominate the target point as you would with any weapon. Determine deviation as normal. With the target point established, place the first marker with its centre on the target point and the 'F' for firer pointing directly towards the Thudd Gun.

2. Roll a D12 and move the second marker so that the arrow lines up to the corresponding number on the first marker.

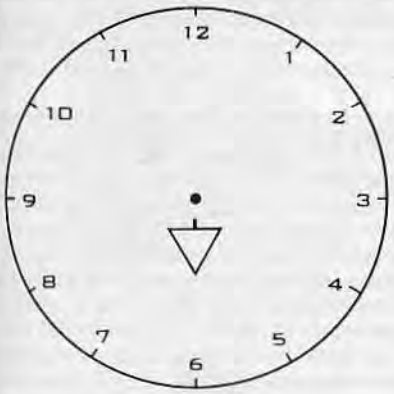
3. Roll a D12 and move the third marker so that the arrow lines up to the corresponding number on the second marker.

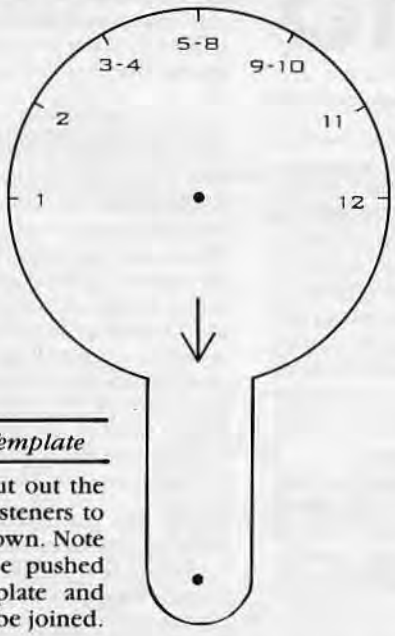
4. Roll a D12 and move the fourth marker so that the arrow lines up to the corresponding number on the third marker.

5. Any model partly or wholly within any of the burst markers is considered to be a target. Make 'to hit' and 'damage' rolls as normal.

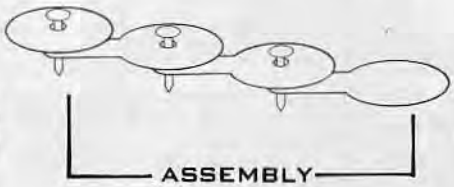
6 The Thudd Gun can only be damaged by a weapon with a *strength* of at least 6. If hit by such a weapon, the player should roll a D6 for every point of damage normally caused by the weapon (roll a die if this is variable). If any die roll turns up a 6 then the Thudd Gun is out of action for the rest of the battle.

THUDD GUN MULTIPLE BURST TEMPLATE

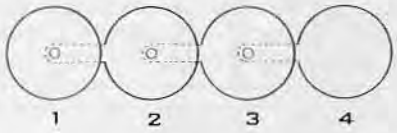




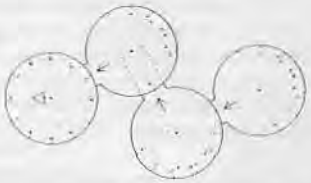
TEMPLATES 3 AND 4 AS 2



ASSEMBLY



TOP VIEW



Assembling the Multiple Burst Template

Copy the designs onto card and cut out the individual templates. Use paper fasteners to attach the templates together as shown. Note that the paper fastener should be pushed through the centre of the template and through the tab of the template to be joined.

LAND SPEEDER ARMY VARIANT

The Land Speeder is the most commonly used vehicle in Imperial forces. Variants of this light, two-man hover vehicle are used by the army, by the marines and by all branches of the Adeptus Terra in some capacity or other. Many versions are unarmed, or specially equipped for their required role. Others are designed to fulfil battlefield roles. The configuration described here is the standard army model, which differs from the Marine variant in armament type. The 360° dorsal mounting is fitted with a heavy plasma gun. Underneath in the nose section, a special mounting is provided for a heavy bolt-gun. This combination of weapons is a particular favourite of the army, combining long range fire-power with versatility.

Field crews can be distinguished from ordinary army troopers by their almost white, pale grey uniforms. Helmets are also white amongst ordinary crew, varying in the case of specialised and senior pilots. Both crew members are pilots, as indicated by the pilot badges on both uniforms.

Any force of the Imperial army may include army variants of the Land Speeder as shown below.

0-5 Imperial Speeders

Imperial Speeder: standard model

Short range	Long range	Shooting to Hit		Str	Dam
		Short	Long		
24	8				

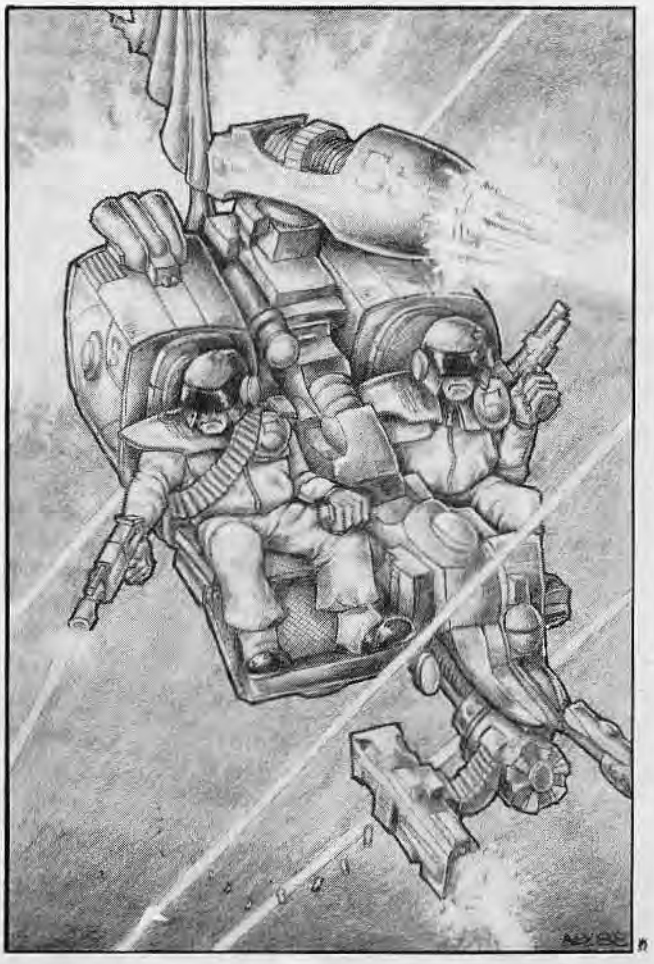
Save mod	Type				Area	Tech
	C	H	S	F		
1	2	7	15	6	4	3

Equipment: Auto-Drive, Auto-Aim, Targeters (2)

Weapons: Swivel mounted heavy plasma gun (with 360° traverse) and heavy bolter.

Thought for the day:

Cease purpose and die.



CRATERS

SCENIC SENSE

Scenery is an important element of any skirmish wargame, especially a game like **WH40K** where cover and survivability are closely linked. When setting up a game of **WH40K**, I'm always careful to set the cover out to form alternative approaches to a target. When playing, I'm equally careful to exploit cover to 'hedge-hop' towards my enemy, trying to avoid presenting a clear target. I say 'hedge-hop' because one of the easiest sorts of scenery to provide is a lichen hedge, or a rocky outcrop made from broken cork or stone chips. However, these features can get a little tiresome after a while, so it's a good idea to introduce specially made pieces of scenery now and again.

Fortunately for **WH40K** players, some particularly evocative pieces of scenery have just been developed by Citadel's modelling department, ie, in the form of craters. These lightweight, virtually indestructible vac-formed cavities present some interesting opportunities for 41st millennialists everywhere. Read on and see...

THE CRATER

Craters are a distinctive feature of prolonged artillery battles, peppering a battlefield and distorting the underlying scenery. Even in smaller battles, shell bursts may leave craters which then form important areas of cover for the attacking troops. The Imperal mole mortar, for example, is often used to crater the ground in front of an assault, providing cover in an otherwise barren landscape. In **WH40K** there is the additional possibility of the battlefield being pock-marked with meteor craters, lava craters or the remnants of hot-springs.

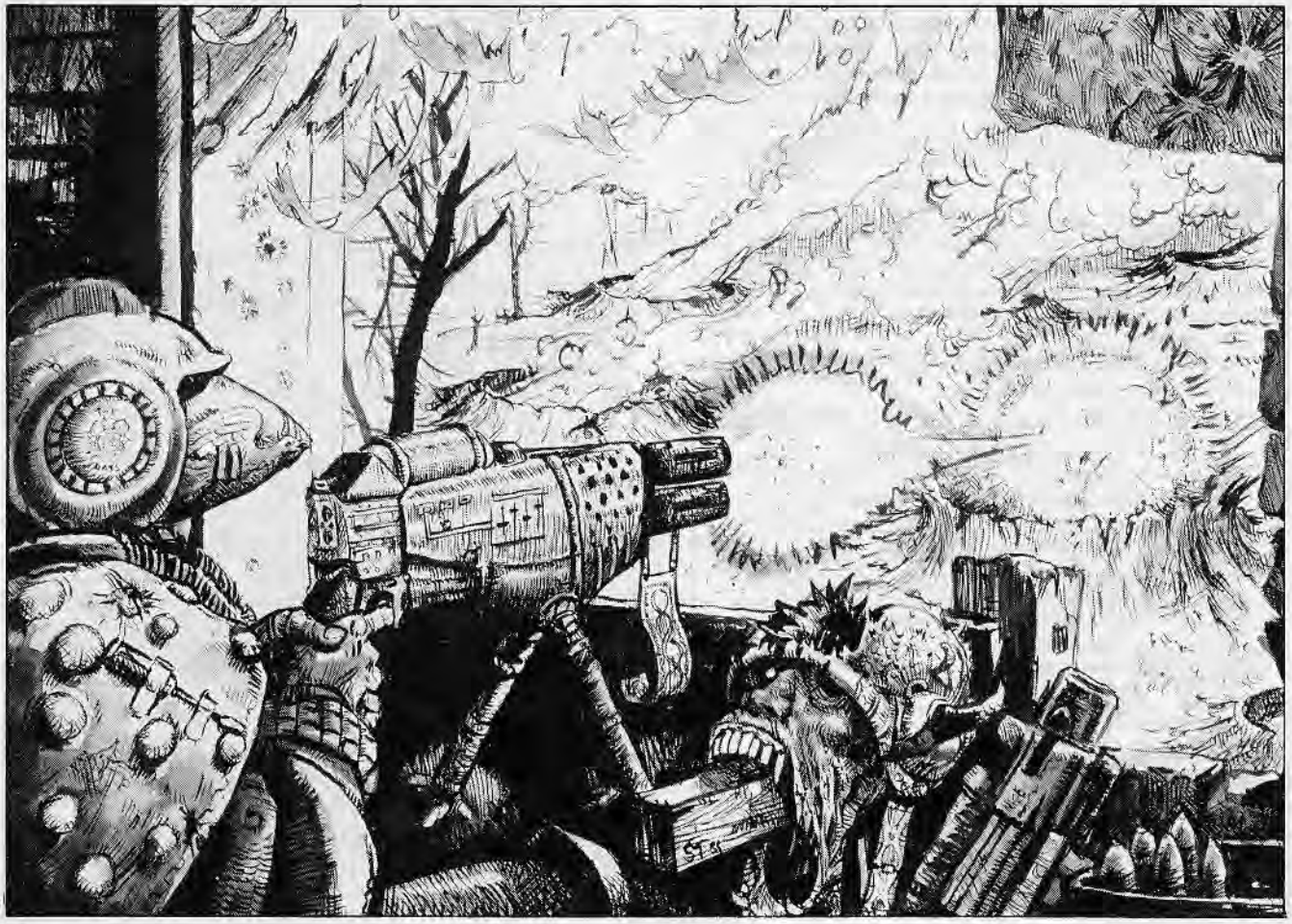
In this article I'm going to ignore craters which form part of the natural scenery, other than to say that such features may be chosen by the GM or players when setting up the scenery for the game. Instead, I'm going to concentrate on how players can deliberately use pre-battlefield bombardment to lay down craters in order to create cover where they want it, and how craters may result from weapon fire during the game itself.

BOMBARDMENT

Any player may purchase up to D3 bombardments at a cost of 25 points per bombardment. The maximum number of bombardments available is determined before the game. Obviously, players may agree to use a fixed number instead, or none at all if they prefer. A bombardment is presumed to come from support weapons positioned off the table, either land based or from spacecraft in orbit. The nature of the weapons employed is not considered - it is simply assumed that the side has whatever weapons are necessary to produce the effect. If playing a defence versus attack game, with one player already on the table at the beginning of the game, it is suggested that bombardments are not used (although players are welcome to invent rules to cover such circumstances).

Before the game begins, work out each bombardment as follows. The bombarding player nominates the point where he would like the first shot to land. Roll a D6. A result of 6 means the shot finds its target. On the score of a 1 the shot deviates by 2D6″ in a random direction. On the score of a 2-5 the shot deviates by D6″ in a random direction. Once the landing point has been determined, mark the spot with a suitable object. Now roll a D6 to determine the crater size.

D6 Roll	Crater Radius
1	½″
2	1″
3	1½″
4	1½″
5	2″
6	3″



Position the template with its centre over the landing point, removing any scenery as you do so. If the shell lands on a building it will only leave a crater if the crater is at least as large as the building, in which case the building is removed.

Once you have established the position and size of the first crater, roll a D6-1 to determine how many shots remain in the bombardment. The next crater will be the same size as the first, and is positioned with its centre D6" plus twice its radius from the first landing point. A D12 and the standard clockface system can be used to establish direction. Because the distance is always greater than the craters' radii, they never overlap. Subsequent craters will be the same size as the first, and are positioned following the same randomly established direction, at D6" plus twice the radius from the previous landing point. For example, if the second crater lies at 6 o'clock from the first, the third is at 6 o'clock, as is the forth, and so on. They will thus form a long line - although the distance between craters will vary according to the D6 dice roll. Shots landing beyond the edge of the table are ignored.

CREATING CRATERS IN PLAY

Craters may result from shots with any area weapon with a strength of 6 or greater. This will therefore include melta-guns, autocannon, heavy plasma guns, multi-meltas, crack missiles or grenades and melta-bombs. Shots do not inevitably cause a crater, nor is the size of the crater necessarily determined by the weapon. Both will depend very much on chance. Therefore, once damage has been worked out, roll a D6.

Dice roll	Crater
1	None
2	½"
3	1"
4	1½"
5	2"
6	3"

Position the crater over the point of impact and remove underlying scenery. Any infantry models in the area are flung by the shock wave to a randomly determined point at the edge of the crater. These models are moved to face directly away from the crater's centre, lying down, but otherwise unhurt. Vehicles cannot be displaced by a crater, but may go out of control during their move as they will be crossing difficult ground (the crater).

Mole mortar shells, or tunnel torpedoes, are designed to tunnel their way underground. Shells may spin clear of the ground before exploding, explode at the surface, or explode underground. Shells which clear the ground may leave a crater, but this is likely to be small: deduct -1 from the D6 die roll to determine crater size. Shells which explode on the surface leave craters as normal. Shells which explode underground automatically leave a 3" crater. Craters resulting from a tunnel torpedo do not throw models *out* of the crater, instead models are knocked over and drawn *into* the crater's centre. Vehicles are automatically bogged down, and can only move on the D6 roll of a 6 (5 or 6 in the case of tracked vehicles). Where many models end up at the centre of a crater they must be positioned as closely as possible.

CRATERS AND COVER

The area covered by a crater, including the rim itself, counts as ***difficult ground***. The rim offers cover and obscures line of sight exactly like a hedge or wall, but is *not* considered to be an obstacle for movement purposes because of its sloped surface. As defined on pages 17-18 of **WH40K**, crater rims count as hard cover for models ***within*** the crater itself. However, cover cannot be claimed from a half inch radius crater as there is insufficient room for an infantry model to crouch within it.

Rick Priestley

CHAPTER APPROVED

IMPERIAL ROBOTS

The command bunker had been under fire for more than three hours. Each time a shell exploded overhead a fine layer of dust fell from the ceiling and drifted through the holo-map. It interfered with the mechanism, and the picture flickered continuously. Chavez sighed. He had long since decided that the situation was critical. He grinned at the Adeptus Mechanicus technician huddled behind a stack of ammunition boxes.

"Not like the training rituals, is it?"

Another shell burst overhead, and the lights went out. The shoulder light in Chavez's armour came on automatically.

"Damn. That was close." Chavez turned the holo-map on again. The Orks were closer than ever. Eight-to-one odds were the stuff of Chapter history, unless you had to face them.

"Where's our support? Anything?"

The Brother-Sergeant at the commnet terminal shook his head. "Three Dreadnoughts a moment ago, but they stopped transmitting. No telemetry. They're dead, Brother-Captain."

"Time to leave. Up to the ridge. Set the destruct charges, Brother. We leave nothing for those Orks. You..." Chavez pointed at the adept. "You come with me. We'll see what those damn machines can do..."

The technician scrambled to his feet and followed Chavez up the access tunnel. They came out in a small copse at the base of the hill. Four large machines stood just inside the tree-line.

The commnet in Chavez's ear was a constant chatter of reports and casualty lists. Chavez checked his bolter and slapped home a fresh magazine. "I don't like using machines to do a Marine's job, but I'm down to less than a demi-company. Get them punched, or programmed or whatever mumbo-jumbo you use. Pray if you must."

"Sir. Lord. Captain. The Rite of Battleprep is a delicate ceremony. I must have time to offer the libations and the sweetmeats. I must cast the runes of Robotics. I must-glmpfff!" The adept fell silent as Chavez placed a bolt pistol under his chin.

"You must... understand what is about to happen. Either I will kill you, the Orks will kill you slowly, or your damned Robots will kill the Orks. Am I making sense?"

"Yes." The adept was already working on his precious machines. "Yes."

"Good. Five from now I want those things in supporting positions." Chavez was running up towards the ridge. The Brother-Sergeant followed him. A circle of smoke and dust popped out of the tunnel and rolled across the valley, keeping its shape all the way. The bunker's demolition charges had done their work.

As Chavez reached the ridge the first Robot began the same climb. The explosions rocked the hill and showered earth on the Marine positions, but help was coming...

THE LEGIO CYBERNETICA

The Adeptus Mechanicus is divided into many sub-branches and divisions. Each specialises in one of the myriad areas of the technical arcana. The Legio Cybernetica is one of the oldest parts of the Adeptus Mechanicus. Its records stretch back almost unbroken to the very first days of the Imperium and, it's assumed, to the times before the Imperium. The Legio has a long history, and its members regard themselves as an elite.

The Legio is responsible for the care and construction of all Robots throughout the Imperium. Robots may be used by all kinds of Army and Marine forces, but they are always under the Legio's final control. Indeed, many of the Adepts of the Legio have been killed while taking part in military operations. The Legio continues to serve, aware of its value as a fighting force, even in the face of 90% plus casualties.

The Legio is organised into several thousand cohorts, although only a percentage of these is ever active at any one time. Each cohort is in turn organised into maniples of three, four or five Robots plus a Legion tech-adept. The number of maniples in a cohort varies, but is rarely more than 100. However, a cohort is usually spread across an entire Marine force of several Chapters or a single Army. Battles involving more than 4 or 5 maniples are rare. This is not to say that they have never occurred - during the Horus Heresy in particular large numbers of Robots were committed by both sides in an effort to minimise human casualties until a decisive final battle could be fought.

Each maniple is virtually a self-contained unit. The (typically) four units are managed on the battlefield by a single tech-adept. He has little more to do than give the Robot's their final programs and then monitor their progress. He is, however, also charged with making sure that a damaged Robot (which could be dangerous to its own side) is destroyed as quickly as possible. Each Robot carries a self-destruct system which can be detonated by remote control should its programming fail in some way. Although rarely present on the battlefield (if they can help it) there are also a number of other, lesser tech-adepts who perform all maintenance and repair functions for the maniple. Their services are also highly sought after for other purposes. It is said that a tech-adept of the Legio is worth his weight in spares and can repair virtually any item of Imperial equipment.

Legio cohorts are occasionally attached to campaigning Marine Chapters, such as during Operation Carthage (the Second Pacification of Isstvan V). When the Desert Lions Chapter took the planet's defence forts they were preceeded by a complete Legio Cohort of Robots. The Robots had been programmed to advance in an apparently mindless fashion, and proved easy targets for the defenders. However, the Desert Lions used the opportunity to map out the defenders' fire-plans and blind spots. In the Lions' ensuing assault only seven Marines were lost.

All the surviving Robots were inducted into the Chapter as honorary members as a mark of respect.

The Inquisition has also put Cohorts of the Legio to good use. Robots are, by their very natures, utterly incorruptible. Their preprogrammed, non-biological natures make them the perfect troops to use against mutants and other contaminated populations. The terror value of Robots when used against unprepared and underarmed troops has not gone unnoticed by the Inquisition. This, combined with their unflagging loyalty, has made them valued additions to the Inquisition's armoury. Cohorts attached to the Inquisition are usually staffed by technician-Inquisitors rather than Legio Adepts. Robots may be pure and incorruptible; men are not.

This was proven during the Horus Heresy, when many Legio Cohorts rebelled under the leadership of Warmaster Horus. The Cohorts had been placed under the Warmaster's command in preparation for a new crusade. When Horus commanded his forces to move against the Emperor, the Legio Cohorts at his disposal were among those to obey. In the subsequent fighting many more of the Adeptus Mechanicus joined Horus and his rebels, but this did not alter the fact that parts of the Legio had been the first to declare for the Warmaster. Following the defeat of the Heresy and the banishment of the Traitor Legions, the dishonoured Legio Cohorts also fled into the Eye of Terror, where they remain to this day.

Since the defeat of Horus the Legio Cybernetica has pledged itself anew to the Imperium. Its members now take binding oaths of loyalty more terrible than any Marine Chapter oaths. Over the millennia they have regained the respect and admiration of the rest of the Adeptus Mechanicus, the Imperial Guard, and the Adeptus Astartes.

Legio maniples require less transport space than standard military units (Robots can be carried in open space without harm), less life support and food (Robots neither eat nor drink) and less battlefield support (Robots usually carry their own heavy weapons). Many Robots use standard armaments, reducing the need for specialised supplies, and can interchange parts with Dreadnoughts. All this makes them extremely popular with practical military commanders.

Some of the older Cybernetica cohorts claim that their Robotic troops date, in part at least, back to the First Crusade of the Imperium and earlier. These claims may have some validity, as Robots are often cannabalised to provide parts for their damaged brethren. Given the lifespans of Imperial technologies when maintained, such claims become reasonable. It is indeed possible that one Robot's leg, or Power Field or cortex has been in almost constant use for more than ten thousand years.

Like a Dreadnought, a Robot is the product of the many advanced technologies which have produced its armoured shell, its artificial muscle and nerve bundles, its cortex, power plant, weapons control systems, equipment interfaces and cortex. The Mechanicus Weapon-shops turn out many Robots to the age-old designs held in the memory banks. Castellan and Crusader pattern Robots, for example, are known to have fought on both sides during the Horus Heresy. The designs have remained virtually unchanged since that time, with perhaps only minor cosmetic variations.

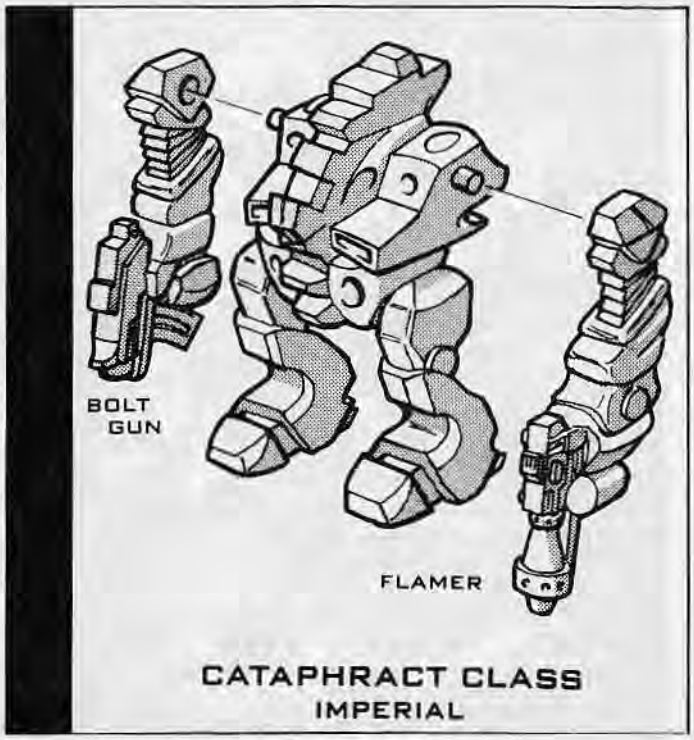
Many Robot components are identical (or nearly so) to Dreadnought parts. This compatibility simplifies many supply and repair problems. Legio cohorts have, for example, been cannabalised out of existence to provide spares for Dreadnought suits! In return Legio Cybernetica adepts have not been averse to dismantling Dreadnought suits - sometimes even killing the pilot in the process - when making battlefield repairs.

What makes a Robot different from an unoccupied Dreadnought suit is its cortex. This is an artificial brain of sorts, which is contructed from artificial proteins and enzymes. This cortex is imprinted with simple maintenance and movement routines - a rudimentary 'mind'. These enable the Robot to obey simple instructions ("Open the Weapon Bay Door, Please... Move Ahead to the Holding Area" etc) when away from the battlefield. These 'firmware' routines (so called because they are 'wired in' software) are often patterned after living creatures, and a Robot may develop a dog-like devotion to its technician-master.

Before a battle the firmware routines are overlaid and replaced by the Robot's combat wetware (ie the software of a protein computer). This new cortex program, which can be changed for every battle, defines, for example, how and when the Robot is to fire its weapons or detonate its self-destruct charges.

Each piece of wetware is held in a small slice of bioplastic, about the same size as a credit card. Many warriors take these from 'dead' robots, believing that them to hold the soul and courage of the robot. When kept in a medicine pouch some of the robot's bravery passes into the warrior; even some Marine Chapters have been known to follow this tradition.

Without its cortex a Robot is as helpless as a bolter without a Marine. It can do nothing other than take whatever punishment is meted out to it. With its cortex fully programmed, however, a Robot can prove itself the equal of many other creatures on the battlefield.



ROBOT CONSTRUCTION

Robots use the same profile for their characteristics as Dreadnought suits. This is as follows:

M	WS	BS	S	T	D	I	A	Sv	HP	E

Key

D	*Damage Points*	The Robot equivalent of *Wounds*.
Sv	*Save*	The Robot's *Armour Saving Throw*. Unlike other characteristics, *Save* is given as a range of numbers, such as 3-6, representing the Robot's *Saving Throw* requirement on a D6 roll.
HP	*Hard Points*	The number of weapon mounts which have been fitted to the Robot.
E	*Equipment*	The space allowed in the Robot's design for its cortex, sensors, self-destruct explosives, shields etc.

In addition to this profile it has a *program*, *equipment systems* and *weapons*. Each of these aspects of Robot design is discussed in detail below.

ROBOT PROFILES

A Robot is constructed in a similar fashion to a Dreadnought. The number of *Build Points* used determines its general size and fighting ability. Each characteristic on the profile costs *Build Points*, and the cost of an ability has to be balanced against the overall allowance for a particular Robot. In addition, certain technologies are beyond the capacity of some races to master: Orks are not capable of building Robots to the same standards as the Imperium, hence the lower maximum *Toughness* (8) of their Robots.

BPs are not expended on *weapons* and *equipment* for a Robot, nor on its *program*. They are, however, used to provide the weapon mounts and equipment storage bays that these systems will eventually occupy.

Using the rules presented here you are free to choose the number of *Build Points* spent on a Robot within limits set out in the following table. It is possible to construct large Robots, but these are beyond the scope of this article.

Manufacturer Race	Limits
Imperial	10-140
Ork	50-120*
Eldar	10-180

* Ork technology is not quite up to coping with the 'fiddly bits' of very small robots...

PROFILE TABLE

The number of **BPs** required for each point of a given characteristic are given on the table below. Cross reference the required characteristic with the desired value to find the number of *build points*. *Movement* is calculated separately, and is based on the power-to-weight ratio of engine size to Robot *Build Point* total.

Robots may be built without some characteristics. A 'sniper' Robot may not need *Strength* or *Weapon Skill* if it is intended that its should never take part in hand-to-hand combat. Such a design strategy makes an overall saving in the cost of a Robot, but on an unpredictable battlefield it has risks all of its own...

		CHARACTERISTIC VALUE																				
Characteristic		**0**	**1**	**2**	**3**	**4**	**5**	**6**	**7**	**8**	**9**	**10**	**11**	**12**	**13**	**14**	**15**	**16**	**17**	**18**	**19**	**20**
Movement	**M**	see *Robot Movement* below																				
Weapon Skill	**WS**	0	1	2	3	5	7	9	12	15	19	24										
Ballistic Skill	**BS**	0	1	2	3	5	7	9	12	15	19	24										
Strength	**S**	0	2	4	6	8	10	12	14	16	18	20										
Toughness	**T**	-	2	4	6	8	10	12	14	16[1]	18	20										
Damage Points	**D**	-	3	6	9	12	15	18	21	24	27	30	33	36	39	42	45	48	51	54	57	60
Initiative	**I**	-	1	2	3	4	6	8	10	13	16	20										
Attacks	**A**	0	3	6	9	12	15	18	21	24	27	30										
Save	**Sv**	see below																				
Hard Points	**HP**	0	2	4	6	8	10	12	14	16	18	20										
Equipment	**E**	-	2	4	6	8	10	12	14	16	18	20										

Characteristic Value							
Characteristic		**nil**	**6**	**5-6**	**4-6**	**3-6**	**2-6**
Save	**Sv**	-	4	8	12	16	20

[1]Maximum *Toughness* of an Ork Robot.

Robot Movement

The *Move* of a Robot depends upon the size of its power plant compared to the total of its *Build Points*, excluding those spent on the power plant. The power plant is assumed to be capable of moving its own weight around. Cross-reference the total **BPs** of the Robot with the *Build Points* spent on its power plant to find its movement allowance.

No more than 75% of a Robot's total **BPs** can be spent on a power plant.

" - " indicates that there is no need to fit a powerplant of this size in a Robot with this number of *Build-Points*. No improvement in performance can be made.

Eldar technology is highly advanced in its integration of power plants and pseudomuscles. Determine the *Move* of an Eldar Walker Robot in the usual fashion, and then increase this number by one. Thus a 180 *Build Point* design with a 5 **BP** Power Plant has **M** 3 if of Imperial make, and **M** 4 if built by the Eldar.

	POWER PLANT BUILD POINTS																	
Total BPs	**3**	**4**	**5**	**6**	**7**	**8**	**9**	**10**	**11**	**12**	**13**	**14**	**15**	**16**	**17**	**18**	**19**	**20**
10-20	6	6	6	6	7	7	7	7	7	8	-	-	-	-	-	-	-	-
21-30	6	6	6	6	6	7	7	7	7	7	8	8	8	8	8	9	-	-
31-40	5	6	6	6	6	6	7	7	7	7	7	8	8	8	8	8	9	-
41-50	5	5	6	6	6	6	6	7	7	7	7	7	8	8	8	8	8	9
51-60	5	5	5	6	6	6	6	6	7	7	7	7	7	8	8	8	8	8
61-70	5	5	5	5	6	6	6	6	6	7	7	7	7	7	8	8	8	8
71-80	5	5	5	5	5	6	6	6	6	6	7	7	7	7	7	8	8	8
81-90	4	5	5	5	5	5	6	6	6	6	6	7	7	7	7	7	8	8
91-100	4	4	5	5	5	5	5	6	6	6	6	6	7	7	7	7	7	8
101-110	4	4	4	5	5	5	5	5	6	6	6	6	6	7	7	7	7	7
111-120	4	4	4	4	5	5	5	5	5	6	6	6	6	6	7	7	7	7
121-130	4	4	4	4	4	5	5	5	5	5	6	6	6	6	6	7	7	7
131-140	3	4	4	4	4	4	5	5	5	5	5	6	6	6	6	6	7	7
141-150	3	3	4	4	4	4	4	5	5	5	5	5	6	6	6	6	6	7
151-160	2	3	3	4	4	4	4	4	5	5	5	5	5	6	6	6	6	6
161-170	2	2	3	3	4	4	4	4	4	5	5	5	5	5	6	6	6	6
171-180	2	2	2	3	3	4	4	4	4	4	5	5	5	5	5	6	6	6

Build Points and Robot Size

Robots which have fewer than 40 **BPs** in total count as *small targets* for all shooting.

Ork technology is unable to produce components small enough to allow a Robot of fewer than 50 *Build Points*. Ork Robots may therefore never benefit from a Small target modifier.

Robots with 75 or fewer *Build Points* are approximately man-sized, and can be equipped with disguise systems that allow them to pass as biological.

Robots with 100-180 *Build Points* are around the same size as a Dreadnought suit. In hand-to-hand combat such Robots have sufficient bulk and/or height to put extra force into their blows. Attacks from Dreadnought-sized Robots have a modifier which is applied to their opponent's *Armour Saving Throw*. The chart below lists these modifiers:

Strength of Robot	Opponent's Saving Throw Modifier
4	-1
5	-2
6	-3
7	-4
8	-5
9	-6
10	-7

ROBOT WEAPONS

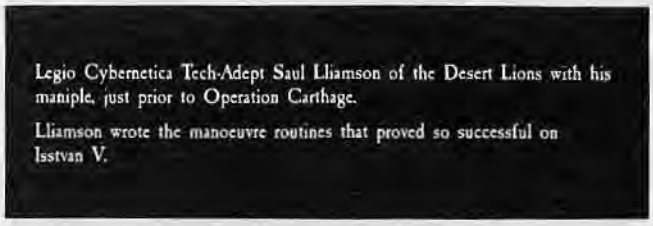
A Robot has internal and external weapon mountings. Humanoid Robots usually have at least one of their weapon mountings as a human-like hand. Hands give great flexibility, as the Robot can be equipped with any standard-issue basic or close combat weapon from a unit armoury.

The number of weapons carried by a Robot is limited by the number of *Hard Points* that have been provided during construction. The type of weapons fitted can be of any sort available to the race manufacturing the Robot.

Like vehicles and Dreadnoughts, Robots need 1 **HP** for each basic or close combat weapon carried, and 2 **HP** for each heavy weapon. These 2 **HPs** for heavy weapons are, however, combined into a single mounting for the weapon. The impressive Siege Hammer carried by Colossus Robots (see below) is treated in all respects as a *Pounder* (see *Warhammer Siege* (p110), and also requires 2 **HP** when fitted to a Robot. Heavy weapons do not reduce the Robot's *Move*.

Very heavy weapons can be fitted to Robots, and occupy 6 *Hard Points* or 10 **HP** for a heavy laser.

Although a Robot can be fitted with any weaponry, the Citadel Imperial Robots are supplied with a predetermined selection of weapons. These have been used to generate the sample robots given later in this article. It is, however, a simple matter to swap arms between Robot models (all the arms and back-mounted weapons are interchangeable) and therefore change the details of a Robot's armament. It is also a straight-forward business to convert Robot models to carry other non-standard weapons.



Legio Cybernetica Tech-Adept Saul Lliamson of the Desert Lions with his maniple, just prior to Operation Carthage.

Lliamson wrote the manoeuvre routines that proved so successful on Isstvan V.

ROBOT EQUIPMENT

Equipment spaces are needed as stowage for all the non-weapons systems of the Robot - everything, in fact, that makes the machine into a Robot rather than a collection of mechanical components.

Some of the systems needed by a Robot are built into its frame. Others must be purchased separately and fitted into prepared stowage bays. The table below summarises the *Equipment* spaces occupied by various systems and their Points Values.

System	*Equipment* Points used	Points Value
Standard Systems		
Communicator	-	-
Sensor Package	-	-
Suspensors	-	-
Demolition Charge	-	-
Optional Systems		
Cortex	1	5
Power Field	2	10
Robot Power Field Synchroniser	1	10
Organic Camouflage	1	25
Bombot Rack	1	2 (plus grenade)

Standard Systems

Communicators
are standard to all makes of Robot, allowing it to exchange data with its commander and other friendly troops. A Robot can be slaved to another Robot's program as long as it possesses a Communicator.

Communicators perform one other vital function. Providing a Robot's communicator is working correctly it will never select the same target as another Robot. Constant data interchange prevents such a waste of firepower resources.

Sensor Packages
give a Robot the equivalent of auto-senses. The Robot has a 180° field of view to its front (the same as its fire arc). It cannot be affected by blinding weapons, although the sensors and their inherent interpreter and discriminator systems remain the most vulnerable part of the Robot.

Suspensors
are fitted to all the weapons carried by the Robot, thus offsetting any movement penalty.

Demolition Charges
are fitted to all Imperial Robots. Should the Robot seriously malfunction its controller can use the demo charge as the 'ultimate sanction' to stop the Robot running amuck. The tech-adept in charge of the Robot can arm the demo-charges of the Robot at the start of any turn by communicator command. When this happens roll a D6; on a result of 6 the signal has been jammed or went unheeded. The signal may be repeated on subsequent turns.

During the subsequent *Robot Phase* the Robot takes D10 *special damage* results and D10 points of damage as its demolitions charges explode. This is usually enough to incapacitate any Robot. Some Robot programs allow a Robot to explode its own demolition charge.

If the Robot's communicator is destroyed its Demolition charges cannot be armed by its controlling technician.

Optional Systems

The **Cortex** is the most important system carried, the artificial brain/computer of the Robot which holds its program. The logical size and complexity of the Robot's program has no effect on the physical size of the Robot's cortex. An E1 cortex can hold a program of any required size. A cortex need not be fitted in a Robot (see *Slave and Master Systems*, below), but its presence increases the Robot's tactical utility.

Power Fields and **Robot Power Field Synchronisers** are usually fitted as a pair of systems. A Power Field has a radius of 1", but can be enlarged by 1" for each extra 10 points. There is no need to increase the *Equipment* space required.

The Synchroniser allows the Robot to fire its weapons while its Power Field is on. However, on a turn when the Robot fired there is a small chance that a shot directed against it will penetrate its Field. For each shot roll a D6. If the result is a 5 or 6 the enemy shot has bypassed the Power Field while it was down for the Robot's fire. The Field is not destroyed by such enemy fire, simply ignored.

When the Robot is in hand-to-hand combat its Power Field is dropped automatically, then switched back on when the Robot leaves combat. While in hand-to-hand combat the Robot's Power Field is ignored.

Organic Camouflage systems give a Robot a clone-skin of human flesh, allowing it pass for human. Such a system is particualrly useful for assassination or battlefield 'stay behind' Bombots, which can appear human until the moment comes to detonate... Organic Camouflage can only be fitted to Robots with 75 or fewer *Build Points*, and a human model should be used to represent the model on the tabletop.

Bombot racks provide cushioning and protection for explosives in an internal stowage bay. Bombot racks are, for example, unaffected by 'Weapon damaged/destroyed' *special damage* results. One grenade's worth of explosive (or whatever) can be carried in each bay. A Robot with mulitple Bombot racks should be treated as the equivalent of a 'x *N* Support Missile' (see **WH40K** p98). Different grenade types can be carried by a single Robot, although their areas of effect are overlapped rather than being cumulative. The points cost of each grenade carried must be paid in full in addition to the **PV** of the Bombot rack.

POINTS VALUES

A Robot's Points Value is based on its *Build Points*, equipment, cortex program and weapons.

The number of **BPs** spent on the Robot is divided by two, and the result is rounded up to give the Robot's basic **PV**. The full value of all equipment and weapons carried by the Robot must be paid. Each instruction (counter) in the Robot's program has a Points Value of 3. Link counters (*Go to/Come From* counters) are paid for separately even though they represent one instruction - there are still two counters.

Robot Points Value = (Build Points/2) + Equipment Value + Weapons Value + (3 x Number of Program Instructions)

Slugwart ordered his lackeys to let rip. Fire lept from hidden Ork Slugwart laughed and jumped down from his cover. As the smoke cleared, they saw that one figure was still standing but not moving. It had lost it's weapon. As Slugwart approached, he heard whirrs and clicks. The figure turned its head. The flesh on its face was ripped away to reveal metal. Where there should have been fleshy eyes, there were red lights. There was another whirr as the figure smiled at the bemused Ork with what was left of its mouth. Slugwart raised his plasma gun. The Bombot said , 'you - are - green,' and fulfilled its programming.

ROBOT PROGRAMS

In many situations a Robot may be less effective than a living creature, even though its reflexes are just as fast, its aim is just as true, and it is often stronger, tougher and harder to 'kill' than a person. It is, however, limited by its program, which is literal-minded to an inhuman degree. Whatever the situation, a Robot follows its program, even when this is not the 'correct' thing to do. Where a human can easily cope with an unexpected development, a Robot may not have the flexibility to manage on a rapidly changing battlefield.

This is what the Robot Program rules presented in this section demonstrate. The limitations imposed by a Robot's programming are also one of the reasons for its relatively low Points Value.

Finally, the word is 'program' and not 'programme'; the latter is a Frenchified affectation. End of Designer's Notes.

A Robot's actions are controlled by its *program*. Without a program a Robot is a heap of junk, not a fighting machine. It's *profile* only determines how well it can carry out those actions. The program defines how it behaves on the battlefield; the Robot's 'intelligence', if you wish. The bigger the program, the more chance that the Robot will carry out the best possible combination of actions in a single turn.

PROGRAM INSTRUCTIONS

Each Robot has its own program which consists of a number of instructions which the Robot follows in order during each *Robot Phase*. The order in which a program's instructions are followed is shown in a type of flowchart or circuit diagram. We've included a set of sample programs that can be used with a variety of Robots.

During each *Robot Phase* each Robot is activated in turn. You should follow the instructions in each Robot's program as literally as possible and not be tempted to treat the Robot as just another model. While a Robot is active it can move and fight only in accordance with its program, even if this means that it acts in a 'stupid' fashion.

Each of the instructions in a Robot program is a simple statement. Each instruction can do one of three things:

Tell the Robot to do something (eg *Fire Weapons at Target* or *Move towards Target*). This a *task*.

Ask a 'yes/no' question about the Robot's surrounding, position or whatever (eg *Target in Weapon Range?* or *In hand-to-hand combat?*). This is a *decision*.

Jump through the Robot's program to another point, so that the 'next' task or decision is not used. This is a *link* (computer programmers may like to think of these as the equivalent of GOSUB or GOTO statements).

Each turn the Robot's program begins at the *START* instruction. Each instruction has arrows which point to the following task or decision. These arrows can be seen as entrances and exits to program instructions.

In general, the arrows mean that a Robot's instructions are usually followed in a left-to-right, top-to-bottom order. When following instructions and arrows the following rules should be remembered:

1 Other models have their actions split across several phases in a single game turn. Robots, however, can execute their actions in almost any order. As a result, there are limits to the number and type of actions that they can perform. In a single *Robot Phase*, a Robot may only do the following:

Move and *move*; or
Move and *fight* (or *fight* and *move*).

However, it is quite possible for a Robot program to include instructions that tell the Robot to move three or four times. The Robot, however, only carries out the first instructions it meets in its program. A third *move* or a second *fighting* task is simple treated as 'no instruction' and ignored.

Charging is both a *move* and *fight* action, so it may be all that a Robot can execute. If the Robot has already moved it cannot charge (as this would be *move* + *move* + *fight*, an illegal combination).

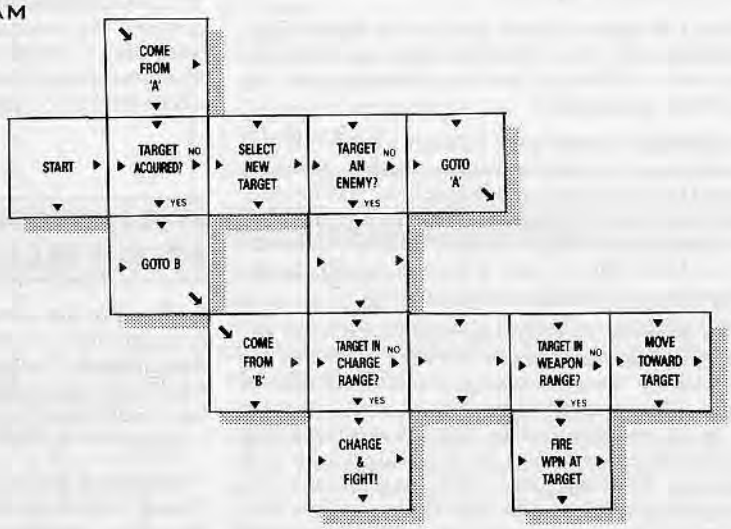
2 You must be as literal as possible when answering the questions on *decision* instructions. If, by any chance, the question is irrelevant to the Robot the answer is always assumed to be 'no', and the no arrow points to the next instruction in the program.

3 You must leave a *task* by the arrow opposite the one where you came in. In effect you cannot 'turn a corner' when following a *task* instruction. Once you start moving left-to-right or top-to-bottom through a sequence of *tasks* you may only change direction when you come to a decision.

An arrow can point to an empty space in the program diagram. If a right or down arrow points to a space (an 'instruction' that does not exist) the Robot finishes its actions for that *Robot Phase*. The program has temporarily run its course. At the start of the next *Robot Phase*, however, the Robot may *START* its program all over again.

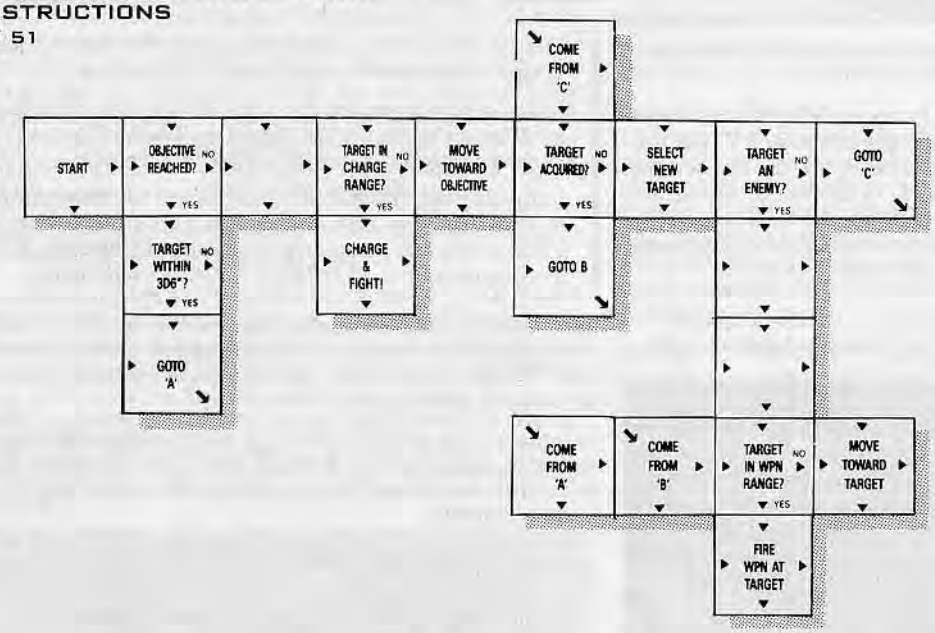
SAMPLE PROGRAM 1:

GENERAL BATTLE ROBOT PROGRAM
12 INSTRUCTIONS
= PV 36



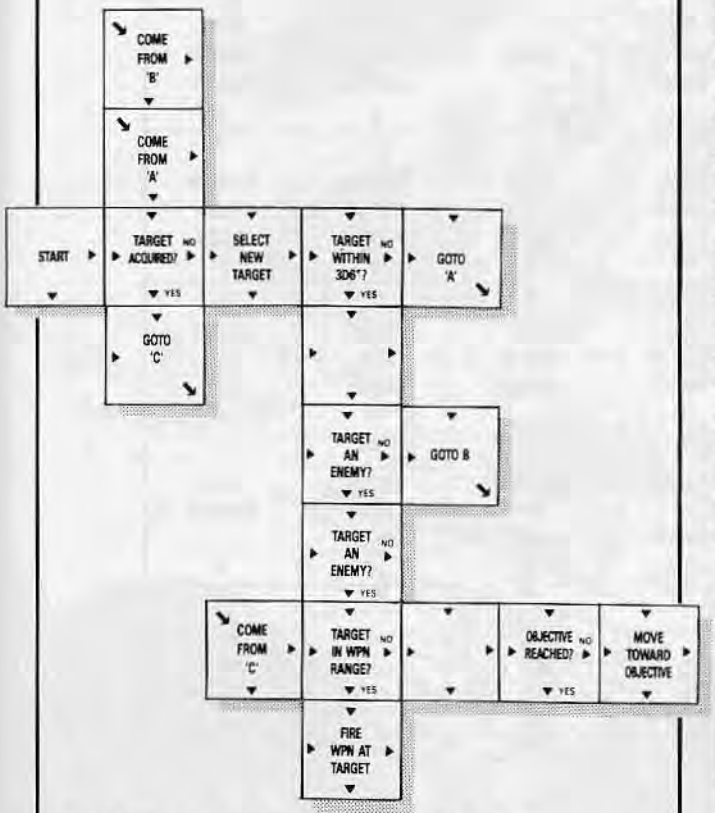
SAMPLE PROGRAM 2:

"TAKE AND HOLD" PROGRAM/DEFENSIVE PROGRAM
THIS PROGRAM REQUIRES THAT THE ROBOT BE GIVEN AN OBJECTIVE (LOCATION) TO MOVE TO AND THEN DEFEND.
17 INSTRUCTIONS
= PV 51



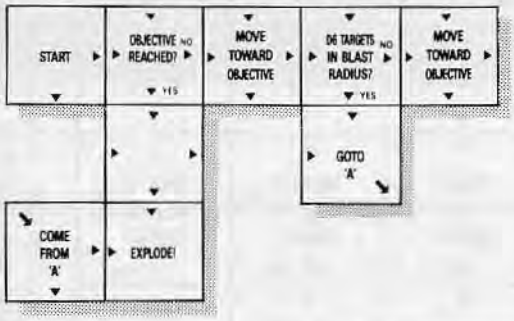
PROGRAM 3:

DEFENSIVE PROGRAM WITH TARGET CHOICE
15 INSTRUCTIONS
= PV 45



PROGRAM 4: BOMBOT!

