

FORCES OF THE IMPERIUM

A LASERBURN SUPPLEMENT



by **BRYAN ANSELL**

FORCES OF THE IMPERIUM

Being details of the organisation, equipment and vehicles of the forces of the Emperor and his Lord Knights. Includes Infantry, Black Guard, Scouts, Law Officers & Mercenaries.



The structure of Imperial units tends to vary from planet to planet, particularly on the Frontier Worlds, here many of the armies of the Lord Knights are too small to justify full platoon sized units of all the specialist arms, and so compact platoons are formed containing elements of many troop types, these vary considerably in composition and are known as 'Colonial Platoons'. In this booklet we set out organisations and equipment of both the 'official' units of the Inner Worlds and larger Frontier Forces, and the more varied structure of Colonial units. We are also including additional rule information for using Imperial Forces with 'Laserburn' skirmish and 'Imperial Commander' mass-combat rules.

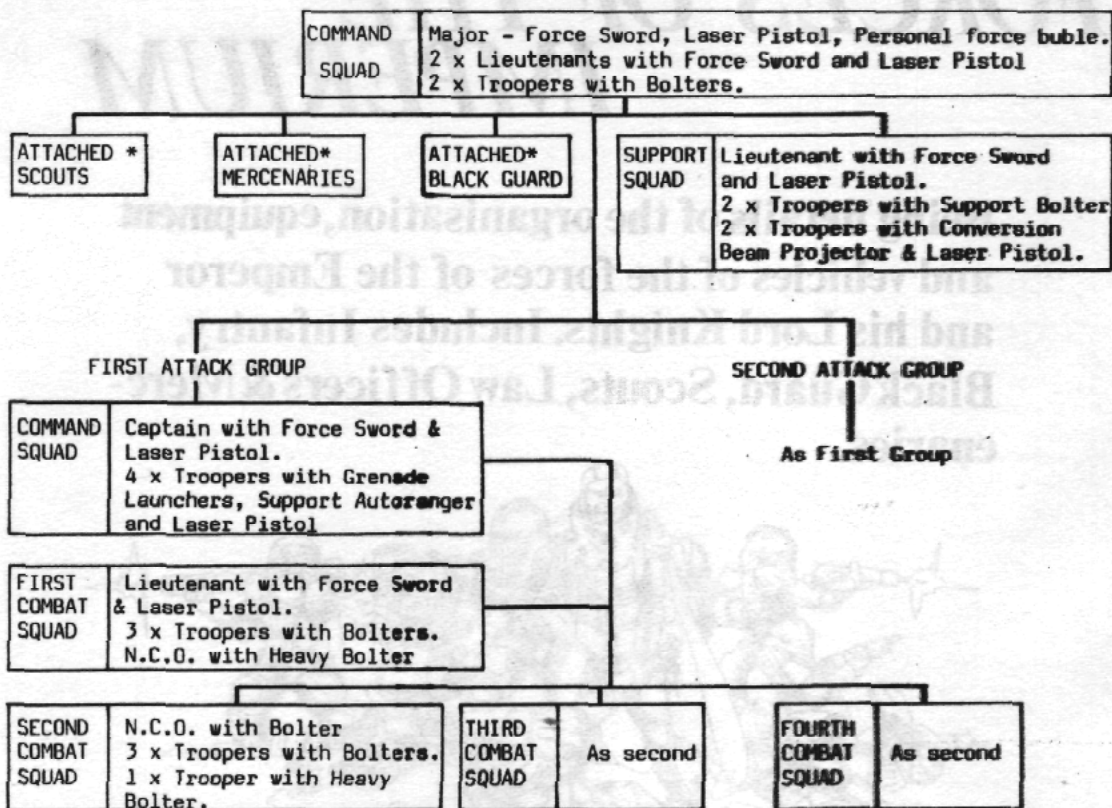
For use with LASERBURN & IMPERIAL

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Illustrations by Tony Yates

COMMANDER

IMPERIAL ASSAULT GROUP



* See notes following.

The Imperial Trooper

STATUS

One throw is made to determine the 'status' of the entire complement of N.C.O.'s and other ranks in each platoon.

DICE SCORE D100	STATUS
01 - 25	Raw recruits
26 - 90	Regulars
91 - 00	Elite Troops

Throw separately for EACH officer:-

LASERBURN	
Dice Throw	Status
01-25	Recruit
26-50	Regular
51-75	Elite
76-96	Veteran
96-00	Hero

IMPERIAL COMMANDER	
Dice Throw	Status
01-95	As rest of the unit.
96-00	Hero



Equipment

IMPERIAL LIGHT ARMOUR

The standard Imperial Armour is a complete suit of light armour. This includes an autoranger (all Imperial weaponry include autoranger adaptor as standard), breathing apparatus, and a jetpack. Sets of army surplus armour are found widely used by civilians as spacesuits. The radio fitted provides communication over 100 metres but not from room to room when indoors.

THE BOLT GUN

The Imperial Bolt gun is of a particularly compact and sturdy design, it is otherwise standard in function.

HEAVY BOLTGUN

Again entirely standard. Each combat squad includes a trooper armed with a heavy bolter. These may be detached to form a separate Assault Support Squad which cooperates with the Company Support Squad in giving long range support fire.

IMPERIAL GRENADE LAUNCHER

The Imperial Grenade Launcher is a special version; a three shot repeater. Three magazines are carried:-

- 1) 3 x HE grenades
- 2) 3 x Riot Cartridges
- 3) Specialist grenades as required, typically Vortex, Smoke, Flare.

The loads of these may be changed to suit specific missions.

Troopers armed with grenade launchers are equipped with a support autoranger. All grenade launchers in the attack group are ranged in to the autoranger displays of a single pre-nominated combat squad.

RAPID FIRE SUPPORT BOLTER

Standard weapon, capable of rapid fire with a magazine holding 50 rounds. It is also capable of single shot, semi-automatic and fully automatic as well as rapid fire settings.

CONVERSION BEAM PROJECTOR, LASER PISTOL, FORCE SWORD.

These are all standard weapons, details of which are given in the Laserburn rules.

GRENADES

Three grenades are carried by each trooper. These are selected according to circumstance. Typically they are, one smoke, one flare and one HE.

AMMUNITION

One full reload is carried by each trooper. Ammunition type is selected according to circumstance, but standard issue is Armour Piercing Bolts.

SKILLS

Where skills are gained, they will normally be either Weaponskill with the appropriate weapons, or lightning reactions. Heros may throw randomly. Officers with weaponsmith skill may carry customised weapons.

AUTOMEDICS

All Imperial officers and N.C.O.'s carry automedics.

ATTACHED SCOUTS

There is an 80% chance of a squad of scouts being attached to the Imperial platoon.

