

ROGUE TRADER

THE FRINGE IS YOURS!
RELAX! HAVE FUN WITH IT!



THERE'S ORKS THIS
TIME, I SWEAR

WARHAMMER
40,000
ROLEPLAY

Version 1.8.4

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INTRODUCTION

“Hold the galaxy today with the weapons of tomorrow. The fringe is yours! Relax. Have fun with it...”

-Shas’o Korst’la VI to his son, before passing on

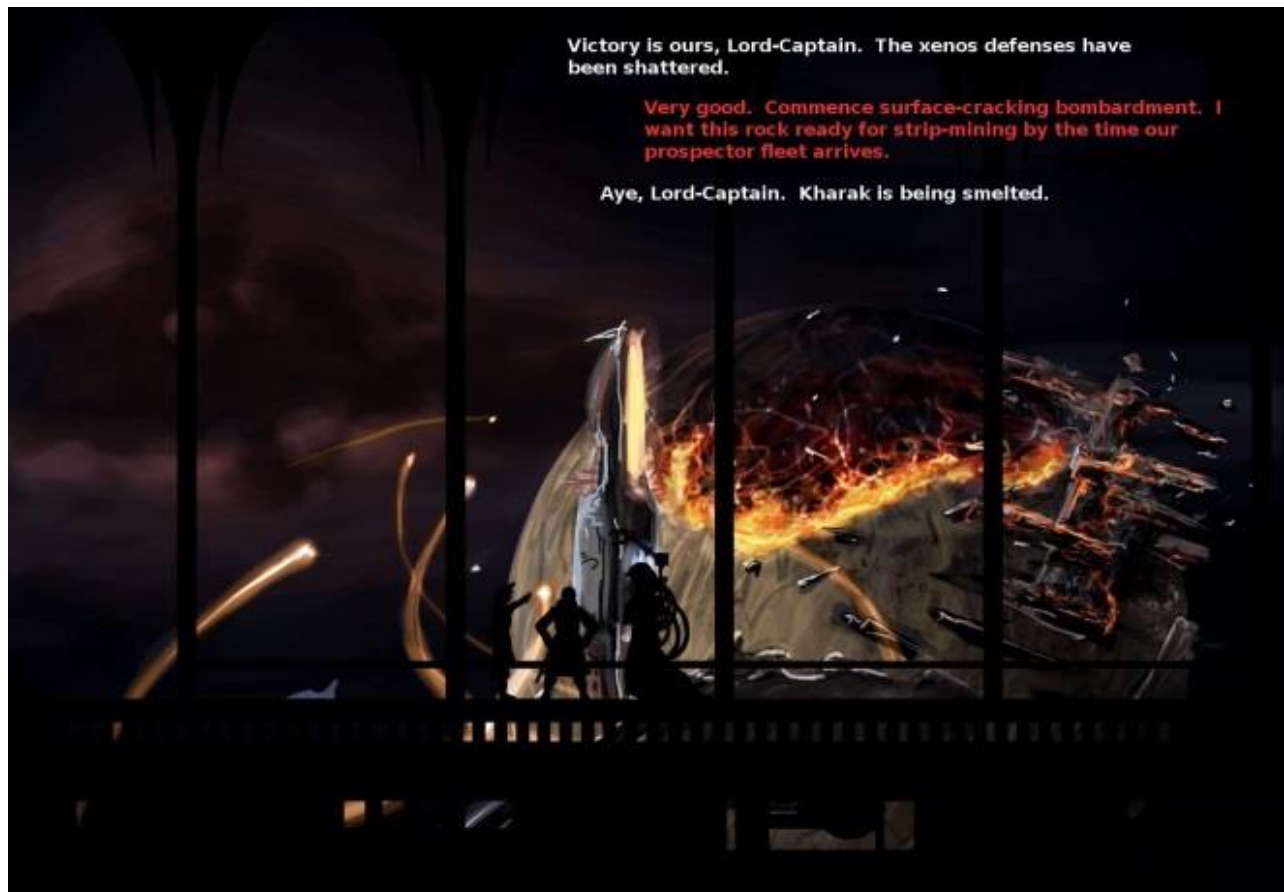
Here I am, composing another book. And here you are, reading it. Again. Whether or not that says something worse about you or me cannot really be said. But the fact of the matter remains – something in here must have caught your eye.

