ROGUE TRADER

FEAR AND LOATHING
IN THE EASTERN FRINGE

XENOS AND GEAR OF THE FUN SIDE OF THE GALAXY

WARHAMMER 40,000 ROLEPLAY

Version 1.6.4

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INTRODUCTION

"If there's a hole, it's a Korst'la's job to thrust into it!"

-Family motto of the House of Korst'la

If you're reading this book, that means one of two things – you are interested in the concept of playable xenos and their strange and exotic gear…or you've come to laugh. While I can't do much for the latter other than to say the joke's on you since you downloaded the damn thing, it is most likely the former that prompted your attention.

Fear and Loathing in the Fringe is a guide to the Xenos that are found in the Segmentum Ultima, which as many know is home to races such as the opportunistic Tau, the capricious Eldar, and the inscrutable Necrons. Functioning primarily as a rules expansion to Rogue Trader, this book provides rules for playing as these unique races, as well as gear to outfit them.

The book begins with rules for three Tau careers – the House Fireblade, the Pathfinder, and the Combat Engineer. The Eldar Corsair path, while a functional career in itself, is designed to be augmented by Alternate Careers of the Aspect Temples for maximum customization. Finally the section concludes five Necron careers – the Nemesor, Cryptek, Deathmark, Vargard, and Triarch Praetorian. Special Abilities of each career are also included.

The book continues with ways to outfit your xenos Explorers – a full armory is included for all three races, though to be completely honest most of this shit in this section is ripped from numerous books, simply collected here for ease of reference and granted Availabilities so you can buy them. Where? That's your GM's problem. Weapons of the Inquisition can be found as well, such as the strange chronomantic technology of the Ordo Chronus, and a variety of missiles and bombs for use in aircraft and vehicles.

Finally, the book concludes with an index of voidships for your Explorers. Surely you didn't think you'd be driving a Sabre as an Eldar, now did you? Voidships such as the Tau Protector, Eldar Dragonship, and Necron Scythe are included, as is weaponry and components unique to them. It's assumed that a competent GM can make the call whether or not Imperial tech can be outfitted or an approximation can be found for Xenos use. Of course, buying new stuff is a challenge in itself – better hope that Craftworld is friendly…

I

THE XENOS

THE TAU

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THE ELDAR

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THE NECRONS

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ALTERNATE RANKS

Chapter I: The Xenos

"Zealotry is so four centuries ago."

-Zaill Krallic, Dark Eldar Kabalite

While the Rogue Trader Core book, Into the Storm, and Navis Primer contain the rules for Orks and Kroot, a player might desire something a bit more exotic. Xenos races are not for beginners, however. It is advised that you have a handle on how the game works, and an understanding of what makes each xenos race tick, usually by reading the appropriate codex or Imperial Armour book, before generating a Xenos Explorer. Furthermore, some of the Xenos in this book, as opposed to the ones that came before, will be hardpressed to fit in, even as a Sanctioned Xenos. It is highly advised you take a moment to sit with your GM and discuss things before playing a Xenos – after all, nobody likes a passive aggressive fuck mucking everything up.

For more information on the general state of being a Xenos in Imperial Space, refer to Into the Storm's Xenos Section. If a Xenos in this book has a specific talent, either created or ripped from another publication, it will be included at the end of this chapter. Most Xenos, however, will start with the Non-Imperial and Speak Not Unto The Alien trait. These will be reprinted here for convenience.

Non-imperial (Trait)

This Character was not raised amongst humans, and knows little about the culture and history of the Imperium. The laws, traditions, religion and superstitions of Mankind are unfamiliar and alien to Characters with this trait. The character suffers a -10 penalty on all Common Lore, Forbidden Lore and Scholastic Lore tests relating to the Imperium of Man.

Speak Not Unto The Alien (Trait)

This character is a member of an alien species, viewed with a mixture of fear and loathing by those of other species, and so is essentially different in form and thought that any kind of social interaction is a significant challenge.

This creature counts all Fellowship-based tests as being two steps more difficult when dealing with creatures of a species other than its own. Additionally, those of other species treat their Fellowship-based tests as being two steps more difficult when dealing with him. These penalties do not apply when dealing with individuals who have come to trust the xenos player character, for whatever reason (although the final arbitrator of this is the GM). Finally, the presence of any xenos aboard a human vessel is unsettling for the crew, and as rumours spread, discontent over the alien in their midst becomes noticeable. The continued presence of one or more xenos player characters aboard a ship reduces its Morale by 2.

The Tau

"The time for business goes hand in hand with the time for pleasure, when the company is right..."

-Shas'nel Vash'ya Sha'is, "Spacewind," House Fireblade

The Tau are a blue-skinned ungulate race from the Eastern Fringe, who would eventually carve out a tiny portion of the galaxy for themselves, calling it the Tau Empire, naming themselves "First among Equals." Further details about the Tau as a race can be found in their Codex, Farsight Enclaves Supplement, and Imperial Armour III – The Taros Campaign. Suffice it to say, an individual Tau is pretty wimpy, but they make up for it with advanced ranged weaponry that can make a techpriest blush, and battlesuits that can stand toe to toe with a spess mehreen.

The Tau concept of the Greater Good makes it a challenge to play one – how would a lone Tau or small group of Tau leave the Empire and join a Rogue Trader team? Unless the Rogue Trader and his team were extra heretical, the ideology of the Greater Good and Imperial Creed are incompatible with each other. It becomes up to the GM to determine the best way for a Tau player to join a game. The rules here, adapted from my own notes, reference an entity called the "House of Korst'la," a mercenary outfit in the Tiji Sector composed of a family of Tau and a small Dark Eldar Kabal, given "sanctioning" by the sector's Ordos Xenos, provided they act as informants and promote Imperial interests, in a sort of "We kill you last" deal. From the Battleship-turned-nightclub Studio 69, the House pursues profit legitimate or…less so. A Tau from this background, more mercenary than indoctrinated soldier, would work well with a profit-oriented Rogue Trader team. The GM, of course, has the final say on if such a background is appropriate.

To create a Tau Explorer, first generate Characteristic Scores. Select a Family Origin and House Training option, and then follow the appropriate Career Path.

Cadre Fireblade: A peerless commander of troops, who uses Orders to boost the effectiveness of those around him.

Pathfinder: A ranger and scout, who ambushes and weakens their team's prey from an advance position.

Combat Engineer: A technological-based character, whose specialized drones can provide offensive and defensive support.

Tau Family Line Origin

The Tau can often trace their family lines back to their world of origin. This world becomes a part of that Tau's name.

T'au
The core of Tau culture, and most respected, the character gains +5 Fellowship and the Air of Authority talent.

Tau'n
Headquarters of the Air Caste, the character gains +5 Agility and the Hard Target talent.

Bork'an
A great center of learning, the character gains +5 Intelligence and the Infused Knowledge talent.

Vior'la
Home of the greatest warriors of the Fire Caste, the character gains +5 Ballistic Skill and the Marksman Talent.

Fal'shia
A leading center of innovation, the character gains the Technical Knock talent and may purchase Drones according to his career for 50% normal XP cost (A 500XP drone would cost 250XP, for instance).

Dal'yth
A noted nexus of trade, the character's shrewd bargaining grants a +10 to Acquisition tests.

Sa'cea
Considered by many to be surprisingly honorable, the character gains +5 Willpower and the Duty unto Death talent.

House Training

The House of Korst'la provides its operatives with additional training in the quest for profit in the Tiji Sector.

Bounty Hunter
The character has been trained to bring in their target, dead or alive. The character gains the Search and Scrutiny skill as a Trained Skill.

Hotshot Pilot
The character has been trained in the use of vehicles and vessels. The character gains a Pilot and Drive skill of their choice as a Trained Skills.

Infiltrator
The character has been trained to acquire secrets and intelligence. The character gains the Security and Sleight of Hand skills as a Trained Skills.

Interrogator
The character has been trained to drag information out of people, willing or not. The character gains the Interrogate and Intimidate skills as Trained Skills.

Sapper
The character has been trained to bring down threats to House interests. The character gains the Demolition and Tech Use skills as Trained Skills.

Spy
The character has been trained to reach advance positions and blend in. The character gains the Shadowing and Disguise skills as a Trained Skills.

Alien Biology, Alien Mind

The Tau are considered close enough to humans that there are no special gear or equipment restrictions for them, beyond the normal limits of Exotic Weapon Training. The difficulty of Medical Tests performed on a Tau is increased by one step by those unfamiliar with Tau physiology (it is up to one's GM to determine when this applies).

Tau gain Insanity and Corruption Points as normal. This usually manifests as a breakdown of normal behavior and the Tau's beliefs, as the size and scope of the uncaring galaxy begin to get to him.

Table 1-1 Tau Characteristics	
Characteristic	**2d10+**
Weapon Skill	15
Ballistic Skill	30
Strength	20
Toughness	25
Agility	25
Intelligence	25
Perception	25
Willpower	30
Fellowship	25

Tau Characteristics

Tau Explorers roll on Table 1-1 for their Characteristics.

Starting Wounds: Tau wounds depend on their Family Origin. 1d5+1+2xTB (General), 1d5+2xTB (Tau'n), 1d5+2+2xTB (Vior'la)
Starting Fate Points: Roll 1d10. 1-2 = 1 Fate Points, 3-9 = 2 Fate Points, 10=3 Fate Points.

Tau Talents

Most of these Talents are from Only War Hammer of the Emperor or Into the Storm. They will be reprinted here.

Ambush

This character's attacks against Unaware Targets inflict 1 additional Damage for every 2 Degrees of Success on the Weapon Skill or Ballistic Skill Test beyond the first.

Bonding Knife Ritual

Talents that affect minions and underlings may also affect other player characters (such as Iron Discipline and Into the Jaws of Hell).

Fieldcraft

Gain +10 to all Concealment, Shadowing, and Silent Move tests. Treat all forests, jungles, and similar environments as open terrain.

Lock On

The character may make Dodge Reactions while maintaining an Aim Action or Overwatch Action without losing the benefits of the Action.

Stealth Sniper

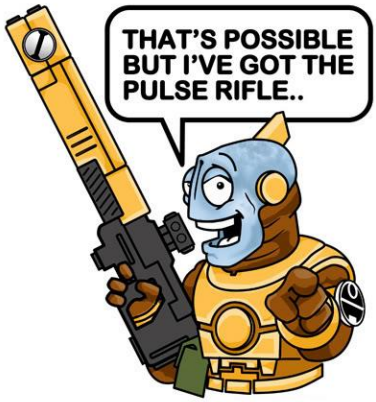
Whenever this character makes a Standard Ranged Attack Action or Ranged Called Shot Action against an enemy while he is in Cover or otherwise Concealed, he may make a Challenging (+0) Opposed Stealth Test, opposed by the Awareness Skill of any foes who might hear or see the shot. If he succeeds, he remains hidden from his enemies. The GM should adjust the Difficulty of the character's Stealth Test or the enemy's Awareness Test depending on the noise made by the weapon the character uses and any other environmental factors.

Versatile Shooter

When firing a single shot from a single Pistol, Heavy, or Vehicle weapon with the Accurate Quality and while benefitting from an Aim Action, this character treats that weapon as if it was a Basic weapon for the purposes inflicting additional Damage for additional Degrees of Success on his Ballistic Skill Test.

Vigilant

When using the Overwatch Action, this character may use his Perception Characteristic instead of his Agility Characteristic when determining whether he or his triggering target takes an Action first, as well as for any Opposed Agility Tests that Overwatch calls for him to make.



Cadre Fireblade

"Find the problem, vaporize it, and add it to the hazard pay."

-Shas'nel Vash'ya Sha'is, "Spacewind," House Fireblade

The Cadre Fireblade is a lower-ranked commander of ground troops, a Tau who has delayed Battlesuit training to serve on the front lines. As a result, their ability to command their fellows is unprecedented, their orders resounding above the din of battle to propel their squad to incredible acts. A team with a Cadre Fireblade can aim their shots to critical points, provide an unending stream of ranged fire, keep a steady advance while shooting, and even return fire at a charging enemy.

Cadre Fireblades are specifically trained in small-team skirmishes, hit and run attacks, and force multiplication. A team with a Fireblade can perform better than a much larger squad in half the time, and with half the resources expended. While the rank of Shas'nel falls below that of Shas'el and Shas'o, the air of authority they exude is no less, as with a word a Cadre Fireblade can turn a tranquil opening into a deadly fire zone.

House Fireblades, the Cadre Fireblades attached to the House of Korst'la, are attached to strike teams or detachments with specific goals in mind, and have recently been seen amongst more profit-minded (and radical) Rogue Traders in the Tiji Sector. While an invaluable combatant to have in the field, it is always wise to consider their ulterior motives, as a Fireblade in the area usually means the House of Korst'la is not far behind, ready to pounce on any opportunities created.

For those paying close attention, the Fireblade career is adapted from the Arch-Militant career, with the addition of command and orders.

Starting Skills, Talents, and Gear

Starting Skills: Command, Common Lore (War, Tau, Dark Eldar, Imperium), Dodge, Intimidate, Scholastic Lore (Code of Fire), Secret Tongue (Military), Speak Language (Tau, Dark Eldar, Low Gothic, High Gothic)

Starting Talents: Basic Weapon Training (Universal), Exotic Weapon Training (Pulse), Pistol Weapon Training (Universal), Thrown Weapon Training (Universal), Sound Constitution, Speak Not Unto the Alien

Starting Gear: Common Quality Tau Combat Armor, Graviton Data Codec, Good Craftsmanship Wal'Ther PPK, Common Craftsmanship Pulse Rifle, Photon Grenade x3

NOTE: If a Fireblade takes a Certification talent, that gear immediately becomes part of his standard Gear.

NOTE: A Fireblade may field a maximum of ONE Drone.

Cadre Fireblade Characteristic Advances

Characteristic	Simple	Intermediate	Trained	Expert
Weapon Skill	250	500	750	1,000
Ballistic Skill	100	250	500	750
Strength	500	750	1,000	2,500
Toughness	100	250	500	750
Agility	250	500	750	1,000
Intelligence	250	500	750	1,000
Perception	500	750	1,000	2,500
Willpower	250	500	750	1,000
Fellowship	100	250	500	750

Rank 1 Cadre Fireblade Advances

Advance	Cost	Type	Prerequisites
Awareness	100	Skill	
Common Lore (Imperial Guard)	100	Skill	
Forbidden Lore (Pirates)	100	Skill	
Literacy	100	Skill	
Medicae	200	Skill	
Scholastic Lore (Tactica Imperialis)	100	Skill	
Secret Tongue (Rogue Trader)	100	Skill	
Ambidextrous	200	Talent	Ag 30
Quick Draw	200	Talent	
Bloodtracker	500	Talent	
Guardian	500	Talent	Ag 40
Peer (Underworld)	500	Talent	Fel 30
Melee Weapon Training (Primitive)	500	Talent	
Bonding Knife Ritual	500	Talent	
New Order	200	Special	

Rank 2 Cadre Fireblade Advances

Advance	Cost	Type	Prerequisites
Acrobatics	200	Skill	
Awareness +10	200	Skill	Awareness
Command +10	200	Skill	Command
Common Lore (War) +10	200	Skill	Common Lore (War)
Dodge +10	200	Skill	Dodge
Intimidate +10	200	Skill	Intimidate
Tracking	200	Skill	
Catfall	200	Talent	Ag 30
Leap Up	200	Talent	Ag 30
Rapid Reload	200	Talent	
Sound Constitution x3	200	Talent	
Mighty Shot	500	Talent	BS40
Two Weapon Wielder (Ballistic)	200	Talent	BS 35, Ag 35
True Grit	200	Talent	T 40
Combat Formation	500	Talent	Int 40
Vigilant	500	Talent	Per 35
Flame Weapon Training (Universal)	500	Talent	
New Order	200	Special	

Rank 3 Cadre Fireblade Advances

Advance	Cost	Type	Prerequisites
Acrobatics +10	200	Skill	Acrobatics
Awareness +20	200	Skill	Awareness +10
Command +20	200	Skill	Command +10
Common Lore (Imperial Navy)	200	Skill	
Common Lore (War) +20	300	Skill	Common Lore (War) +20
Dodge +20	300	Skill	Dodge +10
Drive (Skimmer)	200	Skill	
Intimidate +20	200	Skill	Intimidate +10
Scholastic Lore (Tactica Imperialis) +10	300	Skill	Scholastic Lore (Tactica Imperialis)
Scholastic Lore (Code of Fire) +10	300	Skill	Scholastic Lore (Code of Fire)
Tracking +10	200	Skill	Tracking
Die Hard	200	Talent	WP 40
Rapid Reaction	200	Talent	
Sound Constitution x3	200	Talent	
Crack Shot	500	Talent	BS40
Dual Shot	500	Talent	Ag 40, Two Weapon Wielder
Iron Discipline	500	Talent	WP30, Command
Master Orator	500	Talent	Fel 30
Lock On	500	Talent	Per 40, Vigilant
New Order	200	Special	

Rank 4 Cadre Fireblade Advances

Advance	Cost	Type	Prerequisites
Acrobatics +20	200	Skill	Acrobatics +10
Carouse	200	Skill	
Ciphers (Mercenary Cant)	200	Skill	
Common Lore (Imperial Guard) +10	200	Skill	Common Lore (Imperial Guard)
Concealment	200	Skill	
Demolition	200	Skill	
Interrogate +10	200	Skill	Interrogate
Security	200	Skill	
Blind Fighting	200	Talent	Per 30
Deadeye Shot	200	Talent	BS 30
Exotic Weapon Training (Choose One)	200	Talent	
Heavy Weapon Training (Choose One) x2	200	Talent	
Sound Constitution x2	200	Talent	
Hip Shooting	200	Talent	BS 40, Ag 40
Light Sleeper	200	Talent	Per 30
Bulging Biceps	500	Talent	S 45
Air of Authority	500	Talent	Fel 30
Into the Jaws of Hell	500	Talent	Iron Discipline

Rank 5 Cadre Fireblade Advances

Advance	Cost	Type	Prerequisites
Carouse +10	200	Skill	Carouse
Climb	200	Skill	
Concealment +10	200	Skill	Concealment
Demolition	200	Skill	
Drive (Skimmer) +10	200	Skill	Drive (Skimmer)
Interrogate +20	200	Skill	Interrogate +10
Scholastic Lore (Tactica Imperialis) +20	300	Skill	Scholastic Lore (Tactica Imperialis) +10
Scholastic Lore (Code of Fire) +20	300	Skill	Scholastic Lore (Code of Fire) +10
Shadowing	200	Skill	
Nerves of Steel	200	Talent	
Paranoia	200	Talent	
Combat Master	500	Talent	WS 30
Gunslinger	500	Talent	BS 40, Two Weapon Wielder
Hardy	200	Talent	T 40
Independent Targeting	500	Talent	BS 40
Jaded	500	Talent	WP 30
Marksman	500	Talent	BS 35
Command Link Drone Certification, Drone Slot (1)	500	Special	

Rank 6 Cadre Fireblade Advances

Advance	Cost	Type	Prerequisites
Concealment +20	200	Skill	Concealment +10
Contortionist	200	Skill	
Climb +10	200	Skill	Climb
Demolition +20	200	Skill	Demolition +10
Forbidden Lore (Pirates) +10	200	Skill	Forbidden Lore (Pirates)
Search	200	Skill	
Shadowing +10	200	Skill	Shadowing
Survival	200	Skill	
Wrangling	200	Skill	
Concealed Cavity	200	Talent	
Fearless	500	Talent	
Sound Constitution x2	200	Talent	
Talented (Choose One)	200	Talent	
Cleanse and Purify	500	Talent	Flame Weapon Training (Univ.)
Duty Unto Death	500	Talent	WP 45
Heightened Senses (Sight)	500	Talent	
Iron Jaw	500	Talent	T40
Sharpshooter	500	Talent	BS40, Deadeye Shot
Sprint	500	Talent	
XV-22 Certification	750	Special	

Rank 7 Cadre Fireblade Advances

Advance	Cost	Type	Prerequisites
Contortionist +10	200	Skill	Contortionist
Forbidden Lore (Pirates) +20	200	Skill	Forbidden Lore (Pirates) +10
Search +10	200	Skill	Search
Shadowing +20	200	Skill	Shadowing +10
Silent Move +10	200	Skill	Silent Move
Survival +10	200	Skill	Survival
Tech Use	200	Skill	
Trade (Armourer)	200	Skill	
Master and Commander	200	Talent	Int 35, Fel 35
Hard Target	200	Talent	Ag 40
Sound Constitution x2	200	Talent	
Combat Sense	500	Talent	Per 40
Last Man Standing	300	Talent	Nerves of Steel
Lightning Reflexes	500	Talent	
Logis Implant	500	Talent	
Step Aside	500	Talent	Ag 40, Dodge

Rank 8 Cadre Fireblade Advances

Advance	Cost	Type	Prerequisites
Contortionist +20	200	Skill	Contortionist +10
Search +20	200	Skill	Search +10
Silent Move +20	200	Skill	Silent Move +10
Wrangling +10	200	Skill	Wrangling
Exotic Weapon Training (Choose One)	200	Talent	
Orthoproxy	200	Talent	
Sound Constitution x2	200	Talent	
Talented (Choose One)	200	Talent	
Dark Soul	500	Talent	
Good Reputation (Underworld)	500	Talent	Peer (Underworld), Fel 45
Swift Attack	500	Talent	WS 35
Void Tactician	500	Talent	Int 35
Versatile Shooter	500	Talent	Sharpshooter

Pathfinder

"Strike hard. Strike fast. Leave before you are seen."

-Archon Khodexus, on how every mission should be ideally performed.

The Pathfinder is a scout and ranger without peer, adept at reaching advance positions and providing support to his team, usually via heavy weaponry or Markerlight pinpointing. A team with a Pathfinder can operate further and faster than a team without, as the Pathfinder picks out high priority targets to be destroyed.

A Pathfinder is often a solitary individual, who must understand the fact that they will be isolated from their team in a sniper position or advance target prioritization position. They risk being the first to be found and killed, alerting the enemy to an impending attack. Only the best survive or even prosper in this role, eventually joining the ranks of the Stealth Teams.

Pathfinders of the House of Korst'la are deployed in advance of landing parties to scout out anything of potential values, to mark these zones for Phantomfish landing. A Pathfinder on one's team means near perfect intelligence of what's ahead, and the ability to counter any enemy's strengths. Some Rogue Traders may harbor concerns that the Pathfinder doesn't share EVERYTHING, with concentrated data bursts sent out to unknown locations at times, but their utility allays such doubts, at least until after the mission.

For those paying close attention, the Pathfinder career is adapted from the Kroot Mercenary career, with the addition of drones and sniper talents.

Starting Skills, Talents, and Gear

Starting Skills: Awareness, Concealment, Dodge, Silent Move, Shadowing, Navigate (Surface), Speak Language (Tau, Dark Eldar, Low Gothic, High Gothic)

Starting Talents: Basic Weapon Training (Universal), Exotic Weapon Training (Pulse), Pistol Weapon Training (Universal), Speak Not Unto the Alien

Starting Gear: Tau Recon Armor, Graviton Data Codec, Good Quality Wal'Ther PPK, Common Quality Pathfinder Pulse Carbine, Photon Grenade x3

NOTE: If a Pathfinder takes a Certification talent, that gear immediately becomes part of his standard Gear.

NOTE: A Pathfinder may buy as many drones as he wants, but can field only one at a time during missions. Drones not brought on missions are left on ship or other safe place, away from the battlefield.

Pathfinder Characteristic Advances

Characteristic	Simple	Intermediate	Trained	Expert
Weapon Skill	500	750	1,000	2,500
Ballistic Skill	250	500	750	1,000
Strength	500	750	1,000	2,500
Toughness	250	500	750	1,000
Agility	100	250	500	750
Intelligence	100	250	500	750
Perception	100	250	500	750
Willpower	250	500	750	1,000
Fellowship	250	500	750	1,000

Rank 1 Pathfinder Advances

Advance	Cost	Type	Prerequisites
Awareness	100	Skill	
Climb	100	Skill	
Common Lore (War)	100	Skill	
Concealment	100	Skill	
Dodge	100	Skill	
Intimidate	100	Skill	
Silent Move	100	Skill	
Tracking	100	Skill	
Survival	100	Skill	
Wrangling	100	Skill	
Forbidden Lore (Xenos)	200	Skill	
Peer (Underworld)	500	Talent	Fel 30
Polyglot	200	Talent	

Rank 2 Pathfinder Advances

Advance	Cost	Type	Prerequisites
Acrobatics	200	Skill	
Barter	200	Skill	
Climb +10	200	Skill	Climb
Concealment +10	200	Skill	Concealment
Dodge +10	200	Skill	
Navigate (Surface) +10	200	Skill	Navigate (Surface)
Scrutiny	200	Skill	
Search	200	Skill	
Silent Move +10	200	Skill	Silent Move
Survival +10	200	Skill	Survival
Swim	200	Skill	
Exotic Weapon Training (Choose One) x3	200	Talent	
Sound Constitution x3	200	Talent	
Marksman	200	Talent	BS 35

Rank 3 Pathfinder Advances

Advance	Cost	Type	Prerequisites
Acrobatics +10	200	Skill	Acrobatics
Awareness +10	200	Skill	Awareness
Barter+10	200	Skill	Barter
Climb +20	200	Skill	Climb +10
Concealment +20	200	Skill	Concealment +10
Dodge +20	200	Skill	Dodge +10
Drive (Skimmer)			
Intimidate +10	200	Skill	Intimidate
Navigate (Surface) +20	200	Skill	Navigate (Surface) +10
Scrutiny +10	200	Skill	Scrutiny
Search +10	200	Skill	Search
Silent Move +20	200	Skill	Silent Move +10
Survival +20	200	Skill	Survival +10
Swim +10	200	Skill	Swim
Deadeye Shot	500	Talent	BS 30
Sprint	200	Talent	
Pulse Accelerator Drone Certification, Drone Slot (1)	500	Special	

Rank 4 Pathfinder Advances

Advance	Cost	Type	Prerequisites
Acrobatics +20	200	Skill	Acrobatics +10
Awareness +20	200	Skill	Awareness +10
Barter+20	200	Skill	Barter +10
Common Lore (War) +10	200	Skill	Common Lore (War)
Contortionist +20	200	Skill	Contortionist +10
Forbidden Lore (Xenos) +10	200	Skill	Forbidden Lore (Xenos)
Gamble			
Scrutiny +20	200	Skill	Scrutiny +10
Search +20	200	Skill	Search +10
Bloodtracker	200	Talent	
Catfall	200	Talent	Ag 30
Combat Sense	500	Talent	Per 40
Fieldcraft	500	Talent	
Sharpshooter	500	Talent	BS 40, Deadeye Shot
Stealth Sniper	500	Talent	
Grav Inhibitor Drone Certification	500	Special	

Rank 5 Pathfinder Advances

Advance	Cost	Type	Prerequisites
Ciphers (Mercenary Cant)	200	Skill	Acrobatics +10
Common Lore (War) +20	200	Skill	Common Lore (War) +10
Drive (Skimmer) +10	200	Skill	Drive (Skimmer)
Forbidden Lore (Xenos) +10	200	Skill	Forbidden Lore (Xenos)
Wrangling +10	200	Skill	Wrangling
Exotic Weapon Training (Choose One)	200	Talent	
Hard Target	200	Talent	Ag 40
Hardy	200	Talent	T 40
Light Sleeper	200	Talent	Per 30
Ambush	500	Talent	
Mighty Shot	500	Talent	BS 40
XV-15 Stealth Suit Certification	500	Special	

Rank 6 Pathfinder Advances

Advance	Cost	Type	Prerequisites
Deceive	200	Skill	
Intimidate +20	200	Skill	Intimidate +10
Drive (Skimmer) +20	200	Skill	Drive (Skimmer) +10
Quick Draw	200	Skill	
Resistance (Fear)	200	Skill	
Talented (Dodge)	200	Skill	
Talented (Silent Move)	200	Talent	
Talented (Concealment)	200	Talent	
Step Aside	200	Talent	T 40
Heightened Senses (Sight)	300	Talent	
Heightened Senses (Hearing)	300	Talent	
Hip Shooting	200	Talent	BS 40 Ag 40
Leap Up	200	Talent	Ag 30
Recon Drone Certification	600	Special	

Rank 7 Pathfinder Advances

Advance	Cost	Type	Prerequisites
Carouse	200	Skill	
Ciphers (Mercenary Cant) +10	200	Skill	Ciphers (Mercenary Cant)
Deceive +10	200	Skill	Deceive
Gamble +10	200	Skill	Gamble
Wrangling +20	200	Skill	Wrangling +10
Sound Constitution x3	200	Talent	
Peer (Mercenaries)	200	Talent	
Flame Weapon Training (Universal)	500	Talent	
Pistol Weapon Training (Universal)	500	Talent	
Exotic Weapon Training (Universal) x2	200	Talent	

Rank 8 Pathfinder Advances

Advance	Cost	Type	Prerequisites
Carouse +10	200	Skill	Carouse
Ciphers (Mercenary Cant) +20	200	Skill	Ciphers (Mercenary Cant) +10
Deceive +20	200	Skill	Deceive +10
Gamble +20	200	Skill	Gamble +10
Swim +20	200	Skill	Swim +10
Die Hard	200	Talent	WP 40
Duty Unto Death	500	Talent	WP 45
Good Reputation (Mercenaries)	500	Talent	Peer (Mercenaries), Fel 45
Good Reputation (Underworld)	500	Talent	Peer (Underworld), Fel 45
Versatile Shooter	500	Talent	Sharpshooter
Unnatural Perception x2	800	Talent	

Combat Engineer

"Shhhhh. Just let your inevitable doom happen,"

-Fio'El Fal'Shia Kais, Combat Engineer, comforting an enemy in the sights of her Drones.

The Combat Engineer is an Earth Caste Tau who takes to the field in a hybrid combat and support role. While of little offensive use themselves, the Combat Engineer is able to bring a wide variety of artificial-intelligence Drones to the field. Gun Drones provide anti-infantry strength, while Missile Drones can harass the monstrous creatures of the galaxy. The Combat Engineer an also bring to bear a Shield Drone to protect her allies, or a Technical Drone to augment their prodigious skills at manipulating technology.

Combat Engineers tend to be different from their Earth Caste brethren, as the rush of combat requires a completely different mindset to the laboratories and libraries most Earth Caste are accustomed to. It also requires a heavy focus on maintaining one's drones to ensure a successful mission – a Combat Engineer isolated from their drones is nothing more than a fun-sized snack.

Combat Engineers from the House of Korst'la can be found across the criminal underworld, offering their services to those that a Techpriest would never deign to associate with. It takes a hard man to stomach an Abominable Intelligence in a floating disk, a harder one yet to keep his poker face when under the watchful glare of a small legion of them.

For those paying close attention, the Combat Engineer career is almost verbatim the Explorator class, with the addition of Drones and removal of Admech stuff. Also if anyone has a better picture to put in this section, it would be rather helpful, because I'm pretty sure now that this one is of that cancerous tumor Xeno.

Starting Skills, Talents, and Gear

Starting Skills: Common Lore (Tech), Literacy, Logic, Speak Language (Tech Lingua), Tech Use, Speak Language (Tau, Dark Eldar, Low Gothic, High Gothic)

Starting Talents: Basic Weapon Training (Universal), Exotic Weapon Training (Pulse), Pistol Weapon Training (Universal), Logis Implant, Speak Not Unto the Alien

Starting Trait: Earth Caste Implants (Equivalent to Mechanicus Implants, just less obtrusive)

Starting Gear: Tau Recon Armor, Graviton Data Codec, Good Quality Wal'Ther PPK, Drone Slot (1), DX-4 Technical Drone

NOTE: If an Engineer takes a Certification talent, that gear immediately becomes part of her standard Gear.

NOTE: An Engineer may buy as many drones as she wants, but can field only as many as she has Drone Slots. Drones not brought on missions are left on ship or other safe place, away from the battlefield.

Combat Engineer Characteristic Advances

Characteristic	Simple	Intermediate	Trained	Expert
Weapon Skill	500	750	1,000	2,500
Ballistic Skill	250	500	750	1,000
Strength	100	250	500	750
Toughness	100	250	500	750
Agility	500	750	1,000	2,500
Intelligence	100	250	500	750
Perception	500	750	1,000	2,500
Willpower	250	500	750	1,000
Fellowship	250	500	750	1,000

Rank 1 Combat Engineer Advances

Advance	Cost	Type	Prerequisites
Awareness	100	Skill	
Common Lore (Tech)	100	Skill	
Drive (Ground Vehicle)	100	Skill	
Forbidden Lore (Archeotech)	100	Skill	
Literacy	100	Skill	
Logic	200	Skill	
Scholastic Lore (Astromancy)	100	Skill	
Secret Tongue (Tech)	100	Skill	
Trade (Armourer)	100	Skill	
Autosanguine	200	Talent	
Logis Implant	200	Talent	
Sound Constitution x2	200	Talent	Ag 40
Peer (Underworld)	500	Talent	Fel 30
Gun Drone Certification	500	Special	

Rank 2 Combat Engineer Advances

Advance	Cost	Type	Prerequisites
Awareness +10	200	Skill	Awareness
Common Lore (Tech) +10	200	Skill	Common Lore (Tech)
Forbidden Lore (Archeotech)+10	200	Skill	Forbidden Lore (Archeotech)
Dodge			
Logic +10	200	Skill	Logic
Medicae	200	Skill	
Scholastic Lore (Astromancy) +10	200	Skill	Scholastic Lore (Astromancy)
Tech Use +10	200	Skill	Tech Use
Binary Chatter	200	Talent	
Electro Graft Use	200	Talent	
Ferric Lure	200	Talent	E.C. Implants
Luminen Charge	200	Talent	E.C. Implants
Prosanguine	200	Talent	
Sound Constitution x2	200	Talent	
Technical Knock	500	Talent	
Total Recall	200	Talent	
Maglev Grace	500	Talent	
Pistol Weapon Training (Universal)	500	Talent	
Marker Drone Certification	500	Special	

Rank 3 Combat Engineer Advances

Advance	Cost	Type	Prerequisites
Chem Use	200	Skill	
Common Lore (Your Sector Here)	200	Skill	
Common Lore (Tech) +20	200	Skill	Common Lore (Tech) +10
Dodge +10			Dodge
Forbidden Lore (Archeotech) +20	200	Skill	Forbidden Lore (Archeotech) +10
Medicae +10	200	Skill	Medicae
Navigate (Surface)	200	Skill	
Tech Use +20	200	Skill	Tech Use +10
Feedback Screech	200	Talent	E.C. Implants
Luminen Shock	200	Talent	E.C. Implants
Nerves of Steel	200	Talent	
Sound Constitution	200	Talent	
Gun Blessing	500	Talent	E.C. Implants
The Flesh is Weak 1	500	Talent	E.C. Implants
Maglev Transcendence	500	Talent	
Shield Drone Certification, Drone Slot (2)	500	Special	

Rank 4 Combat Engineer Advances

Advance	Cost	Type	Prerequisites
Chem Use +10	200	Skill	Chem Use
Common Lore (Your Sector Here) +10	200	Skill	Common Lore (Your Sector Here)
Common Lore (War) +10	200	Skill	Common Lore (War)
Drive (Ground Vehicle) +10			Drive (Ground Vehicle)
Drive (Skimmer)	200	Skill	
Medicae +20	200	Skill	Medicae +10
Scholastic Lore (Astromancy) +10	200	Skill	Scholastic Lore (Astromancy)
Scholastic Lore (Chemistry)	200	Skill	
Concealed Cavity	200	Talent	
Luminen Blast	200	Talent	E.C. Implants
Sound Constitution x2	200	Talent	
Talented (Tech Use)	200	Talent	
Exotic Weapon Training (Choose One)	500	Talent	
Ferric Summons	500	Talent	E.C. Implants, Ferric Lure
The Flesh is Weak 2	500	Talent	The Flesh is Weak 1
Machinator Array	500	Talent	E.C. Implants
Rite of Awe	500	Talent	E.C. Implants

Rank 5 Combat Engineer Advances

Advance	Cost	Type	Prerequisites
Chem Use +20	200	Skill	Chem Use +10
Common Lore (Imperial Navy)	200	Skill	
Navigate (Surface) +10	200	Skill	Navigate (Surface)
Pilot (Flyer)			
Scholastic Lore (Astromancy) +20	200	Skill	Scholastic Lore (Astromancy) +10
Scholastic Lore (Chemistry) +10	200	Skill	Scholastic Lore (Chemistry)
Scholastic Lore (Code of Fire)	200	Skill	Scholastic Lore (Code of Fire)
Trade (Archaeologist)	200	Skill	
Electrical Succour	200	Talent	
Rapid Reload	200	Talent	
Sound Constitution x2	200	Talent	
The Flesh is Weak 3	500	Talent	The Flesh is Weak 2
Heavy Weapons Training (Choose One)	500	Talent	
Infused Knowledge			Int 40
Master Enginseer	500	Talent	Tech Use +10, E.C. Implants
Rite of Fear	500	Talent	E.C. Implants
Missile Drone Certification, Drone Slot (3)	600	Special	

Rank 6 Combat Engineer Advances

Advance	Cost	Type	Prerequisites
Common Lore (Imperial Navy) +10	200	Skill	Common Lore (Imperial Navy)
Navigate (Surface) +20	200	Skill	Navigate (Surface) +10
Pilot (Flyer) +10	200	Skill	Pilot (Flyer)
Pilot (Spacecraft)			
Scholastic Lore (Chemistry) +20	200	Skill	Scholastic Lore (Chemistry) +10
Scholastic Lore (Code of Fire) +10	200	Skill	Scholastic Lore (Code of Fire)
Trade (Archaeologist) +10	200	Skill	Trade (Archaeologist)
Trade (Armourer) +10	200	Skill	Trade (Armourer)
Trade (Shipwright)	200	Skill	
Iron Jaw	200	Talent	T40
Sound Constitution	200	Talent	
The Flesh is Weak 4	500	Talent	The Flesh is Weak3
Deadeye Shot	500	Talent	BS 30
Energy Cache	500	Talent	E.C. Implants
XV-16-2 Technical Armor Certification	500	Special	

Rank 7 Combat Engineer Advances

Advance	Cost	Type	Prerequisites
Awareness +20	200	Skill	Awareness +10
Command	200	Skill	
Common Lore (Your Sector Here) +20	200	Skill	Common Lore (Your Sector Here) +10
Dodge +20	200	Skill	Dodge +10
Drive (Skimmer) +10	200	Skill	Drive (Skimmer)
Evaluate	200	Skill	
Navigate (Stellar)	200	Skill	
Scholastic Lore (Numerology)	200	Skill	
Ambidextrous	200	Talent	Ag 30
Sound Constitution x2	200	Talent	
Heightened Senses (Choose One)	200	Talent	
Flame Weapon Training (Universal)	500	Talent	
Mighty Shot	500	Talent	BS 40
Master Chirurgeon	500	Talent	Medicae +10
Step Aside	500	Talent	Ag 40, Dodge

Rank 8 Combat Engineer Advances

Advance	Cost	Type	Prerequisites
Command +10	200	Skill	Command
Drive (Skimmer) +20	200	Skill	Drive (Skimmer) +10
Evaluate +10	200	Skill	Evaluate
Navigate (Stellar) +10	200	Skill	Navigate (Stellar)
Scholastic Lore (Numerology) +10	200	Skill	Scholastic Lore (Numerology)
Heightened Senses (Choose One)	200	Talent	
Iron Discipline	200	Talent	WP 30, Command
Sound Constitution x2	200	Talent	
Enhanced Bionic Frame	500	Talent	Machinator Array
Exotic Weapon Training (Choose One)	500	Talent	
Hip Shooting	500	Talent	BS 40, Ag 40
Independent Targeting	500	Talent	BS 40
Marksman	500	Talent	BS 35
Thrown Weapon Training (Universal)	500	Talent	
Two Weapon Wielder (Ballistic)	500	Talent	BS 35, Ag 35
Void Tactician	500	Talent	Int 35
Good Reputation (Underworld)	500	Talent	Peer (Underworld), Fel 45

The Eldar

"I wonder what the death of a Craftworld feels like?"