Dice Score	Type Attached
01-21	Dog Handler Squad
21-60	Bike Squad
61-00	Scout Vehicle

ATTACHED MERCENARIES

There is a 40% chance of a unit of Mercenaries being attached to the Imperial Platoon. See later section for details of organisation and equipment.

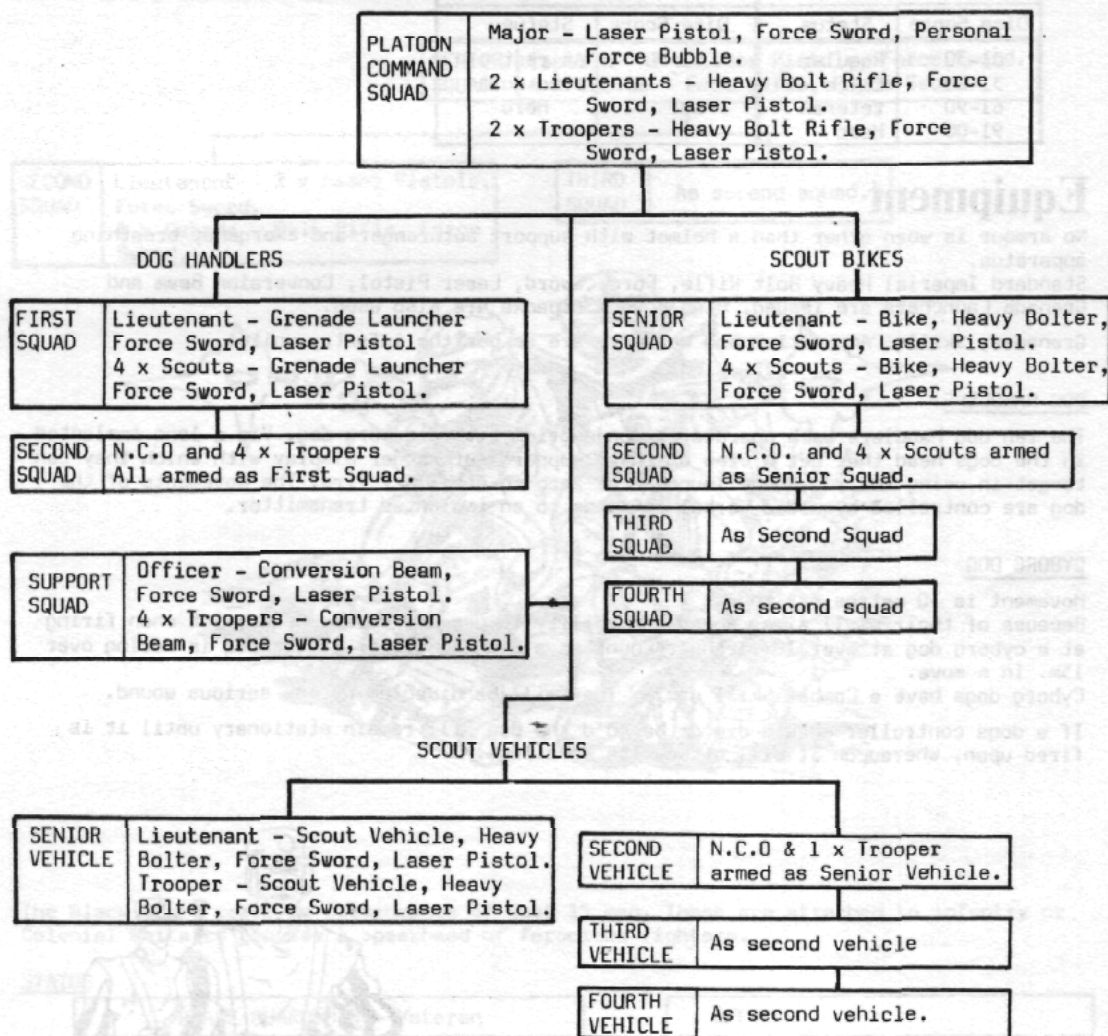
ATTACHED BLACK GUARD

There is a 30% chance of a unit of Black Guardsmen being attached to the Imperial Platoon. If this is the case, there is a 30% chance of the Major of the unit also being a member of the Guard.

The Imperial Trooper



IMPERIAL COMBAT SCOUTS



The Imperial Combat Scouts are primarily intended to serve as forward scouts for the army, in this capacity they are often attached to the infantry. They also serve as forward observers for the artillery and as a moving strike force where required.

STATUS

Throw one dice (D100) to determine the status of the entire complement of N.C.O.'s and other ranks in each Platoon.

Dice Score	Status
01-60	Regular
61-80	Elite
81-00	Veterans

Throw separately for EACH officer

LASERBURN		IMPERIAL COMMANDER	
Dice Score	Status	Dice Score	Status
01-30	Regular	01-90	As rest of
31-60	Elite		the unit
61-90	Veteran	00	Hero
91-00	Hero		

Equipment

No armour is worn other than a helmet with support autoranger and emergency breathing apparatus.

Standard Imperial Heavy Bolt Rifle, Force Sword, Laser Pistol, Conversion Beam and Grenade Launchers are issued. High Power Jetpacks are also used.

Grenades, Skills, Ammunition and Weaponry are as per the infantry units.

DOG HANDLERS

The ten dog handlers each operate in conjunction with a cyborg dog. Via a lens implanted in the dogs head they get a view on their support autoranger display with which they can target in using their grenade launcher or zero in artillery fire. The movements of the dog are controlled by coded verbal commands to an implanted transmitter.

CYBORG DOG

Movement is 30 metres per move.

Because of their small size, speed and ability to use low cover, deduct 20% when firing at a cyborg dog at over 10m. range. Count as a running target if the dog is moving over 15m. in a move.

Cyborg dogs have a Combat Skill of 70. They will be disabled by any serious wound.

If a dogs controller should die or be KO'd the dog will remain stationary until it is fired upon, whereupon it will attack its assailant.



THE BLACK GUARD

SENIOR SQUAD	Captain - 2 x Laser Pistols, Force Sword. 4 x Guards - Bolt Rifle, Force Sword.
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SECOND SQUAD	Lieutenant - 2 x Laser Pistols, Force Sword. 4 x Guards - Bolt Rifle, Force Sword.
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THIRD SQUAD	As second squad.
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The Black Guard serve in detachments of just 15 men. These are attached to infantry or Colonial Units to provide a spearhead of ferocious fighters.

STATUS

BLACK GUARDSMAN - Veteran	
Weapon Skill	150 (or 4D6 +1 x 10)
Combat Skill	80 (or 3D6 x8)
Initiative Level	16 (or 4D6 +2)
Specialist Skill	Lightning Reactions + D6***

OFFICER	
Dice Score	Status
01-80	As Guardsmen
81-90	Hero + Extra Lightning Reactions Skill
91-00	Inquisition Agent - see later section.