The Fringe is Yours! Relax. Have Fun With It. is an expanded guide to the Xenos that are found in the Segmentum Ultima, building off the options found in **Fear and Loathing in the Eastern Fringe**. Functioning primarily as a rules expansion to Rogue Trader, this book provides rules for augmenting the playable xenos available across the Rogue Trader line, as well as gear to outfit them. However, this time it is not simply the Xenos who get fun things.

The book begins with additional playable xenos – the aloof, haughty Harlequins, and the mercenary, serpentine Sslyth. Each offers new perspectives and abilities to a team of Explorers. In addition, a large number of alternate careers are added, whether or not to supplement the current range of the Eldar Corsair, open up alternative options like the HKSD Officer, or just exist as a joke like the Necron C’tand Master.

The book continues with notes on the newest restoration to the 40k universe – the Knights Questoris. Information on these deadly war machines, as well as the skills needed to pilot them, are contained within.

Finally, the book contains general features commonly requested, such as custom drone creation rules, alternative rules for Certification Talents, and new bits of gear that will improve your Xenos experience.





PAST, PRESENT,
FUTURE

ELDAR
HARLEQUINS

●
THE OLD
SLANN

●
THE TAU

CHAPTER I: PAST, PRESENT, FUTURE

“You make SO many new friends when you’re well-travelled...”

-Saal’ata Korst’la, daughter of Korst’la V
and branch family head

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 HARLEQUINS

*“Lost in the Black Library? Don’t read the books!
And bring some lunch with you. You can lose yourself
in there.”*

-Lady Cott, Princeps of the Warlord Titan
Asterales Lux

A subset of the Eldar Race, guardians of the Black Library and claiming neither allegiance to the Craftworlds, nor the alleys of Commorragh, nor the hard-working Exodites. Their population, however, is drawn from all three sources. Held in a mix of fear and awe, the Harlequins act as emissaries between the factions, as well as diplomats. They can be sighted in the armies of all three, as combatants as well.

The primary role of the Harlequins, however, is that of entertainer – through drama and theater, they perform plays re-enacting everything from the Eldar Mythological cycle, to the Fall of the Eldar itself, a shocking experience that one never forgets throughout their long life. Given guidance by the Laughing God Cegorach, one of three Eldar Gods to have survived the Fall, they pursue their own objectives independent of other Eldar, while dressed in the fruitiest clothing and hairstyles possible.

Eldar Harlequins are organized into a Troupe, a small group that retains its British spelling only because America has yet to liberate the island. A Troupe usually consists of a number of Troupers, the actors, dancers, and all-purpose fighters, and an Avatar, who acts as troupe master and plays the role of the Laughing God in the performances. They are sub-groups of a Masque, a collection of Harlequins, each of whom has a separate battlefield focus and role to play on the stage – the Mimes act as assassins and saboteurs on the battlefield and play the role of Daemons off it, while the Death Jester is the heavy weapons specialist who takes the role of Death, performing high risk stunts. The Shadowseer utilizes their psychic powers to support the troupe with obfuscation powers, an ability that supplements their role as storyteller. By far the most disturbing is the Solitaire, a soulless Eldar null, the only one who can

mantle the role of Slaanesh, to whom their soul is pledged.

Information on the Harlequins is regrettably hard to come by. Much of what is known comes either from the Eldar and Dark Eldar codexes, IA11, and old articles no longer in print. Some of what is in this book is taken from a combo of said codexes, as well as the 2nd edition Codex Harlequins from ancient White Dwarf issues. With the new release of Codex Harlequins, however, newer and more accurate representations can be created.

THE DANCE WITHOUT END

One of the greatest of the performances the Harlequins perform is called the Dance Without End. It is the retelling of the dark story of the Fall of the Eldar Race. It is rarely performed, as it requires the presence of a Solitaire, who disturbs even fellow members of their troupe.

The Dance begins as nine troupers dance the part of the old race, while three Avatars dance the part of the Fallen gods. As the dance reaches the climax of the Fall, the Solitaire leaps into view, appearing as Slaanesh. One by one, seven figures appear behind Slaanesh to mingle with the old race. First, four Mimes, appearing as daemons who pass their sensual and disturbing movements to the rest of the dancers. Secondly comes three dark figures, the Death Jesters, their suits displaying skeletons as they leap and slay among the Fallen gods, bringing their inert forms to the feet of Slaanesh. As the last god falls, the Warlocks emanate a psychic scream which echoes through the minds of the audience. The scream becomes a laugh of madness and depravity. As the High Avatar enters, there is within the laugh, another, ironic laugh. As the Laughing God, he strolls casually onstage, laughing at the cosmic folly of the Fallen. For a moment he is lost among Slaanesh's servants, but leaps clear of their tumbling to face them. One of the dancers he drags free of Slaanesh, the writhing figures on the dancer's suit dissolving and taking on the lozenge pattern of the Laughing God. It is here where reports of the dance change.