-Zaill Krallic, Dark Eldar Kabalite

The Eldar are tall and lithe xenos with slim frames, pointed ears, and incredible agility. After retreating from the core of their galaxy-spanning empire due to a night of hard partying, free-flowing space cocaine, and the birth of a little thing called Slaanesh, the Craftworld Eldar have devoted themselves to being generally moody and insufferable pricks.

The Eldar call themselves masters of light and energy, and to a point this is quite true. Eldar Laser weaponry tends to be much more advanced and streamlined than the Imperium, while their most powerful guns call upon the warp itself. It is this connection to the warp that further augments the Eldar, whose psykers can see the future and all the paths that lead from it. Sometimes, their predictions might even be right.

Further details about the Eldar can be found in their Codex and Iyanden Codex Supplement. Imperial Armour 11 should also be consulted, due to the fact that it discusses the Eldar Corsairs, the playable Eldar career in this book. The Eldar Corsair was chosen because it is a "pathless" Eldar – essentially a blank slate for a player to customize their path throughout the game. It is not unknown for a Corsair to rejoin a craftworld and mantle an aspect, and the greatest corsairs ultimately mantle several to become a feared Corsair Prince. In the Eastern Fringe, the Eldar Craftworld Iyanden has been known to be seen, which offers a potential origin for your poncy space elf.

To create an Eldar Explorer, first generate Characteristic Scores. Select a Craftworld Origin and Void Dreaming option, and then follow the Corsair Career Path. Remember that the Corsair Career Path can be augmented by Alternate Ranks, granting the Eldar Explorer the strength of multiple Aspects to call upon.

Craftworld Origin

Most Eldar alive can trace their birth to a specific craftworld floating in the void. The experience of growing up in each is unique, and colors the Eldar for the rest of his life.

Alaitoc
The Eldar of Alaitoc specialize in killing from afar, and produce more Rangers and snipers than the other Craftworlds. The character gains +5 BS and the Marksman Talent.

Biel-Tan
Biel-Tan fields more Aspect Warriors than any other Craftworld, and their dedication to the varied killing arts is unmatched. The character gains +5 WS and the Combat Master Talent.

Iyanden
Iyanden has suffered under Tyranid invasions and Ork WAAAGHs, and now most of their population is Wraith construct. The character gains +5 Toughness and the Die Hard Talent.

Saim-Hann
Saim-Hann espouses SPEED in all aspects of life, especially in their lightning fast raids against enemies. The character gains +5 Agility and the Hotshot Pilot Talent.

Ulthwe
Ulthwe is renowned for its Farseers, who are nearly unerring in their predictions, and for its shock troops, the Storm and Black Guardians. The character gains +5 Willpower and the Armour of Contempt talent.

Yme-Loc
Yme-Loc houses skilled artisans and smiths, as well as numerous Titanforges and Vehicle foundries. The character gains +5 Intelligence and the Technical Knock talent.

Void Dreaming

Upon abandoning the Craftworlds for a life in the stars, the Eldar picks up idiosyncracies and skills that serve him in his travels.

Raider
Be it Jetbike or Falcon, Vyper or Nightwing, the character learned to fly, or die. The character gains a Pilot and Drive skill of his choice.

Pathfinder
Isolated from their squads, the Eldar must learn to track and plot the best path to their enemies. The character gains the Survival and Tracking skills.

Voidstorm Initiate
Trained as a shock trooper in the armies of the Corsairs, the character is adept at frontline combat. The character gains the Medicae and Demolition skills.

Bladesworn Initiate
Learning from the Bladesworn, the bodyguards of Corsair Princes, can be a daunting, but rewarding task. The character gains the Intimidate and Command skills.

Interpreter
Dealing with the “lesser races” of the galaxy is a dirty job, but someone has to do it. The character gains the Disguise skill, and two Speak Language skills of their choice.

Alien Biology, Alien Mind

The Eldar are considered close enough to humans that there are no special gear or equipment restrictions for them, beyond the normal limits of Exotic Weapon Training. Armor not meant for an Eldar might need some resizing though. The difficulty of Medical Tests performed on an Eldar is increased by one step by those unfamiliar with Eldar physiology (it is up to one’s GM to determine when this applies). Eldar cybernetics, however, tend to be psychically charged wraithbone rather than metal.

Eldar gain Insanity and Corruption Points as normal. Corruption is really bad for them, because when they reach 100 corruption Slaanesh steals their soul and they explode. (Okay not really but fuck Eldar. You still make a new dude at 100 corruption.)

Table 1–2: Corsair Characteristics	
Characteristic	**2d10+**
Weapon Skill	25
Ballistic Skill	25
Strength	25
Toughness	20
Agility	30
Intelligence	25
Perception	25
Willpower	30
Fellowship	20

Corsair Characteristics

Eldar Explorers roll on Table 1-2 for their Characteristics.

Starting Wounds: 1d5+1+2xTB

Starting Fate Points: Roll 1d10. 1-3 = 1 Fate Points, 4-8 = 2 Fate Points, 9-10=3 Fate Points.

Corsair Traits

While a good number of these are ripped from Only War or Soul Reaver when applicable (Dark Eldar and Corsairs are similar to a point), a number of them are adapted from the 6th Edition Codex.

Keen Senses

All Corsair characters begin with the Heightened Senses (Sight, Hearing) and the Dark Sight Trait.

Matchless Grace

All Corsair characters begin with the Catfall and Sprint Talents, and the Unnatural Agility (x2) Trait.

Ancient Doom

All Corsair characters begin with the Hatred (Forces of Slaanesh) Talent. However, any Fear tests caused by forces of Slaanesh are considered one step harder (Fear 1 becomes Fear 2, for instance).

Corsair Talents

Ambush of Blades

The Explorer has focused his efforts in the swirling art of melee. Melee Weapons used by the character have the Tearing Quality. If the weapon already has the Tearing Quality, then it gains Razor Sharp instead (Applied before any modifiers to Pen)

Bladestorm

Shuriken weaponry gains additional strength in the hands of one trained in their use. When wielding a Shuriken weapon (Shuriken Pistol, Shuriken Catapult and Dire Avenger variant, Shuriken Cannon), any confirmed Righteous Fury damage rolls are resolved at Pen 12 instead of the weapon's normal Penetration value.

Battle Focus

The Eldar are widely known as fast and agile. The character may fire a Pistol or Basic weapon, with all normal bonuses, after performing the Run Action. This may not be performed for Heavy weapons unless the weapon is Auto-Stabilized. This talent has no effect when riding a vehicle.

Corsair Jetpack Expertise

The Corsair has begun to understand the intricacies of the Corsair Jetpack, and its uses in a sustained firefight. The Corsair gains the Auto-Stabilized Trait as long as he is wearing his Jetpack, and Acrobatics tests to escape melee combat are made as a Free Action instead of a Half.

Corsair Jetpack Mastery

The Corsair has mastered the art of the Corsair Jetpack, granting him unprecedented control as he surges through the air. The Corsair gains an additional Move action while wearing a Corsair Jetpack. Essentially, the Corsair may move into combat, perform an attack, and move out of combat into cover.

Corsair Weapon Training

The Corsair is trained in the common tools of death used in the void and on missions. This comprises Exotic Weapon Training (Shuriken), Exotic Weapon Training (Lasblaster), and Exotic Weapon Training (Void Sabre).

Felarch

Now a veteran of many campaigns and battles, the Felarch can augment his allies's experience with the many years of his own. Whenever the GM hands out Experience to the Explorers, each gains an additional 50 XP.

Gyrinx Bond

Where it came from, nobody knows. It just kind of appeared one day. While annoying when they sit on cogitator interface terminals and claw at the upholstery, the Corsair loves his new feline pet, the desire to hug and cuddle the shit out of it overwhelming. The Corsair gains a Gyrinx pet. If it dies, well whaddya know, it secretly had a kitten!

Sidearm

When armed with a pistol in one hand and melee weapon in the other (both of which the character could normally use single-handed), the character reduces the penalty for Two-Weapon Fighting by 10 (so –20 would drop to –10). If taken with the Ambidextrous Talent, this drops the penalty to 0.

Grynix Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
24	—	13	11	43	20	40	20	35

Movement: 4/8/12/24 **Wounds:** 5
Skills: Awareness (Per), Concealment (Ag) +20, Silent Move (Ag) +20.
Talents: None.
Traits: Dark-sight, Natural Weapons, Quadruped, Size (Puny), Telepathic Bond†, Mental Alacrity††.
Weapons: Claws (1d5+1 R; primitive).
Gear: None.
†Telepathic Bond: A person can, over time, befriend and form a bond with a grynix—in fact this seems to be the key goal of the grynix, though why is not known. Once a character has befriended the creature the bond forms. Within few hours the character gains a telepathic link to the grynix and can communicate with it (it cannot talk normally but can communicate via emotions and images). This telepathic bond functions over a number of kilometres equal to the character's Intelligence Bonus. Additionally, if the character is a psyker the grynix benefits from any powers that affect, protect or enhance the character as long as they are no more than two meters apart. Psykers can also use powers that enhance senses or perform detection through the grynix (counting their location as if it were that of the grynix) as long as they are in telepathic range of the creature. While in physical contact with its owner a psyker bonded to the grynix counts it as a Psychic Focus (see page 146 of **Rogue Trader**).
††Mental Alacrity: Grynix have keen alien minds, something they pass on to their bonded companion. Characters bonded to grynix gains +10 to Intelligence Tests while in contact with the creature, (i.e., stroking it while reading a book). Furthermore, the creature's quick reactions enhance its bond, and as long as the grynix is within telepathic range of its owner he gains a +4 to Initiative Rolls.

Eldar Corsair

"Elves...in space. Dat jus' ain't proppa."

- Librarian-Dreadnought Wurrza Zzappar, Veteran of a legendary Deathwatch Kill Team.

The Eldar Corsair is, at heart, a raider and rogue. Specializing in swift attacks on the frontline, Bahzhakhain (Tempest of Blades) in the Eldar Language, the Corsair can jump into a conflagration, surgically neutralize the problem, and be gone before the enemy realizes there is a problem. The better a Corsair is, the faster he finds himself promoted, first to the Voidstorm Shock Troops, then to the Bladesworn Bodyguards of the Corsair Prince himself. Eventually, a Corsair can gain so much power he may become a Prince himself.

A Corsair may pursue ranged mastery, melee mastery, or even a mix of both. Sometimes, however, the Corsair tires of an uninhibited life, and returns to the Craftworlds to briefly embrace the discipline of the Paths. When he eventually returns to a life in the void, he brings with him new skills and abilities to better make a name for himself.

Corsairs make for powerful but ephemeral allies for a Rogue Trader. Often the deal is brokered at gunpoint, and while a Rogue Trader may be willing to pay, the Corsair may not necessarily be willing to listen. Many are the bar-room stories of a Corsair betraying their erstwhile "allies" in the heat of battle when a contract runs out, or even if it grants the Corsair more power. Is it worth the risk?

Functionally, consider the Corsair career initially a mix between an Arch Militant and a Void Master, with ways to specialize in ranged combat, melee combat, and piloting. Some ranks can be switched out for Aspect Paths. Choose carefully.

Starting Skills, Talents, and Gear

Starting Skills: Acrobatics, Awareness, Common Lore (War), Pilot (Personal), Dodge, Speak Language (Eldar, Dark Eldar, Low Gothic, High Gothic)

Starting Talents: Corsair Weapon Training, Hard Target, Melee Weapon Training (Universal)

Starting Traits: Ancient Doom, Keen Senses, Matchless Grace, Non-Imperial, Speak Not Unto The Alien

Starting Gear: Corsair Jetpack, Corsair Armour, Good Craftsmanship Shuriken Pistol, Best Craftsmanship Eldar Chainsword or Common Quality Void Sabre, Good Craftsmanship Lasblaster or Common Craftsmanship Shuriken Catapult, 3 Eldar Plasma Grenades, Spirit Stone

Eldar Corsair Characteristic Advances

Characteristic	Simple	Intermediate	Trained	Expert
Weapon Skill	100	250	500	750
Ballistic Skill	100	250	500	750
Strength	250	500	750	1,000
Toughness	500	750	1,000	2,500
Agility	100	250	500	750
Intelligence	500	750	1,000	2,500
Perception	250	500	750	1,000
Willpower	250	500	750	1,000
Fellowship	250	500	750	1,000

Rank 1 Corsair Advances

Advance	Cost	Type	Prerequisites
Common Lore (Your Sector Here)	100	Skill	
Forbidden Lore (Pirates)	100	Skill	
Literacy	100	Skill	
Intimidate	100	Skill	
Forbidden Lore (Xenos)	100	Skill	
Trade (Voidfarer)	100	Skill	
Ambidextrous	200	Talent	
Nerves of Steel	200	Talent	
Leap Up	200	Talent	Ag 30
Quick Draw	200	Talent	
Thrown Weapon Training (Universal)	500	Talent	
Pistol Weapon Training (Universal)	500	Talent	
Exotic Weapon Training (Choose One)	500	Talent	
Bladestorm	500	Talent	

Rank 2 Corsair Advances

Advance	Cost	Type	Prerequisites
Common Lore (War) +10	200	Skill	Common Lore (War)
Forbidden Lore (Pirates) +10	200	Skill	Forbidden Lore (Pirates)
Intimidate +10	200	Skill	Intimidate
Pilot (Personal) +10	200	Skill	Pilot (Personal)
Awareness +10	200	Skill	Awareness
Acrobatics +10	200	Skill	Acrobatics
Dodge +10	200	Skill	Dodge
Carouse	200	Skill	
Gamble	200	Skill	
Deceive	200	Skill	
Navigate (Surface)	200	Skill	
Tracking	200	Skill	
Rapid Reaction	200	Talent	Ag 40
Sound Constitution	200	Talent	
Deadeye Shot	200	Talent	BS 30
Two Weapon Wielder (Ballistic)	200	Talent	BS 35, Ag 35
Lightning Reflexes	500	Talent	
Basic Weapon Training (Universal)	500	Talent	
Battle Focus	500	Talent	

Rank 3 Corsair Advances

Advance	Cost	Type	Prerequisites
Forbidden Lore (Pirates) +20	200	Skill	Forbidden Lore (Pirates) +10
Intimidate +20	200	Skill	Intimidate +10
Pilot (Personal) +20	200	Skill	Pilot (Personal) +10
Forbidden Lore (Xenos) +10	200	Skill	Forbidden Lore (Xenos)
Gamble +10	200	Skill	Gamble
Deceive +10	200	Skill	Deceive
Navigate (Surface) +10	200	Skill	Navigate (Surface)
Common Lore (Your Sector Here) +10	200	Skill	Common Lore (Your Sector Here)
Drive (Walker)	200	Skill	
Medicae	200	Skill	
Sleight of Hand	200	Skill	
Marksman	200	Talent	BS 35
Jaded	200	Talent	
Dual Strike	200	Talent	Ag 40, Two Weapon Wielder
Combat Master	200	Talent	WS 30
Two Weapon Wielder (Melee)	200	Talent	
Rapid Reload	200	Talent	
Crushing Blow	500	Talent	S 40
Swift Attack	500	Talent	
Exotic Weapon Training (Choose One)	500	Talent	
Ambush of Blades	500	Talent	

Rank 4 Corsair Advances

Advance	Cost	Type	Prerequisites
Awareness +20	200	Skill	Awareness +10
Acrobatics +20	200	Skill	Acrobatics +10
Dodge +20	200	Skill	Dodge +10
Navigate (Surface) +20	200	Skill	Navigate (Surface) +10
Medicae +10	200	Skill	Medicae
Sleight of Hand +10	200	Skill	Sleight of Hand
Drive (Walker) +10	200	Skill	Drive (Walker)
Contortionist	200	Skill	
Forbidden Lore (Webway)	200	Skill	
Common Lore (Imperium)	200	Skill	
Drive (Skimmer)	200	Skill	
Takedown	200	Talent	
Sure Strike	200	Talent	WS 30
Light Sleeper	200	Talent	
Dual Shot	200	Talent	Ag 40, Two Weapon Wielder
Sound Constitution	300	Talent	
Mighty Shot	500	Talent	BS 40
Gunslinger	500	Talent	BS 40, Two Weapon Wielder
Peer (Pirates)	500	Talent	
Corsair Jetpack Expertise	500	Talent	Pilot (Personal) +20

Rank 5 Corsair Advances

Advance	Cost	Type	Prerequisites
Medicae +20	200	Skill	Medicae +10
Sleight of Hand +20	200	Skill	Sleight of Hand +10
Drive (Walker) +20	200	Skill	Drive (Walker) +10
Common Lore (Your Sector Here) +20	200	Skill	Common Lore (Your Sector Here) +10
Common Lore (War) +20	200	Skill	Common Lore (War) +10
Carouse +10	200	Skill	Carouse
Forbidden Lore (Webway) +10	200	Skill	Forbidden Lore (Webway)
Drive (Skimmer) +10	200	Skill	Drive (Skimmer)
Pilot (Spacecraft)	200	Skill	
Navigation (Stellar)	200	Skill	
Scholastic Lore (Beasts)	200	Skill	
Charm	200	Skill	
Command	200	Skill	
Hard Target	200	Talent	Ag 40
Blademaster	300	Talent	WS 30, Melee Training (Any)
Sidearm	500	Talent	WS 40, BS 40, Two Weapon Wielder (Melee, Ballistic)
Counter Attack	500	Talent	WS 40
Step Aside	500	Talent	Ag 40, Dodge
Bloodtracker	500	Talent	
Exotic Weapon Training (Choose One)	500	Talent	
Gyrinx Bond	500	Talent	

Rank 6 Corsair Advances

Advance	Cost	Type	Prerequisites
Forbidden Lore (Webway) +20	200	Skill	Forbidden Lore (Webway) +10
Drive (Skimmer) +20	200	Skill	Drive (Skimmer) +10
Forbidden Lore (Xenos) +20	200	Skill	Forbidden Lore (Xenos) +10
Pilot (Spacecraft) +10	200	Skill	Pilot (Spacecraft)
Navigation (Stellar) +10	200	Skill	Navigation (Stellar)
Charm +10	200	Skill	Charm
Command +10	200	Skill	Command
Contortionist +10	200	Skill	Contortionist
Interrogate	200	Skill	
Pilot (Flyer)	200	Skill	
Armour of Contempt	200	Talent	WP 40
Resistance (Psychic Powers)	200	Talent	
Sound Constitution	300	Talent	
Furious Assault	500	Talent	WS 35
True Grit	500	Talent	T 40
Hip Shooting	500	Talent	BS 40, Ag 40
Crack Shot	500	Talent	BS 50
Hotshot Pilot	500	Talent	Pilot, Ag 40
Felarch	800	Talent	

Rank 7 Corsair Advances

Advance	Cost	Type	Prerequisites
Navigation (Stellar) +20	200	Skill	Navigation (Stellar) +10
Pilot (Spacecraft) +20	200	Skill	Pilot (Spacecraft) +10
Contortionist +20	200	Skill	Contortionist +10
Gamble +20	200	Skill	Gamble +10
Carouse +20	200	Skill	Carouse +10
Scholastic Lore (Beasts) +10	200	Skill	Scholastic Lore (Beasts)
Interrogate +10	200	Skill	Interrogate
Pilot (Flyer) +10	200	Skill	Pilot (Flyer)
Forbidden Lore (Black Library)	200	Skill	
Concealment	200	Skill	
Psyniscience	300	Skill	
Talented (Acrobatics)	200	Talent	
Talented (Any One)	200	Talent	
Crippling Strike	500	Talent	WS 50
Lightning Attack	500	Talent	Swift Attack
Exotic Weapon Training (Choose One)	500	Talent	
Unarmed Warrior	500	Talent	WS35, Ag 35

Rank 8 Corsair Advances

Advance	Cost	Type	Prerequisites
Scholastic Lore (Beasts) +20	200	Skill	Scholastic Lore (Beasts)
Interrogate +20	200	Skill	Interrogate +10
Pilot (Flyer) +20	200	Skill	Pilot (Flyer) +10
Charm +20	200	Skill	Charm +10
Command +20	200	Skill	Command +10
Interrogate +20	200	Skill	Interrogate +10
Forbidden Lore (Black Library) +10	200	Skill	Forbidden Lore (Black Library)
Navigate (Webway)	200	Skill	
Sound Constitution	300	Talent	
Good Reputation (Pirates)	500	Talent	Peer (Pirates), Fel 45
Wall of Steel	500	Talent	Ag 35
Unarmed Master	500	Talent	WS 45, Ag 40, Unarmed Warrior
Strong Minded	500	Talent	WP 30, Resistance (Psychic Powers)
Corsair Jetpack Mastery	500	Talent	Corsair Jetpack Expertise
Unnatural Agility x3	1000	Talent	Unnatural Agility x2

The Necrons

"LISTEN CLOSELY, TINY ENFLESHED! MY LEGEND BEGI~NS 65 MILLION YEARS AGO, IN THE TIME KNOWN AS THE W~AR IN HEAVEN…"

-Phaeron Ramsestron, Necron Phaeron and Tonal Architect, prepares to recite his long and "illustrious" history.

Necrons. Mentioning the very name to those who understand their threat prompts terror and dread. Some have been active only recently, awakening from the space-time battles of the War in Heaven as if they were only hours before. Others have been very active over the 65 million years of their fellows' Great Sleep. Organized into dynasties, each has its own preferred way of doing things, and procedures for dealing with their mechanical state.

Of course, thanks to Lord Ward, our Spiritual Liege, peace be upon him, Necrons have actual personality now, or at least the higher-ranked ones do. While warriors are nothing more than mindless walking guns, the soldiery and leaders kept their minds more or less intact, only degrading with time and physical damage. Of course, this does cause issue with those who prefer "Newcrons" over "Oldcrons"…

More information on the Necrons as a race can be found by consulting their Codex, and Imperial Armour 12. Each dynasty has its own way of doing things, and there are even Necrons who take to the stars on their own vendettas and missions. For anyone to deal with a Necron, it takes a very special kind of brave or crazy, mainly a little of both.

To create a Necron, first generate Characteristic Scores. Select a Dynasty Fealty and Intrinsic Programming option, and then follow the chosen Career Path.

Nemesor: Directors and Overseers of battle, the Nemesors are the Dynasty's will on the battlefield.

Cryptek: The technological specialists whose disciplines of Techno-sorcery can shatter or remake worlds.

Vargard: Incorruptible noble warriors who serve as bodyguards and bulwarks.

Deathmark: Masters of assassination and ambush, even the Overlords do not fully trust the Deathmarks.

Triarch Praetorian: The will of the Triarch made manifest, the Praetorian is a judge and emissary for both the Necrons and their opponents alike.

Dynasty Fealty

A Necron swears loyalty to its dynasty – every action it takes boosts its prestige over its competitors.

Maynarkh Dynasty
The only dynasty to have chalked up a confirmed C'tan kill, the Maynarkh as a result find themselves vulnerable to the Flayer Curse. The character gains +5 Weapon Skill and the Flensing Scarabs Certification Talent.

Nekthyst Dynasty
Widely acknowledged as betrayers and traitors, the Nekthyst have embraced self-sufficiency and misdirection. The character gains +5 Agility and the Ambush Talent.

Ogdobekh Dynasty
The Ogdobekh mastery of technology meant more Necrons awoke without complication than most other dynasties. The character gains +5 Intelligence and Infused Knowledge talent.

Oruscar Dynasty
Fierce rivals to the Sautekh Dynasty, the Oruscar rely on diplomatic treaties to protect their technological marvels. The character gains +5 Fellowship and the Polyglot talent.

Sautekh Dynasty
Shining crown of the Eastern Fringe, the Sautekh are most eager to reclaim the former Necrontyr Empire. The character gains +5 Willpower and the Air of Authority Talent.

The Archive of Solemnace
Less a tombworld than a planet wide museum, the forces of Solemnace ever quest for new exhibits. The character gains +5 Perception and the Mindshackle Scarabs Certification Talent.

Intrinsic Programming

The Necrons undertook the great sleep, and the quality of their bodies maintained the quality of their minds.

Bodyguard
The character was a warrior, in charge of guarding higher ups. Gain the Inquiry Skill.

Corpseman
The character was a driver or escort to the Ghost Arks, the dreaded machines which heralded Biotransference. Gain the Intimidate Skill.

Noble
The character was a great noble, the movers and shakers of Dynastic politics. Gain the Charm skill.

Helmsman
The character maintains and pilots the ships of the Harvester fleets. Gain a Drive or Pilot skill of your choice.

Triarch Agent
While not a Praetorian, the character benefits from a close association with the Triarch, the inter-dynastic ruling body. Gain the Command Skill.

War in Heaven Veteran
The character brought great glory to himself and his dynasty in the horrific War in Heaven, 65 million years ago, which saw the shattering of the galaxy and encounters with ancient enemies at their height. He's…seen things. Gain a Forbidden Lore of your choice.

Alien Mechanisms, Alien Mind

The Necrons' bodies are living metal – while they can (but may not wish) to use others' weaponry just fine, they cannot use human armor, human cybernetics, human drugs, and human services. It is up to the GM if a Necron can use a piece of gear. Necrons cannot be healed by medicae, but by Tech Use (which functions the same way Medicae does for an Enfleshed). Consequentially, Necrons do not gain Fatigue as well.

While it shouldn't have to be said, some jackass is probably gonna try anyway – Necrons are immune to seduction and temptation.

Necrons gain Insanity (including Disorders) and Corruption Points as normal (But do not suffer from Malignancies). I can hear you now. What the fuck? The further the Necron falls down the Insanity track, the closer he gets to falling to the Destroyer Virus. The more Corruption he acquires, and he succumbs to the Flayer Curse. Either way, at 100 they are removed from play, phasing out to their Tomb World for containment.

Table 1–3: Necron Characteristics	
Characteristic	**2d10+**
Weapon Skill	25
Ballistic Skill	25
Strength	30
Toughness	30
Agility	15
Intelligence	25
Perception	20
Willpower	25
Fellowship	15

NECRON CHARACTERISTICS

Necrons roll on Table 1-3 for their Characteristics.

Starting Wounds: 1d5+2+2x Unmodified TB
Starting Fate Points: None.

NECRON TRAITS

While a good number of these are ripped from Only War, Tome of Fate, or Outer Reaches when applicable, a bunch of them are adapted from the 5th Edition Codex and IA12, or other sources / my own notes.

NECRODERMIS SHELL

All Necrons begin with Unnatural Strength x2 and Unnatural Toughness x2 traits, Regeneration (5), and Size (Hulking). Armor from Machine Trait is listed after the trait in parentheses.

SEVERED FROM THE FATES

Necrons do not possess Fate Points, since they are severed from the strands of fate at Biotransference. However, they may still inflict Righteous Fury as normal.

NECRON

All Necrons possess the Machine, Undying, and From Beyond trait (but still gain Insanity points).

Necrons do not take critical damage as normal, but "die" at zero wounds. At the end of every turn in which a Necron is "dead," it must make a Hard (–20) Toughness, henceforth called a Resurrection Protocols Test. If the Test is passed, the Necron immediately rises to its feet with a number of Wounds remaining equal to the value of its Regeneration Trait. A Necron that fails the test simply rolls again the following Turn, unless it fails by three or more degrees, in which case the Necron's self-repair protocols have been overcome by damage and it teleports away in a blaze of green light.

If a Necron is forced to teleport away for damage, it is restored after a few days, but with 1d5 (roll once) permanent loss to ALL characteristics OR 2d10 Insanity / Corruption (GM Preference)– a little bit of the Necron is lost in the reforging. A Necron who is reduced to zero in any Characteristic is removed from play.

UNDYING

This creature has a strange and ill-understood physiology. It is immune to diseases, poisons, and toxins. It does not breathe, and can survive in vacuum.

NECRON TALENTS

Ever-Living
The Resurrection Protocols that normally preserve a Necron's form have been further enhanced. The first time a Necron would fail a Resurrection Protocols test by 3 or more degrees in an encounter, the result may be rerolled. The second result stands.

Synaptic Flaying
The Deathmark Guildmaster's attacks reduce his foe's mind to a gibbering mess before the body. The Deathmark Guildmaster's attacks to the head automatically confirm Righteous Fury.

The Fear
The Deathmarks can make fear itself its weapon. The Deathmark Guildmaster may produce a single silver sphere, a Nightmare Globe. Tossing it into a crowd of enemies forces a Fear (3) test as their minds are wracked with visions of death and insanity. This is a Half Action. The Globe persists until retrieved. If destroyed, a new one is generated the following session.

Dimensional Oubliette

The Deathmark Guildmaster can hide as long as he needs in Hyperspace. As a half action, the Deathmark Guildmaster may open a portal to a pocket dimension in 10m. The portal may be closed as a Free Action. The interior of the portal is considered vacuum and inflicts -30 to all sensory tests, but is quite comfy for the Deathmark Guildmaster. While in Hyperspace, the Deathmark Guildmaster may not affect, or be affected by, the material world. He may, however, make a portal back as a Half Action, though the Portal back must be within 10m of the location he first entered Hyperspace.

Hunter from Hyperspace

There's never only ONE. Once per session, the Deathmark Guildmaster may open a portal to Hyperspace as a Full Action. At the start of the following round, a Deathmark identical statwise to the player, armed with a Synaptic Disintegrator, appears. This Deathmark may only perform a Half Action per turn (independent from the player's actions), and can be differentiated from the player with a Hard (-20) Scrutiny test. This "clone" may benefit from the Deathmark Guildmaster's Marked for Death ability, and hangs around for a number of rounds equal to the Deathmark Guildmaster's Willpower, before phasing out.

Entropic Scarabs

The Triarch Praetorian's weapons swarm with tiny scarabs, which consume enemy armor. The armor of enemies hit by the Praetorian's attacks loses 1d10 AP, and the environmental sealing trait if it had it.

Voice of the Triarch

The Triarch passes judgement on his enemies, forcing them to stand and fight. As a Half Action, the Praetorian unleashes an energy pulse, slowing down all opponent's motor systems and preventing all enemies from taking Move Actions in a 5m radius. This stolen energy is then redirected to a temporary defensive field, providing a Force Field with PR of 10x the number of foes slowed this way. The Force Field dissipates the following turn, and opponents are once more free to move as well.

Power Spike

The Triarch Praetorian can boost his Court in technological as well as ideological ways. As a Half Action, the Triarch Praetorian summons forth a Pylon, which boosts the energy flow of all weapons in a 10m radius. Ranged weapons within the radius gain an additional shot in their Semi-Auto and Full Auto modes, while melee weapons gain a free attack at normal WS. This pylon has BS 40, Wounds 15, Armour 4, the Machine and Unnatural Senses (100m) Traits, and may defend itself with a Lightning Arc (100m; S/–/–; 2d10 E; Pen 10; Shocking). Note the Pylon does not benefit from an extra shot.

Wrath of the Triarch

The ancient codes the Triarch Praetorian enforces demand honor in all things, and there are few things more honorable than single combat. Once per session, as a Full Action special attack, the Triarch Praetorian may charge at a foe, dealing an extra 1d10 damage for every 10m he traverses. This attack may not be shielded, but can be dodged at a penalty equal to the distance the Praetorian charged (rounded down to the nearest tens place). If the attack is successful, a miniscule Tesseract Labyrinth triggers, sealing both the Praetorian and his foe within a pocket dimension 3m in radius. The newly generated "arena" is automatically shut down when either the Praetorian or his challenger wins. The arena lasts for a number of rounds equal to the Praetorian's WP bonus, but may be released at any time of the Praetorian's choosing.

Hemorrhage

In defense of his charges, the Vargard learns where best to strike at the marauding enfleshed. After resolving the Vargard's melee attacks, the target must take a Difficult (-10) Toughness test or begin to suffer from the Blood Loss injury effect.

Phase Blade

The Vargard's blade phases through armor to deal maximum damage to the flesh beneath. If the Vargard's WS test succeeds by 3 or more Degrees of

Success, the attack may not be Parried, and ignores armor and protective fields. The attack may be dodged as normal.

Perfect Sweep

The Vargard raises his weapon, waiting for the perfect moment to cause maximum damage. As a Full Action, the Vargard may perform one attack on every enemy adjacent to him.

Ritual of Execration

For the target of a Vargard's wrath, there is no escape but death. Once per session, the Vargard may perform a single special attack as a Full Action. This attack benefits from modifiers to attacks (such as Phase Blade). Damage caused by this attack ignores Toughness. If the target is suffering from Blood Loss, the attack may not be dodged, and deals an additional 1d10 damage.

Phase Walk

The Cryptek is not bothered by trivial concerns such as time, distance, or the laws of physics when travelling. Instead, he walks the hidden paths of the Webway. As a Full Action, the Cryptek may enter the Webway and reappear anywhere within 20m. Enemies adjacent to the Cryptek's exit point must make a Challenging (+0) Toughness Test as raw energy of the sundered Webway assail them, or take 1d10 Energy Damage that ignores armor and toughness.

Hyperlogical Strategy

The Nemesor is adept at predicting the actions of his enemies, be them fleshy primitives or opposing dynasties. After initiative is rolled, the Nemesor may make a Challenging (+0) Perception test. If he succeeds, he may reduce all enemies' initiatives by a value equal to his Perception Bonus.

Mind in the Machine

The Nemesor can shut down his enemies' technological "superiority" with but a wave. As a half action, the Nemesor may make a Challenging (+0) Willpower test. If he succeeds, all enemy weapons within 30m, or one enemy weapon within 300m (chosen by the Nemesor), gains the Overheats quality, and suffer a penalty to BS tests equal to 5x the Nemesor's Intelligence Bonus. If the test succeeds by three or more degrees, the Nemesor may immediately make a free shot with one weapon of his choice at a target of his choice as a Free Action. The BS penalty for a hijacked weapon does not apply, but it retains the Overheats quality. This free attack does not count towards the limit of one attack action per round.

Adaptive Tactics

The Nemesor can impart the wisdom of eons to those in his Court. As a Half Action, the Nemesor may make a Challenging (+0) Intelligence test. If he succeeds, he generates a number of rerolls equal to his Intelligence bonus, which may be used by the Nemesor or his Court as needed.

Requiem of the Storm

The Nemesor channels the elements themselves to strike down the foes of his dynasty. Once per encounter, as a Full Action, the Nemesor may make a Challenging (+0) WP Test. At the start of the FOLLOWING round, every enemy within the Nemesor's line of sight gets hit by motherfucking lightning (or suitable effect as chosen by the Nemesor), dealing 3d10+10E damage at Pen 4. This attack may not be dodged, but is affected by protective Force Fields as normal. Note that if the Nemesor dies before the start of his next round, the Requiem of the Storm is disrupted, and fails to happen.