*** See page 5 of Laserburn rules

Equipment

The Guardsmen are equipped as the equivalent infantry, except that each man carries a Force Sword and officers have a pair of Laser Pistols. Vortex grenades are popular for maximum disruption effect in the attack.

The Grenade Launchers of the Command Squads of any infantry platoon that the Guard are attached to will be keyed into their autorangers under most circumstances.

POWER ARMOUR PLATOON

COMMAND SQUAD	Major - Assault Power Armour, 3 metre radius Force Field.
	Captain - Assault Power Armour, Personal Force Bubble.
	3 x N.C.O.'s - Power Armour, Double Barrelled Support Bolter.

SENIOR COMBAT SQUAD	Lieutenant - Assault Power Armour, Personal Force Bubble.
	2 x Troopers - Assault Power Armour.
	2 x Troopers - Power Armour, Plasma Gun.

SECOND COMBAT SQUAD	N.C.O - Assault Power Armour.
	2 x Troopers - Assault Power Armour.
	2 x Troopers - Power Armour, Plasma Gun.

THIRD COMBAT SQUAD.	As second squad.
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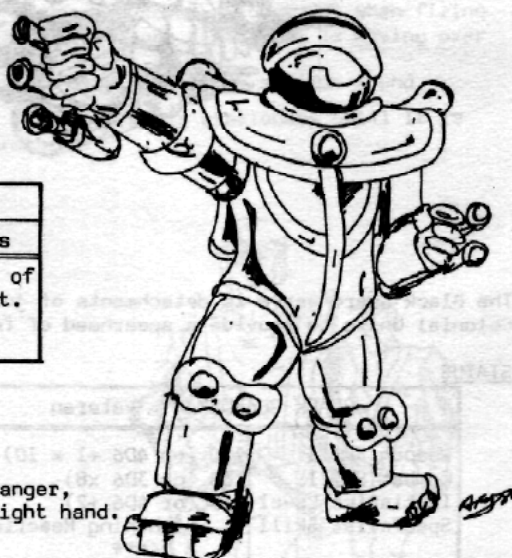
STATUS

One throw is made to determine the status of the entire complement of N.C.O.'s and other ranks in each platoon.

Dice Throw	Status
01-80	Elite
81-00	Veteran

Throw separately for EACH officer

LASERBURN		IMPERIAL COMMANDER	
Dice Score	Status	Dice Score	Status
01-75	Elite	01-95	As rest of the unit.
76-95	Veteran	96-00	Hero



POWER ARMOUR

The Imperial Power Armour incorporates an autoranger, a heavy duty jetpack and a Power Glove in the right hand.

ASSAULT POWER ARMOUR

In addition to the above, Imperial Assault Power Armour incorporates an integral double-barrelled laser in each arm - these have the penetration and effect of a Laser Rifle, but only the accuracy of a Laser Pistol, a standard battery gives 25 shots to each barrell. The left arm incorporates a double-barrelled Hand Flamer with 10 shots in each barrell.

PLASMA GUN

The Plasma Gun is larger and more powerful than the Sun Gun. It is a heavy weapon, but is so bulky that it can only be carried by Power Armoured or Dreadnought Armoured troops. The effect is as per the Sun Gun. On battery and one backpack gives 3 shots. Area of effect is twice that of the Sun Gun template.

DOUBLE BARRELLED SUPPORT BOLTER

Power and Dreadnought Armoured troops do not need a tripod or bipod when firing rapid fire support weapons, providing that they remain stationary for the entire move; their armour is considered to brace them against the bulk and recoil of the weapon. Imperial troops issued with a multi-barrelled weapon are considered to have been adequately trained in their use, and so do not suffer the 10% accuracy penalty for a non-weaponsmith using a customised weapon.

Initiative loss for carrying the double-barrelled Support Bolter is 6.

DREADNOUGHT ARMOUR PLATOON

SENIOR SQUAD	Captain - Dreadnought Armour, 6 metre Force Field.
	N.C.O. - Dreadnought Armour.
	3 x Troopers - Dreadnought Armour.

SECOND SQUAD	Lieutenant - Dreadnought Armour.
	N.C.O. - Dreadnought Armour
	3 x Troopers - Dreadnought Armour.

STATUS

All Dreadnought troopers are veterans.
Officers have a 5% chance of being Heros.

EQUIPMENT

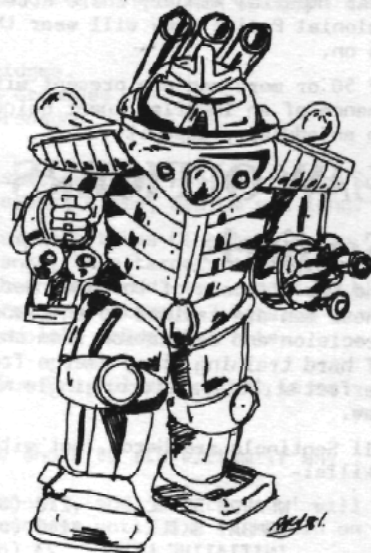
IMPERIAL DREADNOUGHT ARMOUR

Imperial Dreadnought Armour incorporates the following:-

- 1) SUPPORT AUTORANGER - Any member of the platoon may key in to the autoranger of any other member to give support missile fire.
- 2) AUTOMEDIC
- 3) HEAVY DUTY JETPACK
- 4) MISSILE LAUNCHER

A treble barrelled missile launcher is mounted. All three barrells may be fired simultaneously at the same target if desired. The two outer barrells are single shot, but the central barrell has an automatic reload facility for a single extra missile. This facility is used to carry a mininuke in total war situations.

- 5) HEAVY BOLTER - A double barrelled heavy bolter is incorporated in the right arm. This has the penetration and effect of a heavy bolter, but the accuracy of a Bolt Pistol. The magazine holds 15 shots per barrell, it is not possible to reload in combat situations.
- 6) LASER - The Laser mounted on the left arm has the penetration and effect of a heavy laser, but the accuracy of a Laser Pistol. One standard battery provides 50 shots.
- 7) POWER GLOVE - The right hand incorporates a Power Glove.