Older reports state the dance ends unresolved, but newer ones show the Laughing God making a grand flourish upon Slaanesh. Slaanesh overpowers him, but behind him stands the dark lurking figure of Ynned, the god of death, in the perfect position for a backstab. The dance then ends.

The Eldar Harlequin was chosen by popular demand to feature in this book. Their presence on the battlefield heralds great fortune or woe, and it is a canny Rogue Trader who will adjust events in his favor to ensure a Harlequin that accompanies him brings the best luck possible. Between the shattered remnants of the Craftworld Kionash, to the many portals to the Dark City, it is relatively easy to fit your Harlequin into the Eastern Fringe.

To create an Eldar Harlequin Explorer, first generate Characteristic Scores. Select a Birth of a Thespian and Drama Training option, and then follow the Harlequin Career Path. Remember that the Harlequin Career Path can be augmented by Alternate Ranks, which will guide the Harlequin into specific methods of warfare.

BIRTH OF A THESPIAN

The Harlequins draw from all aspects of Eldar society – a troupe may contain former Craftworlders, Kabalites, and Exodites, but all become the same behind the mask.

Craftworld

Growing up in the Craftworlds has left the character a patient and focused individual. The character gains +5 Willpower and the Resistance (Psychic Powers) Talent.

Commorragh

Living by a knife's edge in the Dark City has left the character with a hollow soul and a grim sense of humor. The character gains +5 Agility and the Decadence Talent.

Exodite

A hard life with the comparatively primitive Exodites has led the character to be robust and self-sufficient. The character gains +5 Toughness and the Hardy Talent.

Corsair

The pirate's life may have been for the character once, but the stage calls now. The character gains +5 WS and an Exotic Weapon Training of the character's choice.

Outcast

Living on the scraps of the Craftworlds as a Ranger or Pathfinder has made the character somewhat reclusive before finding their true calling. The character gains +5 BS and the Quick Draw talent.

MASQUE ORIGIN

Harlequins are part of Masques, and each Masque is unique - some may believe in a certain fighting style, while others may have a strange or curious disposition about them.

The Veiled Path

The Players of the Veiled Path are known as dangerously untrustworthy, but their plans within plans almost never fail. The character gains the Disguise and Deceive skills.

The Soaring Spite

Airborne masters of the Skyweaver and Starweaver, the Soaring Spite can be found in the arenas of the Wych cults and in the aspect halls of Craftworld Saim-hann. The character gains the Pilot (Skimmer) skill, and ignores size penalties of up to -20 when performing a vehicle Dodge.

Frozen Stars

Known for their unique sense of humor, the Masque of Frozen Stars believe in Eldar superiority over all, and will negotiate alliances to ensure this is the case. The character gains the Command and Charm skills.

The Midnight Sorrow

Specializing in the fight against Chaos to the extent of ignoring almost everything else, the Players of the Midnight Sorrow hold a dangerous obsession. The character gains the Intimidate skill and Hatred (Chaos) talent.

Sentinel of the Black Library

Some Harlequins become caretakers of the Black Library, and are dispatched from that ancient craftworld deep in the Webway. The character gains one Forbidden Lore of their choice, and one Scholastic Lore of their choice.

TABLE 1-1: HARLEQUIN CHARACTERISTICS	
Characteristic	2d10+
Weapon Skill	25
Ballistic Skill	25
Strength	20
Toughness	20
Agility	30
Intelligence	25
Perception	25
Willpower	25
Fellowship	30

HARLEQUIN CHARACTERISTICS

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

Starting Wounds: 1d5+2xTB

Starting Fate Points: Roll 1d10. 1-2 = 1 Fate Points, 3-7 = 2 Fate Points, 8-10=3 Fate Points.

HARLEQUIN TRAITS

While a good number of these are ripped from Only War or Soul Reaver when applicable (Dark Eldar and Harlequins are similar to a point), a number of them are adapted from the 6th Edition Codex and 2nd Edition White Dwarf minidex.

KEEN SENSES

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

MATCHLESS GRACE

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

UNENCUMBERED PERFORMANCE

Harlequins rely on their agility, holo-suits, and flip-belts over heavy armor to provide defense. Harlequins may not equip any form of Armor. However, they are not restricted from using force fields, weapons, or cybernetics that grant armor (such as subskin or cyber-hearts, provided an Eldar equivalent can be found or made).