Flesh Render

When inflicting damage with a melee weapon with the Tearing quality, the character rolls an additional die and picks the highest. Essentially, if a weapon rolls 1d10+X Tearing, roll 3d10 and pick the highest die result.

Note: The Ambush and Stealth Sniper Talents may be found in the Tau Talents section earlier.

Nemesor

"I...didn't know they talked."

-Benjamin Cromwell, Penal Legionnaire and Inquisitorial Acolyte

Lords and ladies of another age, the Nemesors rank just below the Phaerons, and often provide counsel as members of their dynasty's Royal Courts. Their high quality bodies mostly immune to the decay of time, the Nemesors continue their roles of nobility and generals to the present day. Taking extravagant titles to massage their massive egos, such as Vizier for a trusted advisor, Maktlan for a general without rival, or other esoteric names, the Nemesors customize not only their name but their bodies to the needs of their dynasty.

Nemesors act as commanders on the fields of battle, able to exert their will and empower their charges beyond normal operational parameters. Working closely with his Royal Court, the Nemesor's sharp mind can calculate a million paths to victory, and seize the most efficient. The glory a Nemesor gains will go far to enhance his status and reputation in the Dynasty. Some Nemesors begin to exhibit strange phenomena with continued success – the Overlord Imotekh and his weather control comes to mind.

In the Tiji Sector, there are three main dynasties witnessed at work. The forces of Phaeron Ramsestron are well documented, and his geniality is matched only by his brain damage. The canoptek armies of Khepri, the Transforming Strength, pursue a dark harvest, Khepri himself leading the attacks in his unique body, made of dozens of chattering canoptek scarabs. Finally, the two reclusive Phaerons Ad and Paqt, are rarely seen, desiring only to be left alone with each other. War fleets of other dynasties are rare, but not unknown.

Starting Skills, Talents, and Gear

Starting Skills: Awareness, Command, Speak Language (High Gothic, Low Gothic, Necrontyr)

Starting Talents: Exotic Weapon Training (Staff of Light), Melee Weapon Training (Universal), Enemy (Craftworld Eldar)

Starting Traits: Necrodermis Shell (8), Severed from the Fates, Necron, Non-Imperial, Speak Not Unto The Alien

Starting Gear: Good Quality Staff of Light, Phylactery OR Phase Shifter OR Resurrection Orb

Designer's Note: On occasion, a Necron will be able to buy a talent, like Autosanguine, that normally is a cybernetic or blood replacement. In these cases, consider it an upgrade to the necrodermis frame they use.

Nemesor Characteristic Advances

Characteristic	Simple	Intermediate	Trained	Expert
Weapon Skill	200	350	600	900
Ballistic Skill	600	900	1200	2000
Strength	350	600	850	1200
Toughness	350	600	850	1200
Agility	600	900	1200	2000
Intelligence	200	350	600	900
Perception	600	900	1200	2000
Willpower	350	600	850	1200
Fellowship	200	350	600	900

Rank 1 Nemesor Advances

Advance	Cost	Type	Prerequisites
Intimidate	200	Skill	
Logic	200	Skill	
Literacy	200	Skill	
Tactics (Air Doctrine)	200	Skill	
Tactics (Assault Doctrine)	200	Skill	
Tactics (Defense Doctrine)	200	Skill	
Hatred (Craftworld Eldar)	300	Talent	
Ambidextrous	400	Talent	
Disturbing Voice	400	Talent	
Double Team	400	Talent	
Sound Constitution x2	400	Talent	
Exotic Weapon Training (Any Necron)	600	Talent	
Exotic Weapon Training (Any)	600	Talent	

Rank 2 Nemesor Advances

Advance	Cost	Type	Prerequisites
Tech Use	300	Skill	
Charm	300	Skill	
Deceive	300	Skill	
Awareness +10	300	Skill	
Command +10	300	Skill	Command
Intimidate +10	300	Skill	Intimidate
Logic +10	300	Skill	Logic
Tactics (Any Doctrine) +10 x2	300	Skill	Tactics (Any Doctrine)
Air of Authority	600	Talent	
Iron Discipline	600	Talent	WP 30, Command
Autosanguine	600	Talent	
Jaded	600	Talent	WP 30
Sound Constitution x2	600	Talent	
Exotic Weapon Training (Any)	600	Talent	
Hyperlogical Strategy	800	Talent	

Rank 3 Nemesor Advances

Advance	Cost	Type	Prerequisites
Blather	300	Skill	
Tech Use +10	300	Skill	Tech Use
Pilot (Skimmer)	300	Skill	
Charm +10	300	Skill	Charm
Deceive +10	300	Skill	Deceive
Tactics (Any Doctrine) +10	300	Skill	Tactics (Any Doctrine)
Awareness +20	300	Skill	Awareness +10
Command+20	300	Skill	Command +10
Intimidate +20	300	Skill	Intimidate +10
Logic +20	300	Skill	Logic +20
Combat Master	600	Talent	
Combat Sense	600	Talent	
Paranoia	600	Talent	
Iron Jaw	600	Talent	T 40
Exotic Weapon Training (Any Necron)	600	Talent	
Mind in the Machine	800	Talent	

Rank 4 Nemesor Advances

Advance	Cost	Type	Prerequisites
Common Lore (Your Sector Here)	300	Skill	
Forbidden Lore (Xenos)	300	Skill	
Scrutiny	300	Skill	
Search	300	Skill	
Blather +10	300	Skill	Blather
Pilot (Skimmer)+10	300	Skill	Pilot (Skimmer)
Charm +20	300	Skill	Charm +10
Deceive +20	300	Skill	Deceive +10
Into the Jaws of Hell	600	Talent	Iron Discipline
Master Orator	600	Talent	Fel 30
Combat Formation	600	Talent	Int 40
Swift Attack	600	Talent	WS 35
Sure Strike	600	Talent	WS 30
Adaptive Tactics	800	Talent	

Rank 5 Nemesor Advances

Advance	Cost	Type	Prerequisites
Common Lore (Your Sector Here) +10	300	Skill	CL (YSH)
Forbidden Lore (Xenos) +10	300	Skill	FL (Xenos)
Scrutiny +10	300	Skill	
Search +10	300	Skill	
Blather +20	300	Skill	Blather +10
Pilot (Skimmer) +20	300	Skill	Pilot (Skimmer) +10
Peer (Your Dynasty Here)	600	Talent	Fel 30
Talented (Command)	600	Talent	
Crushing Blow	600	Talent	
Nerves of Steel	600	Talent	
Void Tactician	600	Talent	Int 35
Ever Living	800	Talent	

Rank 6 Nemesor Advances

Advance	Cost	Type	Prerequisites
Pilot (Spacecraft)	300	Skill	
Forbidden Lore (Xenos) +20	300	Skill	FL (Xenos) +10
Common Lore (Your Sector Here) +20	300	Skill	CL (YSH) +10
Scrutiny +20	300	Skill	Scrutiny +10
Search +20	300	Skill	Search +10
Tactics (Any Doctrine) +20	300	Skill	Tactics (Any Doctrine) +10
Tech Use +20	300	Skill	Tech Use +10
Blademaster	600	Talent	WS 30
Counter Attack	600	Talent	WS 40
Last Man Standing	600	Talent	Nerves of Steel
Lightning Attack	600	Talent	Swift Attack
Precise Blow	600	Talent	WS 40, Sure Strike
Sound Constitution x2	600	Talent	
Wall of Steel	600	Talent	
Requiem of the Storm	1000	Talent	

Rank 7 Nemesor Advances

Advance	Cost	Type	Prerequisites
Climb	300	Skill	
Inquiry	300	Skill	
Navigate (Stellar)	300	Skill	
Scholastic Lore (Legends)	300	Skill	
Pilot (Spacecraft) +10	300	Skill	Pilot (Spacecraft)
Logis Implant	600	Talent	
Master and Commander	600	Talent	Int 35, Fel 35
Crack Shot	600	Talent	
Exotic Weapon Training (Any Necron)	600	Talent	
Mindshackle Scarabs Certification	1000	Talent	
Unnatural Fellowship x2	1000	Trait	

Rank 8 Nemesor Advances

Advance	Cost	Type	Prerequisites
Climb +10	300	Skill	
Inquiry +10	300	Skill	
Navigate (Stellar) +10	300	Skill	
Scholastic Lore (Legends) +10	300	Skill	
Pilot (Spacecraft) +10	300	Skill	Pilot (Spacecraft) +10
Foresight	600	Talent	
Resistance (Psychic Powers)	600	Talent	
Sound Constitution x2	600	Talent	
Talented (Tactics (Any Doctrine))	600	Talent	
Lightning Reflexes	800	Talent	
Catacomb Command Barge Certification	1500	Talent	

Cryptek

"Dejected, My Phaeron, not again…."

-Cryptek Thutmosis2000 prepares to clean up another of Phaeron Ramsestron's messes

Crypteks are the masters of the Necrons' vast array of weaponry and vehicles. While some are content to rest on the laurels of victory and past successes, others continue to progress their own understanding and war efforts by inventing new forms of canoptek guardians, vehicles, and weaponry. Their most dangerous ability, however, is the ability to harness physical forces of the universe for their own use.

Crypteks are organized into conclaves, and specialized into different disciplines based on their studies or preferences. A psychomancer, known as a Harbinger of Despair, will use the darkness to destroy his foes' morale, while a plasmancer, or a Harbinger of Destruction, will disregard subtlety for a burning bolt of energy screaming through the air. Ever ones to brag and gloat, battles between Crypteks result in miracles of science that seem almost magic, though the loser's fate is not to be envied. They are never fully trusted by their Phaerons or clients as a result.

In the Tiji Sector, sightings of Crypteks from all conclaves have been recorded. The Ordo Xenos notes that Harbingers of Destruction are most common, while the Ordo Chronus is engaged in a high stakes cat and mouse game with a conclave of time-traveling Harbingers of Eternity. By far the oddest, and most rarest, conclave serves under Phaeron Ramsestron. Called Harbingers of Harmonization, or Harmonizers for short, these Crypteks use the power of sound to defeat their foes. Currently, the use of this "Sigma Harmonics" is carefully studied by the Inquisitors in the sector, as its rarity means there is very little defense against it.

Starting Skills, Talents, and Gear

Starting Skills: Awareness, Tech Use, Medicae, Speak Language (High Gothic, Low Gothic, Necrontyr)

Starting Talents: Exotic Weapon Training (Staff of Light), Enemy (Craftworld Eldar)

Starting Traits: Necrodermis Shell (6), Severed from the Fates, Necron, Speak Not Unto The Alien

Starting Gear: Good Quality Staff of Light, Aetheroscope

Designer's Note: A Cryptek is designed so that he will get all wargear of his specialty (Discipline 1) and only some of his secondary dabbling (Discipline 2). Select your disciplines carefully.

In addition, to represent the many and varied paths of knowledge a Cryptek takes, his Lore training slots are left open for player customization. Note that you must take the appropriate Lore to further update its +10 and +20. You cannot take Scholastic Lore: Beasts, and follow it with Scholastic Lore: Cryptology +10, for instance!

Crypteks are considered to have the Mechanicus Implants trait, for mechanical purposes and talent reasons.

Cryptek Characteristic Advances

Characteristic	Simple	Intermediate	Trained	Expert
Weapon Skill	350	600	850	1200
Ballistic Skill	350	600	850	1200
Strength	350	600	850	1200
Toughness	350	600	850	1200
Agility	600	900	1200	2000
Intelligence	200	350	600	900
Perception	600	900	1200	2000
Willpower	200	350	600	900
Fellowship	600	900	1200	2000

Rank 1 Cryptek Advances

Advance	Cost	Type	Prerequisites
Logic	200	Skill	
Tech Use	200	Skill	
Chem Use	200	Skill	
Common Lore (Any)	200	Skill	
Scholastic Lore (Any)	200	Skill	
Hatred (Craftworld Eldar)	300	Talent	
Polyglot	400	Talent	Int 40, Fel 30
Autosanguine	400	Talent	
Concealed Cavity	400	Talent	
Mimic	400	Talent	
Logis Implant	400	Talent	
Sound Constitution	600	Talent	
Exotic Weapon Training (Any)	600	Talent	
Conclave Wargear Certification (Discipline 1)	800	Talent	

Rank 2 Cryptek Advances

Advance	Cost	Type	Prerequisites
Chem Use	300	Skill	
Pilot (Skimmer)	300	Skill	
Medicae	300	Skill	
Navigate (Stellar)	300	Skill	
Literacy	300	Skill	
Common Lore (Any) x2	300	Skill	
Awareness +10	300	Skill	Awareness
Common Lore (Any) +10	300	Skill	CL (Any)
Scholastic Lore (Any) +10	300	Skill	SL (Any)
Logic +10	300	Skill	Logic
Tech Use +10	300	Skill	Tech Use
Electro Graft Use	600	Talent	
Ferric Lure	600	Talent	
Luminen Charge	600	Talent	
Prosanguine	600	Talent	
Total Recall	600	Talent	Int 30
Exotic Weapon Training (Any)	600	Talent	
Conclave Wargear Certification (Discipline 1)	800	Talent	

Rank 3 Cryptek Advances

Advance	Cost	Type	Prerequisites
Demolition	300	Skill	
Dodge	300	Skill	
Scrutiny	300	Skill	
Scholastic Lore (Any) x2	300	Skill	
Literacy +10	300	Skill	
Common Lore (Any) +10 x2	300	Skill	CL (Any)
Scholastic Lore (Any) +10	300	Skill	SL (Any)
Common Lore (Any) +20	300	Skill	CL (Any)
Scholastic Lore (Any) +20	300	Skill	SL (Any) +10
Logic +20	300	Skill	Logic +10
Tech Use +20	300	Skill	Tech Use +10
Luminen Shock	600	Talent	
Maglev Grace	600	Talent	
Nerves of Steel	600	Talent	
Sound Constitution x2	600	Talent	
Exotic Weapon Training (Any)	600	Talent	
Peer (Your Conclave Here)	800	Talent	Fel 30

Rank 4 Cryptek Advances

Advance	Cost	Type	Prerequisites
Forbidden Lore (Any) x2	300	Skill	
Pilot (Skimmer) +10	300	Skill	Pilot (Skimmer)
Chem Use +10	300	Skill	Chem Use
Demolition +10	300	Skill	Demolition
Medicae +10	300	Skill	Medicae
Scholastic Lore (Any) +10	300	Skill	SL (Any)
Common Lore (Any) +20 x2	300	Skill	CL (Any) +10
Scholastic Lore (Any) +20	300	Skill	SL (Any) +10
Ferric Summons	600	Talent	
Luminen Blast	600	Talent	
Total Recall	600	Talent	Int 30
Talented (Tech Use)	600	Talent	
Resistance (Psychic Powers)	600	Talent	
Conclave Wargear Certification (Discipline 1)	800	Talent	

Rank 5 Cryptek Advances

Advance	Cost	Type	Prerequisites
Dodge +10	300	Skill	Dodge
Navigate (Stellar) +10	300	Skill	Navigate (Stellar)
Forbidden Lore (Any) +10	300	Skill	FL (Any)
Chem Use +20	300	Skill	Chem Use +10
Medicae +20	300	Skill	Medicae +10
Scholastic Lore (Any) +20	300	Skill	SL (Any) +10
Infused Knowledge	600	Talent	
Maglev Transcendence	600	Talent	
Paranoia	600	Talent	
Swift Attack	600	Talent	WS35
Ever Living	800	Talent	
Unnatural Intelligence x2	800	Talent	

Rank 6 Cryptek Advances

Advance	Cost	Type	Prerequisites
Pilot (Flyer)	300	Skill	
Deceive	300	Skill	
Forbidden Lore (Any) +10	300	Skill	FL (Any)
Scrutiny +10	300	Skill	Scrutiny
Pilot (Skimmer) +20	300	Skill	Pilot (Skimmer) +10
Forbidden Lore (Any) +20	300	Skill	FL (Any) +10
Demolition +20	300	Skill	Demolition +10
Scrutiny +20	300	Skill	Scrutiny +10
Iron Jaw	600	Talent	T40
Talented (Logic)	600	Talent	
Master Chirurgeon	600	Talent	Medicae +10
Energy Cache	600	Talent	
Conclave Discipline 2 Unlock	1000	Talent	
Conclave Wargear Certification (Discipline 2)	900	Talent	
Phase Walk	1000	Talent	

Rank 7 Cryptek Advances

Advance	Cost	Type	Prerequisites
Evaluate	300	Skill	
Navigate (Webway)	300	Skill	
Deceive +10	300	Skill	Deceive
Pilot (Flyer) +10	300	Skill	Pilot (Flyer)
Dodge +20	300	Skill	Dodge (+10)
Navigate (Stellar) +20	300	Skill	Navigate (Stellar) +10
Forbidden Lore (Any) +20	300	Skill	FL (Any) +10
Literacy +20	300	Skill	Literacy +10
Machinator Array	600	Talent	
Blademaster	600	Talent	WS30, MWT(Any)
Sound Constitution x2	600	Talent	
Heightened Senses (Choose One)	600	Talent	
Conclave Wargear Certification (Discipline 2)	900	Trait	

Rank 8 Cryptek Advances

Advance	Cost	Type	Prerequisites
Evaluate +10	300	Skill	Evaluate
Navigate (Webway) +10	300	Skill	Navigate (Webway)
Awareness +20	300	Skill	Awareness +10
Deceive +20	300	Skill	Deceive (+10)
Pilot (Flyer) +20	300	Skill	Pilot (Flyer) +10
Step Aside	600	Talent	Ag 40, Dodge
Hotshot Pilot	600	Talent	Ag 40, Pilot (Any)
Marksman	600	Talent	BS 35
Void Tactician	600	Talent	Int 35
Enhanced Bionic Frame	800	Talent	
Mindshackle Scarabs Certification	800	Talent	
Unnatural Intelligence x3	1000	Talent	

Deathmark Guildmaster

"Mr. Bones's friends didn't say much. Maybe they were sad they only had one eye?"

-Unidentified small child on Nova Prosperous, recalling forces of Phaeron Ramsestron

Assassins and snipers of the Necron forces, a Deathmark exhibits the same otherworldly patience in death that marked it in life. Waiting in ambush until their designated targets have arrived in range, a Deathmark will leave their hyperspace oubliette, and release their namesake – a glowing green halo above the enemy that guides their shots and tracks their targets, until either they or the Deathmark itself is defeated.

Against honorable opponents, the use of Deathmarks is expressly prohibited by the Triarch Praetorians. However, the interpretation of whether or not a foe is honorable can cause major hang up during battlefield planning, which generally means these silent killers are frequently utilized on the battlefield. Utilizing the Synaptic Disintegrator rifle, the Deathmark is able to snipe enemy leadership and key assets, escaping before the surrounding foes can finish their screams.

In the Tiji Sector, Deathmarks bearing the sigils and colors of Phaeron Khepri are most common, due to his propensity for subterfuge and deception – a squad of Deathmarks fit in well with legions of canoptek constructs. They are also common, curiously enough, in the armies of Phaeron Ramsestron, whose semi-loyal Cryptek Thutmosis2000 frequently needs to remind him to call them off before the Phaeron is caught in his own ambush in an attempt to say hello to a new type of enfleshed.

Starting Skills, Talents, and Gear

Starting Skills: Awareness, Concealment, Silent Move, Speak Language (High Gothic, Low Gothic, Necrontyr)

Starting Talents: Exotic Weapon Training (Synaptic Disintegrator), Basic Weapon Training (Universal), Enemy (Craftworld Eldar)

Starting Traits: Necrodermis Shell (7), Severed from the Fates, Necron, Non-Imperial, Speak Not Unto The Alien

Starting Gear: Good Quality Synaptic Disintegrator

Designer's Note: The Deathmark left me in an awkward position – they are Agility based, which fits well with a piloting specialty as well as an assassin / sniper role. However, I couldn't find anything regarding Necron pilots, like the dudes in the Night Scythe and whatnot. I felt the Necron careers should have a pilot career, though. My fears were allayed when a homie told me that the pilots that he had come with both Deathmark and Immortal heads. Thus, the Deathmarks also have piloting skills. I'm open to changing it though, if someone can present me something better.

Deathmark Characteristic Advances

Characteristic	Simple	Intermediate	Trained	Expert
Weapon Skill	600	900	1200	2000
Ballistic Skill	200	350	600	900
Strength	350	600	850	1200
Toughness	350	600	850	1200
Agility	200	350	600	900
Intelligence	600	900	1200	2000
Perception	200	350	600	900
Willpower	350	600	850	1200
Fellowship	600	900	1200	2000

Rank 1 Deathmark Guildmaster Advances

Advance	Cost	Type	Prerequisites
Acrobatics	200	Skill	
Intimidate	200	Skill	
Dodge	200	Skill	
Navigate (Surface)	200	Skill	
Scrutiny	200	Skill	
Hatred (Craftworld Eldar)	300	Talent	
Bloodtracker	400	Talent	
Catfall	400	Talent	Ag 30
Leap Up	400	Talent	Ag 30
Quick Draw	400	Talent	
Marksman	600	Talent	
Basic Weapon Training (Universal)	600	Talent	

Rank 2 Deathmark Guildmaster Advances

Advance	Cost	Type	Prerequisites
Tracking	300	Skill	
Security	300	Skill	
Shadowing	300	Skill	
Awareness +10	300	Skill	Awareness
Concealment +10	300	Skill	Concealment
Dodge +10	300	Skill	Logic
Silent Move +10	300	Skill	Silent Move
Scrutiny +10	300	Skill	
Ambush	600	Talent	
Blind Fighting	600	Talent	Per 30
Deadeye Shot	600	Talent	BS 30
Mighty Shot	600	Talent	
Sound Constitution x2	600	Talent	
Exotic Weapon Training (Any Necron)	600	Talent	
Synaptic Flaying	800	Talent	
Dark Sight	600	Trait	

Rank 3 Deathmark Guildmaster Advances

Advance	Cost	Type	Prerequisites
Pilot (Skimmer)	300	Skill	
Pilot (Spacecraft)	300	Skill	
Navigate (Webway)	300	Skill	
Navigate (Surface) +10	300	Skill	Navigate (Surface)
Tracking +10	300	Skill	Tracking
Security +10	300	Skill	Security
Shadowing +10	300	Skill	Shadowing
Awareness+20	300	Skill	Awareness
Concealment +20	300	Skill	Concealment
Silent Move +20	300	Skill	Silent Move
Combat Sense	600	Talent	Per 40
Crack Shot	600	Talent	BS 40
Heightened Senses (Sight)	600	Talent	
Hotshot Pilot	600	Talent	Ag 40
Sprint	600	Talent	
The Fear	800	Talent	

Rank 4 Deathmark Guildmaster Advances

Advance	Cost	Type	Prerequisites
Climb	300	Skill	
Pilot (Skimmer) +10	300	Skill	Pilot (Skimmer)
Pilot (Spacecraft) +10	300	Skill	Pilot (Spacecraft)
Acrobatics +10	300	Skill	Acrobatics
Scrutiny+20	300	Skill	Scrutiny +10
Tracking +20	300	Skill	Tracking +10
Shadowing +20	300	Skill	Shadowing +10
Dodge +20	300	Skill	Logic +10
Iron Jaw	600	Talent	
Nerves of Steel	600	Talent	
Logis Implant	600	Talent	
Unremarkable	600	Talent	
Sound Constitution x2	600	Talent	
Dimensional Oubliette	800	Talent	

Rank 5 Deathmark Guildmaster Advances

Advance	Cost	Type	Prerequisites
Survival	300	Skill	Climb
Intimidate +10	300	Skill	Intimidate
Acrobatics +20	300	Skill	Acrobatics +10
Pilot (Skimmer) +20	300	Skill	Pilot (Skimmer) +10
Pilot (Spacecraft) +20	300	Skill	Pilot (Spacecraft) +10
Navigate (Surface) +20	300	Skill	Navigate (Surface) +10
Last Man Standing	600	Talent	Nerves of Steel
Autosanguine	600	Talent	
Talented (Concealment)	600	Talent	
Talented (Silent Move)	600	Talent	
Stealth Sniper	600	Talent	
Ever Living	800	Talent	

Rank 6 Deathmark Guildmaster Advances

Advance	Cost	Type	Prerequisites
Deceive	300	Skill	
Logic	300	Skill	
Sleight of Hand	300	Skill	
Climb +10	300	Skill	Intimidate +10
Survival +10	300	Skill	Survival
Navigate (Webway) +10	300	Skill	Navigate (Webway)
Intimidate +20	300	Skill	Intimidate +10
Concealed Cavity	600	Talent	
Hard Target	600	Talent	Ag 40
Hip Shooting	600	Talent	BS 40, Ag 40
Sharpshooter	600	Talent	BS 40, Deadeye Shot
Rapid Reaction	600	Talent	Ag 40
Vigilant	600	Talent	Per 35
Exotic Weapon Training (Any Necron)	600	Talent	
Hunter from Hyperspace	1000	Talent	

Rank 7 Deathmark Guildmaster Advances

Advance	Cost	Type	Prerequisites
Tech Use	300	Skill	
Deceive +10	300	Skill	
Logic +10	300	Skill	
Sleight of Hand +10	300	Skill	
Survival +20	300	Skill	
Assassin Strike	600	Talent	Ag 40, Acrobatics
Ambidextrous	600	Talent	
Lock On	600	Talent	Per 40, Vigilant
Sound Constitution	600	Talent	
Exotic Weapon Training (Any)	600	Talent	
Phase	1000	Trait	
Unnatural Perception x2	1000	Trait	

Rank 8 Deathmark Guildmaster Advances

Advance	Cost	Type	Prerequisites
Tech Use +10	300	Skill	
Climb +20	300	Skill	
Deceive +20	300	Skill	
Logic +20	300	Skill	
Navigate (Webway) +20	300	Skill	
Disarm	600	Talent	Ag 30
Combat Master	600	Talent	WS 30
Lightning Reflexes	600	Talent	
Step Aside	600	Talent	Ag 40, Dodge
Swift Attack	600	Talent	WS 35
Two Weapon Wielder (Ranged)	800	Talent	
Unnatural Agility x2	1000	Talent	

Vargard

"Death…is for quitters."

-Settra the Imperishable, musing on the weakness of the flesh.

The Vargard is a Royal Court's immovable object, his purpose in undeath to defend his charges in the swirl of melee. Drawn from the greatest of the Dynasty's Lychguard, noble-born warriors each an incorruptible legend of their time, the Vargard is a master of melee combat. These skills have not diminished since the great sleep, and to face a dynasty's Vargard is to face a veteran of wars that would dwarf even the Imperium's efforts, techniques perfected in the long-passed War in Heaven.

When on the field of battle, a Vargard is found either at the side of his Royal Court defending them from attack, or leading squads of Lychguard as a vanguard operation. A Vargard is no less dangerous off the fields of battle, however. It is their duty to protect their Court from threats without, and within. A Vargard must know when to take action when a plot manifests, and whether or not a trial under the Praetorians or simply a quiet disappearance best serves their purpose.

Strangely, the position of Vargard is a rare one in the Tiji Sector. The canoptek legions of Phaeron Khepri precludes the existence of a Vargard, Phaerons Ad and Paqt prefer reclusion to bodyguards, and while more than qualified Lychguard exist in the retinue of Phaeron Ramsestron, he is content to grant the power to his greatest Nemesor, a bio-transferred dragon-like monstrosity known only as Settra the Imperishable. Times can change, however, and the appointment of a Vargard for any in the sector may herald great change, or great ruin.

Starting Skills, Talents, and Gear

Starting Skills: Awareness, Parry, Speak Language (High Gothic, Low Gothic, Necrontyr)

Starting Talents: Exotic Weapon Training (Warscythe), Enemy (Craftworld Eldar)

Starting Traits: Necrodermis Shell (8), Severed from the Fates, Necron, Non-Imperial, Speak Not Unto The Alien

Starting Gear: Good Quality Warscythe

Designer's Note: The Vargard was originally the Lychguard. I wanted to have each career be a paragon example of its kind – a Nemesor over Lords, etc. I changed the Lychguard to the Vargard, which is the best bodyguard in a Phaeron or Nemesor's employ. Given the career's role as a melee unbreakable wall, I think it fits.

To represent their mastery of melee, I ported over the Parry (WS) skill from Only War and Black Crusade. They can upgrade this skill like normal, and it works the same way dodge does – it boosts parrying melee attacks. Don't overthink it.

Vargard Characteristic Advances

Characteristic	Simple	Intermediate	Trained	Expert
Weapon Skill	200	350	600	900
Ballistic Skill	600	900	1200	2000
Strength	200	350	600	900
Toughness	200	350	600	900
Agility	350	600	850	1200
Intelligence	600	900	1200	2000
Perception	350	600	850	1200
Willpower	350	600	850	1200
Fellowship	600	900	1200	2000

Rank 1 Vargard Advances

Advance	Cost	Type	Prerequisites
Common Lore (War)	200	Skill	
Dodge	200	Skill	
Intimidate	200	Skill	
Logic	200	Skill	
Literacy	200	Skill	
Hatred (Craftworld Eldar)	300	Talent	
Ambidextrous	400	Talent	Ag 30
Guardian	400	Talent	Ag 40
Takedown	400	Talent	
Sound Constitution x2	400	Talent	
Exotic Weapon Training (Any Necron)	600	Talent	
Melee Weapon Training (Universal)	600	Talent	

Rank 2 Vargard Advances

Advance	Cost	Type	Prerequisites
Command	300	Skill	
Search	300	Skill	
Survival	300	Skill	
Tactics (Any Doctrine)	300	Skill	
Awareness +10	300	Skill	Awareness
Common Lore (War) +10	300	Skill	CL (War)
Dodge +10	300	Skill	Dodge
Intimidate +10	300	Skill	Intimidate
Parry +10	300	Skill	Parry
Autosanguine	600	Talent	
Disarm	600	Talent	Ag 30
Double Team	600	Talent	
Furious Assault	600	Talent	WS 35
Iron Jaw	600	Talent	T 40
Sound Constitution x2	600	Talent	
Two Weapon Wielder (Melee)	600	Talent	
Hemorrhage	800	Talent	
Sturdy	600	Trait	

Rank 3 Vargard Advances

Advance	Cost	Type	Prerequisites
Acrobatics	300	Skill	
Interrogate	300	Skill	
Scrutiny	300	Skill	
Dodge +10	300	Skill	Dodge
Tactics (Any Doctrine) +10	300	Skill	Tactics (Any Doctrine)
Survival +10	300	Skill	Survival
Logic +10	300	Skill	Logic
Common Lore (War) +20	300	Skill	CL (War) +10
Awareness +20	300	Skill	Awareness +10
Parry +20	300	Skill	Parry +10
Combat Master	600	Talent	WS 30
Crushing Blow	600	Talent	S40
Swift Attack	600	Talent	WS 35
Sure Strike	600	Talent	WS 30
Sound Constitution x2	600	Talent	
Phase Blade	800	Talent	

Rank 4 Vargard Advances

Advance	Cost	Type	Prerequisites
Tech Use	300	Skill	
Inquiry	300	Skill	
Shadowing	300	Skill	
Acrobatics +10	300	Skill	Acrobatics
Search +10	300	Skill	Search
Interrogate +10	300	Skill	Interrogate
Logic +20	300	Skill	Logic +10
Survival +20	300	Skill	Survival +10
Assassin Strike	600	Talent	Ag 40, Acrobatics
Blademaster	600	Talent	WS30
Combat Sense	600	Talent	
Unarmed Warrior	600	Talent	WS 35, Ag 35
Exotic Weapon Training (Any Necron)	600	Talent	
Perfect Sweep	800	Talent	

Rank 5 Vargard Advances

Advance	Cost	Type	Prerequisites
Tech Use +10	300	Skill	Tech Use
Scrutiny +10	300	Skill	Scrutiny
Command +10	300	Skill	Command
Intimidate +20	300	Skill	Intimidate +10
Dodge +20	300	Skill	Dodge +10
Interrogate +20	300	Skill	Interrogate +10
Search +20	300	Skill	Search +10
Berserk Charge	600	Talent	
Counter Attack	600	Talent	WS 40
Lightning Attack	600	Talent	Swift Attack
Sound Constitution x2	600	Talent	
Brutal Charge	800	Trait	
Ever Living	800	Talent	

Rank 6 Vargard Advances

Advance	Cost	Type	Prerequisites
Tactics (Any Doctrine)	300	Skill	
Inquiry +10	300	Skill	Inquiry
Shadowing +10	300	Skill	Shadowing
Command +10	300	Skill	Command
Tech Use +20	300	Skill	Tech Use +10
Tactics (Any Doctrine) +20	300	Skill	Tactics (Any Doctrine) +10
Wall of Steel	600	Talent	Ag 35
Precise Blow	600	Talent	WS 40, Sure Strike
Sprint	600	Talent	
Talented (Parry)	600	Talent	
Hatred (Any One)	600	Talent	
Exotic Weapon Training (Any)	600	Talent	
Sound Constitution x2	600	Talent	
Ritual of Execration	1000	Talent	

Rank 7 Vargard Advances

Advance	Cost	Type	Prerequisites
Security	300	Skill	
Tactics (Any Doctrine) +10	300	Skill	Tactics (Any Doctrine)
Acrobatics +20	300	Skill	Acrobatics +10
Shadowing +20	300	Skill	Shadowing +10
Scrutiny +20	300	Skill	Scrutiny +10
Blind Fighting	600	Talent	Per 30
Resistance (Psychic Powers)	600	Talent	
Lightning Reflexes	600	Talent	
Rapid Reaction	600	Talent	Ag 40
Unarmed Master	600	Talent	WS 45, Ag 40, Unarmed Warrior
Sound Constitution x2	600	Talent	
Flensing Scarabs Certification	1000	Talent	

Rank 8 Vargard Advances

Advance	Cost	Type	Prerequisites
Charm	300	Skill	
Tactics (Any Doctrine)	300	Skill	
Tactics (Any Doctrine) +10	300	Skill	Tactics (Any Doctrine)
Inquiry +20	300	Skill	Inquiry +10
Command +20	300	Skill	Command +10
Air of Authority	600	Talent	Fel 30
Crippling Strike	600	Talent	WS 50
Hard Target	600	Talent	Ag 40
Peer (Your Dynasty Here)	600	Talent	Fel 30
Step Aside	600	Talent	Ag 40, Dodge
Logis Implant	600	Talent	
Regeneration (TB)	1000	Trait	

Triarch Praetorian

"They are not worthy. But they may become worthy. They must undergo the Three-Fold Test. Only then will we make our decision..."

-The Triarch Praetorians prepare to test the Squat Brotherhood's skill in battle and mind

Triarch Praetorians are the judges and emissaries of the Triarch, the council of Necrontyr that ruled over all of the dynasties. They took to the fore in the War in Heaven, ensuring Necron law and precedent would never be forgotten. They failed. To fix this grave error, the Triarch Praetorians never undertook the Great Sleep, instead watching over the slumbering tomb worlds and spreading Necron culture throughout the galaxy. During their missions, the Praetorians would always be watchful for awakening Tomb Worlds, where they would ensure a smooth recovery and the obeisance to the Ancient Codes.

Even after 65 million years of insomnia, a Praetorian's skill in battle has not diminished. They fight using their Rods of Covenant, strange power weapons that can fire beams that melt Necron and enfleshed alike. Some, however, take to the field with a mix of ranged and melee weapons. All, however, are known for their Gravity Displacement packs, which make the primitive jump packs and jet packs of the enfleshed look like mere toys. A Praetorian will charge in to battle, in the exact place his presence will make the most difference.

Every Dynasty has attendant Praetorians, and the dynasties of the Tiji Sector are no different. Carefully watching the three warring dynasties, they ensure no undue actions are taken by any side, be it Phaeron Khepri's preference to make a bloody, showy mess of Planetary Governors, or Tonal Architect Ramsestron's loud-mouthed diatribes of the secrets of ancient Necron super-weapons. Their work is truly cut out for them.

Starting Skills, Talents, and Gear

Starting Skills: Awareness, Pilot(Personal), Scholastic Lore (Ancient Codes), Speak Language (High Gothic, Low Gothic, Necrontyr)

Starting Talents: Exotic Weapon Training (Rod of Covenant), Enemy (Craftworld Eldar)

Starting Traits: Necrodermis Shell (8), Severed from the Fates, Necron, Non-Imperial, Speak Not Unto The Alien

Starting Gear: Good Quality Rod of Covenant, Gravity Displacement Pack

Designer's Note: The Triarch Praetorian was by far the hardest career to design. He does skills AND combat – where a Vargard can deal with plotters, the Praetorian finds them in the first place. I envisioned them as sort of Paladins in a way, and their Ancient Codes make up a large part of their uniqueness. Unfortunately, there is very little elaboration on the Ancient Codes in any codex or book. At the end of this section, I will include a number of codes that I could pierce together, as well as a convenient flowchart. A player should be willing to work with the GM to establish some codes that will guide them, but remember, the only thing that happens when a Praetorian falls is 1d10+Height damage!