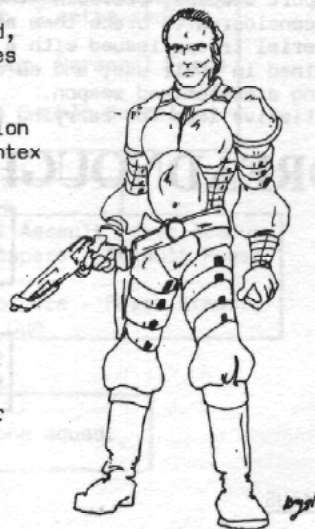
AGENTS OF THE INQUISITION

Many senior army officers, especially those of the Black Guard, are members of the Imperial Inquisition, their membership gives them a position of privilege and power, but no specific physical advantages in combat. The actual cutting edge of the Inquisition is provided by its agents. Agents of the Inquisition are answerable only to their Inquisition Lord; within the context of their current mission they have absolute authority. The training of an agent parallels that of the Sentinels in its thoroughness. All agents are Heros and add one to their dice rolls when determining skills.

Agents often carry an assortment of special weaponry, including cut down heavy weapons and miniaturised versions of standard weapons as appropriate. Personal force bubbles are universally worn.

The agents do have an official uniform, this is worn for official duties, but agents will dress appropriately for their current mission. Where attached to an infantry unit they will wear Imperial Armour, where attached to the Sentinels or Colonial Police they will wear the appropriate uniform, and so on.

If 50 or more men are present with a force, there is a 5% chance of an Imperial Agent being attached to that force in an 'advisory' capacity.



LAW OFFICERS

Sentinels

The Law Officers of the Home Worlds are the Sentinels. These men are trained to an almost inhuman level of precision and dedication from childhood. After 15 years of hard training, they emerge from the Law Academy as perfect street-warriors; single minded upholders of the law.

All Sentinels are Heros, but with slightly improved skills:-

WEAPON SKILL	210 (or 6D6 x10)
COMBAT SKILL	140 (or 4D6 x10)
INITIATIVE LEVEL	23 (or 5D6 + 3)
SKILLS	D6 but add 2 to all throws -choose skills as you feel appropriate.
POINTS VALUE	1,000 (!)



Sentinels will not normally be organised into units, but will be present as individuals.

There is a certain amount of friction between the Sentinels and the agents of the Inquisition. No Sentinel is prepared to stand by while an agent bends the law to suit his own purposes, and so the agents often find it necessary to keep a fairly low profile while serving in the Home Worlds.

THE COLONIAL POLICE

The Colonial Police provide law enforcement on the Frontier Worlds. They take the Sentinels as their model, but rarely achieve comparable standards of training.

STATUS

Throw to determine the status of all Colonial Police in a given region. This table gives results for both Laserburn and Imperial Commander rules.

DICE SCORE	STATUS
01-25	Raw Recruits
26-50	Regulars
51-75	Elite
76-96	Veterans
97-00	Heros

Equipment

No armour is usually worn, but in civil disorder and some combat situations Flak Jackets may be issued. The standard helmet incorporates an autoranger display.

20% of Sentinels and Policemen are trained to use a cyborg dog. These are equipped with a support autoranger and an Imperial Grenade Launcher.

Three magazines are carried:-

- 1) 3 x Riot Cartridges.
- 2) 3 x Concussion Grenades
- 3) 3 x K.O. Gas Grenades

RIOT CARTRIDGES

Riot cartridges fire a burst of plastic pellets. Use the Plasma Gun template, it is divided into three areas; close, medium and long.

Close Range - Each target in the template takes D6 hits. If any are taken at close range, then targets at medium and long range have been shielded, and cannot be hit.

Medium Range - Each target in the template takes D6-2 hits.

Long Range - Each target in the template takes D6-3 hits.

EFFECT - Penetration is as a Dum-Dum bullet, effect is as a standard laser.

RIOT STICK

The riot stick dispenses an electric shock to its victim if any sort of blow makes contact.

'Penetration' is as 'Other Melee Weapons', and 'penetration' will make the part of the body effected useless until a 6 is thrown on a D6. Head and body hits K.O.

One atomic battery will provide indefinite energy; but the stick may be set to discharge its entire energy in one blow. If it hits it will count as a force blade with +40% penetration. This facility is rarely used under normal circumstances, as theoretically Law Officers and Sentinels are supposed to cause as little harm to civilians as necessary, even criminals. It is however very useful for bursting through walls and doors.

RIOT SHIELD

The riot shield is a force shield incorporating a riot cartridge discharger. This is a single shot weapon only.

BOLT PISTOL

The Law Officers Bolt Pistol incorporates two four shot magazines. It is possible to switch back and forth from one to the other. The first holds standard shells, and the second 'tangle-shells'.

Tangle Shells - These may be fired from any bolt gun. On impact they discharge a fast-setting epoxy web. Effect is as following:-

Area Effected	Effect
Head	Blinded
Body	Throw twice for location- effect on both.
Right Arm	Arm unusable, weapon, if carried, is now useless (and firmly adhered).
Left Arm	Arm unusable, shoulder or heavy weapon, if carried is now useless.
Leg	Legs stick together, no movement; fall over.

Power and Dreadnought armour is not effected.

Law Officers carry a can of solvent in aerosol form, which will instantly melt the web.

AMMUNITION

One full reload is carried by each officer. Three grenades will be issued in riot and war situations. Type as appropriate to circumstance.

ORGANISATION

There is no formal organisation. But officers will be formed into ad-hoc groups of five in combat situations. Throw a D6:-

Dice Score	Result
1 or 2	All units with riot gear, one unit in five is a dog handler unit with grenade launchers.
3 or 4	Standard equipment, each unit consists of 4 officers with pistol, one with grenade launcher.
5 or 6	Standard equipment, one unit in three will be equipped with grenade launchers.

Occasionally (5% of the time) Sentinels may be attached to Colonial Police units as advisors.

MERCENARIES

Mercenary units are often used by Imperial Lord Knights, either attached to Imperial infantry platoons, or as independent units. What follows are rules for creating mercenary units randomly, you may prefer to simply gather together what suitable models you have, and form them into sensible sized units. Alternatively you may use this system to determine what figures you buy.

There are three types of unit; Fully organised uniform troops, Professional Adventurers and Spaceways Scum; adventurers, outcasts, space pirates and killers loosely banded together to find employment.

ATTACHED MERCENARY GROUPS

These will consist of D6+1 squads each of which comprises D6+2 men and formed into a single attack group.

INDEPENDANT MERCENARY GROUPS

These will consist of $\frac{1}{2}$ D6 (round down fractions) attack groups, possibly with attached support groups.



FULLY ORGANISED UNIFORM TROOPS

Throw one (D6+2) to determine the number of men in each squad, each squad will contain the same number

STATUS

Throw to determine the status of the entire complement of 'other ranks' in each platoon.

Dice Score	Status
01-30	Raw Recruit
31-85	Regulars
86-95	Elite Troops
96-00	Veterans

Throw for EACH N.C.O. and OFFICER.

LASERBURN	
Dice Score	Status
01-25	Recruit
26-70	Regular
71-85	Elite
86-95	Veteran
96-00	Hero

IMPERIAL COMMANDER	
Dice Score	Status
01-95	As rest of unit
96-00	Hero

Equipment

Dice for the type of equipment in each squad.