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 and the Unencumbered Performance trait. 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.)

HARLEQUIN TALENTS

A Foot in the Future

The Harlequin's mastery of battlefield mobility is augmented by the ability to select the appropriate Saedeth, or mythic cycle to enact, resulting in the Harlequin being precisely where they need to be. Harlequins may add their unmodified Agility score to the distance they may move.

Avatar

As the Harlequin advances in skill, he gradually begins to take part in the leadership and events of his troupe, always knowing the right thing to say. The Harlequin may spend a Fate Point to grant a bonus of 5x the Harlequin's Fellowship Bonus to an ally's next Fellowship-based test.

Blade Dancer

The Harlequin becomes skilled at weaving into Melee with his exotic accoutrements. When armed with two single-handed melee weapons with the Balanced Quality, the character reduces the penalties for Two-Weapon Fighting (see page 252) by 10 (so –20 would drop to –10). If taken with the Ambidextrous Talent, this drops the penalty to +0.

Dance of Death

Harlequins dance into combat, and effortlessly pirouette out. A Harlequin may make the Disengage Action as a Half Action, and may perform a full move rather than a half move as part of the Action.

Balanced Finesse

The Harlequin uses his agility to reach points of maximum damage rather than attacking with brute strength. When wielding a melee weapon with the Balanced quality, the Harlequin may substitute their Agility Bonus for their Strength bonus for melee damage. After all, synth-muscle grafts on a Harlequin would just look silly! However, all strength based tests made by the Harlequin are at a -10 penalty.

Dispersed Formation

The Harlequin's natural acrobatics let them dance above the explosions of the battlefield. The Harlequin may use their full move rather than half move to determine if they may dodge Blasts.

Harlequin Aspect

(Prerequisite: Character Creation Only)

The Harlequin has been accepted into the Masque, and must select an aspect to which he will pledge himself to.

Light: Before the first round of combat, the character and all allies within 10m may take a Half Move as a free action. Once these Move Actions are taken, combat proceeds as normal.

Twilight: The character generates Righteous Fury with a melee weapon on damage rolls of 9 and 10.

Dark: The first time in the character is reduced to Critical wounds in an encounter, the character may immediately make a single melee attack or single shot ranged attack against the enemy that attacked him. The character may perform this attack even if the enemy's attack kills him.

Harlequin Weapon Training

The Harlequin trains with the weapons of their troupe. This comprises Exotic Weapon Training

(Shuriken), Exotic Weapon Training (Harlequin's Kiss), and Exotic Weapon Training (Fusion).

Mask of Dread

The Harlequin has upgraded his holosuit to psychically project his opponents' worst fears amplified ten-fold. Opponents in 10m suffer a penalty to Willpower-based tests equal to 5x the Harlequin's WP Bonus.

Dance of Nightmare Made Flesh

Harlequin masks perform a dance that can project horrifying daemonic visages and monstrous forms into their opponent's mind. When a Harlequin charges into combat, they gain the Fear (2) Trait for that turn.

Preternatural Speed

The Harlequin must go fast, and this speed allows them to maintain a deadly flurry of attacks on the move. The Harlequin may use the Swift Attack and Lightning Attack actions as a Half Action, or as part of a Charge Action.

The Laughing God's Blessing

The Harlequin has reached the point where the influence of the Laughing God can be keenly felt, his voice guiding the Harlequin's tongue, his hand holding the Harlequin's soul. The Harlequin may spend a Fate Point to automatically succeed on any Fellowship-based test, with degrees of success equal to the Harlequin's Fellowship Bonus.



ELDAR HARLEQUIN

"The clown cannot honk if you disable the hand."

-Excerpt from the Infantryman's Primer
issued to all regiments operating in the Tiji Sector

The Eldar Harlequin dances from battle to battle, their acrobatic skill allowing them to dodge everything from bolter fire to explosive blasts. Able to wield the exotic weapons of the harlequins, such as the Harlequin's Kiss, Riveblade, or Fusion Pistol, Harlequins make best use of the short range of their weapons alongside the variety of masks they wear, acting as crowd control specialists and battlefield manipulation. They apply their ancient mythic cycles, called Saedaths, to battlefield strategy with cunning effect. Off the battlefield, a Harlequin shines best in the arena of social combat – after all, a trade negotiation or war accord is simply another form of theater, a theater in which the Harlequin was born to play their part.