7 INSTRUCTIONS = PV 21



Links

Link instructions come in two parts. A *GOTO* instruction (eg *GOTO A*) means you should look for the relevant *COME FROM* (eg *COME FROM A*) and follow the program from there. A *COME FROM* instruction which is read without reading its companion *GOTO* immediately beforehand has no effect.

Rather than simply following a right-hand or downward arrow towards the next instruction, a *GOTO* points to a *COME FROM*. The program is then followed from the new location. A *COME FROM* can be placed at any point in a Robot's program, even to the left of and above the relevant *GOTO*, thus creating loops and/or jumping across parts of the program.

Some of the sample programs show the effects of *link* instructions. These can be used as guides when creating other programs.

Optional Rule: No Robot may have more than three links (*GOTOs* and *COME FROMs*) in its porgram.

A Word of Explanation

The limited space available on the diagrams and counters means that some word of explanation is required.

Target Acquired? - Can the Robot see its target, or is the target hidden or destroyed?

Target within 2D6" (of objective)? - Is the target within a randomly determined distance? The number of dice to be thrown can be altered to increase or decrease the aggression of the Robot.

D6 Targets within Blast Radius - are that many targets (not necessarily enemies) within the area of effect of an explosion? Again, the number of dice can be changed.

Move Towards... - all move commands include any turns necessary to point the Robot in the right direction. With turns caused by a Robot collision avoidance system, this may mean a reduction in the Robot's *Move* on any one turn.

Fire Weapons at Target - Weapons without the necessary range do not fire. Only Weapons that are in range are used.

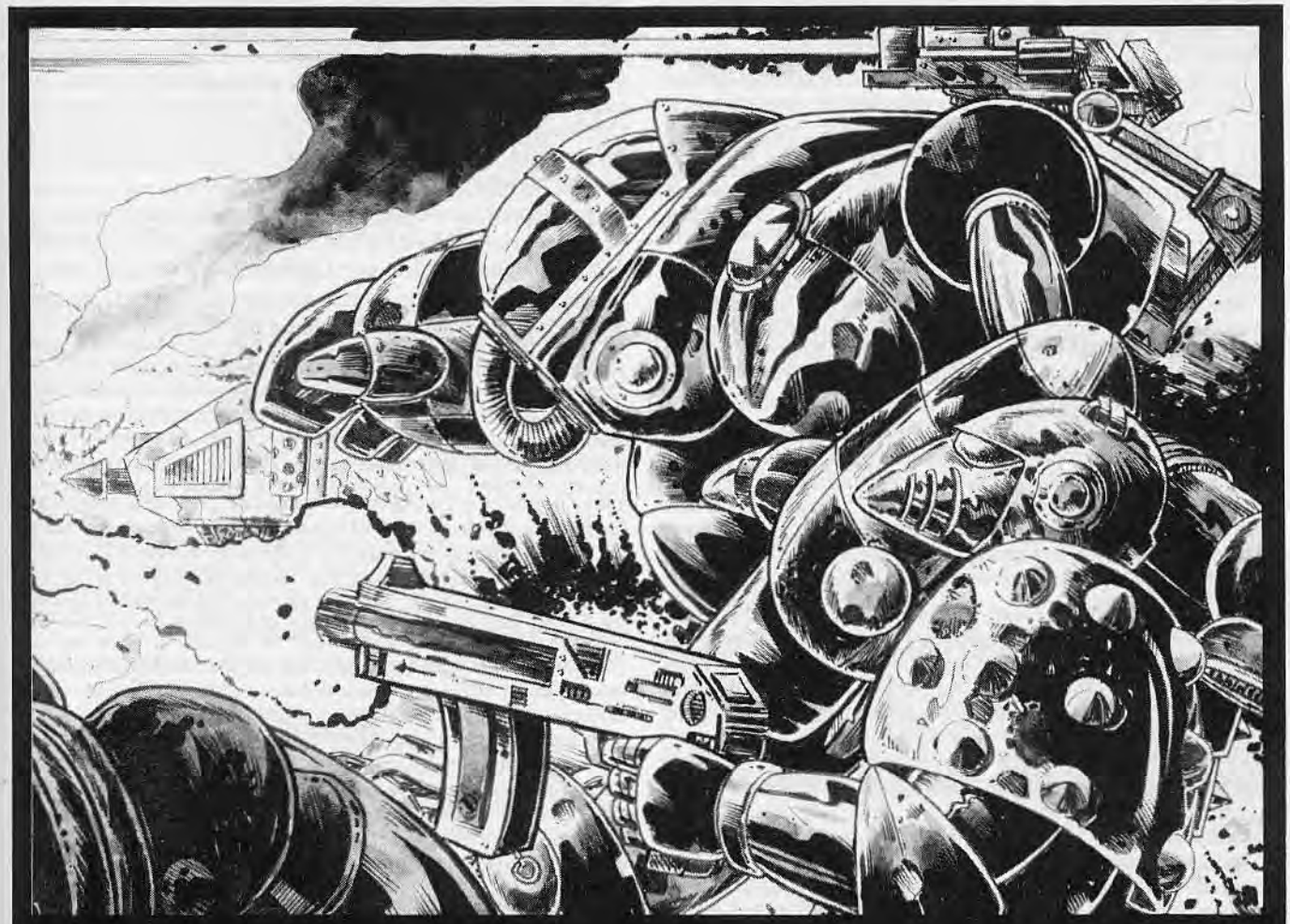
Select New Target - place the Robot's target marker next to the nearest model in its line of sight, regardless of that model's allegiance. If the Robot must perform *Select New Target* again the next nearest model is chosen and so on... This can happen several times during a Robot's activities if the *Select New Target* instruction is part of a loop.

Any *tasks* and *decisions* that you invent should be similarly clear and simple.

The cortex: structured globs of bioplastic, products of lost technology. Some members of the Adeptus Mechanicus, operating in liason with Administratum officials, spend their entire service careers working through the Oephyrius library-system on information retrieval assignments.

GOTO B	GOTO 'C'	COME FROM 'C'	COME FROM 'B'	SELECT NEW TARGET	RETREAT!	BOT 1 TARGET	BOT 2 TARGET
BOT 3 TARGET	BOT 4 TARGET	MOVE TOWARD COVER	MOVE TOWARD TARGET	FIRE WPN AT TARGET	START	MOVE TOWARD OBJECTIVE	MOVE TOWARD TARGET
START	EXPLODE!	FIRE WPN AT TARGET	FIRE WPN AT TARGET	COME FROM 'A'	FIRE WPN AT TARGET	WITHDRAW FROM MELEE	WITHDRAW FROM MELEE
WITHDRAW FROM MELEE	MOVE INTO COVER	STAND & FIGHT	STAND & FIGHT	FIRE WPN AT TARGET	FIRE WPN AT TARGET	SELECT NEW TARGET	STAND & FIGHT
CHARGE & FIGHT!	CHARGE & FIGHT!	CHARGE & FIGHT!	GOTO 'A'	CHARGE & FIGHT!	SELECT NEW TARGET	SELECT NEW TARGET	SELF DESTRUCT!
WITHDRAW FROM HTH COMBAT	MOVE TOWARD OBJECTIVE						
TARGET IN CHARGE RANGE? NO / YES	TARGET IN CHARGE RANGE? NO / YES	TARGET AN ENEMY? NO / YES	TARGET IN CHARGE RANGE? NO / YES	TARGET AN ENEMY? NO / YES	TARGET AN ENEMY? NO / YES	TARGET IN WEAPON RANGE? NO / YES	TARGET IN WEAPON RANGE? NO / YES
TARGET IN WEAPON RANGE? NO / YES	TARGET IN SHORT RANGE? NO / YES	TARGET IN COVER NO / YES	COVER IN MOVE DISTANCE? NO / YES	TARGET IN COVER? NO / YES	TARGET IN COVER? NO / YES	OBJECTIVE REACHED? NO / YES	OBJECTIVE REACHED? NO / YES
OBJECTIVE REACHED? NO / YES	IN MELEE COMBAT? NO / YES	IN MELEE COMBAT? NO / YES	ROBOT DAMAGED 50%? NO / YES	ROBOT CRIPPLED (NO MOVE) NO / YES	TARGET IN BLAST RADIUS? NO / YES	OBJECTIVE IN BLAST RADIUS? NO / YES	ROBOT DAMAGED 75% NO / YES
TARGET AN ENEMY? NO / YES	TARGET HAS HVY WEAPON? NO / YES	ROBOT IN COVER? NO / YES	ROBOT IN HTH COMBAT? NO / YES	D6 TARGETS IN BLAST RADIUS? NO / YES	TARGET WITHIN 3D6"? NO / YES	TARGET ACQUIRED? NO / YES	ROBOT IN 3D6" OF OBJECTIVE? NO / YES
TARGET IN CHARGE RANGE? NO / YES	ROBOT 50% DAMAGED? NO / YES	TARGET A ROBOT? NO / YES	TARGET IN WPN RANGE? NO / YES	TARGET A MUTANT? NO / YES	RANDOMISER 1-3 / 4-6	RANDOMISER 1-3 / 4-6	RANDOMISER 1-3 / 4-6

PHOTOCOPY BOTH SIDES OF THIS PAGE AND GLUE THE COPIES BACK TO BACK ON A PIECE OF CARD (MAKE SURE BOTH SIDES ARE THE SAME WAY UP), THEN CUT OUT THE COUNTERS.



Desert Lions echelon left point defense maniple mops up in the closing stages of Operation Carthage. After eliminating the perimeter forts, the Robot cohort provided extra support for the advancing Rhinos. Subsequent resistance to Imperial forces was minimal.

1-3 MALFUNCTION! 4-6	1-3 MALFUNCTION! 4-6	1-3 MALFUNCTION! 4-6	1-3 MALFUNCTION! 4-6	1-3 MALFUNCTION! 4-6	1-3 MALFUNCTION! 4-6	1-3 MALFUNCTION! 4-6	1-3 MALFUNCTION! 4-6
1-3 MALFUNCTION! 4-6	1-3 MALFUNCTION! 4-6	1-3 MALFUNCTION! 4-6	1-3 MALFUNCTION! 4-6	1-3 MALFUNCTION! 4-6	1-3 MALFUNCTION! 4-6	1-3 MALFUNCTION! 4-6	1-3 MALFUNCTION! 4-6
1-3 MALFUNCTION! 4-6	1-3 MALFUNCTION! 4-6	1-3 MALFUNCTION! 4-6	1-3 MALFUNCTION! 4-6	1-3 MALFUNCTION! 4-6	1-3 MALFUNCTION! 4-6	1-3 MALFUNCTION! 4-6	1-3 MALFUNCTION! 4-6
1-3 MALFUNCTION! 4-6	1-3 MALFUNCTION! 4-6	1-3 MALFUNCTION! 4-6	1-3 MALFUNCTION! 4-6	1-3 MALFUNCTION! 4-6	1-3 MALFUNCTION! 4-6	1-3 MALFUNCTION! 4-6	1-3 MALFUNCTION! 4-6
1 RANDOMISER MALFUNCTION! 6 2-5 END HERE	1 RANDOMISER MALFUNCTION! 6 2-5 END HERE	1 RANDOMISER MALFUNCTION 6 2-5 END HERE	1-3 MALFUNCTION! 4-6	1-3 MALFUNCTION! 4-6	1-3 MALFUNCTION! 4-6	1-3 MALFUNCTION! 4-6	1-3 MALFUNCTION! 4-6

GENERAL ORDERS AND OBJECTIVES

A Robot program includes all the actions that it can perform. Overall, the sum of these actions are the Robot's general orders for a battle. For example, a defensive program has a different set of instructions in it to a Bombot program. As a result the Robots given these programs behave in very different fashions, even if they are physically identical.

Some programs need an objective. This is usually a location that the Robot is programmed to reach or defend. Some Robot programs include an 'Objective Reached?' *decision*. For example, once a defence Robot has destroyed an intruding model its may be necessary for it to return to a particular guard post. Bombots obviously explode when they reach their objective. 'Objective Reached?' *decisions* require an objective to be noted, and vice versa.

The objective location given to a Robot should be noted down before play begins. Optionally, and with the agreement of both players, Robots may be given other models as objectives. A Robot with a model objective will tend to chase its target across the battlefield. For example, a Bombot could be given *Enemy Command Bunker* as a location or *Enemy Missile Launcher* as a model objective. Both would be legal objectives.

It may also be convenient to give other types of general purpose Robots location objectives. For example, you may not wish a Robot to advance to far into enemy territory but to only reach and hold a certain hill, building or whatever. By using an 'Objective Reached?' *decision*, a Robot's advance can be checked and its behaviour changed.

SLAVE AND MASTER SYSTEMS

A Robot need not have a cortex and a program to operate. It can act as the slave of a master Robot, receiving orders by communicator. Only the master Robot is fitted with a cortex and program; the slaves are merely bodies fitted with standard communicators. *Special damage* that would normally affect the cortex or program of a slave Robot is re-rolled.

Each slave Robot follows the instructions in the Master's program in turn. Effectively each slave has its own program and cortex as the actions of one slave have no effect on any others. Both the master and the slave Robots must be on the tabletop and within 48" of each other.

Each time a slave Robot is activated during a *Robot Phase* roll a D6. On a result of 6 or more its communicator signals are jammed or ignored, and the slave Robot cannot perform any actions. It is simply frozen in place. On any other result the Robot follows the program held by its master in the usual fashion.

If the master Robot's program or cortex is damaged all its slaves are affected equally. Communicator damage to a slave Robot means that it can no longer receive or transmit data. It immediately grinds to a halt. Damage to a master's communicator brings *all* its slave Robots to a halt. Damage to the master's other systems has no effects on its slaves.

Any number of slaves can be controlled by a single master Robot, although the usual ratio is one master to three slaves. When a larger ratio is used damage to a master's program can halt too many Robots at a single stroke.

The benefits of using master-slave systems can be great - the overall points value of four Robots is reduced by the cost of three (identical) programs. This cost reduction must, of course, be balanced against the risks of a communications breakdown.

PROGRAMS AND SPECIAL DAMAGE

Some *special damage* results can cause programs to malfunction. When this happens a note should be made of the decisions which have been affected or, if you are using the program counters, the relevant decision counter should be flipped over.

Rather than being a 'yes/no' action, a malfunctioning decision becomes random. Roll a D6 whenever the decision is made. A 1, 2 or 3 is treated as a 'no', while a 4, 5 or 6 is a 'yes'.

BUILDING YOUR OWN PROGRAMS

As well as the sample Robot programs given below we've included a set of instruction counters. Each of these is printed with one of the *tasks* and *decisions* used in Robot programs.

These instruction counters can be used to create new programs for Robots. They can be laid out in a variety of patterns, each creating a different program for a Robot to follow. We've also included a few blank counters as 'spaces' so that the program can be laid out clearly. You can also use the blanks to invent new tasks and decisions for your own Robots.

You may find it useful to copy one of the sample programs into counter form and then replace some of its *tasks* and *decisions*. This is a good way of learning the limitations of a Robot's programming. For example, replacing a *Target an Enemy* decision with *Target a Mutant* produces the definitive mutant-hunter robot. Once the basic principles are understood quite complex programs can be constructed, almost giving the Robot the flexibility of a living being. The points cost of this may, however, be prohibitive...

Ork Raider 'Snitch' Plastifang makes the first intelligent decision of his life.

ROBOTS IN GAMES

The rules given in this article completely replace the *Robots* sections of **Warhammer 40,000** (p42 and p116).

A Robot has the same profile as a Dreadnought suit and is constructed in a similar fashion. Like a Dreadnought, it can be armed with same weapons as ordinary troops, or be equipped for special operations. A Bombot, for example is a Robot equipped with a large explosive charge that is detonated when it reaches a specified target.

However, unlike a Dreadnought, a Robot does not have a pilot. Instead its actions are controlled by a *program*. This is created using a number of decisions and tasks, which tell the Robot how and when it is to move, fire its guns, charge the enemy or even detonate its self-destruct systems. The program is followed as literally as possible - if the Robot's program does not allow it to fire on a certain turn it cannot do so, even if half the enemy force is advancing towards it! Conversely, however, a Robot is incapable of fear because its program does not allow it. Programs are discussed in the *Robot Programs* section.

Robot programs may cause Robots to move and fight in an odd order (eg shooting first and then moving). During the excitement of a game it may also be difficult to keep track of exactly what a Robot is supposed to be doing. As a result, all Robots move and shoot during their side's *Robot Phase*, rather than having their actions spread throughout the whole turn.

THE ROBOT PHASE

Turns in **Warhammer 40,000** are divided into phases dedicated to different types of action: movement, shooting, hand-to-hand combat and the like. Over the course of a complete turn a single model can perform all these different tasks. The phase distinction is made for ease of play only. All the actions are assumed to happen more or less simultaneously.

Robots, however, carry out all their actions in a single part of the turn, the *Robot Phase*. This is sandwiched between the *Movement* and *Shooting* phases of the standard game turn. The new sequence of play is as follows:

1. Movement Phase
2. Robot Phase *New*
3. Shooting Phase
4. Hand-to-hand Combat Phase
5. Reserves Phase
6. Psionics Phase
7. Rallying Phase

During a *Robot Phase* each of a player's Robots becomes active, and carries out any movement, combat and the like. Only one Robot may be active at any one time, but the order in which Robots are active is unimportant. During all the other phases of the turn (including the opposition's *Robot Phase*), a Robot may do nothing.

The only exception to this general rule concerns Robots in hand-to-hand combat. See the rules given under *Hand-to-hand Combat* for further details.

While it is active a Robot follows the instructions in its program until it has performed all the tasks it can. At this point the next Robot on the same side is activated and so on...

Non-Robot models are never moved during the *Robot Phase*, although non-Robot models in *hand-to-hand combat* may defend themselves. Non-robots may *break off* during the *Robot Phase* in the normal fashion, but they are not moved away until the *Hand-to-hand* phase of the turn.

TARGETS

In **Warhammer 40,000** 'target' usually refers to the person on the receiving end of a bolt gun or similar. However, *target* has an additional meaning when applied to Robots.

Each Robot can have one *target*. This is the model that it is currently tracking or is 'in its gunsights', and the one which will be on the receiving end of any attacks. This *target* model need not be an enemy, a fact which can make Robots extremely dangerous allies as well as enemies!

The concept of a Robot's *target* applies to the decisions in its *program* (see *Robot Programs*, below). There are decisions such as *Target in Weapon Range? (Yes/No)* and *Target in Charge Range* in many Robot programs. These decisions can have important effects on the Robot's behaviour.

It is therefore important to keep track of a Robot's target at all times. The model that the Robot currently regards as its target (friend or foe) should be marked with a counter. Unlike objectives, targets can change during the battle, often each time the robot is active.

When the target is killed or hidden from the Robot's view the target marker should be removed from the tabletop, an indication that the Robot does not currently have a target.

ROBOT SHOOTING

Robots have a 180° arc of fire to the front. This is also the area covered by the Robot's sensor system.

Robots may carry and fire heavy weapons without penalty. They are, however, subject to the normal restrictions on slow weapons.

Unlike Dreadnoughts, Robots must fire all their weapons at one target. If a particular weapon lacks the range to hit a target it is not fired - the Robot's minor control systems inhibit the fire to conserve ammunition.

Robots count as tall machines and can see over most low cover, giving them line-of-sight in most cases. Although a Robot can see over low cover, troops can still claim a -1 'to hit' modifier. Use of a GM makes settling LoS disputes much simpler!

Robots with following fire weapons may repeatedly fire on different targets (or at the same one) in the usual fashion. This continues for as long as the Robot continues to damage its targets.

COLLISIONS

Robots occasionally run into things while moving. Though they're sophisticated machines, their single-minded pursuit of a goal often leads them to ignore more immediate dangers.

All Robots are fitted with an Automatic Collision Avoidance system as part of their sensor package. When a Robot moves in such a way that it is within 1" of colliding with another object the package takes over and alters the Robot's course to avoid the obstacle/person/other Robot or whatever.

There is a small chance that the Collision Avoidance sensors will malfunction and cause a collision. Roll a D6 whenever the Robot is about to collide with an object. On a roll of 6 the Avoidance system fails and a collision takes place.

If the system works alter the Robot's heading by 90° (1-3 to the left, 4-6 to the right) and move it forwards until the obstacle no longer blocks its original path. Then re-orientate the Robot onto its original course and continue its move. These turns will inevitably reduce the Robot's *Movement* in the current *Robot Phase*.

Should a Robot's sensors be damaged or corrupted in any way as a result of *special damage* roll a D6. The Collision Avoidance system shuts down on a 6. Collisions will occur automatically once the Avoidance system is gone.

Damage and Collisions

The damage caused in a collision depends upon the relative motions of the objects involved.

If the *colliding objects were moving in opposite directions* (ie both were hit in the front facing arc) add their *Moves* together to form a *damage total*.

If the *colliding objects were moving in different directions* (or only one was moving) the *Move* of the moving object becomes the *damage total*.

If the *colliding objects were moving in the same direction* (ie a shunt) the difference in *Moves* is the *damage total*.

Add 2D6 to this *damage total* if the moving object is a large object (Robots with more than 100 *Build Points* count as large objects). Add the *Strength* of the moving object to the *damage total*.

For each object involved in the collision subtract the object's *Toughness* from the *damage total*. The result is the number of points of damage caused to the object by the collision.

Example - a Robot (**M**6, **S**7, **T**5) is in a head-on collision during the Robot Phase with an Ork Dreadnought (**M** 6, **S**6, **T**7). Their combined moves are 6+6=12. Add 2D6 (result 7) giving 19 and the Robot's **S** of 6 for a grand total 25. The Dreadnought takes 25- **T**7 = 18 points of damage, while the Robot takes 25 - **T**5 = 20 points of damage! Head-on rams can be deadly!

HAND-TO-HAND COMBAT

Robots with *Weapon Skill* have a set of inherent programs built into their artificial nervous systems. These programs allow the Robot to defend itself in hand-to-hand combat even if the Robot's program doesn't have elements which specifically relate to melee combat. A Robot without the proper programming (*Charge at Target!* or *Stand and Fight* tasks) may not initiate hand-to-hand combat, but may make return attacks.

A Robot without *Weapons Skill* is unable to defend itself if attacked in hand-to-hand combat. It simply ignores a hand-to-hand opponent or, if the opponent is also the Robot's target, attempts to shoot him. It is not capable of making hand-to-hand attacks.

The first attack made by a Robot is always a *stomp*. Subsequent attacks are treated as *claws* unless the Robot is equipped with some form of close combat weaponry. It may only make one attack with each weapon, extra attacks are again *stomps*.

A Robot with the relevant programming (*Charge at Target!* or *Stand and Fight* tasks) executes hand-to-hand combat during the *Robot Phase*. It does not fight again in its own side's *hand-to-hand* phase. However, it may attack again during its opponent's *Hand-to-hand* phase.

If a Robot's opponent *breaks off* during the Robot Phase the model is not moved away until the end of the *Hand-to-hand phase*. The 'natural' sequence of play is thus restored. Any program instruction which calls for the Robot to move away from hand-to-hand combat is the equivalent of breaking off. A Robot may *break off* and move in any direction, as indicated by its programmed instructions. Its opponent is entitled to a free blow as it moves away.

Though primarily used as an assault weapon, the siege hammer continues to prove useful in close combat situations where troops gain the benefit of heavy weaponry without being encumbered.

SPECIAL DAMAGE AND ROBOTS

When a Robot is hit, the usual procedure for all attacks is followed. However, the Robot may also take *special damage* from short-circuits, electrical fires and general systems degradation (as opposed to structural or armour damage, which is reflected in lost *Damage* points).

Whenever a Robot takes damage as a result of a hit roll a D6. Add +1 to the die roll per point of damage that was caused. If the result was 7 or above the attack has caused *special damage* to the Robot.

When this happens roll a D100 and consult the *Special Damage Table* below. Robots are highly integrated machines and, unlike Dreadnoughts, there is no need to determine a *special damage* location. Once the result of the *special damage* has been determined make a note of its presence and effect on the Robot.

'Killing' Robots

When a Robot is reduced to zero damage it is not automatically destroyed. The only way to destroy or incapacitate a Robot is as a result of *special damage*. However, once a Robot has been reduced to zero damage all subsequent damage is treated as *special damage*. There is no need to roll to see if such damage is inflicted.

SPECIAL DAMAGE TABLE

When a Robot suffers *special damage* roll a D100 and consult the following table. Results which apply to systems that the Robot does not possess should be re-rolled.

D100 SPECIAL DAMAGE CAUSED

01-02 Ammunition Feed/Power Blockage
The ammunition or power feed to one randomly determined weapon is blocked. The weapon fires once more and then becomes useless.

03-04 Ammunition Feed/Power Jam
The ammunition or power feed to one randomly determined weapon is jammed. Whenever the weapon is used in future roll a D6. On a result of 6 it explodes, causing D4 *special damage* hits.

05-06 Balance Systems Damaged
The Robot's stabiliser gyros have been tumbled. Each time the Robot moves roll a D6. On a result of 6 it suffers the effects of a *Falls Over special damage* result.

07-08 Central Ammunition/Power Feed Hit
The Robot's central ammunition system has been hit and destroyed. It explodes causing D4 *special damage* results to the Robot. In addition the Robot's weapons will no longer fire.

09 Communicator Destroyed
The Robot can no longer exchange data with other Robots or its controller. It may no longer ignore a potential target because another Robot has chosen it. Furthermore, its demolition charge can no longer be armed (and therefore used) by an external controller.

10-11 Confused!
The Robot turns through 180° and executes its program once more, outside the normal sequence of play. The closest figure to the Robot, once it has been turned round, is treated as the Robot's target (if it had one when damaged).

12-13 Control Stack Damage
After executing each element of the Robot's program roll a D6. On a result of 6 the Robot finishes its program immediately, even if there is another program element to be executed.

14-15 Cortex Leak
The Robot's cortex has been damaged and has sprung a leak. Bio-plastic fluid is leaking into the Robot's main casing. At the start of each turn roll a D6. If the result is 6 or more the Robot grinds to a halt, 'killed' by cortex fluid loss. Add 1 to the die roll each turn.

16-17 Cortex Ruptured
The Robot's cortex is destroyed and the machine immediately freezes as all its systems lock in place. The Robot is 'dead', but it should be left on the table as an obstacle if it has more than 100 *Build Points*.

18-19 Crippled!
The Robot's legs and motive systems are almost totally blown away. Reduce *Movement* by D4 + 1. The Robot may only move in a straight line, but is convinced that turns required by its program have been successfully executed.

20-21 Critical Program Malfunction
All the decisions in the Robot's program malfunction and become random rather than 'Yes/No'. In future roll a D6; a roll of 1-3 is a 'No'; a 4-6 result is a 'Yes'.

22-23 Demo Charge/Bombot Armed
The arming circuits for the Robot's self-destruct system, demo charge or Bombot systems have been armed. At the start of each subsequent *Robot Phase* roll a D6. On a roll of 6 the Robot explodes with the appropriate effects, depending on the systems that it has fitted.

24-25 Demo Charge/Bombot Circuits Hit
The arming system of the Robot has taken a direct hit, and the Robot explodes on the spot with the appropriate blast radius for any demolition, self-destruct or Bombot systems carried.

26-27 Enforced Shut-down
The Robot's cut-outs operate and the machine grinds to an immediate halt. The Robot falls over, and may be used as hard cover if it has over 100 **BPs**.

28-29 Explosion!
The Robot's cooling system fails completely and the heat build-up reaches a critical point. At the start of each subsequent *Robot Phase* roll a D6. On a result of 6 the Robot's power plant explodes. This destroys the Robot and has an effect radius of 2". Anything within that area takes an automatic *Strength* 8 hit which causes D3 *Wounds/Damage*. A crater marker 2" in diameter should be placed on the battlefield, replacing any other terrain that is present. Add 1 to the explosion die roll for each turn the Robot survives after receiving this result.

30-31 Falls Over
The Robot's balance systems have been destroyed, and the Robot stumbles and falls over as a result. Roll a D6 and consult the following table:

D6	Result
1	Front The Robot falls on its front, and suffers *Sensors Fogged special damage* as well.
2-3	Back The Robot has fallen backwards. Any back mount and its weapon is destroyed.
4-6	Side (1-3 left; 4-6 right) The arm and weapon (if any) on one side of the Robot are destroyed.

The Robot may still use any weapons it has, but is unable to stand up. Each time its program indicates that the Robot should move, its legs wave in the air as the Robot attempts to carry out its instructions.

32-33 Fire!
Damage to the Robot's self-repair systems causes a fire to break out. Roll a D6 at the start of each subsequent *Robot Phase*:

D6	Result
1-3	Fire spreads - the Robot suffers another *special damage* result.
4-5	The fire continues to gutter in the Robot's innards, but no damage is caused
6	The fire is extinguished

34-35 Firmware Interference
The Robot's cortex is shocked and rattled into action, and it interferes with the Robot's overlaid programming. Whenever the Robot is active it makes an automatic, unprogrammed move before carrying out any other action. Use a random D12 clockface to determine the direction of this move; the Robot turns in the determined direction, moves straight ahead and then executes its normal program. This extra random move does not count towards the task limitations of the Robot.

36-37 Gyrosystem Damaged
The Robot's gyro stabilisers have been thrown out of alignment, and the Robot may no longer turn properly. Roll a D6. On a result of 1-3 the Robot may no longer turn to the left; on a result of 4-6 the Robot may no longer turn to the right. The fact that the damage has occurred is not communicated to the Robot's program. If the Robot should turn in the disallowed direction it simply moves straight ahead, convinced that it has actually made the turn!

38-39 Heat Sinks Damaged
The Robot overheats whenever carrying out any action. At the start of each subsequent *Robot Phase* roll a D6. This is the number of program elements the Robot may execute during its current turn. Once the instructions on that number of elements have been followed the Robot stops moving, its internal systems in danger of melting.

40-41 Hydraulics Leak
The Robot's internal micro-fluid 'musculature' springs numerous small leaks. Reduce the Robot's *Strength* by D6.

42-44 Hyperactive!
The Robot's cortex has been jarred and is damaged. At the end of each subsequent *Robot Phase* roll a D6. On a result of 5 or 6 the Robot is activated again and carries out the instructions in its program once more.

45-46 IFF Memory Malfunction
The segment of the Robot's cortex with its 'Identification: Friend or Foe' routine has been wiped. The Robot no longer discriminates between its targets and treats them all as enemies.

47-48 Leg Damage (Severe)
The Robot's legs have suffered severe damage to all their joints (**M**-2). The Robot may only move in a straight line, but is convinced that turns required by its program have been successfully executed.

49-50 Leg Damage (Slight)
One of the Robot's legs (1-3 left; 4-6 right) suffers damage to its artificial tendons, producing a pronounced limp (**M**-1). In addition, whenever the Robot moves it makes a 45° turn in the direction of its damaged leg, and then executes its move. This may reduce the Robot's *Movement* further if more turns are required to bring its facing back to the proper direction.

51-52 Major Short-circuit
The Robot's electronic circuits have been badly fused. At the start of each subsequent *Robot Phase* roll a D6. On a result of 4, 5 or 6 the Robot takes further *special damage* rolled on this table.

53-54 Memory Management Fault
The Robot treats all 'enemy' models as friends and vice versa for target purposes.

55-56 Power Field Generator Blown
The Robot's Power Field has been destroyed. If the Robot does not have one re-roll this result.

57-58 Power Field Synchroniser Destroyed
The Robot's Power Field Synchroniser is fused and destroyed. If the Robot does not have a PFS re-roll this result.

59-60 Program Crash
The Robot's program copies blank memory onto itself. The cortex firmware takes over, and the Robot turns to face its own 'home edge' of the table (or its arrival point if it came onto the table by teleporter or dropship). During subsequent turns the Robot moves at half its normal *Movement* towards its starting point. Its original program is ignored. Once the Robot arrives at its starting point it stops moving and powers down. It plays no further part in the battle.

61-62 Program Freeze
Each time the Robot is activated roll a D6. On a result of 6 the Robot freezes in place and performs no actions for the remainder of the battle. If the Robot is hit while in a *program freeze* it is able to move normally once more, even if no damage was inflicted. However, a D6 must be rolled on every subsequent turn to see if the Robot 'freezes' once more.

63-64 Program Malfunction
One randomly determined decision in the Robot's program malfunctions and become random rather than 'Yes/No'. In future roll a D6; a roll of 1-3 is a 'No'; a 4-6 result is a 'Yes'.

65-66 Pseudo-muscles Hit
The Robot's servos and pseudo-muscles have been torn. The Robot's ability to turn is unaffected, but it now moves with a distinct hobble, and appears to have a degree of stiffness. Roll a D6 and consult the following table:

D6	Result
1-3	Reduce *Movement* by D4
4-5	Reduce *Strength* by D4
6	Reduce **M** and **S** by D4 each

67-68 Range-finder Damaged
The Robot's stereo-laser ranging system has been loosened and knocked out of alignment. All **BS** attacks are at -D4 'to hit' from now on. This penalty should be re-rolled at the start each *Robot Phase*.

69-70 Sensors Blinded
The Robot's sensor package has been badly damaged. The Robot is unaware of any targets more than 2D6" away. In addition its **BS** is reduced by D6.

71-72 Sensors fogged
The Robot's sensors are covered in bio-fluids, oil or dirt, or have been knocked out of alignment. As a result the Robot cannot 'see' targets more than 4D6" away. Its targeting marker may never be placed further away from the Robot than this random distance. If the Robot's target moves beyond the range of the Robot's sensors the Robot assumes that the target has been destroyed.

73-74 Sensor Interpreters Destroyed
The Robot can no longer distinguish between ordinary battlefield obstacles and targets. It can no longer see over cover, for example. Only its motion-sensing system remains operative, but if a target does not move for one turn the Robot will assume that the target has vanished (ie its target marker should be removed).

75-76 Sensors Scrambled
The Robot's sensors are temporarily blinded. They come back on-line immediately, but the Robot's target marker should be placed on the largest model within 2D6". This may even be the Robot itself, as the sensors have created a 'ghost image' as the enemy. The Robot is unaware that its target has been changed, and carries out its program normally. This may even mean that it attacks itself!

77-78 Serious Fire!
The Robot's fire-fighting system is crippled, and a major fire breaks out. Roll a D6 at the start of each subsequent *Robot Phase*:

D6	Result
1	The Robot blows up. See *Explosion!*.
2-4	Fire spreads - the Robot suffers another *special damage* result.
5	The fire burns on, but no damage is caused
6	The fire lacks further fuel, and is treated as a *Fire!* from now on.

79-80 Short Circuit
The Robot's electrical systems have fused. At the start of each subsequent *Robot Phase* roll a D6. On a result of 6 the Robot takes further *special damage* rolled on this table.

81-82 Target Discriminators Damaged
The Robot's sensor system has lost its ability to pick out targets. The Robot can no longer 'see' man-sized and smaller objects.

83-84 Targeter Destroyed
1 randomly determined targeter is destroyed. If the Robot has no targeters re-roll this result.

85-86 Targeting Error
The Robot's target marker is 'scattered' 2D6 inches in a random direction, using a D12 clockface. The nearest model to this scatter point becomes the new target. The Robot is unaware that its target has changed, and treats this new target as though it were the original.

87-88 Weapon Co-ordinators Destroyed
The Robot's weapon system has fused and melted. Reduce its **WS** and **BS** by D6 each.

89-90 Weapon Destroyed
One randomly determined weapon on the Robot is destroyed.

91-92 Weapon Linkages Damaged
The hand-eye co-ordination of the Robot has been damaged. Attacks by the Robot are made with a -1 penalty to all 'to hit' rolls.

93-94 Weapons System Malfunction
The Robot's fire control and co-ordination routines have been corrupted. Whenever it makes any attack roll a D6. On a result of 6 nothing happens - firing pins click onto empty chambers, the Robot swings miss etc. Remove the Robot's target marker; it believes that it has successfully 'killed' its target.

95-96 Weapons System Shorted
The Robot's acquisition and fire control routines are activated, and the Robot immediately opens fire on the nearest model (regardless of allegiance) with all its available weapons. If necessary the Robot changes its facing to bring its guns to bear.

97-00 Wildfire Damage!
Roll D4 times on this table for the *special damage* inflicted on the Robot's systems.

ROBOTS OF THE IMPERIUM

The Legio Cybernetica has produced many Robot designs over the centuries. Some were failures, such as the disastrous Castigator (a Robot so heavily armoured that it was slower than the troops it was designed to protect and support; its survival capability was not enhanced by its meagre weapons fit of a single bolt gun).

Others proved more successful, and the Legio has kept the five Robots described below in its inventory for most of the Imperium's long and bloody history. At times a single model has fallen out of favour with the Imperial Army, the Inquisition and the Marines, but all had (and still have) an important part to play in Imperial forces.

Robot Maniples

The Robots described below are usually organised into maniples (squads) of four machines plus an Adeptus Mechanicus technician. While it is unusual to include different Robots in a single maniple, variations in the weapons carried are common.

A typical Conqueror Maniple would include four machines. Two are fitted with the standard mix of weapons, one has a flamer in place of its power glove and the final Conqueror has a las-cannon upgrade.

Points Values

Two standard Conquerors (BCg)	278
One with flamer replacement (BCf)	126
One with las-cannon upgrade (LCg)	214
Four programs*	144
Adeptus Mechanicus Technician	18
Total	780

* This assumes that sample program 1 (see above) is installed in each of the Conquerors.

Adeptus Mechanicus Technician

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	PV
3*	3	3	3	3	1	3	1	7	7	7	7	18

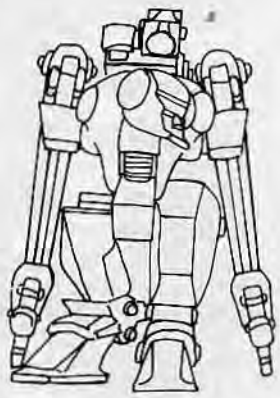
Equipment: Knife, Laspistol with targeter, Mesh Armour (*Save* 5 or 6: *Move* penalty applied to profile), Communicator, Respirator, Eye visor, Haywire and Frag grenades.

Robot Programs Cost

None of the Robots has a program included in its points cost. You should choose one of the sample programs given in this article for each Robot. Alternatively, you can use the program counters provided to construct new programs for each Robot.

Each instruction in a program has a Points Value of 3. Each instruction in a Link must be counted, for a total value of 6 per link. START instructions are free.

Crusader



IMPERIAL ROBOTS

The five most common Imperial battle Robots are described below, with lists of common weapon variants.

Crusader

The Crusader is a light, agile, lightly-armoured Robot, designed to move in quickly and deliver a telling blow. It is generally used in anti-personnel mode, and is very popular with the Inquisition and other groups, having proved itself to be very effective in mutant-hunter/killer operations. The Crusader is not generally used where heavy resistance or strong concentrations of enemy armour are expected.

M	WS	BS	S	T	D	I	A	Sv	HP	E
8	8	5	0	8	8	6	2	4-6	4	1

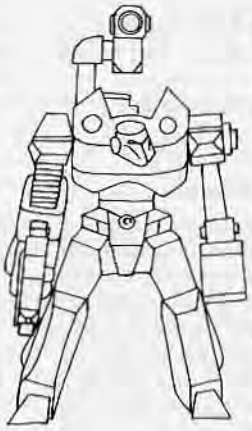
Build Points total: 118

Weapons: power sword x 2, las-cannon.
Equipment: cortex.

Points Cost: Build points 118/2 = 59 + Equipment 5 + Weapons 104 = 168 + program

Weapon variants:
1. substitute heavy bolter for las-cannon: -75 points.
2. substitute melta-gun for las-cannon: -83 points (including loss of 1 HP).

Colossus



The Colossus is primarily a siege Robot; the standard configuration combines a siege hammer for attacking fortifications with lighter weapons for use against defending troops. It is widely used by the Imperial Guard as a cheaper alternative to the siege Dreadnought, and a few Colossus class Robots are maintained by the Ordo Reductor of the Adeptus Mechanicus, mainly for testing new and experimental siege weaponry. The siege hammer is equivalent in all ways to a pounder (**Warhammer Siege**, p110), but can be used in hand-to-hand combat, hence the Robot's **WS** score; successful hits are at **S8** and cause D3 wounds.

M	WS	BS	S	T	D	I	A	Sv	HP	E
4	4	8	0	10	17	4	1	2-6	4	4

Build Points total: 138

Weapons: siege hammer, bolt gun, melta-gun.
Equipment: cortex, Power Field, Power Field Synchroniser.

Points Cost: Build points 138/2 = 69 + Equipment 25 + Weapons 19 = 113 + program.

Weapon variants:
1. substitute las-cannon for melta-gun: +84 points (including 1 additional HP).
2. substitute heavy bolter for melta-gun: +7 points (including 1 additional HP).
3. substitute second siege hammer for bolt gun: +10 points (including 1 additional HP).
4. substitute flamer for siege hammer: -9 points (including loss of 1 HP).
5. substitute power glove for bolter: +13 points.
6. substitute power glove for siege hammer: +4 points (including loss of 1 HP).
7. substitute auto-cannon for bolter: +34 points (including 1 additional HP).
8. substitute auto-cannon for siege hammer: +25 points.

7 & 8 - Details of the Commissar: Skull motifs are popular amongst Commissars, in particular with those coming from Death Blade gangs, and they are used extensively on this model. An easy method of painting a skull is to use a small brush and to dab a circular shape for the skull top, with a smaller drawn-out shape at the bottom of the circle for the upper jaw area. The eyes can then be dotted in with black.

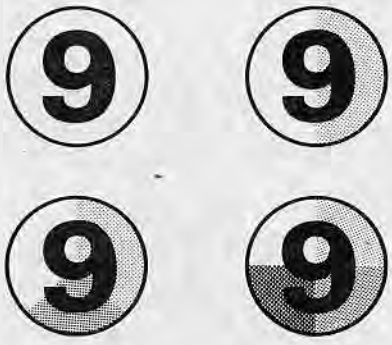
The Death Blades' arm patch is also clearly visible here. All the Death Blade members wear this patch; not displaying the insignia would be a dishonour to the gang and the member would have to flee - if he wasn't shot first. Again, a white undercoat is painted on the arm in a small circular shape. When dry, Citadel Red is added and allowed to dry. The scroll shape is then painted on as described above.

9 - Heavy Weapons Trooper: The Guardsmen's helmets are painted with Gun Metal. A very fine drybrushed edge to the peak makes the front of the helmet stand out against the Guardsman's shades and is a subtle but useful touch. Also note the kill stripes on the barrel of the trooper's las-cannon.

10 - Helmet, Chest and Kill Markings: To make these markings stand out, they are best lined with black. This can be a bit tricky because of the curve of the helmet and wobbles may tend to creep in. Don't worry, though: just straighten the line out by thickening it, and then thinning it back down to the correct thickness with the original helmet colour.

All chest plates can be painted yellow, with any red markings added afterwards. When thoroughly dry, numbers can be added with either a brush or a technical pen.

Kill markings on gun barrels can be either white stripes, or black stripes on a white background - remember, however, that it can be difficult to work on curves.



11 - Camouflage Striping: Once more, a reverse technique is used. Instead of painting a black stripe and outlining it with white, it is much easier and quicker to paint a white stripe and, when dry, add the black stripe in the middle of the white area.

12 - Kill Banner: This is made from paper and then glued onto the gun barrel. The banner is simply painted red with white dots depicting small skulls (the kill markings) - remember that it is easier to paint the banner *before* sticking it onto the gun.

13 - Facial Tattoos: A variety of tribal markings can be chosen to suit the gang or tribe from which your Guardsmen are drawn. Members of the company I have chosen to paint come from the Death Blades gang and all have two chevron-shaped blue facial tattoos:

These facial tattoos are probably best painted with Citadel Colour rather than ink, as ink tends to run too much. Larger blocks of colour are more effective than the sort of tattoo you would find in real life - a spider's web might look good on a real person, but imagine trying to paint such a tattoo on ten or more models! Painting half the face red and half white, or adding a black band across the upper lip are alternative types of facial decoration suitable for models.

14 - Helmet and Face Detail: Helmet markings and facial tattoos are described above (see 13 and 16).

15 - Belt Buckle: This has been painted white for maximum visibility, with the wing and head shapes painted in black on top of a white triangle, as described for the shoulder flash (see 22).

16 - Shoulder Flash: The shoulder marking is a letter 'F' for F Company with a stylised Imperial Eagle motif. This is best done by first painting on the 'F' and then painting a triangle on either side. When this is dry, paint in the black lines on the triangles that mark the wing shape.

Bases are first painted green and then covered with fine sand sprinkled onto glue, which is finally drybrushed lightly with Spear Staff Yellow.

So there we are - some quick and simple solutions to painting whole units of Imperial Guard models, allowing you to easily build up a large force of painted Guardsmen ready for the wargames table.

The other four miniatures shown here are also part of the Imperial Guard. These models, however, have been painted carefully with all the details added, showing what can be achieved with a little more time. These miniatures could certainly be found as part of an army, but they are also suitable for display as examples of fine miniature painting.

This month's extract from the great book known as the Index Astartes deals with the official order of battle for all Space Marine Chapters - the Codex Imperialis.

CODEX IMPERIALIS

'My will be done'
Codex Imperialis page 1.

The Legiones Astartes, commonly known as Space Marines or colloquially as *Angels of Death*, are the elite fighting forces of the Imperium. Marines are physically, mentally and spiritually superior to ordinary soldiers, a condition ensured by rigorous selection and training. These devout warriors exist to serve the Emperor of Humanity, and do so with religious zeal and cold efficiency.

RECRUITMENT AND TRAINING

Recruits are taken mainly from feral or hive worlds, but occasionally civilised worlds produce suitable individuals. Above all, an aggressive fighting spirit is sought by the Legiones Astartes. To be accepted, individuals must show an almost inhuman capacity to fight, even though the chances of surviving the battle may be negligible.

Only young males are chosen for Marine training, during which time their minds and bodies are strengthened by bio-chem and psycho-surgery. Consequently, the most important resource of any Chapter is the ancient Gene-Seed required for the implants which transform an ordinary human being into a Space Marine.

Marine development is also conducted on a spiritual level. Throughout their arduous life as recruits, Marines are subject to constant indoctrination, imbuing them with an unquenchable respect for the Emperor, and a lifelong obedience to discipline.

ORGANISATION

The Legiones Astartes are organised into 1000 Chapters, each led by an Imperial Commander. Chapters are autonomous units, each very much like a self-contained army with its own uniform, transport (including spaceships), specialist non-combatant support personnel and home base (usually a fleet or planet based *Fortress-Monastery*).

A Chapter's fighting force of around 1000 Marines is divided into 10 Companies, each commanded by a Captain assisted by a Lieutenant. The exception to this is the 1st Company which is composed of the most experienced combat veterans and led by the Lt Commander of the Chapter. Within a company, Marines are organised into 10 man squads, one of whom is a Sergeant.

TACTICAL ORGANISATION

For any given battle, squads are equipped and organised according to operational requirements, and this results in three basic types of squad; *Tactical*, *Assault* and *Devastator*.

Tactical Squads are all-purpose units, capable of accomplishing most battlefield tasks. Assault and Devastator Squads are equipped for close-combat and heavy weapon support respectively.

THE CODEX IMPERIALIS

The basis for the organisation of the Legiones Astartes was decided many thousands of years ago during the First Crusade, and takes the form of a mighty tome entitled the **Codex Imperialis**. The Codex deals with all aspects of Chapter and battlefield organisation. Some Chapters adhere rigidly to the instructions laid down in the Codex, almost as an article of faith, while many have diverged from the Codex due to local circumstances, tactical needs and continually evolving tradition.

'So it was in the beginning; so ever it shall be'
Credo of the Iron Hands

The Blood Angels and the Iron Hands (both Chapters of the First Founding) rigorously adhere to the ordinances of the Codex. These Chapters firmly believe that the Codex embodies the divine wisdom of the Emperor and as such is a sacred text. Many Chapters follow it rigidly, not only as a fundamental act of devotion, but to help to ensure victory by carrying the power of the Emperor within the very fabric of their organisation.

Variation from the Codex
A good example of organisational variation is provided by the 'Raven Wing' of the Dark Angels Chapter. This entire company is equipped with M14 Bullock jet cycles as appropriate to their high speed reconnaissance role. Further examples of divergeance from the strictures of the Codex can be seen in the many specialised scout units in Chapters throughout the Imperium. Future issues will present details of Marine organisations which vary from the Codex, together with the corresponding information boxes which, when used with the main army list, will allow you to field a force representative of the Chapter(s) in question.

MARINE ARMY LIST

The Marine Army List below represents the organisation and equipment specified in the Codex Imperialis. Personalities (ie, high ranking or specialist Marine personnel) have access to rare and unusual equipment not normally available to ordinary Marine troopers.

The list allows for the assembly of a task force or 'detachment' of Space Marines, including any vehicles, support weaponry and special tactical equipment required. The overall composition of the force will depend on the nature of the task - assault, heavy weapon support or whatever the situation calls for.

USING THE LIST

Personality Models

The senior officer chosen from Lt Commander, Captain and Lieutenant is designated as the *Detachment Commander*. He has ultimate authority on the battlefield. In the list, the characteristic profiles of these personality models are not necessarily indicative of rank. It is possible to have a very experienced Lieutenant (Major Hero) and a relatively less experienced Captain (Champion) in the same force (length of service and rate of attrition account for this). This represents both individual differences and the unique requirements of different ranks.

Special consideration needs to be given to the use of *Techmarines* (see below) and *Librarians*. Both these personality types have a random element to their generation (maximum number in the case of Techmarines; psychic ability in the case of Librarians). Consequently, if you wish to include these types in your force, you should make any decisions and die rolls *first*. You will then be in a position to know how many points you have left from your agreed total for picking the rest of the detachment.

Basic Equipment

This is mandatory equipment considered essential to the personality's function. The points value of all these items is included in the *Points per model* cost.