ARMOUR		EQUIPMENT*	
Dice Score	Type	Dice Score	Type
01-50	None	01-40	Nothing
51-65	Flak	41-60	Jetpack (opposite)
66-75	Lt body Armr	61-70	Sword or Dagger**
76-90	Full Lt Armr	71-80	Handgun ***
91-94	Power Armr	81-90	Grenades ✕
95-96	DN Armour	91-98	Autoranger ✕✕
97-00	Force Bubble	99-00	Power Glove.

JETPACKS (D10)	
Dice Score	Type
1-8	Ordinary jetpack
9-0	High Power jetpack.

* Throw D6 times on this table. If the same item comes up twice, instead select one of the following:- A.P. Ammunition, Dum-Dum Ammunition, Micro grenade launcher attachment.

** Throw D100	
Dice Score	Type
01-15	Dagger
16-30	Sword
31-45	Mondagger
46-80	Monosword
81-90	Force Dagger
91-00	Force Sword

*** Throw D100	
Dice Score	Type
01-25	Laser
26-35	Needler
36-40	
41-60	Bolter
61-80	Slug Gun
81-00	Hand Flamer

✕ Throw as Random Generation Chart on page 21 of the Laserburn rules - 3 times.

✕✕ Troops with grenade launchers or Missile launchers are equipped with support autorangers.

STANDARD WEAPONS

Throw a D100

Dice Score	Type
01-35	Laser Rifle
36-60	Bolt Rifle
61-80	Assault Rifle
81-90	Autolaser
91-00	S.M.G.

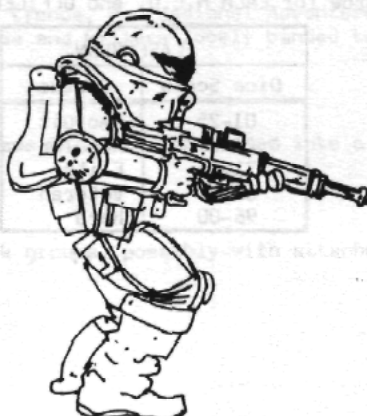
Note Officers and N.C.O.'s may substitute a handgun and sword for the standard weapon. Officers and N.C.O.'s of Laser and Assault Rifle units may substitute Autolasers and S.M.G.'s respectively.

SUPPORT WEAPONS

Each combat squad may have one member armed with a support weapon of some kind. The senior or command squad of each attack group may consist of men armed with a support weapon. Each attack group in the force may have a support squad armed with support weapons.

Throw a D100

Dice Score	Support Weapon
01-08	Grenade Launcher
09-16	Missile Launcher
17-20	Conversion Beam Projector.
21-25	Heavy Bolt Gun
26-32	Heavy Laser
33-37	Support Laser
38-42	Support Bolter
43-46	Heavy Machine Gun
47-50	Double Barrelled Weapon (throw again for type)
51-00	No support squad, or no support weapons issued to the combat squad.



POWER & DREADNOUGHT ARMOUR

All Power and Dreadnought armour comes equipped with autoranger and high power jetpack. Throw a D6 to determine the weaponry carried:-

Dice Score	Type
1 to 3	Heavy Weapon
4 to 6	Integral Weaponry

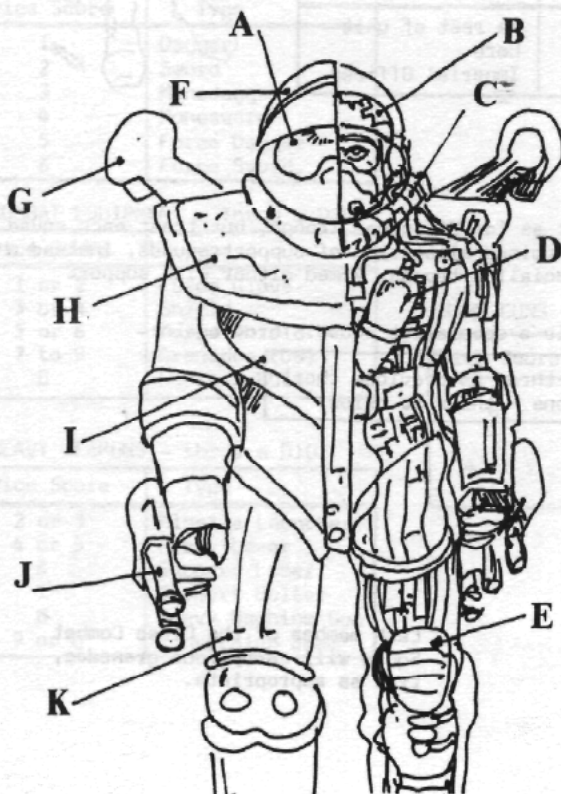
HEAVY WEAPONS (D100)	
Dice Score	Type
01-25	Sun Gun
26-50	Plasma Gun
51-63	Support Laser
64-76	Support Bolter
77-84	Double Barrelled Support Laser
85-92	Double Barrelled Support Bolter
93-96	Missile Launcher
97-00	Power Weapon.

INTEGRAL WEAPONRY (D6+1)	
Dice Score	Type
01-10	Laser
11-20	Heavy Laser (cut down)
21-30	Bolter
31-40	Heavy Bolter (cut down)
41-50	Grenade Launcher
51-55	Missile Launcher
56-70	Power Glove
71-00	Nothing

Throw for each weapon (D6)

1 to 3	Singled Barrelled
4 to 6	Double Barrelled

If the same weapon occurs more than once, then it is installed on each arm.



- A Mult-Visor sighting aid.
- B Mind liner to power system
- C Filter System
- D Oxygen supply
- E Exo skeleton power packs
- F Blast visor
- G MkIII flight pack
- H Frontal protection shield
- I Secondary shield
- J 2 x M309 Laser guns
- K Armour Plas leg guards

PROFESSIONAL ADVENTURERS

Professional Adventurers are capable fighters who have come together in groups to better provide a service to their employer. They will commonly organise themselves into squads equipped with the same weaponry, for convenience of ammunition supply and service of equipment.

The composition of a force of professional adventurers is determined in a similar way to Uniformed Troops, with the major exception that the number of men in each squad, and their respective equipment and weaponry is determined separately.

STATUS

One throw is made to determine the status of the entire complement of other ranks:-

Dice Score	Status
01-40	Regulars
41-80	Elite Troops
81-00	Veterans

OFFICERS AND N.C.O.'s

There is a 30% chance that all officers will be attached Imperial Officers, otherwise throw as below.