Sidearm (Talent) can be found in Eldar Talent Section

Praetorian Characteristic Advances

Characteristic	Simple	Intermediate	Trained	Expert
Weapon Skill	350	600	850	1200
Ballistic Skill	350	600	850	1200
Strength	600	900	1200	2000
Toughness	350	600	850	1200
Agility	200	350	600	900
Intelligence	200	350	600	900
Perception	600	900	1200	2000
Willpower	600	900	1200	2000
Fellowship	200	350	600	900

Rank 1 Praetorian Advances

Advance	Cost	Type	Prerequisites
Charm	200	Skill	
Command	200	Skill	
Deceive	200	Skill	
Dodge	200	Skill	
Logic	200	Skill	
Literacy	200	Skill	
Inquiry	200	Skill	
Hatred (Craftworld Eldar)	300	Talent	Ag 30
Ambidextrous	400	Talent	
Autosanguine	400	Talent	
Resistance (Psychic Powers)	400	Talent	
Polyglot	400	Talent	Int 30, Fel 30
Quick Draw	400	Talent	
Exotic Weapon Training (Any Necron)	600	Talent	
Melee Weapon Training (Universal)	600	Talent	

Rank 2 Praetorian Advances

Advance	Cost	Type	Prerequisites
Blather	300	Skill	
Common Lore (War)	300	Skill	
Commerce	300	Skill	
Ciphers (Triarch)	300	Skill	
Scholastic Lore (Judgment)	300	Skill	
Charm +10	300	Skill	Charm
Logic +10	300	Skill	Logic
Inquiry +10	300	Skill	Inquiry
Pilot Personal +10	300	Skill	Pilot Personal
Scholastic Lore (Ancient Codes) +10	300	Skill	Scholastic Lore (Ancient Codes)
Two Weapon Wielder (Melee)	600	Talent	WS 35, Ag 35
Two Weapon Wielder (Ranged)	600	Talent	BS 35, Ag 35
Whispers	600	Talent	Int 40, Fel 30
Sound Constitution x2	600	Talent	
Pistol Weapon Training (Universal)	600	Talent	
Entropic Scarabs	800	Talent	

Rank 3 Praetorian Advances

Advance	Cost	Type	Prerequisites
Drive (Walker)	300	Skill	
Evaluate	300	Skill	
Scrutiny	300	Skill	
Interrogate	300	Skill	
Command +10	300	Skill	Command
Deceive +10	300	Skill	Deceive
Dodge +10	300	Skill	Dodge
Logic +20	300	Skill	Logic
Inquiry +20	300	Skill	Inquiry +10
Pilot Personal +20	300	Skill	Pilot Personal +10
Scholastic Lore (Ancient Codes) +20	300	Skill	Scholastic Lore (Ancient Codes) +10
Double Team	600	Talent	
Crushing Blow	600	Talent	S 40
Hard Target	600	Talent	Ag 40
Hip Shooting	600	Talent	BS 40, Ag 40
Sure Strike	600	Talent	WS 30
Voice of the Triarch	800	Talent	

Rank 4 Praetorian Advances

Advance	Cost	Type	Prerequisites
Forbidden Lore (War in Heaven)	300	Skill	
Tech Use	300	Skill	
Blather +10	300	Skill	Blather
Ciphers (Triarch) +10	300	Skill	Ciphers (Triarch)
Common Lore (War) +10	300	Skill	CL (War)
Scholastic Lore (Judgment) +10	300	Skill	Scholastic Lore (Judgment)
Charm +20	300	Skill	Charm +10
Deceive +20	300	Skill	Deceive +10
Dodge +20	300	Skill	Dodge +10
Dual Shot	600	Talent	Ag 40, TWW
Dual Strike	600	Talent	Ag 40, TWW
Swift Attack	600	Talent	WS 35
Exotic Weapon Training (Any Necron)	600	Talent	
Sound Constitution x2	600	Talent	
Power Spike	800	Talent	

Rank 5 Praetorian Advances

Advance	Cost	Type	Prerequisites
Commerce +10	300	Skill	Commerce
Evaluate +10	300	Skill	Evaluate
Interrogate +10	300	Skill	Interrogate
Pilot (Walker) +10	300	Skill	Pilot (Walker)
Blather +20	300	Skill	Blather +10
Scholastic Lore (Judgment) +20	300	Skill	Scholastic Lore (Judgment) +10
Takedown	600	Talent	
Mighty Shot	600	Talent	BS 40
Peer (Triarch Praetorians)	600	Talent	Fel 30
Rapid Reaction	600	Talent	Ag 40
Talented (Pilot (Personal))	600	Talent	
Ever Living	800	Talent	
Auto-Stabilized	800	Trait	

Rank 6 Praetorian Advances

Advance	Cost	Type	Prerequisites
Acrobatics	300	Skill	
Tech Use +10	300	Skill	Tech Use
Forbidden Lore (War in Heaven) +10	300	Skill	Forbidden Lore (War in Heaven)
Common Lore (War) +20	300	Skill	Common Lore (War) +10
Interrogate +20	300	Skill	Interrogate +10
Command +20	300	Skill	Command +10
Air of Authority	600	Talent	Fel 30
Combat Master	600	Talent	WS 30
Combat Sense	600	Talent	Per 40
Gunslinger	600	Talent	BS 40, TWW
Sidearm	600	Talent	WS 40, BS 40, TWW (Melee, Ballistic)
Exotic Weapon Training (Any Necron)	600	Talent	
Sound Constitution x2	600	Talent	
Wrath of the Triarch	1000	Talent	

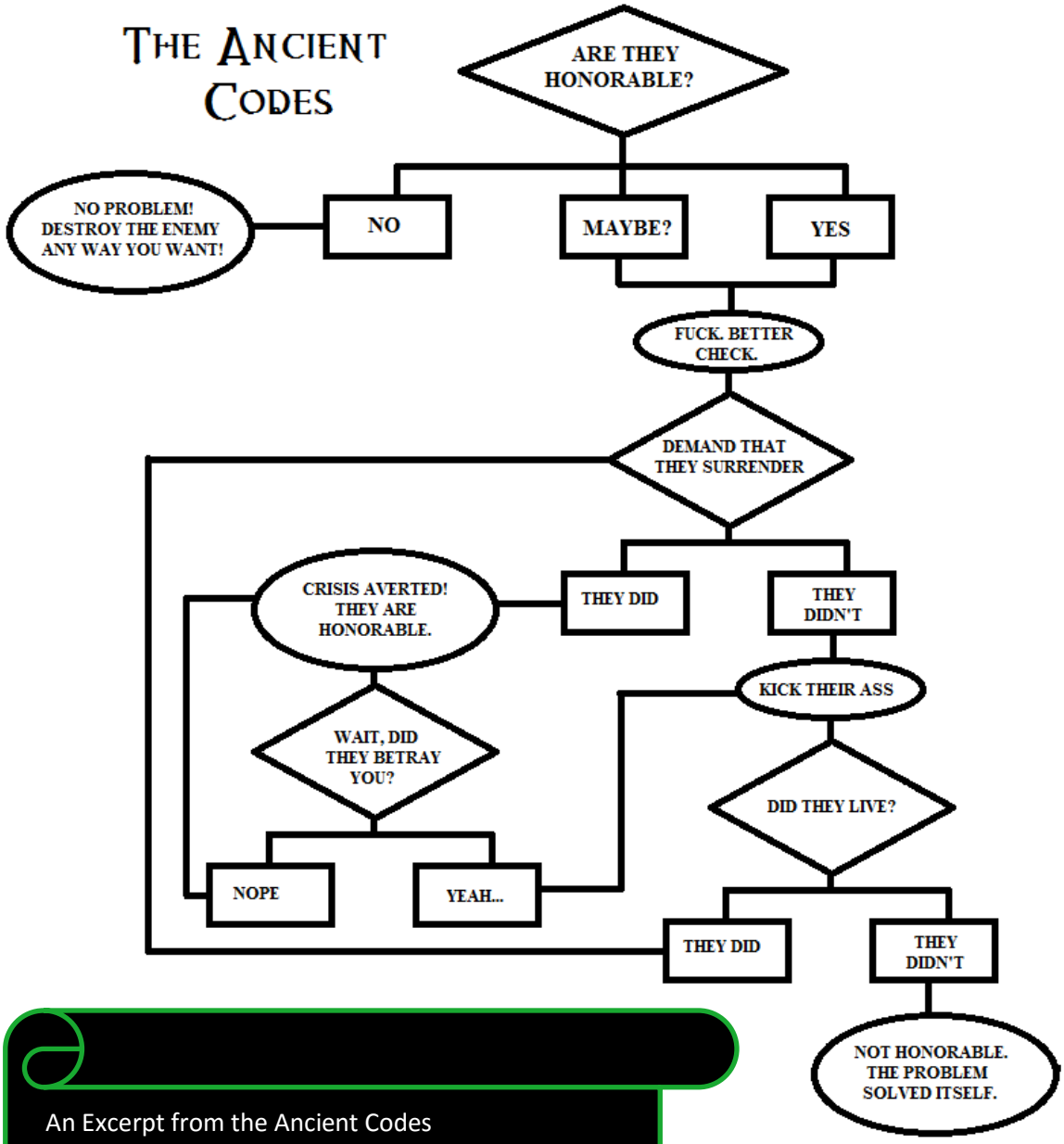
Rank 7 Praetorian Advances

Advance	Cost	Type	Prerequisites
Scrutiny +10	300	Skill	Scrutiny
Acrobatics +10	300	Skill	Acrobatics
Forbidden Lore (War in Heaven) +20	300	Skill	FL (War in Heaven) +10
Evaluate +20	300	Skill	Evaluate +10
Pilot (Walker) +20	300	Skill	Pilot (Walker) +10
Assassin Strike	600	Talent	Ag 40, Acrobatics
Foresight	600	Talent	Int 30
Iron Discipline	600	Talent	WP 30, Command
Lightning Attack	600	Talent	Swift Attack
Lightning Reflexes	600	Talent	
Marksman	600	Talent	BS 35
Mindshackle Scarabs Certification	1000	Talent	

Rank 8 Praetorian Advances

Advance	Cost	Type	Prerequisites
Ciphers (Triarch) +20	300	Skill	Ciphers (Triarch) +10
Commerce +20	300	Skill	Commerce +10
Tech Use +20	300	Skill	Tech Use +10
Scrutiny +20	300	Skill	Scrutiny +10
Acrobatics +20	300	Skill	Acrobatics +10
Deadeye Shot	600	Talent	BS 30
Crippling Strike	600	Talent	WS 50
Crack Shot	600	Talent	BS 40
Logis Implant	600	Talent	
Step Aside	600	Talent	Ag 40, Dodge
Sound Constitution x2	600	Talent	
Triarch Stalker Certification	1500	Talent	

The Ancient Codes



An Excerpt from the Ancient Codes

- One acquires Honor through Single Combat
- An Honorable Enemy does not deserve the Deathmarks
- An Honorable Enemy may be allowed to withdraw from the fields of battle
- An Honorable Enemy is an equal, one's behavior represents the Triarch and all the Dynasties together
- A Dishonorable Enemy may be dispatched by any means available

SPECIAL ABILITIES

All the careers in this book also possess special abilities that help set them apart.

CADRE FIREBLADE SPECIAL ABILITY

Shas'nel Commander – Gain access to Sweeping Orders. All Orders are cast with a Challenging (+0) Command Test. The Cadre Fireblade begins with one Order of his choice, and may buy more according to his career path. Only one Free Action Order may be cast per round. A Reaction Order CAN be cast the same round as a Free Action Order. Orders CAN be transmitted through micro-bead or vox. Orders from multiple sources over-write each other (only one order may be active at a time).

Volley Fire (Free): The Fireblade and his team may immediately each make a single-shot ranged attack at a target of their choice with their currently equipped weapon. This attack may be taken even if the team member has already attacked or has yet to attack.
Supporting Fire (Reaction): If a member of the Fireblade's team is the target of a charge (or some dumb fucker tries to be cute and WALK into melee), The Fireblade and his team may take the Suppressing Fire action as a Free Action at the charging enemy. If a team member cannot use the Suppressing Fire action (single shot weapon, for instance) they may make a Standard single shot attack at a -20 penalty.
Cover Fire (Free): Casting this Order allows the Fireblade and his team to take a free Full Move after firing a Full / Semi Auto Burst. All normal restrictions for movement apply.
Focus Fire (Free): Until the beginning of the Fireblade's next turn, all ranged attacks deal an additional +4 Damage.

PATHFINDER SPECIAL ABILITY

Structural Analyzer –At the beginning of an encounter, the Pathfinder may make a Challenging (+0) Intelligence Test. If he passes, when firing his weapon, the Pathfinder may choose to use the Structural Analyzer in addition to attacking, which inflicts one of the following effects on the target of the Pathfinder's next attack (chosen by the Pathfinder). The effect lasts until the beginning of the Pathfinder's next turn.
-Treat enemy's Toughness Bonus as 2 lower than it actually is for the purpose of damage soak
-Reduce the enemy's Unnatural toughness by one level
-Reduce vehicle Armor value by 4

COMBAT ENGINEER SPECIAL ABILITY

Drone Controller – The bearer of a drone controller may control as many drones as she has slots for. In addition, the drones use the bearer's Ballistic Skill for the purposes of all shooting. The Drone Controller grants the bearer's drones their own two half actions (in addition to the drone's normal Reaction), separate from the bearer. These may be Move Actions, Full Actions, etc, with the limitation that a maximum of two Attack actions may be performed between the bearer and their drones (for example, the bearer and one drone, or two drones). These actions are determined by the owner with a Free Action (which may be verbal, tapped into dataslate, etc).

ELDAR CORSAIR SPECIAL ABILITY

Mantling the Path – The Eldar Corsair gains access to a number of Aspect Paths. These Paths follow all the normal rules for Alternate Career Ranks. Each contains Issued Gear, which the Corsair from then on is considered to own, and Aspect Gear, which must be returned at the mantling of a new Aspect. However, each contains an Exarch Talent. If this talent is taken, the Corsair may no longer mantle further aspects, having become locked to that Aspect, and is restricted to the default Corsair path from that point on.

NECRON NEMESOR SPECIAL ABILITY

Predictive Strategist – At the beginning of an encounter, the Nemesor may make a Challenging (+0) Tactics Test (Pertaining to the situation). If he passes, not only does he grant Hatred of the current enemy to himself and his Royal Court, but he also allows Hatred to apply to Ballistic Skill tests as well.

Necron Cryptek Special Ability

Technosorcery – At Chargen, a Cryptek must select which Conclave he belongs to. This will grant him certain bonuses, as detailed below. Note that when the Cryptek buys access to a second conclave, he will NOT gain the bonuses below.

-Harbinger of Transmogrification
Characteristics: +10 T, +5 Per, -5 BS
Skill: Chem Use

-Harbinger of the Storm
Characteristics: +10 S, +5 Ag, -5 WS
Skill: Intimidate

-Harbinger of Eternity
Characteristics: +10 Per, +5 Int, -5 Ag
Talent: Foresight

-Harbinger of Destruction
Characteristics: +10 BS, +5 WS, -5 WP
Skill: Demolition

-Harbinger of Despair
Characteristics: +10 WP, +5 Per, -5 Fel
Trait: Fear (2)

-Harbinger of Harmonization
Characteristics: +10 WP, +5 Fel, -5 S
Skill: Perform (Any Instrument) as a WP based skill
Special: Access to Perform +10 at Rank 2 and Perform +20 at Rank 4

Necron Deathmark Guildmaster Special Ability

The Deathmark –The Deathmark can cast its namesake upon a chosen target, requiring a Half Action, and affects one target within 100m, who may attempt a Hard (–20) Dodge Test to avoid the mark. Deathmarks suffer no penalties to hit a marked target due to range, darkness, fog, or even complete concealment such as a solid wall (though cover provides AP as usual). In addition, the time required to Aim is halved, rounding down. Therefore, a Half Action taken to Aim provides a +20 bonus To Hit, while a Free Action taken to Aim provides a +10 bonus. A Deathmark can only have one marked target at a time, and a mark lasts for about one hour.

Necron Vargard Special Ability

Death Incarnate – The Vargard may add his Strength bonus to the distance he is allowed to charge. In addition, if an enemy attempts to leave combat via the Disengage action, Acrobatics Skill, or other method, the Vargard may attempt a Challenging (+0) Weapon Skill test. If he passes, he may perform a free attack on the enemy. If he passes by three or more degrees, he performs a free attack, and the enemy fails to leave melee.

Triarch Praetorian Special Ability

Fire of the Heavens – At the beginning of an encounter, the Triarch Praetorian may make a Challenging (+0) Intelligence Test. If he passes, he may select one ranged weapon in the Royal Court. If it is a personal weapon, it gains tearing. If the weapon already has Tearing, it gains Proven (Int Bonus). If it is a vehicle weapon, it gains an extra 1d10 damage and auto-confirms Fury.

Alternate Career Ranks

"Should have run faster..."
"I thought you said you were all fast?"
"We are. They aren't."

-Zaill Krallic, Dark Eldar Kabalite Warrior, and Spacewind, House Fireblade, discuss the plight of Craftworld Eldar caught in an Ork attack.

The following Alternate Career Ranks were designed specifically for the Eldar Corsair. Their ability to mantle Aspect Paths makes them somewhat unique, as they will put on their war face, devote their entire effort to removing enemies in specific and nuanced ways, and then return to normal.

It is only when one becomes "Lost" on the path that it becomes a problem. An Eldar may mantle many Aspects throughout their long lives, but to become lost on a Path means locking out all other options for a single narrow-minded focus. The Eldar will become better than most at this single focus, but he will never be able to conceptualize beyond that focus.

The Aspect Paths in this section follow all the normal rules for Alternate Career ranks. Requirements (if any) must be met, and the rank replaced can only be re-accessed through Elite Advances, which must be discussed with one's GM.

The act of getting "lost" on a path was a hard thing to design. A player should have some agency on what they wish their character to do, and involuntary actions can interfere with this. Thus, each path has an Exarch Talent. By taking this talent, the player acknowledges that his character has become lost on the path, and is locked out of further alternate ranks. This allows the player to control if and when he becomes lost on the path, rather than random chance. The player makes this choice with full understanding of the consequences.

Dark Reaper: Ranged Specialist specialized against heavy infantry and light vehicles
Fire Dragon: Anti Vehicle Specialist, which fries heavy armored columns with its fusion gun
Howling Banshee : Melee Specialist, with power weapons capable of slicing into heavy infantry
Striking Scorpion: Melee Specialists who stalk from the shadows
Shadow Spectre: Stealthy, highly mobile heavy firepower who drift along the winds like ghosts
Swooping Hawk: Swift masters of flight who soar over the battlefield, attacking enemy weak points
Void Dreamer: A predictive seer whose short-range diviniations are nonetheless appreciated by Corsair bands
Warlock: The Farseer's angrier cousin who focuses on offensive psychic powers.

NOTE: All careers, once taken, grant all appropriate exotic weapon training talents in their Issued and Aspect gear.

Dark Reaper

Dark Reapers are skull-helmed, heavily-armored long ranged support specialists. Their Reaper Launchers fire small missiles that can nonetheless pierce even the power armor of Spess Mehreens. They pride themselves on the ability to make the killing blow from afar, and their accuracy is legendary. Dark Reaper Exarchs refine this philosophy to its devastating end, able to push his weapon to its absolute limit with additional shots, and the ability to pick out his target without error.

Required Career: Eldar Corsair
Alternate Rank: 3 (10,000 xp or higher)

Dark Reaper Advances

Advance	Cost	Type	Prerequisites
Intimidate	200	Skill	
Intimidate +10	200	Skill	Intimidate
Intimidate +20	200	Skill	Intimidate +10
Scrutiny	200	Skill	
Scrutiny +10	200	Skill	Scrutiny
Scrutiny +20	200	Skill	Scrutiny +10
Climb	200	Skill	
Climb +10	200	Skill	Climb
Concealment	200	Skill	
Marksman	500	Talent	BS 35
Mighty Shot	500	Talent	BS 40
Rapid Reload	500	Talent	Ag 40
Deadeye Shot	500	Talent	BS 30
Sharpshooter	500	Talent	BS 40, Deadeye Shot
Sturdy	500	Trait	
Auto-Stabilized	500	Trait	
Fast Shot	600	Exarch Talent	

Talents and Gear

Issued Gear: Reaper Launcher, Reaper Rangefinder
Aspect Gear: Heavy Aspect Armor, Tempest Launcher (Exarch)

Fast Shot (Exarch Talent)

Prerequisite: Dark Reaper Alternate Career

The Dark Reaper Exarch can release a fusillade of shots that seem impossible for a lesser being. In fact, they are. When the Dark Reaper Exarch fires a non-vehicle ranged weapon, that weapon fires an additional shot at no cost. A single shot becomes two, a three-shot semi-auto burst becomes four, and so on. In the case of single shot, this second shot must be rolled for separately. For semi and full auto, simply increase the fire rate by 1. Bonuses such as aiming and Mighty Shot are applied to these extra shots when applicable.

Fire Dragon

Fire Dragons, simply put, are built around the meltagun. They are given heavy aspect armor and a meltagun, and are told to run at the enemy tanks. Their tactics include such masterful arts such as "Everyone around you gets a meltagun." Their training is meltagun. Of course, one can't really fault them. It WORKS. Even the heaviest fortifications and Lords of War an enemy fields will fall to a squad of Fire Dragons vomited from a Wave Serpent.

Required Career: Eldar Corsair
Alternate Rank: 3 (10,000 xp or higher)

Fire Dragon Advances

Advance	Cost	Type	Prerequisites
Demolition	200	Skill	
Demolition +10	200	Skill	Demolition
Demolition +20	200	Skill	Demolition +10
Chem Use	200	Skill	
Chem Use +10	200	Skill	Chem Use
Climb	200	Skill	
Climb +10	200	Skill	Climb
Tech Use	200	Skill	
Tech Use +10	200	Skill	Tech Use
Hip Shooting	500	Talent	BS 40, Ag 40
Mighty Shot	500	Talent	BS 40
Technical Knock	500	Talent	Ag 40
Deadeye Shot	500	Talent	BS 30
Nerves of Steel	500	Talent	
Last Man Standing	500	Talent	Nerves of Steel
Melta Weapon Expertise	500	Talent	
Melta Weapon Mastery	600	Exarch Talent	

Talents and Gear (These talents are reprinted from Only War HotE)

Issued Gear: Fusion Gun, Melta Bombs
Aspect Gear: Heavy Aspect Armor, Firepike OR Dragon's Breath Flamer (Exarch)

Melta Weapon Expertise (Talent)

Prerequisite: Fire Dragon Alternate Career
When firing any Melta weapon, this character counts its Range as being increased by a number of meters equal to two times his Ballistic Skill Bonus.

Melta Weapon Mastery (Exarch Talent)

Prerequisite: Fire Dragon Alternate Career
Whenever this character makes an attack with a Melta weapon, he deals +2 additional Penetration for every two Degrees of Success he scores on the Ballistic Skill Test. This bonus applies after the doubling of Penetration for the Melta Quality whenever that Quality takes effect.

Howling Banshee

Howling Banshees charge into battle, their power swords raised, and cleave through their heavily-armored opponents. Their presence is usually heralded by a high pitch scream, which disorients their opponents enough for them to acrobatically leap over cover and into the fray. Howling Banshees are almost always women, as the aspect of the Banshee is female, though there are exceptions – the Howling Manshees of Craftworld Kionash were notorious before the craftworld's death at the hands of a legendary Deathwatch Kill Team.

Required Career: Eldar Corsair
Alternate Rank: 2 (7,000 xp or higher)

Howling Banshee Advances

Advance	Cost	Type	Prerequisites
Acrobatics	200	Skill	
Acrobatics +10	200	Skill	Acrobatics
Acrobatics +20	200	Skill	Acrobatics +10
Intimidate	200	Skill	
Intimidate +10	200	Skill	Intimidate
Intimidate +20	200	Skill	Intimidate +10
Dodge +10	200	Skill	Dodge
Contortionist	200	Skill	
Charm	200	Skill	
Ambidextrous	500	Talent	Ag 30
Assassin Strike	500	Talent	Ag 40, Acrobatics
Berserk Charge	500	Talent	
Blademaster	500	Talent	WS 30
Counter Attack	500	Talent	WS 40
Lightning Attack	500	Talent	Swift Attack
Swift Attack	500	Talent	WS 35
Two Weapon Wielder (Melee, Ranged)	500	Talent	WS/BS 35, Ag 35
Shield of Grace	600	Exarch Talent	

Talents and Gear

Issued Gear: Banshee Power Sword, Shuriken Pistol, Banshee Mask
Aspect Gear: Aspect Armor (Upgraded to Heavy Aspect Armor if Exarch), Triskele OR Exectioner OR Mirror Swords (Exarch)

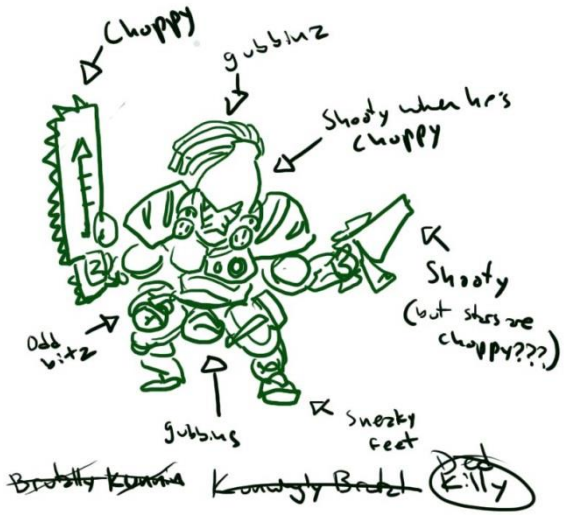
Shield of Grace (Exarch Talent)

Prerequisite: Howling Banshee Alternate Career
The Howling Banshee's acrobatics reaches its incredible pinnacle, the fight now resembling The Matrix. At the start of the round, if the Howling Banshee is in melee, she may gain a PR 60 shield against melee attacks that does not overload as a free action. If she does this, she may not make any combat actions except a Melee Standard Attack. This shield must be declared at the start of the round if it is to continue.

Striking Scorpion

Striking Scorpions are the scalpel to the Howling Banshees' anvil – instead of screaming shock troops, they are stealth melee specialists who attack from ambush and hidden positions. With their Scorpion chainswords and mandi-blasters, miniature laser weapons embedded in the helmet, Striking Scorpions are capable of a one-two punch that can take down all sorts of enemies, even those larger than themselves.

Required Career: Eldar Corsair
Alternate Rank: 2 (7,000 xp or higher)



Striking Scorpion Advances

Advance	Cost	Type	Prerequisites
Concealment	200	Skill	
Concealment +10	200	Skill	Concealment
Concealment +20	200	Skill	Concealment +10
Silent Move	200	Skill	
Silent Move +10	200	Skill	Silent Move
Silent Move +20	200	Skill	Silent Move +10
Tracking	200	Skill	
Tracking +10	200	Skill	Tracking
Shadowing	200	Skill	
Ambidextrous	500	Talent	Ag 30
Ambush	500	Talent	
Blademaster	500	Talent	WS 30
Crushing Blow	500	Talent	S 40
Combat Master	500	Talent	WS 30
Lightning Attack	500	Talent	Swift Attack
Swift Attack	500	Talent	WS 35
Two Weapon Wielder (Melee, Ranged)	500	Talent	WS/BS 35, Ag 35
Stalker	600	Exarch Talent	

Talents and Gear

Issued Gear: Scorpion Chainsword, Mandiblaster, Plasma Grenades
Aspect Gear: Heavy Aspect Armor, Scorpion's Claw OR Biting Blade (Exarch)

Stalker (Exarch Talent)

Prerequisite: Striking Scorpion Alternate Career
The Striking Scorpion masters the art of the alpha strike from a hidden position, making sure the gank results in maximum carnage and clear advantage for his allies. On the round a Striking Scorpion attacks from concealment against a surprised opponent, he may make a Challenging (+0) Weapon Skill test. If he succeeds, he gains the Flesh Render talent for that round. Don't waste the opportunity.

Shadow Spectre

Shadow Spectres are the most recent aspect to be rediscovered. Theirs is an odd Aspect, a living terror weapon that floats ominously across the battlefield, to destroy heavy armor from a distance, and float silently away. They embody the patience only the dead can hold, as they materialize from nothing to destroy all before them. Before an enemy can respond, they float away with their jetpacks. They were never there.

Required Career: Eldar Corsair
Alternate Rank: 4 (13,000 xp or higher)

Shadow Spectre Advances

Advance	Cost	Type	Prerequisites
Shadowing	200	Skill	
Shadowing +10	200	Skill	Shadowing
Shadowing +20	200	Skill	Shadowing +10
Silent Move	200	Skill	
Silent Move +10	200	Skill	Silent Move
Silent Move +20	200	Skill	Silent Move +10
Scrutiny	200	Skill	
Scrutiny +10	200	Skill	Scrutiny
Concealment	200	Skill	
Crack Shot	500	Talent	BS 40
Fearless	500	Talent	
Hard Target	500	Talent	Ag 40
Mighty Shot	500	Talent	BS 40
Sharpshooter	500	Talent	BS 40, Deadeye Shot
Step Aside	500	Talent	Ag 40, Dodge
Talented (Pilot (Personal))	500	Talent	
Auto-Stabilized	500	Trait	
Cynosure	600	Exarch Talent	

Talents and Gear

Issued Gear: Prism Rifle, Spectre Holofield
Aspect Gear: Aspect Armor with Spectre Jetpack, Prism Blaster (Exarch)

Cynosure (Exarch Talent)

Prerequisite: Shadow Spectre Alternate Career
The Shadow Spectre hones his discerning eye, making missing a rare opportunity. Once per encounter, the Shadow Spectre may reroll a miss or Jam result when using the Prism Rifle or Blaster. During this round, successful dodge tests against the attack must be rerolled as well.

Swooping Hawk

Swooping Hawks soar high in the sky, as angry visages of vengeance. They are named after the hawks that haunt murderers and criminals, and the Swooping Hawks mirror this behavior on the battlefield. Even their aspect armor is enhanced with wings, allowing them to surge into the sky, and return to the ground exactly where they are needed. Armed with a Lasblaster and grenades, the Swooping Hawks always have the right weapon for the job.

Required Career: Eldar Corsair
Alternate Rank: 4 (13,000 xp or higher)

Swooping Hawk Advances

Advance	Cost	Type	Prerequisites
Navigate (Surface)	200	Skill	
Navigate (Surface) +10	200	Skill	Navigate (Surface)
Navigate (Surface) +20	200	Skill	Navigate (Surface) +10
Search	200	Skill	
Search +10	200	Skill	Search
Search +20	200	Skill	Search +10
Climb	200	Skill	
Climb +10	200	Skill	Climb
Silent Move	200	Skill	
Crack Shot	500	Talent	BS 40
Hard Target	500	Talent	Ag 40
Hip Shooting	500	Talent	Bs 40, Ag 40
Las Weapon Expertise	500	Talent	
Mighty Shot	500	Talent	BS 40
Sharpshooter	500	Talent	BS 40, Deadeye Shot
Talented (Pilot (Personal))	500	Talent	
Auto-Stabilized	500	Trait	
Las Weapon Mastery	600	Exarch Talent	

Talents and Gear (These talents are reprinted from Only War HotE)

Issued Gear: Lasblaster, Swooping Hawk Wings, Grenade Pack, Plasma Grenades, Haywire Grenades
Aspect Gear: Aspect Armor, Hawk Talon OR Sunrifle (Exarch)

Las Weapon Expertise (Talent)

Prerequisite: Swooping Hawk Alternate Career
When firing any Las weapon, he imposes a -5 penalty on Dodge tests for every degree of success (Max -30)

Las Weapon Mastery (Exarch Talent)

Prerequisite: Swooping Hawk Alternate Career
Whenever this character makes an attack with a Las weapon, he deals +1 additional Damage for every two Degrees of Success he scores on the Ballistic Skill Test.

Void Dreamer

Stand up. There you go. You were dreaming. Void Dreamers focus their psychic powers to the art of foresight, though not to the extent of their Craftworld cousins. Their powers are more "short ranged" – unlike the Farseers who can predict the paths of battle, sometimes even correctly, the Void Dreamers see only far enough to guide ships through the Webway, and affect individual skirmishes. However, this gives them flexibility for some offensive powers as well.

Required Career: Eldar Corsair
Alternate Rank: 6 (17,000 xp or higher)

Void Dreamer Advances

Advance	Cost	Type	Prerequisites
Navigate (Webway)	200	Skill	
Navigate (Webway) +10	200	Skill	Navigate (Webway)
Navigate (Webway) +20	200	Skill	Navigate (Webway) +10
Psyniscience	200	Skill	
Psyniscience +10	200	Skill	Psyniscience
Psyniscience +20	200	Skill	Psyniscience +10
Tracking	200	Skill	
Tracking +10	200	Skill	Tracking
Invocation	200	Skill	
Psy Rating +1 x8	200	Talent	
Favoured by the Warp	500	Talent	WP 35
Improved Warp Sense	500	Talent	Warp Sense
Warp Sense	500	Talent	Psy, Psyniscience, Per 30
Warp Conduit	500	Talent	
Void Dreamer Psychic Power x4	500	Talent	
Secrets of the Seers	600	Talent	
Eldritch Mastery	600	Trait	
Unnatural Willpower x2	800	Trait	

Talents and Gear

Issued Gear: Witchblade
Psychic Powers: Found in Navis Primer, Void Dreamer Discipline (Like fuck am I reposting those)

Eldritch Mastery (Trait)

Prerequisite: Void Dreamer or Warlock Alternate Career
The Eldar modifies the way he casts his spess magic.
-Fettered: Psy Rating half, auto succeed on Focus Power, DoS equal to Psy Rating minus 1d5 (Min 0)
-Unfettered: Psy Rating Full, Psychic Phenomena on dubs or failure of Focus Power test
-Push: Psy Rating Full + 4 max, Perils of the Warp on dubs or failure of Focus Power test, +15 per point pushed.

Warlock

Unlike their calmer cousins, the Farseers, Spiritseers, and Void Dreamers, Warlocks are angry little buggers who focus their skills on the destructive aspect of psychic powers. Often Aspect Warriors embrace this path, and they continue to lead the battle, except with arcane lightning and fire instead of physical weaponry. While they do not match the psychic strength of the Farseers and Void Dreamers, their powers are more than sufficient to be an offensive battlefield power.

Required Career: Eldar Corsair
Alternate Rank: 6 (17,000 xp or higher)

Warlock Advances

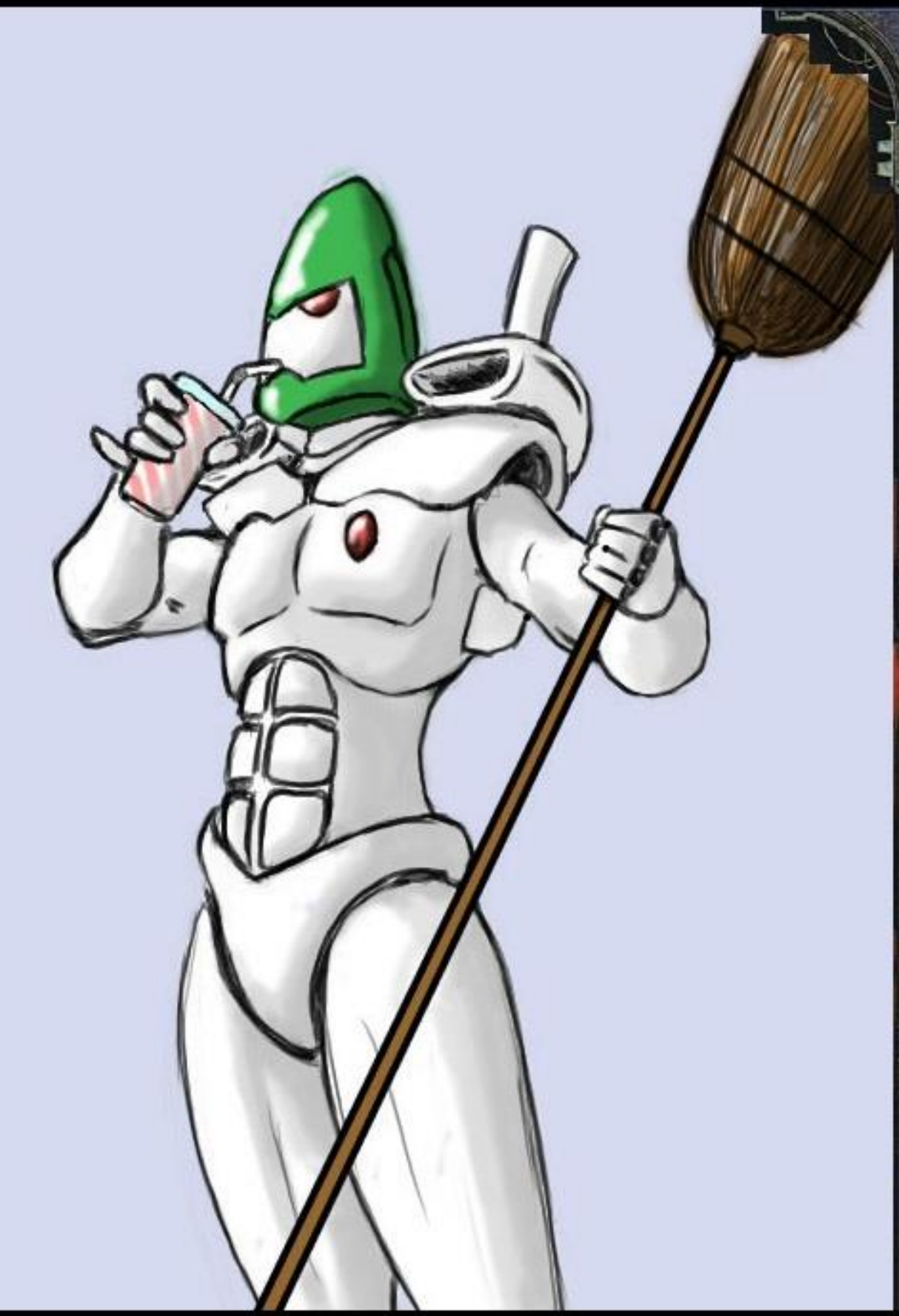
Advance	Cost	Type	Prerequisites
Intimidate	200	Skill	
Intimidate +10	200	Skill	Intimidate
Intimidate +20	200	Skill	Intimidate +10
Psyniscience	200	Skill	
Psyniscience +10	200	Skill	Psyniscience
Psyniscience +20	200	Skill	Psyniscience +10
Command	200	Skill	
Command +10	200	Skill	Tracking
Scrutiny	200	Skill	
Psy Rating +1 x6	200	Talent	
Duty Unto Death	500	Talent	WP 45
Improved Warp Sense	500	Talent	Warp Sense
Warp Sense	500	Talent	Psy, Psyniscience, Per 30
Wall of Steel	500	Talent	Ag 35
Warlock Psychic Power x3	500	Talent	
Secrets of the Seers	600	Talent	
Eldritch Mastery	600	Trait	
Eldar Jetbike Certification	800	Talent	

Talents and Gear

Issued Gear: Witchblade OR Singing Spear, Runes of Warding, Runes of Witnessing
Aspect Gear: Rune Armor
Psychic Powers: Found in Navis Primer, Warlock Discipline

Secrets of the Seers (Trait)

Prerequisite: Void Dreamer or Warlock Alternate Career
Allows access to Witch Edge Quality of weapons



II

EXOTIC ARMORIES

TAU ARMORY

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ELDAR ARMORY

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NECRON ARMORY

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ORDOS AND VEHICLES

Chapter II: Exotic Armories

"New directive established. Infiltrate Exelion-class strike cruiser. Record installation of Arc Reactor and results of Arc Charge on Accelerator Cannon. Return with data for study. This will not take long at all..."