Standard Equipment

Standard Equipment has a pre-set points value. If this option is selected, then *all* of the hardware specified must be taken. Unwanted items can be given to other personality models. The pre-set points cost of *Standard Equipment* must be added to the *Points per model* cost.

Special Equipment Charts

Instead of *Standard Equipment*, a personality may have alternative equipment, determined by rolling on the *Special Equipment Charts*. Equipment randomly gained from the charts in this way must be taken (but may be discarded or given to other personality models if unwanted). The points are paid *per roll*. The appropriate charts, number of rolls and points cost per roll are indicated for each personality type. The charts appear at the end of the list.

High ranking personalities may modify their rolls as follows:

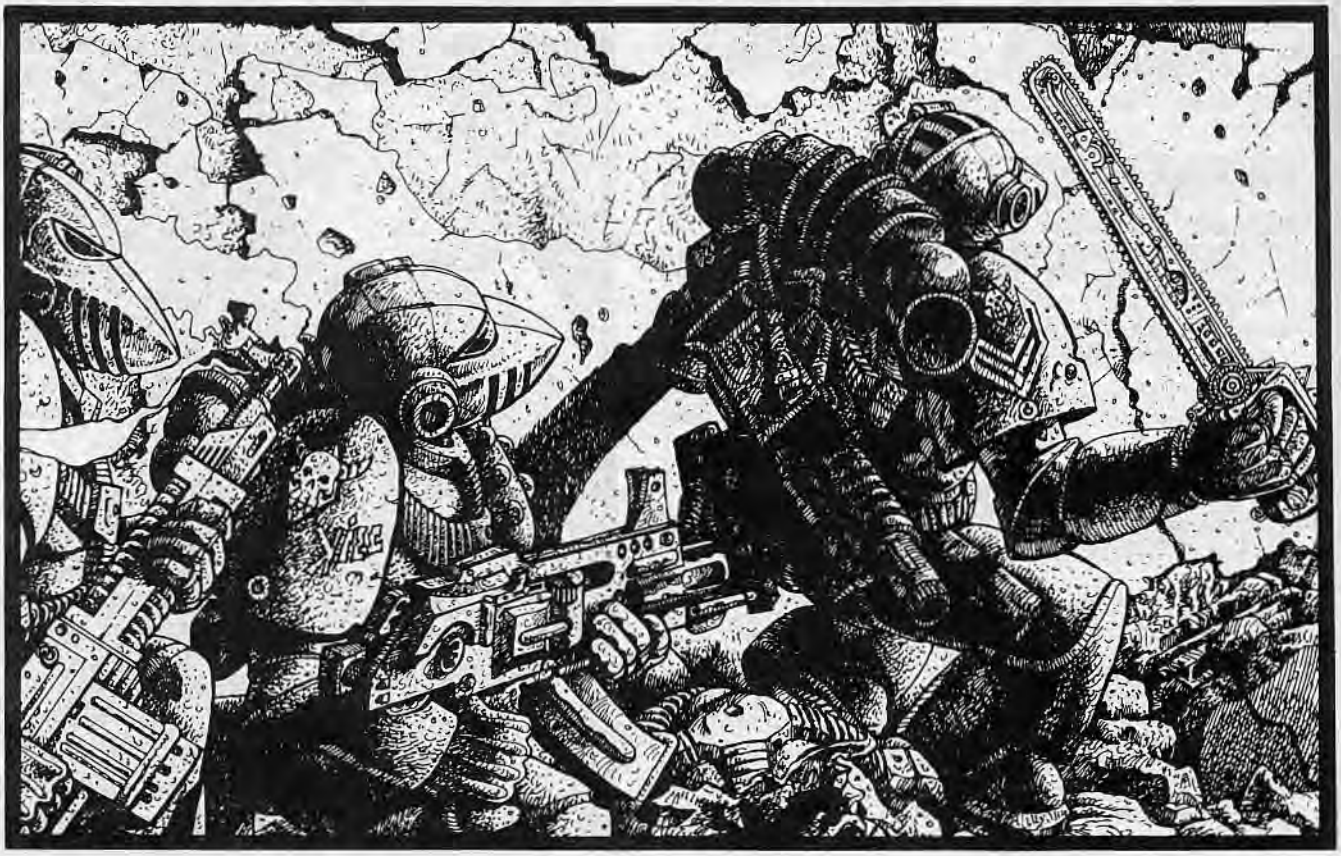
Librarians and Chaplains may add 5 to each roll.
Lieutenants may add 10 to each roll.
Captains may add 15 to each roll.
Detachment Commander, Master of the Apothecarion and the Chief Librarian may add 20 to each roll.

They may either choose the equipment determined by the original roll, or by the roll plus the permitted modifier. Note that, if used, the modifier must be applied in full.

For example, a Captain takes a roll on the *Heavy Weapons* chart. A roll of 57 gives a Multi-laser, but alternatively he may add 15 to get a result of 72 - a Heavy plasma gun. He may not, however, take the Multi-melta which lies between these two options.

Additional Equipment

Regardless of whether a personality chooses *Standard* or *Special* equipment, the *Additional Equipment* listing gives details of other hardware that the personality may have by paying the points indicated.



TECHMARINES

The list includes details of the specialist troopers known as *Techmarines*. These are battle-brothers (and therefore front-line fighting troops), but trained by the Adeptus Mechanicus for their tactical role as field engineers. Techmarines are essential for any action involving vehicles, support weapons or engineering work. Unlike normal Marine troopers Techmarines are trained to be able to operate individually.

The Making of a Techmarine

Marines with experience in the handling and maintenance of vehicles or special equipment, often in battle conditions, and those who show exceptional aptitude with technology, will be considered for special instruction to become Techmarines (*Frater Astrotechnicus*). In an age when technology is revered and regarded with almost supernatural awe, such aptitudes are highly valued. Marines which display such ability to commune with machines are selected for thirty years instruction by the Adeptus Mechanicus. During this time they learn how to divine the Runes of Engineering and study the Liturgy of Maintenance. This great body of lore must be committed to memory and understood by the novice Techmarine, including the arcane Mechcantrips which give mystical power over the intricate workings of machinery. They are taught by their masters how to 'feel' the pain of their machine and heal it, according to the wisdom of the ancients.

Examples of Liturgy

According to the ancient wisdom of the Adeptus Mecanicus, a support weapon or vehicle will only perform well if the correct rituals are observed during maintenance and use. Such rituals must be learned by heart. Since there are many intricate rites to be learned, with a variation for every conceivable circumstance in battle, it is not surprising that it takes thirty years fully to instruct a Techmarine.

'With the blood of an enemy shall the marks be made upon the missile. Then bless the missile and present unto the mounting. Say the prayer of firing and curse the target. Do this rapidly lest the wrath of the weapon be wasted. Point the eye of the weapon so that it may see the object of its wrath. When the weapon has uttered its curse and eaten the soul of its victim, then shall you take up the next missile...'

'Firing Rite' (old recension)

After thirty years of training is completed, the Techmarine is 'ordained' with great and sombre ceremony and he returns to his Chapter. Within the Chapter, Techmarines may be deployed in varying strength to accompany any detachment which includes vehicles or specialised equipment.

Techmarines in the Army List

The number of Techmarines available to a player is decided randomly by rolling 6D6. This is the maximum number allowed - a player may have fewer Techmarines in the detachment if he so wishes, but the force may never have more vehicles, Dreadnoughts, or other machines than Techmarines (see below).

Techmarines are essential if vehicles and support weapons are to be included. Normally, the Detachment Commander would not contemplate sundering Techmarines from machinery, and will therefore ensure that each Techmarine is taken together with an associated piece of hardware. Consequently, it is not necessary to include all available Techmarines in a force, but there must be at least one for each vehicle (excluding bikes), support weapon, Dreadnought and maniple of robots (see *Additional Equipment and Weaponry* for further details).

A Techmarine 'knows the way' of all vehicles; their mysteries have been revealed to him and all his comrades look upon his deeds with admiration and wonder. Wisdom has been handed down for centuries and is contained both in oral and tradition and countless written works.

'And when at last he came upon the vehicle, he perceived the distress of the engine therein and forthwith struck the rune and it was good. Thereupon the engine ignited and was filled with strength...'

from 'Lord of the Engines' 16th Tome, verse 2001

An important aspect of much of the liturgy is that a physical action should be accompanied by an arcane utterance, as the following extract illustrates:

'When uttering the incantation, mark well that the rod is upon and not within the intake. The second incantation should not be uttered until all the fumes have come forth, then the way shall be clear for the sacred words to penetrate unto the heart of the engine. If the mounting be hot say the third rune, if it be cold the fourth rune is more appropriate. For then the wrath of the engine will be aroused...'

From 'The Book of Five Runes'

Techmarines in Action

A Techmarine, though linked to a particular machine, does not have to remain with it during battle (*drivers* are an obvious exception to this). Techmarines can move and fight just like any other personality model, and it is useful to deploy them on the battlefield since, in addition to providing extra firepower, Techmarines are capable of fixing vehicles that have sustained critical hits.

When a vehicle has received special damage as a result of a critical hit, a Techmarine may attempt to restore functions. Special damage other than damage to occupants or complete destruction of the vehicle can conceivably be attended to by the Techmarine, whose technical expertise is profound. To represent this, roll a D6 when the Techmarine arrives at the vehicle. On a score of 6 the damage is repaired and the machine will function again next turn. On a score of 1, the vehicle is damaged beyond redemption and the Techmarine will spend the remainder of the turn reciting the last rites for it. On a score of 2-5, roll again next turn, because the Techmarine is engaged in deep 'communion' with the machine and restoration of function may yet be possible.

SQUADS

The **Codex Imperialis** dictates the armament of each of the three types of squad, and this is reflected in the *Basic* and *Standard* equipment. All basic and standard equipment is included in the *Points per squad* value.

In addition, the Codex permits various *Optional Upgrades*. These upgrades are unusual in that they must be applied to every squad of that type present in a player's army - you cannot single out a specific squad and simply upgrade that one alone.

As a consequence, the total cost for any upgrade depends (in part) on the number of squads of that particular type. The costs for these upgrades are *per squad*, and this must be multiplied by the number of squads of that type to find the full cost to the player.

For example, Tactical Squads are normally armed with a Flamer, but the list allows you to substitute this for a Shuriken catapult. The additional cost for the Shuriken catapult is 8 points. This is the cost for a single squad, so if a player has choosen 3 Tactical Squads, the total cost is 8 x 3 = 24 points. Players have the option of splitting any 10-man squad into two 5-man squads. This should be done *after* the armament of the full (10-man) squad has been determined.

DETACHMENT COMMANDER

This will be the highest ranking personality in the force, selected from the first 3 officers listed below.

0-1 LIEUTENANT COMMANDER

CHAMPION 19 MINOR HERO 50 MAJOR HERO 94

PROFILE:	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
CHAMPION	4	5	5	4	3	1	5	1	8	8	8	8
MINOR HERO	4	6	6	4	4	2	6	2	9	9	9	9
MAJOR HERO	4	6	6	4	4	3	6	3	9	9	9	9

Second in command and right hand man to the Commander of the Chapter, the Lieutenant Commander is often delegated command of important task forces.

BASIC EQUIPMENT

POWERED ARMOUR WITH COMMUNICATOR, RESPIRATOR AND AUTO-SENSES
KNIFE OR COMBAT ACCESSORY
BOLT PISTOL
FRAG GRENADES.

OPTIONS

SPECIAL EQUIPMENT CHARTS

CHART	ROLLS	PTS/ROLL
STANDARD WEAPONS	0-1	3
CLOSE COMBAT WEAPONS	0-2	3
HEAVY WEAPONS	0-1	50
GRENADES/MISSILES	0-2	7
EQUIPMENT & BIONICS	0-4	5

STANDARD EQUIPMENT: 32 points

BOLT GUN
POWER SWORD
CONVERSION FIELD
BIONIC EYE (WITH TARGETER, BIO AND ENERGY SCANNERS)

ADDITIONAL EQUIPMENT

JUMP PACK.....2

0-1 CAPTAIN

CHAMPION 19 MINOR HERO 50 MAJOR HERO 94

PROFILE:	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
CHAMPION	4	5	5	4	3	1	5	1	8	8	8	8
MINOR HERO	4	6	6	4	4	2	6	2	9	9	9	9
MAJOR HERO	4	6	6	4	4	3	6	3	9	9	9	9

Each Marine Company is commanded by a Captain. His battlefield role is to move among the squads of the Company lending his support where it is most needed.

BASIC EQUIPMENT

POWERED ARMOUR WITH COMMUNICATOR, RESPIRATOR AND AUTO-SENSES
KNIFE OR COMBAT ACCESSORY
BOLT PISTOL
FRAG GRENADES

OPTIONS

SPECIAL EQUIPMENT CHARTS

CHART	ROLLS	PTS/ROLL
STANDARD WEAPONS	0-1	3
CLOSE COMBAT WEAPONS	0-2	3
HEAVY WEAPONS	0-1	50
GRENADES/MISSILES	0-2	7
EQUIPMENT & BIONICS	0-4	5

STANDARD EQUIPMENT: 21 points

BOLT GUN
POWER SWORD
REFRACTOR FIELD
BIONIC EYE WITH TARGETER

ADDITIONAL EQUIPMENT

JUMP PACK.....2

1 LIEUTENANT

CHAMPION 19 MINOR HERO 50 MAJOR HERO 94

PROFILE:	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
CHAMPION	4	5	5	4	3	1	5	1	8	8	8	8
MINOR HERO	4	6	6	4	4	2	6	2	9	9	9	9
MAJOR HERO	4	6	6	4	4	3	6	3	9	9	9	9

The Lieutenant is second in command to a company Captain and acts as his right hand man. His tactical role is similar to that of the Captain, exercised under the Captain's instruction. Should the Captain fall, the Lieutenant assumes command of the Company.

BASIC EQUIPMENT

POWERED ARMOUR WITH COMMUNICATOR, RESPIRATOR AND AUTO-SENSES
KNIFE OR COMBAT ACCESSORY
BOLT PISTOL
FRAG GRENADES.

OPTIONS

SPECIAL EQUIPMENT CHARTS

CHART	ROLLS	PTS/ROLL
STANDARD WEAPONS	0-1	3
HEAVY WEAPONS	0-1	50
GRENADES/MISSILES	0-2	7

STANDARD EQUIPMENT: 19 points

BOLT GUN
POWER SWORD
BIONIC EYE WITH TARGETER

ADDITIONAL EQUIPMENT

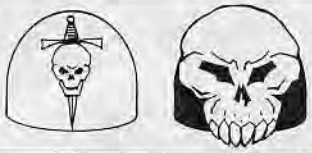
REFRACTOR FIELD.....2
JUMP PACK.....2

0-3 CHAPLAINS

MINOR HERO 50 CHAMPION 19 MAJOR HERO 94

PROFILE:	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
CHAMPION	4	5	5	4	3	1	5	1	8	8	8	8
MINOR HERO	4	6	6	4	4	2	6	2	9	9	9	9
MAJOR HERO	4	6	6	4	4	3	6	3	9	9	9	9

Each company has a Marine Chaplain responsible for spiritual welfare. The Chaplain moves among the squads of his company inspiring Marines with Battle-Liturgy and by his heroic example.



BASIC EQUIPMENT

POWERED ARMOUR WITH COMMUNICATOR, RESPIRATOR AND AUTO-SENSES
KNIFE OR COMBAT ACCESSORY
BOLT PISTOL
FRAG GRENADES.

OPTIONS

SPECIAL EQUIPMENT CHARTS

CHART	ROLLS	PTS/ROLL
CLOSE COMBAT WEAPONS	0-1	3
HEAVY WEAPONS	0-1	50
GRENADES/MISSILES	0-2	7

STANDARD EQUIPMENT: 16 points

BOLT GUN
POWER SWORD
PLASMA PISTOL
CONVERSION FIELD

ADDITIONAL EQUIPMENT

CHAINSWORD.....2
JUMP PACK.....2
CROZIUS ARCANUM.....5

1-6 LIBRARIANS

0-1 CHIEF LIBRARIAN (MAJOR HERO) 0-1 CODICIER (CHAMPION)
0-1 EPISTOLARY (MINOR HERO) 1-6 LEXICANIAN (MARINE)

LEXICANIAN 18 CODICIER 19 EPISTOLARY 50 CHIEF LIBRARIAN 94

PROFILE:	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
LEXICANIAN	4	4	4	4	3	1	4	1	8	8	8	8
CODICIER	4	5	5	4	3	1	5	1	8	8	8	8
EPISTOLARY	4	6	6	4	4	2	6	2	9	9	9	9
CHIEF LIBRARIAN	4	6	6	4	4	3	6	3	9	9	9	9

Librarians are battle-scribes with important communications and reconnaisance duties. The library is the centre of psychic activity of the Chapter, and Marine Librarian Psykers provide aluable psychic support on the battlefield.

BASIC EQUIPMENT

POWERED ARMOUR WITH COMMUNICATOR, RESPIRATOR AND AUTO-SENSES
KNIFE OR COMBAT ACCESSORY
BOLT PISTOL
FRAG GRENADES.

OPTIONS

SPECIAL EQUIPMENT CHARTS

NONE

STANDARD EQUIPMENT: 4 points

BOLT GUN DISPLACER FIELD.

ADDITIONAL EQUIPMENT

FORCE SWORD.....40
FORCE ROD.....40
JUMP PACK.....2
REFRACTOR FIELD.....2

The Mastery Level of the Librarian is determined by a roll on a D4. Randomly determine the appropriate Psi-Level and number of abilities as indicated for the Level of Mastery. The points value given includes the cost of abilities and is added to the basic points value quoted above.

D4	Mastery	Psi-Level	Abilities	Cost
1	1	3D6	1D6	35 pts
2	2	6D6	2D6	85 pts
3	3	9D6	3D6	120 pts
4	4	12D6	4D6	245 pts

Randomly determine psychic abilities using a D10. Random determination between appropriate levels can be made using any appropriate dice (ie D2, D3 or D4).

Level 1
1 Aura of Resistance
2 Cure Injury
3 Hammerhand
4 Immunity from Poison
5 Mental Blow
6 Steal Mind
7 Telekinensis I
8 Telepathy I
9 Teleport I
10 Wind Blast

Level 2
1 Aura of Protection
2 Ectoplasmic Mist
3 Jinx
4 Mental Bolt
5 Rally
6 Sense Presence
7 Smash
8 Telekinensis 2
9 Telepathy 2
10 Teleport 2

Level 3
1 Aura of Recalcitrance
2 Animate Weapon
3 Cause Confusion
4 Cause Fear
5 Destroy Aura
6 Mental Blitz
7 Rout
8 Telekinensis 3
9 Telepathy 3
10 Transfer Aura

Level 4
1 Aura of Invulnerability
2 Change Allegiance
3 Cure Wounds
4 Limbo
5 Mental Blast
6 Stasis
7 Strength of Mind
8 Telekinensis 4
9 Telepathy 4
10 Temporal Distort

0-6D6 TECHMARINES

TECHMARINE 17

PROFILE:	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
TECHMARINE	4	4	4	4	3	1	4	1	8	8	8	8

Techmarines are Marines with specialist technical knowledge. A varying number of Techmarines will be allocated to any detachment requiring support weapons, vehicles or other tactical equipment. The number of Techmarines available will determine the amount of such equipment available to the detachment.

BASIC EQUIPMENT

POWERED ARMOUR WITH COMMUNICATOR, RESPIRATOR AND AUTO-SENSES
KNIFE OR COMBAT ACCESSORY
BOLT PISTOL

OPTIONS

SPECIAL EQUIPMENT CHARTS

NONE

STANDARD EQUIPMENT:

NONE

ADDITIONAL EQUIPMENT

JUMP PACK.....2
BOLT GUN.....2
FRAG GRENADES.....1

1-4 MEDICS

0-1 MASTER OF THE APOTHACARION (MINOR HERO) 1-4 FIELD MEDICS (CHAMPIONS)
CHAMPION 34 MINOR HERO 65

PROFILE:	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
FIELD MEDIC	4	5	5	4	3	1	5	1	8	8	8	8
MASTER	4	6	6	4	4	2	6	2	9	9	9	9

Medics are battle-brothers with special medical training. Their tactical role is to provide medical assistance to fellow Marines in combat, and to ensure retrieval of the gene-seed. For further details see White Dwarf 102.

BASIC EQUIPMENT

BASIC EQUIPMENT

POWERED ARMOUR WITH COMMUNICATOR, RESPIRATOR AND AUTO-SENSES
KNIFE OR COMBAT ACCESSORY
BOLT PISTOL
FRAG GRENADES ENERGY SCANNER
BIO-SCANNER MEDI-PACK.

OPTIONS

SPECIAL EQUIPMENT CHARTS

(MASTER OF THE APOTHACARION ONLY)

CHART	ROLLS	PTS/ROLL
STANDARD WEAPONS	0-1	3
CLOSE COMBAT WEAPONS	0-2	3
HEAVY WEAPONS	0-1	50
GRENADES/MISSILES	0-2	7
EQUIPMENT & BIONICS	0-4	5

STANDARD EQUIPMENT:

BOLT GUN CHAINSWORD

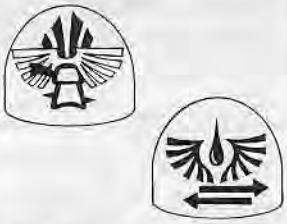
ADDITIONAL EQUIPMENT

WEB SOLVENT (DOSE).....1
JUMP PACK.....2

0-8 TACTICAL SQUADS at 250 pts per Squad

PROFILE:	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
MARINE	4	4	4	4	3	1	4	1	8	8	8	8

Tactical Squads are the basic fighting unit of the Chapter; armed, trained and equipped for a flexible role in battle.



BASIC EQUIPMENT

POWERED ARMOUR WITH COMMUNICATOR, RESPIRATOR AND AUTO-SENSES
KNIFE OR COMBAT ACCESSORY
BOLT PISTOL — FRAG GRENADES

STANDARD EQUIPMENT

SERGEANT: BOLT GUN AND BIO-SCANNER
7 MARINES: BOLT GUN
1 MARINE: MISSILE LAUNCHER (INCLUDING TARGETER & SUSPENSORS) WITH FRAG AND MELTA MISSILES
1 MARINE: FLAMER (WITH TARGETER & SUSPENSORS)

OPTIONAL UPGRADES: (additional points cost is *per squad*).

SUBSTITUTE ALL FLAMERS WITH:

GRAVITON GUN	0 (FREE)
MELTA-GUN	5
PLASMA GUN	4
SHURIKEN CATAPULT (WITH TARGETER & SUSPENSOR)	8

SUBSTITUTE ALL MISSILE LAUNCHERS WITH:

BEAMER	20
HEAVY PLASMA GUN	45
LAS-CANNON	60
MULTI-MELTA	20

EQUIP ALL SERGEANTS WITH ADDITIONAL:

CHAINSWORD	2	WEB GUN	2
POWER AXE	6	*GRENADES:*	
POWER GLOVE	15	PLASMA (1)	1
POWER SWORD	7	VIRUS (4)	4
		VORTEX (1)	25

EQUIP ALL SQUADS WITH:

JUMP PACKS	20	HALLUCINOGEN	20	SCARE GAS	10
GRENADES:		HAYWIRE	40	SMOKE	5
ANTI-PLANT	5	KNOCK-OUT	5	STASIS	40
BLIND	10	MELTA-BOMB	40	STUMM	5
CHOKE	5	PHOTON	10	TANGLEFOOT	10
CRACK	20	RAD	40	TOXIN GAS	5

EQUIP ALL MISSILE LAUNCHERS WITH:

ANTI-PLANT	½	HAYWIRE	4	SMOKE	½
BLIND	1	KNOCK-OUT	½	STASIS	4
CHOKE	½	PHOTON	1	STUMM	½
CRACK	20	RAD	4	TANGLEFOOT	1
HALLUCINOGEN	2	SCARE GAS	1	TOXIN GAS	½

0-4 ASSAULT SQUADS at 235 points per Squad

PROFILE:	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
MARINE	4	4	4	4	3	1	4	1	8	8	8	8

Assault Squads are armed, trained and equipped for storming actions. Their armament primarily features close combat weapons.

BASIC EQUIPMENT

POWERED ARMOUR WITH COMMUNICATOR, RESPIRATOR AND AUTO-SENSES
KNIFE OR COMBAT ACCESSORY
BOLT PISTOL — BLIND GRENADES
CRACK GRENADES — FRAG GRENADES

STANDARD EQUIPMENT

SERGEANT: CHAINSWORD AND BIO-SCANNER
7 MARINES: ADDITIONAL BOLT PISTOL
1 MARINE: HAND FLAMER (WITH TARGETER & SUSPENSORS)
1 MARINE: PLASMA PISTOL (WITH TARGETER & SUSPENSORS)

OPTIONAL UPGRADES: (additional points cost is *per squad*).

SUBSTITUTE ALL HAND FLAMERS WITH:

PLASMA PISTOL	3
POWER AXE	0 (FREE)
POWER SWORD	0 (FREE)
WEB GUN (WITH TARGETER & SUSPENSOR WHERE APPROPRIATE)	0 (FREE)

EQUIP ALL SERGEANTS WITH ADDITIONAL:

POWER AXE	6	*GRENADES:*		VORTEX (1)	25
POWER GLOVE	15	PLASMA (1)	1		
POWER SWORD	7	VIRUS (4)	4		

EQUIP ALL SQUADS WITH:

JUMP PACKS	20	HALLUCINOGEN	20	SCARE GAS	10
POWER SHIELDS	10	HAYWIRE	40	SMOKE	5
CHAINSWORDS	15	KNOCK-OUT	5	STASIS	40
GRENADES:		MELTA	40	STUMM	5
ANTI-PLANT	5	PHOTON	10	TANGLEFOOT	10
CHOKE	5	RAD	40	TOXIN GAS	5

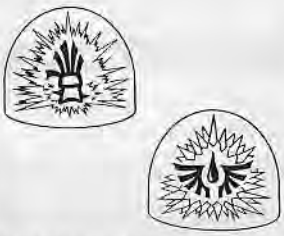
SUBSTITUTE ALL STANDARD EQUIPMENT PLASMA PISTOLS WITH:

POWER AXE	0 (FREE)	POWER SWORD	0 (FREE)

0-2 DEVASTATOR SQUADS at 330 points per Squad

PROFILE:	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
MARINE	4	4	4	4	3	1	4	1	8	8	8	8

Devastator Squads are armed, trained and equipped for a close support role. Their armament primarily features heavy weaponry.



BASIC EQUIPMENT

POWERED ARMOUR WITH COMMUNICATOR, RESPIRATOR AND AUTO-SENSES
KNIFE OR COMBAT ACCESSORY
BOLT PISTOL — FRAG GRENADES

STANDARD EQUIPMENT

SERGEANT: BOLT GUN
5 MARINES: BOLT GUN
2 MARINES: MISSILE LAUNCHERS (INCLUDING TARGETERS & SUSPENSORS) WITH FRAG AND CRACK MISSILES
2 MARINES: HEAVY BOLTER (INCLUDING SUSPENSORS)

OPTIONAL UPGRADES: (additional points cost is *per squad*).

SUBSTITUTE ONE OR BOTH HEAVY BOLTERS WITH:

BEAMER	1 or 2
HEAVY PLASMA GUN	30 OR 60

SUBSTITUTE ONE OR BOTH MISSILE LAUNCHERS (AND MISSILES) WITH:

LAS-CANNON	45 OR 90
MULTI-MELTA	3 OR 6

EQUIP ALL SERGEANTS WITH ADDITIONAL:

POWER AXE	6	WEB GUN	2	VIRUS (4)	4
POWER GLOVE	15	*GRENADES:*		VORTEX (1)	25
POWER SWORD	7	PLASMA (1)	1		

EQUIP ALL SQUADS WITH:

JUMP PACKS	20	HALLUCINOGEN	20	SCARE GAS	10
		HAYWIRE	40	SMOKE	5
GRENADES:		KNOCK-OUT	5	STASIS	40
ANTI-PLANT	5	MELTA-BOMB	40	STUMM	5
BLIND	10	PHOTON	10	TANGLEFOOT	10
CHOKE	5	RAD	40	TOXIN GAS	5
CRACK	20				

EQUIP ALL MISSILE LAUNCHERS WITH: (points cost per Launcher is per *Squad*)

ANTI-PLANT	½	MELTA-BOMB	4	STUMM	½
BLIND	1	PHOTON	1	TANGLEFOOT	1
CHOKE	½	RAD	4	TOXIN GAS	½
HALLUCINOGEN	2	SCARE GAS	1		
HAYWIRE	4	SMOKE	½		
KNOCK-OUT	½	STASIS	4		

TERMINATOR SQUADS

0-4 TERMINATOR TACTICAL SQUADS
at 450 Pts per Squad
1 SERGEANT AND 4 MARINES

PROFILE:	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
MARINE (x4)	4	5	5	4	3	1	5	1	8	8	8	8
SERGEANT	4	5	5	4	3	1	5	1	8	8	8	8

BASIC EQUIPMENT
TERMINATOR TACTICAL DREADNOUGHT ARMOUR

STANDARD EQUIPMENT

SERGEANT	STORM BOLTER POWER SWORD
3 MARINES	STORM BOLTER POWER GLOVE
1 MARINE	HEAVY FLAMER POWER GLOVE

OPTIONS

REPLACE AT NO POINTS COST:

ITEM TO BE REPLACED	REPLACEMENT
POWER GLOVE (WHOLE SQUAD)	CHAIN FIST
HEAVY FLAMER	ASSAULT CANNON

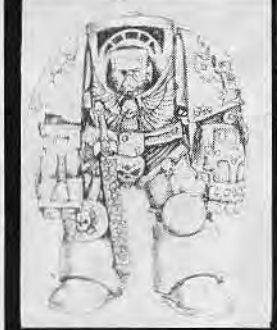
UPGRADE ENTIRE SQUAD:

UPGRADE	POINTS/SQUAD
REFRACTOR FIELD	100
GRENADE HARNESS (FRAG OR CRACK)	50

0-1 TERMINATOR CAPTAIN

CHAMPION 100 HERO 150 MAJOR HERO 200

PROFILE:	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
CHAMPION	4	6	6	4	3	1	6	1	8	8	8	8
HERO	4	7	7	4	4	2	7	2	9	9	9	9
MAJOR HERO	4	7	7	4	4	3	7	3	9	9	9	9



BASIC EQUIPMENT
TERMINATOR TACTICAL DREADNOUGHT ARMOUR
STORM BOLTER
POWER GLOVE WITH GRENADE LAUNCHER (FRAG OR CRACK)
POWER SWORD

OPTIONS

UPGRADE CAPTAIN:

UPGRADE	POINTS/MODEL
REFRACTOR FIELD	60

0-4 TERMINATOR LIBRARIANS

0-4 LEXICANIANS 120
0-1 CODICER 200
0-1 EPISTOLARY 280
0-1 CHIEF LIBRARIAN 450

PROFILE:	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
LEXICANIAN	4	5	5	4	3	1	5	1	8	8	8	8
CODICIER	4	6	6	4	3	1	6	1	8	8	8	8
EPISTOLARY	4	7	7	4	4	2	7	2	9	9	9	9
CHIEF LIBRARIAN	4	7	7	4	4	3	7	3	9	9	9	9

BASIC EQUIPMENT
TERMINATOR TACTICAL DREADNOUGHT ARMOUR (AEGIS SUIT WITH PSYCHIC HOOD)
STORM BOLTER
FORCE AXE

OPTIONS

UPGRADE ANY LIBRARIAN:

UPGRADE	POINTS/MODEL
REFRACTOR FIELD	60

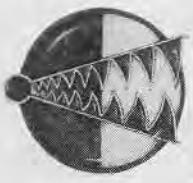
PSYCHIC POWERS

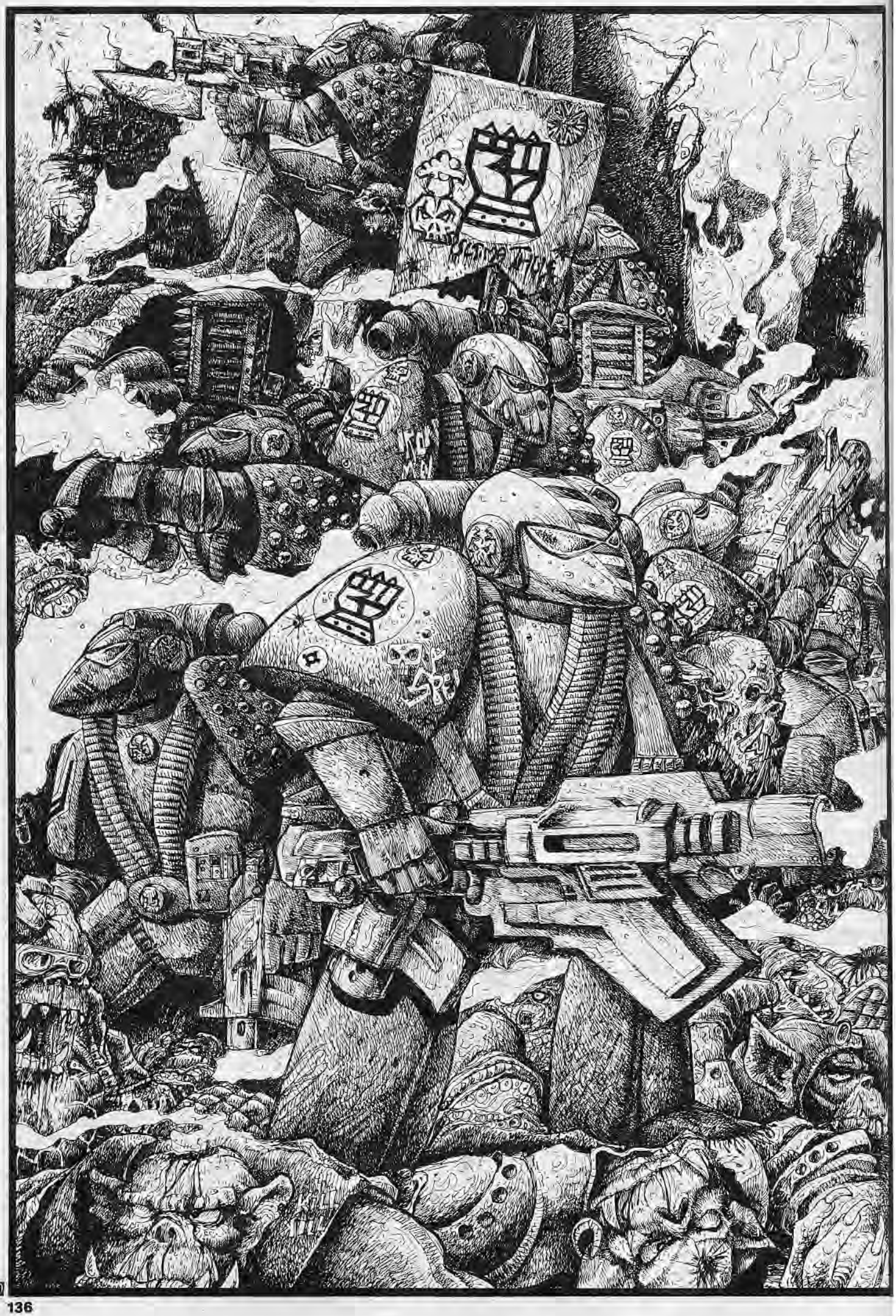
LIBRARIAN	MASTERY	PSI-LEVEL	ABILITIES
LEXICANIAN	1	3D6	1D6
CODICIER	2	6D6	2D6
EPISTOLARY	3	9D6	3D6
CHIEF LIBRARIAN	4	12D6	4D6

Randomly determine psychic abilities using a D10. Random determination between levels can be made using the appropriate dice (ie D2, D3, D4).

	LEVEL 1		LEVEL 2
1	AURA OF RESISTANCE	1	AURA OF PROTECTION
2	CURE INJURY	2	ECTOPLASMIC MIST
3	HAMMERHAND	3	JINX
4	IMMUNITY FROM POISON	4	MENTAL BOLT
5	MENTAL BLOW	5	RALLY
6	STEAL MIND	6	SENSE PRESENCE
7	TELEKINESIS 1	7	SMASH
8	TELEPATHY 1	8	TELEKINESIS 2
9	TELEPORT 1	9	TELEPATHY 2
10	WIND BLAST	10	TELEPORT 2

	LEVEL 3		LEVEL 4
1	AURA OF RECALCITRANCE	1	AURA OF INVULNERABILITY
2	ANIMATE WEAPON	2	CHANGE ALLEGIANCE
3	CAUSE CONFUSION	3	CURE WOUNDS
4	CAUSE FEAR	4	LIMBO
5	DESTROY AURA	5	MENTAL BLAST
6	MENTAL BLITZ	6	STASIS
7	ROUT	7	STRENGTH OF MIND
8	TELEKINESIS 3	8	TELEKINESIS 4
9	TELEPATHY 3	9	TELEPATHY 4
10	TRANSFER AURA	10	TEMPORAL DISTORTION





NEW WEAPONS AND EQUIPMENT

Power Shield

Power Shields are commonly used by Marine Assault Squads where a decision has been made to sacrifice one hand-held weapon for additional close combat protection.

A Power Shield is a thin sheet of plasteel with a very small Power field generator incorporated into the design. The generator produces a small field sufficient to cover the surface of the shield.

The form of the Power Shield varies considerably from Chapter to Chapter. For example, the Crimson Fists favour coffin-shaped shields, while the Blood Angels use a cruciform shield and the Iron Fists bear shields moulded into the shape of a medieval armoured gauntlet. Often a cloth banner bearing Chapter insignia will be hung below the Power Shield, and on ceremonial occasions high ranking Chapter officials are often accompanied by a bearer with such a shield.

A model equipped with a Power Shield adds 1 to its saving throw against all shooting hits. At short range or in close combat, add 2 to the saving throw. No addition is made to the saving throw against explosions.

Imperial Stasis Field

The Imperial Stasis Field is a further development of the primitive Stasis field which is commonly available. The advantage of the Imperial Stasis Field is that the duration of its effect can be controlled. In the turn in which the model activates his field, he can nominate how many turns he will be 'in stasis', reappearing at the end of the final turn nominated.

Combination Weapons

'Combi-weapons' are custom built devices which incorporate two or more firearms in one unit. The component firearms are a mixture of *Standard* and *Close Combat* weapons, and the user may fire one, some or all of these weapons simultaneously.

Each combi-weapon is meticulously crafted according to the requirements of a particular individual. Consequently, each one is expensive and unique, and typically only used by high ranking Chapter personnel, wealthy adventurers and bounty-hunters.

Some combi-weapons can incorporate 3 or 4 component weapon types; various shields, smoke dischargers, micro-grenade launchers, Las-cutters, Phase field generators and any other features according to the individual's specification. Battlefield combi-weapons are usually less complex, rarely incorporating more than three component weapons.

Combination weapons are only available to Marine Officers by means of random generation from the *Special Equipment Chart*. If a combi-weapon is taken, its component firearms should be generated randomly as follows:

D6	Number of Barrels
1-3	Double-barrelled
4-5	Triple-barrelled
6	D6 barrels

Once the number of barrels has been determined, the weapon type for each barrel is generated randomly by rolling on either the *Standard* or *Close Combat* equipment chart (player's choice for each barrel). These rolls do not cost any extra points, and non-firearm results are ignored (roll again).

Every weapon includes the appropriate number of suspensors and a targeter. Even so, for each 'barrel' fired simultaneously the model suffers a –1 on each 'to hit' roll (ie –1 if one barrel fired, –2 if two barrels fired and so on). If more than one barrel is fired the model cannot move on that turn.

Customised Armour

All Marines, regardless of rank, are issued with the standard panoply of their Chapter. Design details of this armour may vary according to the traditions of the Chapter and the materials and equipment available to them.

In many Chapters there is a tradition of allowing individuals to modify equipment according to their own tastes or that of their Imperial Commander. The most common manifestation of this is that personality models will often have shoulder plates, helmets or breastplates of distinctive design to distinguish their specialist role. For example, Chaplains favour skull-shaped shoulder plates and breastplates, Officers have skull and eagle motifs, Medics are distinguished by the snake emblem, and Techmarines with the claw emblem.

STANDARDS

> By thy colour will he know thee,
> By thy banners will he fear thee,
> By thy standard will he dread thee,
> Cry Marine, and let spit the weapons of war.
>
> Anon

Back Banners

The display of back banners is a manifestation of many Chapters' conception of war. At no extra cost all Marines can be equipped with a telescopic aerial on their backpack, complete with integral Chapter or squad banner. These banners are used on ceremonial occasions, and are often displayed in battle to help identify Marine units. It is common practice for one member of each squad to display his banner, which acts as a focal point for the rest of the squad, and marking its progress on the battlefield. Volunteering to display the banner is considered an act of heroism and a privilege eagerly sought.

An outstanding example of this has been passed down in a legend dating back to the 30th millennium. Several Marine detachments from different Chapters had been assembled for the final assault on the enemy positions, but victory was by no means assured; the battle, and consequently the outcome of the war was held in the balance. It was as if the gods of war were witholding their judgement, and were waiting to see which side was most worthy of victory. Then the divine inspiration of the Emperor of Humanity descended upon the commander of the detachment, and he gave the order; 'Let the banners be flown, for this is the moment of destiny.' Thereupon, in each and every unit along the entire battle line the banners were unfurled, and it was like a great wave to behold. Then the commander gave out a cry saying, 'The gods of war are with us,' and the entire line advanced with weapons firing. The victory was won.

Chapter Ceremonial Standards

Any Detachment may have one of the Chapter's ceremonial standards at the discretion of the Detachment Commander. The standard may be carried by any Marine model or mounted on a vehicle. Most ceremonial standards are between 4 and 8 feet square and bear the insignia of the Chapter together with sacred motifs and battle honours acquired in former wars and campaigns. Ceremonial standards are also hung in the Reclusiam and revered as sacred embodiments of the fighting spirit of the Chapter. Many of these standards are ancient and venerable relics which have been carried into battle time and time again by generations of Marines. Old, tattered and fragile banners are devoutly restored, and new battle honours added to them.

Every Chapter has its own heroic tales and legends associated with its battle standards. One such story concerns the banner of the Lamentors. After their involvment in the Badab War, the banner was but a tattered remnant, having been in the very midst of the worst fighting. When the Lamentors were granted the Emperor's forgiveness for their part in the rebellion, the banner was given to the *Adeptus Sororitas* to be resorted and purified. Their handiwork was indeed inspired by the Emperor Deified, and it is said that they wept as they wove, contemplating the Emperor's great sacrifice for Humanity. The banner became known as the Banner of Tears and was taken with the Lamentors on their penitent crusade.

ADDITIONAL EQUIPMENT AND WEAPONRY

Each Chapter has an extensive reserve of equipment, weapons and so forth which can be used by a detachment. In principle, the full range of hardware is available, but at any one time various operational and manning constraints limit the options open to the Detachment Commander, and this is reflected in the lists below.

Most of the equipment, support weaponry and vehicles used by a Marine Chapter will require Techmarine custodians, drivers or crew. Use of all this equipment assumes a sufficient number of Techmarines as generated by the Army List. The precise requirements are as follows:

Vehicles

Apart from single-seat bikes, each vehicle requires a Techmarine custodian. Any listed vehicle may be substituted by a vehicle of the player's own design providing that the new vehicle does not exceed the points value of the vehicle being replaced. However, the mode of propulsion may be different (tracks, wheels, hover etc), as desired by the player.

Personality models may be mounted on:

Vincent Black Shadow motorcycle ..... 15 ~~80~~ pts per model
Black Shadow sidecar combination ..... 140 pts per model
MK14 Bullock Jet Cycle ..... 20 ~~110~~ pts per model
Imperial Land Speeders ..... 100 ~~200~~ pts per model

A personality may drive his own vehicle or fit an auto-system for an additional 10 points. Where relevant, the Techmarine custodian (or another personality model) must be used as co-driver.

One Squad of Marines may be mounted on each of:

10 Vincent Black Shadow motorcycles .... 150 ~~800~~ pts per squad
5 Black Shadow sidecar combinations ..... 700 pts per squad
10 MK14 Bullock Jet Cycles ..... 200 1100 pts per squad
5 Imperial Land Speeders ..... 500 ~~1000~~ pts per squad

1 Rhino is available per Marine squad at 373 points.

Other vehicles available to the Marine detachment:

Land Raiders ..... 750 ~~750~~ pts each
Grav-Attacks ..... 240 pts each
Predators ..... 300 ~~600~~ pts each

Rhinos, Land Raiders and Grav-Attacks can only be driven by Techmarines or other personality models.

Support Weapons

The allocation of *support weapons* to a detachment is limited only by the number of Techmarines available to crew them. One Techmarine is required for each of the following:

Support Weapon	Cost (each)
Mole Mortar	50 points
Thudd Gun	50 points
Rapier	
Multi-laser	170 points
Multi-melta	180 points
Las-cannon	220 points
Tarantula (2 weapons of identical type)	
Grenade launcher	80 points
Heavy plasma gun	200 points
Heavy bolter	80 points
Las-cannon	230 points
Missile launcher	110 points
Multi-melta	150 points
Conversion beam	150 points

Both the Rhino and Land Raider are capable of towing the Thudd Gun, Rapier and Tarantula around the battlefield without penalty (the Mole Mortar is normally stowed). Limbering (or stowing) the weapon must be performed by the weapon's crew, who then clamber on (or in) the vehicle. Limbering the weapon takes place during the Movement phase. On the first phase (the one in which the weapon was attached), the vehicle's rate is reduced by 50%, but on subsequent phases the vehicle may move normally. Unlimbering also takes place during Movement. If the vehicle has travelled less than half its permitted distance the weapon can be set up ready to fire in the Shooting phase.

Dreadnoughts

0-2000 points of Dreadnoughts are available to the Detachment Commander (with 1 Techmarine required per Dreadnought). For full details on Dreadnoughts see *White Dwarf* 100.

Dreadnought Class	Cost (each)
Contemptor	201 points
Deredo	216 points
Furibundus	277 points

Robots

0-4 Maniples of 4 Robots (0-1000 points per Maniple including program) with 1 Techmarine required per Maniple. For full details on robots see *White Dwarf* 104.

Robot Class (standard version)	Cost (each)
Crusader	170 points
Colossus	110 points
Castellan	140 points
Cataphract	190 points
Conqueror	160 points

The robots may have programs selected from the following:

Program	Cost (each)
General Battle	35 points
Take and Hold/Defensive	50 points
Defensive	45 points
Bombot	20 points

Tactical Equipment

The Detachment Commander may also call upon the Chapter's reserve of equipment to help him win the battle. A single Techmarine can maintain up to 5 Bombots, all other items require one Techmarine each.

Item	Cost (each)	Maximum
Bombots	5 points	10
Las-cutter	35 points	unlimited
Phase field generator	50 points	unlimited
Teleporter	50 points	unlimited

Off-Table Support

Up to 1000 points may be allocated supporting fire from beyond the battle-zone. The type of fire required is not specified by the player before the battle (see *Requesting Support Fire* below), but once these points have been set aside they cannot be used for anything else.

Spotters

One Techmarine may be nominated as a *spotter* for the support fire. He may not then drive a vehicle or act as custodian for any other weapon or piece of equipment.

Requesting Support Fire

Support fire may be called down by the spotter, Lieutenant Commander, Captain, Lieutenant, or any Chaplain or Librarian. The personality requesting support fire must remain stationary for his entire turn and the target of the supporting fire must be visible to him. See **WH40K** pp97-98 for the range of options available to a model.

Whoever makes the request for support fire must make a 2D6 roll against his *Leadership* before the Shooting phase of his turn. If successful, the supporting fire will be of the type requested by the model, and fall during the Shooting phase of his turn.

If the roll fails, it means that the type of supporting fire requested is not available (and remains unavailable for the rest of the battle). Supporting fire may be requested again in the player's next turn.

Points are only 'spent' when a request for fire succeeds. Support fire may be requested until the total points value allocated to support fire is expended. Only one individual may attempt to call down support fire per turn.

COVERT

EQUIPMENT PROFILES

All *points values* in the following list have been rounded to the nearest 10 points.

VEHICLES

Vehicle	Land Max	Land Acc/ Dec	Air Max	Air Min	Air Acc/ Dec	TRR	Cp	T	D	Sv	Eq	W	Equipment	Armament	Crew	PV
VINCENT BLACK SHADOW BIKE	32	16				½	1	5	1	5,6	4	4	Targeter	Twin forward-firing Bolt guns (fire at same target)	1	80
BLACK SHADOW COMBINATION	24	12				1	2	5	2	5,6	6	8	Auto-aim (Bolt guns), Targeter (Multi-melta)	Twin Bolt guns (fire at same target), Multi-melta	2	140
MK14 BULLOCK JET CYCLE	30	10	300	10	30	½	1	4	1	6	4	4	Targeter	Twin forward-firing Bolt guns (fire at same target)	1	110
IMPERIAL LAND SPEEDER	24	8				1	2	7	15	6	8	6	Auto-aim, Targeters (2)	Swivel mounted Multi-melta (360° traverse), forward-firing Melta-gun	2	200
RHINO	16	4				1	12	8	40	4-6	12	10	1" radius Power field and synchroniser, Auto-aim, Auto-fac, Auto-drive, Ejector seats, 2 Targeters (Bolt guns), Communicator, Bio-scanner, Energy scanner, Rad-counter, Medi-pack	2 Bolt guns (provision for 8 weapons points)	11	370
LAND RAIDER	20	7				1	12	8	50	2-6	14	12	2 x 1" radius Power fields & synchronisers, Auto-aim, Auto-fac, Targeters (sponsons), Communicator, Bio-scanner, Energy scanner, Rad-counter, Ejector seats, Medi-pack	2 Las-cannons on each sponson (sychronised fire), 2 Heavy Bolt guns	12	750
GRAV-ATTACK	20	6				1	5	7	22	5,6	8	8	Auto-aim, Targeter, Energy scanner	Multi-laser (turret mounted), 2 forward firing Bolt guns (fire at same target)	5	240

SUPPORT WEAPONS

Weapon	Land Max	Land Acc/ Dec	Air Max	Air Min	Air Acc/ Dec	TRR	Cp	T	D	Sv	Eq	W	Equipment	Armament	Crew	PV
RAPIER	24	6				½	2	8	15	6	4	4	Targeter	Multi-Laser	2	180

Weapon	M	BS	S	T	D	I	Equipment	Armament	Crew	PV
TARANTULA	6	5	5	5	5	5	Auto-aim (2), Targeters (2)	2 Las-cannons	1	230

Weapon	Short Range	Long Range	Shooting to Hit Short	Shooting to Hit Long	S	D	Save Mod.	Type C	Type H	Type S	Type F	Area	Tech	Crew	PV
MOLE MORTAR	6-24	24-48	-1	-2	6	1			2"	X		3"	6	2	60
THUDD GUN	0-12	12-36		-1	6	1	-2		4"	X		1"	5	1	50

DREADNOUGHTS (All Dreadnoughts below have a *Spinal Link* control system and *Crystal Battery* power plant.)