LASERBURN	
Dice Score	Status
01-25	Regular
26-60	Elite
61-75	Veteran
76-85	Hero
86-00	Attached Imperial Officer

IMPERIAL COMMANDER	
Dice Score	Status
01-75	As rest of unit
76-85	Hero
86-00	Imperial Officer



Otherwise determine weapons and equipment as for Uniformed Troops, but treat each squad separately. However, there is no pre-determined allocation of support squads. Instead a proportion of the force is made up of specialist troops. Armed either with support weapons, or close combat equipment.

Throw a D6 for each squad, a 6 means it is a specialist squad. Throw again:-

1 to 3	Support weapons - throw as previous chart
4 to 6	Close combat weapons - throw as below.

CLOSE COMBAT WEAPONS

Throw twice on a D100

DICE SCORE	EQUIPMENT
01-10	Force Shield
11-20	Force Sword
21-30	MonoSword
31-40	Power Glove
41-50	Riot Stick
51-65	Hand Flamer
66-72	Laser Pistol
73-79	Bolt Pistol
80-87	Slug Gun
88-94	Autolaser
95-00	S.M.G.

Each member of the Close Combat Squad will carry four grenades, type as appropriate.

SPACEWAYS SCUM

The degenerates, homicidal maniacs and psychotics of interplanetary civilisation find a useful role as hired killers in the service of the Imperium. Though their excesses must be controlled within the boundaries of the Home Worlds, out on the frontier they can be unleashed; often to cause havoc behind enemy lines. On the battlefield, their motley selection of weapons and equipment is difficult to integrate with Imperial tactics, and their best use is as assault troops. To this end they are often doped up with Steam; to get them in and killing as fast and as frantically as possible.

Each attack group of Scum consists of 5010 men (or women). Determine the equipment of each man separately, then organise them into squads, of whatever size you like, by combining men of roughly similar weaponry.

WEAPONS AND EQUIPMENT

Throw D6 times on the following chart

Dice Score	Weapon
1	Blade
2	Combat Equipment
3	Nothing
4	Hand guns
5	Shoulder Weapons
6	Heavy Weapons

BLADES - Throw a D6

Dice Score	Type
1	Dagger
2	Sword
3	Monodagger
4	Monosword
5	Force Dagger
6	Force Sword.

COMBAT EQUIPMENT - Throw a D10

Dice Score	Type
1 or 2	Force Glove
3 or 4	Shield
5 or 6	Force Shield
7 to 9	Grenades (D6)
0	Force Bubble

HEAVY WEAPONS - throw a D10

Dice Score	Type
2 or 3	Missile Launcher
4 or 5	Heavy Laser
6	Support Laser
7	Support Bolter
8	Heavy Machine Gun
9 or 0	Conversion Beam



HAND GUNS - Throw D

Dice Score	Type
1	Laser
2	Bolter
3	Needler
4 or 5	Flamer
6	Slug Gun

SHOULDER WEAPONS - D6

Dice Score	Type
1	Laser
2	Bolter
3	Assault R.
4	S.M.G.
5	Autolaser
6	Grenade Launcher*

*Usually riot cartridges

ARMOUR - throw a D100

Dice Score	Type
01-50	None
51-65	Flak
66-80	Light Body Armour.
81-92	Light Armour
93-97	Power Armour*
98-00	Dreadnought Armour*

* Use Uniformed Troops chart for these.

20% of the Scum have jetpacks

30% of the Scum have autorangers

If any man should end up unarmed, give him a force sword.

In general, squads equipped with mostly close combat weapons will be high on 'steam'.

No more than one shoulder or heavy weapon may be carried; excess armament must be discarded.

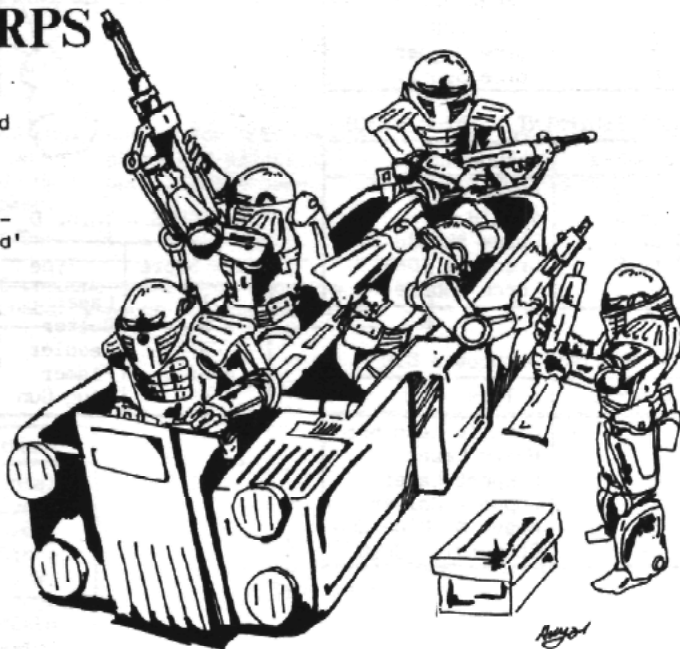
These desperados are all of more or less reasonable competence when it comes to staying alive themselves while killing other people, though they lack any real creative spark or enthusiasm, so we consider all the other ranks to be of regular soldier status. However, each squad will have a leader, who will be the most aggressive or dangerous individual present, so pick the best equipped man from each squad, and throw for his status:-

Dice Score (D100)	Status
01-30	Elite
31-60	Veteran
61-80	Hero
81-00	Far too dangerous to be allowed to live - Substitute an Imperial Officer.

TRANSPORT CORPS

Imperial infantry platoons are not expected to provide their own drivers. This role is filled by the members of the Imperial Transport Corps. These are all regular soldiers, and equipped as a standard Imperial infantryman. As long as they are 'linked' (within 16m) to the unit they are transporting they count as part of that unit, and are subject to its morale status. Once separated they count as one-man units.

All Imperial vehicles run on atomic batteries.



Glaive Troop Transporters

GLAIVE TROOP TRANSPORTER (APC)

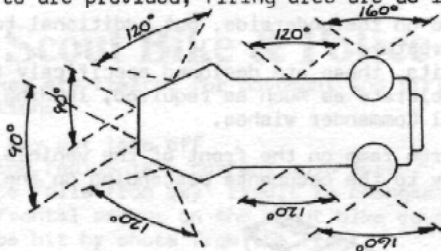
The standard 'Glaive' troop transporter body is available with four different propulsion units - Anti-grav, Wheeled, Tracked and Hover, the type most appropriate for planetary conditions is provided.

The Glaive carries eight men plus a driver, though each five man combat squad is usually provided with its own vehicle.

Armour is dreadnought class.

FIRING PORTS

Eight firing ports are provided, firing arcs are as illustrated below.