For a Rogue Trader to ally with a Harlequin can mean great portents, but not necessarily in the Rogue Trader's favor. However, many are more than willing to risk their lives and dynasties to have one of these silver-tongued xenos on their side, even if only for the short term.

STARTING SKILLS, TALENTS, AND GEAR

Starting Skills: Acrobatics, Awareness, Dodge, Forbidden Lore (Black Library), Pilot (Personal), Perform (Player's Choice), Speak Language (Eldar, Dark Eldar, Low Gothic, High Gothic)

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

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

Starting Gear: Holo-suit, Flip Belt, Best Craftsmanship Shuriken Pistol or common quality Fusion Pistol, Best Craftsmanship Mono-Sword or Common Quality Harlequin's Kiss, 2 Eldar Plasma Grenades, 2 Haywire Grenades, 2 Tanglefoot Grenades

Note: The Eldar Harlequin starts with a flip belt. There are two versions – one that gives a +30 to all Agility based tests, and one that simply rerolls failed dodge tests. It is up to the GM which one they wish to allow.



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

RANK 1 HARLEQUIN ADVANCES

Advance	Cost	Type	Prerequisites
Common Lore (Your Sector Here)	100	Skill	
Literacy	100	Skill	
Forbidden Lore (Xenos)	100	Skill	
Barter	100	Skill	
Charm	100	Skill	
Contortionist	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	
Exotic Weapon Training (Choose One)	500	Talent	
Dispersed Formation	500	Talent	
Bladestorm	500	Talent	
Harlequin Aspect	500	Talent	Rank 1 Only

RANK 2 HARLEQUIN ADVANCES

Advance	Cost	Type	Prerequisites
Awareness +10	200	Skill	Awareness
Acrobatics +10	200	Skill	Acrobatics
Charm +10	200	Skill	Charm
Contortionist +10	200	Skill	Contortionist
Dodge +10	200	Skill	Dodge
Literacy +10	200	Skill	Literacy
Perform (Player's Choice) +10	200	Skill	Perform (Player's Choice)
Blather	200	Skill	
Gamble	200	Skill	
Deceive	200	Skill	
Inquiry	200	Skill	
Navigate (Webway)	200	Skill	
Double Team	200	Talent	
Rapid Reaction	200	Talent	Ag 40
Sound Constitution	200	Talent	
Furious Assault	500	Talent	
Assassin Strike	500	Talent	Ag 40, Acrobatics
Basic Weapon Training (Universal)	500	Talent	
Dance of Death	500	Talent	

RANK 3 HARLEQUIN ADVANCES

Advance	Cost	Type	Prerequisites
Acrobatics +20	200	Skill	Acrobatics +10
Awareness +20	200	Skill	Awareness +10
Contortionist +20	200	Skill	Contortionist +10
Dodge +20	200	Skill	Dodge +10
Literacy +20	200	Skill	Literacy +10
Perform (Player's Choice) +20	200	Skill	Perform (Player's Choice) +10
Barter +10	200	Skill	Barter
Blather +10	200	Skill	Blather
Common Lore (Your Sector Here) +10	200	Skill	Common Lore (Your Sector Here)
Forbidden Lore (Black Library) +10	200	Skill	Forbidden Lore (Black Library)
Forbidden Lore (Xenos) +10	200	Skill	Forbidden Lore (Xenos)
Jaded	200	Talent	
Meditation	200	Talent	
Two Weapon Wielder (Melee)	200	Talent	WS 35, Ag 35
Two Weapon Wielder (Ranged)	200	Talent	BS 35, Ag 35
Peer (Craftworld Eldar)	200	Talent	Fel 30
Peer (Dark Eldar)	200	Talent	Fel 30
Basic Weapon Training (Universal)	500	Talent	
Exotic Weapon Training (Choose One)	500	Talent	
Dance of Nightmare Made Flesh	500	Talent	
A Foot in the Future	500	Talent	

RANK 4 HARLEQUIN ADVANCES

Advance	Cost	Type	Prerequisites
Barter +20	200	Skill	Barter +10
Blather +20	200	Skill	Blather +10
Charm +20	200	Skill	Charm +10
Forbidden Lore (Black Library) + 20	200	Skill	Forbidden Lore (Black Library) + 10
Gamble +10	200	Skill	Gamble
Deceive +10	200	Skill	Deceive
Inquiry +10	200	Skill	Inquiry
Disguise	200	Skill	
Shadowing	200	Skill	
Silent Move	200	Skill	
Tech Use	200	Skill	
Combat Master	200	Talent	
Dual Strike	200	Talent	Ag 40, Two Weapon Wielder
Peer (Eldar Corsairs)	200	Talent	
Whispers	200	Talent	Int 40, Fel 30
Sound Constitution	300	Talent	
Lightning Reflexes	500	Talent	
Sidearm	500	Talent	
Swift Attack	500	Talent	
Unnatural Fellowship x2	500	Talent	