-DX-84i Stealth Combat Platform
"Nan'sha'is" undertakes a mission for the House

I will be honest here – while a majority of the things in this section are mine, especially the Tau systems and weapons, a fair bit is derived from existing books and merely collated here. Some may have been created just for this book, but the name may be less than original (Ten points to Gryffindor if you can trace the names of the Ordo Chronus weapons). Many of the Eldar weapons, for instance, are extracted from Koronus Bestiary, and the Necron weapons are drawn from the most recent statblocks in The Outer Reach. They are collated here so you don't have to have 20 books open when using the Xenos careers. Some weapons, however, had no existing stat blocks. They will appear in the appropriate section for each xenos.

Unlike in the main books, if a weapon has a unique Quality, it will be described in the weapon description rather than in a compilation in the beginning. I rather despised constantly flipping back and forth for a single weapon. I hope this allows for a more convenient experience when browsing the weapons. Common weapon qualities, such as Accurate or Gyro-Stabilized, will not be reposted.

Each section is dedicated to a specific race – The Tau, naturally, are almost exclusively dedicated to ranged weaponry and battlesuit upgrades. The Eldar section contains not only ranged and melee weapons, but their psychic gear as well. The Necron section will contain quite possibly the most powerful stuff in the book, not gonna lie. The weapons of the Ordo Chronus deal with time and chronomantic disruption, while the vehicle systems include weaponry to enhance your aircraft, spacecraft, and other esoteric vehicles.

Tau Armory

"Excellent. Have a prototype ready. I'll have them test it before I sell the design to the Lord Inquisitor..."

-Shas'o Sio't Korst'la VI prepares the field testing of the STC pattern High Frequency Blade.

The Tau have always focused on ranged weaponry. Even the lowly pulse rifle has power that can put a bolter to shame. Refinements to Tau technology are steady and constant, as bugs are ironed out and designs improved to further the destructive power of the individual soldier.

The House of Korst'la is no different – despite their tie to their Dark Eldar, House Fire Warriors are still primarily drilled in ranged warfare. What makes them different is the training regimens that leave them somewhat more aggressive as they move to support their faster and more agile allies. House Fire Warriors and Pathfinders use their long ranged firepower to weaken a defensive strongpoint enough for Kabalite Warriors and Cult Wyches to close in for the slaughter. As a result, while the Tau Empire proper refines the 99 Meditations of Puretide to changing battlefield conditions, and the Farsight Enclaves work to fortify their small sector of space, the stressed engineers of the House of Korst'la find their research directed not only towards the integration of Kabalite raiding techniques into House combat doctrine, but the random and dangerous whims of the High Commander.

RANGED WEAPONS

The House of Korst'la counts amongst its weaponry not only the standard pulse and rail weaponry of the Empire, but exotic and esoteric gear adapted from combat needs, and their Kabalite allies.

Wal'ther Pulse Pistol Korst'la (PPK)

A more compact model of the common Pulse Pistol, refined for special operations Detachment usage.

Pathfinder Pulse Carbine

This variant of the Pulse Carbine incorporates a Markerlight and Auxiliary Grenade Launcher, capable of firing Photon Grenades.

Pulse Rifle

This standard rifle of the Fire Warriors, the Pulse Rifle's plasma pulses make it a consistent and damaging weapon.

Model K Single Action Mercenary

A large revolver combining pulse and limited darklight technology, invented by Shas'o Sio't Korst'la V so he could live out fantasies of being a space cowboy.

Model 41873 Rifle

A lever-action repeating rifle, more accurate and powerful than the conventional pulse rifle, invented for the same reason as the Model K.

Rail Rifle

Work by Earth Caste Engineers (and a new codex) has boosted the safety of the Rail Rifle considerably.

Ion Rifle

A new addition to the armory, the Ion Rifle can crack open vehicles and infantry alike in a devastating blast of energy. Overcharging boosts the power, but can cause overheating.

Overcharge: The weapon's type becomes Heavy, its firing mode becomes S/-/-, its damage gains 1d10+2E, and gains the Blast (3), Recharge, and Overheats property. Each shot uses 2 ammunition. Note that a Recharging Ion weapon cannot fire, even if a Sweeping Order is used.

Markerlight

A small red beam usually attached to another weapon that marks enemies. Units in the same group who subsequently fire upon the target can select from the following bonuses.

- +10 to all Ballistic Skill Tests to hit the target (these bonuses are cumulative)
- A seeker missile may be fired at the target with an effective Ballistic Skill of 80
- Reduction of Cover Armor Value by 4 per Markerlight

A Markerlight hit remains in effect for one full round, or until the target is moved out of sight from the Markerlight beam. Markerlights do no damage and are considered to have unlimited ammunition. To avoid a Markerlight hit, the target must succeed at a Hard (–20) Awareness Test instead of a Dodge Test. Under conditions that include smoke or fog, this test becomes much easier, typically Challenging (+0) or Ordinary (+10). If the test is successful, the target is aware that he has being designated and avoids the hit.

Focus Blaster

Attempted refinement of the Dark Lance have met extreme difficulty - the weapon is, by all accounts, perfect. By releasing safety systems gradually, it is believed a more powerful beam can be produced, as long as it is focused on the same target.

Focus: Deals +3 Damage and +1 Pen for each round it's fired on the same target without interruption. This effect stacks up to 4 times (Max +12 Damage, +4 Pen). At max stacks, gain Overheats.

Flechette Launcher

Developed as a deterrent to charges against field agents, the Flechette Launcher fires microshards that rend and tear at armor and flesh. Adapted from Battlesuit flechette systems, field testing has shown the need for stronger materials, increasing its reliability.

Concussion Rifle

Fitting the Pulse Autocannon of the Phantomfish into a man-portable package, some power is lost for versatility. Earth Caste Scientists believe the weapon is good for a support role against fortified positions.

Arc Shot: The weapon's maximum range is 2x Range Bracket rather than 4x.
Crowd Control: On 3+ DoS, the blast knocks an enemy backwards or forwards 1d10m, chosen by the firer.

High Frequency Blade

On the suggestion of Archon Khodexus, the original vibromotors in this archeotech power sword pattern were replaced with molecular dissonance fields similar to those found in Scythe Vanes, which gather power and speed the faster the blade is swung.

High Frequency: The HF Blade naturally amplifies the speed of its wielder. The wielder gains the Swift Attack talent. If the wielder already possesses this talent, then the wielder gains the Lightning Attack talent. If the wielder already possesses this talent, then the wielder gains the Zandatsu Attack talent.

The Zandatsu Attack talent works differently depending on if you are using DH/RT/DW, or BC/OW. If used in the former, the attacker makes a single Challenging (+0) WS test as a full action. Success indicates he has hit his target with his melee weapon once, and again for every Degree of Success. There is no upper limit to the number of attacks. If used in the latter, when performing the Lightning Attack Combat Action, then the weapon gains the Storm quality.

If wielded by a Dark Eldar, upon securing a kill the Dark Eldar gains a bonus pain token on top of Vile Pleasures from the Zandatsu kill.

Name	Class	Range	RoF	Dam	Pen	Mag	Rld	Special	Notes
Wal'ther PPK	Pistol	40m	S/2/-	2d10+1E	4	8	Half	Compact, Gyro-stabilized	Very Rare
Pathfinder Pulse Carbine	Basic	60m	S/-/3	2d10+2E	4	24	Full	Gyro-stabilized, Markerlight, Auxiliary GL	Extremely Rare
Pulse Rifle	Basic	150m	S/2/4	2d10+3E	4	36	Half	Gyro-stabilized	Very Rare
Markerlight	Heavy	150m	S/-/-	-	-	-	-	-	Very Rare
Single Action Mercenary	Pistol	40m	S/2/-	2d10+3E	5	6	Full	Tearing, Gyro-stabilized	Extremely Rare
Model 41873 Rifle	Basic	150m	S/2/-	2d10+5E	6	15	2Full	Accurate, Gyro-stabilized	Extremely Rare
Rail Rifle	Basic	120m	S/-/-	2d10+8I	8	16	Full	Devastating(1) Razor Sharp	Extremely Rare
Ion Rifle	Heavy	110m	S/2/-	2d10+10E	6	12	Full	Overcharge	Near Unique
Focus Rifle	Basic	60m	S/-/-	2d10+8X	16	16	3Full	Felling(1), Proven(3), Focus	Extremely Rare
Flechette Rifle	Basic	30m	S/2/-	2d10+3R	6	10	2Full	Tearing, Razor Sharp, Scatter, Reliable	Extremely Rare
Concussion Rifle	Basic	80m	S/2/-	2d10+12X	8	6	Full	Concussive (1), Blast (3), Arc Shot, Crowd Control	Extremely Rare
Pulse Blaster	Basic	0-12m	S/2/-	2d10+9E	8	20	2 Full	Gyro-Stabilized, Scatter	Very Rare
		12-25m	S/2/-	2d10+3E	4			Gyro-Stabilized, Scatter	
		25-55m	S/2/-	1d10+8E	0			Gyro-Stabilized	
High Frequency Blade	Melee	-	-	1d10+5E	6	-	-	Power Field, Balanced, High Frequency	Near Unique

PULSE BLASTER

Also known as the Pulse Shotgun, the Pulse Blaster uses Aggressive Reactive Charge technology to accelerate a plasma pulse, with greater effects the closer an enemy is. The target glows with the ghostly light of negatively-charged particles, before their world explodes.

DRONES

Unlike the Imperium, the Tau use drones extensively, and the House of Korst'la is no different. Operatives become skilled in numerous drones as required by individual conditions and mission requirements. Indeed, one of the most lethal operatives in House employ is a drone itself, the DX-84i Stealth Combat Platform with advanced self-aware AI that calls itself Nan'sha'is.

Drones cannot be bought, but are acquired through the Certification talents in certain Tau careers. Drones act as NPCs with their own Reaction, and follow their owner closely. A drone hovers within 1m of the owner as a Free Action unless otherwise commanded (in which case it would take a Move Action as normal). The Drone does not need to maintain hovering in place with an Action. Drones act on their owner's initiative, and the owner must

split his actions between the Drone and himself unless the character has the Drone Controller. Drones may reload their own weapons as normal, and are considered to have three reloads in their disk. They do not benefit from MIU cybernetics.

DX-4 Technical Drone

This drone is meant for assisting in technical matters. It is not equipped with weapons, but incorporates a chrono, advanced medkit, combi-tool, lamp pack, pict-recorder, multikey, voxcaster, and long-range auspex. It also performs the same functions as a medicae mechadendrite and optical mechadendrite.

Gun Drone

The basic combat drone model, the Gun Drone is equipped with a twin-linked pulse carbine system without underslung grenade launcher (Basic, 60m, S/-/3, 2d10+2E Pen 4, Mag 24, Rld Full, Gyro-Stabilized, Twin-Link).

MV-52 Shield Drone

Providing the greatest defense possible in a drone, the MV-52 shield drone incorporates a powerful Shield Projector (PR60, Overload 1-5, extends out to a radius of 2m, only affects attacks outside 2m).

Marker Drone

Used to boost efficacy of a team's weaponry, the Marker drone is built with a Markerlight.

Pulse Accelerator Drone

A new experimental drone, this drone possesses the Pulse Accelerator (increasing all Pulse and Darklight weapon ranges in 10m of the drone by +30m). This drone is not armed with a weapon.

Grav Inhibitor Drone

If the owner of a Grav Inhibitor Drone is charged, the charging enemy must make a Very Hard (-30) Agility test. They suffer a penalty to the charge distance equal to the degrees of failure on the test. This can theoretically stop a charge if the roll is poor enough. This drone is not armed with a weapon.

Missile Drone

A heavier combat drone, the Missile Drone mounts a Missile Pod (Basic, 90m, S/2/-, Mag 12, Rld 2 Full, 3d10+8X Pen 6).

Recon Drone (+15 wounds)

The Recon Drone is a robust drone, larger than others. It contains a number of recon systems, such as an auspex, pict-recorder, multicompass, stummer system, grapnel, multikey, and voxcaster. In addition, it is armed with a Homing Beacon and Positional Relay (allowing for Ammo and Heavy Ordnance Drops from an allied transport), and Burst Cannon (Basic, 60m, -/-/10, 1d10+12E Pen 4, Mag 100, Rld 2 Full).

Command-Link Drone

Built to enhance a commander's natural ability to command, this drone allows TWO Sweeping Orders to be cast, and remain active. In addition, once per encounter, the bearer of the drone can grant a reroll to a failed attack of a member of his team. This drone is not armed with a weapon.

Drone Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
20	20	20	40	40	15	25	20	10

Movement: — (Flying 12) **Wounds:** 15
Skills: Acrobatics (Ag), Awareness (Per), Dodge (Ag).
Talents: Fearless.
Traits: Flier (12), Machine (5).

GRENADES

House Fire Warriors are issued with Photon Grenades to disorient attackers. While trained in the use of other more damaging grenades, House Operatives are expected to procure their own on site.

Photon Grenades

These small and unassuming disk-like weapons find uses in storming rooms and stopping charges, with bright flashes of light. Anyone within 15m of a photon flash when it detonates must pass a Toughness test or be blinded for 1d5 Rounds. These have an Availability of Scarce.

GEAR

The House of Korst'la maintains a number of standard Empire gear, but have also branched out to exotic tech.

Graviton Data Codec

Utilizing the House datanet established throughout the sector, operatives can contact their handlers or commanders from across the sector. The Graviton Data Codec acts as a tiny earpiece that fits within a helmet and acts as a Microbead / Voxcaster with a range of the entire sector. Furthermore, it can hold within it up to ten frequencies for other Graviton Data Codecs, which allow untraceable audio and visual communication with the frequency of choice. A Graviton Data Codec has an availability of Near Unique.

ARMOR

While not as durable as the vaunted Battlesuits, Tau infantry armor is nonetheless as effective as Imperial Carapace, with further integrated systems.

Recon Armor

Light scouting armor for the Pathfinders and Combat Engineers, Recon Armor provides 4 AP all over, and contains a built-in Micro-Bead, Photo-Visor, and Magnoculars. It has an availability of Very Rare.

Combat Armor

Standard heavy armor for the Fireblade and House Fire Warriors, Combat Armor provides 6 AP all over, and contains a built-in Micro-Bead and Photo-Visor. It has an availability of Very Rare.

Battlesuits

"I CAN TASTE THE POWER FLOWING THROUGH MY GEARS! IT'S LIKE I HAVE UNLOCKED REALITY ITSELF!"

- Fio'El Fal'Shia Kais, on her first time...piloting a Riptide Battlesuit. What did you think I meant?

Gentlemen, the moment you've all been waiting for. The Tau would be nothing without their battlesuits. From the "lowly" XV-15 to the unstoppable XV-104 Riptide, Tau Battlesuits support the lines of Fire Warriors, all working together to win the day. A Fire Warrior, upon passing his Trial By Fire, is granted the honor of piloting one of many types of battlesuits, with the greatest of them ascending to field commanders and force directors.

The House of Korst'la maintains a fleet of battlesuits, their heavy firepower and durability coupled with high maneuverability often proving instrumental in combined raids and lightning strikes. Unlike the Empire proper, most Fire Warriors are trained in battlesuit operation in the academy, in case of emergencies. This allows for even pathfinders and combat engineers to pilot heavier suits if the need arises.

Most common are the Stealth Suits, battlesuits designed for Pathfinders for deep insertion behind enemy lines and advanced positioning. Commander Suits are issued to high ranking Fireblades with proven track records. Technical Suits give Combat Engineers the defensive edge needed to take a front line role in battles. The XV-8 Crisis Suit is the most well-known of all battlesuits, its modular construction and layered nanocrystalline armor make it an excellent fire platform. However, all pale to the XV-104 Riptide.

The Riptide, and its cousin the R'Varna, are the unstoppable behemoths of the Tau. A single Riptide can turn the a battle into victory, a squad of them can turn victory into one-sided slaughter. With the same modularity of their smaller predecessors, they are the most dangerous weapon in the Tau arsenal.

Note: Purchasing certification in a Battlesuit also provides the appropriate Weapon Training for its weaponry.

BATTLESUIT INDEX

While most battlesuits are issued to operatives when they become skilled enough, some heavier classes of Battlesuit have made it to the black market, and can be found by Tau and Dark Eldar who look hard enough…

XV-15 Stealth Armor

The predecessor to XV-25 Stealth Armor, the XV-15 Stealth Armor incorporates a Burst Cannon and Stealth Field Generator. It comes equipped with a Blacksun Filter, microbead, and auspex. It grants the Auto-Stabilized, Flier 12, and Unnatural Strength x2 traits. Stealth Armor is exempt from the Armor 7+ stealth penalties.

Stealth Field Generator: Grants two modes – passive and active. Modes can be changed as a free action from one round to the next. Passive grants a -10 to enemy BS tests and Awareness tests. Active grants a -30 to enemy BS tests and Awareness tests, but success by 1 degree alerts the enemy to the presence of the stealth suit (though not necessarily the exact position). This does not affect enemies who use senses other than sight to find their prey (Beasts who use heightened sense of smell, etc).
Blacksun Filter: Grants the Dark Sight trait, and immunity to Photon Flash grenades.

XV-16-2 Technical Armor

A type of personal Battlesuit rarely seen except among Earth Caste engineers assigned to hazardous locations, the suit emphasizes survivability over offensive power. It comes equipped with a Blacksun Filter, microbead, auspex, magnoculars, and combi-tool. It contains an array of Defensive Systems, miniaturized versions found on the XV-46 and XV-9 battlesuits. The armor does not have slots for mounted weapons, but suffers no penalty for using normal weaponry.

Defensive Systems: As a reaction, when an enemy closes to within 2m, the bearer may make an Ordinary (+10) BS test. If this is successful, the enemy is shunted 1d5m away and knocked prone.

XV-22-05 Commander Armor

Entrusted only to the most competent of commanders, XV-22 armor is loaded with experimental wargear. It contains a microbead, Multi-Tracker, and Blacksun Filter (see above). It grants the Auto-Stabilized and Flier 12 traits. It contains a small shield generator granting a PR35 shield (Overload 1-5), and an Advanced Targeting System. It is armed with a Cyclic Ion Blaster and an Airbursting Fragmentation Projector.

Advanced Targeting System: Grants the Independent Targeting and Target Selection talents. Essentially, the bearer may split his fire between foes further than 10m apart, and suffers no penalty when firing into melee.
Multi-Tracker: Allows the bearer to fire two weapons as part of a single attack.

XV-8 Crisis Battlesuit

The most famous of the Tau Battlesuits, the XV-8 Crisis Battlesuit can be upgraded to hold a variety of weapons, or even altered into sub-forms, like the Crisis Coldstar XV-8-06. When piloting the XV-8, the pilot uses the following changes.

-Increase Size to Enormous
-Use Armor 10, Strength and Toughness 55 (Unnatural x2), Agility 40, and 30 Wounds
-If reduced to 0 wounds, must burn fate to live
-Incorporates a Multi-Tracker, Blacksun Filter, Jetpack granting Flyer 12, and an Auspex.
-A freshly bought XV-8 is armed with a burst cannon, and flamer. It may be upgraded with further weaponry. These must be bought separately.
-The XV-8 has slots for TWO Special Issue systems. These must be bought separately.

XV-9 Hazard Battlesuit

A variant of battlesuit designed to survive close combat, the XV-9 Hazard Battlesuit's short range but devastating weapons mean a pilot has to be brave enough to get close. Indeed, these pilots are given the title Shas'yr, or Experienced Ones. When piloting the XV-9, the pilot uses the following changes.

-Increase Size to Enormous
-Use Armor 10, Strength and Toughness 65 (Unnatural x2), Agility 50, and 45 Wounds
-If reduced to 0 wounds, must burn fate to live
-Incorporates a Multi-Tracker, Blacksun Filter,

Jetpack granting Flyer 12, Vectored Retrothrusters, and an Auspex.
-A freshly bought XV-9 is armed with two TL Burst Cannon. It may be upgraded with further weaponry. These must be bought separately.
-The XV-9 has slots for ONE Special Issue system. These must be bought separately.

XV-104 Riptide Battlesuit

The largest Battlesuit yet to grace the galaxy, the Riptide is an invincible juggernaut that can destroy any ahead of it. With its Nova Reactor fueling incredibly powerful weaponry and a shield that can survive even anti-building shells, the sight of a Riptide means one of two things – either the Tau Empire has arrived to initiate gunboat diplomacy, or some poor fucker has pissed off the House and some well-armed bounty hunters have come to collect.

-Increase Size to Massive
-Use Armor 12, Strength and Toughness 75 (Unnatural x3), Agility 40, and 120 Wounds
-If reduced to 0 wounds, must burn fate to live
-Incorporates a PR35 shield, which does not overload in normal conditions
-Incorporates a Multi-Tracker, Blacksun Filter, Jetpack granting Flyer 12, and an Auspex.
-Gain Access to the Nova Reactor. At the beginning of a player's turn, they may choose to activate the Nova Reactor. Roll 1d10. On a 1-3, the player character (NOT the Battlesuit) suffers 1d10 wounds, not reduced by Armor / Toughness. On a 4+, the reactor happens and the player may select from the following list.

Nova Shield: Boost shield to PR65 until beginning of next turn
Ripple Fire: Fire Secondary Weapon twice at no penalty
Boost: Flyer trait becomes 25.
Novacharge: Use the Nova-Charge profile on Primary Weapon

-A freshly bought XV-104 is armed with one heavy burst cannon (Primary) and TL Smart Missile System (Secondary). It may be upgraded with further weaponry. These must be bought separately.
-The XV-104 has slots for TWO Special Issue systems. These must be bought separately.

The XV-104 R'Sinda?

The House of Korst'la finds it difficult to acquire some of the rarer Battlesuit types, such as the XV-46 Vanguard Void Suit, and the XV-107 R'Varna, though it is trying. House Engineers, in the meantime, are designated to focus on improving the current run of Battlesuits. These experiments, unfortunately, sometimes do not produce results.

One such example is the XV-104 R'Sinda, a Riptide variant intended to allow Kabalites to fight Titans and heavy vehicles on an equal footing. Poor reviews by test pilots, who despised the suit's inability to take advantage of Eldar agility, led to the program being scrapped and the Engineers…disappearing. Utilizing this feedback, Korst'la and Khodexus would personally work on the Skyriver Interface Unit, which would address those concerns.

Name	Locations Covered	AP	Availability
Recon Armor	All	4	Very Rare
Combat Armor	All	6	Very Rare
XV-16-2 Technical Armor	All	6	-
XV-15 Stealth Armor	All	Head, Body 8 Arms, Legs 7	-
XV-22-05 Commander Armor	All	8	-
XV-8 Crisis Armor	All	10	Near Unique
XV-9 Hazard Armor	All	10	Unique
XV-104 Riptide Armor	All	12	GM Blowjob

Signature Systems

"No, I don't care that you're worried where it came from. No, I don't care that you're scared of it! Just get it ready for replication and Battlesuit integration immediately!"

- Shas'o Sio't Korst'la VI demands his engineers ready the Meson Bomb Launcher for field testing

Arming a battlesuit is no simple matter. On a strategic level, one must consider the enemy at hand, the tactical application of each weapon, and the effects of one's wargear. Against light enemies, burst cannons and flamers are sufficient, while plasma would be called for heavy infantry such as spess mehreens and terminators. Against vehicles, a Fusion Blaster will serve well.

In reality, a commander just loads the damn thing with as many missiles as one can find in the cargo bay, and goes to fucking town.

The House of Korst'la has further muddled the playing field by adapting their allies' weaponry to fit House battlesuits. Battlesuit squads have found the additional firepower useful on occasion. However, the highly experimental or dangerousness of some of the weaponry employed gives even the hardened mercenaries of the House pause.

Battlesuits, however, are not just their weapons. Battlesuits can be armed with devastating signature systems that can boost the efficiency of their weapons or those of their allies, or even hold cheap shots to use in the direst moments. The House constantly experiments with new signature systems, with successfully field-tested systems entering the Cold Trade, while failed systems, well, nobody ever hears about those…

If a weapon has the Crisis class, then it may be equipped on an XV-15, XV-22, and XV-8 Battlesuit.

If a weapon has the Hazard class, then it may be equipped on an XV-9 Battlesuit.

If a weapon has the Riptide class, then it may be equipped on a XV-104 Battlesuit in the Primary Slot.

If a weapon has the Riptide Secondary class, then it may be equipped on a XV-104 Battlesuit in the Secondary Slot.

All Special Issue Systems may be used by a Battlesuit with the appropriate slots.

WEAPONS

Battlesuits are capable of mounting a devastating array of weaponry, though a key thing to not is that the heavier a battlesuit is, the heavier class of weapon it can be equipped with.

BURST CANNON
A multi-barrel version of the basic Pulse weapons, the Burst Cannon's high rate of fire makes it useful against groups of lightly armored enemies.

FLAMER
The Flamer shoots flames. Who would have thought? Its wide spray and burning after-effects makes it a superb area-denial weapon.

SMART MISSILE SYSTEM
The Smart Missile System, while comparable in power to the Burst Cannon, finds its use in attacking enemies hunkered down in cover – the drone-guided missiles it fires can duck and weave through defenses to reach the targets deep within.

Homing: Ignores the armor granted from any Cover the enemy is in.

PLASMA RIFLE
The Plasma gun is far larger than the Imperium's variants, and not as powerful. However, it benefits from increased safety protocols that prevent overheating when fired in sustained bursts.

FUSION BLASTER
Similar to the Imperium's meltaguns, but larger and with a superior range, the Fusion Blaster is used to crack open vehicles and fortifications alike. The Fusion Blaster can also be overloaded to produce the Fusion Blade, a devastating if unstable surge of sword-like energy.

Melta: Double penetration in Short Range or closer

Power Outage: Weapon deactivates if dubs rolled to hit in melee mode only

MISSILE POD
The Missile Pod fires missiles comparative in power to the Imperium's autocannons, which make it an excellent all-round choice for a variety of targets.

AIRBURST FRAG PROJECTOR
The Airbursting Fragmentation Projector fires an explosive with an onboard drone intelligence that calculates the best trajectory and dispersal pattern for maximum casualties.

CYCLIC ION BLASTER
A multi-barreled refinement of the Ion class of weaponry, the Cyclic Ion Blaster can sustain a high rate of fire as well as high destructive potential. Being an Ion weapon, it can also be overcharged for maximum destructive effect.

MESON BOMB LAUNCHER
Jealous of the ingenuity of the Kel'Shan scientists, Korst'la demanded a smaller version of the Pulse Submunition Cannon be built, using a weapon he found on an expedition as a guide. While completely forgoing the Pulse part, the weapon nonetheless fulfills the requirement of "Fuck everything in an area forever." House Engineers still refuse to go near the original weapon, a jet-black mechanism with glowing green hieroglyphs…

Cluster Fire: All hits are combined into one damage roll, and the Blast quality becomes equal to twice the number of hits (four hits would be Blast 8, for instance). Talents and traits that affect damage are applied AFTER combining. Righteous Fury generates an additional 1d10+2 damage rather than 1d10.

DISINTEGRATOR
The Dark Eldar have refined plasma weaponry to an art, and while the Disintegrator lacks the stopping power of other plasma weapons, its rate of fire and penetration make it a superb weapon. Adapting it for Battlesuit mounting proved no trouble at all.

DARK LANCE
The explosive energies of the Dark Lance make it the preferred weapon of the Dark Eldar Kabalites lucky enough to own one. The weapon's ability to pierce armor also makes it a favorite of Battlesuit operators who wish to maintain distance against their foes while still retaining killing potential.

Name	Class	Range	RoF	Dam	Pen	Special	Notes
Burst Cannon	Crisis	60m	-/-/10	1d10+12E	4		Very Rare
Flamer	Crisis	30m	S/-/-	1d10+5E	3	Flame	Very Rare
Smart Missile System	Riptide Secondary	90m	-/-/4	1d10+12X	4	Homing	Extremely Rare
Plasma Rifle	Crisis, Riptide Secondary	90m	S/2/-	2d10+9E	10	Tearing	Extremely Rare
Fusion Blaster	Crisis, Riptide Secondary	40m	S/-/-	2d10+15E	12	Melta	Extremely Rare
Fusion Blade	Crisis	Melee	-	2d10+12E	24	Fast, Power Outage	Extremely Rare
Missile Pod	Crisis	90m	S/2/-	3d10+8X	6		Extremely Rare
Airburst Frag Projector	Crisis	60m	S/-/-	1d10+5X	4	Blast 5, Devastating 2	Near Unique
Cyclic Ion Blaster	Crisis	90m	S/3/-	3d10+8X	6	Overcharge	Near Unique
Meson Bomb Launcher	Crisis	80m	-/-/4	1d10+2X	6	Blast (2), Cluster Fire	Unique
Disintegrator	Crisis	80m	-/-/5	1d10+12E	12		Extremely Rare
Dark Lance	Crisis	120m	S/-/-	2d10+16X	16	Felling 1, Proven 5	Extremely Rare
Phased Ion Gun	Hazard	60m	-/-/10	1d10+5E	5	Tearing, Razor Sharp	Extremely Rare
Fusion Cascade	Hazard	20m	-/-/3	2d10+5E	12	Melta	Extremely Rare
Heavy Burst Cannon	Riptide	90m	-/-/6	210+5E	5		Near Unique
Novacharge		90m	-/-/6	2d10+5E	5	Overheats, Storm, Tearing	
Ion Accelerator	Riptide	120m	S/3/-	4d10+5E	8		Unique
Overcharge		120m	S/3/-	5d10+7E	8	Overheats, Blast 5	
Novacharge		120m	S/3/-	6d10+10E	8	Overheats, Blast 10	
Heavy Pulse Disintegrator	Riptide	80m	-/-/4	1d10+20E	12		Near Unique
Novacharge		80m	-/-/4	1d10+20E	12	Overheats, Storm, Tearing	
Void Lance	Riptide	120m	S/-/-	4d10+15X	20	Felling 1, Proven 5	Unique
Novacharge		120m	S/-/-	5d10+15X	30	Felling 1, Proven 5, Reactive	

PHASED ION GUN

Known amongst the House as the Phaser, and among the galaxy at large as the PIG, the Phased Ion Gun maintains a more consistent ionization effect and higher rate of fire, though its damage is comparatively low.

FUSION CASCADE

The Fusion Cascade is a Fusion Blaster offshoot that sacrifices power for a higher rate of fire, a tradeoff many Hazard pilots do not mind, especially if they are surprised by incoming heavy infantry.

HEAVY BURST CANNON

The Heavy Burst Cannon is an up scaled Burst Cannon. When Novacharged with Nova Reactor Energy, the rate of fire and power of the weapon reaches incredible levels.

ION ACCELERATOR

The most powerful Ion weapon in the Tau arsenal, the Ion Accelerator's stream of ion energy can be

Novacharged to an incredible blast, capable of vaporizing almost anything.

Heavy Pulse Disintegrator
Despite the failure of the XV-104 R'Sinda, the weapons designed for it continue to see use, especially the up scaled Heavy Pulse Disintegrator.

Void Lance
A variant of the Dark Lance normally found on vehicles, the House discovered that the Nova Reactor was perfectly capable of powering the colossal weapon.

Reactive: Collision with other matter does not stop the fusion reaction of this attack. The blast continues in a straight line out to the Range of the weapon. The firer may attempt to catch one additional target within 2 meters of the first with an additional –10 attack.

SPECIAL ISSUE SYSTEMS

Battlesuits contain slots for numerous enhancements and upgrades. Some can be found in the Empire proper, others are unique creations necessitated by conditions in the Tiji Sector.

Advanced Targeting System
This allows the bearer to pick out key targets in the heat of battle. Called Shots no longer suffer a -20 penalty.

Command / Control Node and Multi-Spectrum Sensor Suite
These two systems work to grant the bearer unprecedented tactical awareness on battlefield situations. The bearer may spend a Full Action to grant an Ally an additional Full Action and Reaction, which must be used before the bearer's next turn. This takes TWO slots.

Counterfire Defense System
Logic circuitry added to the battlesuit allows for accurate fire against incoming enemies. The bearer may make a Supressive Fire or Single standard attack at enemy declaring charge. These attacks are at -10 instead of their usual penalties.

Early Warning Override
The Battlesuit's sensors can lock onto foes before they can react. The bearer may make an immediate Standard Attack as a free action against foes who suddenly appear, such as by teleportation or warp jump pack. The enemy counts as Surprised.

Iridium Armor
Heavier iridium alloys increase the battlesuit's survivability. Increase Battlesuit Toughness to 70, Armor to 12. This can only be taken for the Crisis Suit.

Logarithmic Horizon Database
Lacking access to the Puretide Engram Neurochip, the House of Korst'la needed to…improvise. The bearer MAY select one of the following Talents / Traits at the start of their turn. The trait applies until the beginning of the bearer's next turn. The bearer may apply the trait to themselves or an ally as a half action.

Perfect Shot: Spend a Fate Point to turn a 1 into a 10. This CAN Fury as if confirmed.
Plasma Mastery: +2 Damage per 2 DoS on BS Test when firing a Plasma Rifle or Disintegrator
Fusion Mastery: +2 Pen per 2 DoS on BS Test when firing a Fusion Blaster or Dark Lance
Raider's Eye: Autoconfirm any Fury this turn

Neuroweb System Jammer
A jamming system that interferes with enemy weapons has been added to the battlesuit. Enemy Ranged weapons (organic or technical) within 20m of the bearer gain Overheats.

Shielded Missile Drone
Gain a Shielded Missile Drone. This uses a normal Missile Drone profile, except its TB is 20, and it gains a PR50 shield generator (Overload 1-5) that protects itself and its suit. Its BS does NOT benefit from Drone Controller. This can only be taken for the Riptide. The drone cannot be used outside the Riptide.

Shield Generator
This generator produces a cohesive energy field that protects from anti-tank fire and heavy ordnance.

Grants a PR50 Force Field (Overload 1-5). This can only be taken for the Crisis or Hazard Suit.

SKYRIVER INTERFACE UNIT

The leaders of the House of Korst'la personally designed this system to allow the more agile members of their organization to better utilize Battlesuits in emergencies. The SIU is an MIU that allows the bearer to use their own Agility score (and any unnatural modifiers) instead of the Battlesuit Agility Score for any relevant tests.

SPECTRE DATA JAMMER:

House attempts to provide battlesuits with a Stealth Field have borne limited fruit. The bearer gains a Stealth Field Generator with the following modes that can be switched as a half action.
Passive: -10 to BS tests against bearer
Active: -30 to BS tests against bearer, limited to one weapon per turn from power drain

STIMULANT INJECTOR

The Battlesuit has stores of soothing lotion on board to assuage the damage from a Nova Reactor sunburn. Reroll the damage from Nova Reactor overheats. The second result stands. This can only be taken for the Riptide.

VECTORED RETROTHRUSTERS

Supplemental thrusters have been added to the battlesuit, increasing its agility in battle. The bearer may disengage from close combat as a free action, and may make a free Half Move when dodging. This can only be taken for the Crisis Suit, and the Hazard suit where it comes standard.

VELOCITY TRACKER

Advanced motion detecting sensor systems allow the battlesuit to accurately track aircraft. The bearer suffers no penalties for shooting at Aircraft from wargear or speed.