Class	WS	BS	S	T	D	I	A	Sv	H	E	Equipment	Armament	PV
CONTEMPTOR	6	6	8	8	11	5(6)	3	4-6	4	6	Standard sensor pack, Jump pack, Power field with Power field synchroniser	4 synchronised Bolt guns (upper limb, with targeter program)	200
DEREDEO	3	8	6	7	10	6(7)	2	3-6	3	6	Standard sensor package, 1" radius Power field with Power field synchroniser	1 Bolt Gun, 1 Missile Launcher (each limb has own targeter program), Crack & Frag missiles	220
FURIBUNDUS	3	9	1	10	20	6(7)	1	2-6	3	4	Standard sensor package, 1" Power field with Power field synchroniser	2 synchronised Bolt guns, 1 Las-cannon (each limb has own targeter program)	280

ROBOTS (The cost of the selected program must be added to the Points value.)

Class	M	WS	BS	S	T	D	I	A	Sv	HP	E	Equipment	Armament	PV
CRUSADER	8	8	5	0	8	8	6	2	4-6	4	1	Cortex	2 Power swords, 1 Las-cannon	170
COLOSSUS	4	4	8	0	10	17	4	1	2-6	4	4	Cortex, Power field with Power field synchroniser	Siege Hammer, Bolt Gun, Melta gun	110
CASTELLAN	4	8	6	0	10	15	6	2	3-6	4	4	Cortex, Power field with Power field synchroniser	2 Power gloves, 1 Heavy bolter	140
CATAPHRACT	6	6	6	5	8	11	6	2	2-6	4	4	Cortex, Power field with Power field synchroniser	Las-cannon, Bolt gun, Flamer	190
CONQUEROR	6	3	6	5	8	13	6	1	2-6	5	4	Cortex, Power field with Power field synchroniser	Heavy Bolter, Auto-cannon, Power Glove	160

SPECIAL EQUIPMENT CHARTS

The *Special Equipment* option presented in the army list indicates which of the following charts a personality is allowed to use (provided of course that the personality has not taken the *Standard Equipment* option).

A pre-set points cost is paid per D100 roll on a chart, and duplicate or unwanted equipment must be issued to other models or discarded - the personality may not re-roll.

Each chart allows a *maximum number* of rolls. If permitted to use the chart, a personality can have as many rolls as indicated by this number, although he can choose not to roll if he so wishes. Each roll must be paid for according to the cost for that particular chart. A personality not taking the maximum number of rolls for a specific chart cannot transfer 'unused' rolls to another chart.

Personality models may add a bonus to their D100 roll, to reflect their greater access to special and unusual equipment.

Librarians and Chaplains . . . . may add 5 to each D100 roll
Lieutenant . . . . . may add 10 to each D100 roll
Captain . . . . . may add 15 to each D100 roll
Chief Librarian . . . . . may add 20 to each D100 roll
Master of the
Apothecarion . . . . . may add 20 to each D100 roll
Lieutenant Commander . . . . may add 20 to each D100 roll

For example, a Captain rolling 48 on the *Standard Weapons Chart* may add 15 to take his score to 63. This allows him the choice of Bolt gun or Flamer. The bonus can result in scores over 100, and the charts have been extended to allow for this.

STANDARD WEAPONS

Cost: 3 points per D100 roll
Maximum number of rolls: 1

01-05	Shotgun
06-10	Needler
11-20	Auto-gun
21-40	Las-gun
41-60	Bolt gun
61-80	Flamer
81-85	Graviton gun
86-95	Plasma gun
96-105	Melta-gun
106-112	Shuriken catapult
113-120	Combi-weapon

CLOSE COMBAT WEAPONS

Cost: 3 points per D100 roll
Maximum number of rolls: 2

01-15	Sword or combat accessory
16-20	Power shield
21-25	Stub gun
26-30	Sawn-off shotgun
31-35	Needle pistol
36-45	Las-pistol
46-55	Auto pistol
56-65	Bolt pistol
66-70	Chainsword
71-75	Hand flamer
76-80	Web gun
81-85	Plasma pistol
86-90	Power axe
91-95	Power sword
96-100	Power glove
101-104	Shuriken pistol
105-110	Jokaero digital weapon (D3 roll)
111-114	Neuro-disrupter
115-120	Combi-weapon

HEAVY WEAPONS

Cost: 50 points per D100 roll
Maximum number of rolls: 1

01-20	Heavy bolter
21-40	Missile launcher (with Crack and 2 other random missile types)
41-50	Heavy webber
51-55	Auto-cannon
56-60	Multi-laser
61-70	Multi-melta
71-80	Heavy plasma gun
81-90	Las-cannon
91-120	D-Cannon

All heavy weapons supplied with targeter and suspensors.

GRENADES AND MISSILES

Cost: 7 points per D100 roll
Maximum number of rolls: 2

01-12	Frag
13-25	Crack
26-28	Smoke
29-31	Anti-plant
32-34	Blind
35-37	Choke
38-40	Hallucinogen
41-42	Knock-out
43-44	Photon
45-46	Scare gas
47-48	Stumm
49	Tanglefoot
50	Toxin gas
51-58	Haywire
59-65	Melta-bomb
66-72	Plasma (1)
80-86	Rad
87-92	Stasis
93-98	Virus (4)
99-120	Vortex (1)

Except for rare types (quantity specified in brackets), enough grenades/missiles are obtained to last for the entire battle.

EQUIPMENT AND BIONICS

Cost: 5 points per D100 roll
Maximum number of rolls: 4

01-15	Bio-scanner
16-35	Energy scanner
36-45	Displacer field
46-60	Refractor field
61-75	Conversion field
76-85	Upgrade Jump Pack to Flight Pack
86-88	Bionic arm
89-91	Bionic ears
92-94	Bionic eye (including targeter, bio and energy scanners)
95-97	Bionic legs
98-100	Bionic lungs
101-105	Imperial Stasis field
106-110	Frenzon (plus wrist control)
111-120	Powerboard

Compiled by Bryan Ansell, Derrick Norton and Nigel Stillman.

"All of the worlds of the Imperium shall look to their own defence. They shall also look to the defence of the Imperium, and the prosecution of such wars as the Emperor in his wisdom shall decree.

Therefore, each populated planet shall raise and maintain its own planetary defence force, and from the ranks of this defence force it shall provide the best of its troops for recruitment into the Imperial Guard, according to such requirements as shall be imposed by the Administratum."

- from the Introit *to the* Codex Exercitus

THE IMPERIAL GUARD

Captain Worlak grunted with satisfaction as the gates of the fortress were blown to atoms and J Company advanced on the Traitors' position. Horren's assault platoon gunned their jump packs and flew forward into the gateway. It would all be over soon.

Worlak rubbed one hand over his stubbled chin, automatically tracing the zigzag scars that were the mark of a Warrior of the Kratch. He had feared that his 42nd Vorgarn would be assigned to some other duties because they were raised from the same homeworld as the traitor 38th, and had made sure that his superiors knew of the hereditary blood-feud between the Kratch of the 42nd and the Tarsh of the 38th. He had written long dispatches pleading for the duty of stamping the 38th out - to eradicate this stain upon the honour of the homeworld, to make a centuries-old cultural enmity serve the Imperial cause, and as many other arguments as he could muster.

He did not, of course, mention his strongest reason - that the traitors of the 38th were led by Tarsh Mardik. Cultural enmities between units were accepted as natural, but personal vendettas between commanders could interfere with judgement, and were sternly discouraged.

A huge explosion announced that the citadel was taken, and Worlak hurled his jetcycle up and forward, punching the comm into life as he did so. He had to find out.

"Horren. What news?"

"We have the command bunker, Captain."

"And?"

"We have saved the one you wish."

"Good. You will be rewarded."

"We are rewarded already, Captain trezny." Horren used the Kratch word for a leader of warriors, with the highest honorific suffix. The Imperium was all but forgotten - this was a Vorgarn affair, and Horren was a Kratch warrior who was very happy with his leadership. The screams which could be heard in the background bore out his words.

Worlak strode into the wreckage of the command centre to find the traitor commander chained up, away from the bodies of his men. He paled visibly as Worlak took off his visored helmet, revealing the empty socket of his right eye.

"You!"

"Yes, Tarsh Mardik. Me." He stripped off his uniform jacket, and at his signal one of his men unchained the captive. The others had begun to spread out into a loose circle around the two.

"It's been a long time, eh, Mardik?" Worlen drew the silver-handled Kratch hunting knife from his boot. "What must it be - twenty-five years, Terra standard? I expect you'll almost have forgotten by now. But I never forgot. I have this empty socket to remind me." He dropped the knife on the floor of the bunker, and backed away until the knife was exactly half-way between the two of them.

"You owe me an eye, Tarsh Mardik. And I've come to collect."

Simultaneously, the two men lunged forward for the knife.

INTRODUCTION

The Imperium is vast, and wars are constantly raging throughout the galaxy. Rebellions flare up and are crushed; Orks, Tyranids and other alien races attack on a thousand fronts; heretic prophets rise to brief glory and are destroyed; new worlds are discovered, claimed for the Imperium, and pacified. At times, it seems, the whole universe is at war.

Indeed, as far as the line troopers of the Imperial Guard are concerned, the whole universe *is* at war. The Imperial Guard makes up the vast bulk of the Imperial military machine; recruited from the planetary defence forces of the Imperium's millions of worlds, it is a huge military force of Humans and Abhumans.

No one man knows the true size of the Imperial Guard, and only the huge *Codex Exercitus*, maintained on Terra by the highest ranks of the Administratum, contains the necessary data for such a calculation. There are some guesses and rumours - some say that if the whole of the Imperial Guard were paraded shoulder-to-shoulder they would cover the entire planetary surfaces of such-and-such a system, or stretch from Terra to such-and-such a star. The only thing known for certain is that the Imperial Guard is unimaginably vast.

Because of its enormous size, the Imperial Guard is also an incredibly diverse organisation. To define the configuration of every company and platoon, to describe every variation in troop organisation, equipment and tactics, would require a work many times the size of this one and the lifetimes of many scribes beside your servant who writes this. Of necessity, then, we must confine ourselves to standard-issue equipment, common troop types and conventional tactics.

An unofficial, but very common practice, amongst units of the Guard is the adoption of Battle Badges. These rivetted circular metal plates are sold to Guardsman by their officers after major wars and battles. The Battle Badge simply has the name of the action and date stamped onto it. The troopers are proud to display such records of their battles and the badges are fixed to helmets and body armour even taking precedence over official unit insignia.

IMPERIAL GUARD REGIMENTS

The major unit of the Imperial Guard is the *Regiment*. Precise numbers vary, but most Imperial Guard Regiments are raised with a strength of 2,000-6,000 men. Each regiment is raised from a single homeworld, and the Imperial Guard trooper regards himself as belonging first and foremost to the Regiment rather than the Army to which it is assigned at its raising.

REGIMENT NAMES

Regiments are identified by the name of their homeworld, and a number - for example, the 8th Necromunda Regiment is the eighth Regiment of the Imperial Guard to have been raised from the hive world of Necromunda at a particular raising. Regiments are often given unofficial names by their commanders; thus, the 8th Necromunda Regiment call themselves 'The Spiders', and use the symbol of a spider as an unofficial emblem. Their commander, Colonel Raeven Mortz, even goes so far as to keep one of the deadly Necromundan Greenback spiders as a pet and mascot.

COMPANIES

Regiments are divided into *companies*, which can vary widely in their size and composition. The company is the major tactical unit of the Imperial Guard. The heart of a company is composed of a varying number of *platoons*, and various specialist units and machines are attached to the company as need, availability and individual preference dictate - robots, vehicles, support weapons, ally contingents and the like.

PLATOONS

The *Codex Exercitus* gives the standard configuration of an Imperial Guard Platoon as a *Command Section* and up to four *squads*. A Command Section consists of an Officer (normally either a Captain or a Lieutenant), a number of specialist troops such as a Medic, a Commissar, an Orderly who may carry the platoon's standard, and perhaps an attached group of Sanctioned Psykers, in addition to rank-and-file Guardsmen. A squad consists of one Sergeant and nine Guardsmen, and is always attached to a Command Section. Imperial Guard squads always act as part of a platoon.

RECRUITMENT

Each of the populated worlds of the Imperium has its own planetary defence force, raised from among its population. The *lex imperia de munimenta publica* lays down that each planet shall raise and maintain a planetary defence force, and a further Imperial decree provides that these planetary defence forces shall provide recruits for the Imperial Guard.

Recruitment for the Imperial Guard creams off the elite of the planetary defence forces, according to a series of quotas set by the Administratum. Using a complex system of probability computations and battle forecasts backed up by the Imperial Tarot, the Administratum issues a requirement for troops, which is passed down to the Imperial Commanders of individual planets. The Imperial Commander can then formulate his population control policy for the next generation around the Administratum's requirement for Imperial Guard troops and his own requirements for labour.

Quotas are normally set each generation, but in times of great need, the Administratum may require a planet to supply two or more raisings from a single generation. During the wars of the Horus Heresy, for example, Necromunda was required to provide dozens of separate raisings, supplying the Guard with hundreds of millions of troops in total. Many hive worlds suffered similar burdens, while at the other end of the scale, many agricultural and feral worlds were almost entirely stripped of their meagre populations, and had to be left for several generations in order for their populations to recover.

Among the planetary defence forces, it is considered a great honour to be chosen for recruitment into the Imperial Guard. Many young hopefuls, especially on hive worlds and factory planets, flock to the planetary defence force in the hope of being found worthy of the Imperial Guard - their only chance of escape from their claustrophobic homeworlds.

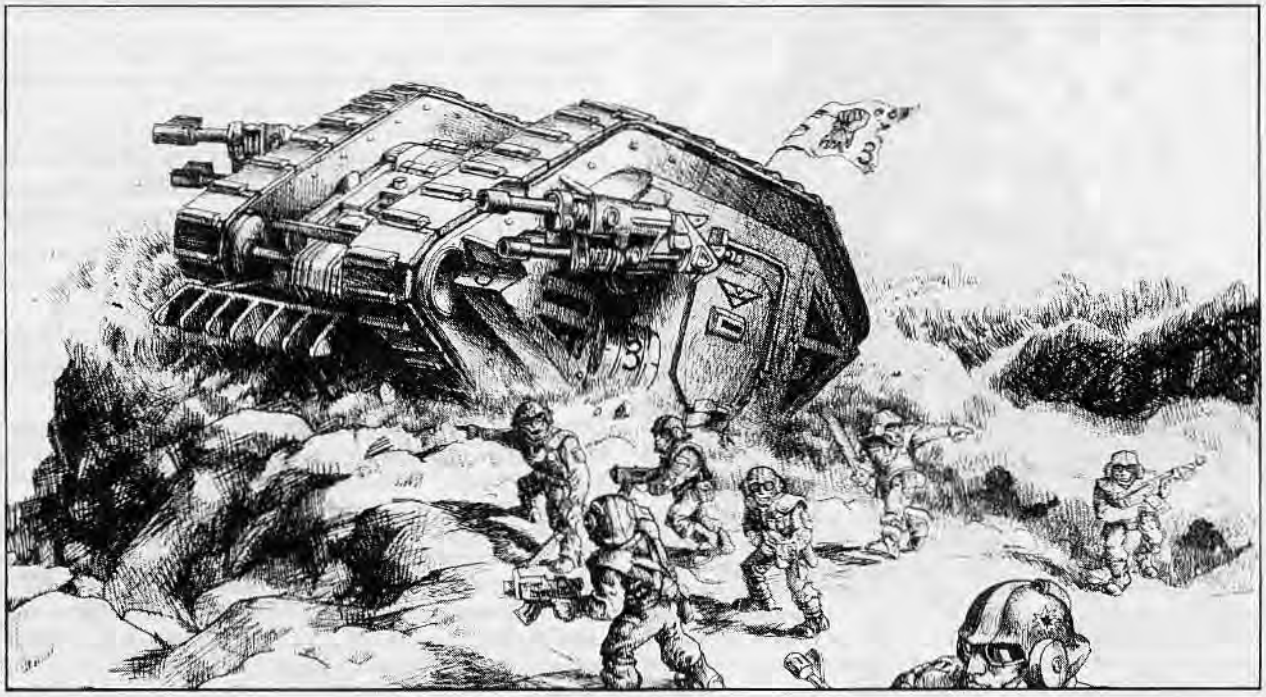
Methods of recruitment vary according to the world involved. On hive worlds such as Necromunda, it is common to draft entire street gangs into the planetary defence force - in effect, to legitimise their activities and give them formal control of an area. The most successful of these - and some are so successful as to threaten the long-term stability of a wide area - are drafted as complete platoons or companies into the Imperial Guard. On feral and mediaeval worlds, the planetary defence force is recruited from the warrior caste by a series of trials and ordeals, and given names such as the Knights of the Star Lord or the Eagle Warriors. The greatest of these, chosen again by trial, may join the Warriors from the Stars when their great ships come out of the sky. Some feral-world warriors will commit ritual suicide if they fail to meet recruitment criteria.

Skinner felt good. Electricity seemed to come up through the street and flow through his body. The Blood Rats were ranged out to right and left of him, and people were keeping off the street. Their *street. Just like the old days.*

It hardly felt any different - the old feeling was still there. Even after eighteen months in the belly of a spaceship in basic training. Even though they were now officially the Second Platoon, F Company, 23rd Vintor Regiment, Imperial Guard. Even though Rubblehead was toting a missile launcher in place of his home-made bombs.

Even the uniforms were a good omen. A hundred-to-one shot, minimum. Owing to local dyestuff supplies in the Hoplor system, the uniforms were a rusty brown. The colour of dried blood. The colours of the Blood Rats.

Hoplor IV was a home from home. And the Blood Rats had some fresh turf to carve themselves out.



Particularly on feral worlds, the taking of scalps, ears, and other trophies is encouraged as an index of martial prowess. Trophy-taking is also common among hive world gangs, which are similar in many cultural respects to the tribal warbands of pre-gunpowder feral worlds. On Necromunda, for example, many gangs take the smallest finger of the right hand as a trophy. Trophies are all-important proof of martial prowess, and thus of worthiness to join the Imperial Guard.

An Imperial Guard Regiment is recruited from a single planet at a single raising. The Regiment is shipped to its posting after it is raised, but does not receive replacements for losses. Because of the vastness of the Imperium, and its huge Human population, it is rare for the transport of personnel to justify the huge costs, risks and time-lags involved. However, in many Regiments the Guardsmen's offspring are brought up within the Regiment, and are recruited when they come of age. Until that time, they perform menial and support duties, and may fight as a *probitor* unit alongside the rest of the Regiment, being fully inducted into the Regiment when they have proved themselves in battle.

Because of the lack of ongoing recruitment, it is common for Regiments to become severely depleted, and it is thought that a great many Imperial Guard Regiments are currently at less than half their founding strength. In some cases, such as the 22/4 Valeria, two or more Regiments serving on a world may be combined to form a new Regiment, which is given the name of the base world if its parent Regiments came from different homeworlds.

Tarok slumped down behind the rock. With an effort of will he controlled his breathing, until his heart had stopped pounding in his ears and he could hear them moving out there.

Using a hunter's hand-signal he ordered his warriors to spread out into a loose line. With all the hunter's skill, they moved unseen to encircle the attacking Brannatim. Now all he had to do was keep himself alive until the noose closed, for he was the bait in the trap.

In the scrub over to his left, an incautious footstep crushed a dry leaf. Tarok rolled further behind the rock, and scooped up a handful of gravel, lobbing it far over to the right.

As the stones pattered to the ground, a Deathlight flashed the stunted bushes into flame. Tarok sprang up and fired at the Brannath who had just given away his position. The man fell forward out of the bushes, with a fist-wide, smoking hole punched through his body from front to back. Strange, thought Tarok, that there is no blood.

That thought almost cost him his life. He almost failed to notice the shadow sliding over the rocks behind and right of him. The rock glowed and began to melt as he dived away from the beam of the Deathlight. The Brannath was not quick enough with his second shot.

Then, on all sides of him, the air was shot through with the deadly bright rods of soldier-lightning. His hunters had encircled the Brannatim, and now began the killing. Like a herd of Kaltbirs at calving-time, he thought with a smile.

He took up his Deathlight and loped into the bush to join his men. The Brannatim were defeated, and his Morodhim had proved themselves worthy to join the Sky Warriors. They were watching through their magic, he knew - the same magic that made the Deathlight spit its soldier-lightning. He wondered how it would feel to wear their strange clothes, and to fight alongside the great warriors whose names were now legend - Hokor of the Karathim, Regad of the Freidim, and Sborak - once his own uncle - of the Morodhim.

The Sky Warriors were waiting as Tarok brought his victorious Morodhim back to the village. Their faces all bore - as did his own - the scars of their tribes, and of the inner lodge of the Predor, the highest lodge of warriors. They also bore the scars of the Sky Warriors. Soon, those most coveted scars would also belong to Tarok and his warriors. They would go to the stars, and their deeds would be told around the cooking-fires until the end of time.

TRAINING AND DEPLOYMENT

Recruits to the Imperial Guard are already partially trained by virtue of their service with the planetary defence forces from which they are recruited. Advanced training, weapon cross-training and various drills take place during the long voyage from the Regiment's homeworld to their posting. Since it is Imperial policy to post Imperial Guard units well away from their homeworld in order to minimise the risk of revolt, these voyages can take months or even years. By the time an Imperial Guard unit arrives at its destination, it is a highly-trained and cohesive force, ready for almost any eventuality.

The Imperial Guard is most often deployed into war zones or on planets where a garrison is required. Garrison postings are seldom the easy tasks they may seem, for often an Imperial Guard garrison has to conquer a world, or recapture it from Orks or other aliens, before they can garrison it. Less common postings include attachment to the entourage of a Rogue Trader, and posting to a Titan Order as *Secutor* support troops.

A successful Regiment can look forward to being granted the overlordship of the planet to which they are posted. If the planet remains peaceful and meets all its quotas, the Regimental Commander may in time be rewarded with the title of Imperial Commander and the governorship of the planet, while substantial land grants may be made to Guard veterans who retire from active service due to old age. In due course of time, the Regiment will become a hereditary nobility, almost indistinguishable from the now-peaceful native population. The descendants of the original garrison may well be recruited, first into the planetary defence force, and then into the Imperial Guard Regiments that are raised there.

Occasionally, the powers and responsibilities of office may corrupt a Regimental Commander who is appointed Governor of his garrison planet, and he may be tempted to rebel, as in the case of the 3rd Vorradion Regiment on Bradur IV. In such cases, Imperial justice is swift and total - less than a hundred days after the rebellion began, the governor's palace was assaulted by the Space Marines of 3 Company, Legio Astartis Blood Drinkers, with orders to take no prisoners and accept no surrender terms.

SUPPLY

A Regiment is supplied with weapons and other equipment at its foundation, and a Regimental Commander may request equipment from the Administratum for a particular task. However, since these requests can take some time to process and are by no means certain to be approved, many Regiments will take over factories and workshops on the world to which they are assigned.

Uniforms are supplied at the foundation, but are not replaced thereafter; it is the responsibility of the Regimental Commander to arrange the supply of such items, and in an old-established Regiment it is common for uniforms to vary from platoon to platoon. The basic pattern of the uniform will remain the same, as laid down by Imperial regulations, but its colour and material will vary according to what is available at the time. Thus, for example, a Regimental Commander may requisition a batch of material from a factory on the Regiment's posting world, and if only blue material is available, then the replacement uniforms will be blue.

TROOP TYPES

The Imperial Guard incorporates troops of many types and races. In addition to the standard, general-purpose tactical platoon, a wide range of individuals and units see service with the Imperial Guard.

ADEPTUS MECHANICUS

The Imperial Guard's equipment is serviced directly by the Adeptus Mechanicus and their Servitors. The Adeptus Mechanicus personnel and Servitors are directly responsible for the Guard's vehicles and are the custodians of all the Guard's support weaponry and equipment.

Servitors

Servitors are Humans modified by the Adeptus Mechanicus, with the sole purpose of operating machinery. They are selected from various sources - the Penal Batallions, planetary reformatories, captured rebel forces and other sources of unwanted manpower - and then brain-scrubbed, physically adapted if necessary, and given intensive biochem and training. The result is less than Human, but has vastly enhanced mechanical capabilities. Servitors are able to operate their machines without thought, by instinctive response resulting from their intensive training and modification, and a single Servitor can perform the functions of two normal crewmen.

COMMISSARS

On the battlefield, Commissars accompany the highest-ranking officers in an Imperial Guard force, encouraging bravery and devotion to the Imperial cause, and ensure that cowardice and vaccilation are punished and their effects on the force minimised. Away from the battlefield, Commissars act as priests and advisors, conducting rituals, giving instruction and performing other duties to ensure firm adherence to the Imperial cult. This does not necessarily mean that the religious or ritualistic practices of a platoon's cultural origins are forbidden. On the contrary, the Commissars are skilled at adapting such rites and making them an 'official' part of the Imperial Cult.

SANCTIONED PSYKERS

Not all psykers are killed out of hand or shipped to Terra for absorbtion by the Emperor. Sanctioned Psykers are often attached to Command Sections of Imperial Guard platoons. These individuals have often led a bizarre life as fugitives, hidden by friends or tribal groups and always in fear of their lives. Consequently, they may manifest considerable eccentricity in their dress and behaviour. They are often afflicted with mutations, an enlarged cranium being particularly characteristic.

ASSAULT PLATOONS

Some platoons are specially trained for close combat; recruits from feral and hive worlds are particularly renowned for their ferocity in hand-to-hand fighting. These troops are drawn from the most ferocious and brutal feral-world tribes and hive-world gangs, and take great pride in their fearsome reputation. Ritual scars, facial mutilations and other identity marks characteristic of their homeworld culture are common - as they are throughout the Imperial Guard - and some assault troops invent their own platoon markings in addition, to add to their barbaric and fearsome appearance. The taking of scalps, ears and other trohpies is common.

ROUGH RIDERS

On many undeveloped frontier worlds, with no properly developed communication system, the Imperium has found that horses provide the most viable form of transport. Horses have been bred continuously since the early days of expansion into space for this very reason. Imperial Guard units from frontier worlds which have an equestrian military culture are often used more or less permanently as mounted scouts and foragers. These platoons of horse-mounted Guardsmen are known as *Rough Riders*.

Rough Rider units are sometimes issued with a nine-foot hunting lance whose head bears a shaped explosive charge. These are used for hunting big game on Feral Worlds - the quarry is driven to bay by troopers acting as beaters, and the officers draw lots to decide who will dispatch it with the lance - but they are also used by the Guard in battle. Rough Rider Lancers have proved particularly effective against riotous mobs and massed hordes of Gretchins and similar opponents; they can sometimes even produce a better result against heavier, power-armoured troops than the standard-issue lasgun of the Imperial Guard.

BEASTMEN

The *Beastman* breed of Abhuman is becoming increasingly common on the frontiers of the Empire, and sometimes whole planetary groups are populated by Beastmen. What they lack in intelligence, Beastmen make up in aggression and determination. They commonly have a simple but fierce devotion to the Imperial cult, fired by a desperate wish to atone for their sin of being born mutants by doing the Emperor's will on the battlefield. For Beastmen, the Emperor is portrayed as vengeful and proud, demanding tribute in the flesh and blood of his enemies. The borderline between this crude form of Emperor worship and the Chaos cult of Khorne is thin, and the Beastmen's limited intellect mean that some inevitably cross over to Chaos.

"Beastman bad. Bad Beastman. Dirty. Emperor no like. Beastman love Emperor. Give blood to Emperor. Give heads to Emperor. Say sorry."

- Packmaster Grasht, attached to 7 Company, 14th Gratanor Regiment

OGRYNS

Ogryns are large, powerfully-built Abhumans, thought to be descended from Humans marooned on prison planets long ago. They are valuable troops because of their strength, brutality and childlike devotion to the Imperial cult. However, their limited intellect can make them frighteningly unpredictable and erratic. Ogryn squads must be led by Ogryn leaders, who have received brain-enhancement surgery.

Owing to their size and basic intelligence, Ogryns are normally equipped with weapons that have been designed specifically for them - mainly low-technology weapons and primitive armour. Grenades must be specially made for the Ogryns' large hands, and take the form of large metal cylinders with a ring-pull detonator at one end. Ogryn leaders are often equipped with a weapon they have dubbed the Ripper Gun, a simple but effective drum-fed, large-calibre auto-shotgun firing canister scatter-shot.

"C and D platoons, move up. Follow the Robots. Other units hold position. Gardiner, where are the Ogryns?"

"In small pieces all over breakout zone Charlie, sir. Shurikens took 'em apart. Only three survivors."

"Patch me through to them. Hello, who's that?"

"Ordrogg."

"Grathyogg still alive?"

"Nah."

"Listen, Ordrogg, the Emperor's very pleased with all of you, OK?"

"Him? He's pleased?"

"Very pleased. He's watching you now. He says he wants you to go over to the Robots and stick with them. You got that?"

"Yerr. On our way."

RATLINGS

Halflings, the smallest Abhuman breed, are known by a variety of names throughout the Imperium, but the name that has passed into common usage within the bulk of the Imperial Guard is *Ratlings*. They are used mainly as snipers, and are not subject to the otherwise rigid platoon structures. they may operate as independent squads.

PENAL BATTALIONS

The Penal Battalions are drawn from Imperial Guard and planetary defence force troops who have committed capital crimes, and had their sentences commuted to life service. There are a great many capital crimes, so the supply of potential troops for the Penal Battalions is never-ending.

New troops have their heads shaved and tattooed with the unit insignia, and explosive slave-collars are put around their necks. The collars are a disciplinary device rather than a means of turning the troops into Human Bombs - the blast is directed inwards, and will have little effect on anyone standing even a few feet away. The collars are controlled by the Adeptus Mechanicus personnel accompanying the force, and are detonated sparingly, when discipline needs to be enforced without destroying the troops' morale.

Penal Battalions are a part of the regular fighting force of the Imperial Guard, and a commander who regards Penal Battalion troops merely as cannon-fodder and uses them wastefully is liable to end up in a Penal Battalion himself.

"There are those who undervalue the Penal Batallions. But they should consider this: should a man who has wronged the Emperor be allowed to wrong him further? For each man executed is a man who can no longer serve, and to fail in service to the Emperor is the greatest of sins."

- Leman Russ, Meditations on Imperial Command, Book XXI

HUMAN BOMBS

The troops sentenced to service in the Penal Battalions are there for life, and must live under a tremendous burden of guilt; for not only have they committed crimes, but in so doing they have betrayed the Emperor.

However, the Emperor in his mercy has ordained that Penal Battalion troops should have the opportunity to repent and atone for their crimes - hence, the Human Bombs.

Any Penal Legion trooper may volunteer for service as a Human Bomb. In addition to his normal equipment, he is fitted with an explosive harness. The moment he dons the harness, he is absolved by the Emperor and the burden of his guilt is lifted. He also has a chance of freedom, for some of the harnesses are rigged not to explode - if he survives the battle, he is absolved and free.

• ON THE BATTLEFIELD

The troops of the Imperial Guard have adopted a rigid battlefield command structure which is reflected in the following rules relating to platoon and squad coherency.

• PLATOONS

The Imperial Guard takes the field in *platoons*. A platoon consists of a *Command Section*, led by an officer, and up to four *squads*, each consisting of a Sergeant and nine Guardsmen. The exact composition of squads and Command Sections can vary and is fully described in the army list. Officers and other models in a Command Section (such as attached Sanctioned Psykers) cannot leave their Command Sections under any circumstances. A Commander who is not attached to a Command Section at the start of the battle is the only officer who may operate independently. A Commander who starts the battle attached to a Command Section must remain with that Command Section for the remainder of the battle.

Platoon Coherency

Imperial Guard squads always operate as part of a *platoon*. The following rules apply to platoon organisation:

1. A platoon is commanded by an officer: an officer is Commander, a Captain or a Lieutenant.
2. Each officer is accompanied by a Command Section. The only exception is a Commander who begins the battle independently, unattached to a platoon.
3. Officers are subject to the normal unit coherency rules with respect to their Command Sections: an officer must remain within 2" of at least one other member of the Command Section.
4. In addition to the officer and Command Section, each platoon contains 0-4 Tactical, Support or Assault Squads (or any mix of such squads).
5. Each squad in the platoon must have at least one model no more than 12" away from at least one model of the platoon's Command Section.

Thus, the more Command Sections in a force, the smaller and more flexible the platoons can be.

It is possible that platoon coherency may be broken if a squad is routed or some of the models are killed. If a squad becomes separated by more than 12" from its Command Section, it must try to restore platoon coherency in the next turn. The following rules apply, provided the squad is not subject to mandatory movement rules (eg routing):

1. The squad must move so that at least one model is within 12" of a model in its Command Section, unless:
   a) it cannot get within 12" of its Command Section in one turn
   b) it would have to move across open ground known to be covered by enemy fire
   in which case, refer to rules 2 and 3 below.
2. If the squad is in cover, it remains stationary. If the enemy come within 12", the squad may either retreat or remain stationary.
3. If the squad is not in cover, it moves towards the nearest cover within 12". If there is no cover within 12", the squad may either remain stationary this turn or move away from the enemy.

The squad may act normally again if its Command Section moves to within 12" of it and restores platoon coherency.

Squad Coherency

Imperial Guard units always fight as ten-man units, and may not be split up into smaller groups.

Individual Guardsmen must maintain normal unit coherency. No model may move more than 2" away from the nearest model in the same squad.

If a model finds itself further than 2" from the nearest model in the squad, the following rules apply:

1. The model must move so that it is within 2" of another model in its squad, unless:
   a) it cannot get within 2" of another model in one turn
   b) it would have to move across open ground known to be covered by enemy fire
   in which case, refer to rules 2 and 3 below.
2. If the model is in cover, it remains stationary. If the enemy come within 6", the model may either retreat or remain stationary.
3. If the model is not in cover, it moves towards the nearest cover within 6". If there is no cover within 6", the model may either remain stationary this turn or move away from the enemy.

• SPECIAL UNITS

The normal unit structure of the Imperial Guard is based on the platoon, as mentioned above. Platoons may consist of Tactical Squads, Support Squads, Assault Squads, or any mixture of the three types, in addition to the compulsory Command Section. The other various special units commonly used by the Imperial Guard are covered below.

Assault Platoons

An Assault Platoon comprises a Command Section and up to 4 Assault Squads - it contains no Support or Tactical Squads. Assault Platoons are the only Imperial Guard troops which may be equipped with jump packs, since a vital part of their combat role is to enter close combat quickly.

Rough Riders

Any Human Platoon, with the exception of Penal Battalion troops, may be given horses to convert them into Rough Riders. Rough Rider Platoons are the only Guardsmen who may be equipped with hunting lances.

Beastmen

Beastman Platoons must consist of a normal Human Command Section and up to four Beastman Squads. All the Beastman Squads in the force must be organised into a single platoon. They can only follow *specific orders* (see below).

"They are an effective force in their way, and I do not doubt the Emperor's wisdom in allowing tainted abhuman filth to serve him. But my men shall not be exposed to the corruption of these beasts."

- Commander Carab Culln, Legio Astartis Red Scorpions

Ogryns

Ogryn Squads consist of a brain-enhanced Ogyrn leader and four normal Ogryns. All the Ogryn Squads in an Imperial Guard force act together as a single Ogryn Platoon. They do not have a Human Command Section; instead, the player nominates one of the squad leaders as the platoon leader.

Distraction

Ogryns are subject to *distraction*. As mentioned above, they are of lower intelligence than other Imperial Guard troop types, and this can sometimes have an adverse effect on their performance in combat. They can become distracted, lose track of their objective, or start arguing among themselves.

At the start of each Imperial Guard turn, the player must roll a D6 for each Ogryn Squad. On a roll of 1, the squad is *distracted* for the whole of the turn. It may not move or shoot; if it is engaged in close combat, it may make no attacks.

Ratling Snipers

Ratling Snipers are organised into squads of five. These squads are not subject to the normal platoon organisation, and operate as independent squads.

Penal Battalion Troops

A platoon of Penal Battalion troops consists of up to four Penal Battalion squads, plus a normal Command Section. It is subject to all the normal rules for platoon and squad coherency. A force containing Penal Batalion troops must also contain at least one Adeptus Mechanicus to detonate their explosive collars. Penal Battalion troops can only follow *specific orders* (see below). All the Penal Battalion Squads in the force must be organised into a single platoon.

Human Bombs

Human Bombs operate as individual figures, and are not subject to unit coherency rules. A force containing Human Bombs must also contain at least one Adeptus Mechanicus to detonate the bomb harnesses. They can only follow *specific orders* (see below).

• SPECIFIC ORDERS

Beastmen Platoons, Penal Battalion platoons and Human Bombs may only be given *specific orders*.

Specific orders may be one of the following three types:

1. Move within range of a specified enemy unit, firing when within range.
2. Charge a specified enemy unit and engage it in close combat.
3. Take and hold a specified position.

The enemy unit or position must be specified when the order is given. It is often helpful to note specific orders on a piece of paper, indicating the unit receiving the order, the type of order given, and the enemy unit or position specified by the order.

With Beastmen and Penal Battalion troops, one set of specific orders must be given to the whole platoon.

When troops following a specific order cannot move into position in the current turn, they must move at least half their move allowance towards their objective.

An order may *not* be changed once given; it must be completed before a new order can be given.

When an order is completed, and *only* when it is completed, a new order may be given by an officer within 2" of the unit. In most cases, this will be the officer in command of the platoon. If the platoon is without a commander, then any officer within 2" may give the platoon a new order.

ADEPTUS MECHANICUS

Adeptus Mechanicus personnel serve as custodians of the equipment and vehicles attached to an Imperial Guard force, preparing the equipment for battle and repairing it after damage.

Before the battle, roll for the availability of Adeptus Mechanicus personnel. D6 Adeptus Mechanicus are available, and treble that number of Servitors - so, for example, a dice roll of 3 indicates the availability of 3 Adeptus Mechanicus and 9 Servitors. It is not compulsory to field all those available; the die roll simply gives the maximum that *can* be used.

The Adeptus Mechanicus and Servitors accompanying a Imperial Guard force must be provided with sufficient vehicles to carry them. For example, if a force includes three members of the Adeptus Mechanicus and nine Servitors - a total of 12 models - the player must provide them with enough vehicles to carry 12 models. These vehicles can be of any type - for example, a Rhino and two Jet Cycles, four Jet Cycles and four Land Speeders, or any combination of vehicles the player wishes. The Adeptus Mechanicus and Servitor models do not actually need to ride on or accompany these vehicles during battle, and the vehicles may be deployed however the player wishes.

At least one Adeptus Mechanicus must be included if the force contains Beastmen Platoons with Frenzon dispensers, Penal Battalion troops, Human Bombs or bombots. One Adeptus Mechanicus is required for each Land Raider, Land Speeder and maniple of robots in the force. Other vehicles and items of equipment only require Servitors as custodians (see *Additional Equipment and Weaponry* in the army list for full details of the requirements for custodians).

If Off-Table Support Fire is purchased for an Imperial Guard force, any Adeptus Mechanicus may act as a Spotter.

It should be noted that on the battlefield Adeptus Mechanicus and Servitor custodians need not accompany the vehicle or equipment they service - they need only be included in the force for the equipment to be available.

Servitors

Servitors are able to directly interface with many items of machinery, literally plugging themselves into the equipment via surgically implanted sockets and linkages. In this way the Servitor is able to operate the machine more efficiently than normal Humans. Each Servitor may therefore take the place of two crewmen on any vehicle or item of equipment which he is operating - for example, a single Servitor can fly a Land Speeder in place of the usual two crewmen. In such cases, the Servitor model must obviously be in the vehicle or with the item of equipment he is operating.

Repairing Damaged Equipment

Adeptus Mechanicus and Servitor models may attempt to repair vehicles which have suffered critical hits. Roll a D6 when the model arrives at the vehicle: on a roll of 6, the critical effect is repaired and the machine will function again next turn; on a roll of 2-5, repair may yet be possible - the Adeptus Mechanicus or Servitor model must roll again next turn; on a roll of 1, the vehicle is beyond repair.

COMMISSARS

You must roll before the battle to determine whether Commissars are attached to the Imperial Guard force. A Guard force always includes D6-2 Commissars. An Imperial Guard force acting as an ally contingent in another army includes D6-4 Commissars. In both cases, the force *must* contain the indicated number of Commissars. Commissars with standard equipment are free of any points cost, but additional equipment for Commissars may be purchased at the normal points cost.

Each Commissar accompanies an officer, beginning with the highest-ranking officer in the force and working down through the ranks. This means the first Commissar accompanies the commander of the force, the second Commissar accompanies the next highest ranking officer, and so on.

If there are more Commissars than officers in the force, the extra Commissars are each assigned to a sergeant of the player's choice. No more than one Commissar may accompany any officer or sergeant.

A Commissar must always remain within 2" of the officer or sergeant to whom he is assigned.

If the unit to which the Commissar is attached retreats for any reason, the Commissar will summarily execute the officer or sergeant, thereby sparing him the shame of living with the knowledge of his failure to do his duty to the Emperor. Do not roll dice for this, as it happens automatically - simply remove the officer or sergeant model from the table.

If the officer of a platoon is killed - either by the enemy or by his Commissar - the Commissar effectively takes control of the platoon. While he does not formally assume command, his presence is such that the troops will automatically look to him for leadership. All tests that would have been made using the officer or sergeant's *Leadership* or *Cool* are now made using the Commissar's profile instead.

Commissar Krieglust lowered his bolt pistol. All eyes were upon him. They didn't know who to fear more - him or the Eldar.

"Weep for him - " he indicated the fallen officer " - for his faith was not sufficient. Rejoice for yourselves, for my faith is bottomless! Forward, for the Emperor!"

SANCTIONED PSYKERS

Sanctioned Psykers may have up to D6-2 rolls on the *Personal Attributes Table* in **Slaves to Darkness**. In addition, Sanctioned Psykers may be given any number of cosmetic mutations - mutations that only change the appearance of the Sanctioned Psyker and have no effect whatsoever on the model's profile or abilites.

Sanctioned Psykers attached to an Imperial Guard force must be attached to Command Sections. They may be distributed among the Command Sections as the player wishes, and any number of Sanctioned Psykers may be attached to any Command Section.

EQUIPMENT

Uniformity of Equipment

Tactical, Assault and Support Squads may be upgraded with *additional equipment*. If they are given additional equipment, *all* the troops in a platoon must be identically equipped; for example, if lasguns are replaced by bolters, then *all* lasguns in the platoon must be replaced by bolters, or if troops are given plasma grenades, then *all* troops in the platoon must be given plasma grenades. This rule applies to vehicles and other equipment as well as weapons.

Points values for characters include the equipment listed under *Basic Equipment*. The *Optional Upgrades* are addition to this and comprise either a package of *Standard Equipment*, and/or a series of rolls in the *Special Equipment Charts*.

Jump Packs

Assault Platoons may be equipped with jump packs to bring them quickly into the close combat at which they excel. Only Assault Platoons may use the expensive jump packs, since they are the only troop type for which it is vital to enter close combat quickly.

Auxiliary Grenade Launchers

The auxiliary grenade launcher (AGL) is a one-shot weapon, consisting of a simple tube mounted on a standard-issue lasgun which uses a gas charge to fire a single grenade. AGLs may be issued to Imperial Guard troops equipped with lasguns. The standard launcher will only fit onto a lasgun, but variants for use with other weapons are available on the civilian market, and some officers make use of these - such AGLs have been known to be incorporated into rods of office, vehicles and even the archaic walking canes affected by some officers.

Before the battle, an AGL is loaded with a single grenade, which may be of any type carried by the model. When a squad is equipped with AGLs, they must all be loaded with the same grenade type and the whole squad must fire them in the same turn. Since AGLs are one-shot weapons, a player must record when a model or squad has fired its AGL(s).

AUXILIARY GRENADE LAUNCHER

Range		Shooting to Hit				Save		Type				
Short	Long	Short	Long	STR	DAM	Mod	C	H	S	F	Area	T
0-10"	10-20"					As ammo						4

Power Shields

A power shield is a thin sheet of plasteel that incoporates a very small power field generator producing a field large enough to cover the surface of the shield.

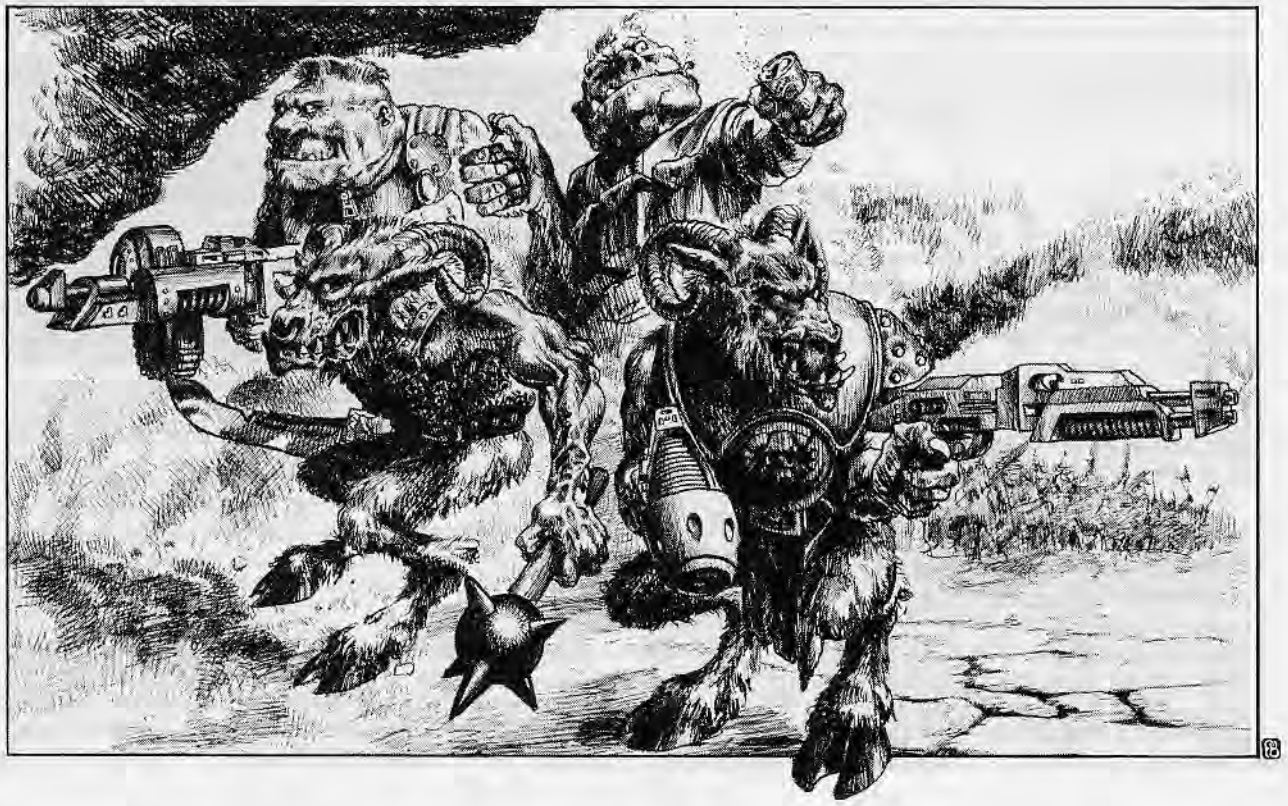
A model equipped with a power shield adds +1 to its *saving throw*: against attacks made at close range and in close combat, the *saving throw* bonus increases to +2. There is no *saving throw* bonus against explosions.

Rough Rider Hunting Lance

Rough Rider Platoons may be equipped with hunting lances. In the first combat round of the first hand-to-hand combat, the Rough Riders charge the enemy with their lances; thereafter, the lances are useless - those that have not exploded on impact are assumed to have been discarded as the Rough Riders draw close combat weapons. Using the lance adds +2 to user's *Initiative*.

LANCE

Range		Shooting to Hit				Save		Type				
Short	Long	Short	Long	STR	DAM	Mod	C	H	S	F	Area	T
Close combat only				+2	1	-2	X	–	–	–	–	4



Collar Detonators

When an Imperial Guard force includes Penal Battalion troops, all members of the Adeptus Mechanicus accompanying the force have collar detonators.

Any Adeptus Mechanicus can detonate any of the collars worn by Penal Battallion troops within his line of sight. If an Adeptus Mechanicus sees a Penal Battallion Squad retreating or routing, he will detonate one of the collars. Each Adeptus Mechanicus may detonate *one* collar per turn, in the *rallying* phase. The sight of a comrade's head being blown off will make the troops realise the error of their ways, and they will automatically rally next turn.