RANK 5 HARLEQUIN ADVANCES

Advance	Cost	Type	Prerequisites
Common Lore (Your Sector Here) +20	200	Skill	Common Lore (Your Sector Here) +10
Deceive +20	200	Skill	Deceive +10
Forbidden Lore (Xenos) +20	200	Skill	Forbidden Lore (Xenos) +10
Gamble +20	200	Skill	Gamble +10
Inquiry +20	200	Skill	Inquiry +10
Navigate (Webway) +10	200	Skill	Navigate (Webway)
Shadowing +10	200	Skill	Shadowing
Silent Move +10	200	Skill	Silent Move
Carouse	200	Skill	
Common Lore (Imperium)	200	Skill	
Concealment	200	Skill	
Evaluate	200	Skill	
Pilot (Skimmer)	200	Skill	
Sleight of Hand	200	Skill	
Disarm	200	Talent	Ag 30
Sure Strike	200	Talent	WS 30
Talented (Perform)	300	Talent	
Blade Dancer	500	Talent	WS40, Two Weapon Wielder
Counter Attack	500	Talent	WS 40
Balanced Finesse	500	Talent	WS40, Ag 40
Step Aside	500	Talent	Ag 40, Dodge
Exotic Weapon Training (Choose One)	500	Talent	
Mask of Dread	500	Talent	

RANK 6 HARLEQUIN ADVANCES

Advance	Cost	Type	Prerequisites
Navigate (Webway) +20	200	Skill	Navigate (Webway) +10
Shadowing +20	200	Skill	Shadowing +10
Silent Move +20	200	Skill	Silent Move +10
Carouse +10	200	Skill	Carouse
Concealment +10	200	Skill	Concealment
Pilot (Skimmer) +10	200	Skill	Pilot (Skimmer)
Sleight of Hand +10	200	Skill	Sleight of Hand
Command	200	Skill	
Intimidate	200	Skill	
Scrutiny	200	Skill	
Peer (Eldar Corsairs)	200	Talent	
Mimic	200	Talent	
Resistance (Psychic Powers)	200	Talent	
Sound Constitution	300	Talent	
Master Orator	500	Talent	Fel 30
Crushing Blow	500	Talent	S40
Lightning Attack	500	Talent	
Blademaster	500	Talent	WS30, Melee Weapon Training
Avatar	800	Talent	

RANK 7 HARLEQUIN ADVANCES

Advance	Cost	Type	Prerequisites
Carouse +20	200	Skill	Carouse +10
Concealment +20	200	Skill	Concealment +10
Pilot (Skimmer) +20	200	Skill	Pilot (Skimmer) +10
Sleight of Hand +20	200	Skill	Sleight of Hand +10
Command +10	200	Skill	Command
Common Lore (Imperium) +10	200	Skill	Common Lore (Imperium)
Intimidate +10	200	Skill	Intimidate
Scrutiny +10	200	Skill	Scrutiny
Tech Use +10	200	Skill	Tech Use
Logic	200	Skill	
Medicae	200	Skill	
Security	200	Skill	
Rapid Reload	200	Talent	
Talented (Acrobatics)	200	Talent	
Crippling Strike	500	Talent	WS50
Fearless	500	Talent	
Wall of Steel	500	Talent	Ag 35
Exotic Weapon Training (Choose One)	500	Talent	

RANK 8 HARLEQUIN ADVANCES

Advance	Cost	Type	Prerequisites
Command +20	200	Skill	Command +10
Intimidate +20	200	Skill	Intimidate +10
Scrutiny +20	200	Skill	Scrutiny +10
Evaluate +10	200	Skill	Evaluate
Medicae +10	200	Skill	Medicae
Security +10	200	Skill	Security
Search	200	Skill	
Survival	200	Skill	
Sound Constitution	300	Talent	
Mighty Shot	500	Talent	
Good Reputation (Any) x2	500	Talent	
Strong Minded	500	Talent	WP 30, Resistance (Psychic Techniques)
Preternatural Speed	800	Talent	
The Laughing God's Blessing	800	Talent	
Unnatural Agility x3	1000	Talent	

-On the War(s?) in Heaven

The Eldar mythic cycle depicts the Eldar's psionic-cultural experience of the war between the Old Ones and the Necrons. Remember, the Eldar were created by the Old Ones and would have been pulled into the fighting. As a psychic race, their experience of the war would have a profound effect on the warp; an impact expressed through the "gods" which embody different aspects of the Eldar psyche.