Two points are provided for the installation of robo-turrets.

PERFORMANCE

The following are the performance details given in five categories:-

Maximum Acceleration per Move	This gives the number of metres per move that the vehicles speed may be increased by. It takes one move to start the vehicle up.
Maximum Deceleration per Move	Gives the number of metres per move that the vehicles speed may be decreased by. Wheeled vehicles loose 3 m. per move when crossing rough ground in addition to this amount.
Turning Circle	This is expressed as a fraction of the current move distance. Thus a wheeled vehicle traveling at 30m per turn has a turning radius of 15m.
Maximum Speed	This is given for Roads, Cross Country and Rough Ground. A vehicle exceeding its maximum speed for the terrain type stands a 50% chance of spinning out per turn. This also applies to Anti-grav units changing levels.

ANTI-GRAV UNITS

These have different performance details depending how high they are flying. They may climb 5m. or descend 10m. per turn. They may not climb higher than 30m.

PERFORMANCE DETAILS

	Max Accel.	Max Decell.	Turning Circle	Max Speed		
				Road	Cross Country	Rough Ground
Hover	8m	8m	1	-	50	-
Wheels	6m	12m	$\frac{1}{2}$	-	50	-
Tracks	4m	20m	$\frac{1}{4}$	-	40	-
Anti-Grav						
Ground	5m	10m	1	60	60	60
10m high	4m	8m	1	40	40	40
20m high	3m	6m	1	30	30	30
30m high	2m	4m	1	20	20	20

Scorpion Assault Lander

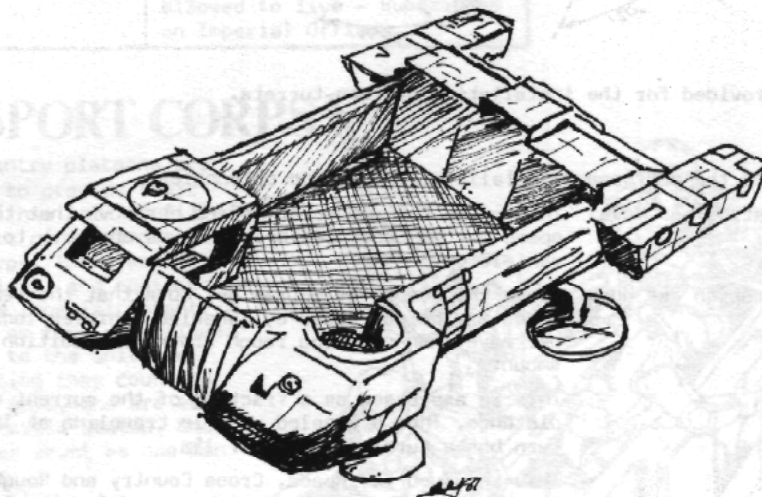
The Scorpion is used to drop troops from space transports directly into action. It carries 12 men plus driver. Usually two combat squads are dropped together.

Armour is dreadnought class.

Four robo-turrets are fitted as standard on the underside, but additional turrets may be mounted either below or on the upper structure.

Power is provided by large anti-grav units, these are designed specifically for maximum deceleration, so the Scorpion may decelerate as much as required, landing directly wherever desired in one turn if the Imperial Commander wishes.

Occupants mount and dismount via the large ramp on the front of the vehicle, this may be lowered on the landing turn, preparatory to the occupants descending on the following turn.



PERFORMANCE DETAILS

	Max Accn/Turn	Max Speed
Ground	3m	30m
10m high	2m	20m
20m high	1m	10m
30m high	$\frac{1}{2}$ m	5m

Turning radius is twice the current move distance. Maximum climb is $2\frac{1}{2}$ m per turn, but once it has descended the Scorpion may not climb beyond 30m.

Partizan Scout Car

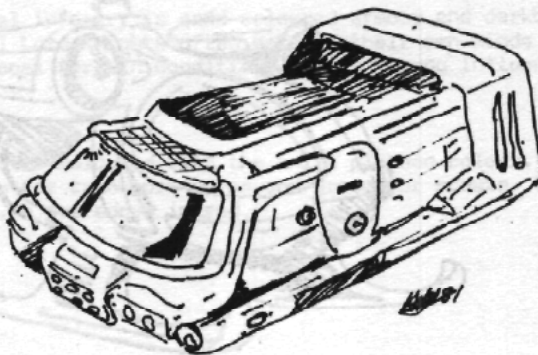
The Partizan carries two scouts, no driver is provided by the transport corps in this instance.

Armour is Power Armour class.

A single Robo-turret is fitted.

PERFORMANCE DETAILS

Max Accn	12m
Max Deccn	18m
Turning Circle	$\frac{1}{2}$
Max Speed	60m.



Imperial Scout Bike & Police Bike

These combat bikes are treated for movement and firing as jetcycles, with the following important exceptions.

- 1) They may not take off
- 2) Turning radius is $\frac{1}{2}$ current move speed.
- 3) 'Cycle falls from sky' result is changed to 'spin out'
- 4) The frontal armour on the scout bike counts as Power Armour. The rider may not be hit by shots from the front.

WEAPONRY

The Police Bike Mounts a quadruple grenade launcher unit, barrels may be fired all at once or singly. Normal load is riot shells, they may only be fired forwards. Reloading is only possible while the bike is stationary.

The Scout Bike Mounts a quadruple missile launcher unit, barrels may be fired all at once or singly. Load varies according to circumstances, but vortex, smoke and gas are popular for maximum disruption. They may only be fired forwards. Reloading is only possible while the bike is stationary

Scythe Class Helicopters

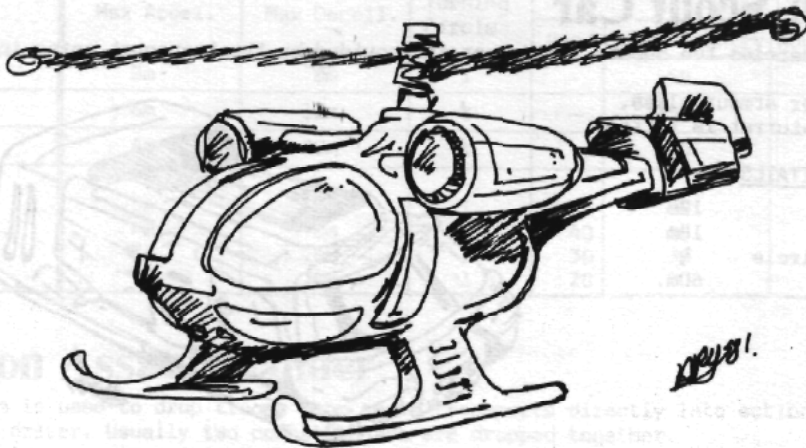
The Scythe carries six men plus pilot. Armour is Light Armour class, but a Force Field Generator is carried, with on/off adaptor for any weapon pods carried.