Name	Availability
Advanced Targeting System	Very Rare
C/C Node and MSSS	Near Unique
Counterfire Defense System	Very Rare
Early Warning Override	Very Rare
Iridium Armor	Extremely Rare
Logarithmic Horizon Database	Unique
Neuroweb System Jammer	Near Unique
Shielded Missile Drone	Extremely Rare
Shield Generator	Extremely Rare
Skyriver Interface Unit	Near Unique
Spectre Data Jammer	Near Unique
Stimulant Injector	Extremely Rare
Vectorer Retrothrusters	Very Rare
Velocity Tracker	Very Rare

Eldar Armory

"Da, Comrade. I remember their Library. I was there. Books as far as eye could see. You get lost in them. I no joke, comrade. At least they had Starbucks in food court for such occasion."

- Explorator Boris the Genetor, crimelord of Iniega, recounts the wonders of the Black Library.

The tools of the Eldar are as varied as the stars in the sky. Being an innately psychic race, the psychic powers of the warp form a basis for their technology. Much of their gear and armor is made of Wraithbone, a psychically condusive substance that can be molded into any shape required. Guns, swords, and armor can all be traced to wraithbone.

The Eldar aspects all have their own unique weaponry, with Exarchs often using enhanced or upgraded variants of the standard Aspect gear. Ranged weapons, melee weapons, armor, and gear all turn an already dangerous Eldar into a sanic-fast killing machine. By the end of a long and illustrious career, an Eldar will have mantled many Paths, and have become an unstoppable avatar of his people. Armed with the right weapon for the right job, none will stand in his way.

Ey yo Dre,

Yeah, this is Lord Inquisitor Doggfather. Word up. Listen, we been studying those weird-ass hardlight weapons that the Eldar had for a while. You know, the ones they got from that Old One motherfucker during the Squat Crusade incident? Anyway, they only work for them, genetically pure Humans, and a single Deathwatch Kill Team, so we just gonna hide them in the vault or some shit, so nobody can get to them. I know you got my back on this, fo'shizzle.

Peace out,

"The Lion"

RANGED WEAPONS

An Eldar Corsair is proficient in all sorts of ranged weapons of Eldar and Imperial origin. The Aspect Warriors take this further, each wielding weapons specialized against certain foes.

SHURIKEN PISTOL

A shuriken weapon with a smaller barrel and smaller energy capacity, the Shuriken Pistol is small enough to be used one handed.

SHURIKEN CATAPULT

The standard shuriken weapon in use by many Eldar, the Catapult fires monomolecular disks that cut through even the heaviest armor when used by one skilled in its use.

LASBLASTER

The main weapon of the Swooping Hawks and Eldar Corsairs, the Lasblaster functions like its Imperial counterparts, but packs far more power and efficiency behind every shot. The weapon comes with a sense of smug superiority as a bonus.

SUNRIFLE

Unleash the power of the sun. The weapon of the Swooping Hawk Exarchs, the Sunrifle gives up range for even more offensive punch. You weren't going to use that extra 30m anyway.

HAWK TALON

The epitome of handheld las weaponry, the Hawk Talon combines the rate of fire of the Sunrifle with the stopping power of a dump truck to the face, though it lacks armor penetration.

REAPER LAUNCHER

The Reaper Launcher is a fast-firing missile launcher that can fire a variety of missiles, from normal anti-personnel missiles to anti-vehicle and anti-aircraft missiles.

TEMPEST LAUNCHER

The Tempest Launcher fires clusters of Reaper Launcher missiles in wide arcs and areas, for when a battlefield really needs to become a Michael Bay movie.

FUSION GUN

The Eldar equivalent of the Imperial Melta Gun is, well, to be completely honest not much different from the Imperial Melta Gun. Sorry for the disappointment.

FIREPIKE

The Firepike is the weapon of the Fire Dragon Exarchs, and is essentially a Fusion Gun with a longer range. While comparable to the Fusion Blaster of the Tau, the Firepike is a handheld weapon that does not require a battlesuit.

DRAGON BREATH FLAMER

The deceptively wimpy-looking Dragon Breath Flamer is actually far more powerful than any Imperial flamer. It contains chemicals that do not require oxygen to ignite, but still requires an atmosphere.

MANDIBLASTER

Striking Scorpions have dakka in their choppa, and choppa in their dakka. They have ascended to ded killy status. There's even dakka in their face.

Mandiblast: These may be used once per round as a Free Action and count as a single attack. They may also be used in Melee combat in the same manner as a Pistol weapon.

PRISM RIFLE

An antique weapon even by the standards of the Eldar, the Prism Rifle uses the same principles behind the Fire Prism tank's weapon to produce a beam of energy that can pierce most armor. The weapon's true strength, however, comes when you have homies backing you up, as multiple prism rifles can combine their beam into a single Ghostlight.

Ghostlight: Multiple Prism Rifles may combine their power using the sophisticated targeting matrices embedded in each Prism Rifle called Ghostlights. All bearers must spend their turn joining their weapons into this unified mode; when the final bearer's initiative turn arrives, it fires the Ghostlight-aimed merged shot as it would make a normal shooting attack. Each prism rifle involved in the attack increases the Range of the attack by 30m and the Damage by 1d5+3.

Name	Class	Range	RoF	Dam	Pen	Mag	Rld	Special	Notes
Shuriken Pistol	Pistol	30m	S/3/5	1d10+2R	4	40	2 Full	Reliable	Very Rare
Shuriken Catapult	Basic	60m	S/3/10	1d10+4R	6	100	2 Full	Reliable	Very Rare
Lasblaster	Basic	120m	S/3/6	1d10+4E	4	90	Full	Reliable	Near Unique
Sunrifle	Basic	90m	S/4/8	1d10+6E	7	60	Full	Reliable, Storm	Unique
Hawk's Talon	Basic	90m	S/5/10	2d10+3E	4	80	Full	Reliable, Storm	Unique
Reaper Launcher	Heavy	275m	-/-/6	2d10+2X	7	60	2 Full	Accurate, Reliable	Near Unique
Tempest Launcher	Heavy	275m	-/-/8	2d10+8X	7	60	2 Full	Accurate, Reliable, Blast (4)	Unique
Fusion Gun	Basic	20m	S/-/-	2d10+9E	13	6	Full	Reliable, Melta	Near Unique
Firepike	Basic	40m	S/-/-	2d10+12E	13	6	Full	Reliable, Melta	Unique
Dragon Breath Flamer	Basic	30m	S/-/-	2d10+2E	3	8	Full	Flame	Unique
Mandiblaster	Basic	3m	S/-/-	1d10+3E	2	30	Full	Reliable	Near Unique
Prism Rifle (Focus)	Basic	30m	S/-/-	2d10+4E	12	60	Full	Reliable, Ghostlight	Near Unique
(Diffuse)		30m	S/-/-	1d10+9E	4			Blast (3)	
Prism Blaster	Basic	30m	S/-/-	3d10+8E	12	60	Full	Reliable, Ghostlight	Unique

PRISM BLASTER

An upgraded and more powerful version of the Prism Rifle granted to Shadow Spectre Exarchs. When linked via Ghostlight, it adds 2d5+6 damage / 40m instead of 1d5+3 damage / 30m.

MELEE WEAPONS

Eldar Melee Weapons are allegedly more graceful and elegant than the lesser races. All I see is a bunch of poncy ass plastic toys encrusted rhinestones. Does this make me a hypocrite?

ELDAR CHAINSWORD

Far quieter than the Imperial chainsword, the basic Eldar Chainsword uses its carved crystalline teeth to slice through flesh and bone.

VOID SABRE

The Void Sabre is carried as a badge of honor and status amongst Eldar Corsairs, and looked upon with fear and trepidation by Craftworlders.

Void Edge: When scoring Righteous Fury, the hit is resolved at Pen 10 instead of Pen 2.

BANSHEE POWER SWORD

The standard power weapon of the Howling Banshees, its energy sheath holds slightly more power than standard Imperial patterns.

TRISKELE

A three-pronged giant power shuriken wielded by Howling Banshee Exarchs, the Triskele can be used in the heat of melee or as a returning thrown weapon.

When used as a Throwing Weapon, the Triskele is treated as a full auto attack with range 3xSB and a fire rate of -/-/3.

EXECUTIONER

The giant power glaive of the Howling Banshee Exarchs, this weapon takes various forms depending on the wielder's preference. Known patterns include a large heavy spear, a great sword, or even a black scythe.

An Executioner is a Two-Handed weapon, and doubles the user's strength bonus / adds +1 to the Unnatural Strength modifier.

MIRROR SWORDS

Named for each sword being a mirror of the other, a Howling Banshee Exarch can spin to win from melee to melee.

When wielded as a pair by a character with an Agility bonus of 5 or more, Mirrorswords reduce any penalties for dual wielding melee weapons by 10, to a maximum of +0. Their balance and design make them ideal for defense as well as attack, adding an additional +10 bonus to parry, for a total of +20, so long as these swords are wielded as a pair.

An Acquisition test to obtain Mirrorswords is always for a matched pair.

Scorpion Chainsword

Striking Scorpions utilize these noiseless chainswords to ambush their pray from the shadows. The chainsword augments the user's strength somewhat in battle.

The bearer of a scorpion chainsword adds 1.5x his Strength bonus for damage rather than 1x, rounded down. This is calculated from base Strength bonus. For example, a user with SB4 would add 4+2, while a user with SB4 Unnatural x2 would add 4+2+4 as his damage.

Scorpion Claw

The Scorpion Claw, used by Striking Scorpion Exarchs, is a more advanced version of the Imperial Power Fist.

The Scorpion Claw contains a built in Shuriken Catapult, and doubles the user's strength bonus / adds +1 to the Unnatural Strength modifier.

Biting Blade

A massive two-handed chainsword used by the Striking Scorpion Exarchs, the Biting Blade delivers a brutal and messy deathblow.

A Biting Blade is a Two-Handed weapon, and deals 2 more damage per two degrees of success on a hit.

Witchblade

Psychically attuned weapons, the Witchblade only resonates with its fullest power when wielded by one who has studied the secrets of the seers.

Singing Spear

Similar to the Witchblade, the Singing Spear doubles as a psychically attuned throwing weapon, and can return to its wielder, often bringing angry friends along for the ride.

Once per round, as a Free Action, the owner can recall the Singing Spear with a range equal to 5x Psy Rating. The weapon automatically unstucks and heads to the owner. Any dumb fucker can try to hold on with a Very Hard (-30) Strength test to embark on Mr. Warlock's Wild Ride.

Name	Class	Dam	Pen	Special	Notes
Eldar Chainsword	Melee	1d10+4R	3	Balanced, Tearing	Near Unique
Void Sabre	Melee	1d10+8R	2	Balanced, Tearing, Void Edge	Extremely Rare
Banshee Power Sword	Melee	1d10+6E	6	Balanced, Power Field	Near Unique
Triskele	Melee	1d10+5E	5	Power Field	Unique
Triskele (Thrown)	Thrown	1d10+5E	5	Power Field	
Executioner	Melee	1d10+10R	5	Tearing, Unbalanced	Unique
Mirror Swords	Melee	1d10+5E	8	Balanced, Power Field	Unique
Scorpion Chainsword	Melee	1d10+3R	3	Balanced, Tearing	Near Unique
Scorpion Claw	Melee	2d10E	9	Power Field	Unique
Biting Blade	Melee	1d10+6R	2	Tearing, Unbalanced	Unique
Witchblade	Melee	1d10+5R	0	Power Field, Balanced, Witch Edge	Near Unique
Singing Spear	Melee	1d10+5R	5	Power Field, Witch Edge	Near Unique
Singing Spear (Thrown)	Thrown	1d10+5R	5	Power Field, Witch Edge	

ARMOR

While the basic troops of the Corsairs and Craftworlds can expect a level of defense similar to Guard T-shirts, Aspect Warriors are far better equipped for the battlefields they enter.

CORSAIR ARMOR

The standard armor of the Eldar Corsairs, it is most well known for its characteristic wings. Eldar Corsair armor is a sealed environment, and contains a long range vox, auspex, and grants Dark Sight. Void impellers within grant the Flyer (12) trait in zero gravity conditions, and the microjets grant a +10 to all Pilot (Personal) tests.

ASPECT ARMOR

The armor of the Aspect Warriors is sufficient to shield them from the dangers they are expected to face.Made of psychoreactive wraithbone, Aspect Armor negates penalties to Silent Move and Concealment.

HEAVY ASPECT ARMOR

Heavier armor for heavier Aspect Warriors, this armor is equivalent to Imperial Power Armor, though not bulky or loud in the slightest. Made of reinforced psychoreactive wraithbone, Heavy Aspect Armor negates penalties to Silent Move and Concealment.

RUNE ARMOR

Rune Armor provides innate psychic defenses to its wearers. When struck by an attack, the wearer may make a Very Hard (-30) Focus Power test as a free action. Success reduces the damage by Psy Rating + DoS on Focus Power test. If the Focus Power test result is below the Psy Rating, the attack is negated entirely.

Name	Locations Covered	AP	Availability
Corsair Armor	All	4	Very Rare
Aspect Armor	All	6	Near Unique
Heavy Aspect Armor	All	8	Near Unique
Rune Armor	All	6	Near Unique

GRENADES

Eldar Aspect Warriors and Corsairs are trained in a variety of grenade types, each with its own role on the battlefield that augments an Aspect Warriors' chosen discipline.

HAYWIRE GRENADES

These make a big mess out of cybernetics and technology. They have a range of SBx3, and roll on the Haywire table. They have an availability of Rare.

HAYWIRE FIELD STRENGTHS

Roll	Field Strength
1-2	Insignificant: There is no noticeable effect on nearby technology.
3-4	Minor Disruption: All actions utilising technology, including driving vehicles, firing Ranged weapons without the Primitive Quality, Tech-Use Tests, and any physical actions attempted while wearing power armour or employing cybernetics suffer a –10 penalty. The Base Movement of anyone in power armour is reduced by 1.
5-6	Major Disruption: All actions utilising technology, including driving vehicles, firing Ranged weapons without the Primitive Quality, Tech-Use Tests, and any physical actions attempted while wearing power armour or employing cybernetics suffer a –20 penalty. The Base Movement of anyone in power armour is reduced by 3. Melee weapons with technological components function as a Primitive weapon of the analogous type.
7-8	Dead Zone: Technology within the affected area completely ceases to function. Power armour becomes unpowered, reducing the wearer's Movement to 1. Vehicles slow to a halt. Characters with cybernetic replacements to any internal organ(s) suffer one level of Fatigue each round they remain in the Dead Zone. Melee weapons with technological components (i.e., power swords) function as a Primitive weapon of their type.
9-10	Prolonged Dead Zone: As Dead Zone (if this result is rolled, the field lasts for two Rounds as it lessens to Dead Zone during the following Round).

Plasma Grenades
These grenades pack a punch equivalent to Imperial Frag grenades. They have a range of SBx3, and deal 1d10+6E Pen 4 with the Blast (4) and Shocking qualities. They have an Availability of Common.

Melta Bomb
For when that bunker really needs to go, the Eldar use their Melta Bombs. They lack the power of Imperial versions but have an outward blast. They have a range of SBx2, and deal 5d10+10E Pen 10 with the Blast (2) quality.

GEAR

Eldar carry a lot of weird stuff with them. Some things augment their psychic abilities, others boost their physical attributes. There are even some things, like Spirit Stones, that an Eldar wouldn't be caught dead without.

Spirit Stone
If an Eldar dies, their soul goes in here. While considered freaky by most, the alternative is for the soul to go to Slaanesh. This is generally considered by most to be a very bad thing.

Corsair Jetpack
The Corsair Jetpack augments the Corsair Void Armor's wing jets to provide the Flyer (12) trait in all situations for up to a minute at a time before needing a minute to recharge.

Reaper Rangefinder
A weapon with a Reaper Rangefinder will unerringly hit even the fastest or most obscured targets. A weapon equipped with a Reaper Rangefinder will ignore all penalties to hit enemies from speed (such as Running or the Hard Target talent) or stealth (such as stealth fields, cameoline cloaks, holofields, etc.). A Reaper Rangefinder counts as a sight for a weapon.

Banshee Mask
The Banshee Mask uses the bearer's innate psychic connection to disrupt targets before a charge. When a Howling Banshee makes a Charge Action, she may choose to activate her mask as part of that action. The target of the Howling Banshee's charge must pass a Difficult (–10) Willpower Test or count as Surprised, even if possessing the Rapid Reaction Talent) and suffer 1 wound for every two Degrees of Failure; targets with Resistance (Psychic Techniques) may use this talent against the attack. Wounds received in this way ignore all armour except fully-enclosed helms with auto-senses. In addition, while the Howling Banshee wears her helmet, she gains the Disturbing Voice Talent.

Spectre Holofield
The Shadow Spectre wears flowing robes and exotic technology that work with his armor to disrupt his image. Enemies suffer a –20 to all Weapon Skill and Ballistic Skill Tests when attacking the wearer. Additionally, when stationary, the holofield user gains +30 bonus to any Concealment Tests.

Spectre Jetpack
The Spectre Jetpack allows the user to float silently over the battlefield. The Spectre Jetpack confers the Flyer (12) trait for up to one hour before needing a minute to recharge. In addition, the Spectre Jetpack is completely silent, and the bearer suffers no penalty to Move Silently and Concealment tests with it.

Swooping Hawk Grenade Pack
Packs of grenades are on hand if the Swooping Hawk needs to bombard an enemy. This small pack can be used to make one free attack per turn on any target flown over as part of the user's regular move, counting as being at Long Range. The attack must use a grenade, and does not count towards the Swooping Hawk's limit of 1 attack per turn.

Swooping Hawk Wings
The wings of the Swooping hawks are far more efficient than the jump packs of the Imperium. A set of Swooping Hawk Wings allow the Swooping Hawk to glide safely down from any height and make an unlimited number of short jumps, doubling his Base Movement in any direction and ignoring all intervening terrain and obstacles. The Swooping Hawk must normally land at the end of his turn, but may use maximum power to gain the Flyer (12) Trait for up to five minutes before the wings require a minute to recharge.

RUNES OF WARDING

Eldar psykers utilize these runes to interfere with enemy psykers. Enemy Psykers within the bearer's Perception Bonus in meters add +10 to all rolls made on the Psychic Phenomena and Perils of the Warp tables.

RUNES OF WITNESSING

These runes are used to hopefully guide a seer towards a desired future. Hope is, of course, the first step on the road to disappointment. Once per round, the bearer may choose to reduce (or increase) the result of a roll made on the Psychic Phenomena or Perils of the Warp tables by a number equal to his perception bonus.

ELDAR JETBIKE

The Eldar Jetbike is used by Craftworld Guardians and Warlocks to zip from trouble spot to trouble spot on the battlefield, providing psychic and mobile fire support. While often seen individually, sometimes bike-mounted Warlocks can form into the amorphous Jetseer Council, which causes anal annihilation across the galaxy when encountered by enemy commanders.

Type: Skimmer
Tactical Speed: 50m
Cruising Speed: 400 kph
Maneuverability: +30
Structural Integrity: 10
Size: Hulking
Armour: Front 15, Side 12, Rear 10
Crew: Pilot
Carrying Capacity: None.

Weapons

Pilot-operated twin-linked Shuriken Catapult (Facing Front; 60m; S/3/10; 1d10+4R; Pen 6; Mag 100; Rld 2 Full; Reliable, Twin-Link)

Special Rules

Skimmer: This vehicle hovers over the battlefield, allowing it to ignore terrain that would otherwise hamper movement. If it ever becomes completely immobilised due to damage, count the vehicle as destroyed instead as it crashes into the ground.

Name	Availability
Spirit Stone	Near Unique
Corsair Jetpack	Very Rare
Reaper Rangefinder	Near Unique
Banshee Mask	Near Unique
Spectre Holofield	Near Unique
Spectre Jetpack	Near Unique
Swooping Hawk Grenade Pack	Near Unique
Swooping Hawk Wings	Near Unique
Runes of Warding	Extremely Rare
Runes of Witnessing	Extremely Rare
Eldar Jetbike	Near Unique

A rare image of an Eldar Aspect Warrior, dressed in ritual garb. Know your enemy, Guardsmen! Your faith and armor are superior! Ave Imperator!

Necron Armory

"Proud, I received it after performing a favor for the Arch-Archivist of Solemnace. Annoyed, no, I do not know what the term 'Stradivarius' on its inside means. Dismissive, I doubt such data is important."

-Cryptek Thutmosis2000, Harbinger of Harmonization, discusses his instrument focus, an exceedingly ancient violin.

Necrons finished science long ago; their weapons and vehicles are simply refinements of the same tools used during the Wars of Seccession and ultimately the War in Heaven. Even the basic infantry weapon, the Gauss Flayer, borne into battle by the near mindless Warriors, is capable of stripping vehicle armor away with enough concentrated barrages. The weapons used by the Royal Courts, however, are superweapons in themselves. Legends speak of Phaerons' blades that could cut planets in two, or guns that could vaporize stars. There is always a grain of truth in the exaggerations.

Necron weapons and gear in this section are given availabilities for Necron use. A Necron may seek out a weapon for the given availability, at any quality desired. Simply follow the Acquisition rules as normal. However, to a Non-Necron, every weapon is a miracle of science, and a Non-Necron attempting to buy these items must use Unique Availability and Best Quality. Remember that you do NOT get the bonus for buying one, if an item is Unique or Near Unique.

RANGED WEAPONS

The Necrons' ranged weapons can reduce a target to ashes in a single shot, annihilate the capacity for thought, or simply rip apart a target apart at the subatomic level. Note that there are two sources of weapons in the 40k system – Tome of Fate (BC), and Outer Reaches (DW). These are extracted from Outer Reaches primarily, defaulting to Tome of Fate if an equivalent weapon did not exist. These are not the ONLY ranged weapons in the Necron arsenal, but they are the ones that can be equipped by infantry rather than mounted on constructs and vehicles.

Necron Ranged weapons do not have a clip size, nor do they reload or jam. This, of course makes quality irrelevant but it does make the bearer feel good about themselves.

Gauss Flayer

The basic weapon of the Necron legions, the Gauss Flayer emits a molecular disassembler beam that can reduce a target to its constituent atoms. The weapon contains an axe-like bayonet for emergencies.

Gauss: The weapon scores Righteous Fury on a roll of a 9 or 10. In the hands of an NPC, this simply grants the ability to score Fury. In the hands of one who can naturally score Fury, the roll is automatically confirmed.

Gauss Blaster

The larger variant of the gauss flayer carried by the Immortals, the Gauss Blaster can strip a spess mehreen as easily as it can a guardsman.

Tesla Carbine

A new weapon to the Necron arsenal, the Tesla Carbine fires bolts of electricity that can bounce from target to target with no loss of stopping power.

Tesla: When the weapon rolls a 9 or 10 for Damage, or kills or otherwise incapacitates a target, lightning arcs to an additional, randomly determined target within 5m of the first, scoring an additional hit against that target. This extra hit has the potential to score further "extra" hits in the same manner. No attack roll is needed for these additional hits, which are applied to the target's Body location.

Name	Class	Range	RoF	Dam	Pen	Special	Notes
Gauss Flayer	Basic	100m	S/2/-	1d10+8E	5	Gauss	Rare
(Melee)				1d10R	2	Unwieldy	
Gauss Blaster	Basic	100m	S/4/-	2d10+5E	5	Gauss	Very Rare
Tesla Carbine	Basic	75m	S/-/-	2d10+3E	3	Shocking, Tesla	Very Rare
Synaptic Disintegrator	Basic	120m	S/2/-	1d10+7E	4	Accurate, Mind Burn	Extremely Rare
Particle Caster	Pistol	30m	S/3/-	2d10+5X	5	Concussive, Reliable	Extremely Rare
Tachyon Arrow	Basic	300m	S/-/-	10d10I	20	Concussive, Proven (3)	Unique
Gauntlet of Fire	Basic	15m	S/-/-	1d10+9E	5	Flame	Very Rare
(Melee)				1d10+5E	5	Tearing	
Staff of Light	Basic	25m	S/4/-	1d10+8E	7	Volatile	Extremely Rare
(Melee)				1d10+1I	4	Balanced, Power Field	
Rod of Covenant	Basic	25m	S/-/-	1d10+12E	10	Proven (5), Reliable	Extremely Rare
(Melee)				1d10+9E	8	Concussive, Power Field	

Synaptic Disintegrator

The sniper weapon of the Deathmarks fries the neural pathways of the brain as it flays the target's physical form.

Mind Burn: Psykers who take damage from a Synaptic Disintegrator suffer a –30 to all Focus Power Tests for one round. Any target that takes Damage to the Head location from a Synaptic Disintegrator must pass a Hard (–20) Toughness Test or suffer 1d10 Intelligence Damage and be Stunned for one Round.

Particle Caster

The Particle family of weapons fires miniscule streams of anti-matter at targets, which destroys them cleanly and efficiently. The weapons are noted for their reliability, only needing energy to contain the antimatter. Due to its small size, a Particle Caster is often paired with a melee weapon or another Particle Caster.

Tachyon Arrow

This one shot weapon is wrist-mounted to the wielder, and transmutes a sliver of silver into an energetic bolt that can pierce all armor with near unlimited range.

Gauntlet of Fire

This one shot weapon is a gauntlet…that shoots fire. Incredible, right? The Gauntlet of Fire can be used as a melee weapon, or as a flamer. When used as a melee weapon, the target must test Agility or catch on fire, following all the normal rules. Fire from the Gauntlet has Felling. WS tests are one step easier.

Staff of Light

A symbol of Necron rank and authority, the Staff of Light can shoot green lightning at enemies that even hardened ceramite is of no protection against. The weapon can function as both a power weapon and a ranged weapon.

A Staff of Light requires two hands to use.

Rod of Covenant

An elegant weapon for a more civilized age, the Rods of Covenant are wielded by the Triarch Praetorians as symbols of the Triarch and the power of the Necron dynasties. The weapon functions as both a power weapon and as a ranged weapon.

A Rod of Covenant requires two hands to use.

Name	Class	Dam	Pen	Special	Notes
Dispersion Shield	Melee	1d10+2I	0	Defensive	Extremely Rare
Void Blade	Melee	1d10R	4	Entropic Strike, Felling, Razor Sharp, Tearing, Unbalanced,	Extremely Rare
Hyperphase Sword	Melee	1d10+6E	6	Balanced, Power Field	Extremely Rare
Warscythe	Melee	2d10+6E	9	Felling (2), Power Field, Tearing, Unwieldy	Near Unique

MELEE WEAPONS

The Necrons' melee weapons are to most races of the galaxy, heavy and cumbersome but extremely powerful. To a Necron whose metal bodies know no exhaustion or limit, however, the weapons achieve their maximum effectiveness, their wielders spinning and cleaving through enemies as a child would their morning corpse-starch bowl.

When wielded by a Necron, melee weapons upgrade the Unwieldy quality to the Unbalanced quality, or the Unbalanced quality to no penalty. There is no effect on the Balanced or Defensive Qualities – they function as normal.

Necron Melee Weapons are immune to the Power Field quality of weapons.

DISPERSION SHIELD

This gigantic tower shield dwarfs most of the races it was designed to protect against. Within it is a potent shield generator that can redirect ranged attacks back at their senders.

A Dispersion Shield generates a Force Field with a Protection Rating of 65 and an Overload Roll of 01-05. When a Dispersion Shield successfully stops a Ranged Attack, the Lychguard may immediately redirect the shot at an enemy within 25m. This is treated as a Ranged Standard Attack requiring a Hard (–20) Ballistic Skill Test.

VOID BLADE

A close combat weapon whose edges flicker in and out of existence, breaking down molecular bonds with each swing.

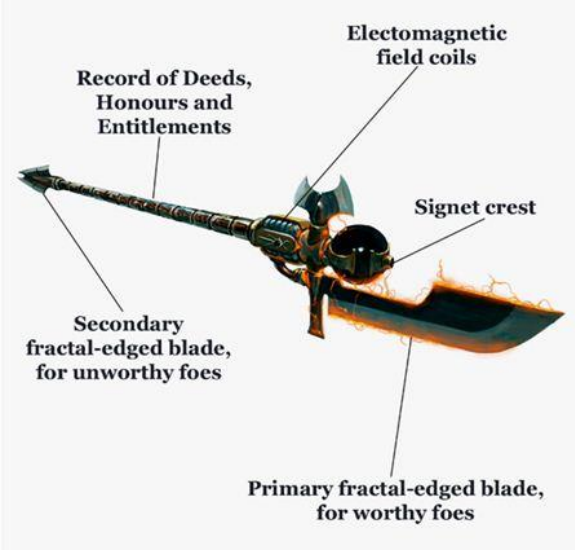
Entropic Strike: Each time a character is hit by the weapon in melee, the AP of the location struck is permanently reduced by 1d5, whether or not any Damage is inflicted. Armour reduced to less than half of its original AP in any location loses any advantages from being environmentally sealed.

HYPERPHASE SWORD

Energy blades that vibrate across dimensions…doesn't that shit sound cool? Thank you Lord Ward, Our Spiritual Liege, peace be upon him, for such weapons.

WARSCYTHE

An energy stave serving as the primary weapon of Necron royalty and retainers since the War in Heaven, the Warscythe cuts through any and all materials with its characteristic hum. It bears the signet of the owner's dynasty, as well as a record of all the user's heroic deeds.



GEAR

The Necrons's science is like magic, and their gear reflects such outlooks. Able to repair themselves from the brink of destruction, mock gravity with a flick of the wrist, and control the minds of others, the tools of the Necrons are potent and terrifying.

GRAVITY DISTORTION PACK

The Gravity Distortion pack is a ringlike hood used by the Triarch Praetorians that can disregard gravity. It grants the Flyer (12) trait indefinitely.

PHYLACTERY

The Phylactery is a small tube, containing the most powerful repair nanoscarabs available. The bearer of a phylactery may use it with a Ready Action, releasing the nanoscarabs to swarm over his body, knitting tears in the living metal and bolstering the Necron's own self-repair abilities. For 1d10+5 rounds, the Necron increases its Unnatural Toughness Trait by one step and automatically passes Toughness Tests for Regeneration.

RESURRECTION ORB

A glowing green sphere that assists in the reconstruction damaged troops, the Resurrection Orb allows all the minions or soldiers of the bearer within 50m of a Resurrection Orb to re-roll all failed Toughness Tests. If the targets have the Ever-Living talent, the Resurrection Protocols test becomes Challenging (+0) instead of Hard (-20).

PHASE SHIFTER

An upgrade to the bearer's form that grants them the ability to phase in and out of realspace. This has the effect of granting the bearer a Force Field with a Protection Rating of 45 that never Overloads. Additionally, if the bearer scores three or more Degrees of Success when rolling to hit with a melee attack, the attack cannot be Parried and Damage from the attack is not reduced by the target's Armour. Protective fields act as normal.

SEMPITERNAL WEAVE

Threads of Adamantium and rare metals strengthen the bearer's body. This increases the bearer's Machine Trait by 1, and grants the Sturdy trait. This upgrade may be taken multiple times, each time increasing the availability by one step (The second purchase would be Extremely Rare, the third Near Unique, the fourth and final Unique) as rarer and rarer metals are needed. Sempternal Weave may only be bought one step at a time – you cannot buy 20 sets at once and stack the upgrades!

AETHEROSCOPE

The Necrons are cut off from the Warp, but this does not mean they cannot see and control it. The Aetheroscope grants the Psyniscience skill to the bearer, but all tests are one step harder in difficulty.

NULL FIELD GENERATOR

The Necrons learned the perfect ways to fight the psychic might of the Old Ones through various ancient weapons, such as the Aeonic Forges or Sigma Harmonics. One "humble" technology, the Null Field Generator, was a constant and reliable way to shut down psykers. All Focus Power tests and Warp Instability tests within 30m suffer a -20 penalty. In addition, the NFG provides a PR 50 Force Field, Overload 1-5, which only protects against psychic powers, attacks from Daemons / creatures with Warp Instability, and the Warp Weapon quality.

MINDSHACKLE SCARABS

Tiny Scarabs are sent out to control an enfleshed lackey to enact the controller's command. The bearer first designates a target, and commands the Scarabs to seek them out. Once the Scarabs have found the objective, the target must make a Challenging (+0) Toughness test. Failure of this test means the scarabs have made their way to the target's brain and started the house party.

From there, the controller can activate the scarabs one of two ways – subtly, or overtly. For a subtle command, the victim makes a Hard (-20) WP test, and if they fail, they can be commanded to do things that seem reasonable, such as opening a certain door or unloading all the weapons in an armory. Success means the command is resisted, and 3+ DoS means the victim is aware of the scarabs in his mind. Any amound of subtle commands may be given.

For an overt command, the victim makes a Challenging (+0) WP test, and if they fail, they are completely under the controller's command and must

do anything ordered, like attacking comrades or killing themselves. This, regrettably, burns out the Scarabs after 1d10 minutes, which frees the victim but inflicts 1d10 Fatigues.

FLENSING SCARABS

These tiny scarabs surge over a melee weapon in battle, adding to the weapon's ability to rend flesh and tear through enemies. When the bearer has Flensing Scarabs, his melee weapons gain the Tearing quality. If the weapon already has Tearing, then the bearer gains the Flesh Render talent. They also have the curious tendency to gift their owner with murder presents, such as small rodents or birds, collected when the owner isn't looking.

CATACOMB COMMAND BARGE

Catacomb Command Barges are used by Necron royalty as personal skimmers and displays of dynastic power, kind of like that asshole you know who drives his Maserati RIGHT in front of your house real slow-like, so he's SURE you can see it. Command Barges grant the driver complete control of the battlefield, augmenting his attacks from a higher position and providing a safe platform to personally take to the field.

Type: Skimmer
Tactical Speed: 25m
Cruising Speed: 245 kph
Maneuverability: +25
Structural Integrity: 30
Size: Enormous
Armour: Front 28, Side 28, Rear 28
Crew: Two Operators, who don't matter
Carrying Capacity: Whoever's controlling the thing

Weapons

Pilot-operated Tesla Cannon (Facing Front/Sides; 90m; S/3/–; 2d10+5 E; Pen 3; Shocking, Tesla) or Gauss Cannon (Facing Front/Sides; 100m; 1d10+12 E; Pen 5; S/4/6; Gauss).

Special Rules

Quantum Shielding: A vehicle with Quantum Shielding is protected by additional armour plating that exists out of phase with the rest of the vehicle, except for the moment the vehicle is struck by an attack. The vehicle benefits from an additional 10 points of Armour on all facings until it has suffered a Critical Hit (including a Critical Hit caused by Righteous Fury) at which point the Quantum Shielding ceases to function. While the Quantum Shielding is active, any crew or passengers benefit from cover providing 10 AP, which does not deteriorate.

Living Metal: When a Living Metal vehicle suffers a Critical Hit, halve the results, rounding up. This does affect rolls on the Critical Hit chart generated by Righteous Fury. In addition, the vehicle removes one point of Critical Damage each Round (the vehicle does not suffer the corresponding result on the Critical Hit Chart for the new Damage value). This can undo the effects of Critical Damage, such as restoring weapons, extinguishing flames, etc.

Chariot of Ire: The passenger of a Catacomb Command Barge may make Melee Attack Actions against targets adjacent to the vehicle (likely including the modifier for higher ground). As long as a character is a passenger aboard the Catacomb Command Barge, he is treated as possessing the Berserk Charge Talent and Brutal Charge Trait. In addition, when a Catacomb Command Barge takes a Movement Action, the embarked character may sacrifice his next Turn in order to make a Charge Attack Action against any number of targets as the vehicle passes within 1m, or 3m if armed with a warscythe.

TRIARCH STALKER

Scorpion-like mechanical constructs, the Triarch Praetorians ride the Stalkers into battle and act as anti-vehicle support on the battlefield. The Triarch Stalker also makes an excellent anti-infantry platform with sweeping scythes of its heat ray. More is known about the capabilities of these vehicles than most thanks to the reports of an acolyte cell dispatched to the world of Nova Prosperous, who were granted the knowledge to pilot them against an Eldar Warhost during the Squat Crusade Incident.

Type: Walker
Tactical Speed: 15m
Cruising Speed: 120 kph
Maneuverability: +20

Structural Integrity: 45
Size: Enormous
Armour: Front 28, Side 28, Rear 28
Crew: One Triarch Praetorian or other pilot
Carrying Capacity: None.

Weapons

Pilot-operated Heat Ray (Facing Front; 60m; S/2/-; 2d10+16R; Pen 12; Reliable, Melta (for Focussed) or 30m; S/-/-; 2d10+5E; Pen 6, Reliable, Spray (for Dispersed))

Special Rules

Quantum Shielding
Living Metal

Name	Availability
Gravity Distortion Pack	Near Unique
Phylactery	Very Rare
Resurrection Orb	Extremely Rare
Phase Shifter	Extremely Rare
Sempiternal Weave	Very Rare
Aetheroscope	Rare
Null Field Generator	Extremely Rare
Mindshackle Scarabs	Near Unique
Flensing Scarabs	Near Unique
Catacomb Command Barge	Unique
Triarch Stalker	Unique

CRYPTEK TECHNOSORCERY

The technosorcery of the Crypteks can perform miracles of energy and matter. Depending on specialty, a cryptek can armor himself with shards of time, shoot waves of darkest night, or sing the song that will end the world.