The Eldar myths primarily depict a struggle between Khaine, the god of war, and three gods embodying aspects of the Eldar's prior peaceful existence. Isha, associated with healing, fertility and the harvest, is the "mother" of the Eldar. Kurnous, the god of the hunt, is her male counterpart and the father of the Eldar. Taken together this pairing comprises an agrarian, or even hunter gatherer, life style. Vul, the Smith God, embodies industry and craftsmanship. He compliments the other two, and together these three form the basis for a pre-war Eldar civilization which was likely similar to that of the modern Exodites.

As the Eldar are dragged into the War in Heaven, Khaine tortures Isha and Kurnous. This shows the war having a profoundly painful and disruptive effect on a once peaceful Eldar Civilization. Vul attempts to negotiate their release, as the Eldar develop new technologies with which to fight the Necrons in an effort to preserve their way of life.

Vul cannot fulfill the promises he made to Khaine to secure Isha's and Kurnous' freedom. Enraged Khaine launches an all-out war, with other minor gods taking on side or the other. In the end Khaine wins, crippling Vul and chaining him to his anvil. This shows the psychic impact of the Eldar being forced to abandon their prior way of life and commit their entire industry to waging the War in Heaven.

Found this on the Noosphere,
whatcha think?

**Doggfather, I think you
dumb as shit.**

Man, fuck you, Dre.

THE OLD SLANN

"Behold the Glory of Hexoatl, City of the Sun. The light of Chotec shines forth and the Solar Engine provides. May all races large and small bask in its radiance."

-Inscription carved onto a Stele, outside a ruined stone city on the world of Cu'ba

In the beginning, there was nothing. The galaxy was calm. Quiet. Undisturbed. And then, as various chemicals combined into the building blocks of life, the natural forces of evolution elevated these primitive forms. Eventually, there was the Old Ones.

The Old Ones were the first sapient life in the galaxy, the first to build starships and sail the seas of the void. With a cold-blooded wisdom, they explored and studied, their diligent meditations unlocking the secrets of the Warp, from which they built many wondrous things. It was the Old Ones who created the Webway, who eventually formed the Eldar, Orks, Jokaero and others, who observed and guided the patterns of evolution on a world called Terra, and who made first contact with a little-known and struggling race known as the Necrontyr.

And then, the Old Ones died. The War in Heaven, the war between the Old Ones and the unified Necron Empire, would rage across the galaxy. The Old Ones and their client races fought the Necrontyr and their C'tan allies, planet by planet, system by system. Through their mastery of the Warp and Webway, the Old Ones could maintain their supremacy. It all ended, however, when the Necrons broke into the Webway, and bereft of hiding places, slaughtered the Old Ones relentlessly.

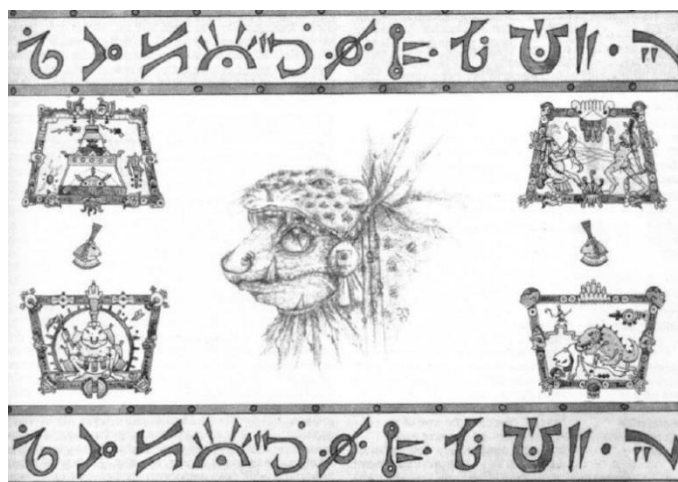
All that is left in this modern day is the devolved remnants, a reptilian or amphibian race known as the Old Slann. Recognizable by their array of scaled skin tones and amphibious traits such as webbed digits, the Old Slann maintain a primitive, tribal society in the North and East quadrants of the galaxy. Though there are male and female, the females being larger and bulkier than males, Old Slann are born in great spawnings, each spawning

named after an Old One whose guiding traits a spawning displays. At home in aquatic environments just as much as dry land, the Slann have large and protruding eyes and large heads all betray their watery origin. Divided into castes, smaller Slann collectively known as "skinks" handle the administration and primitive technology, while those known as "Saurus" for their reptilian appearance, are great warriors and defenders. Imperial explorers, upon finding these tribes in their pyramid cities of stone, usually on hot, moist worlds such as jungle or ocean worlds, always report that they feel they are being watched or studied. The Slann neither need nor want anything, which often exasperates the Rogue Traders they encounter.