The Scythe may travel in whatever direction it chooses, up, down, sideways, whatever.

PERFORMANCE DETAILS

Max Accn	12m
Max Deccn	30m
Max Speed	120m
Turning Radius	$\frac{1}{2}$ current move distance.

In order to land the Scythe must be travelling at not more than 12m in the forwards and 6m in the downwards or sideways directions.



WEAPON PODS

The Scythe fires its pods by means of a strafing run like a jetcycle, except that it is carried out between 5 and 15m above the ground.

Three pods are available; Twin Support Lasers, Conversion Beam Projector and Twin Missile Launcher. A pod may be fixed on each side of the helicopter. Ammunition and reload capability allows three strafing runs. Reloading is not then possible until it returns to its base. Throw 2 x D6 (minimum score 4) for the number of turns the helicopter takes to reach its base and reload.

ROBO~TURRETS

Roboturrets are un-manned weapon mounts which automatically respond to fire directed at the vehicle on which it is mounted.

If a shot passes within 2½m. of the vehicle, the roboturret will instantly and automatically fire back.

Calculate the shot as if the firer has a weapon skill of 150. The maximum rate of fire is always used.

AMMUNITION

Missile units have three reloads. Slug firing weapons have a hopper of 500 rounds. Bolt firing weapons have a hopper of 200 rounds. Energy weapons are plugged directly into the vehicle's energy supply.

VULNERABILITY

Count each roboturret as an occupant of the vehicle for the purpose of receiving fire. Thus if an 'occupant hit' result is obtained it may be one of the robo-turrets. They are Light Armour Class.

UNIFORM COLOURS

IMPERIAL INFANTRY

The 'Official' colours for all Imperial infantry is sand coloured armour and darkbrown weapons and belts. However, individual Lord Knights often make up their own minds as to what colours are most suitable, and local terrain conditions have a strong influence.

UNIT DIFFERENTIATION

The central rib of the Imperial helmet is coloured with the units platoon colour. It is edged with red for infantry units blue for transport corps and green for scouts. The shoulder peices of officers and N.C.O.'s are edged in red.

BLACK GUARD

Helmets and shoulder peices are black.

SENTINELS

The Sentinels uniform is blue with light blue helmets, gloves and padding, belts are sand.

COLONIAL POLICE

The Colonial Police wear a white uniform, with mid-blue helmets, gloves and padding, belts are sand.

VEHICLES

Official colours are sand for military, blue or light blue for Police, but local colouring or Lord Knights preference usually governs actual colour schemes.

SUPPORT WEAPONS

Rapid Fire support weapons are a sophisticated and rather bulky version of standard heavy weapons. The feature of these is an extra fire setting; RF (rapid fire).

The mechanics of firing RF weapons are exactly the same as for firing fully automatic, except that three times the number of shots are fired. Calculate the firing exactly as if firing fully automatic, but each time a hit is scored, throw a D6:-

1 or 2	One hit scored	
3 or 4	Two hits scored) These hits will be on the same
5 or 6	Three hits scored)	area of the body.

Because of their bulk RF weapons require some sort of support to be managable when fired, alternatives are as follows:-

- 1) A bipod or tripod may be carried, counting as a shoulder weapon for additional encumbrance. If carried detached it counts as one action to afix. The firer must kneel or lie down to use a tripod, lie down to use a bipod.
- 2) Military vehicles invariably feature pintle or swivel mounting points for heavy weapons, these are ideal and effortless in use.
- 3) A handy wall or window sill may be used.
- 4) The shoulder of a comrade may be used. Both men either kneeling or standing.

Magazines for machine guns and support bolters are large and heavy, and extra magazines carried count as 3 handguns for encumbrance purposes. So treat firing RF support weapons exactly as firing a heavy weapon on FA, with the above rules, and the following variations;

Firing Rapid Fire Support Weapon	-20
Firing Rapid Fire Support Weapon without rest	-40
Using a pintle or swivel mount	+20

MACHINE GUN

Somewhat dated, but still in use by those who desire a simple, fixable mechanism rather than the sophistication of a support Bolter or Laser. Cost 250 credits Availability 20%



SUPPORT LASER

A rapid fire weapon using two standard batteries which give 100 pulses. Capable of single shot, semi-automatic, fully automatic or rapid fire settings. Cost 500 credits Availability 10%



SUPPORT BOLT GUN

A rapid fire support weapon holding a magazine of 50 rounds. Capable of single shot, semi-automatic, fully automatic and rapid fire settings. Cost 600 credits Availability 10%



VEHICLE MOUNTED WEAPONS

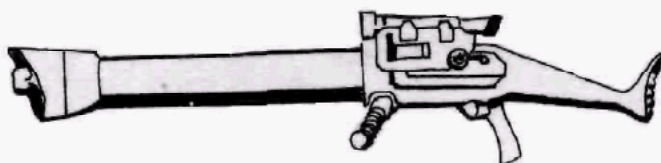
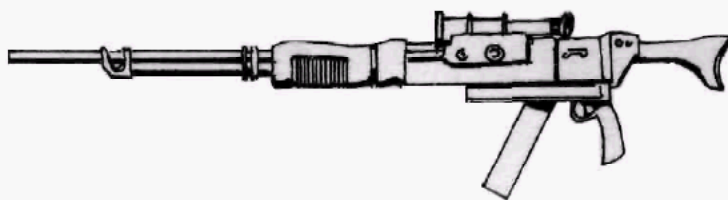
Vehicle mounted Support Bolters and Machine Guns may be hopper fed, with a supply of up to 200 and 500 rounds respectively. Support Lasers may be plugged into the vehicle's energy supply.

Randomly Encountered Imperial Troopers

In skirmish games, small groups of Imperial Troopers will probably be encountered without them necessarily being part of a formally organised unit, so you may wish to throw for their weaponry:-

Throw a D100

Dice Score	Man and Equipment
01-14	Officer with Laser pistol and Force Blade.
15-16	Officer with laser pistol, Force sword and Force Bubble.
17-20	Trooper with Support Bolter
21-24	Trooper with Conversion Beam Projector.
25-40	Trooper with grenade launcher
41-55	Trooper with Heavy Bolter
56-70	Trooper with Bolter
71-72	Black Guard Officer
73-75	Black Guardsman
76-79	Scout with Heavy Bolter
80	Scout Officer with Heavy Bolter
81-84	Scout with Grenade Launcher and Dog
85	Scout Officer with Grenade launcher and Dog
86-89	Scout with Conversion Beam Projector
90	Scout Officer with Conversion Beam Projector
91-93	Uniformed Mercenary
94-96	Professional Adventurer
97-00	Space Scum



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