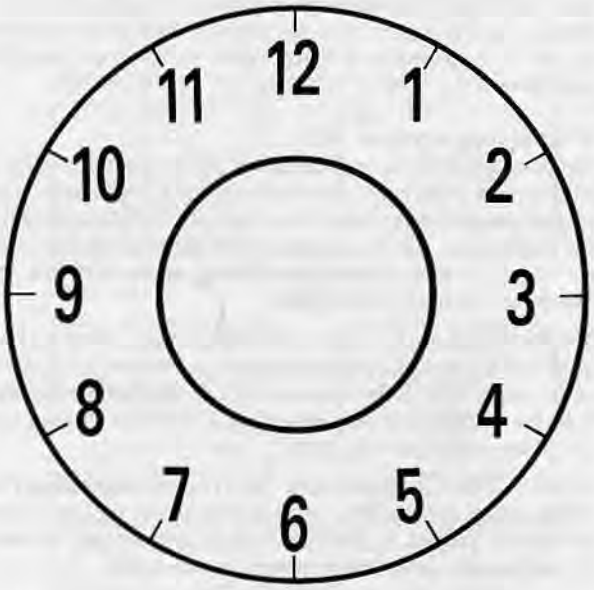
Frenzon Dispensers

Penal Battalion troops and Beastmen may be equipped with frenzon dispensers. Frenzon controllers are held by each Adeptus Mechanicus, in the same way as the collar detonators; however, the chosen drug is administered to every member of the squad, rather than to a single model.

Bomb Harnesses

Each Human Bomb is equipped with a bomb harness. Any Adeptus Mechanicus may detonate any or all Human Bombs within his line of sight during his turn - either a single bomb, or *all* of them - but may make no other action that turn. The player rolls a D6 for each bomb which has been detonated - on a roll of 1, the bomb is found to be a dud and doesn't explode, while on a roll of 2 or more it explodes normally.

Each bomb explodes with a 1½" blast radius at *Strength* 3. In addition, it throws out D6 subsidiary blasts. Each subsidiary blast flies out D6" in a randomly determined direction (roll a D12 for direction, using the *clock-face template* with the model's front facing as 12 o'clock), and explode with the same effect as a frag grenade (*Strength* 3, Damage 1, blast radius 2").



If a Human Bomb is caught in an explosion of any sort he will immediately detonate - even if his bomb-harness has already been found to be a dud.

Human Bombs whose harnesses are found to be duds immediately attempt to leave the battlefield by the safest route, but until they actually exit the table they are still vulnerable to accidental detonation.

Ripper Gun

Ogryn leaders are equipped with the *ripper gun*, a drum-fed, large-bore automatic shotgun firing heavy shot.

Range		Shooting to Hit				Save	Type					
Short	Long	Short	Long	STR	DAM	Mod	C	H	S	F	Area	T
0-4"	4-8"	Always hits	-2	4	1	–	–	–	–	X	½"	6

Ogryn Grenade

Ogryn grenades explode as normal frag grenades but with a -1 *saving throw* modifier due to the larger size and greater quantity of explosive and shrapnel.

Ratling Sniper Rifle

This is a laser-powered needle rifle, reserved for the use of Imperial Assassins and Ratling Snipers. The rifles have long barrels and are quite bulky; they count as a heavy weapon when carried by a Ratling.

Range		Shooting to Hit				Save	Type					
Short	Long	Short	Long	STR	DAM	Mod	C	H	S	F	Area	T
0-12"	12-24"	+1	-	3	1	+1	–	*	–	–	–	6

* Counts as a heavy weapon only when carried by Ratlings; the movement penalty in this case is ½", but is always countered by suspensors - see *Suspensors* below.

Sniper rifles function in the same way as lasguns, but also project a microscopically thin sliver of crystal which is driven by the tight photon stream and enters the body of the target through the wound made by the laser. On striking the target, the crystal dissolves into a powerful neurotoxin, which affects the target immediately.

On a successful hit, do not make the usual *Strength* vs *Toughness* roll. The target only makes a *saving throw* against the shot and if he fails the neurotoxin is delivered into his system and takes immediate effect.

Several race-specific poisons are available. Each poison is effective against the listed race or races and has absolutely no effect against targets of other races (eg shooting an Eldar with *Orthotoxin* has no effect if he fails his *saving throw* - the same shot using *Eldrotoxin* would instantly kill the Eldar).

Poison	Race affected
Eldrotoxin	Eldar
Orkotoxin	Orks and Gretchins
Orthotoxin	Humans and Abhumans (including Ogryns, Ratlings and Beastmen)
Slannotoxin	Slann
Tyranotoxin	Tyranids and Zoats
Rodotoxin	Skaven
Ferrotoxin	Genestealers
Haemotoxin	Vampires

No poison has been found that is effective against Daemons or Possessees.

Ratlings carry *Orthotoxin* as standard issue, and additional poison types cost 2 points per type.

Suspensors

All heavy equipment used by Guard forces is provided with the appropriate number of suspensors to cancel its encumbrance.

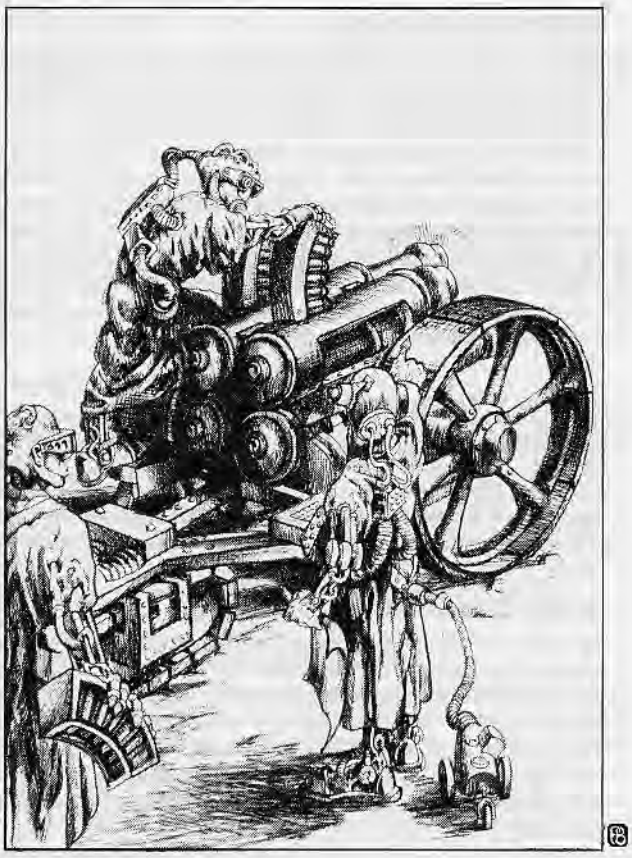
Support Weapons

Support weapons must be crewed by Tactical Squads, Assault Squads, Adeptus Mechanicus or Servitors (each Servitor model counts as two normal crewmen).

Guardsmen crews must be purchased in whole squads; any Guardsmen surplus to minimum crew requirements are deployed as extra crew on weapons of your choice. Each weapon crew counts as a squad for the unit coherency rules, and may operate indpendently (ie they need not be attached to a platoon or a Command Section).

Moving Support Weapons

Rhinos and Land Raiders are capable of towing a Thudd Gun, Rapier or Tarantula without penalty (the Mole Mortar is normally stowed). Limbering or stowing the weapon must be performed by the weapon's crew, who then clamber onto or into the vehicle. Limbering the weapon takes place during the *movement phase*. On the first phase (the one in which the weapon was attached), the vehicle's rate is reduced by 50%, but on subsequent phases the vehicle may move normally. Unlimbering also takes place during *movement*; if the vehicle has travelled less than half its permitted distance the weapon can be set up ready to fire in the *shooting phase*.



Assault platoons are often fitted with jump packs to enable them to move into close combat as quickly as possible.

Off-Table Support

Up to 1000 points may be allocated to supporting fire from beyond the battle zone. The type of fire required is not specified by the player before the battle (see *Requesting Support Fire*), but once these points have been set aside they cannot be used for anything else.

Spotters

One Adeptus Mechanicus model may be nominated as the *Spotter* for the support fire. He may not then drive a vehicle or act as a custodian for any other weapon or piece of equipment.

Requesting Support Fire

Support fire may be called down by the Spotter or by a Lieutenant, Captain, Commander or Commissar. The model requesting support fire must remain stationary for his entire turn and the target of the supporting fire must be visible to him. See *Support Weapons* in **WH40K** for the range of options available.

Whoever makes the request for support fire must make a 2D6 roll against his *Leadership* before the *shooting phase* of his turn. If he rolls less than his **Ld**, the supporting fire will be of the type requested, and will fall during the *shooting phase* of that turn.

If the roll fails, it means that the type of supporting fire requested is not available (and remains unavailable for the rest of the battle). A different sort of supporting fire may be requested again in the player's next turn.

Points are expended when a request for support fire succeeds. Support fire may be requested until the total points value allocated to support fire has been used up. Only one individual may attempt to call down support fire per turn.

• FORCE COMPOSITION

An Imperial Guard force *must* include at least one Lieutenant and 4 Tactical Squads as a minimum requirement. In addition, the force may include any of the troop types in the army list and any of the ally contingents listed below.

• ALLY CONTINGENTS FOR THE IMPERIAL GUARD

Legiones Astartes

Space Marines will not lower themselves to fight alongside a force containing Beastmen, Ogryns, Ratlings, Squats or mutated psykers. If any of these troops are present in the Guard force, Marine allies will not be available. Otherwise, a Guard force may spend 25% of its points value on troops from the Space Marine army list.

Squats

25% of the army's points value may be spent on Squats.

Rogue Traders

Rogue Traders are at the forefront of Imperial expansion, and often encounter difficult and dangerous situations. As a result, an Imperial Guard force is quite likely to be called into action on the instigation of a Rogue Trader. 25% of the army's points value may be spent on troops from the Rogue Trader army list.

Adeptus Arbites

The Imperial Guard often fight alongside units of local Judges when operating on Imperial colonies. 25% of the army's points value can be spent on Adeptus Arbites troops.

Imperial Assassins

One squad of Imperial Assassins may be attached to an Imperial Guard force.

Harlequins and Ordo Malleus

When an Imperial Guard force faces an enemy force which includes Daemons or Possessees, the force commander may seek the specialist help of the Ordo Malleus. The feared Eldar Harlequins, too, may deign to join a non-Eldar force if it fights against Chaos. If the Guard's enemy contains Daemons or Possessees, 25% of the army's points value may be spent on *either* Ordo Malleus *or* Harlequin allies.

IMPERIAL GUARD BANNERS

Simply photocopy the banners, colour them in using Citadel inks and paints. The banners can be then cut out and glued to banner poles on Imperial Guard figures and vehicles.

BANNERS OF THE 5TH ARCADIAN REGIMENT, F COMPANY

Company Banner, carried by 1st Platoon

2nd Platoon

3rd Platoon

4th Platoon

Each banner is carried by the Orderly of the Command Section in a Platoon. Colours vary but are generally bright primaries, for example yellow, red, white, blue, and are the same as those displayed on the regimental badges worn by the Guards. These are the official banners for the company. Other banners carried by Company troops are likely to include motifs and slogans of the unit's constituent gangs. For instance, the 5th Regiment's F Company, contains 9 platoon - the Death Blades - who wear their name and skull motif on the backs of their jackets, and carry pennants which repeat the pattern.

The air still snapped with sounds of distant las-guns. Far off cries were carried on the wind. Behind the smoking wreck of a Rhino, troopers crouched in warm mud.

"Sergeant, you think the battle's over?" A young trooper shivered as he asked the question. He grimaced as he tried to remove his helmet without re-opening a hastily bandaged head wound.

An older, stockier man raised his eyes and stared into the distance. After a while he blinked and got up. He climbed up on the remains of the APC and looked across a bleak landscape, to a horizon silhouetted by the glare of setting suns. The sergeant pulled out a pair of macro-lenses and scanned a wide arc of devastation. He caught sight of the blockhouse where he and his men had been holding out only four hours before... There - at 7.38 - a glint of red metal and a trail of fossil fuel emissions. Orks! Dreanoughts, four of them, probably more out of sight. They were coming this way.

He jumped back behind the wreck and kicked a quiet Ogryn who was scratching his back on one of the ex-Rhino's exhaust units. The Ogryn stopped and looked at the sergeant. The old man scowled and pointed in the direction of the Orks. The Ogryn grunted and started kicking his sleeping companions. The sergeant picked up his las-gun.

"Sergeant?" The young trooper looked up at his squad leader.

"You can put in for the overtime, come on."

0-1 COMMANDER

CHAMPION 10 HERO 40 MAJOR HERO 90

PROFILE	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
CHAMPION	4	4	4	4	3	1	4	1	7	7	7	7
HERO	4	5	5	4	4	2	5	2	8	8	8	8
MAJOR HERO	4	6	6	4	4	3	6	3	9	9	9	9

BASIC EQUIPMENT
KNIFE OR COMBAT ACCESSORY
MESH ARMOUR
FRAG GRENADES LAS PISTOL
INFRA-RED VISOR COMMUNICATOR

OPTIONAL UPGRADES

STANDARD EQUIPMENT: 12 points
POWER SWORD
CONVERSION FIELD JUMP PACK

SPECIAL EQUIPMENT CHARTS

CHART	ROLLS	PTS/ROLL
STANDARD WEAPONS	0-1	3
CLOSE COMBAT WEAPONS	0-2	3
HEAVY WEAPONS	0-1	50
GRENADES/MISSILES	0-2	7
EQUIPMENT & BIONICS	0-4	5

The Commander may be attached to his own Command Section (complete with a platoon if desired) or may operate independently.

0-1 CAPTAIN

CHAMPION 10 HERO 40 MAJOR HERO 90

PROFILE	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
CHAMPION	4	4	4	4	3	1	4	1	7	7	7	7
HERO	4	5	5	4	4	2	5	2	8	8	8	8
MAJOR HERO	4	6	6	4	4	3	6	3	9	9	9	9

BASIC EQUIPMENT
KNIFE OR COMBAT ACCESSORY
FLAK ARMOUR
LASPISTOL PHOTO VISOR
INFRA-RED VISOR COMMUNICATOR

OPTIONAL UPGRADES

STANDARD EQUIPMENT: 5 points
LASGUN
CONVERSION FIELD CHAINSWORD

SPECIAL EQUIPMENT CHARTS

CHART	ROLLS	PTS/ROLL
STANDARD WEAPONS	0-1	3
CLOSE COMBAT WEAPONS	0-2	3
HEAVY WEAPONS	0-1	50
GRENADES/MISSILES	0-2	7
EQUIPMENT & BIONICS	0-4	5

The Captain must be accompanied by a Command Section and must command a platoon of 0-4 Tactical, Support or Assault Squads, or any mix of such squads.

1-3 LIEUTENANTS

CHAMPION 10 HERO 40 MAJOR HERO 90

PROFILE	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
CHAMPION	4	4	4	4	3	1	4	1	7	7	7	7
HERO	4	5	5	4	4	2	5	2	8	8	8	8
MAJOR HERO	4	6	6	4	4	3	6	3	9	9	9	9

BASIC EQUIPMENT
KNIFE OR COMBAT ACCESSORY
FLAK ARMOUR
LASPISTOL
PHOTO VISOR COMMUNICATOR

OPTIONAL UPGRADES

STANDARD EQUIPMENT: 5 points
LASGUN CHAINSWORD

SPECIAL EQUIPMENT CHARTS

CHART	ROLLS	PTS/ROLL
STANDARD WEAPONS	0-1	3
CLOSE COMBAT WEAPONS	0-2	3
HEAVY WEAPONS	0-1	50
GRENADES/MISSILES	0-2	7
EQUIPMENT & BIONICS	0-4	5

The Lieutenant must be accompanied by a Command Section and must command a platoon of 0-4 Tactical, Support or Assault Squads, or any mix of such squads.

0-D6 ADEPTUS MECHANICUS at 15 points each

PROFILE	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
AD. MECHANICUS	4	3	3	3	3	1	3	1	7	7	7	7

BASIC EQUIPMENT
POWER ARMOUR REFRACTOR FIELD
EXPLOSIVE COLLAR DETONATOR
HUMAN BOMB DETONATOR
FRENZON CONTROLLER

OPTIONAL UPGRADES

STANDARD EQUIPMENT: 5 points
POWER AXE LASPISTOL

SPECIAL EQUIPMENT CHARTS

CHART	ROLLS	PTS/ROLL
STANDARD WEAPONS	0-1	3
CLOSE COMBAT WEAPONS	0-2	3
HEAVY WEAPONS	0-1	50
GRENADES/MISSILES	0-2	7
EQUIPMENT & BIONICS	0-4	5

An Adeptus Mechanicus is required for each Land Speeder, Land Raider or maniple of robots in the force. An Adeptus Mechanicus is required if bombots, Penal troops or Human Bombs are used. An Adeptus Mechanicus may act as a Spotter for Off-Table Support Fire.

0-3 SERVITORS per Adeptus Mechanicus at 8 points each

PROFILE	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
SERVITOR	4	3	4	3	4	1	4	1	7	7	7	7

BASIC EQUIPMENT
KNIFE OR COMBAT ACCESSORY
MESH ARMOUR

There must be at least 1 Adeptus Mechanicus present to control and direct Servitors. The player may have up to 3 Servitors for each Adeptus Mechanicus in the force.

D6-2 COMMISSARS at no points cost

PROFILE	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
CHAMPION	4	5	5	4	3	1	5	1	8	8	8	8
HERO	4	6	6	4	4	2	6	2	9	9	9	9
MAJOR HERO	4	6	6	4	4	3	6	3	9	9	9	9

BASIC EQUIPMENT
LASPISTOL
CONVERSION FIELD

OPTIONAL UPGRADES

STANDARD EQUIPMENT: no points cost
LASGUN CHAINSWORD

SPECIAL EQUIPMENT CHARTS

CHART	ROLLS	PTS/ROLL
STANDARD WEAPONS	0-1	3
CLOSE COMBAT WEAPONS	0-2	3
HEAVY WEAPONS	0-1	50
GRENADES/MISSILES	0-2	7
EQUIPMENT & BIONICS	0-4	5

Players must roll to determine how many Commissars are present in the force. If available, Commissars must be included, but at no points cost. Each Commissar accompanies a Guard officer, starting with the most senior and working down. If there are more Commissars than officers, the remaining Commissars each accompany a sergeant of the player's choice (one Commissar per sergeant).

0-5 SANCTIONED PSYKERS at 40 points each

PROFILE	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
HUMAN	4	3	3	3	3	1	3	1	7	7	7	7

BASIC EQUIPMENT
KNIFE OR COMBAT ACCESSORY
FLAK ARMOUR
PHOTO VISOR FRAG GRENADES

OPTIONAL UPGRADES

STANDARD EQUIPMENT: 1 point
LASPISTOL

SPECIAL EQUIPMENT CHARTS
Each Sanctioned Psyker may pay 15 points and then make D6-1 rolls on the *Special Equipment Charts* (except the *Heavy Weapons Chart*); the player may choose which chart each roll is taken on.

ADDITIONAL EQUIPMENT

FORCE SWORD	+0
FORCE ROD	+0

PSYCHIC POWERS

MASTERY LEVEL 1 PSI LEVEL 3D6 PSI POINTS ABILITIES 1D6 ABILITIES

Psychic abilities are randomly determined from the following list by rolling a D10 for each ability.

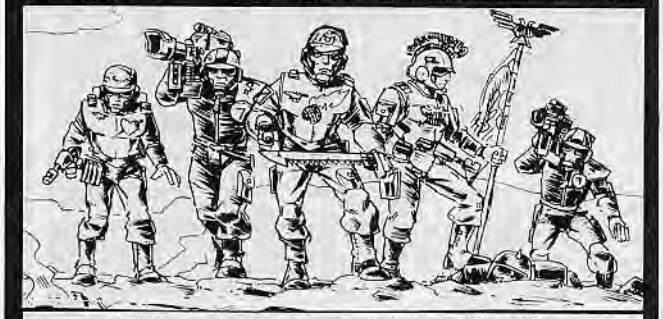
D10	LEVEL 1 PSYCHIC ABILITY	D10	LEVEL 1 PSYCHIC ABILITY
1	AURA OF RESISTANCE	6	STEAL MIND
2	CURE INJURY	7	TELEKINESIS 1
3	HAMMERHAND	8	TELEPATHY 1
4	IMMUNITY FROM POISON	9	TELEPORT 1
5	MENTAL BLOW	10	WIND BLAST

CHAOS ATTRIBUTES
Each Sanctioned Psyker may have D6-2 rolls on the *Personal Attributes Table* in Slaves to Darkness.

Sanctioned Psykers must be attached to Command Sections; any number may be attached to any Command Section.

1-4 COMMAND SECTIONS
at 280 points per section
1 MEDIC, 1 SERGEANT, 1 ORDERLY AND 2 GUARDSMEN

PROFILE	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
MEDIC	4	5	5	4	4	2	5	2	8	8	8	8
SERGEANT	4	3	3	3	3	1	3	1	7	7	7	7
ORDERLY	4	3	3	3	3	1	3	1	7	7	7	7
GUARDSMAN	4	3	3	3	3	1	3	1	7	7	7	7



Command Sections must be accompanied by an officer (Commander, Captain or Lieutenant).

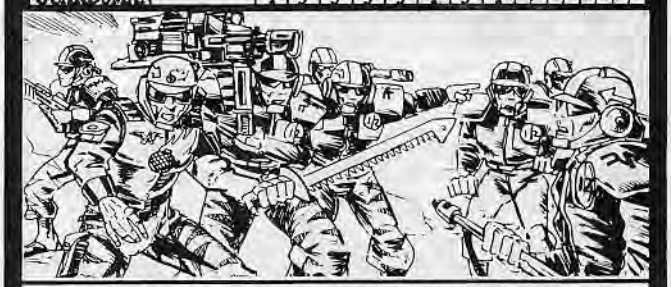
BASIC EQUIPMENT
KNIFE OR COMBAT ACCESSORY
FLAK ARMOUR
PHOTO VISOR
FRAG GRENADES

STANDARD EQUIPMENT

MEDIC	MEDIKIT, ENERGY AND BIO-SCANNERS, WEB SOLVENT, LASPISTOL
SERGEANT	LASPISTOL, CHAINSWORD
ORDERLY	LASPISTOL
2 GUARDSMEN	LAS-CANNON

4-12 TACTICAL SQUADS
at 200 points per squad 1 SERGEANT AND 9 GUARDSMEN

PROFILE	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
SERGEANT	4	3	3	3	3	1	3	1	7	7	7	7
GUARDSMAN	4	3	3	3	3	1	3	1	7	7	7	7



Squads must fight in complete 10 man units - they may not be split up.

BASIC EQUIPMENT
KNIFE OR COMBAT ACCESSORY
FLAK ARMOUR
PHOTO VISOR
FRAG GRENADES

STANDARD EQUIPMENT

SERGEANT	LASPISTOL AND CHAINSWORD
7 GUARDSMEN	LASGUN
1 GUARDSMAN	LAS-CANNON
1 GUARDSMAN	GRENADE LAUNCHER WITH FRAG, CRACK AND TOXIN GRENADES

0-2 SUPPORT SQUADS
at 445 points per squad 1 SERGEANT AND 9 GUARDSMEN

PROFILE	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
SERGEANT	4	3	3	3	3	1	3	1	7	7	7	7
GUARDSMAN	4	3	3	3	3	1	3	1	7	7	7	7

Squads must fight in complete 10 man units - they may not be split up.

BASIC EQUIPMENT
KNIFE OR COMBAT ACCESSORY
FLAK ARMOUR
PHOTO VISOR
FRAG GRENADES

STANDARD EQUIPMENT

SERGEANT	LASPISTOL AND CHAINSWORD
4 GUARDSMEN	LASGUN
4 GUARDSMEN	LAS-CANNON
1 GUARDSMAN	MISSILE LAUNCHER WITH FRAG, CRACK AND MELTA MISSILES

0-4 ASSAULT SQUADS
at 110 points per squad 1 SERGEANT AND 9 GUARDSMEN

PROFILE	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
SERGEANT	4	3	3	3	3	1	3	1	7	7	7	7
GUARDSMAN	4	3	3	3	3	1	3	1	7	7	7	7

Squads must fight in complete 10 man units - they may not be split up.

BASIC EQUIPMENT
KNIFE OR COMBAT ACCESSORY
FLAK ARMOUR
PHOTO VISOR
FRAG GRENADES
CRACK GRENADES

STANDARD EQUIPMENT

SERGEANT	LASPISTOL AND CHAINSWORD
7 GUARDSMEN	2 LASPISTOLS EACH
2 GUARDSMEN	PLASMA GUN

ADDITIONAL EQUIPMENT

Each Imperial Guard platoon is uniformly equipped. If additional equipment is used, the Command Section, the Tactical, Support and Assault Squads of each platoon must be equipped with the same additional equipment. If an option is selected, the whole platoon must be upgraded. Since a platoon comprises a variable number of squads, points costs given are per squad; the same points cost is paid by all squad types and by Command Sections.

Alternative Armament

Certain weapons may be replaced with other weapons at the points cost per squad listed below. The item replaced and its replacement must be the same throughout the entire platoon.

ITEM TO BE REPLACED	REPLACEMENT	PTS/SQD
LASPISTOL*	CHAINSWORD	5
LASPISTOL*	HAND FLAMER	10
LASPISTOL*	BOLT PISTOL	10
KNIFE OR COMBAT ACCESSORY	CHAINSWORD	10
LASGUN	BOLT GUN	5
LAS-CANNON	CONVERSION BEAMER	0
GRENADE LAUNCHER	HEAVY BOLTER	0
GRENADE LAUNCHER	CONVERSION BEAMER	35
GRENADE LAUNCHER	HEAVY PLASMA GUN	60
GRENADE LAUNCHER	MULTI-LASER	25
GRENADE LAUNCHER	MULTI-MELTA	35
GRENADE LAUNCHER	D-CANNON	25
GRENADE LAUNCHER	HEAVY WEBBER	5
MISSILE LAUNCHER	CONVERSION BEAMER	20
MISSILE LAUNCHER	HEAVY PLASMA GUN	45
MISSILE LAUNCHER	MULTI-LASER	10
MISSILE LAUNCHER	MULTI-MELTA	20
MISSILE LAUNCHER	D-CANNON	10
MISSILE LAUNCHER	HEAVY WEBBER	0
PLASMA GUN	MELTA GUN	5

* An Assault Squad may replace both laspistols with the same weapons or may replace each laspistol with a different weapon, paying separately for each weapon.

Jump Packs

One entire Assault Platoon may be given jump packs at 20 points per squad or Command Section.

Additional Equipment for Sergeants

All sergeants in the platoon must be identically equipped.

Points costs are per grenade.

ADDITIONAL EQUIPMENT	PTS/SQD	ADDITIONAL EQUIPMENT	PTS/SQD
PLASMA GRENADE	1	VORTEX GRENADE	25
VIRUS GRENADE	1		

Additional Equipment for Platoons

The entire platoon must be identically equipped.

ADDITIONAL EQUIPMENT	PTS/SQD	ADDITIONAL EQUIPMENT	PTS/SQD
HORSE (converting squad into Rough Riders)	50	POWER SHIELD	10
EXPLOSIVE LANCE (Rough Riders only	20	AUXILIARY GRENADE LAUNCHER (AGL)	10

* Auxiliary grenade launchers may be issued to all Guardsmen in a platoon armed with laser rifles. Each grenade launcher is equipped with one grenade which is loaded before battle and launched by a single charge of gas; the grenade launcher cannot be reloaded during the battle. The grenade may be of any type that the Guardsman is carrying, chosen from the list below.

Grenades and Missiles

The entire platoon must be equipped the same.

GRENADES/ MISSILES	PTS/SQD	GRENADES/ MISSILES	PTS/SQD
ANTI-PLANT	5	PLASMA (1)*	10
BLIND	10	RAD	40
CHOKE	5	SCARE GAS	10
CRACK GRENADE	10	SMOKE	5
CRACK MISSILE	20	STASIS	40
FRAG	10	STUMM	5
HALLUCINOGEN	20	TANGLEFOOT	10
HAYWIRE	40	TOXIN GAS	5
KNOCK-OUT	5	VIRUS (1)*	10
MELTA-BOMB	40	VORTEX (1)*	25
PHOTON	10	* Points cost per grenade	

0-4 WHITESHIELD SQUADS at 200 points per squad

1 SERGEANT & 9 WHITESHIELDS

PROFILE:	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
SERGEANT	4	3	3	3	3	1	3	1	7	7	7	7
WHITESHIELD	4	2	2	3	3	1	3	1	7	7	7	7

Squads must fight in complete 10 man units - they may not be split up.

BASIC EQUIPMENT

KNIFE OR COMBAT ACCESSORY
FLAK ARMOUR
PHOTO VISOR
FRAG GRENADES

STANDARD EQUIPMENT

SERGEANT — LASPISTOL AND CHAINSWORD
8 WHITESHIELDS — LASGUN
1 WHITESHIELD — LAS-CANNON

0-4 BEASTMAN ATTACK SQUADS
at 75 points per squad
1 PACKMASTER AND 9 BEASTMEN

PROFILE	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
PACKMASTER	4	4	3	3	4	1	3	1	7	6	7	6
BEASTMAN	4	4	3	3	4	1	3	1	7	6	7	6

Beastman Platoons consist of 1-4 Beastman Attack Squads and a Human Command Section; they are subject to the normal platoon organisation.

BASIC EQUIPMENT MESH ARMOUR 2 HAND WEAPONS

OPTIONAL UPGRADES

If an option is selected, all the Beastman Squads in the platoon must be upgraded and identically equipped.

Beastman squads may be fitted with Frenzon dispensers at 5 points per squad.

Beastmen may replace one or both hand weapons with one of the following; the points cost is per replacement for the whole squad.

REPLACEMENT	PTS/SQD
POWER SHIELD AND FLAMER*	30
CHAINSWORD	30
SAWN-OFF SHOTGUN	30

*This option replaces *both* hand weapons at a total cost of 30 points.

Packmasters may replace one or both hand weapons with one of the following; the points cost is per replacement.

REPLACEMENT	PTS/SQD
POWER SHIELD AND FLAMER*	10
CHAINSWORD	10
SAWN-OFF SHOTGUN	10
PLASMA PISTOL	10
POWER AXE	10
POWER GLOVE	10
POWER SWORD	10

* This option replaces *both* hand weapons at a total cost of 10 points.

0-4 OGRYN SQUADS
at 300 points per squad
LEADER AND 4 OGRYNS

PROFILE	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
LEADER	6	6	5	5	6	5	6	4	7	6	7	9
OGRYN	6	3	2	4	5	3	3	2	5	4	5	7

BASIC EQUIPMENT
HAND WEAPON OR HAFTED WEAPON
OGRYN FRAG GRENADES

STANDARD EQUIPMENT

LEADER	FLAK ARMOUR, COMMUNICATOR
4 OGRYNS	PRIMITIVE ARMOUR (*SAVING THROW* 6)

OPTIONAL UPGRADES

LEADER MAY HAVE

MESH ARMOUR	1
RIPPER GUN	1

0-4 RATLING MARKSMAN SQUADS
at 75 points per squad 5 MARKSMEN

PROFILE	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
HALFLING	3	2	4	2	2	1	5	1	6	7	6	8

Ratling Marksmen Squads are not subject to normal platoon organisation and may operate as independent squads.

BASIC EQUIPMENT
KNIFE OR COMBAT ACCESSORY
FLAK ARMOUR
PHOTO VISOR
FRAG GRENADES
SNIPER RIFLE WITH TARGETER

STANDARD EQUIPMENT
ORTHOTOXIN AMMUNITION FOR SNIPER RIFLE

OPTIONAL UPGRADES

Additional poison ammunition for sniper rifle at 2 points per type. All types are race specific.

POISON TYPES	PTS/SQD
ELDROTOXIN	2
ORKOTOXIN	2
SLANOTOXIN	2
TYRANOTOXIN	2
RODOTOXIN	2
FERROTOXIN	2
HAEMOTOXIN	2

0-4 PENAL BATTALLION SQUADS
at 70 points per squad 10 PENITENTS

PROFILE	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
HUMAN	4	3	3	3	3	1	3	1	7	7	7	7

Penal Squads are subject to normal platoon organisation but no Command Section is required. A force including Penal Squads must include at least one Adeptus Mechanicus to control the explosive collars.

BASIC EQUIPMENT
EXPLOSIVE COLLAR
FLAK ARMOUR
LASGUN

OPTIONAL UPGRADES

The entire platoon must be identically equipped.

ADDITIONAL EQUIPMENT	PTS/SQD
FRENZON DISPENSER	5

0-4 HUMAN BOMBS at 5 points each
REDEEMED SINNERS

PROFILE	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
HUMAN	4	3	3	3	3	1	3	1	7	7	7	7

A force including Human Bombs must include at least one Adeptus Mechanicus to control the explosive harnesses.

BASIC EQUIPMENT
EXPLOSIVE HARNESS FLAK ARMOUR

SPECIAL EQUIPMENT CHARTS

A character with the *Special Equipment Charts* optional upgrade may only roll on the following charts if he does not take the *Standard Equipment* option.

The number of rolls the character may make on each chart is given in the army list. A set points cost is paid for each D100 roll on a chart, regardless of the result. A character not taking the maximum number of allowed rolls on a chart cannot transfer unused rolls to another chart. Duplicate and unwanted equipment must be issued to other models or discarded - the character may not re-roll.

To reflect their greater access to special and unusual equipment, for some character models you may choose to add a bonus to their D100 roll (or you may take the number as rolled). The bonus can result in scores over 100, and the charts have been extended to allow for this eventuality.

Character Type	Bonus to D100 Roll
Commissar	+5
Lieutenant	+10
Captain	+15
Commander	+20

STANDARD WEAPONS

Cost: 3 points per D100 roll

D100	Standard Weapon	D100	Standard Weapon
01-05	Shotgun	81-85	Graviton Gun
06-10	Needler	86-95	Plasma Gun
11-20	Auto-Gun	96-105	Melta-Gun
21-40	Lasgun	106-112	Shuriken Catapult
41-60	Bolt Gun	113+	Combi-Weapon
61-80	Flamer		

CLOSE COMBAT WEAPONS

Cost: 3 points per D100 roll

D100	Close Combat Weapon	D100	Close Combat Weapon
01-15	Sword or Combat Accessory	86-90	Power Axe
16-20	Power Shield	91-95	Power Sword
21-25	Stub Gun	96-100	Power Glove
26-30	Sawn-Off Shotgun	101-104	Shuriken Pistol
31-35	Needle Pistol	105-106	Jokaero Digital Needle Pistol
36-45	Laspistol	107-108	Jokaero Digital Laspistol
46-55	Auto Pistol	109-110	Jokaero Digital Hand Flamer
56-65	Bolt Pistol	111-114	Neuro-Disrupter
66-70	Chainsword	115+	Combi-Weapon
71-75	Hand Flamer		
76-80	Web Gun		
81-85	Plasma Pistol		

HEAVY WEAPONS

Cost: 50 points per D100 roll

D100	Heavy Weapon	D100	Heavy Weapon
01-20	Heavy Bolter	51-55	Auto-Cannon
21-40	Missile Launcher (with Crack and 2 other random missile types)	56-60	Multi-Laser
		61-70	Multi-Melta
		71-80	Heavy Plasma Gun
		81-90	Las-Cannon
41-50	Heavy Webber	91-120	D-Cannon

Heavy weapons are supplied with targeter and suspensors.

GRENADES AND MISSILES

Cost: 7 points per D100 roll

D100	Grenades/ Weapons	D100	Grenades/ Weapons
01-12	Frag	47-48	Stumm
13-25	Crack	49	Tanglefoot
26-28	Smoke	50	Toxin Gas
29-31	Anti-Plant	51-58	Haywire
32-34	Blind	59-65	Melta-Bomb
35-37	Choke	66-72	Plasma (1)
38-40	Hallucinogen	80-86	Rad
41-42	Knock-Out	87-92	Stasis
43-44	Photon	93-98	Virus (4)
45-46	Scare Gas	99+	Vortex (1)

Except for rare types (quantity specified in brackets), enough grenades or missiles are obtained to last the entire battle.

EQUIPMENT AND BIONICS

Cost: 5 points per D100 roll

D100	Equipment & Bionics	D100	Equipment & Bionics
01-10	Bio-Scanner	86-88	Bionic Arm
11-20	Auxiliary Grenade Launcher	89-91	Bionic Ears
		92-94	Bionic Eye*
21-35	Energy Scanner	95-97	Bionic Legs
36-45	Displacer Field	98-100	Bionic Lungs
46-60	Refractor Field	101-105	Stasis Field
61-75	Conversion Field	106-110	Frenzon
76-85	Upgrade Jump Pack to Flight Pack	111+	Powerboard

* Includes targeter, bio and energy scanners.

Adeptus Mechanicus

• ADDITIONAL EQUIPMENT AND WEAPONRY

Various vehicles and items of equipment require an Adeptus Mechanicus or Servitor model to be included in the force to act as the equipment's custodian, ready to recite the Litanies of Preservation should the equipment be damaged. Such equipment will only be available if there are sufficient Adeptus Mechanicus or Servitor models in the force. The requirements for each type of equipment are given in the *Custodian* column on the tables below - the requirements listed are as follows:

None: No Adeptus Mechanicus or Servitor model is required for this item of equipment.

Servitor: One Adeptus Mechanicus model or one Servitor model must be provided for each item of equipment.

Adeptus Mechanicus: One Adeptus Mechanicus model must be provided for each item of equipment.

A vehicle or vehicles must be provided for the Adeptus Mechanicus and Servitor models in the force, with enough seating capacity for all of the models. However, the Adeptus Mechanicus and Servitor models do not need to ride in these vehicles on the battlefield and the player is free to deploy them as he wishes.

For example, you have two Adeptus Mechanicus and four Servitors in your force; you must provide at least enough vehicles to seat six models, though this can be in any combination, such as six bikes, three bikes with sidecars, a single Land Raider and so forth. Having included the vehicles in the force, they can then be deployed as you wish and need not actually be ridden by the Adeptus Mechanicus and Servitor models during the battle.

Crewmen must be provided for vehicles and support weapons as listed in the *Equipment Profiles*. Crew may be supplied from Tactical Squads, Assault Squads, Adeptus Mechanicus or Servitors. Guardsmen crews must be purchased in whole squads; any models surplus to minimum crew requirements are deployed as extra crew on weapons of the player's choice. Due to their surgical implants, Servitors count as two normal models for crewing vehicles and equipment.

VEHICLES

MOUNT THE FORCE COMMANDER AND ANY COMMISSARS ON (points per vehicle):

Vehicle	Points	Custodian
Bike	80	None
Sidecar combination	140	None
Jet Cycle	110	None
Auto-systems upgrade	10	None

Only the commander of the force and any Commissars may be individually mounted on vehicles.

MOUNT ANY ONE PLATOON ON (points per vehicle):

Vehicle	Points	Custodian
Bike	80	None
Sidecar combination	140	None
Jet Cycle	110	None
Land Speeder	200	Adeptus Mechanicus
Grav-Attack	240	Servitor
Rhino	370	Servitor
Land Raider	750	Adeptus Mechanicus
Predator	600	Adeptus Mechanicus

The entire platoon must be mounted on the same type of vehicle.

SUPPORT WEAPONS

SUPPORT WEAPONS (points per weapon):

Support Weapon	Points	Custodian
Mole Mortar	50	Servitor
Thudd Gunn	50	Servitor

RAPIERS (points per Rapier):

Rapier	Points	Custodian
Multi-Laser	170	Servitor
Multi-Melta	180	Servitor
Las-Cannon	220	Servitor

TARANTULAS (points per Tarantula):

Tarantula	Points	Custodian
Grenade Launcher	80	Servitor
Heavy Plasma Gun	200	Servitor
Heavy Bolter	80	Servitor
Las-Cannon	230	Servitor
Missile Launcher	110	Servitor
Multi-Melta	150	Servitor
Conversion Beam	150	Servitor

A Tarantula has two identical weapons.

ROBOTS

0-4000 POINTS

0-4 maniples of 4 robots at a cost of 0-1000 points per maniple including the program.

ROBOTS (points per robot):

Robot Class	Points	Custodian
Castellan	140	Adeptus Mechanicus
Cataphract	190	Adeptus Mechanicus
Colossus	110	Adeptus Mechanicus
Conqueror	160	Adeptus Mechanicus
Crusader	170	Adeptus Mechanicus

Robots have programs selected from the following:

PROGRAMS (points per robots):

Program	Points
General Battle	35
Take and Hold	50
Defensive	45
Bombot	20

TACTICAL EQUIPMENT

Item	Points	Custodian
Bombot (10 maximum)	5	Adeptus Mechanicus
Las-Cutter	35	Servitor
Phase Field Generator	50	Servitor
Teleport Homer (1 max)	20	Servitor

OFF-TABLE SUPPORT

0-1000 POINTS

Up to 1000 points may be allocated to supporting fire from beyond the battle-zone. See *Off-Table Support* for details of spotters and requesting support fire.

● SENTINEL ●

IMPERIAL GUARD WALKER FOR WARHAMMER 40,000

The Sentinel is a one-man all-terrain vehicle, used by the Imperial Guard. Originally designed as a light scout vehicle for reconnaissance and guard duty, the Sentinel is often pressed into battlefield service. Combining the mobility of the Rough Riders with the firepower of a Dreadnought, it is employed where mobile patrols must be mounted across rough terrain, or where firepower must be deployed rapidly in response to a threat. The Sentinel has also proved very successful in raiding and surprise attacks, such as those mounted by the 19th Confed Regiment under Commander Mussby (also known as Mussby's Raiders) during the pacification of the Shendar Valley area of Vargan 3.

The Sentinel is armed with a compact multi-laser (plus targeter) on a forward swivel mount, with a 90° forward fire arc. The crewman is armed with a laspistol; he may use this instead of firing the multi-laser (eg if the multi-laser is destroyed - see the *Special Damage Tables*).

All the normal rules for walkers apply, except that the Sentinel cannot walk underwater, as it is not sealed. It ignores all terrain effects *except* woods, where it moves at half rate, and water, which affects it normally.

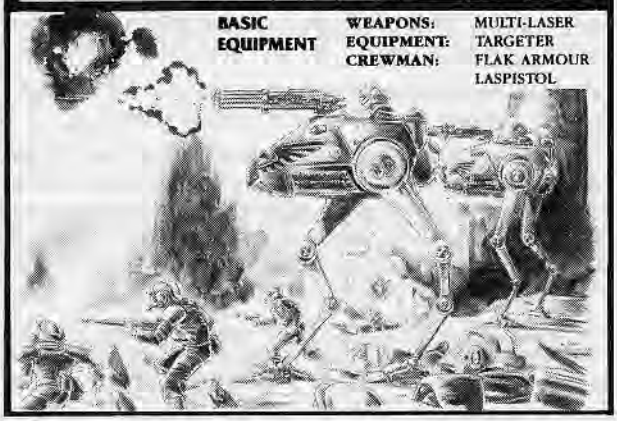
The following box should be added to your Imperial Guard Army List. Each Sentinel requires an Adeptus Mechanicus or Servitor as Custodian, though the Adeptus model need not ride in the Senetinel.

0-12 SENTINELS at 120 points each with crew

PROFILE:	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
GUARDSMAN	4	3	3	3	3	1	3	1	7	7	7	7

Movement						
Max Speed	Acc/Dec	TRR	Cp	T	D	Sv
24	12	½	1	6	12	6

BASIC EQUIPMENT — **WEAPONS EQUIPMENT:** MULTI-LASER, TARGETER; **CREWMAN:** FLAK ARMOUR, LASPISTOL



● SPECIAL DAMAGE TABLES

Roll a D6 whenever a Sentinel takes damage and add +1 for each point of damage above 1. If the roll is 6 or more, the Sentinel takes *special damage*. A Sentinel reduced to zero damage always takes special damage when hit. Roll on the *Hit Location Table* and then consult the appropriate *Special Damage Table*.

HIT LOCATION TABLE

D6 Roll	Location
1	Crew
2	Equipment & Systems
3-5	Legs
6	Armament

CREW

The full force of the hit is taken by the Sentinel's crewman. The crewman wears flak armour.

EQUIPMENT AND SYSTEMS

D6	Damage
1	**Targeter destroyed:** If the targeter has already been destroyed, reroll on the *Armaments* table.
2	**Overheating:** The heat exchanger unit on the Sentinel's power supply is destroyed, resulting in a serious heat build-up. Roll a D6 at the start of each of the Sentinel's following turns. On a roll of 6, safety overrides cut in and the Sentinel's motor shuts down; it may neither move nor fire. Keep rolling at the start of each of the Sentinel's turns; on a roll of 6, sufficient heat has been dissipated to allow the Sentinel to function again.
3	**Power supply damaged:** The Sentinel's movement rate is halved for the rest of the game.
4	**Steering actuators damaged:** For the rest of the game, the Sentinel moves at half its maximum rate (rounding down) in a random direction.
5	**Power supply destroyed:** The Sentinel may not move or fire its multi-laser for the rest of the game.
6	**Explosion:** The Sentinel explodes, destroying itself and its crewman, causing a S 6 hit with D3 damage and no *saving throw* for armour over a 2" radius.

LEGS

D6	Damage
1	**Damaged:** The Sentinel's movement rate is halved for the rest of the game.
2	**Left stabiliser damaged:** The Sentinel may no longer turn to the left.
3	**Right stabiliser damaged:** The Sentinel may no longer turn to the right.
4	**Steering actuators damaged:** For the rest of the game, the Sentinel moves at half its maximum rate (rounding down) in a random direction.
5	**Crippled:** The Sentinel may no longer move or turn, but may fire normally.
6	**Destroyed:** Both legs are disabled - the Sentinel crashes to the ground and is destroyed.

ARMAMENT

D6	Damage
1	**Multi-laser destroyed:** The multi-laser cannot fire.
2	**Power feed damaged:** The Sentinel may only fire its multi-laser *once* more during the game.
3	**Targeter destroyed:** If the targeter has already been destroyed, reroll on the *Equipment and Systems* table.
4	**Wild fire:** The multi-laser's triggering mechanism is damaged, and it fires straight ahead in each of the Sentinel's following *shooting phases*. Roll a D6 each time it fires: on a roll of 6, the multi-laser burns out and is destroyed.
5	**Targeting systems malfunction:** The targeter is destroyed and the Sentinel suffers an *additional* -1 penalty *to hit* for the rest of the game.
6	**Power linkage ruptures:** The power lines feeding the multi-laser short out, and the resulting power surge burns out the Sentinel's power transmission systems. It is effectively destroyed.

EQUIPMENT PROFILES

VEHICLES

Vehicle	Land Max	Land Acc/ Dec	Air Max	Air Min	Air Acc/ Dec	TRR	Cp	T	D	Sv	Eq	W	Equipment/Armament	Crew	PV
BIKE	32	16	—	—	—	½	1	5	1	5	4	4	2 bolt guns (including targeter) - *forward firing only at same target*	1	80
SIDECAR COMBINATION	24	12	—	—	—	1	2	5	2	5-6	6	8	2 bolt guns - *forward firing only at same target*, multi-melta (including targeter), auto-aim	2	140
JET CYCLE	30	10	300	10	30	½	1	4	1	6	4	4	2 bolt guns (including targeter) - *forward firing only at same target*	1	110
LAND SPEEDER	24	8	—	—	—	1	2	7	15	6	8	6	Melta-gun (including targeter) - *forward firing only at same target*, multi-melta (including targeter), auto-drive, auto-aim, communicator	2	200
GRAV ATTACK	20	6	—	—	—	1	5	7	22	5-6	8	8	Multi-laser (including targeter), 2 bolt guns (including targeters) - *forward firing only at same target*, auto-drive, auto-aim, energy scanner	5	240
RHINO	16	4	—	—	—	1	12	8	40	4-6	12	10	2 bolt guns (including targeters), provision for 8 weapons points, 1" radius power field, power field synchroniser, auto-drive, auto-aim, auto-fac, ejector seats, communicator, sensor package (bio-scanner, energy scanner, rad-counter), medi-pack	2 (12)	370
LAND RAIDER	20	7	—	—	—	1	12	8	50	2-6	14	12	2 twin las-cannons (including targeters) - *synchronised fire*, 2 heavy bolters, 2 1" radius power fields, 2 power field synchronisers, auto-drive, auto-aim, auto-fac, ejector seats, communicator, sensor package (bio-scanner, energy scanner, rad counter), medi-pack	2 (12)	750

SUPPORT WEAPONS

Weapon Type	Short Range	Long Range	Shooting to Hit Short	Shooting to Hit Long	S	D	Sv	C	Type H	Type S	Type F	Type Area	Tech Level	Crew	PV
MOLE MORTAR	6-24	24-48	-1	-2	6	1	—	—	2"	X	—	3"	6	2	60
THUDD GUN	0-12	12-36	—	-1	6	1	-2	—	4"	X	—	1"	5	1	50

Weapon Type	Land Max	Land Acc/ Dec	Air Max	Air Min	Air Acc/ Dec	TRR	Cp	T	D	Sv	Eq	W	Equipment/Armament	Crew	PV
RAPIER	24	6	—	—	—	½	2	8	15	6	4	4	Auto-drive, targeter, multi-laser	2	180

Weapon Type	M	BS	S	T	D	I	Equipment/Armament	Crew	PV
TARANTULA	6	5	5	5	5	5	Auto-aim, 2 targeters, 2 las-cannons	2	60

ROBOTS

(The cost of the selected program must be added to the points value.)

Class	M	WS	BS	S	T	D	I	A	Sv	HP	E	Equipment/Armament	PV
CASTELLAN	4	8	6	0	10	15	6	2	3-6	4	4	2 power gloves, heavy bolter, cortex, 1" power field, power field synchroniser	140
CATAPHRACT	6	6	6	5	8	11	6	2	2-6	4	4	Las-cannon, bolt gun, flamer, cortex, 1" power field, power field synchroniser	190
COLOSSUS	4	4	8	0	10	17	4	1	2-6	4	4	Bolt gun, melta-gun, siege hammer, cortex, 1" power field, power field synchroniser	110
CONQUEROR	6	3	6	5	8	13	6	1	2-6	5	4	2 power swords, las-cannon, cortex, 1" power field, power field synchroniser	160
CRUSADER	8	8	5	0	8	8	6	2	4-6	4	1	2 power swords, las-cannon, cortex	170

NEW EQUIPMENT

Weapon Type	Short Range	Long Range	Shooting to Hit Short	Shooting to Hit Long	S	D	Sv	C	Type H	Type S	Type F	Type Area	Tech Level
AGL	0-10"	10-20"	—	—	As ammo								4
LANCE	Close combat only				+2	1	-2	X	—	—	—	—	4
RIPPER GUN	0-4"	4-8"	Always hits	-2	4	1	—	—	—	—	X	½"	6
SNIPER RIFLE	0-12"	12-24"	+1	—	3	1	+1	—	*	—	—	—	6

*Sniper rifles only count as Heavy Weapons when used by Ratlings

WARHAMMER 40,000

SQUATS

SPACE DWARF WARRIORS AND MERCENARIES

By Bryan Ansell, Nigel Stillman and Graeme Davis

Of all the Abhuman strains, Squats are perhaps the closest to normal Humans in physiological terms. They are allowed great freedom by the Imperium, supplying warriors and machine crews for the Imperial Guard in exchange for the comparative autonomy of their Home Worlds. This article introduces the Squat Brotherhoods and gives details of their armies for *Warhammer 40,000* battles.