The Cryptek Discipline gear is printed here in its entirety, copied directly from Outer Reaches for convenience. As to the question of why I put these in here and not the Eldar Psychic Powers, the answer is simple. The PDF containing this information had OEF selectable text.

HARBINGER OF DESPAIR (PSYCHOMANCY)

Harbingers of Despair use the darkness and night itself to inspire terror in their enemies.

Abyssal Staff

An Abyssal Staff emits a gout of shadow out to the weapon's range, and is otherwise treated as a weapon with the Flame Quality except that it cannot set targets on fire. Any characters caught in the cloud of darkness suffer 1d10+3 Willpower Damage and 1d5 Insanity Points, both reduced by the target's WP Bonus to a minimum of 1.

Nightmare Shroud

When this small, black cask is opened as a Half Action, all characters within 50m, except those with the Machine Trait, are affected as if confronted by a creature with Fear (4). Characters suffer the full effects of Fear each time the Nightmare Shroud is used.

Veil of Darkness

Using a Veil of Darkness requires a Full Action. The Cryptek and any number of Necrons within 10m are teleported to any location within 300m. The Cryptek using the Veil of Darkness makes an Ordinary (+10) Tech-Use Test. On a failure, the teleported Necrons arrive 1d10m per Degree of Failure away from the intended destination in a random direction.

Name	Class	Range	RoF	Dam	Pen	Special
Abyssal Staff	Basic	35m	S/-/-	Special	0	
Aeonstave	Melee			1d10+4I	0	
Eldritch Lance	Basic	200m	S/-/-	2d10+8E	8	Accurate, Felling, Volatile
(Melee)				1d10+4E	6	Felling, Power Field
Harp of Dissonance	Basic		S/-/-	2d10+3I	0	Concussive
Voltaic Staff	Basic		S/3/5	1d10+10E	0	Haywire, Shocking
(Melee)				1d10+5E	0	Haywire, Shocking

HARBINGER OF DESTRUCTION (PLASMANCY)

The unsubtle Harbingers of Destruction like to destroy things. And that's perfectly okay.

Eldritch Lance

An Eldritch Lance, its power making even the Staff of Light seem like a toy, functions as both a melee and a ranged weapon with the profiles listed the table above.

Gaze of Flame

When in battle, the eyes of a Cryptek who has granted himself the Gaze of Flame burn with an unnatural, ghostly fire. In addition to granting the Cryptek Fear (2), each round that a character spends engaged in Melee with the Cryptek he must pass a Challenging (+0) Agility Test or catch fire. The emerald flames function as Fire, except that damage counts as having the Felling (1) Quality.

Solar Pulse

Often incorporated into an Eldritch Lance, as a Half Action, the Cryptek can ignite the Solar Pulse, forcing all non-Necron characters within 1km to pass a Very Hard (–30) Toughness Test or be Blinded for 1d10+5 Rounds and Stunned for 1d5. If the Solar Pulse is used twice in one encounter, it burns out the Eldritch Lance until it can be repaired.

HARBINGER OF ETERNITY (CHRONOMANCY)

Chronomancers can control time itself, to ensure events go according to their plan.

Aeonstave

A character struck by an Aeonstave, whether or not any Damage is suffered, is caught in a bubble of slow-time and has his Weapon Skill, Ballistic Skill, Agility (and movement), and Perception reduced by half for 1d5 Rounds. In addition, the character loses one Half Action each Round he is affected. Weapon Skill and Ballistic Skill Tests made to attack a target under the effects of an Aeonstave receive a +10 bonus.

Chronometron

The bearer of this arcane device exists slightly outside the flow of time. As a result, all attacks against the Chronomancer are made at –10. In addition, the Cryptek's attacks gain +10 to hit, and it can reroll one test each Turn. Finally, the Cryptek adds both its Intelligence and Perception Bonuses to its Initiative roll.

Timesplinter Cloak

A Timesplinter Cloak is a Field with a Protection Rating of 70 and an Overload Roll of 01. In addition, whenever a Timesplinter Cloak successfully stops a Melee Attack, the attacker must make an Agility Test or be disarmed as his weapon is caught in another time stream and thrown slightly forward or backward in time. If the test results in two or more Degrees of Failure, the weapon cannot be retrieved for 1d5 Rounds, as it is thrown several moments into the future and hence does not exist during the interim.

HARBINGER OF THE STORM (ETHERMANCY)

Ethermancers call down the thunder, and reap the resultant whirlwind.

Ether Crystal

An Ether Crystal can control the fundamental forces of nature, summoning storms from tranquility and lightning from clear skies. The storm inflicts a –20 penalty on all ranged and melee attacks, and a –30 (or more, at the GM's discretion) on Perception-based Tests, and forces characters to move as if in a treacherous environment with a corresponding test difficulty of Ordinary (+10). The Ethermancer using the Crystal sits in the eye of the storm, unaffected by the surrounding chaos. Each Round the storm is sustained, on a successful Willpower Test, the Cryptek may choose a target, plus an additional target for each Degree of Success, to be struck by a bolt of overcharged lightning. Unless the target successfully Dodges, it is struck for 3d10 Energy Damage with the Shocking and Haywire (1) Qualities. Sustaining the storm requires a Full Action each Round, including the first. The storm takes 1d5 Rounds to dissipate.

Lightning Field

A Cryptek equipped with a Lightning Field is surrounded by crackling, incandescent electricity that arcs across his body and any nearby Necrons. The Lightning Field is treated as a Force Field in most respects, but works differently against melee and ranged attacks. Against melee attacks, it is treated as a Field with a Rating of 75 and an Overload Roll of 01-05, except that a successful roll, rather than stopping an attack, inflicts 2d10+7 Energy Damage with the Shocking and Devastating (1) Qualities against the attacker's Body Location. Against ranged attacks, the Lightning Field functions as a Field with a Rating of 45 and an Overload Roll of 01-05, plus makes a spectacular light show when struck. All friendly Necrons within 5 meters also benefit from the Lightning Field.

Voltaic Staff

Energy continuously crackles along the length of this heavy staff, arcing between exposed storage crystals. A Voltaic Staff can be used in melee or at range. Note that Necrons are not affected by the weapon's Haywire Quality.

HARBINGER OF TRANSMOGRIFICATION (GEOMANCY)

Harp of Dissonance

An irregularly shaped metallic casket, a Harp of Dissonance is laced with numerous strings of different materials, each perfectly calibrated to a precise level of tension. A correctly played note, when amplified and focused through the arcane technology housed within the Harp, can burst the molecular bonds of nearly any material, transmuting it to brittle porcelain. A character or vehicle struck by an attack from a Harp of Dissonance loses 1d10 AP from the Location hit, applied before Damage is resolved, and loses the benefits of environmentally sealed armour.

Seismic Crucible

As a Half Action Attack, the Harbinger of Transmogrification may precipitate a powerful, localized quake. The chosen epicenter must be within 50m of the Cryptek, though not necessarily in line of sight. The Cryptek chooses a radius of 5 to 15 meters for the quake, within which all creatures (except those flying or hovering) must immediately pass a Very Hard (–30) Agility Test or be knocked prone. In addition, affected characters must pass a Challenging (+0) Toughness Test, increased to Hard (–20) for characters who failed the Agility Test, or be Stunned for one Round. The tremors continue for 1d5 Rounds, during which the affected area is a treacherous environment.

Tremorstave

When a Cryptek drives the tip of his Tremorstave into the ground, a wave of energy is released, travelling in a straight line directly towards his intended target, splitting the very ground open and sending shards of stone and sprays of dirt blasting out

with deadly velocity. The fissure created by the Tremorstave is approximately one metre wide; all characters standing within two metres of the fissure who fail to Dodge are hit by the invisible energy wave for 2d10 Impact Damage with the Concussive Quality, ignoring Armour. When the wave reaches its target point within 50 metres of the Cryptek, it explodes with fantastic force, inflicting 4d10 Impact Damage with the Concussive Quality to all characters with 5 metres and leaving an impressive crater. The effects of a Tremorstave may vary based on the terrain, at the GM's discretion.

HARBINGER OF HARMONIZATION (SIGMA HARMONICS)

Unlike the other disciplines, which use various pieces of wargear to devastating effect, the rare discipline of Sigma Harmonics uses sound and frequency to transmit energy and information through a Harmonizer's focus. As a result, Sigma Harmonics Wargear pieces are not physical items as much as they are arrangements of timbre and texture, musical compositions that depend on the instrument as much as the Cryptek playing them.

All Sigma Harmonics are used with the Perform (Any Instrument) WP-based skill. Each is a Full Action unless otherwise noted. Sustaining is a Perform test as a Free Action, though for every power sustained beyond the first, there is a further -10 to the test.

Suffering Island

The mind is a malleable thing, where neurons and electrical connections can be formed and reformed over the years. The Harmonizer masters the rewrite in moments with alternating frequencies, allowing the perfect transfer of information. With a Challenging (+0) WP test, the Harmonizer can either grant himself a skill that his Royal Court knows at the same mastery the target had, or grant a target a skill at the same mastery that the Harmonizer has. For example, a Harmonizer can take the Knowledge (Ancient Codes) +20 from a Triarch Praetorian to himself, and then grant it to a Nemesor and Vargard that he accompanies. Only one skill can be transferred at a time, to a number of recipients equal to the Harmonizer's WP Bonus. This transferred knowledge lasts only up to an hour at maximum before it dissipates. This power does not need to be sustained.

Hope Given

Designed by Phaeron Ramsestron, Tonal Architect, as his contribution to the War in Heaven against the Old Ones, the Harmonizer can lock down a target in the physical world, and strip away their ethereal defenses. With a Challenging (+0) Opposed WP test, the Harmonizer can strip the Phase or Incorporeal trait from the target, and remove any psychic protections, armor, or force fields the target has. This power must be sustained every round. Different opponents can be targeted with different uses of the power, each counting as a separate power for sustaining purposes (for example, sustaining three different casts of this power on three enemies is a -20 to the sustain test).

Stand and Deliver

By far the most disturbing of the Sigma Harmonics powers, the Harmonizer can control living creatures' minds, making them see what he wants them to see, or do what he wants them to do. Stand and Deliver has two modes of operation. The first is a Challenging (+0) WP test, which cloaks the Harmonizer from the sight of the living and warp-based via sub-aural frequencies, leaving him effectively invisible to all except other Necrons and practitioners of Sigma Harmonics. This lasts for up to an hour, and is cancelled if the Harmonizer attacks.

The second is a Hard (-20) Opposed WP test against a single target. If the Harmonizer succeeds in this test, he may control the target's actions for that turn, with the target acting on the Cryptek's initiative and losing its own. This use of the power must be sustained, with a Hard (-20) Opposed Perform vs WP test every round. This power even affects those that are deaf, and the target never notices the shadowy figures above him driving him like a puppet…

These are not the only Sigma Harmonics powers that exist, but they are the ones most commonly used.

The Ordo Chronos

*"Man, I only get one page out of this whole damn book? One single damn quote? That's some **BULLSHIT** right there."*

-Inquisitor Marshall Shady of the Ordo Chronos, bitching as usual.

Almost nothing is known of the Ordo Chronos, the mysterious Ordo of the Inquisition dedicated to studying warp time dilation and time travel. Many theories exist to their disappearance. Even with the return of the last Inquisitor of the Ordo Chronos (who many wish had stayed lost), his words only confuse and infuriate further.

It is accepted by all that the Inquisitors of the Ordo Chronos simply disappeared. Common belief is that they retconned themselves into nonexistence while searching for the secret to time travel. Others believe they are hiding, waiting for some future threat to the Imperium. Some crackpots even yell something about "zero-summing," whatever that means. The last Inquisitor tells a slightly different story, though whether or not he is embellishing, only he knows.

According to the last Inquisitor, the Ordo Chronos was a highly fractured organization, as all Ordos tend to be. However, they managed to discover the secret to time travel. Naturally, they celebrated by going back in time and killing each other before they were born, tying it to the first theory. Only one inquisitor survived, having discovered how to become his own ancestor and locking the timeline.

The Ordo Chronos utilizes strange energy weapons that can disrupt a target's connection to the time stream. Whether or not this is based off the same technology that destroyed the Ordo cannot be determined, only that the weapons are deadly effective.

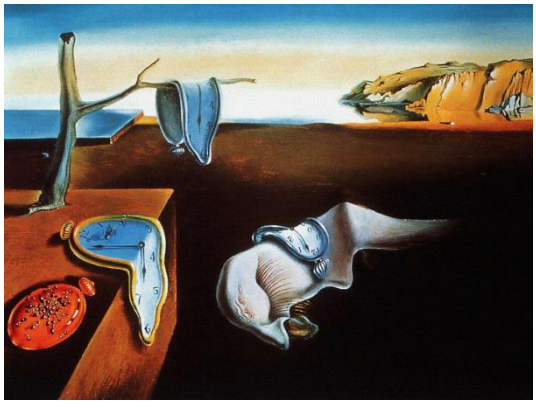
Wrist Jadgar

A green twin-pronged hand-held ray gun that fires a white blast of energy, the real threat of this oddly-shaped handgun is its ability to shunt an enemy in time and rip apart their memories, a disturbing process called Deharmonization.

Deharmonization: If an enemy takes damage from the weapon, they also take 1d10 Willpower damage. An enemy reduced to 0 Willpower disappears in a flash of light. They reappear 1d5 rounds later, wandering aimlessly without their memories, and horrifically aged to senility. The enemy is effectively defeated. This affects only enemies that are alive and sapient, and thus does not affect Necrons, Tyranids, and creatures of the warp.

Chronophore

A heavier version of the Wrist Jadgar, the golden long-barreled Chronophore's heavier energy rays can pierce the thickest armor and deharmonize the most resilient of enemies. To disappear when out of harmony with time is a terrible thing to witness, and far worse to experience.



Name	Class	Range	RoF	Dam	Pen	Mag	Rld	Special	Notes
Wrist Jadgar	Pistol	30m	S/2/-	1d10+6E	6	18	Full	Deharmonization	Near Unique
Chronophore	Basic	100m	S/3/-	2d10+8E	8	36	2 Full	Deharmonization, Reliable	Near Unique

Vehicle Systems

"Well, that's the thing, I have no idea. Tell me, Lord Inquisitor, what in your Emperor's name is a VF/SS Variable Fighter Strike Suit?"

-Shas'o Sio't Korst'la VI, probing into the STC design discovered by a crack Detachment.

Vehicles of the Imperium are built for ruggedness and reliability. Their weaponry, based on simplicity and proven over the course of thousands of years, has allowed Mankind to survive against all manner of threats. New developments are rare, taking thousands of years of sanctification and ritual observation to make sure it wasn't really powered by a bloodletter on a miniature bicycle or something.

Still, the discovery of an STC pattern can reintroduce technology once thought lost. Some time ago, an STC was discovered by the Ordo Xenos in the Tiji Sector, containing many types of vehicle-mounted missiles and weapons from Mankind's past. Before it could be studied, however, it was lost. Luckily, it was somehow recovered by a legendary Deathwatch Kill Team, and the systems spread throughout the sector. They can now be found amongst the standard armament of the Inquisition, mercenary companies, criminal gangs, and PMCs in the sector.

VEHICLES

With the establishment of a number of Squat Holds across the sector, the strange vehicles of the Squats have begun to become a common sight on the sector's battlefields, especially against the tyranid hive fleets and ork hordes. Most common is the Iron Eagle Gyrocopter, a squat aircraft, and the Termite, an underground transport.

Iron Eagle Gyrocopter

A Squat-operated aircraft, the Iron Eagle Gyrocopters work in squadrons to take down large enemies and defend the Squat Holds. Using twin turbofan engines, they are capable of great bursts of speed and the ability to hold wide varieties of weapons. Different patterns exist, such as the anti-vehicle Steel Hawk and the anti-horde War Hawk.

Type: Skimmer
Tactical Speed: 25m
Cruising Speed: 250 kph
Maneuverability: +25
Structural Integrity: 40
Size: Enormous
Armour: Front 25, Side 25, Rear 20
Crew: One Pilot, one Gunner, usually of the Squat Engineer's Guild.
Carrying Capacity: None.

Weapons

Selected from the weapons table when puchasing a pattern of Iron Eagle.

Special Rules

Skimmer
Availability: Very Rare (All Variants)
Laser Guided: When in a squadron, as long as one Gyrocopter can see the target, all Gyrocopters in the squadron can fire. The Gyrocopters are still subject to their maximum range.

Weapons:	Operator	Range	Rate	Class	Damage	Pen	Mag	Reload	Special
Nose Battlecannons	Pilot	300m	S/-/-	Heavy	3d10+8 X	8	50	3 Full	Blast (8), Devastating (4), Iron Eagle Only
Tail-Mounted Autocannons	Gunner	300m	S/3/-	Heavy	3d10+8 I	6	200	3 Full	Twin-Linked, Iron Eagle Only
Multi-Melta	Pilot	60m	S/-/-	Heavy	2d10+16 E	12	40	2 Full	Melta, Blast (1), Steel Hawk Only
Battlehammer Rockets	Gunner	250m	S/4/-	Heavy	3d10+10 X	10	50	4 Full	Blast (1), Steel Hawk Only
Heavy Bolters	Pilot	150m	-/-/6	Heavy	1d10+12 X	5	200	2 Full	Tearing, War Hawk Only
Doom Anvil Missiles	Gunner	250m	S/4/-	Heavy	2d10 X	4	50	4 Full	Laser-Guided, Blast 6, War Hawk Only

TERMITE

The Termite is a troop transport that bears a powerful drill, that can be used to insert enemy troops into fortified positions from underground. While generally limited to the Squats, some Imperial Commanders have considered using the vehicle as a safer alternative to the Hades breaching drill.

Type: Ground Vehicle
Tactical Speed: 10m
Cruising Speed: 60 kph
Maneuverability: -5
Structural Integrity: 25
Size: Enormous
Armour: Front 24, Side 24, Rear 20
Crew: One Pilot
Carrying Capacity: 10 Soldiers, gear, and equipment.

Weapons

None.

Special Rules

Ground Vehicle
Reliable
Reinforced Hull
Availability: Rare
Deep Strike: The Termite can dig underground at its normal tactical / cruising speed. It may surface and unload its troops, counting the enemy as Surprised that round.

WEAPONS

The STC recovered by the Deathwatch provided schematics and plans for a number of new vehicle mounted weapons. Some weapons, like the SAAM Semi-Active Air-to-air Missle, exist, but cannot be fired since the radar-guided firing mechanisms no longer exist. It is known that there were other, even more powerful, weapons, such as the MPBM Multi-Purpose Burst Missile and the SWBM Shockwave Ballistic Missile, but their secrets were lost when the wielder of the only surviving patterns fell to Chaos, his aircraft destroyed by a legendary Deathwatch Kill Team.

Missile: The weapon may be swapped in place of the normal missiles of an Aircraft or Spacecraft. Alternatively, they may be loaded onto an Aircraft or Spacecraft with a Difficult (-10) Tech Use test in addition to the vehicle's normal weapons. It is up to the GM how many missiles fit this way.

Primary: The weapon may be swapped in place of the primary weapon of an Aircraft or Spacecraft. Alternatively, they may be loaded onto an Aircraft or Spacecraft with a Hard (-20) Tech Use test in addition to the vehicle's normal weapons.

Name	Type	Range	RoF	Dam	Pen	Count	Availability
ADMM	Primary	500m	-/-/12	3d10+10X	10	120	Unique
LASM	Missile	600m	2/-/-	3d10+10X	10	12	Very Rare
QAAM	Missile	200m	2/-/-	3d10+10X	10	12	Extremely Rare
RCL	Missile	300m	-/-/12	2d10+12X	8	60	Rare
SOD	Missile	400m	Special	4d10+5X	8	6	Very Rare
TLS	Primary	750m	S/-/-	6d10+10E	10	4	Near Unique
TXNB	Missile	300m	S/-/-	4d10+10X	5	5	Extremely Rare
XLAA	Missile	600m	4/-/-	2d10+15X	10	20	Very Rare

ADMM
The All-Directional Multi-purpose Missile system is a highly destructive system that fires a set of 12 missiles at swarms of enemies. These missiles can individually track targets using unknown cogitators. The missiles are rolled to hit as normal, and the firer selects how many missiles go to which targets.

LASM
The Long-ranged Air-to-Surface Missile is an anti-ground and ship missile that flies high in the air before arcing directly down into its target. This missile cannot target air targets, but rerolls misses vs ground targets. Up to two can be fired at a time.

QAAM
The Quick Maneuver Anti Air Missile hunts aircraft, tracking them in a limited flight path. This missile cannot target ground units, but reroll misses vs Aircraft. Up to two can be fired at a time.

RCL
Multiple Rocket Pods, similar to those found on the Valkyrie, are good for strafing fixed ground targets.

SOD
The Stand-Off Dispenser releases a fast-flying missile that releases a cluster of bomblets over a large range. The SOD does hits equal to DoS on BS tests to Ground targets only.

TLS
An ancient but powerful weapon, the Excalibur Tactical Laser System is built upon the same systems as the Lascannon, but with power enough to sustain firing so an operator can “rake” across the sky. Upon successfully hitting a target, the TLS will bounce to a new target, requiring a new BS test. This can occur up to two additional times, for a total of three hits.

TXNB
Developed by the kroot shaper Dr. Angkor Thrax, noted toxicologist and licensed medical practitioner, the Toxin Bomb acts as a more powerful fuel-air bomb, with the airbursting prometheum replaced with the compound Anthrax Omega, a devastating toxin that can eat through flesh and plasteel alike. Field tests of the weapon highly pleased the Dark Eldar who used it, who testified to its effectiveness. This weapon possesses the Blast (10) and Toxic Quality.

XLAA
The cogitators of the Advanced Long-ranged Air-to-Air Missile sacrifice tracking power for quantity. The XLAA cannot target ground units, but up to 4 can be fired at a single time. The firer selects how many missiles go to which targets.

Remember your codes, pilot, you’re in the big leagues now!

FOX 1: Air-to-air semi-active radar-guided missile
FOX 2: Air-to-air infrared-guided missile
FOX 3: Air-to-air active radar-guided missile
GUN: Air-to-Air or Air-to-Surface cannon fire

-AWACS Walrus

III

HUNTERS OF THE VOID

TAU VESSELS

•

ELDAR VESSELS

•

NECRON VESSELS

Chapter III: Hunters of the Void

"If you'ze fightin', den you'ze winnin'. If you'ze winnin', den you'ze fightin'. It'z wunna dem…circular fings dat by da end, ain't nuffin standin' in yer way."

-A member of the legendary Deathwatch Kill Team

The races of the galaxy have unique and fascinating ways of getting across the interstellar void. Some, like the Tau, have reached only slightly faster than light, their trips slow but safe. The Eldar, when not using the networks of Webway portals across the galaxy, sail across the void in their wraithbone vessels. The Necrons make a mockery of physics with their inertialess drives, though they too utilize the Webway through Dolmen Gates to breach great distances between tombworlds.

The galaxy is a violent one, and while not all ships are warships, every ship makes sure it can defend itself. Even lowly transports are armed to force off raiders, if they cannot get a raider of their own as an escort. Fleets of frigates often act as escort to the cruisers that hold the line in the mass battles, while larger battlecruisers and aging grand cruisers deliver the killing blow.

This chapter will be split into three sections – one for Tau, one for Eldar, and one for Necrons. While a majority of each section will be dedicated to their voidship hulls, unique ship components will also be discussed in the appropriate section. It is assumed, however, that GMs and players can simply use some common components, such as plasma drives or gellar fields, in their ship. A Gellar Field is a Gellar Field, after all, no matter if it's run by hamsters, magic, or a gue'la on a treadmill. These are by no means comprehensive – a GM is encouraged to create further ship components, and to decide if there is a xenos equivalent of an Imperial component. If the GM wants to rename a set of Pyros melta-cannons the Dragon-class Dildo Blaster for an eldar ship, it's fine as long as the mechanics are sound.

Tau Vessels

"The only way to get ahead,
is exploit the weak, and to burn your dead."

-Common mantra amongst the House of Korst'la special operations Detachments

Tau voidships have undergone considerable changes over the millennia. Originally refitted cargo ships, this first fleet, the Kor'vattra, were dispatched to spread the Tau Greater Good to the galaxy. However, without dedicated combat ships, the fleet had its work cut out for it. Large numbers of ships were lost to the Imperium, Orks, and Tyranids, finding themselves outgunned and outmaneuvered. It was after the Kor'vattra fleets took heavy losses that new ships were needed, the Kor'or'vesh. These ships, dedicated combat platforms, would go on to replace the aging Kor'vattra fleet and stand against the races of the galaxy.

Tau ships are smaller than the Imperium, and not as heavily armored. This has the humorous effect on ship labels – what the Tau would classify as a Cruiser, the Imperium would classify as a Light Cruiser, and so on. They make up for this shortcoming in versatility; their gun mounts capable of targeting a variety of headings. Tau ships are also not normally capable of mounting Warp Drives, having no psykers amongst themselves, and not risking their psychic auxiliaries. What they do have is the ZFR Horizon Accelerator, the newest of which propels them faster than light, but still far slower than Imperial standard speeds.

By far the most infamous Tau vessel in the Tiji Sector is the Custodian-class battleship Studio 69. Over the many years it has been passed down the paternal line of Korst'la, and the ship is as much a nightclub and pleasure center as it is a battleship. Its systems are a cobbled together mess of Tau, Dark Eldar, Imperial, and whatever else strikes Korst'la's fancy, and is more than capable of defending itself in fleet actions. It is a floating world that functions as both a recreational entertainment for less puritanical sector nobles, and a shadowport for illicit dealings.

Tau ships have the following special rule.

Multiposition: Tau combat ships can bring their guns to bear at multiple angles. Any Port or Starboard mounted weapon may also fire at the Front Firing Arc.

Certain Tau ships must be tethered into battle by gravitic hook, lacking ZFR drives. They have the following special rule.

Grav Tethered: The ship has no ZFR Drive or Gellar Field; it must be carried by a ship equipped with Gravitic Hooks. One ship with this special rule per hook.

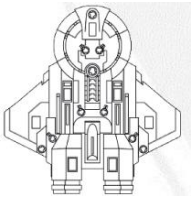
For more information on each ship, consult IA3, and Battlefleet Gothic materials.

TRANSPORTS

Every race needs transport ships to carry supplies and armaments to the fleets, and the Tau are no exception.

COURIER (IL'EMAAR)

The Courier fast-transport design ultimately proved so successful that it would go to replace a majority of all Tau transport ships in the Empire.



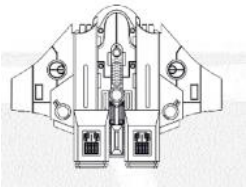
Speed: 8 **Maneuver:** +15
Detection: +5 **Hull Integrity:** 35
Armor: 12 **Turret Rating:** 1
Space: 40 **SP:** 25
Weapon Capacity: 1 Dorsal

RAIDERS

Fast, light escort ships, the Tau raiders tend not to include ZFR drives or gellar fields, being towed to the field by larger ships.

WARDEN (KIR'LA)

The Warden is the replacement of the Orca Escort, with greater weapon spread and speed compared to its predecessor.

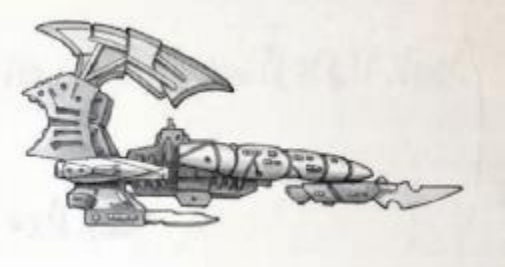


Speed: 8 **Maneuver:** +25
Detection: +10 **Hull Integrity:** 25
Armor: 15 **Turret Rating:** 1
Space: 25 **SP:** 25
Weapon Capacity: 1 Prow, 1 Dorsal
Grav Tethered

CORSAIR ESCORT

The preferred vessel of the Dark Eldar working for the House of Korst'la, the Corsair Escort is first into the fight and often last to leave, relishing the ability to sow terror before the main fleet arrives.

Speed: 13 **Maneuver:** +45
Detection: +25 **Hull Integrity:** 20
Armor: 15 **Turret Rating:** 1
Space: 35 **SP:** 35
Weapon Capacity: 2 Prow



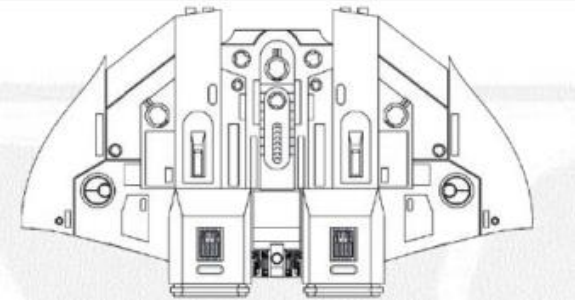
FRIGATES

Upgunned escort ships capable of mounting ZFR drives for independent long-range operations, Tau frigates act as scouts or in defense of larger ships.

CASTELLAN (KIR'SHASHVRE)

The Castellan is the replacement of the Defender, its hull capable of holding larger drives and thus generating more power.

Speed: 8 **Maneuver:** +18
Detection: +12 **Hull Integrity:** 35
Armor: 18 **Turret Rating:** 2
Space: 38 **SP:** 42
Weapon Capacity: 1 Prow, 1 Dorsal



LIGHT CRUISER

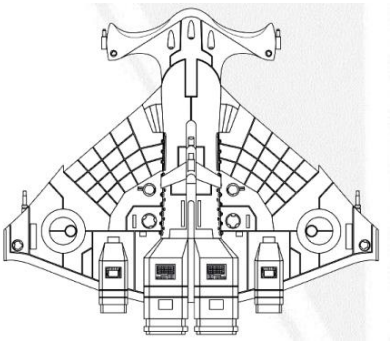
Despite the Tau labeling these ships Cruisers, they fall within the mass class and capabilities of Imperial light cruisers, and are classified as such.

EMISSARY (IL'PORRUI)

The first of the new fleet to be produced, the Emissary acts as a first contact and diplomatic vessel,

though it is more than capable of holding off ships of its combat class.

Speed: 7 **Maneuver:** +10
Detection: +25 **Hull Integrity:** 50
Armor: 18 **Turret Rating:** 2
Space: 53 **SP:** 50
Weapon Capacity: 1 Prow, 1 Port, 1 Starboard
Multiposition



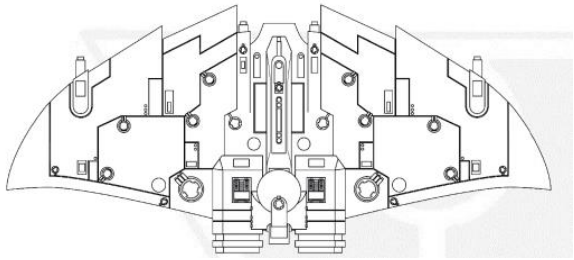
CRUISER

Tau Cruisers are capable of matching the line ships of the Imperium, where the technology of the Tau can stand against the battle experience and resolve of the Imperial crews.

PROTECTOR (LAR'SHI'VRE)

The primary combat vessel of the Tau, developed for superiority in fleet actions, Protectors are the vanguard of the Tau Empire expansions.

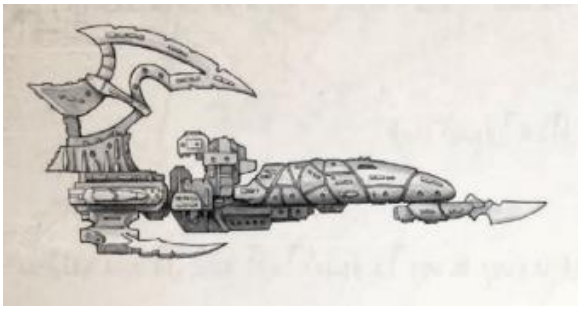
Speed: 6 **Maneuver:** +12
Detection: +15 **Hull Integrity:** 65
Armor: 20 **Turret Rating:** 3
Space: 65 **SP:** 60
Weapon Capacity: 1 Prow, 1 Dorsal, 1 Port, 1 Starboard
Multiposition



TORTURE CRUISER

When the Dark Eldar require a heavier assault ship for the largest of operations, these Cruisers are readied. Strangely, they have begun to be more common in the Tiji Sector, accompanied by House mercenaries…

Speed: 9 **Maneuver:** +28
Detection: +19 **Hull Integrity:** 60
Armor: 20 **Turret Rating:** 1
Space: 60 **SP:** 55
Weapon Capacity: 4 Prow



SHIP COMPONENTS

Tau Cruisers are capable of matching the line ships of the Imperium, where the technology of the Tau can stand against the battle experience and resolve of the Imperial crews.

ZFR HORIZON ACCELERATOR

While lacking the speed of Imperial ships, the ZFR Horizon Accelerator makes up for it in reliability and safety. Its built in cogitators calculate routes cleanly and quickly.
Warp Engine: The ZFR Horizon Accelerator takes up the Warp Engine slot in a ship.
FTL: A ZFR Horizon Accelerator triples the base time for a journey, which cannot be reduced by any means. However, no rolls for Warp Encounters are made.
Power: 10 **Space:** 10 **SP:** +2

PROW DEFLECTOR

The Prow Deflector adjusts gravity in front of the ship into a wedge, improving its defensive capabilities in the front arc.

Supplemental
Grav Wedge: A Prow Deflector increases the ship's Front Armor by 4, until the component is disabled.
Power: 2 **Space:** 0 **SP:** 2

GRAVITIC HOOK

The Gravitic Hook allows for a capital ship to ferry escorts with it through ZFR Hyperspace, deploying them into the fight directly.
Supplemental
Grav Hook: The ship with this component can transport a ship with the Grav-Tethered rule. This can only be equipped on Light Cruisers or larger.
Power: 10 **Space:** 4 **SP:** 3

RAILGUN BATTERY

Railgun batteries can pierce the armor of enemies like paper. They are particularly enjoyed by the Kabalites working for the House of Korst'la, as the damage can shut down a ship quickly and make it ripe for raiding.
Penetrator Rounds: When calculating damage dealt after void shields, reduce the target's armor by 5. This reduction is not permanent, and only affects that salvo.
Macrobattery
Power: 8 **Space:** 4 **SP:** 3
Str: 4 **Dam:** 1d10+4 **Crit:** 4 **Range:** 6

ION CANNON

Granted to the Tau by the Demiurg, the Ion Cannon acts as a Lance weapon that can vaporize multiple components with a sweep.
Vaporization: When this component rolls a 1 or 2 on the crit chart, it affects 2 components rather than 1.
Lance
Power: 9 **Space:** 4 **SP:** 3
Str: 1 **Dam:** 1d10+3 **Crit:** 3 **Range:** 6

GRAVITIC LAUNCHER

Tau torpedoes are multiple warhead clouds shot at targets. Drone intelligence in each warhead guides the swarm to enemies, but the drones can fail. The "Circus" pattern missiles developed by Earth Caste scientist Fio'O I'tano are the most reliable and commonly used missiles in the Expansions and in House fleets.
Drone Guidance: Drone Torpedoes can accurately track enemies, but suffer over long distances. Drone Guided torpedoes gain a +30 Torpedo rating, but for every point of salvo strength, roll a d10. For every 10, the Salvo loses 1 strength.
Torpedo Tubes

Gravitic Launcher I (Frigates)

Power: 2 **Space:** 5 **SP:** 1
Str: 2 **Dam:** 2d10+14 **Crit:** 10+
Range: 20 **Terminal Pen:** 3 **Cap:** 16+2

Gravitic Launcher II (Cruisers, Light Cruisers)

Power: 2 **Space:** 6 **SP:** 1
Str: 4 **Dam:** 2d10+15 **Crit:** 10+
Range: 20 **Terminal Pen:** 3 **Cap:** 32+4

Torpedo Availability: Extremely Rare

DISINTEGRATOR BATTERY

The House of Korst'la integrates the weapons of its Dark Eldar allies into their ships at times, a process that goes both ways. While lacking the raw power of Rail rounds, they are far more accurate.
Pinpoint Precision: This weapon is fired at +10 to the BS test.
Macrobattery
Power: 6 **Space:** 3 **SP:** 3
Str: 4 **Dam:** 1d10+3 **Crit:** 5 **Range:** 5

PHANTOM LANCE

House officers greatly enjoy the sustained fire the Phantom Lance provides, despite the difficulty in retrofitting the weapon into foreign slots.
Accurate: This weapon gains 1d10 extra damage per DoS on BS test, max +2d10.
Lance
Power: 10 **Space:** 5 **SP:** 3
Str: 1 **Dam:** 1d10+4 **Crit:** 3 **Range:** 4

LEECH TORPEDO

The Dark Eldar Leech Torpedo slows down ships, instead of damaging them. This suits House bounty hunters just fine.
Leech: When attached to an enemy ship, their speed

is reduced by 2 and -30 to all tests to increase speed. The penalty is not cumulative. They can be removed with the Emergency Repairs Action, removing 1 torpedo + 1 per 2 Degree of Success.
Availability: Very Rare

STRIKE CRAFT

The House utilizes a number of Strike Craft for its ships, from older variants of Tau fighters, the newest innovations of interceptor, the ships of its allies, and even vehicles of its own design.