THE HOME WORLDS

The origins of the Squats, like those of other Abhuman strains, lie in the Age of Strife, when warpstorms cut off many areas of the Imperium. Even Terra itself was isolated for a time, and the group of star systems known as the Home Worlds were cut off from the rest of the Imperium for several millennia.

The Home Worlds are in one of the oldest areas of Human expansion. The planets have a surprising number of common features - notably high gravity and a bleak, inhospitable environment - which some scholars have claimed are responsible for the development of the set of mutations which define the Squat Abhuman strain.

The surfaces of the Home Worlds are invariably rocky and barren, with few if any native life forms. Atmosphere is either thin or non-existent, and where an atmosphere is present the surface is lashed by violent storms.

Despite (or perhaps because of) their bleak, forbidding nature, the Home Worlds are rich in mineral deposits - these were the main factor behind the early colonisation of the planets. The richness of deep lodes, coupled with frequent magnetic and radioactive storms, led the miners to develop an underground culture. These underground settlements were dependent on vast arrays of machinery to keep them alive and to work their mines, and while physical strength and resilience were still important, a compact, stocky build was more practical than the normal Human frame in the low tunnels and cramped machine-rooms. Thus developed the two main features which distinguish Squats from normal Humans: their mechanical aptitude and their short, powerful build.

On one side of me stand my Homeworld, Stronghold and Brotherhood; on the other, my ancestors. I cannot behave otherwise than honourably.

– Warlord Kettri son of Egil, Grindel Stronghold

Guild Heavy Weapons Trike and Guild Biker

THE HISTORY OF THE SQUATS

Despite the fact that the Home Worlds were cut off for millennia, an almost complete history of the Squats survives, thanks to the painstakingly-maintained records and chronicles of each Squat stronghold. Scholars of the Administratum are still engaged in analysing the millions of individual records from the Squat Home Worlds and assessing their significance to the Imperium, but the broad history of the Squats, divided into five ages, is common knowledge.

The earliest of the Squat ages is the *Age of Founding*, which corresponds roughly to the Imperial Dark Age of Technology. During this period, the Squats had not emerged as a distinct race, and indeed some scholars argue that the Age of Founding should not be counted as part of Squat history. This is the age, some twenty millennia before the present day, when the first mining colonies were established on the Home Worlds. Contact with Terra was almost constant, and the Home Worlds were well-supplied for their task of winning mineral wealth from the bleak planets.

> The Squats have advanced our cause considerably over the millennia. On no other group of worlds has so much Dark Age technology survived, nor so much expertise been preserved.
>
> - Morgin Harad, Adeptus Mechanicus

The first age of Squat history proper is the *Age of Isolation*, which corresponds to the earlier phase of the Imperial Age of Strife, some eighteen millennia before the present. The mining colonies which would later become the Squat Home Worlds were isolated from the rest of the Imperium by terrible warpstorms. So close, indeed, did these storms come to the mining colonies that some planets and small systems were sucked into the seething Chaos and never seen again. The severing of contact with Terra led to continual shortages of fuel and foodstuffs, and the miners were forced to become self-sufficient, developing considerable technical expertise in the process. The mining colonies became independent strongholds, trading amongst themselves and sharing resources and discoveries. It was during the Age of Isolation that the Engineers Guild first developed as a social and political power within Squat society, and strongholds began to group together in *Leagues* formed by complex political and trading agreements.

A slight abating in the warp storms led to encounters with alien races in the *Age of Trade*. While the rest of the Imperium was still locked in the wars of the Age of Strife, the Squats made contact with both Orks and Eldar. At the beginning of the Age of Trade, some strongholds were attacked, but the aliens quickly realised that the Squats were determined and tenacious fighters, and that trade was a more practical arrangement. The Squats took full advantage of their tremendous mineral wealth, which they traded for weapons, foodstuffs and high-technology systems. To this day, Squat hydroponic plants, developed with Eldar help, are among the most efficient food sources in the Imperium. The Squats remained carefully neutral in the numerous conflicts between Eldar and Orks, maintaining trade links with both sides. There were inevitably small wars from time to time, but for the most part the Squats' complex structure of treaties and trade agreements maintained a stable peace.

Defending a stronghold against the Ork invasion

Warlord and Hearthguard making a heroic stand against the Eldar

The Age of Trade lasted for nearly three millennia, but finally collapsed when an enormous Ork battle-fleet, under the command of Grunhag the Flayer, attempted a full-scale invasion of the Home Worlds. Losses on both sides were astronomical, with vicious tunnel-fights through the mine workings and bloody pitched battles in the Squats' underground settlements. The Squats appealed to their Eldar trading partners for help against the invading Orks, but none was received.

The *Age of Wars*, as it became known, is regarded by the Squats as the blackest chapter in their history, and the double betrayal by Orks and Eldar gave rise to a cultural enmity which still persists. Many strongholds were wiped out by the Orks, and the traditional epic ballad known as *The Fall of Imbach* commemorates one such destruction. Even today, expeditions are mounted from the Squat Home Worlds in search of lost strongholds, and these expeditions are often accompanied by Adeptus Mechanicus personnel, eager to rediscover lost Squat technology.

The final phase of Squat history is the *Age of Rediscovery*, which continues during the present day. As the Imperium recovered from the Age of Strife and began to re-unite the scattered worlds of Humanity, the Squat Home Worlds were rediscovered and contact with the Imperium was re-established.

The Imperium found that a distinct culture had developed on the Home Worlds, and that the Squats had moved outwards through the galaxy, extending their domains. Often they settled harsh planets similar to their own Home Worlds, but they also occupied more conventional worlds able to support normal Human civilization.

So Grunhag led his host to Wyss,
Encamped upon the plain of Swend.
Proud Hargan and rich Erlach fell,
Destroyed and ravaged and defiled.
"You see my power" Grunhag quoth,
"Let Imbach see and quake in fear,
"And pay me treasure, wealth and slaves."
He added with a sneer.

Lord Uri sat in Imbach's hall,
His brow as hard as knotted flint.
"No Ork shall take our folk as slaves,
"Nor what we win from laden rock,
"While one in Imbach still draws breath."
He told proud Grunhag "Nothing here
"Is yours except an Ork-shaped hole,
"And headstone with your name."

Called Imbach to the vain Eldar,
"Your enemy is at our gates.
"Come to our aid against your foes,
"Together let us lay them low."
The Eldar never made reply,
But left fair Imbach to the Orks.
"We fight alone, then." Uri said,
"Our friends leave us to die."

- from The Fall of Imbach

SQUATS AND THE IMPERIUM

The Squat Home Worlds are almost unique in the Imperium, as they are not directly controlled by the Administratum. Instead, they are allowed a certain amount of autonomy, being ruled by their strongholds and Leagues just as they were before the Age of Rediscovery. The experiences of the previous millennia has left the Squats with a strong sense of cultural unity and a fiercely independent nature, and instead of rejoining the Imperium as subject worlds, the Home Worlds negotiated a series of treaties which enabled them to keep their independence. The racial character of the Squats - hard-working, tenacious, honourable, and inimical to alien races - is almost perfect from the Imperial point of view, and the Imperium is content to allow them a great degree of self-government.

In exchange for their comparative freedom, the Home Worlds provide troops for the Imperial forces, and trade their mineral wealth exclusively with the Imperium - trade that has made the Squats a wealthy race. They also undertook at the start of the Age of Rediscovery to allow the Adeptus Mechanicus unrestricted access to their technology; it is significant that the Squat Home Worlds have a higher incidence of working Standard Template Construct equipment from the Dark Age of Technology than any other group of worlds known to Humanity.

The Squats rule themselves in all internal affairs, but are expected to follow Imperial policy on wider matters. There has never been any conflict on this point, largely because Squats as a race are not greatly interested in what goes on beyond their strongholds and Home Worlds - their long period of isolation has made them an inward-looking race.

Perhaps the most surprising aspect of the relationship between Squats and the Imperium is that Squats do not follow the Imperial cult. Instead, they practise a form of ancestor-worship, venerating the dead of their clan and their family. Every Squat joins his ancestors on his death, adding his honour to that of his forebears, but a part of his name and his honour remains with his living descendants, forming a constant link between the living and the dead. Squats are very careful to ensure that their deeds in life will add to the glory of the clan and its ancestors; they guard their reputation fiercely, and will go to great lengths to blot out a disgrace to their honour or the honour of their clan.

When Squats serve alongside the Imperial Guard, they adopt certain aspects of the Imperial cult, incorporating them into their own ancestor-worship. The Imperial line, as preached by the Imperial Guard Commissars who come into contact with Squat forces, is that the ancestor-spirits of the Squats are watched over by the Emperor, and Squats are happy to accept this idea and participate in the rituals of Emperor-worship on those terms.

Do not underestimate the Squats. They survived for millennia cut off from the Imperium and assailed from all sides. Their determination and resilience is an example to all.

- Leman Russ, Meditations on Imperial Command, Book XVI

Commit to: Imperial Record SQW17/251
Inquisition INR 42/309
Cross file to: Early Colonies AE
Human Mutation RC
Lost Technology AM
Planetary Ref: Terlaken B3 Svyz sytem
Input Ref: Inquisitor Keeler 32/4701
Input dated: 5709722.M34
Input clearance: Rogue Trader Dausen
Thought for the Day: *Watch for the Mutant*

We have made contact with descendants of Human mining colonies lost in the Age of Strife. The whole population shows mutation, namely reduced height and powerful build. Orders for termination are suspended pending your reply. I respectfully submit the following points for consideration:

1 The colonies have, and continue to produce, considerable mineral wealth. Detailed turnover reports are enclosed: ref 32/4711.
2 Local records mention several other systems nearby and identically populated. Astrographical data and facsimile records: ref 32/4722.
3 Widespread survival of Dark Age technology; indications are that this is a general trend. Recovered STC material: ref 32/4737.
4 Mutation is stable and breeding is true. Interim assessments of genetic damage: ref 32/4766.

Request a full Inquisition reserach team to evaluate these worlds and advise on what is to be done with them.

- the historic communication which heralded the rediscovery of the Squat Homeworlds.

SQUATS AND CHAOS

To the shame of the Squat race, there are many strongholds and Brotherhoods who have sided with Chaos. During the wars of the Horus Heresy, Squat forces fought on both sides, and inevitably some fell prey to the corruption of Chaos. Like the other followers of Horus, these have now largely been banished to the Eye of Terror, but there are always rumours of isolated groups of Chaos Squat raiders in various parts of the Imperium.

It has even been rumoured that some of the strongholds which were lost to the warpstorms in the Age of Isolation may have survived, their horribly-mutated inhabitants raiding into the Imperium from time to time.

SQUAT PHYSIOLOGY

The Squats are the most Human-like of the Abhuman races, standing about two-thirds the height of a normal Human with a stocky, powerful build. Their hair is very strong and fast-growing, and most Squats cultivate short-pointed beards, or at least moustaches and sideburns. Despite their short, thick-fingered hands, Squats have a very high degree of manual dexterity, and are able to operate the most intricate machinery with ease.

Squats are extraordinarily long-lived by normal Human standards. A lifespan of three hundred years is normal, and some Squats, known as Living Ancestors, are often so ancient that their true age can only be guessed at.

In character, Squats are an honourable race, but they are also irascible and often short-tempered. In battle they are renowned for their doughty resolve and tenacity as warriors. Coupled with their amazing abilites as miners and workers of metals, this has made them a valuable asset for the Imperium.

SQUAT SOCIETY

Squat society is based on the *stronghold*. A stronghold may be a surviving mining community from the original colonisation, or a so-called *newhold*, founded when the race expanded during the latter part of the Age of Isolation and the early part of the Age of Trade.

Strongholds are self-contained, autonomous communities, ruled by a hereditary Squat Lord and an aristocratic class known as the *Hearthguard*. They are comparable to the city-states of early Terran cultures, and a great number of strongholds may coexist close together.

Strongholds join together into *Leagues* for mutual defence, trade and other dealings with the Imperium. A League may vary in size considerably; the League of Emberg, for instance, consists of four strongholds, while the powerful Kapellan League is made up of over three thousand. Each League is ruled by a High Council, comprising the Lords of each member stronghold. The High Council debates all matters which affect the League as a whole, and ratifies trade and other agreements on behalf of its member strongholds; it also serves as a court of appeal for cases which involve the death sentence.

There is no formal organisation between the Leagues on any Home World, although they maintain constant communications and act together in time of war.

STRONGHOLDS

Traditionally, each stronghold centres around a mine and the underground settlement associated with it, although as the race expanded in the Ages of Isolation and Trade, different types of world were colonised by the Squats and some strongholds are not associated with mining activity.

Each stronghold is ruled by a hereditary Lord, who is supported by a powerful body of retainers known as the *Hearthguard*. It is the Hearthguard which provides the elite core of a Squat military force, as well as providing servants and advisors to the Lord himself. When the Lord takes to the battlefield in person, the Hearthguard fights as a unit under his command. In most strongholds, the Hearthguard has become an aristocracy, composed of a limited number of families or clans.

The prinicpal military force of a Squat stronghold is its *Brotherhood* or *War-Brethren*. Each Squat has an obligation of military service to his stronghold, and can be called to serve for a period of 30-70 years in the Brotherhood. However, because Squats live long and breed slowly, a tradition requires that a Squat may not be called to the Brotherhood until he has sired and raised two sons to maturity, which in Squat terms is the age of 70 Terran Standard years. Thus, the continuity of the race is not threatened by its military activities.

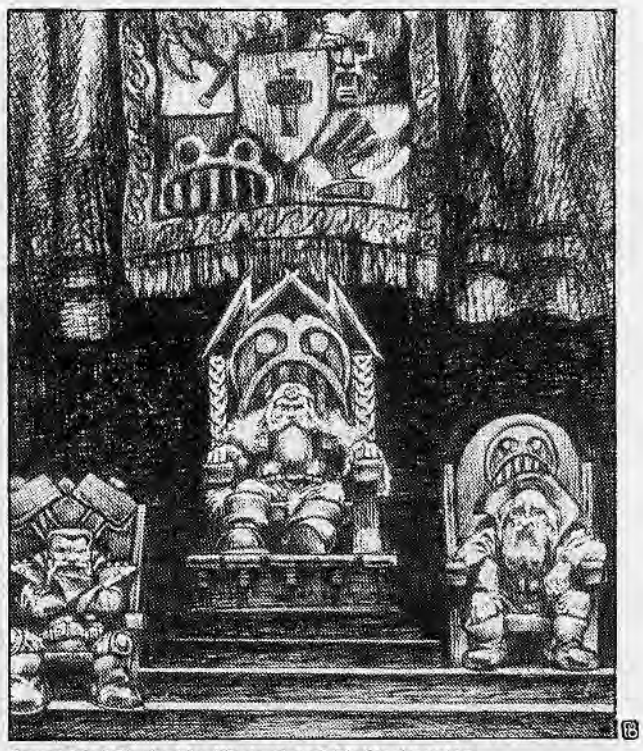
When his period of service has expired, a Squat returns to his stronghold with honour (and hopefully not a little wealth). He then takes up a position of responsibility in his family's business, having reached full adulthood by virtue of his military experience.

Although the Brotherhoods are the main defence forces of the strongholds, they are far better known for their mercenary activities. In time of peace a stronghold's military forces are traded in the same way as its other resources, either to fight for the Imperium or to other strongholds. As war is an honourable profession for a Squat, these mercenary adventures are rarely resented - indeed, they are regarded as an integral part of every Squat's life.

On occasion, unscrupulous or incompetent Squat Lords have sent Brotherhoods into impossible situations, especially in the inter-League squabbles which were widespread during the Ages of Isolation and Trade. This problem has been largely resolved by the practice of placing one of the Lord's close relatives - known as a Warlord - in command of the Brotherhood, ensuring that no undue risk is taken and that the honour of the stronghold is not compromised.

Some particularly adventurous Lords may send out their stronghold's Brotherhood on expeditions, regarding these as little more than an extension of their other business activities. The term 'expedition' is rather loosely defined, and these ventures can range from a search for a stronghold that was wiped out in the Age of Wars, to an expansionist action against alien races, to a full-blown campaign of piracy. Some Brotherhoods have turned to buccaneering as a profession, amassing wealth for an honourable return home, the booty being distributed between the pirates themselves and the Lord of their stronghold. Squat Reavers, as they are known, are strange by normal Human standards - their single-minded attention is directed purely on financial gain, and they will attack any worthwhile target with grim and implacable resolve, but completely without prejudice or malice.

In the Age of Rediscovery, the Squat Home Worlds have undertaken to provide the Imperium with a tithe, which takes the form of Brotherhoods being sent to serve with the Imperial Guard, or indeed as complete Squat forces under the Imperial banner. Space Marines are noted for their intolerance to Abhuman races, whom they see as tainted and genetically impure, and the Administratum will not generally post Squat troops to areas where they will be in close contact with Marines.



Squat Lord flanked by Warlord and Living Ancestor

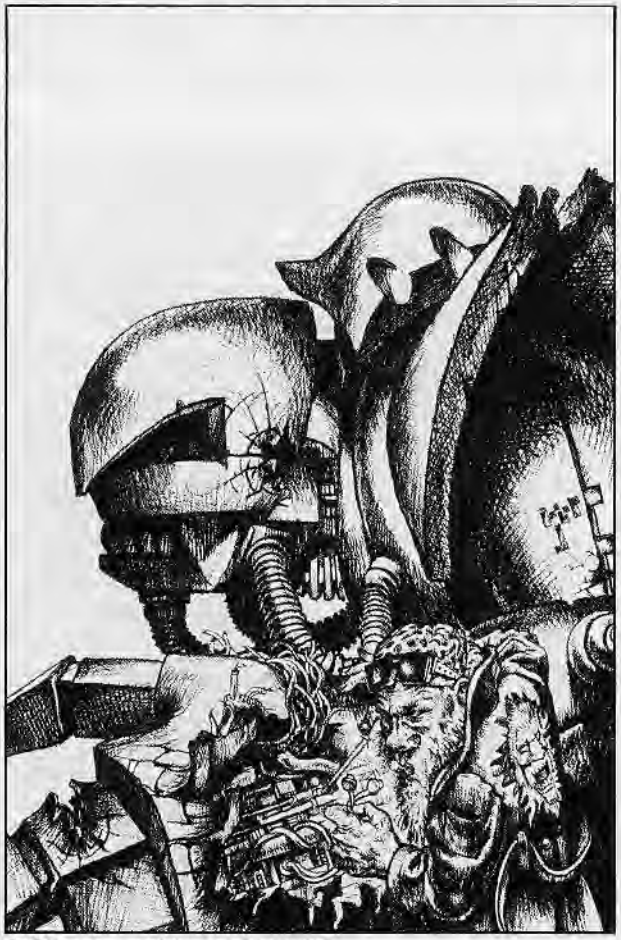
THE ENGINEERS GUILD

Like so much of Squat culture, the Engineers Guild traces its origins back to the Age of Isolation. Squats as a whole developed a considerable technical expertise in order to survive without support from Terra, and there was a regular traffic between strongholds in mechanical supplies and techniques. From this traffic arose a distinct class of travelling engineer, moving constantly between strongholds, spreading knowledge and solving technical problems. The Guild arose to protect these individuals, who often found themselves caught up in inter-League wars a long way from their native strongholds.

The Guild soon developed into a real power throughout Squat society, and Engineers enjoy a considerable prestige. The most gifted offspring of each stronghold are inducted into the Guild at an early age, and intensively trained in all aspects of technology, engineering and machine maintenance. Although a Squat is not deemed to have reached maturity until the age of 70, gifted youngsters may join the Guild at 40 or even 30 years of age, though in doing so they must renounce all family ties and rights to inheritance.

The Guild is by no means as rigidly structured as the mainstream of Squat society. Ability counts for everything, and age, birth and background are of no account. The Engineers see themselves as unencumbered by petty traditions, while most stronghold Squats would describe them as disorganised and anarchic.

The Engineers Guild is sub-divided into a number of *Lodges*, each with its own leadership, symbols, customs and rituals.



Guildmaster repairing crippled robot

The Tech-adept rewound the tendrils into the stump of his wrist.

"The nature of this device is not clear to me," he said mournfully. The short figure at his side bustled up to the console.

"Well, shift your spanners and let's have a look at the thing." The Tech-Adept sidled uncomfortably away, and the Squat peered into the casing.

"Now, then," continued the Squat, as much to himself as to the Adept. "Hydroplastic power transmission, controls attached to a timer and what looks like an encoder, a pressure chamber at the centre, surrounded by..." The Tech-adept, who was looking over the Squat's shoulder by this time, shot a manipulative tendril into the machine, siezing a frayed and broken end of cable.

"If we remake this join..." he began, enthusiatically. The Squat laid a restraining hand on his arm.

"I really wouldn't recommend it," he said. "You see, I interpret this device as an unusually complex plasma bomb, and that cable you're holding goes direct to the arming mechanism."

Clothing, equipment and vehicles tend to be marked with the symbol of the Lodge rather than that of the Guild, although all Squat Engineers wear the Guild symbol of a hammer as a pendant. The technical jargon of the Engineers Guild varies slightly from Lodge to Lodge; an Engineer from one Lodge can make himself understood by a member of another Lodge if he wishes, or can make use of his Lodge dialect so that an outsider cannot understand him when he discusses technical matters.

Each Squat stronghold has an enclave of Guildsmen, even though individual Engineers come and go as they please or as the Guild orders. The Engineers renounce all stronghold allegiances on joining the Guild, and do not mix a great deal with the other Squats of a stronghold. Sometimes, an Engineer may leave the Guild and join a stronghold through marriage - even so, his sons will almost certainly join the Guild in their turn. And while Guild members may attach themselves to a particular stronghold for years or even generations, they move on at will, and owe their true allegiance to the Guild alone.

Squat Engineers have a very characteristic appearance, which to Human eyes seems to contradict the high esteem in which they are held by the rest of their race. They wear no helmets and their hair is grown long, being either tied or greased back. They favour well-worn leathers and other hard-wearing working clothes, with tough monkey boots, usually scuffed by the constant knocks and battering they take. Many Engineers add bandanas and mirror shades or goggles to their outfit, often jauntily pushing their goggles up onto their foreheads. They travel light, not generally bothering with anything they cannot carry on the bikes and trikes which are as much a status symbol as a means of transport.

Because of their wandering lifestyle, Engineers are more adventurous than the bulk of Squats, are often found serving with Brotherhoods on the battlefield, or even hiring themselves and their machines out on a mercenary basis, working throughout Imperial space and beyond. Individual Squat Engineers with impressive reputations may be directly recruited by the Imperium, and some have been known to reach senior positions within the Adeptus Mechanicus.

Squats advance with an Imperial Guard Assault Squad

● LIVING ANCESTORS

The typical lifespan for a Squat is about 300 years. A small proportion of the population, however, reaches the age of 400, and once a Squat has lived this long, his chance of longevity is drastically increased - lifespans of 800 years are common among this group, and there are some individuals whose true age can only be guessed at.

This small proportion of the Squat population which lives to great old age is treated with enormous respect, being known as *Living Ancestors* or *Spirit Lords*; they are treated as living members of the ancestor group which forms the basis of Squat religion. Their long lives have filled them with wisdom, and they are their Lord's most respected and trusted advisors.

Also, at about the age of 500, certain physiological changes begin to occur. As age begins to sap their speed and strength, they develop an incredible degree of mental and physical resilience, along with certain psychic powers. The fact that psychic powers are practically unknown amongst other Squats makes the Living Ancestors doubly venerated. These psychic powers come from their spiritual closeness to the dead ancestors of their clan, which they tap as a source of psychic energy. Their strength as psykers is directly related to the prestige and honour of the stronghold's ancestors, and the higher the status of the ancestors the more powerful are the Living Ancestors.

When a Squat reaches Living Ancestor status, he surrenders his name and his goods to his descendants, just as if he had actually passed on. A funeral ritual is held by his clan, and the new Living Ancestor goes to live with others of his kind.

As well as advising the Lord of their stronghold, the Living Ancestors often accompany the Brotherhood in battle, providing defensive psychic support and advising the Warlord.

The young Warlord turned to the ancient Squat beside him.

"Revered Ancestor," he said, "What is our best course in this situation?" The Living Ancestor half-closed his rheumy eyes.

"I have seen this but once before," he began. "Six hundred years before your birth, your revered ancestor Lord Thyngrim, whose name you bear in your turn, was on the world of Dioscis Theta. I was younger then, undistinguished amongst the mass of the Brotherhood."

"And how did Lord Thyngrim win the day?" asked the Warlord, with some impatience. The Orks were getting closer.

The Living Ancestor shook as he chuckled, a sound like pebbles clacking together.

"I cannot tell you how to win as he did," he said, "But if you don't mind uncomfortable truths, I can tell you how to avoid losing as he did."

• ON THE BATTLEFIELD

Squat forces may be found on the battlefield in a number of circumstances.

They may be serving with Imperial Guard forces or the forces of a Rogue Trader, to take part in an Imperial conflict as part of their Home Worlds' tithe of service to the Imperium. As well as using single Brotherhoods to fight alongside other Human and Abhuman troops, the Imperium uses complete Squat armies to impose its will.

Squats may be fighting on their own account, defending their stronghold or taking part in an inter-League dispute or other local conflict - given the volatile temperament of most Squats, it is not unusual for Brotherhoods of adjacent strongholds to go to war, fighting for territory, mineral wealth or over some slight to the honour of the stronghold.

They may have been hired out by their Lord as a mercenary force to serve in some foreign conflict, although they will not generally serve alongside Orkoids or Eldar unless they have turned to Chaos. Squat mercenaries can also be found serving with Imperial forces, or with other Squats - it is traditional for Lords to hire their forces back and forth to serve in each others' conflicts.

They may have been sent out as Reavers by their Lord, or may have taken to buccaneering of their own accord.

Regardless of the circumstances, the Brotherhod organisation remains the same.

There are four main troop types in any Squat force: the Hearthguard, the Brotherhood, the Engineers Guild and Living Ancestors.

Brotherhood Weapons Team supporting Imperial Guardsmen

• WARLORD AND HEARTHGUARD

To guard against the misuse of Brotherhood troops by unscrupulous stronghold Lords, a Brotherhood force is always led by a close relative of the Lord, known as the Warlord. Under his personal command is a unit of the Hearthguard, drawn from the Lord's loyal retainers, who form an aristocratic class in the stronghold.

The Hearthguard is a warrior elite, and their status is reflected in their fondness for lavishly-ornamented gold jewellery. Belts, buckles, chains, pieces of armour and even weapons are decorated with traditional designs in gold and other precious metals, and a Hearthguard's prowess is displayed in the form of these decorative items.

It is traditional for a Lord to present a Hearthguard with a gift in recognition of valour and loyalty, which is nearly always specially made - sometimes by the hand of the Lord himself, the highest of honours - and is often decorated with scenes of the event which it commemorates. These trophies are handed down from father to son, and a leading member of a long-established Hearthguard family can be expected to take the field resplendent with priceless antique jewellery. Unlike the normal Squat principle of succession, where everything passes to the heirs on a Squat's death, a Hearthguard cannot inherit his dead father's jewellery and trophies until he has won his first trophy on his own account; he then inherits his father's name, along with his full panoply of jewellery and equipment. The adopted name of a Hearthguard commemorates the greatest deed of his father, and will remind him and his companions of his ancestor's fame.

Because of their richly decorated equipment and other trophies, the Hearthguard are very individual in their appearance, and do not wear any kind of uniform. Each Squat's equipment and jewellery tells of his own deeds and those of his forebears, and the Hearthguard vie with each other in the distinctiveness and splendour of their appearance. Archaic and mediaeval styles are very popular, with lavish decoration in traditional patterns. It has often been remarked that a Warlord and his Hearthguard on their motorbikes bear more than a passing resemblance to the armoured knights on horseback who may be found in many mediaeval cultures.

Rather like the knights of mediaeval worlds, Warlords and Hearthguard often have magnificent suits of *exo-armour*, all-enclosing, sealed and self-powered environment suits built for them by the Engineers Guild. Like other Hearthguard equipment, exo-armour is handed down from father to son, and is perhaps the proudest status symbol of the Squat military aristocracy.

One detail which is common to the whole of the Hearthguard is the stylised image of a Squat face, which appears on armour, helmets, pendants and other pieces of jewellery. This is an image associated with Squat ancestor-worship, representing the spirits of the ancestors watching over their descendants.

You people do well at war because you treat it as a religion. We do well because we treat it as a business. It is just a matter of outlook.

- Warlord Hargir son of Brond, Gruben Stronghold.

BROTHERHOOD

The bulk of a Brotherhood's troops are those who are referred to simply as 'Brotherhood'. These troops lack the individuality of the Hearthguard, wearing the colours and insignia of the Brotherhood as a uniform. Squats prefer muted colours reminiscent of the rocks and sands of their Home Worlds: browns, greys and greens are popular in varying shades and mixtures, as are black, white and deep red - it is common for seams and piping to be picked out in a contrasting colour.

Those Brotherhoods who are sent out reaving tend to be more individual in their dress; in most cases they wear their own clothing rather than a uniform, so that their home stronghold cannot be identified. However, Squats who have made a career out of piracy are as flamboyant, in their own way, as the most ostentatious Hearthguard. Often they will adopt distinctive uniforms and colours, so that they are immediately recognisable; in this way, their fearsome reputation does half their work for them.

Brotherhood troops are generally armed with lasguns, but the Squats have a characteristic fondness for heavy firepower, and heavy bolters are a favourite weapon. Most squads will have at least one heavy weapon, and sometimes an entire squad may be equipped with heavy weapons. Since no Squat would consider himself fully dressed without at least one sidearm, it is not unusual for Squats to go about armed to the teeth as a matter of course. Most citizens of the Imperium carry a sidearm and a blade weapon as part of their standard dress, but Squats are renowned as particularly fond of weaponry. This fondness is reinforced by the hostile environments in which they are usually raised, where dangerous flora and fauna, and the constant threat of Ork and Eldar raids, encourages even the youngest of Squats to pack a few hand guns and something loud and heavy on his bike.

We have always been a race of traders. It is natural to us that we should trade the fighting skills of our Brotherhoods. As well as bringing us a profit, it also allows our youngsters to gain experience and honour, and to keep alive the skills which our strongholds may one day need for their own defence.

Lord Grumni, Bruggen Stronghold

ENGINEERS GUILD

Just as the Engineers Guild has a constant, if shifting, presence in each Squat stronghold, so most Brotherhoods are accompanied by some Engineers Guild troops. Engineers wear a personalised 'uniform' of leathers over T-shirts or singlets, with individual decoration such as fringes and studs. Lodge symbols, and the universal hammer symbol of the Engineers Guild, are worn instead of stronghold and Brotherhood badges. Guildmasters are more elaborately dressed, usually wearing heavy and ornate chains of office.

Apart from their dress, the other most distinctive feature of Squat Engineers is their motorbike and trikes. These are universally favoured by Engineers as a personal transport, and some have been adapted for battlefield use by the addition of weapon mounts. The Engineers make more extensive use of bikes on the battlefield than almost any other troop type.

Warlord and Hearthguard attack at the head of a Brotherhood

• LIVING ANCESTORS

Living Ancestors take the field in small numbers with Squat forces, drawn from either the stronghold or from the Engineers Guild, to provide sage advice for the leaders and psychic support for the warriors. Their psychic abilities concentrate on defence, but they are by not entirely incapable of attack. Living Ancestors are distinguished by their high-collared robes, with collars rising above their heads, and their ornate neck-chains.

Living Ancestors from the same stronghold always have the same level of power. Their psychic energy is directly tapped from the stronghold's ancestor spirits, and their power varies with the prestige and status of these spirits.

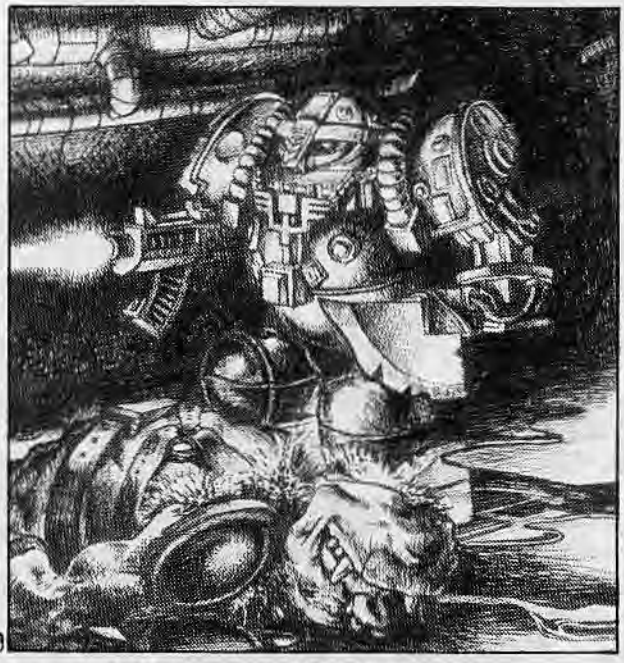
• STANDARDS

Squat Brotherhoods vary widely in the styles of banners and standards they employ, but a Brotherhood will almost always carry its own banner into battle, and sometimes the banner of its home stronghold as well. It is a common practice to mount these standards on bikes.

Stronghold banners are largely heraldic, bearing the symbol of the stronghold and sometimes a motto or slogan. Brotherhood banners tend to be more elaborate, with a central picture surrounded by ornate borders containing battle honours and slogans. The picture may be of the Brotherhood's most famous exploit, or a design such as a Squat braining an Ork or Eldar with a hammer.

Brotherhoods in Imperial service may be presented with Imperial banners like those of the Imperial Guard. They may use the Imperial banner instead of, or as well as, their stronghold banner - but are unwilling to part with their Brotherhood banner.

The Engineers Guild has its own standards, which feature the central motif of the Guild hammer or a Lodge symbol. Guild banners are decorated to a lesser degree, and tend not to be as elaborate as those of the Brotherhoods.



Exo-armoured Hearthguard tunnel-fighting with Orks

• EQUIPMENT

• SUSPENSORS AND TARGETERS

Squats are extremely tough, strong-boned and resilient, and they able to carry a considerable weight. A Squat can carry up to 2" movement penalty's worth of *heavy* equipment without penalty. Despite this, the difficulties of life on the high gravity Home Worlds has influenced the design of Squat equipment and they always build in the normal full requirement of suspensors to offset movement penalties simply by force of habit. The points value of these has been taken into account in the lists. Targeters, however are not widely used by Squats.

• SQUAT BREASTPLATES

Squat Warlords and their Hearthguards have from time immemorial worn finely-wrought breastplates and helms, decorated with ancestoral faces. In ancient times, breastplates would have been crafted from simple beaten metal plate. These much-cherished items of war panoply have continued in favour in the more technically advanced form of *carapace breastplates*, still decorated with traditional ancestor images.

Carapace breastplates and helms give a basic *saving throw* of 5 or 6 on a D6. Wealthier Warlords and Hearthguards tend to replace their carapace armour for exo-armour.

• SQUAT EXO-ARMOUR

Exo-armour combines features of both power armour and dreadnought armour. The extensive protection it affords the wearer is especially useful when fighting in confined spaces where movement is restricted and it is difficult to avoid concentrated enemy fire. Exo-armour is thus greatly favoured by the Squats, who often find themselves in combat in subterranean tunnels or chambers and who are not noted for their agility. Exo-armour also serves as a hostile environment suit, and the barren surface of the Home Worlds has certainly stimulated the developement of this form of armour by the Squats. Squat armourers are adept at forging rather striking exo-armour, usually embellished with the visage of a Squat Ancestor Spirit. These finely wrought suits of exo-armour become the prestigious war panoply of great Lords and their Hearthguards.

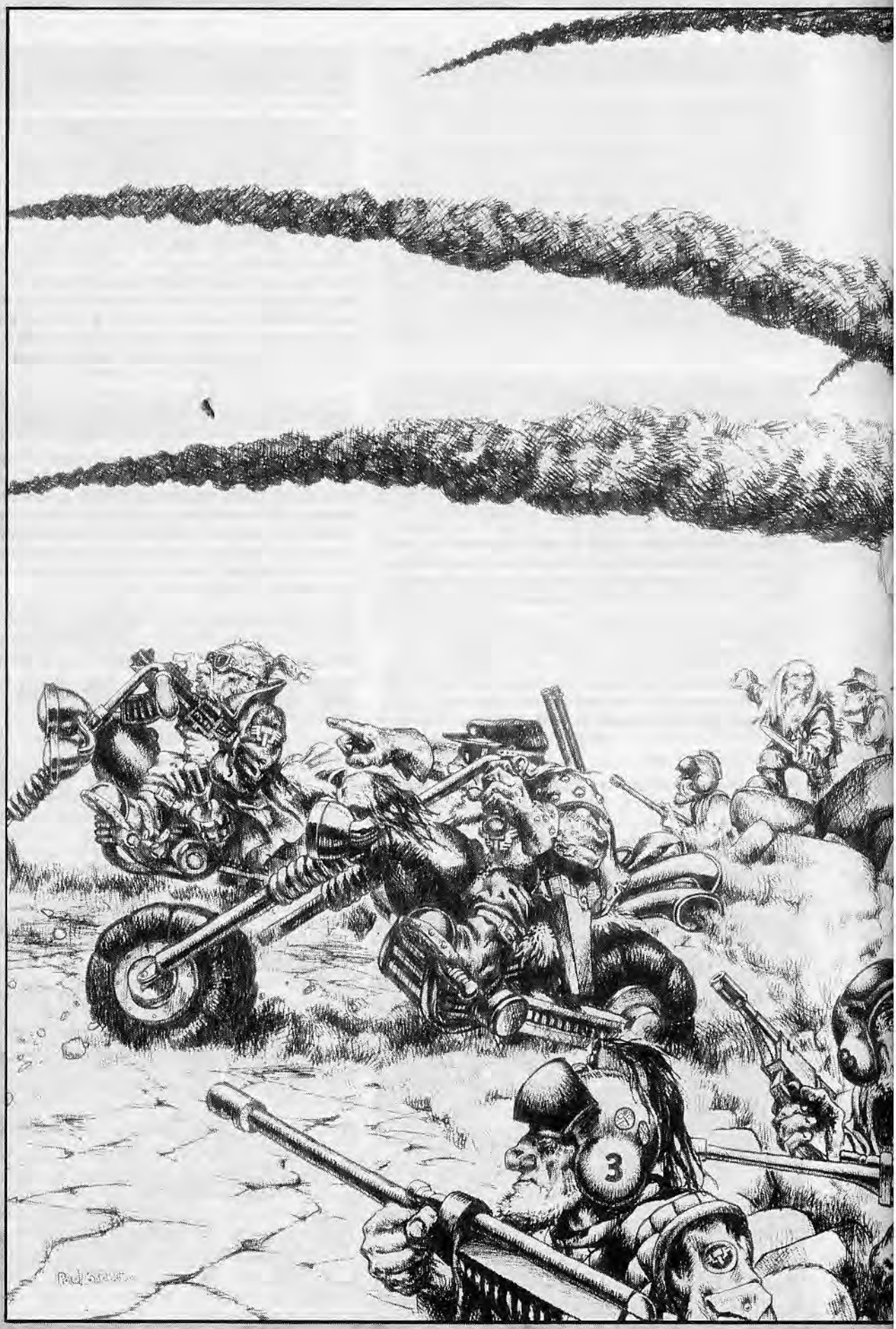
Special Rules for Squat Exo-Armour

Movement: There is no movement penalty for wearing the armour.

Saving Throw: Squat exo-armour has a *saving throw* of 2, 3, 4, 5 or 6.

Armament: Squat exo-armour incorporates standard integral armament of *power axe* and *bolt gun*. These integral weapons are fitted so as to be used one-handed. The bolt gun always has a targeter, and a suspensor to offset the targeter's movement penalty.

Other Features: Squat exo-armour is also a hostile environment suit and includes a communicator and respirator as standard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SQUAT VEHICLES

The following profiles should be used for Squat bikes and trikes:

	LAND								
	Max	Acc/Dec	TRR	Cp	T	D	Sv	Eq	W
BIKE/TRIKE	32	16	½	1	4	1	5	1	2
GUILD TRIKE*	32	16	½	2	4	1	5	2	6

* This profile is only used for Guild Heavy Weapon Trikes - other Squat trikes use the normal bike profile.

Other Squat vehicles (eg Land Raiders and Rhinos) use the normal profiles.

GUILD TRIKE HIT AND RUN TACTICS

Guild Heavy Weapon Trike Teams have a well-deserved reputation for highly mobile hard-hitting tactics. Their favored method of going into action is reminiscent of Napoleonic horse artillery: the trikes advance at speed towards the enemy and skid turn in a semi-circular arc to present the rear of the trike to the enemy. The gunner then opens fire and the trike remains ready to move off in another direction without delay. The exceptional skill and bike control required for this manouvre is typical of the Trikers of the Guild of Engineers. Enemies and allies alike have observed and reported this tactic in action with incredulity and amazement.

To represent this manoeuvre, the trike may move towards the enemy up to its maximum *Movement* allowance. At the point at which the crew wish to fire, or at the end of the full move distance, the trike is immediately swung around using the *skid turn template* so that the rear of the trike faces the target. This manoeuvre imposes no *to hit* penalty. The gunner may fire from this position and the trike may then continue to the end of its move. It may even repeat the same manoeuvre next turn if desired.

SKID TURN TEMPLATE

Photocopy the template, stick to card and cut out.

The skid turn is an extremely difficult manoeuvre which involves spinning the wheels in reverse during the few seconds of the turn, while the gunner lets off a shot. There is a definite element of risk to this action even when practised by the skilled Guild Trikers and each trike must make a *control test* on attempting the skid turn. Roll a D10 for the trike before it makes the turn. If the score is 1, the trike overturns at full speed without completing the turn or firing - the team are thrown off and slain. Any other score means that the manoeuvre is successfully carried out.

Field-stripping a faulty plasma gun

SQUAT TECHNICAL PROFICIENCY

Squats have natural aptitude with technology and machinery. All Squats are technically proficient and able to adequately maintain their own equipment. Unlike other forces of the Imperium, Squats are not dependant on Adeptus Mechanicus Techpriests because Squat Engineers are able to repair damaged equipment and fulfil the same role as Techmarines in Marine forces.

When a vehicle has received special damage resulting from a critical hit, a Squat Engineer may attempt to restore the vehicle's functions. Engineers cannot deal with damage to a vehicle's crew or the complete destruction of a vehicle, but may deal with any other damage. To represent this, roll a D6 when the Engineer arrives at the vehicle. On a score of 6 the damage is repaired and the machine will function again next turn. On a score of 1, the vehicle is damahged beyond repair and the Engineer will content himself with salvaging a few small mechanical items of interest. On a score of 2-5, roll again next turn - the Engineer is engrossed in attempting to repair the machine.

ADVISORS

Commissars and Adeptus Mechanicus Techpriests sometimes accompany Squat forces into battle, always associating with the leader of the force on the battlefield. The Imperium continues to observe and collect data on the Squats and often uses Commissars for this role. Since the Commissar is present in a purely advisory role and not to enforce discipline, he does not shoot Squat personnel for retreating. Similarly, the Adeptus Mechanicus is fascinated by the apparently natural technical expertise of the Squats and the Techpriest is present as an observer to learn more about Squat skills on behalf of the Imperium.

● ARMY COMPOSITION

Squat forces are composed according to the following conditions:

1. A Squat force must consist of one or more complete Brotherhoods.
2. A Squat force always consists of complete Brotherhoods whether it represents a Squat army or a Squat ally contingent in another army.
3. A Squat force may include a complete Engineers Guild Expeditionary Force as an alternative to a Brotherhood.

● BROTHERHOOD

A Squat Brotherhood consists of the following units and personalities:

Units/Personalities	Minimum Cost per Unit
1 Warlord with his Hearthguard	120
3-4 Combat Squads	215 each
0-1 Guildmaster*	20
0-2 Guild Bike Squads	555 each
0-2 Weapon Teams chosen from:	
Brotherhood Weapon Teams	20 + weapon
Guild Weapon Teams	70 + weapon
0-3 Living Ancestors	190 each

* Only available if at least 1 Guild Bike Squad present.

The minimum points value of a Squat Brotherhood is 765 points. This includes the Warlord, Hearthguard and 3 Combat Squads without any additional equipment or optional upgrades, and with the Warlord and Heartguard as Champions.

● ENGINEERS GUILD EXPEDITIONARY FORCE

An Engineers Guild Expeditionary Force, consists of the following units and personalities:

Units/Personalities	Minimum Cost per Unit
1 Guildmaster	20
2-4 Guild Bike Squads	555
0-2 Guild Weapon Teams	70 + weapon
0-1 Living Ancestor	190

The minimum points value of a Squat Engineers Guild Expeditionary Force is 1130 points. This includes the Guildmaster and 2 Guild Bike Squads without any additional equipment or optional upgrades, and with the Guildmaster as a Champion.

An Engineer travels light because it's easier. Instead of lugging several thousand tools around with you, get where you're going, look at the job, decide what tools you need, and make them on the spot. Far more practical.

- Engineer Sindri
Massunich Lodge, Engineers' Guild

● SPECIAL EQUIPMENT CHART MODIFIES

Personalities may add the following bonuses to their D100 rolls on the *Special Equipment Charts* to increase their choice of items and bring the more unusual items within their range. They use the same *Special Equipment Charts* as Space Marines and the Imperial Guard.

Personality	Bonus
Warlord	-10, +10, +20 or +30
Guildmaster	-10, +10, +20 or +30
Spiritmaster	+10
Hearthguard	+5

A personality may add any one of the listed bonuses, or may take the weapon as rolled without any bonus at all.

● ADVISORS

Squat forces in Imperial Service may have:

1 Human Commissar per Brotherhood at 45 points each

1 Techpriest per Brotherhood at 10 points each

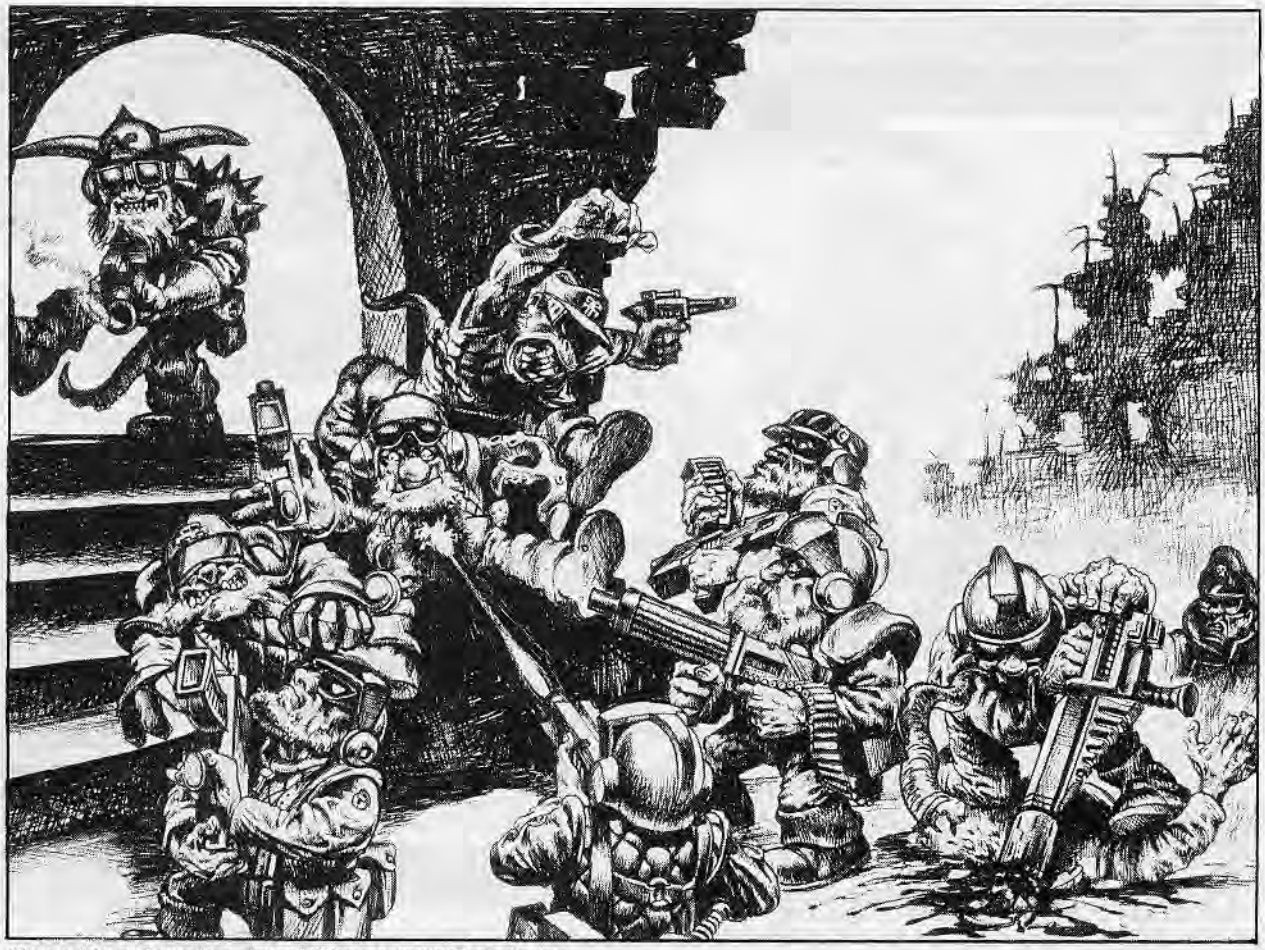
The Techpriest can either be a Human or a Squat Adeptus Mechanicus.

● ALLIES

Although the Legiones Aststartes shun serving with Abhumans wherever possible, the Imperial Guard are quite prepared to serve alongside Squats. In return, Squat forces can often count on Imperial Guard contingents being available to support them. Indeed, of all the Abhuman troops that the Imperial Guard may find themselves serving with, Squats are certainly perferred by most commanders because the Guard can count on their reliability, determination and technical expertise to make life on campaign a lot easier.

It is these very same qualities that impress many Rogue Traders. Rogue Traders were among the first agents of the Imperium to re-establish contact with the Home Worlds. Ever since that time, many Rogue Trader contingents have given valuable assistance to the Squat Brotherhoods and the Guild.

Squats in the service of the Imperium may spend 25% of their points value on forces chosen from the Imperial Guard or the Rogue Trader army lists.



Observed by a Commissar, Imperial Squats battle Chaos Squats

TRAITOR SQUATS

Traitor Squats are regarded with disdain and loathing by other Squats for bringing shame on the whole of the proud Squat kindred.

Squats may be converted into Traitor Squats serving one of the Chaos Powers by simply applying the following provisions to the standard Squat list.

Profiles

Due to their association with Chaos and its degenerating influence on the otherwise impeccable Squat mentality, Traitor Squats suffer reduced characteristics. *Leadership*, *Intelligence*, *Cool* and *Will Power* are all reduced by -1. These reduced characteristics are not optional and profiles given in the lists should be amended accordingly for all Traitor Squats. An amended Traitor Squat basic profile is given below.

PROFILE:	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
TRAITOR SQUAT	3	4	3	3	4	1	2	1	8	6	8	8

Chaos Attributes

Traitor Squat Squads may choose to have up to D6-4 *personal Chaos attributes* per squad.

Traitor Squat personalities may choose to have up to D6-3 *personal Chaos attributes* per character model

Chaos Rewards

Traitor Squat Warlords and Guildmasters may have up to D6-4 *Chaos rewards* each.

These may be generated from the general *Chaos Rewards Table* or from the *Rewards Table* of their patron Chaos Power (see **Slave to Darkness** and **The Lost and the Damned**).

Equipment

Traitor Squat Warlords or Guildmasters may have up to 3 rolls on the *Arms of Chaos Chart* at 50 points per roll.

Traitor Squat Allies

Traitor Squats may spend up to 25% of their points on allies from any of the following army lists:

Any Traitor Legion
Chaos Renegades
Chaos Cultists
Orks

Do not think we bear you any ill-will. You were simply in the right place at the right time - or the wrong time from your point of view.

- Warlord Thargrim 'the red'
Traitor Squat Commander

WARLORD AND 4 HEARTHGUARDS
at 120 points

WARLORD

PROFILE:	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
CHAMPION	3	5	4	4	4	1	3	1	9	7	9	9
HERO	3	6	5	4	5	2	4	2	10	9	10	10
MAJOR HERO	3	7	6	4	5	3	5	3	10	9	10	10

The Warlord must be accompanied by 4 Hearthguard. The Warlord and his Hearthguards can be of whatever level the player wishes. This means that the unit may include a mixed group of personalities of various levels.

The basic points value includes the points value of a Champion Warlord. Add +50 points to the basic value to upgrade him to **Hero**, *or +80 points to upgrade him to* **Major Hero**.

BASIC EQUIPMENT

CARAPACE BREASTPLATE & HELM
PHOTO/INFRA VISOR/GOGGLES
KNIFE
FRAG GRENADES
CRACK GRENADES
MELTA BOMBS

ADDITIONAL EQUIPMENT

EXO ARMOUR 75

SPECIAL EQUIPMENT CHARTS

The Warlord has a wide choice of equipment, his privileged status and wealth allows him to acquire virtually any equipment he likes. He cannot use this privilege to supply other members of his force - he may only choose items he intends to use himself. The Warlord can apply a -10, +10, +20 or +30 modifier to his rolls on the Special Equipment Charts.

CHART	ROLLS	PTS/ROLL
STANDARD WEAPONS	0-1	3
CLOSE COMBAT WEAPONS	0-2	3
HEAVY WEAPONS	0-1	50
GRENADES/MISSILES	0-2	7
EQUIPMENT AND BIONICS	0-4	5

OPTIONS

BIKE OR TRIKE FOR WARLORD 70
If the Warlord is mounted then all the Hearthguard must be mounted.

POWER FIELD FOR BIKE/TRIKE 20
Power field (1" radius) protects bike or trike and its rider, and includes a power field synchroniser.

4 HEARTHGUARDS

PROFILE:	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
CHAMPION	3	5	4	4	4	1	3	1	9	7	9	9
HERO	3	6	5	4	5	2	4	2	10	9	10	10
MAJOR HERO	3	7	6	4	5	3	5	3	10	9	10	10

The Hearthguards must *accompany the Warlord. This means that the 5 models are treated as a single indivisible unit with regard to unit coherency rules. The Hearthguards can be of any level the player wishes. This means that the unit may include a mixed group of personalities of various levels.*

The basic points value includes the points values of Champion Hearthguards. Add +50 points to the basic value for each **Hero** *chosen, and +80 points for each* **Major Hero** *chosen.*

BASIC EQUIPMENT

CARAPACE BREASTPLATE & HELM
PHOTO/INFRA VISOR/GOGGLES
2 LASPISTOLS
KNIFE
FRAG GRENADES
CRACK GRENADES
MELTA BOMBS

ADDITIONAL EQUIPMENT

EQUIPMENT	PTS/MODEL	EQUIPMENT	PTS/MODEL
EXO ARMOUR	75	POWER SHIELDS	1
POWER AXES	6		

GRENADES

GRENADE TYPE	COST	GRENADE TYPE	COST
ANTI-PLANT	½	SCARE GAS	1
BLIND	1	SMOKE	½
CHOKE	½	STASIS	½
HALLUCINOGEN	2	STUMM	½
HAYWIRE	4	TANGLEFOOT	1
KNOCKOUT	½	TOXIN	½
PHOTON	1	VIRUS (1)	4
PLASMA (1)	1	VORTEX (1)	25
RAD	4		

As an alternative to the Additional Equipment listed above, Hearthguards may roll on the Special Equipment Charts (each Hearthguard makes separate rolls and each may take up to the number of rolls listed below).

SPECIAL EQUIPMENT CHARTS

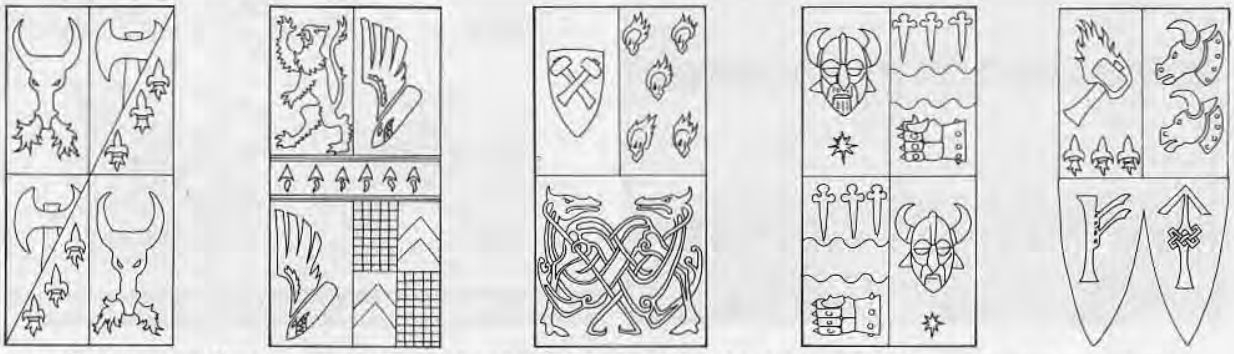
CHART	ROLLS	PTS/ROLL
STANDARD WEAPONS	0-1	3
CLOSE COMBAT WEAPONS	0-2	3
HEAVY WEAPONS	0-1	50
GRENADES/MISSILES	0-2	7
EQUIPMENT AND BIONICS	0-4	5

OPTIONS

SUBSTITUTE 2 BOLT PISTOLS FOR 2 LASPISTOLS ..... FREE
BIKES OR TRIKES FOR 4 HEARTHGUARDS 280

If The Warlord is mounted; all the Hearthguard must be mounted. If the Hearthguard are mounted; the Warlord must be mounted.

POWER FIELD FOR BIKE/TRIKE ..... 20 EACH
Power field (1" radius) protects bike or trike and its rider, and includes a power field synchroniser.



Stronghold banners, these may be photocopied and painted using Citadel paints and inks for use on your miniatures.

COMBAT SQUADS at 215 points per Squad
SQUAD LEADER AND 7 TROOPERS

PROFILE:	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
SQUAT	3	4	3	3	4	1	2	1	9	7	9	9

The most notable aspect of Squat Combat Squads is their ability to deploy any number of heavy weapons. In this respect they are unique among the basic tactical forces of the Imperium.

BASIC EQUIPMENT

FLAK ARMOUR
PHOTO/INFRA VISOR/GOGGLES
KNIFE
FRAG GRENADES
CRACK GRENADES
MELTA BOMBS

STANDARD EQUIPMENT

1 LEADER: LAS PISTOL, COMMUNICATOR
7 TROOPERS: LAS GUNS

ADDITIONAL EQUIPMENT

EQUIP ENTIRE SQUAD WITH ANY OF THE FOLLOWING GRENADE TYPES:

GRENADES	PTS/SQUAD	GRENADES	PTS/SQUAD
ANTI-PLANT	4	SCARE GAS	8
BLIND	8	SMOKE	4
CHOKE	4	STASIS	4
HALLUCINOGEN	16	STUMM	4
HAYWIRE	32	TANGLEFOOT	8
KNOCKOUT	4	TOXIN	4
PHOTON	8	VIRUS (1 EACH)	32
PLASMA (1 EACH)	8	VORTEX (LEADER - 1 ONLY)	25
RAD	32		

OPTIONS

EQUIP ANY OR ALL TROOPERS WITH:

EQUIPMENT	PTS/MODEL	EQUIPMENT	PTS/MODEL
HEAVY BOLTERS INSTEAD OF LASGUN	15	2 BOLT PISTOLS INSTEAD OF LASGUN	0
2 LASPISTOLS INSTEAD OF LASGUN	0	CHAINSWORD	2

EQUIP ENTIRE SQUAD WITH:

EQUIPMENT	PTS/SQUAD
REPLACE LASGUNS WITH BOLT GUNS	3½

EQUIP 1 TROOPER WITH 1 OF THE FOLLOWING HEAVY WEAPONS INSTEAD OF A LASGUN:

EQUIPMENT	PTS/MODEL	EQUIPMENT	PTS/MODEL
AUTO CANNON	45	HEAVY WEBBER	30
CONVERSION BEAMER	55	LAS-CANNON	100
D-CANNON	50	MISSILE LAUNCHER (WITH FRAG, CRACK AND MELTA MISSILES)	65
GRENADE LAUNCHER (WITH FRAG, CRACK AND MELTA GRENADES)	25	MULTI-LASER	50
HEAVY PLASMA GUN	85	MULTI-MELTA	60
HEAVY STUB	15		

EQUIP LEADER WITH 1 OF THE FOLLOWING:

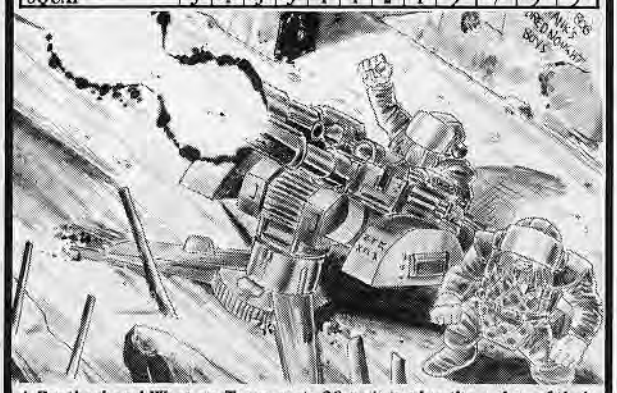
EQUIPMENT	PTS	EQUIPMENT	PTS
CHAINSWORD	3	POWER GLOVE	15
POWER AXE	6	COMBI-WEAPON	5
POWER SHIELD	1	SAWN-OFF SHOTGUN	½
POWER SWORD	7	AUTO-PISTOL	1

EQUIP LEADER WITH 1 OF THE FOLLOWING INSTEAD OF LASPISTOL AT NO EXTRA COST:

BOLT PISTOL
NEEDLE PISTOL
PLASMA PISTOL
SWORD
HAND FLAMER
SHURIKEN PISTOL
STUB GUN
WEB GUN

BROTHERHOOD WEAPON TEAMS
BROTHERHOOD SUPPORT WEAPON WITH TEAM OF 2 SQUATS

PROFILE:	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
SQUAT	3	4	3	3	4	1	2	1	9	7	9	9



A Brotherhood Weapon Team costs 20 points plus the value of their weapon. The costs of a team plus weapon are listed by weapon type below.

BASIC EQUIPMENT

PHOTO/INFRA VISOR/GOGGLES

ONE OF THE FOLLOWING PER TEAM (POINTS COST INCLUDES TEAM):

SUPPORT WEAPONS	PTS/WEAPON
MOLE MORTAR	80
THUDD GUN	70

RAPIERS	PTS/WEAPON
MULTI-LASER	200
MULTI-MELTA	210
LAS-CANNON	240

TACTICAL EQUIPMENT	PTS/WPN
BOMBOT (10 MAX)	25
LAS-CUTTER	55
PHASE FIELD GENERATOR	70

TARANTULAS (*A Tarantula has two weapons of identical type.*)	PTS/WEAPON
GRENADE LAUNCHER (WITH FRAG, CRACK AND MELTA GRENADES)	100
HEAVY PLASMA GUN	220
HEAVY BOLTER	100
LAS-CANNON	250
MISSILE LAUNCHER (WITH FRAG, CRACK AND MELTA MISSILES)	130
MULTI-MELTA	170
CONVERSION BEAMER	170

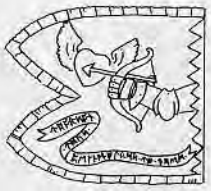
ADDITIONAL GRENADE/MISSILE LAUNCHER AMMUNITION:

You can make up to 2 rolls per Tarantula on the Grenades/Missiles Special Equipment Chart for extra Grenade Launcher or Missile Launcher ammunition.

CHART	ROLLS	PTS/ROLL
GRENADES/MISSILES	2	7

ADDITIONAL EQUIPMENT

EQUIPMENT	PTS	
POWER FIELD (1" RADIUS)	20	*To protect weapon and team members; includes power field synchroniser.*



Brotherhood banners, these may be photocopied and painted using Citadel paints and inks for use on your miniatures.

GUILDMASTER at 20 points

PROFILE:	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
CHAMPION	3	5	4	4	4	1	3	1	9	7	9	9
HERO	3	6	5	4	5	2	4	2	10	9	10	10
MAJOR HERO	3	7	6	4	5	3	5	3	10	9	10	10

A Squat Brotherhood may only contain a Guildmaster if at least 1 Guild Bike Squad is included in the force. A Squat Engineers Guild Expeditionary Force always includes a Guildmaster.

The basic points value is for a Champion Guildmaster. Add +50 points to the basic points value to upgrade him to **Hero**, *or +80 points to upgrade him to* **Major Hero**.

BASIC EQUIPMENT

FLAK ARMOUR
PHOTO/INFRA VISOR/GOGGLES
KNIFE
FRAG GRENADES
CRACK GRENADES
MELTA BOMBS

ADDITIONAL EQUIPMENT

EQUIPMENT	PTS
EXO ARMOUR	75
PLATE ARMOUR	1

ONE OF THE FOLLOWING:	
DISPLACER FIELD	2
REFRACTOR FIELD	1½
CONVERSION FIELD	3
STASIS FIELD	25
POWER SHIELD	1

SPECIAL EQUIPMENT CHARTS

The Guildmaster has a wide choice of equipment; his important status within the Guild allows him to acquire virtually any equipment he likes. He cannot use this privilege to supply other members of his force, and he may only choose items he intends to use himself. To represent this the Guildmaster can make the following rolls on the Special Equipment Charts, in addition to taking any of the above equipment. He may apply a -10, +10, +20 or +30 modifier to these rolls on the Special Equipment Charts.

CHART	ROLLS	PTS/ROLL
CLOSE COMBAT WEAPONS	0-2	3
GRENADES/MISSILES	0-2	7
EQUIPMENT AND BIONICS	0-4	5

OPTIONS

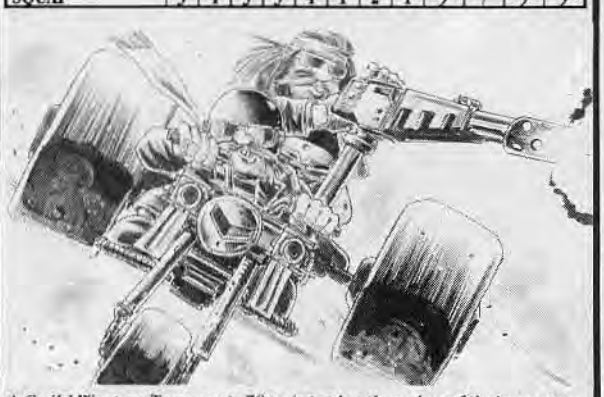
BIKE OR TRIKE FOR GUILDMASTER 70
POWER FIELD FOR BIKE/TRIKE 20

Power field (1" radius) protects bike or trike and its rider, and includes a power field synchroniser.

Engineer's Guild Lodge banners, these may be photocopied and painted using Citadel paints and inks for use on your miniatures.

GUILD WEAPON TEAMS
GUILD TRIKE-MOUNTED SUPPORT WEAPON WITH TEAM OF 2 SQUATS

PROFILE:	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
SQUAT	3	4	3	3	4	1	2	1	9	7	9	9



A Guild Weapon Team costs 70 points plus the value of their weapon. The costs of a team, plus their trike and weapon, are listed by weapon type below.

BASIC EQUIPMENT

PHOTO/INFRA VISOR/GOGGLES

ONE OF THE FOLLOWING PER TEAM (POINTS COST INCLUDES TEAM AND TRIKE):

WEAPON	PTS/WEAPON
AUTO CANNON	105
CONVERSION BEAMER	120
D-CANNON	110
HEAVY PLASMA GUN	145
HEAVY STUB	80
HEAVY WEBBER	90
LAS-CANNON	160
MISSILE LAUNCHER (WITH FRAG, CRACK AND MELTA MISSILES)	130
MULTI-LASER	110
MULTI-MELTA	120

ADDITIONAL MISSILE LAUNCHER AMMUNITION:

You can make up to 2 rolls per Missile Launcher on the Grenades/Missiles Special Equipment Chart for extra ammunition.

CHART	ROLLS	PTS/ROLL
GRENADES/MISSILES	2	7

ADDITIONAL EQUIPMENT

EQUIPMENT	POINTS
POWER FIELD (1" RADIUS)	20

To protect weapon, trike and team members; includes power field synchroniser.

The Guardsmen kept their heads down and concentrated on staying alive. Surrounded on three sides by the advancing Orks, their every move was rewarded by a hail of bolter and plasma fire. Lieutenant Moritz and Commissar Grunden were both dead, and the survivors of the Second Platoon huddled into a group, using what cover there was and preparing to sell their lives dearly.

Sergeant Torvin looked up from his communicator.

"Command's sending some reinforcement!" he bellowed above the noise. "We've just got to sit tight for a few more minutes, then we start an advance!" Trooper Bredon looked up wearily.

"What have they got left to send us?" he asked. "Land Raiders? We'll need some real firepower to cut through these greenskins." The Sergeant smiled.

"Not quite Land Raiders, no," he said. "Squats."

"Squats? We'll need half a company to get out of this alive, let alone push forward!"

Even as Bredon spoke, over to the right there was noise like a dozen thunderstorms at once. Four squads of Orks went down like wheat in a hurricane, and the others instinctively turned and dug in against this new threat.

Sergeant Torvin smiled again as the snarl of half a dozen two-stroke motors grew louder. Through the smoke, the silhouettes of a formation of heavy weapons trikes raced toward the Second Platoon, raining death on the Ork positions.

"We've got our firepower."

GUILD BIKE SQUADS at 555 points per Squad
LEADER AND 7 BIKERS

PROFILE:	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
SQUAT	3	4	3	3	4	1	2	1	9	7	9	9

Guild bikers can ride either bikes or trikes. These trikes use the same profile as bikes (see Squat Vehicles) - they are not the same as the Guild's Heavy Weapon Trikes.

BASIC EQUIPMENT

PHOTO/INFRA VISOR/GOGGLES, 2 LASPISTOLS

ADDITIONAL EQUIPMENT

SQUAD MAY BE UNIFORMLY EQUIPPED WITH ONE OF THE FOLLOWING WEAPONS AT 15 POINTS PER SQUAD:

NEEDLE PISTOL
LASPISTOL
AUTO-PISTOL
BOLT PISTOL
HAND FLAMER
PLASMA PISTOL
SHURIKEN PISTOL
PAIR OF SAWN OFF SHOTGUNS
CHAINSWORD

EQUIP ENTIRE SQUAD WITH ANY OF THE FOLLOWING GRENADE TYPES:

GRENADES	PTS/SQUAD	GRENADES	PTS/SQUAD
ANTI-PLANT	4	SCARE GAS	8
BLIND	8	SMOKE	4
CHOKE	4	STASIS	4
HALLUCINOGEN	16	STUMM	4
HAYWIRE	32	TANGLEFOOT	8
KNOCKOUT	4	TOXIN	4
PHOTON	8	VIRUS (1 EACH)	32
PLASMA (1 EACH)	8	VORTEX (LEADER - 1 ONLY)	25
RAD	32		

LIVING ANCESTORS at 190 points

PROFILE:	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
ANCESTOR	2	3	2	3	6	1	2	1	10	9	10	10

Living Ancestors have the same abilities to heal wounded troops as Marine Medics.

BASIC EQUIPMENT

KNIFE, MEDIPACK

ONE OF THE FOLLOWING:

CONVERSION FIELD, DISPLACER FIELD, REFRACTOR FIELD, STASIS FIELD

ADDITIONAL EQUIPMENT

WEAPON	PTS	WEAPON	PTS
SWORD	½	HAND FLAMER	2
POWER SWORD	7	LAS PISTOL	½
CHAINSWORD	1½	NEEDLE PISTOL	5
FORCE SWORD	40	NEURO DISRUPTOR	4
FORCE ROD	40	PLASMA PISTOL	4
AUTO PISTOL	1	STUB GUN	½
BOLT PISTOL	1½	SIDECAR ATTACHMENT	FREE

The Living Ancestor may ride in a sidecar attached to any bike in the force.

PSYCHIC ABILITIES

Living Ancestors have psychic abilities but these are special to Squats and mainly defensive in nature.

Mastery	Level 4
Psi Level	12D6
Abilities	2D6

Generate the Living Ancestor's psychic abilities by D100 roll from the following list:

D100	Ability	D100	Ability
1-10	Aura of Resistance	56-65	Aura of Recalcitrance
11-15	Cure Injury	66-70	Transfer Aura
16-25	Immunity from Poison	71-80	Aura of Invulnerability
26-35	Aura of Protection	81-85	Cure Wounds
36-40	Jinx	86-90	Stasis
41-45	Rally	91-95	Strength of Mind
46-50	Smash	96-00	Temporal Distort
51-55	Sense Prescence		

ADDITIONAL EQUIPMENT AND WEAPONRY

VEHICLES

In addition to their bikes, trikes and support weapons, a Squat force may include any of the following:

VEHICLE	NUMBER	PTS/VEHICLE
RHINO	1 per Squad	370
LAND RAIDER	D6-3	750

OFF-TABLE SUPPORT: 0-1000 points

0-1000 points may be allocated to supporting fire from beyond the battle zone. Warlords, Guildmasters or Techpriests may act as spotters and call down supporting fire. The model must remain stationary for the entire turn and the target must be visible to him. Roll 2D6 against the spotters' Ld before the shooting phase of his turn. If he rolls less than his Ld the requested type of supporting fire will fall during the shooting phase of that turn. If he rolls more than Ld, that type of fire is unavailable, and remains so for the rest of the battle.

Points are allocated to supporting fire before the game, but are only spent when a call for fire succeeds. Only one model may try to call down supporting fire each turn.

ROBOTS: 0-4000 points

0-4 maniples of 4 robots at a cost of 0-1000 points per maniple (including program).

ROBOT	PTS/ROBOT
CRUSADER	170
COLOSSUS	110
CASTELLAN	140
CATAPHRACT	190
CONQUEROR	160

Robots may have programs selected from the following:

PROGRAM	PTS/ROBOT
GENERAL BATTLE	35
TAKE AND HOLD/DEFENSIVE	50
DEFENSIVE	45
BOMBOT	20

Robots must be controlled by a Guildmaster.

COMMISSAR at 45 points

PROFILE:	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
CHAMPION	4	5	5	4	3	1	5	1	8	8	8	8
HERO	4	6	6	4	4	2	6	2	9	9	9	9
MAJOR HERO	4	6	6	4	4	3	6	3	9	9	9	9

The Commissar is present as an advisor to the Warlord of a Squat Brotherhood, rather than to enforce Imperial discipline. The Commissar will not shoot any Squat personnel while acting in an advisory role.

BASIC EQUIPMENT

CONVERSION FIELD, LASPISTOL

STANDARD EQUIPMENT

WEAPON	PTS
CHAINSWORD	FREE

Alternatively, Commissars may roll on the Special Equipment Charts:

SPECIAL EQUIPMENT CHARTS

CHART	ROLLS	PTS/ROLL
STANDARD WEAPONS	0-1	3
CLOSE COMBAT WEAPONS	0-2	3
HEAVY WEAPONS	0-1	50
GRENADES/MISSILES	0-2	7
EQUIPMENT AND BIONICS	0-4	5

OPTIONS

BIKE OR TRIKE 70

Each Commissar must accompany the Warlord of the Brotherhood to which he is advisor. If the Warlord is mounted on a bike, the Commissar will also be mounted on a bike.

POWER FIELD FOR BIKE/TRIKE 20

Power field (1" radius) protects bike or trike and its rider, and includes a power field synchroniser.

TECHPRIEST at 10 points

PROFILE:	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
HUMAN AD. MCH	4	3	3	3	3	1	3	1	7	7	7	7
SQUAT ENGINEER	3	4	3	3	4	1	2	1	9	7	9	9

The Techpriest is present purely as an advisor and to observe how the Squats maintain and use their equipment, a matter which greatly interests the Imperium. All Squats can adequately maintain their own equipment and Squat Engineers are able to repair damaged equipment and vehicles. The Techpriest advisor can either be a Human or a Squat Adeptus Mechanicus.

BASIC EQUIPMENT

REFRACTOR FIELD

ADDITIONAL EQUIPMENT

EQUIPMENT	PTS/MODEL
POWER AXE	FREE
LAS PISTOL	FREE

Alternatively, Techpriests may roll on the Special Equipment Charts:

SPECIAL EQUIPMENT CHARTS

CHART	ROLLS	PTS/ROLL
STANDARD WEAPONS	0-1	3
CLOSE COMBAT WEAPONS	0-2	3
HEAVY WEAPONS	0-1	50
GRENADES/MISSILES	0-2	7
EQUIPMENT AND BIONICS	0-4	5

OPTIONS

POWER ARMOUR 6
TELEPORT HOMER 20
BIKES OR TRIKE 70

Each Techpriest must accompany the Warlord of the Brotherhood to which he is advisor. If the Warlord is mounted on a bike, the Techpriest will also be mounted on a bike.

POWER FIELD FOR BIKE/TRIKE 20

Power field (1" radius) protects bike or trike and its rider, and includes a power field synchroniser.

HARLEQUINS

"All their wars are merry, and all their songs are sad"
- G K Chesterton

Hrythar had seen a Harlequin troupe only once before - as a child several decades ago - but now he had been chosen as *lavair*, to welcome the Masque of the Dance Without End to Saim-Hann craft-world. He fought down tension as the warpgate opened and two dozen figures stepped out of the shifting, coruscating colours. It was said that Harlequins could smell fear, and as the spokesman for his craft-world, it was not seemly to show any.

The newcomers' appearance certainly lived up to the stories. Three little knots of troupers each manhandled a trunk like a garishly-coloured coffin, which hovered just above the deck on suspensors. Three skull-masked *margorach* Death Jesters glided forward with their great reapers and flame lances on their backs, moving automatically towards the chamber's cardinal defence points. Four *esdainn* Warlocks strolled forward in a group, their masks bobbing in an animated discussion that had evidently begun on the other side of the warpgate. The *athair* - the Avatars, who played the Laughing god in the masque - and led each troupe in battle - emerged last, the fixed ironic half-smiles on their masks seeming to comment on what had come before.

"*Lavair.*" said one of these. It was a statement, not a question. Hrythar struggled to seem relaxed and slightly offhand, as courtesy demanded.

"Hrythar Dreamweave," he answered. "Saim-Hann is gladdened by your presence."

"Dreamweave," the voice was rich and even, despite the mask's distortion. "A fortunate name." Unsure whether this was compliment or mockery, Hrythar held an expression of bland courtesy. Inclining his head to the Avatar, he turned to lead the Harlequins to the quarters set aside for them. Even though he concentrated on his movements as he walked, beside their fluid, gliding figures he felt clumsy as an Ork. He burned to ask if and when the masque would perform, but it was for them to say, and for none to ask.

The Harlequins (Eldar: *Rillietann)* are a uniquely Eldar social and military institution - a caste of fighters and entertainers who exist beyond conventional Eldar social structure. They owe no allegiance to any craft-world or other Eldar community and travel amongst Eldar - and other races - at will.

The Harlequins see no distinction between art and war, and their outlook can best be explained by reference to the legend of the Fall of the Eldar; one of their self-appointed duties is to keep this legend alive through their performances.

The central figure of Harlequin belief is the *Cegorach* - the Great Harlequin, also known as the Great Fool, the First Fool or the Laughing god. According to legend, this deity survived the Fall because his mocking nature distanced him from the corruption and decadence that became Slaanesh. The Great Harlequin is the only authority that the Harlequins recognise. There are stories about Harlequins and other Eldar who have met the Laughing god in the guise of a Harlequin without realising his identity until afterwards.

Harlequins travel constantly, presenting entertainments based on Eldar tradition and centred on the body of lore which has sprung up around the Laughing god. They have been known to stage their dance-dramas for Humans and other non-Eldar, since they believe that the Fall of the Eldar holds a lesson from which all races may benefit.

As well as being entertainers, Eldar Harlequins are the deadliest fighters of their race. In battle, they use their acrobatic skills and a range of specialist equipment to devastating effect. Among many of the less intelligent races they are regarded as wizards, malevolent warp entities, or worse.

Harlequins are thought to wear their masks at all times. Their clothing is tight-fitting and brightly-coloured, with bold stripes, zigzags, spots, checks and other colourful designs. Multiple belts, studs, straps, buckles, scarves and other adornments are common, and the symbol of the masque is often incorporated into the clothing design. Death Jesters are an exception to this practice, preferring to wear predominantly black clothing, often with white skull and bone designs.

A device known as a holo-suit, *dathedi* shield (*dathedi*: "between colours"), or visual disruption field, is incorporated into each Harlequin's body-suit; projecting a holographic field around the wearer's body. This produces various costume effects in performance, and operates in battle like a programmable form of cameleoline, breaking up the Harlequin's outline. Refractor and conversion fields are also widely used as well. In addition the Death Jesters commonly wear carapace and other armour types.

To enhance their speed and agility, Harlequins are equipped with suspensor belts known as Flip Belts, Inertia Pivots or *geirgilath* (Eldar: "belt of speed"). These devices allow the Harlequins to pivot effortlessly about hip-level, and permit undiminished use of their spectacular acrobatic abilities even when encumbered with battle-gear. Harlequins use a range of specialist equipment (described in detail below), as well as conventional kit.

Vehicles attached to a Harlequin force are brightly painted in the same patterns as the Harlequins themselves, and festooned with flags and bunting - a strangely cheerful sight on the battlefield. It is also common for Harlequin vehicles to be equipped with visual disruption fields.

A hush descended as the performance began.

The first work was performed by a single troupe. It was one of the many stories about the Great Harlequin, the Harlequins' only master. The Warlock stood to one side, his *dathedi* suit cycling through the shifting reds, greens and golds of the Storyteller as he wove a commentary with the projectors of light, sound, psychic impulse and programmed hallucinogen from the *creidann* unit on his back. The Avatar danced the part of the Laughing god, with his suit projecting the ever-changing lozenge pattern of the Great Harlequin.

Death entered, his suit cycling through the decomposition of a corpse from flesh to bone to dust to nothingness and back again. Troupers danced around him, falling at his touch. The Laughing god danced around the outside.

Suddenly, the performance stopped. The High Avatar of the Dance Without End walked to the front of the stage, and looked out into the audience. Then he bowed - a bow of courtesy to a superior.

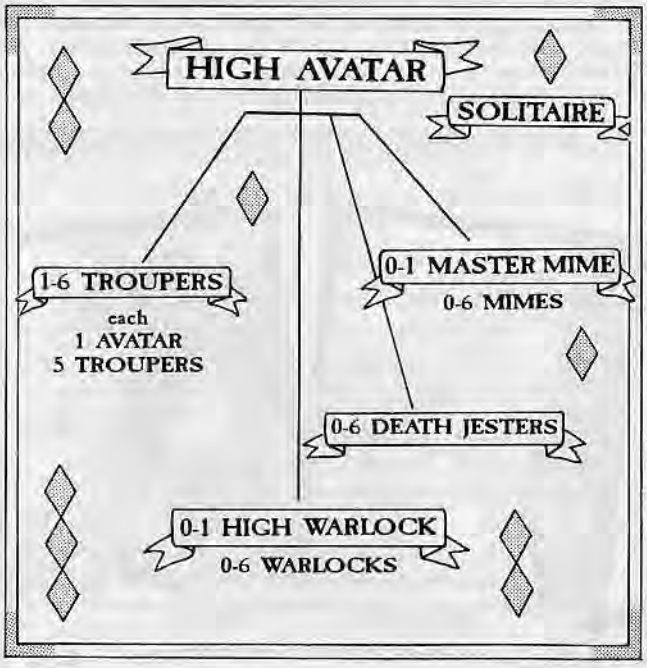
The audience sat in stunned silence. Then one figure rose.

Those few who recognised him knew him only as an undistinguished Infinity Matrix technician. He had lived on Saim-Hann for over a century, humbly tending the circuitry that maintained the countless Ancestors as the spirit in the body of the great ship. Now the High Avatar of a Harlequin masque had bowed to him. He nodded - curtly, as to a subordinate - and walked toward the stage.

"Saim-Hann is fortunate." The High Avatar's voice seemed uncomfortably loud after the silence. "We shall perform The Dance."

Harlequin Organisation

Harlequins are organised into two basic units: the *troupe* and the *masque*. A masque is composed of a number of troupes plus certain additional personalities, as shown by the diagram.



Avatars (Eldar: *athair*) are the officers of the Harlequins; each troupe is led by an Avatar. In performance, the Avatar dances the part of the Laughing god.

Some Avatars wear long coats to indicate their rank. They are usually armed with two close combat weapons (one of which is often a shuriken pistol), and equipped with visual disruption and conversion fields. In addition, some Avatars may have psychic abilities. Occasionally, an Avatar may be armed with vortex grenades, delivering them by running forwards alone while the rest of the troupe supplies covering fire.

The Avatars of some Harlequin troupes carry a number of lightweight batons, which unfold into a flag bearing the symbol of their masque. This is commonly left as a 'calling card' after the destruction of enemy units and installations.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
AVATAR	6	6	6	4	4	2	8	2	9	10	10	9

Troupers (*rillietann*) form the backbone of a Harlequin force. In performance they dance the chorus roles, and in battle they form the rank and file of the Harlequin troupe - if such a term is appropriate to the unique structure of Harlequin troupes.

Typical equipment for a trouper consists of two close combat weapons (one of which is often the shuriken pistol), a visual disruption field and a refractor field.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
HARLEQUIN	6	4	4	3	3	1	6	1	8	9	9	8

Warlocks (*esdainn*) are specialist psykers. While other personalities may or may not have psychic powers, the Warlocks contribute most to the psychic capacity of a Harlequin force. Many Warlocks favour masks which do not feature a face design.

In performance, the Warlock takes the roles of the Wizard and the Storyteller, and adds to the performance by using his psychic powers and the release of programmed hallucinogens from the *creidann* mini grenade launcher strapped to his back. In battle, this is used as a conventional grenade launcher, laying down a pattern of grenade fire to cover the Harlequins' advance into close combat. Blind, hallucinogen, scare, smoke and stasis grenades are particularly favoured. Vortex grenades may be used in spectacular solo attacks.

Apart from the mini grenade launcher Warlocks and Avatars are equipped in similar fashion - with two close combat weapons, a visual disruption field and a conversion field. Some Warlocks have been known to have a Gyrinx for a companion.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
WARLOCK	6	6	6	4	4	2	8	2	9	10	10	9

Death Jesters, or Death-heads (*margorach*), are heavy weapons specialistsm who tend to stand somewhat aloof from other Harlequins - and even from each other. They are renowned for their morbid and ironic sense of humour, something not normally considered an Eldar trait. On the battlefield, they stand off from the rest of a Harlequin force, firing their heavy weapons in support. Their costumes and equipment nearly always feature skulls, bones and other symbols of death, and the death's-head mask has almost become a uniform for them.

In performance, the Death Jester dances the role of Death, and performs daring stunts of escapology and risk - 'dicing with Death', as they are fond of saying. In battle, the Death Jester delivers his punchline with las-cannon and shuriken cannon. Carapace armour, enhanced by visual disruption and conversion fields, is worn. The encumbrance of their equipment is countered by their Flip Belts. They have been known to use vortex grenades.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
DEATH JESTER	6	5	5	4	3	1	7	1	8	9	9	8

THE DANCE

The **High Avatar** (*ardathair*) is the leader of the masque. He takes the role of the Laughing god only when the whole masque is involved in a performance, while Avatars from the individual troupes play lesser deities and other mythological roles.

High Avatars dress and behave in the same way as lesser Avatars, but they show a distinct preference for face-designs on their masks, especially the smiling face of the Laughing god, a snarling face of daemonic aspect, or a beautiful but impassive Eldar face.

HIGH AVATAR	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
	6	7	7	4	4	3	9	3	10	10	10	10

The **High Warlock** (*athesdan*) is the overall commander of a masque's Warlocks, and may over-rule commands issued to Warlocks by their Avatars; this rarely happens in practice. It is not unknown for a High Warlock to take the Warlocks from the troupes and form them into a separate unit under his (or her) own command. The High Warlock advises the High Avatar on all psychic matters.

In performance, the High Warlock leads and co-ordinates the other Warlocks as they play the role of a supporting chorus to his Storyteller; in battle, the High Warlock may co-ordinate their grenade barrages, or act as a completely independent personality.

HIGH WARLOCK	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
	6	7	7	4	4	3	9	3	10	10	10	10

Mimes (*distaur*) are under the direct command of the Master Mime, instead of being allocated to individual troupes. In performance, the Mimes play mystical and daemonic roles, using movement and gesture only. Even in everyday life, the Mimes speak little, communicating among themselves by *lambruith*, their system of hand-signals.

It is customary for Mimes to go in advance of a masque or troupe to announce their arrival. Frequently they simply appear on a craft-world or elsewhere, without anyone knowing when or how they arrived. This skill is also used in warfare - the oft-repeated stories of enemy commanders suddenly and unaccountably finding a Harlequin 'calling card' in their command centres are typical examples of the tactics Mimes use to undermine enemy morale. Infiltration and assassination are their speciality.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
MIME	6	6	6	4	4	2	8	2	9	10	10	9

The **Master Mime** (*athistaur*) commands the Mimes of his or her masque, and advises the High Avatar on all matters of espionage, infiltration and politics. In performance, the Master Mime joins the other Mimes, generally playing the most prominent and demanding Daemon or mystic role.

MASTER MIME	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
	6	7	7	4	4	3	9	3	10	10	10	10

SOLITAIRE · MIME

Solitaires (*arebennian*) are outside the masque, and roam the universe alone, occasionally joining a masque for a single performance or battle as the fancy takes them. They are the only Harlequins who can play the role of Slaanesh in the great Harlequin masterwork known as The Dance; various stories exist of other Harlequins who have tried, and been driven mad by the experience. They almost always fight as individuals.

Among the Eldar it is said that Solitaires are Harlequins who have been touched directly by the Great Harlequin, and have his insight into the fall of the race and the nature of the universe. A Solitaire may live unknown among Eldar (or even members of another race) for years or decades, and there are many rumours and folk-tales telling of Eldar who have met a Solitaire, and realised later that this was the Great Harlequin himself. Solitaires represent the very pinnacle of the Harlequin ideal, and are formidable foes.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
SOLITAIRE	6	7	7	4	4	3	9	3	10	10	10	10

The message flashed around the craft-world at the speed of thought. All normal functions were suspended, and every Eldar on Saim-Hann came to the *talaclu* hall. Even the Ancestors in the Infinity Matrix watched through the craft-world's internal sensors. At least once in their lives, every Eldar should witness The Dance - the greatest of the Harlequins' works, retelling the story of the fall of the Old Race - and keep the lessons of the Fall alive in the spirits of the survivors. But The Dance is rarely performed, since the key part cannot be danced by any member of a masque. Only the mystic Solitaires - those touched by the Laughing god himself, who pass unrecognised as whim or design moves them - only these may dance the part of Slaanesh.

The nine troupers bounded into the centre of the stage, their *dathedi* suits projecting a weaving pattern of colours as they danced the part of the Old Race. The four Warlocks took up positions around the outside: emotions were monitored, amplified and returned by their equipment as the Eldar lived the fall of their ancestors: felt their joys, their prides, their petty rivalries and their driving passions. Three Avatars danced the parts of the Fallen gods, leaping, cartwheeling and somersaulting around and among the dancers of the Old Race.

The dancers of the Old Race became wilder, their passions stronger and their joys more extreme, more menacing. They came together like a whirlpool, and broke upon something unseen - hurled back as the Solitaire leaped into view, somersaulting from his unseen entrance to the centre of the dancers.

An involuntary shock ran through the audience at the sight of the allegorical figure of the Chaos god Slaanesh. His suit projected a constantly-writhing mass of figures in attitudes of decadent pleasure.

From behind Slaanesh, seven figures appeared one by one to mingle with the Old Race. First came the four Mimes, passing their sensual and disturbing movements to the other dancers as the Daemons they represented had spread the corruption of Slaanesh. One by one, the dancers of the Old Race began to project the pattern of writhing figures on their suits. Next came three dark figures: the Death Jesters' suits displayed skeletons as they leaped and slew, dragging the inert forms of the Fallen gods to the feet of Slaanesh. As the last fell, a psychic scream from the Warlocks echoed through the minds of the audience. It shifted and writhed like the patterns on the dancers' suits, gradually coalescing into a chilling, gibbering laugh of madness, corruption and depravity.

But in the laugh there was another voice. A clearer laugh, an ironic laugh. A laugh which laughs because it chooses not to weep.

Then, at one side of the stage, the High Avatar entered. His suit projected the ever-shifting multicoloured lozenges of the Laughing god as he strolled casually onstage, still laughing at the cosmic folly of the Fallen. He looked at the triumphant form of Slaanesh atop the mound of writhing dancers, and he laughed. He looked at the Mime-Daemons and the Death Jesters as they bore down upon him. And he laughed.

For a moment, he could not be seen among the press of Slaanesh's minions, but with a cry he flew above their heads, tumbling in flight to land facing them. As they turned he leaped again: two figures dropped as he touched them, and five more clawed the empty air as he somersaulted across the stage.

His laugh now was one of glee as he leaped and tumbled, evading the hunters and turning now and then to strike back. He picked up the body of a Death Jester and hurled it at the figure of Slaanesh, who reeled slightly at the impact. With a wild cry the Great Harlequin leaped forward, pulled a single dancer from the feet of Slaanesh, and withdrew. At his touch, the writhing figures on the dancer's suit dissolved into the lozenge pattern, and the dancer also began to laugh as he danced the dance of the Harlequin. The two of them put the remaining Daemons to flight, and as last fell, Slaanesh joined the battle.

The confrontation between Slaanesh and the Great Harlequin seemed to go on for ever. Other dancers melted from the stage as the two figures leaped, cartwheeled and somersaulted around each other. Slowly, in the background, the Mime-Daemons and the Harlequin troupers took up the dance, reflecting the movements of the two principals in perfect unison.

The Dance ended abruptly, with the struggle unresolved. It was indeed the Dance Without End. The hall was quiet. The dancers left the stage. The audience sat stunned.

THE HIGH AVATAR

THE FALL OF THE ELDAR

Imperial record	WD 01/008
Cross file to	Nonhuman xenology NX/37 Morgen's Reach incident MR/263 Alien culture AC/02
Planetary ref	Earth A3 Sol System
Input ref	Inquisition Investigation Team 35/107 HD483
Input dated	9217988.M2

Thought for the day

The weapon slays where the hand wills
Serve the Emperor!

Subject: Eldar Harlequins - cultural context

Submitted for evaluation is the following document recovered from Eldar data banks after the capture of the pirate ship *Deilithair*. Data clearance continues. Side-reference connects this data with *Realm of Chaos*, a treatise on warpspace and warp entities.

Before the rise of the Imperium or even the emergence of Mankind into the galaxy, the Eldar had established a mighty civilisation that spanned many planetary systems. Their huge citiships and craft-worlds, vast ornate palaces floating between star systems, traded new knowledge and goods. Learning, enlightenment and reason flourished. The Eldar enriched the galaxy and looked for new worlds to make their own and new challenges to meet.

One challenge they took up was the complete mastery of warp-gate technology. The Eldar adopted, refined and perfected the ancient Slann knowledge of the warp and its movements. They established a network of wormhole tunnels through warp space, linking gates aboard their craft-worlds, planets and smaller spaceships. It was possible for an Eldar to walk from one planet to another, across hundreds or thousands of light-years of real space. The warp-gates bound the Eldar together as a single civilisation, stretching across space and, it was theorised, backwards and forwards in time. The Eldar, fearful of the consequences, never experimented with the temporal aspect of the warp-gates.

Their studies did, however, bring them an understanding of the link between the warp and psychic power. In making this conceptual leap the Eldar also discovered the power of Chaos, in all its seductive glory. The Eldar, for all their apparent culture, had never encountered its like. Some turned from the warp with disgust when the corrupting nature of Chaos and its effects on reality became evident, but others responded with new vigour. The manifestations of Chaos - insanity, wickedness, and depravity - spread like wildfire through the Eldar, and was carried further by tainted individuals with access to the warp-gates. In the space of a single generation, the Eldar paused in their quest for enlightenment and chose the darker path into the service of Chaos.

Eldar who remained untouched by Chaos, retreated to the citiships and the larger craft-worlds. The insanity of Chaos had no foothold or appeal aboard the vast ships. The warp-gates to the infected Eldar worlds were closed and locked. The citiships were absorbed into the larger craft-worlds, and all drifted into the depths of space, lifeboats and seedpods of civilisation.

The rest of their race sank wholeheartedly into the dark worship of the Chaos gods. A racial madness had taken hold throughout Eldar space, and the insanity had only one end. In a mindless psychic orgy every Eldar planet perished in a single night. The death screams of the Eldar echoed across the warp. On every planet Eldar corpses twitched in the mindless dance of Chaos and crumbled to dust. Worlds were laid waste in moments. The Eldar race were sucked into the warp.

The dead Eldar, however, were not gone. Their spirits had merged with the warp in a horrifying manner. Their death-shout became a howl of joy and release. Slaanesh, the Lord of Pleasure, god of unbridled depravity, was born from the dark side of the Eldar nature. The psychic pain of the Eldar's racial death and Slaanesh's birth convulsed the warp; the warp storms around Earth were blown away, and warpspace itself rippled into new patterns.

The last of the Eldar drifted into the long night between the stars. The racial memory of their former glory and nobility sustained them, while the downfall of the race filled them with bitterness. They had come face-to-face with their darkest desires and had been found wanting.

For them, Mankind is a reminder of what happened long ago. Humanity is treading the same path towards the darkness of Chaos, a crude mirror of the Eldar's own disgrace. They are burdened by racial shame for the weakness of their failed ancestors. The bright, hopeful universe is a place of stark, gibbering horror, and the Eldar fell when confronted with this truth. Surviving Eldar have grown since then, accepting and holding in check the Chaos that lurks within their hearts, a delicate balancing act that they seem to have mastered at last.

Mankind rushes towards the fate of the Eldar, but without the ability to preserve itself in any form. All the signs are there to be read: humanity's moral leprosy of Chaos worship, its rising number of emergent psykers, its lust for universal power, and its fragile, failing Emperor...

The Black Library

Much of the Eldar's ancient knowledge and culture was lost during the flight from Chaos. The craft-worlds became the sole repository of Eldar wisdom, and this fragmented as the Eldar nations drifted apart. Craft-worlds were lost over the millennia, and knowledge vanished with them.

A single source of Eldar knowledge has remained untouched and inviolate since the Fall. Aboard a dark craft-world, far beyond the boundaries of the Imperium, is the Black Library of Chaos. Here are collected all the tomes, books and codices describing the Eldar studies of the warp. The forbidden lore of the Black Library describes the blandishments, influences, forms, creatures, perils, promises and horrors of Chaos. Enclosed within a nearly impenetrable psychic barrier, the Black Library is watched and maintained by its Guardian-Scribes; they collate and transcribe the knowledge of the Library, a task that they have carried since the Fall of the Eldar. They also maintain a hawk-like watch over their charges, the books; dreadful repositories of secret powers and must be monitored at all times.