BARRACUDA FIGHTER
Craft Rating: +10
Speed: 8
Squad Size: 8
Class: Fighter
Availability: Very Rare

STARTIDE INTERCEPTOR
Craft Rating: +12
Speed: 10
Squad Size: 10
Class: Fighter
Availability: Extremely Rare

MANTA MISSILE DESTROYER
Craft Rating: +5
Speed: 6
Squad Size: 6
Class: Bomber
Availability: Near Unique
Energy Shield: When the Manta squadron is hit by turrets from an enemy ship, roll 1d10 for each hit. For each 6+, one hit from Turret Rating is negated.

RAPTOR FIGHTER
Craft Rating: +15
Speed: 12
Squad Size: 12
Class: Fighter
Availability: Extremely Rare

TORMENTOR BOMBER
Craft Rating: +6
Speed: 9
Squad Size: 6
Class: Bomber
Availability: Extremely Rare

PHANTOMFISH STEALTH TRANSPORT
Craft Rating: +10
Speed: 10
Squad Size: 8
Class: Assault Boat
Availability: Near Unique
Stealth Field: Before ship Turrets fire at Phantomfish, the enemy makes a Difficult (-10) Scrutiny + Detection test. Success means the Phantomfish were detected and may be defended against as normal. Failure means turrets may not fire at the Phantomfish.

Eldar Vessels

"I SAID, DON'T SLOG THE ZOGGIN' SHIP!"

-Wazgor Shakbag, Assault Marine of the legendary Deathwatch Kill Team, laments lost loot after their cruiser rams an Eldar Dragonship.

Eldar Voidships are akin to ships of the age of sail, drifting across the void elegantly and quickly. Made of psychic wraithbone, their ships are fragile yet fast, lightly armed by highly maneuverable. A skilled Eldar captain can fly rings around an Imperial ship, to reach the lighter rear armor and go for the perfect kill.

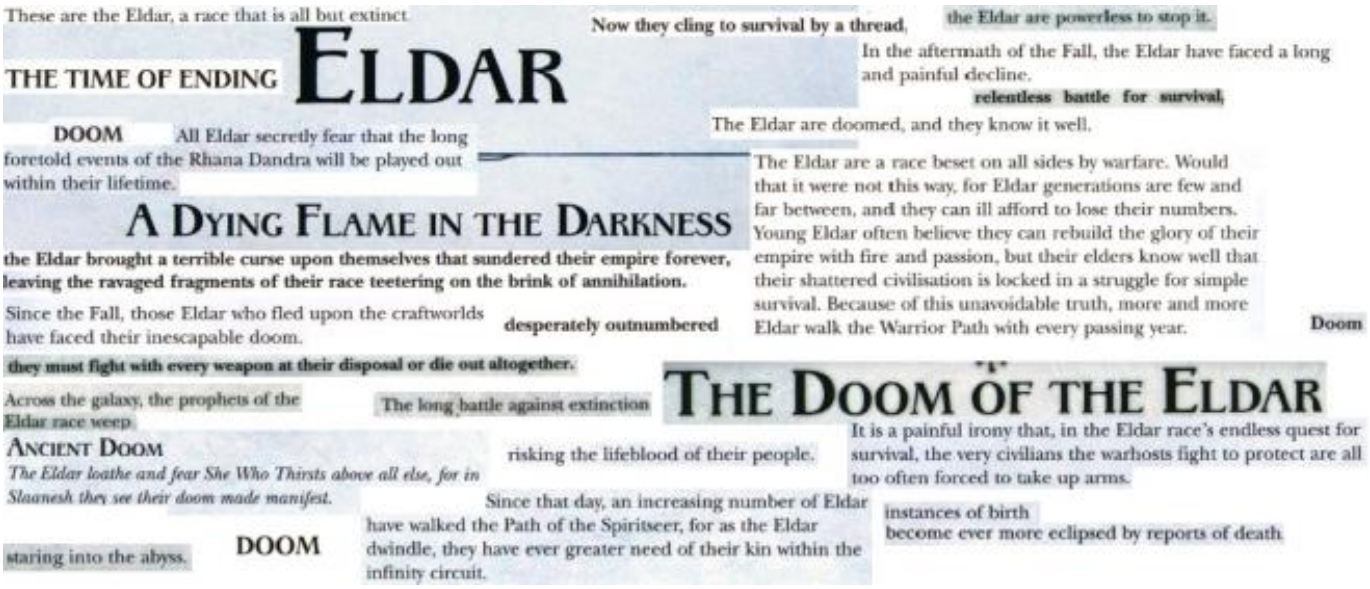
Eldar ships are characterized by their sails that extend from their backs. These sails are not only power generators, but they boost the ship's speed depending on the location of solar bodies. Imperial commanders have learned to their chagrin that the Eldar always time their attacks based on the positions of celestial bodies, and before the heavier ships can respond, the Eldar are already where they wish to be.

It is well known that Eldar are rare in the Tiji Sector, since the destruction of Craftworld Kionash. As the reports go, in a battle over the burning world of Volcania, a legendary Deathwatch Kill Team, with only one ship of ancient provenance, single-handedly fought through both the defenders of the craftworld AND an invading Ork WAAAGH! to reach the craftworld's infinity circuit and destroy it. Even to this day, the wreckage floats above the world, a silent and haunted place where few voluntarily go.

Since Eldar are classified into Craftworld, Corsair, and Dark varieties (with the latter in the section above), only Corsair and select Craftworld ships will be detailed here. An addendum – some of these stats were NOT made by me, they are adapted from enemy ship stats in Battlefleet Koronus, and given SP and Space based on equivalent ships.

Eldar Ships have the following special rule.

Sailing on the Solar Winds: Eldar ships are powered and boosted by celestial bodies. When moving AWAY from a star, their speed drops by 1. When moving TOWARD a star, their speed stays normal. When moving PARALLEL to a star, their speed increases by 1.



TRANSPORTS

Eldar Transports are just as swift and delicate as their warships.

ELDAR TRANSPORT

The unnamed Eldar Transport is a swift and agile voidship that can rush food and war materiel to attendant fleets via its many chambered holds.

Speed: 12 **Maneuver:** +20
Detection: +5 **Hull Integrity:** 30
Armor: 11 **Turret Rating:** 1
Space: 35 **SP:** 24
Weapon Capacity: 2 Dorsal
Sailing on the Solar Winds

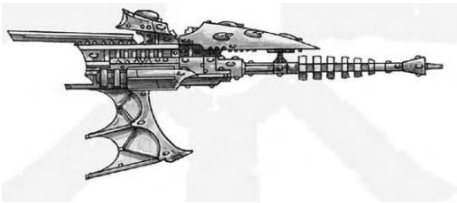
FRIGATES

A majority of Eldar ships are Frigates. While being as fast as raiders, their offensive powers rival ships in higher size categories.

HEMLOCK DESTROYER

The Hemlock destroyer follows the same design principle of the A10 – how do we make a gun fly? The Hemlock is useful for little more.

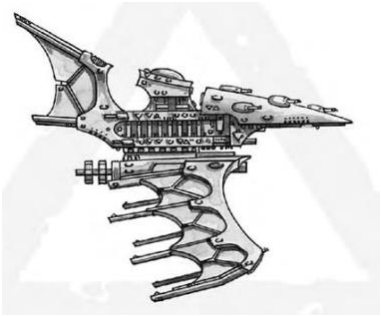
Speed: 15 **Maneuver:** +40
Detection: +20 **Hull Integrity:** 18
Armor: 12 **Turret Rating:** 1
Space: 22 **SP:** 26
Weapon Capacity: 1 Prow
Sailing on the Solar Winds
Limited Space: The Hemlock does not have a Warp Drive slot and cannot equip them.
Skeleton Crew: The Hemlock autofails opposed Boarding Action tests by 1d5+1 DoF.



NIGHTSHADE DESTROYER

The Nightshade is a dedicated torpedo boat that can swiftly deploy its cargo and use its speed to escape retribution.

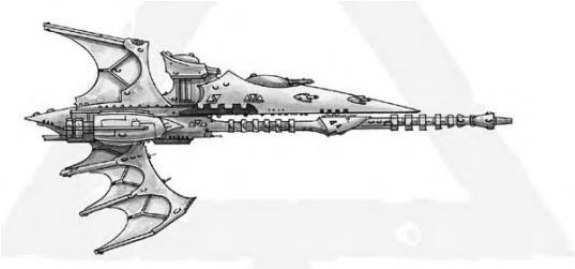
Speed: 14 **Maneuver:** +45
Detection: +24 **Hull Integrity:** 20
Armor: 14 **Turret Rating:** 1
Space: 26 **SP:** 43
Weapon Capacity: 1 Prow, 1 Keel
Sailing on the Solar Winds
Torpedo Specialist: The Keel slot is occupied by a Torpedo Tube component, and may not be removed.
Str: 2 **Dam:** 2d10+14 **Crit:** 10+ **Pow:** 1
Range: 20 **Terminal Pen:** 3 **Cap:** 10+2



HELLEBORE FRIGATE

A perfectly balanced Frigate in terms of offense and defense, the Hellebore mounts numerous weapons for any situation.

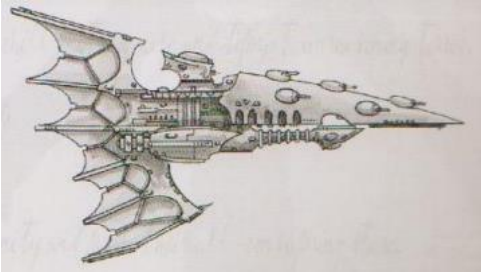
Speed: 14 **Maneuver:** +42
Detection: +20 **Hull Integrity:** 25
Armor: 14 **Turret Rating:** 1
Space: 30 **SP:** 40
Weapon Capacity: 2 Prow, 1 Keel
Sailing on the Solar Winds



ACONITE FRIGATE

The Aconite Frigate is usually employed as a ship hunter and optimized for high-intensity laser weaponry.

Speed: 14 **Maneuver:** +45
Detection: +20 **Hull Integrity:** 20
Armor: 14 **Turret Rating:** 1
Space: 32 **SP:** 38
Weapon Capacity: 2 Prow
Sailing on the Solar Winds



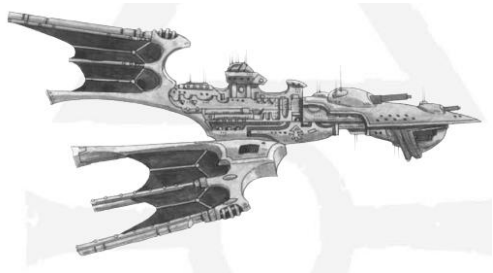
LIGHT CRUISER

While generally neglected by the Craftworlds, the Corsairs take to the Light Cruiser design with gusto, finding them possessing great offensive power, and enough defense to survive the dangers of the void.

AURORA LIGHT CRUISER

The Aurora Light Cruiser can easily outrun its much more cumbersome contemporaries, and pack more firepower into a smaller space.

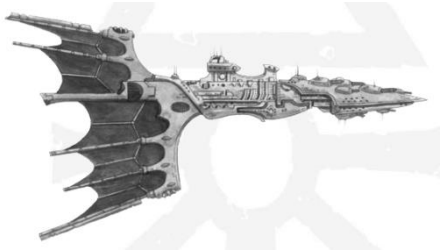
Speed: 14 **Maneuver:** +43
Detection: +20 **Hull Integrity:** 48
Armor: 15 **Turret Rating:** 1
Space: 42 **SP:** 54
Weapon Capacity: 2 Prow, 1 Keel
Sailing on the Solar Winds



SOLARIS LIGHT CRUISER

The Solaris Light Cruiser is sometimes misidentified as its much larger cousin, but reveals itself as a more maneuverable hit and run specialist.

Speed: 14 **Maneuver:** +45
Detection: +20 **Hull Integrity:** 50
Armor: 15 **Turret Rating:** 1
Space: 40 **SP:** 50
Weapon Capacity: 3 Prow
Sailing on the Solar Winds



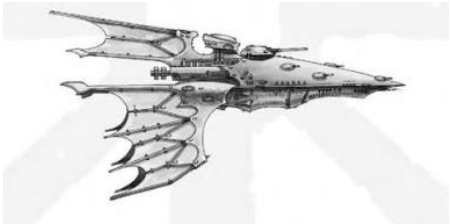
CRUISERS

Eldar Cruisers are not the unmoving line ships of other races, but are purpose-built to specific tasks.

ECLIPSE CRUISER

Built as a dedicated carrier, the Eclipse Cruiser can release its attack craft in the middle of a strafing run, and return safely to the fleet before the enemy can retaliate.

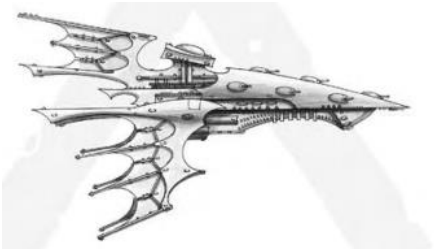
Speed: 9 **Maneuver:** +22
Detection: +20 **Hull Integrity:** 60
Armor: 15 **Turret Rating:** 1
Space: 45 **SP:** 58
Weapon Capacity: 2 Prow, 2 Keel
Sailing on the Solar Winds
Carrier: The Keel slots are occupied by Landing Bays, and may not be removed. **Str:** 2 **Pow:** 1 each.



SHADOW CRUISER

The Shadow Cruiser is the preferred cruiser of the Eldar Corsairs for its modularity and balance of power.

Speed: 9 **Maneuver:** +26
Detection: +20 **Hull Integrity:** 60
Armor: 15 **Turret Rating:** 1
Space: 52 **SP:** 63
Weapon Capacity: 3 Prow, 1 Keel
Sailing on the Solar Winds



DRAGONSHIP

A ship rarely found in the Corsair ranks, the Dragonship is the purpose-built cruiser of the Craftworlds. There is no one "class" of Dragonship, merely a blank slate to customize.

Speed: 8 **Maneuver:** +20
Detection: +18 **Hull Integrity:** 60
Armor: 18 **Turret Rating:** 1
Space: 65 **SP:** 69
Weapon Capacity: 3 Prow, 2 Keel
Sailing on the Solar Winds

SHIP COMPONENTS

The ships of the Eldar differ greatly from the Imperium. Eldar ships seek to avoid damage, while Imperial ships simply tank it.

ELDAR SOLAR SAILS

There are many patterns of solar sail out there, similar to the many patterns of Imperial plasma drive. Essentially, to make an Eldar Solar Sail, take a desired Plasma Drive and make the following changes.

External: Space becomes 0.
SP: +1
Supreme Maneuverability: The ship can interrupt its maneuver at any time to fire. Once firing has completed, it may resume the Maneuver. In addition, the ship may turn 90˚.

HOLOFIELDS

The Eldar do not use Void Shields, rather a series of baffles and countermeasures that make hitting near impossible.

Holographic Cloaking: All ships firing at a ship with a functioning Holofield suffer a –20 to their Ballistic Skill Tests for Macrobatteries, and -40 to all other Ballistic Skill Tests or Ram attacks. Any lock on or detection tests against the vessel suffer a –30.
Shield: This takes the Void Shield slot of a ship.
Power: 8 **Space:** 4 **SP:** 4

STARCANNON BATTERY

The bright flashes of plasma from these batteries is the first signal to an enemy that their end is near.
Pinpoint Precision: This weapon is fired at +10 to the BS test.
Macrobattery
Power: 5 **Space:** 3 **SP:** 3
Str: 4 **Dam:** 1d10+2 **Crit:** 4 **Range:** 6

Pulsar Lance

The Pulsar is capable of sustained fire that can ultimately burn through the hardest armor.
Pulse Fire: After resolving a hit with this weapon, roll again to hit with the same modifiers. Up to two additional hits may be scored.
Lance
Power: 10 **Space:** 5 **SP:** 3
Str: 1 **Dam:** 1d10+3 **Crit:** 3 **Range:** 3

Eldar Torpedoes

Eldar Torpedoes contain the same holofield technology that their larger ships have. Others use sonic waves to make armor inconsequential.

Plasma Torpedo

Dam: 2d10+14 **Crit:** 10+
Range: 20 **Terminal Pen:** 3
Self Guided: +30 Torpedo Rating
Defensive Holofield: Ignore Turret Rating when firing.
Availability: Very Rare

Sonic Torpedo

Dam: 2d10+5 **Crit:** 10+
Range: 20 **Terminal Pen:** 5
Self Guided: +30 Torpedo Rating
Gone with the Blastwave: Damage ignores Armor.
Availability: Near Unique

Strike Craft

Eldar Strike Craft are crewed by the greatest of the Crimson Hunter Aspect Warriors, and can put lesser pilots to shame.
Master Pilots: No penalty if Squadron is below half strength.

Darkstar Fighter
Craft Rating: +15
Speed: 12
Squad Size: 12
Class: Fighter
Availability: Very Rare

Eagle Bomber
Craft Rating: +6
Speed: 9
Squad Size: 6
Class: Bomber
Availability: Extremely Rare

Necron Vessels

"Ancient things from beyond the dark. Undying death. If the armored dead begin to wake, run, just run and do not look back."

-Zaill Krallic, Kabalite, instructs his comrades on standard anti-Necron procedures.

Mang, if you thought the Eldar ships were cray-cray, you ain't seen nothin' yet. In terms of space, the Necrons won. There's no easy way to say it. Their ships are simply the absolute best. It helps that they can ignore physics and other minor things that the Enfleshed must worry about.

Necron starships are made of the same material as everything else – Living Metal. This gives them unprecedented staying power, and ensures that any damage the enemy DOES make fails to have a lasting impact. Necron weapons, perfected during the long-forgotten War in Heaven, are the perfect counter to the psychic and esoteric defenses of the Eldar. Against the rest of the lesser races of the galaxy, they are simply Overkill.

In the Tiji Sector,the most commonly sighted Necron ship is the Ihey-Qed, a Cairn-class Tombship belonging to Phaeron Ramsestron. Luckily, only a few half-hearted macrocannon shots are sufficient to make him go away, and as a result he is classified as one of the lesser threats in the Tiji Sector. Far worse are the canoptek fleets of Phaeron Khepri, who surges through and overwhelms blockades to kill the target of that week's fancy.

Necron ships have the following special rules.

Self-Repair: On a turn after one or more Components were damaged, roll 1d10 for each Component. On result of 7+ this component is repaired.

Dead Crew: Necron Ships cannot equip Gellar Fields, Void Shields, or Life Sustainers. They use components below, if applicable.

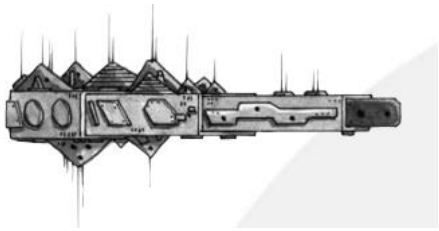
RAIDERS

Necron raiders make mockeries of their enemies, as the void becomes a croissant-filled bakery of doom.

JACKAL

Jackals are the most common of Necron escort vessels, found in the shadow of larger ships. It often bears portals for sudden boarding actions

Speed: 14 **Maneuver:** +30
Detection: +27 **Hull Integrity:** 35
Armor: 20 **Turret Rating:** 1
Space: 35 **SP:** 40
Weapon Capacity: 1 Prow
Self Repair
Dead Crew



DIRGE

Dirges are rarer than Jackals, but far faster, and used as scouts when a Shroud is deemed unnecessary.

Speed: 16 **Maneuver:** +35
Detection: +25 **Hull Integrity:** 35
Armor: 20 **Turret Rating:** 1
Space: 32 **SP:** 38
Weapon Capacity: 1 Prow
Self Repair
Dead Crew

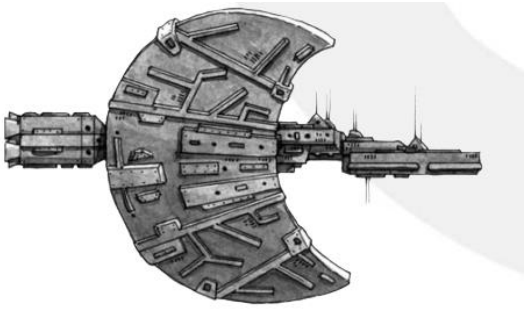
LIGHT CRUISERS

Necron Light Cruisers are utilized as scout ships, with dedicated stealth systems to make them completely undetectable.

SHROUD

The Shroud is the perfect scout ship, despite being a cruiser. Fast, stealthy, and so heavily armed that any ship fast enough to catch up to it is instantly vaporized.

Speed: 12 **Maneuver:** +15
Detection: +50 **Hull Integrity:** 60
Armor: 22 **Turret Rating:** 1
Space: 60 **SP:** 65
Weapon Capacity: 2 Prow
Stealth Hull: Enemy attempts to detect the ship suffer a -30 penalty.
Self Repair
Dead Crew



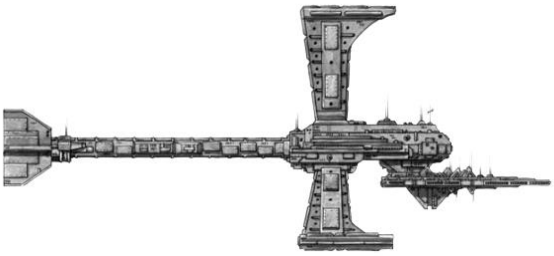
CRUISERS

Necron cruisers appear spindly and delicate, but the reality is they are nearly unstoppable.

SCYTHE

The Scythe doubles as both an anti-everything ship and as a "Harvest" ship, the role of which to destroy the very worlds of races who do not submit to the Dynasties.

Speed: 10 **Maneuver:** +10
Detection: +25 **Hull Integrity:** 75
Armor: 25 **Turret Rating:** 3
Space: 75 **SP:** 80
Weapon Capacity: 1 Prow, 1 Port, 1 Starboard, 1 Keel
Self Repair
Dead Crew



SHIP COMPONENTS

Necron Starships do not need to worry about many of the problems that plague the Enfleshed. Their components reflect the combat doctrine of a race already dead.

INERTIALESS DRIVE

Inertialess drives vary from Dynasty to Dynasty, some focus on speed, others on reliability, based on their experiences during the War In Heaven. To make an Inertialess Drive, take a desired Plasma Drive and make the following changes.

SP: +2
Mastery of Physics: Necron ships perform maneuvers that Enfleshed find impossible, mainly becaue if they tried, they and their ship would pulp. Necrons can go any direction they wish when moving, and make as many turns as desired. There is no limit. For instance, they can move forward 2, up 1, left 2, down 1, make a 90˚ turn, strafe 3 right, turn 360˚ and float away to ready the perfect shot. Note that a Necron vessel is still restricted to finishing its Maneuver before firing.

DOLMEN PROJECTOR

The Necrons forcefully penetrate the Webway to connect the distant tombworlds. Whether or not the Webway enjoys it, none can say.

Sundered Webway: A Dolmen Projector opens Dolmen Gates into the Webway. This doubles the base time for a journey, which cannot be reduced by any means. However, no rolls for Warp Encounters are made.
Warp Drive: This takes the Warp Drive ship slot.
Power: 10 **Space:** 10 **SP:** +4

QUANTUM SHIELD PROJECTOR

This component projects a series of interlocking defensive energy fields that exist only at the moment it deflects an attack.

Void Shield: This takes the Void Shield ship slot
Quantum Shielding: The ship ignores all celestial hazards. In addition, when fired at, any inflicted hit (but not a critical one) on a Raider is ignored on 8+ roll on 1d10 (roll once for each hit, before the damage is rolled). Light Cruiser and Cruiser hulls ignore hits on 6+.
Quantum Shield Projector I (Raiders)
Power: 6 **Space:** 2 **SP:** +1

Quantum Shield Projector II (Cruisers, Light Cruisers)
Power: 8 **Space:** 2 **SP:** +1

CREW TOMBS

These basic tomb complexes house legions of Warriors and basic maintenance Scarabs.

Resurrection Protocols: During boarding actions, Necrons suffer only half of Crew Population damage (rounded down) as they are constantly self-repaired. They receive a +20 bonus to all Command tests during ship defense versus Hit and Run attacks and all Boarding actions.
Gauss Weapons: During boarding action, Necrons inflict an additional 1d10 of damage to Crew Population and 1d5 Morale damage.
Crew Quarters: This fills the Crew Quarters slot of a Necron ship
Power: 2 **Space:** 4 **SP:** +1

NOBLE TOMBS

These tomb complexes house Immortals, Lychguard, and the full complement of a Dynasty's might.

Resurrection Protocols
Dynastic Fury: During boarding action, Necrons inflict an additional 1d10 of damage to Crew Population and 1d10 Morale damage.
Crew Quarters: This fills the Crew Quarters slot of a Necron ship
Power: 3 **Space:** 5 **SP:** +2

PORTAL

Far more precise than Imperial Teleportariums, the Necron Portal delivers Necron forces cleanly and efficiently.

Supplemental
Thriller Nights: A portal confers one additional Hit and Run attack to the Necron vessel. Such action doesn't require a Pilot test, only an Ordinary (+10) Command test.
Power: 2 **Space:** 2 **SP:** +2

LIGHTNING ARC

The Lightning Arc fires stored solar energy as a wave of lightning tendrils, that arc across the enemy.

Macrocannon
Living Lightning: Enemies are treated as Close Range (+10 BS), no matter distance, as the arc seeks out enemies. The distance still cannot exceed 2x Range Increment.
War in Heaven Protocols: Holofields and Shadowfields do not defend against this weapon.
Power: 6 **Space:** 3 **SP:** 3
Str: 4 **Dam:** 1d10+4 **Crit:** 4 **Range:** 6

PARTICLE WHIP

The particle whip connects a stream of high energy particles, which is then cracked like a whip against enemy hulls.

Lance
Unlimited Power: On 3+ DoS, the Particle Whip ignores Void Shields.
War in Heaven Protocols
Power: 10 **Space:** 4 **SP:** 4
Str: 2 **Dam:** 1d10+4 **Crit:** 2 **Range:** 9

STAR PULSE GENERATOR

A star pulse generator releases a wave of energy that can instantly destroy ordnance and strike craft.

Macrobattery
The Wave: When fired, every strike craft or torpedo within the range radius is instantly destroyed. Necron forces are unaffected.
Central Position: This weapon takes a Keel slot.

War in Heaven Protocols
Power: 8 **Space:** 5 **SP:** 5
Str: 1 **Dam:** 1d10 **Crit:** 3 **Range:** 5

STRIKE CRAFT

The Necron Warriors that "pilot" these spacecraft are merely focuses for advanced AI attack patterns.

DOOM SCYTHE
Craft Rating: +10
Speed: 10
Squad Size: 12
Class: Fighter
Availability: Very Rare

NIGHT SHROUD
Craft Rating: +6
Speed: 7
Squad Size: 6
Class: Bomber
Availability: Extremely Rare

NIGHT SCYTHE
Craft Rating: +8
Speed: 8
Squad Size: 10
Class: Assault Boat
Availability: Very Rare
Invasion Beams: Constant influxes of reinforcement through Night Scythe portals provide a +10 to Boarding Actions and Hit and Run tests.

SPECIAL ABILITIES

The ships of the xenos naturally do not conform to Imperial expectations – they do not have histories or complications in the same way Imperial ships do. Rather, vessels of each race have a specific package of abilities that they get. They are detailed here.

TAU VOIDSHIPS

Improved Logic Engines – Ignore penalties from lost Morale. Lost crew penalties affect normally.

Tracking Systems – Allows one Lock On order per round to be performed without taking up an Extended Action. Further Lock On orders in a round act as normal.

Phantomstrike (SPECIAL) - The House of Korst'la maintains a fleet of stealth transports called Phantomfish. In addition to House Fire Warriors, these transports often contain even deadlier opponents - sometimes mercenaries, mainly Kabalite raiders. As a result of these bloodthirsty fighters, the ship gains a +20 to Hit and Run tests and Boarding actions. This ability is only available to ships in the House of Korst'la, and is unavailable otherwise.

ELDAR VOIDSHIPS

Master Starfarers – Any Eldar may reroll failed Maneuver tests aboard an Eldar starship

Path of the Warrior – Aspect Warriors are used in the attack on Eldar ships. The ship gains +10 to Command during Boarding Actions, and inflict 1d5+2 Crew Population and Morale per Degree of Success.

Limited Crew – Eldar crews are limited in number. All Eldar crew population losses are increased by 1.

NECRON VOIDSHIPS

Veterans of the War in Heaven – The Necron starships and soldiers in service now are the very same ones that fought in the War in Heaven 65 million years ago. Their ships are as implacable as their foot soldiers. Necron ships ignore penalties from Morale and Crew Population. However, while the undead legions are incapable of rebelling or complaining, a wise Royal Court will still consider damage their ship takes and if retreat is necessary.

Canoptek Repair – Necron ships are highly advanced, and the Canoptek attendants, while diligent, are slow. All manual repairs by extended action take twice as long to complete.

Critical Hits – Necron starships are unbothered by the effects that plague mortals. Instead, they use the following critical table. Necron Starships phase out at 0 Hull, however.

Note that if a Necron vessel is pummeled to -10 or lower Hull before it can phase out, it explodes as a Plasma Drive with the maximum radius and maximum damage – no need to roll.

Roll	Result
1	A lucky blast strikes deep into the ship, before the Living Metal can react. The ship takes 2 additional Hull Integrity damage, or 4 if the weapon affects multiple components.
2	A sudden hit halts the power flow that keeps the weapons energized. A weapon of the attacker's choice is disabled until repaired.
3	A core rupture sends lightning arcing out. The ship takes an additional 2d10 Hull Integrity damage that ignores armor.
4	The Inertialess drive has been crippled. Speed is reduced by half and the ship cannot change facing.
5	The Living Metal itself has been stunned. Until Canoptek attendants can repair it, the ship loses the benefit of its Self-Repair and Living Metal rules.
6+	The bridge has taken a heavy hit, disrupting command protocols. No actions of any kind can be taken until repaired.

Acknowledgements

"When we first began this journey, this Squat Crusade, our entire people looked to us. It was overwhelming. The Tyranids, the Orks, the Old Ones, I feared they would grind us down, that we would all die. But when I got behind the GF-D Core Defender for the first time, everything changed. I finally felt like we could fight back…like we could win."

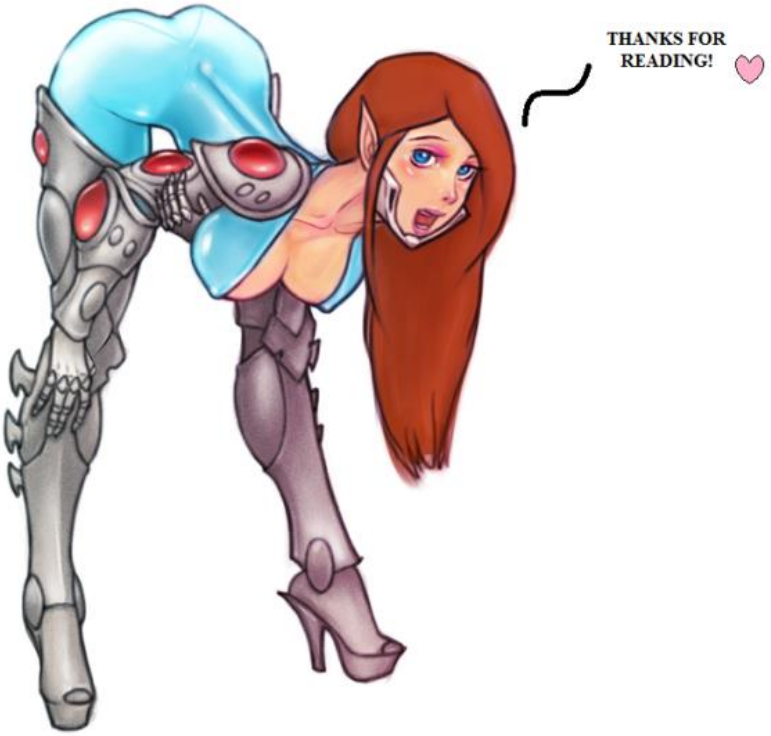
-Lord Mortimer the Mortar-man, Leader of the Squat Holds

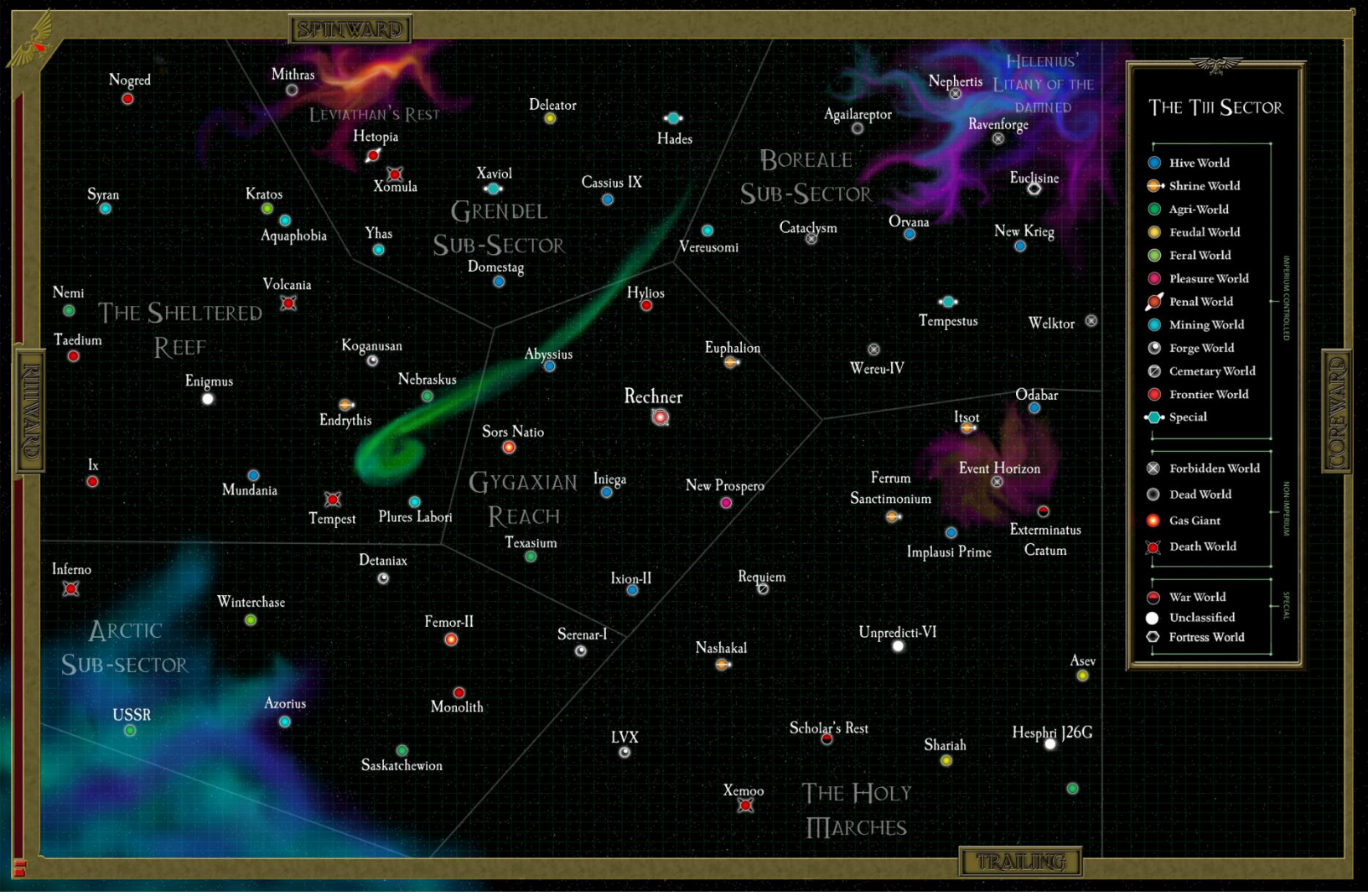
Here it is. The end of the book. "Finally," I'm sure some of you are thinking. Either way, it's done. You have playable Tau, Eldar, and Necrons with the means to equip them. Once again, I reiterate – some of this was not created by me, merely given availabilities or adjusted for player use. Do not give credit where none is due. In addition, there are things scattered amongst the books that you can use in conjunction with this one. Only you and your GM are the limit.

I'd like to thank the players of Exelion: Anarchy Reigns for testing out a number of the Tau and Dark Eldar equipment. I also want to thank the players of Pimps in Space, Deffwotch, Squat Crusade: The Musical, and Exelion: Anarchy Reigns, for providing the quotes that go across the book. You guys helped immensely. Finally, thanks to /tg/ in general for providing such excellent players and pointing out the fuckups and typos so I can fix them quickly. This book was as much you as it was me.

Have fun,

Skullkrusher / The Shas'o / That Asshole / Like fuck am I putting my real name down





"I'm concerned."

"What're you on about now?"

"These."

"Gold plaques. Real fuckin' neato, xenos."

"One of my detachments recovered them. I've termed them the Golden Plaques of Hexoatl. Look here."

"Huh. That looks like..."

"Your legendary Kill Team. And this one?"

"Over Cataclysm...those squats..."

"Things that have happened...or have yet to happen."

"What in the Emperor's name is that?"

"My detachment kept reporting visions of a single eye, high in the sky. They spoke of a 'Hellstar'…"

"Naw, homie, the fuckin' angel with a sword!"

"I don't know either. I can only say one thing, Lord Inquisitor."

"What?"

"I hope your Republican Commandos are up to snuff."

"Don't worry. I asked for the best of the best. When they arrive, the Sector ain't gonna have any more problems, fo'shizzle..."