The existence of the Library is known to only a few, and entry is allowed to even fewer individuals. The Library's 'mind' defends itself against the weak who would misuse its knowledge by refusing entry to all except those who have acknowledged and tempered the Chaos within themselves. The immature, who are still vulnerable to the promises and seductions of Chaos, find that they are unable to pass through its gateway. As a result few have seen within the Library or read any of its books. Only two groups come and go at will: the Human Illuminati and the Solitaires of the Eldar Harlequins. The Guardian-scribes rarely leave once they have entered.

HARLEQUINS IN COMBAT

Sathbuinn Surefire stood over the holo, one hand stroking his chin reflectively. He was forced to admit that the Human commander was unusually imaginative for his race - counter-thrusts in three places with Dreadnoughts, robots and Ogryn power squads were complicating the pattern considerably. He knew that the longer this took, the greater the likelihood of Space Marine reinforcements arriving. He cursed the thought as a bright red spark winked into life on the orbital display.

"Make our visitors known," he said into his comlink, "that their welcome may be fitting."

"The Masque of the Shadow Weavers waits at your door."

Sathbuinn turned sharply. He had not even heard the stranger appear.

"The Talaihin Reavers are gladdened by your presence," he answered formally. He had seen Harlequins in performance twice before, but never had he been privileged to watch them in battle. And now an entire masque was placing itself under his command... he checked himself: Harlequins acknowledge no commander but the Laughing god. Rather, the masque was consenting to fight alongside his troops.

The stranger's *dathedi* mask projected a silently-laughing face as he pressed a sequence of buttons on his communicator. Then he left the command bunker as silently as he had entered. Sathbuinn followed him, not knowing quite what to expect.

Outside, heavy shelling had taken its toll. Sathbuinn saw - far more graphically than the holo could have told him - that the position was deteriorating. The Ogryns had been destroyed and the robots contained, but a few Dreadnoughts had broken through. Human troops had poured after them, and it looked like the tables might be turned on the attacking Eldar.

In the rough courtyard between the semi-ruined buildings, the air began to shimmer, as if from a heat-haze. The shimmering became a weaving, slightly sickening pattern of colour, and from out of the colours stepped the Masque of the Shadow Weavers. Sathbuinn had dificulty distinguishing them until they were well clear of the teleport zone, since their suits were already projecting the whirling, splintering disruptive camouflage programs that served the Harlequins as battle-array. He bowed as the High Avatar approached him, force-sword in hand.

"The Talaihin Reavers are gladdened," he repeated. "You will view the stage?" The impassively half-smiling mask nodded once, and Sathbuinn led the way to the control bunker.

SPECIAL RULES

Harlequins may move past or over enemy models without becoming engaged in hand-to-hand combat, using their agility and acrobatic skills to dodge past, somersault over or otherwise evade the enemy. In order to do this, a Harlequin *must* be able to move into the space directly behind the enemy model; if another model, or an obstacle (eg, a wall), is immediately behind the enemy model, the Harlequin cannot use this ability.

All members of a Harlequin troupe must stay within 4" of each other unless the unit has been *split* (**WH40K** p16).

Harlequins have a 360° attack arc (**WH40K** pp24-25). They can attack hand-to-hand opponents in any direction, and have no *side* or *rear* facing.

Harlequins suffer no penalties for using more than one weapon at once (**WH40K** p26).

Once per combat engagement, a Harlequin may use the *Deathdance* special attack. The Harlequin's **A** score is doubled for that hand-to-hand combat phase as he or she explodes into a whirlwind of acrobatic mayhem.

Non-Harlequin personalities may never assume command of a Harlequin troupe.

Sergeant Farmer moved D squad forward behind the Dreadnoughts. The Eldar were effectively pinned down by a curtain of fire, but this advance across open ground wasn't going to be any picnic.

"Stay close. Use the Dreads - they're the only cover we've got."

"Brother Sergeant? I thought I saw something moving out there."

"What and where?"

"Three-ten. Maybe five hundred. Don't know what, just movement."

"Get a grip. What'd it *look* like?"

"I saw something, too, Brother Sergeant. Zero-fifteen, about four-fifty. Just a blur of colour, then it vanished."

"Must be halluc. Respirator check, sound off."

"Adley - check."

"Boldren - check."

"Dorridge - "

The lead Dreadnought disappeared briefly in a flash of energy. As Farmer's photochrom visor darkened in response, he saw it slew round drunkenly into one of its fellows.

"DOWN!"

"I saw it again! Just before the Dread got hit! It was - "

BRRADOOMM!!

"Saw *what*, Fielding?"

"Just for a moment - Eldar with some kind of heavy weapon, zero fifteen, about two-fifty! Then it blurred again!"

"There's more. Two hundred and closing!"

"Where? I don't see -
AAAAAAHHHGGGGHHHH!"

NEW EQUIPMENT

Harlequin Mask

The Harlequins are distinguished by their face-masks or *agaith* (Eldar: "false face"), which they are said never to take off. Avatars generally have snarling or laughing masks, Warlocks often favour blank or abstract masks, Death Jesters invariably wear skull-faced masks and those worn by troupers can vary widely. The differences are purely superficial, however, since all Harlequin masks have a number of common functions, acting as a respirator with auto-sense and an infra-vision visor.

Avatars are equipped with the so-called *Rictus Mask* (Eldar: *marathag* "face of death"); this is fitted with a small holo-projector which is programmed to replay the death-throes of every opponent the Harlequin has ever killed, over and over again in a continuous cycle. This has the effect of making the Harlequin cause *fear* in all hand-to-hand combat opponents.

Monofilament Injector - "The Harlequins' Kiss"

Also known as the *brathu-angau* (Eldar: "kiss of doom") or Sting, this terrifying weapon is the Harlequins' trademark. It consists of a slim tube, generally strapped to the back of the forearm, which fires a long stream of monofilament wire. After a successful hand-to-hand combat hit against an opponent, the wire streams out of the 'kiss' and into the victim's body, where its twisting and coiling quickly reduces bones and organs to the consistency of soup. Less intelligent races such as Orkoids often believe the Harlequins to be malevolent warp creatures or worse.

Normal to hit rolls and armour saving throws are made, there is no *Strength* vs *Toughness* roll with this weapon. A model which fails its armour saving throw is automatically killed. On the next turn, the Harlequin must make a successful check against *Initiative* on 2D6 in order to free himself from his victim. The check may be attempted at the beginning of each of the Harlequin's turns until successful.

This weapon is ineffective against Warp Creatures and Warp Entities, plants, vehicles, robots and buildings. It may be used against Dreadnoughts, but only hits against the pilot have any effect (see *Chapter Approved* in WD100). The pilot is automatically killed by any hit and the Dreadnought comes to a halt.

Short Range	Long Range	Shooting To Hit Short	Shooting To Hit Long	Strength	Damage
Close Combat Only				See Text	

Save Mod.	Type C	H	S	F	Area	Tech	Points Cost
	X					7	50

Shuriken Cannon

The shuriken cannon or *buanna* (Eldar: "reaper") is a heavy version of the devastating shuriken catapult, and is another heavy weapon favoured by the Death Jesters. Its enormous rate of fire makes it particularly feared.

In addition to normal shuriken ammunition, the shuriken cannon can fire the terrible bio-explosive shurikens (see below). The nature of these projectiles makes individual loading necessary. *The shuriken cannon loses its following-fire capability when using bio-shurikens.*

Short Range	Long Range	Shooting to Hit Short	Shooting to Hit Long	Strength	Damage
0-20"	20-40"	+1		5	D4

Save Mod.	Type C	H	S	F	Area	Tech	Points Cost
-3	2"	X	X			7	50

Mini-Grenade Launcher

The mini-grenade launcher or *creidann* (Eldar: "belief-maker") is a piece of special equipment used by Warlock characters. Essentially it is a light grenade launcher worn like a backpack. It projects grenades over the user's shoulders while leaving both hands free to use other weapons. Like other grenade launchers, it can fire *indirectly*.

In performance, it is used to provide special effects using a mixture of light, sound, and programmed hallucinogen grenades. In battle, it can fire grenades of any type. Unlike a normal grenade launcher, it does not count as a heavy weapon, and is not slow-firing.

Short Range	Long Range	Shooting to Hit Short	Shooting to Hit Long	Strength	Damage
0-20"				As Ammo	

Save Mod.	Type C	H	S	F	Area	Tech	Points Cost
						7	30

Holo-Suit

The holo-suit, *dathedi* (Eldar: "between colours"), visual disruption field, jigsaw shield or domino shield, is a form of programmable hologram field, used extensively by Harlequins both for themselves and their vehicles. Every Harlequin is equipped with a holo-suit, which projects costume effects in performance, and has a number of uses in battle.

When its wearer is in motion, the field breaks up the outline of the figure, using an enhanced form of disruptive camouflage. To the observer, the Harlequin appears to explode into a cloud of tiny, multicoloured fragments every time he moves, and when he remains stationary the fragments coalesce into a solid figure, like the pieces of a jigsaw. The greater the speed of movement, the greater the disruption of the image, and the wider the dispersion of the cloud-fragments. The suit also has a cameleoline emulation program, which is activated whenever the Harlequin is stationary: the total effect is of a blurring cloud of colour, fading to nothing when it stops.

Thus, all shots fired at a Harlequin suffer a -1 to hit modifier, and the spotting distance for a hidden Harlequin is reduced by -1".

In close combat, the holo-suit works to confuse hand-to-hand combat opponents. At the start of the combat phase of each turn, a model in hand-to-hand combat with one or more Harlequins must make a **WP** test. Models failing the test are *transfixed*: the Harlequin gains a +1 bonus to hit and wound a transfixed hand-to-hand opponent, while the transfixed opponent suffers a 'to hit' penalty of -1.

Tech level 7, points cost 3

Bio-Explosive Shurikens

The bio-shuriken or *marsgrech* (Eldar: "screaming death") is a special ammunition type for the shuriken cannon. It has earned a terrible reputation among many races for its spectacular and deadly effect; among the many names it has been given are Screamers, Screaming Bug, Gut Blower and Bomb Serum.

Each bio-explosive shuriken consists of a shaped energy field containing a small amount of a genetically-tailored serum. They must be loaded individually, so a shuriken cannon loses its following-fire capability when using this type of ammunition.

When bio-explosive shurikens are being used, firing and hit determination are carried out normally. A model who is wounded does not die immediately; instead, the serum works its way into the brain where it begins to replicate itself at a terrible pace. Sensory nerves are overloaded with every imaginable sensation at once, and the victim staggers 2D6 inches in a randomly determined direction each turn, screaming and moaning. Normal unit coherency rules (**WH40K** p16) are suspended. When the 2D6 distance roll is a 7 or a 'double', the serum's activity has reached such a pitch that the victim's head explodes, causing D6 automatic *Strength* 3 hits over a 3" burst radius.

Bio-explosive shurikens are instantly recognisable by the whining noise they make in flight, and every time a model is struck by one of these projectiles, the unit must make an immediate rout test (**WH40K** p32).

Lathrangil stood beside the smoking wreckage, grinning broadly beneath his mask. The spirit of the Great Harlequin ran like fire through his veins, keening in his head with a wild and irresistible music.

The Humans had no chance. Their lumpen and unlovely Dreadnoughts had been destroyed by the Shadow Weavers' Death Jesters and their great shuriken cannon, and the troupers hadn't even been spotted until they were almost upon their quarry.

The first troupe had already destroyed one Human squad, and even he could barely see them as they leaped toward another, *dathedi* patterns breaking up their outlines until they looked like rainbow streaks of light.

The second troupe had just made contact - as he watched, the Avatar impaled their officer with his Harlequins' Kiss. The Human stared stupidly for a moment, and then collapsed, as boneless as a jellyfish, with only his skin to hold him together. One Human trooper stood his ground, desperately filling the air with laser-fire against the half-seen attackers. The approaching Harlequin seemed to flow over and around the bolts, stepping and bending as casually as a technician crosses a drive-room's pipes and cables. A final leaping somersault, the flash of a chainsword, and it was over.

The third troupe was a few dozen paces ahead, making for the low command bunker. He motioned the others forward - the High Warlock acknowledged with a flash-pattern from his faceless mask, and the three Mimes moved to the fore.

The *creidann* grenade launchers of the two Warlocks laid down patterns of smoke and hallucinogen as the Shadow Weavers broke into a loping run. A couple of the Humans began to wail and thrash as their respirators failed them. Lathrangil killed two others in passing - a kick sent one off-balance, and he fell into Lathrangil's force sword. His companion flew backwards under a hail of shuriken. He reached the bunker just as the third troupe's Death Jester finished vapourising the door. To one side, a trouper punched his Kiss through an observation slit, and he half-heard the scream, bubbling, and silence.

The Human commander had just begun to turn as Lathrangil felled the remaining guard and raised his shuriken pistol. The commander's las-pistol was half-drawn when Lathrangil's finger caressed the trigger.

Then he laughed and bounded back across the battlefield, somersaulting for the joy of it.

INTRODUCTION

This army list may be used to create an all-Harlequin force, or to create a Harlequin allied contingent for an Eldar force.

To create an all-Harlequin force, the list is used as it stands. If a Harlequin allied contingent is wanted for an Eldar force, the player rolls D6-3 to find the number of troupes available. If the result of the die roll is zero or less, no Harlequins are available. In a Harlequin allied contingent, there will be a number of additional personalities equal to the number of troupes, if desired; these can be chosen freely from the list.

Harlequins will not normally fight alongside non-Eldar; however, a non-Eldar force may include a Harlequin contingent (as allies or mercenaries) if the enemy is a Chaos force. In any event, only up to half the total points available can be spent on a Harlequin contingent.

Using the List

Base Value
The points cost for Troupes and personality models excludes the cost of the *additional close combat weapon* which is part of a Harlequin's *Basic Equipment*. Any weapon listed on the *Additional Close Combat Weapon* chart can be selected, and the points cost added to the Troupe or model as appropriate.

Basic Equipment
The points cost of this mandatory equipment has already been included in the model's *Base Value*.

Psychic Ability
The cost of any initial ability has already been included in the model's *Base Value*.

Standard Equipment
If this option is selected then all the hardware listed must be taken. Unwanted items can either be discarded or given to other models. The pre-set cost must be added to the model's *Base Value*.

Special Equipment Charts
Personality models who do *not* take the *Standard Equipment* option may obtain extra items according to rolls made on these charts. Points are paid *per roll*, and unwanted items can either be discarded or given to other models. The charts appear at the end of the list.

Additional Equipment
Regardless of whether a personality chooses *Standard* or *Special* equipment, the *Additional Equipment* listing gives details of other hardware that the model may have by paying the points indicated.

Additional Psychic Abilities
By paying the appropriate cost a model can obtain D6 rolls on the stated *Psychic Ability* chart. Note that the higher level charts require a *minimum* level of Mastery before extra abilities can be obtained.

Harlequin Personalities

Harlequin personalities (ie Warlocks, High Warlock, Death Jesters, High Avatar) may operate independently, or in ad hoc units, or be attached to individual troupes. They may join or split from units during the game in the normal way. Solitaires always fight alone, and may not join a unit of any kind.

Harlequin personalities who survive a battle are automatically available for the next battle where Harlequins appear, with the same equipment. The player may give them additional equipment (paid for at normal points costs) by rolling on the *Character Equipment Charts* at the end of these lists.

ROBOTS AND VEHICLES

Harlequin forces are known to use robots and vehicles from time to time, painted in their distinctive bright colours and patterns. Robots are sometimes used in performance as well as in battle, being programmed to 'dance' in their clumsy and amusing way, as a counterpoint to the movements of the Harlequins themselves.

Acquisition
Vehicles and robots are acquired by various means, and the Harlequins take little interest in their origins or their state of repair. When they break down, they are simply abandoned. A Harlequin force is permitted up to D6 robots and vehicles. These can be of any type, taken from any army list, to reflect that they have been scavenged from various places. Vehicles can be anything from a motorbike to a Land Raider, and robots are generally of standard Imperial types.

Decoration
Vehicles and robots can *only* be fielded with a Harlequin force if the models are suitably painted, and bedecked with appropriate banners. It is not permissible, for instance, simply to take a Rhino in a codex standard paint scheme with Imperial banners and attach it to a Harlequin force.

Reliability
As mentioned above, Harlequins take little trouble to maintain the robots and vehicles which come into their possession, so malfunction and breakdown are constant problems.

Vehicles: At the beginning of every Harlequin movement phase, roll a D6 for each vehicle. On a roll of 1, a malfunction has occurred; roll again on the following table and refer to the *Vehicle Special Damage Charts* in WD103 (pp 20-21).

D6 Roll	Affected System
1-2	Running Gear
3-4	Steering and Brakes
5-6	Miscellaneous

Robots: At the beginning of each Harlequin movement phase (not including the reserve phase) roll a D6 for each robot. On a roll of 1, a malfunction has ocurred; roll on the *Robot Special Damage Table* on pages 109-110.

EQUIPMENT AND ABILITY CHARTS

ADDITIONAL CLOSE COMBAT WEAPONS

Close combat weapons may be chosen from the following:

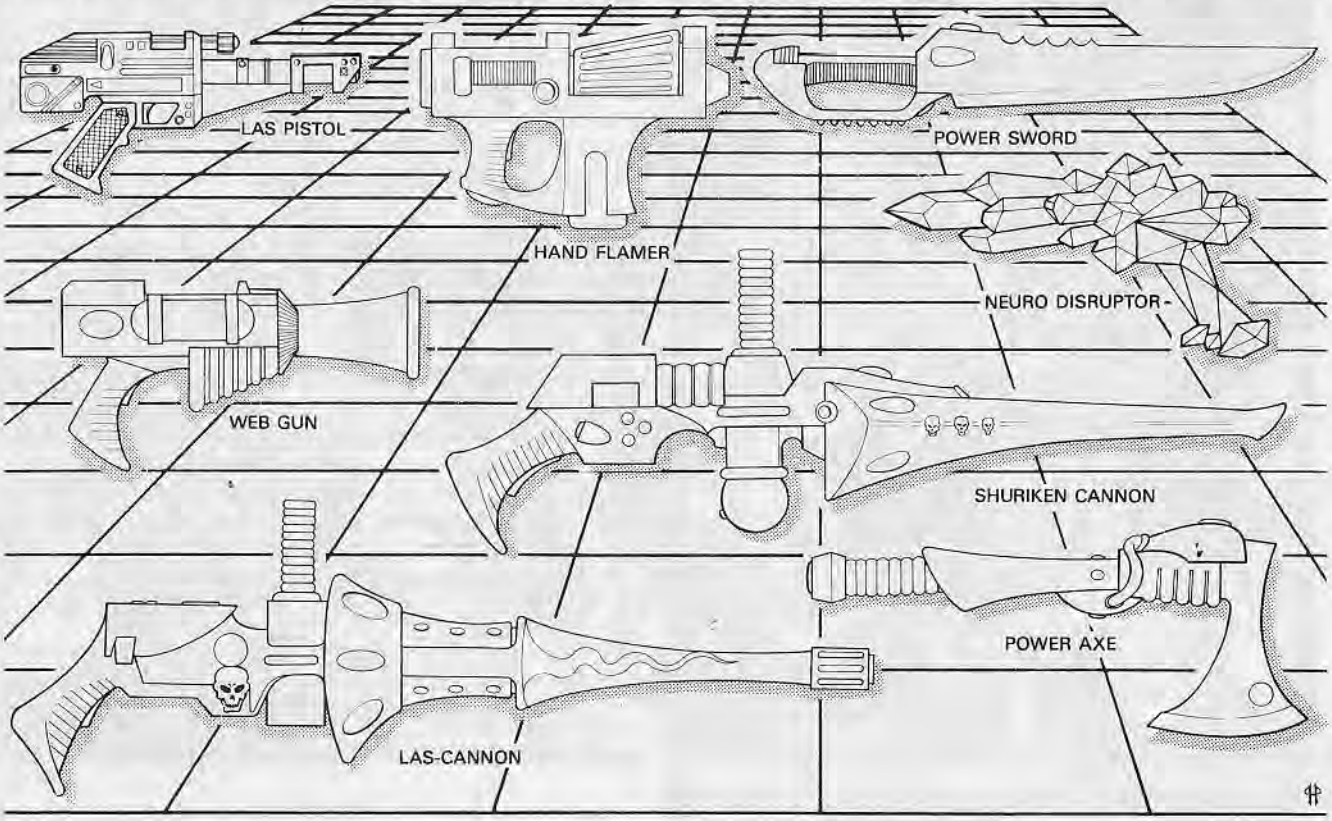
Weapon	Points cost for 5 Troupers	Points cost for 1 Personality
Auto-pistol	+5	+1
Bolt pistol	+7½	+1½
Chainsword	+7½	+1½
Force Rod*	-	+40
Force Sword*	-	+40
Hafted weapon	+2½	+½
Hand flamer	+10	+2
Hand weapon	+2½	+½
Harlequins' Kiss	+250	+50
Las-pistol	+2½	+½
Needle pistol	+2½	+½
Neuro-disruptor	+25	+5
Plasma pistol	+22½	+4½
Power Axe	+30	+6
Power Glove	+75	+15
Power Sword	+35	+7
Shuriken pistol	+25	+5
Stub Gun	+2½	+½
Sword	+2½s	+½ point
Web Gun	+10	+2

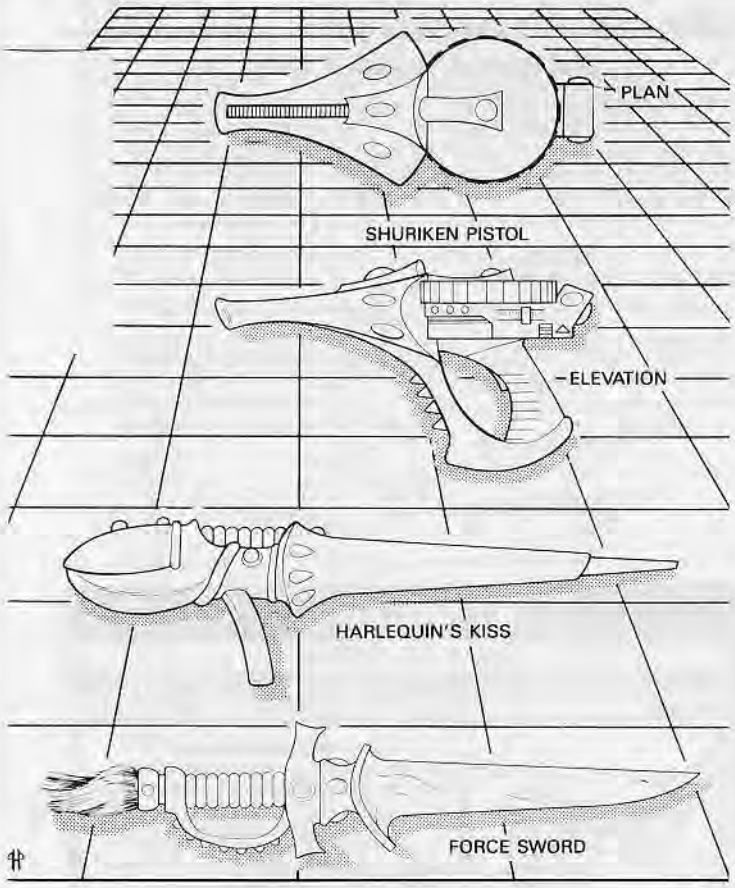
Note that all troupers must have the same weapon, but an Avatar need not have the same weapon as the troupers he commands.

* This weapon may only be chosen if the model is a psyker.

"Harden your soul against decadence. But do not despise it, for the soft appearance of the decadent may be deceptive. One need only consider the Harlequin dancers of the Eldar to see the truth of this proposition."

- Leman Russ, A Book of Admonitions for the Legiones Astartes





1 HIGH AVATAR

BASE VALUE: Minor Hero 135 points, Major Hero 195 points

PROFILE:	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Minor Hero	6	6	6	4	4	2	8	2	9	10	10	9
Major Hero	6	7	7	4	4	3	9	3	10	10	10	10

Ultimate responsibility on the battlefield falls to the High Avatar. All Harlequins save the Solitair are subject to his command.

Basic Equipment

Rictus mask, holo- suit, communicator, bio-scanner, energy scanner, shuriken pistol, additional close combat weapon.

Psychic Ability

Mastery	Psi-level	Abilities
1	10	3 x Level 1

Options

Standard Equipment: 43 points

Conversion field, Force Sword.

Special Equipment Charts

Chart	Rolls	Pts/Roll
Close Combat Weapons	1-2	10
Basic Weapons	0-1	7
Heavy Weapons	0-1	75
Grenades	0-2	5
Bionics	0-4	25
Equipment & Armour	0-4	5

Upgrade Psychic Mastery

New Mastery	Psi-Lvl	Abilities	Cost
2	20	3xLevel 2	50 pts

Substitute Shuriken Pistol with

Harlequins' Kiss . . . . . 45 pts

Additional Psychic Abilities

Required Mastery (min)	Psychic Abilities Chart	Rolls (max)	Cost
1	Level 1	D6	18 pts

Additional Equipment

D6 rolls on *Jokaero Digital Weapons Chart* at 2 pts per roll.

1-6 HARLEQUIN TROUPES

BASE VALUE: 250 points per Troupe.

PROFILE:	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
5 Troupers	6	4	4	3	3	1	6	1	8	9	9	8
1 Avatar	6	6	6	4	4	2	8	2	9	10	10	9

Troupers provide the rank and file of the Harlequin force and are led into battle by an experienced Avatar officer.

Basic Equipment

Troupers: Harlequin's mask, holo-suit, refractor field, communicator, shuriken pistol, additional close combat weapon.

Avatar: Rictus mask, holo-suit, conversion field, communicator, bio-scanner, shuriken pistol, additional close combat weapon.

Options

Upgrade Psychic Mastery (Avatar only)

New Mastery	Psi-level	Abilities	Cost
1	10	3 x Level 1	35 pts

Additional Psychic Abilities

Required Mastery (min)	Psychic Abilities Chart	Rolls (max)	Cost (pts)
1	Level 1	D6	18

Substitute Shuriken Pistol with

Harlequins' Kiss . . . . . 45 pts
Power Glove . . . . . 10 pts

Equip with Grenades

Grenade type	cost for 5 Troupers	cost for 1 Avatar	Grenade type	cost for 5 Troupers	cost for 1 Avatar
Anti-plant	+2½	+½	Photon	+5	+1
Blind	+5	+1	Rad	+20	+4
Choke	+2½	+½	Scare Gas	+5	+1
Crack - normal	+10	+2	Smoke	+2½	+½
Frag	+5	+1	Stasis	+20	+4
Hallucinogen	+10	+2	Stumm	+2½	+½
Haywire	+20	+4	Tanglefoot	+5	+1
Knock-out	+2½	+½	Toxin Gas	+2½	+½
Melta-bomb	+20	+4	Vortex (1)	-	+25

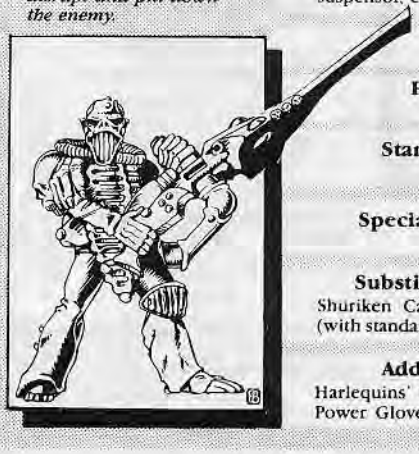
Note that all troupers must have the same grenade type(s). The Avatar need not have the same grenade type(s) as the troupers he commands.

0-6 DEATH JESTERS

BASE VALUE: Champion 135 points, Minor Hero 190 points.

PROFILE:	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
0-5 Champions	6	5	5	4	3	1	7	1	8	9	10	10
0-1 Minor Hero	6	6	6	4	4	2	8	2	9	10	10	10

The Harlequins traditionally operate independently, using their fearsome array of heavy weapons to disrupt and pin down the enemy.



Basic Equipment

Harlequin's mask, holo-suit, conversion field, carapace armour with 2 suspensors, communicator, las-cannon with targeter and suspensor, close combat weapon.

Options

Psychic Ability

None

Standard Equipment

None

Special Equipment Charts

None

Substitute Las-Cannon with

Shuriken Cannon 10pts
(with standard & bio-shuriken ammuniution)

Additional Equipment

Harlequins' Kiss 50pts
Power Glove 15pts

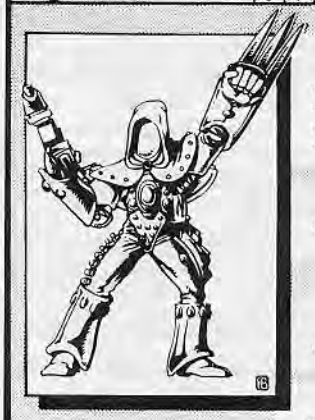
Equip with Grenades

Grenade Type	Cost per Model	Grenade Type	Cost per Model
Anti-plant	+½ point	Photon	+1 point
Blind	+1 point	Rad	+4 points
Choke	+½ point	Scare Gas	+1 point
Crack - normal	+2 points	Smoke	+½ point
Frag	+1 point	Stasis	+4 points
Hallucinogen	+2 points	Stumm	+½ point
Haywire	+4 points	Tanglefoot	+1 point
Knock-out	+½ point	Toxin Gas	+½ points
Melta-bomb	+4 points	Vortex (1)	+25 points

0-1 HIGH WARLOCK

BASE VALUE: 360 points

PROFILE:	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
High Warlock	6	7	7	4	4	3	9	3	10	10	10	10



In addition to his role as commander of any Harlequin Warlocks, the High Warlock typically acts to co-ordinate support fire.

Basic Equipment

Harlequins' mask, holo-suit, communicator, bio-scanner, energy scanner, shuriken pistol, mini-grenade launcher with blind, hallucinogen, scare and tanglefoot grenades.

Psychic Ability

Mastery	Psi-level	Abilities
3	30	3 x Level 1, 2 & 3

Options

Standard Equipment: 18 points

Conversion field, Power glove.

Special Equipment Charts

Chart	Rolls	Pts/Roll
Close Combat Weapons	1-2	10
Basic Weapons	0-1	7
Heavy Weapons	0-1	75
Grenades	0-2	3
Bionics	0-4	25
Equipment & Armour	0-4	5

Upgrade Psychic Mastery

New Mastery	Psi-level	Abilities	Cost
4	40	3xLevel 4	140

Additional Psychic Abilities

Required Mastery (min)	Psychic Abilities Chart	Rolls (max)	Cost (pts)
1	Level 1	D6	18
2	Level 2	D6	35
3	Level 3	D6	70
4	Level 4	D6	140

Substitute Shuriken Pistol with

Harlequins' Kiss . . . . . 45 pts

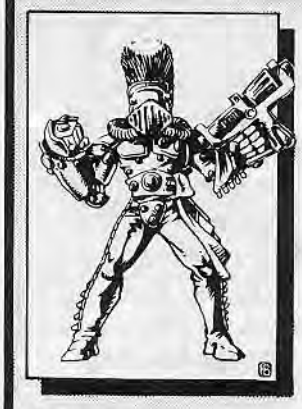
Additional Equipment

None

0-6 WARLOCKS

BASE VALUE: 220 points

PROFILE:	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Warlock	6	6	6	4	4	2	8	2	9	10	10	9



These elite psykers typically use their mental powers to support a Harlequin advance, a tactic augmented by use of long range weaponry.

Basic Equipment

Harlequins' mask, holo-suit, conversion field, communicator, bio-scanner, energy scanner, shuriken pistol, mini-grenade launcher with blind, hallucinogen, scare and tanglefoot grenades, additional close combat weapon.

Psychic Abilities

Mastery	Psi-level	Abilities
2	20	3 x Level 1 & 2

Options

Standard Equipment

None

Special Equipment Charts

None

Upgrade Psychic Mastery

New Mastery	Psi-Level	Abilities	Cost (pts)
3	30	3xlevel 3	80

Additional Psychic Abilities

Required Mastery (min)	Psychic Abilities Chart	Rolls (max)	Cost (pts)
1	Level 1	D6	18
2	Level 2	D6	35
3	Level 3	D6	70

Substitute Shuriken Pistol with

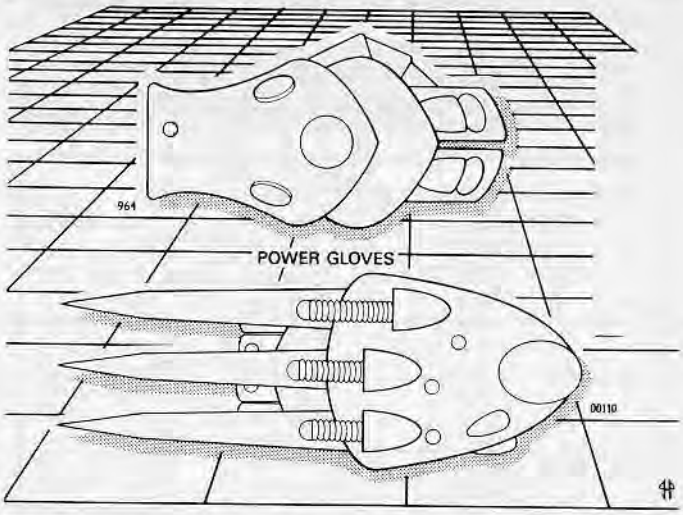
Harlequins' Kiss . . . . . 45 pts
Power Glove . . . . . 10 pts

Alternative Equipment

None

Equip with Grenades

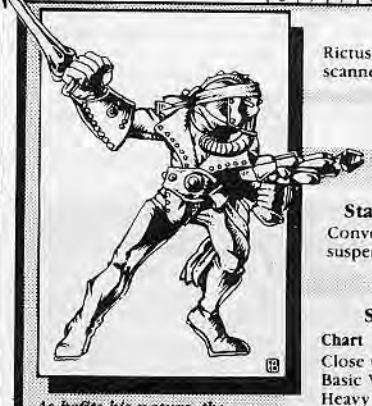
Grenade Type	Cost	Grenade Type	Cost
Anti-plant	+ ½ point	Photon	+1 point
Choke	+ ½ point	Rad	+4 points
Crack - normal	+2 points	Smoke	+ ½ point
Frag	+1 point	Stasis	+4 points
Haywire	+4 points	Stumm	+ ½ point
Knock-out	+ ½ point	Toxin Gas	+ ½ points
Melta-bomb	+4 points	Vortex (1)	+25 points



0-1 SOLITAIRE

BASE VALUE: 140 points

PROFILE:	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Solitaire	6	7	7	4	4	3	9	3	10	10	10	10



As befits his nature, the Solitaire has no traditional battlefield role to play, and acts as he chooses.

Basic Equipment

Rictus mask, holo-suit, communicator, bio-scanner, energy scanner, shuriken pistol.

Psychic Ability

None

Options

Standard Equipment: 14 points

Conversion field, carapace armour with 2 suspensors, neuro-disruptor.

Special Equipment Charts

Chart	Rolls	Pts/Roll
Close Combat Weapons	1-2	10
Basic Weapons	0-1	7
Heavy Weapons	0-1	75
Grenades	0-2	3
Bionics	0-4	25
Equipment & Armour	0-4	5

Upgrade Psychic Mastery

New Mastery	Psi-Level	Abilities	Cost
1	10	3 x Level 1	35 pts
2	20	3 x Level 1 & 2	85 pts
3	30	3 x Level 1, 2 & 3	165 pts
4	40	3 x Level 1, 2, 3, & 4	305 pts

Additional Psychic Abilities

Required Mastery (min)	Psychic Abilities Chart	Rolls (max)	Cost
1	Level 1	D6	18 pts
2	Level 2	D6	35 pts
3	Level 3	D6	70 pts
4	Level 4	D6	140 pts

Substitute Shuriken Pistol with

Harlequins' Kiss . . . . . 45 pts Power Glove . . . . . 10 pts

Additional Equipment

Shuriken Cannon . . . 115 pts (with standard and bio-shuriken ammunition, targeter and suspensors)
Mini-grenade launcher . 30 pts
D6 rolls on *Jokaero Digital Weapons Chart* . 2 pts per roll

Equip with Grenades

Grenade type	Cost	Grenade Type	Cost	Grenade Type	Cost
Anti-plant	+ ½ point	Haywire	+4 points	Smoke	+ ½ point
Blind	+1 point	Knock-out	+ ½ point	Stasis	+4 points
Choke	+ ½ point	Melta-bomb	+4 points	Stumm	+ ½ point
Crack - normal	+2 points	Photon	+1 point	Tanglefoot	+1 point
Frag	+1 point	Rad	+4 points	Toxin Gas	+ ½ points
Hallucinogen	+2 points	Scare Gas	+1 point	Vortex (1)	+25 points

CHARACTER EQUIPMENT CHARTS

Some personalities (High Avatar, High Warlock and Solitaire) have the option not to take a package of *standard equipment*, but to roll on these tables instead. A personality may roll on any or all of these charts, but may not make more than the maximum number of rolls on any chart, and must pay the indicated points cost for each roll.

High Warlocks may add 5 (no more, no less) to each roll. High Avatars may add 10 (no more, no less) to each roll. Solitaires may add 20 (no more, no less) to each roll.

CLOSE COMBAT WEAPONS

Cost: 10 points per D100 roll.
Maximum number of rolls: 2

Roll	Weapon
01-03	Hafted weapon
04-07	Hand weapon
08-12	Sword
13-14	Stub Gun
15-17	Auto-pistol
18-22	Chainsword
23-25	Las-pistol
26-40	Bolt pistol
41-43	Web Gun
44-46	Hand flamer
47-54	Power Sword
55-57	Plasma pistol
58-59	Needle pistol (incl chemical)
60-61	Power Axe
62-77	Shuriken pistol
78-85	Power Glove
86-95	Harlequins' Kiss
96-97	Neuro-disruptor
98-99	Force Sword*
100 +	Force Rod*

*Psykers only. Reroll if character is not a psyker.

BASIC WEAPONS

Cost: 7 points per D100 roll.
Maximum number of rolls: 1

Roll	Weapon
01-15	Auto-gun
16-25	Lasgun
26-30	Flamer
31-40	Bolter
41-42	Needler (incl chemical)
43-47	Melta-gun
48-52	Mini-grenade launcher
53-55	Plasma gun
56-00	Shuriken catapult

HEAVY WEAPONS

Cost: 75 points per D100 roll.
Maximum number of rolls: 1

Roll	Weapon
01-05	Heavy Stub Gun
06-10	Auto-cannon
11-15	Grenade Launcher
16-20	Heavy Bolter
21-23	Heavy Plasma Gun
24-26	Heavy Webber
27-29	Multi-laser
30-39	Missile Launcher
40-42	Multi-melta
43-64	Las-cannon
65-67	D-Cannon
68-69	Conversion Beamer
70-73	Scatter Laser
74-00	Shuriken Cannon (incl bio-shuriken ammo)

All heavy weapons come with a targeter and enough suspensors to cancel movement penalty.

GRENADES

Cost: 3 points per D100 roll.
Maximum number of rolls: 2

Roll	Grenade type
01-02	Anti-plant
03-05	Blind
06-10	Choke
11-15	Stumm
16-20	Knock-out
21-25	Hallucinogen
26-33	Tanglefoot
34-38	Photon
39-45	Smoke
46-50	Scare Gas
51-60	Frag
61-70	Crack - normal
71-75	Haywire
76-85	Melta-bomb
86-88	Rad
87-92	Stasis
93-95	Toxin Gas
96-00	Vortex (1)

BIONICS

Cost: 25 points per D100 roll.
Maximum number of rolls: 4

Roll	Type
01-10	Ears
11-25	Lungs
26-34	Eyes
35	Eyes + bio-scanner
36	Eyes + energy-scanner
37	Eyes + bio and energy scanners
38-47	Eyes + targeter
48	Eyes + targeter + bio-scanner
49	Eyes + targeter + energy scanner
50	Eyes + targeter + bio and energy scanners
51-75	Legs
76-85	One arm
86-00	Both arms

EQUIPMENT AND ARMOUR

Cost: 5 points per D100 roll.
Maximum number of rolls: 4

Roll	Equipment	Points
01-06	Stimulant (1 dose)	½
07-12	Flak armour	½
13-14	Web solvent (1 use)	1
15-20	Sealed suit	1
21-26	Mesh armour	1
27-33	Refractor field	1½
34-40	Carapace armour	1½
41-46	Rad-suit	2
47-52	Jump pack	2
53-58	Displacer field	2
60-62	Rad-counter	3
63-69	Conversion field	3
70-74	Flight pack	4
75-84	Medi-pack	5
85-86	Web-anaesthetic	5
87-90	Powered armour	6
91-96	Teleport homer	20
97-98	Stasis field	25
99-00	Phase-field generator	50

JOKAERO DIGITAL WEAPONS CHART

Cost: 2 pts per D6 roll.
Maximum number of rolls: D6

D6 roll	Weapon Type
1-2	Las-pistol
3-4	Needle pistol
5-6	Hand Flamer

Harlequin Psykers

As stated in the lists, Avatars, High Avatars, Warlocks, High Warlocks and Solitaires have psychic abilities or the chance of psychic abilities. The individual abilities are rolled randomly on the *Psychic Ability Charts* at the end of these lists. If a roll gives a model an ability it already possesses, the player may choose one ability freely from the chart.

"Harden your soul against decadence. But do not despise it, for the soft appearance of the decadent may be deceptive. One need only consider the Harlequin dancers of the Eldar to see the truth of this proposition."

- Leman Russ,
A Book of Admonitions for the Legiones Astartes

PSYCHIC ABILITIES CHARTS

Level 1

D100 Roll	Ability
01-10	Aura of Resistance
11-20	Cure Injury
21-30	Hammerhand
31-40	Immunity from Poison
41-50	Mental Blow
51-60	Steal Mind
61-70	Telekinesis
71-80	Telepathy
81-90	Teleport
91-00	Wind Blast

Level 2

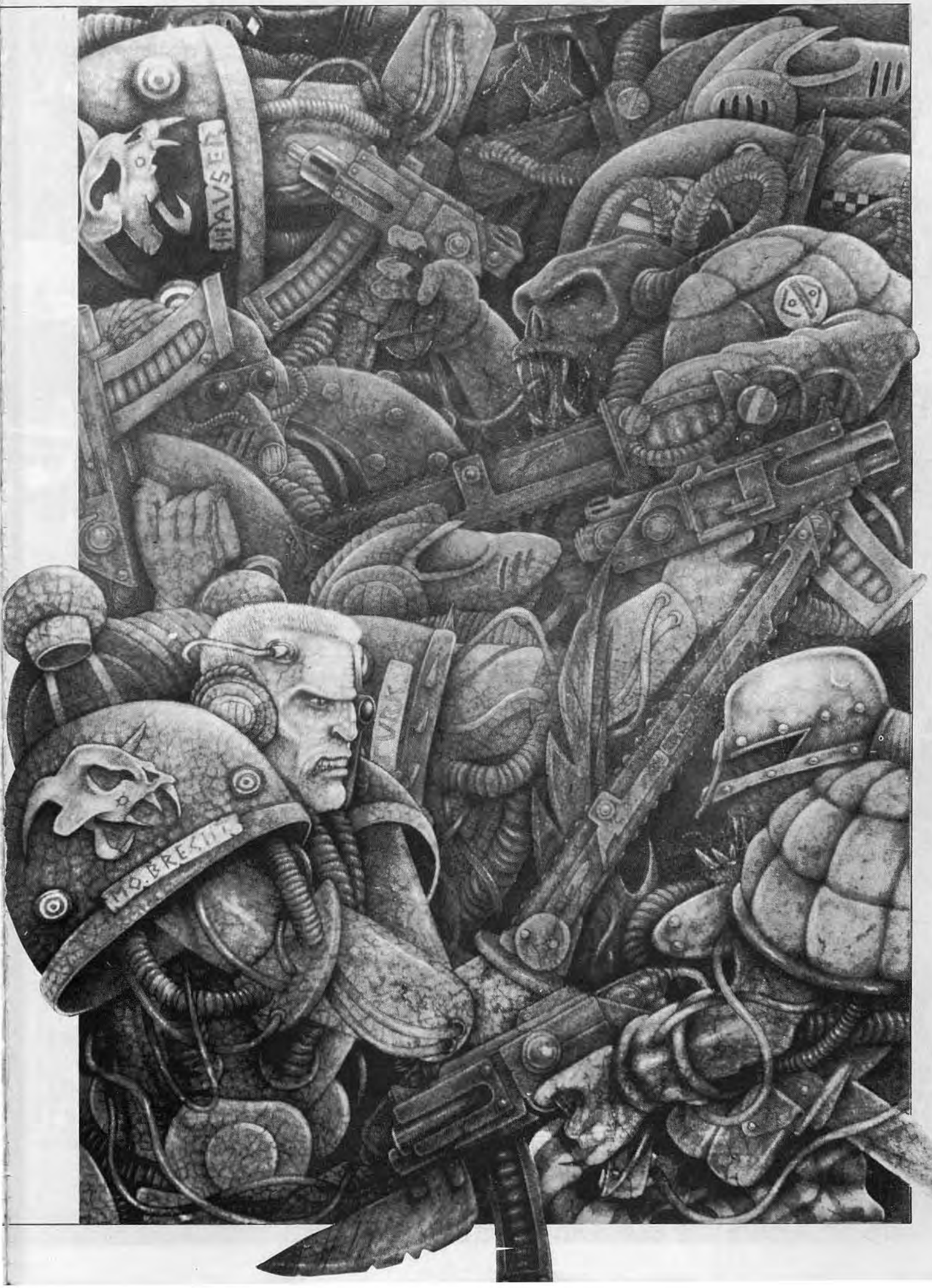
D100 Roll	Ability
01-12	Aura of Protection
13-23	Ectoplasmic Mist
24-34	Jinx
35-45	Mental Bolt
46-56	Rally
57-67	Sense Presence
68-78	Smash
79-89	Telekinesis
90-00	Telepathy

Level 3

D100 Roll	Ability
01-10	Animate Weapon
11-20	Aura of Recalcitrance
21-30	Cause Confusion
31-40	Cause Fear
41-50	Destroy Aura
51-60	Mental Blitz
61-70	Rout
71-80	Transfer Aura
81-90	Telekinesis
91-00	Telepathy

Level 4

D100 Roll	Ability
01-10	Aura of Invulnerability
11-20	Change Allegiance
21-30	Cure Wounds
31-40	Limbo
41-50	Mental Blast
51-60	Stasis
61-70	Strength of Mind
71-80	Telekinesis
81-90	Telepathy
91-00	Temporal Distort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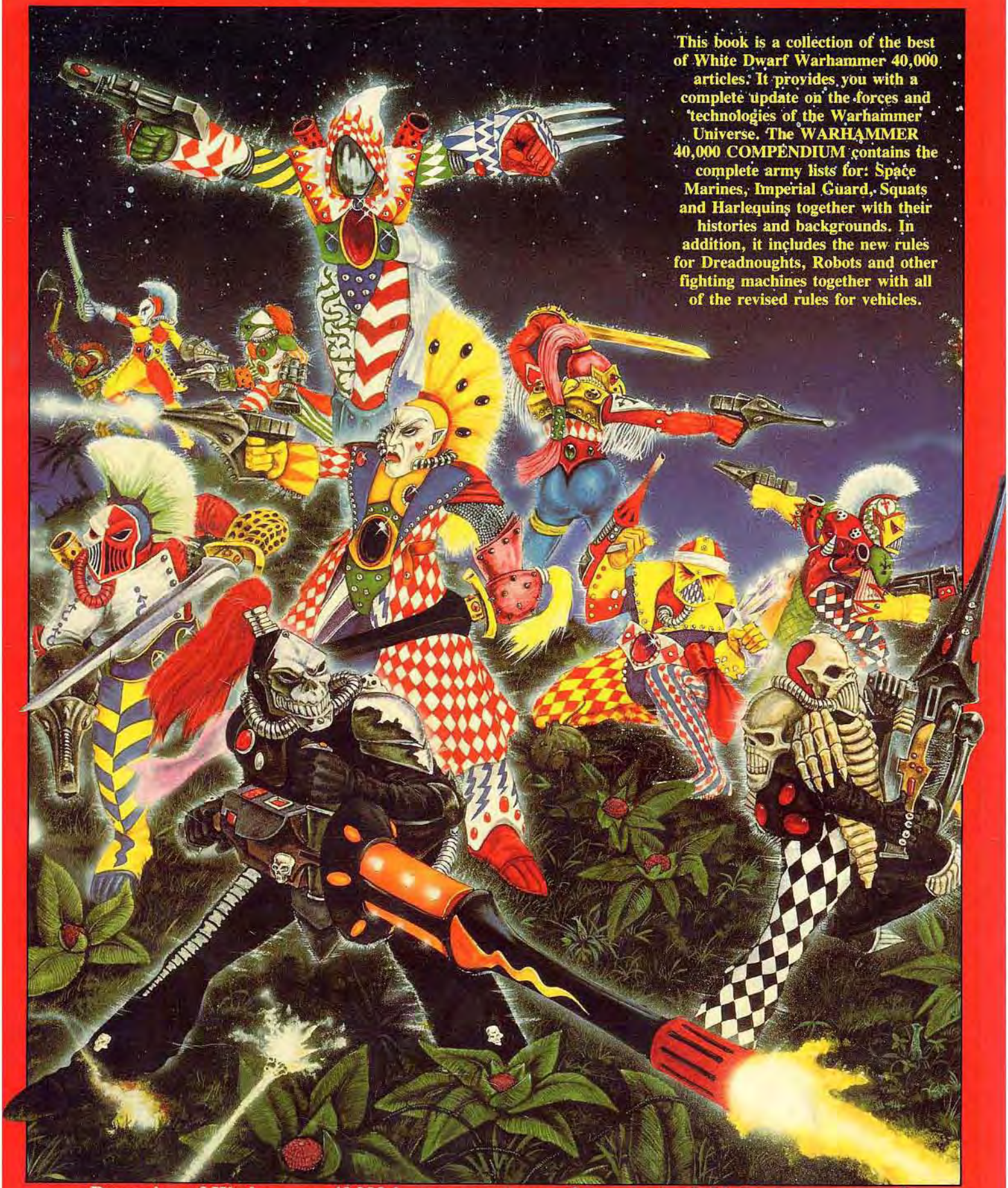

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