For more information on this ancient race, you will need to go back, FAR back, to the very first edition of 40k, Rogue Trader and Collegia Titanica. Names may shift over time – in the tongues of Chaos, they are the "First Ones." To the Galactic North, they are "Slanni." The inhabitants of the Galactic East call them "Syrshin" in the Jericho Reach, and "Old Slann" in the Tiji Sector.

For an Slann to join a Rogue Trader is a rare occurrence. This Rogue Trader has either proven himself in the eyes of the Slann's tribe, or has actively engaged the Ancient Enemy, the dead empire of the Necrons.

To create an Old Slann Explorer, first generate Characteristic Scores. Select a Sacred Spawning option, and then follow the appropriate Career Path. A Saurus Scar Veteran is a warrior and defender, while a Skink Oracle is a psyker who calls upon ancient "magic" to destroy his foes.



SACRED SPAWNINGS

An Old Slann will often display traits displayed by certain Old Ones. These Sacred Spawnings are named after the Old One in question, who are often seen as gods by the devolved Slann.

Sacred Spawning of Chotec

Chotec, the Lord of Suns, could shape stars and systems to his liking millions of years ago. In the present, his warm energy invigorates the cold-blooded Slann spawned in his name. The character gains the Lightning Reflexes Talent and +10 Agility.

Sacred Spawning of Sotek

Slann spawned of Sotek, the Vengeful Serpent, are great battering rams, throwing themselves against their enemies. The character gains the Brutal Charge Trait and the Berserk Charge Talent.

Sacred Spawning of Quetzl

The defensive walls of the Slann tribes, Slann spawned of Quetzl, the Protector, are tough and warlike, and gain an additional +2 Natural Armor, and +5 Toughness.

Sacred Spawning of Tlazcotl

Slann spawned of Tlazcotl are implacable and contemplative, their impassive and emotionless nature letting them stand against enemies that would drive a lesser being insane. The character gains the Sturdy Trait and the Resistance (Fear) Talent.

Sacred Spawning of Huanchi

Slann of Huanchi, the Predator, share his once-legendary love of hunting and scouting the unknown. The character gains the Fieldcraft Trait and +5 Perception.

Sacred Spawning of Tepok

Tepok, the Inscrutable, was known as a master of the Warp and its defenses during the terrible War in Heaven, as well as his feathered and outlandish style of dress. Slann spawned under his signs receive a measure of that protection. The character gains the Resistance (Psychic Techniques) and Strong Minded Talents, as well as a general aura of mysterious otherworldliness.

Sacred Spawning of Itzl

Itzl, the Beast Tamer, maintained a great menagerie of animals, and seeded many worlds with life long ago. Slann spawned of Itzl exude a natural musk that calms and enthralls lesser animals they often use as mounts. The character may reroll failed Wrangling tests when taming, controlling, and riding mounts. A mount tamed by the character will never leave or rebel against the character, and the character gains a +10 bonus to all Wrangling tests when controlling the mount.



TABLE 1-2: SCAR VETERAN CHARACTERISTICS	
Characteristic	2d10+
Weapon Skill	25
Ballistic Skill	10
Strength	30
Toughness	30
Agility	15
Intelligence	25
Perception	25
Willpower	25
Fellowship	10

SAURUS SCAR VETERAN CHARACTERISTICS

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

Starting Wounds: 1d5+1+2xTB. They do NOT take into account the effects of Unnatural Toughness for this purpose.

Starting Fate Points: Roll 1d10. 1-4 = 1 Fate Points, 5-9 = 2 Fate Points, 10=3 Fate Points.

OLD SLANN TRAITS

Did you know that in the 3rd Edition Oldcron Codex, you could actually field Warhammer Army Book Lizardmen vs Codex Oldcrons? That's where most of this stuff is adapted from.

COLD BLOODED

All Old Slann characters ignore Penalties to Fear and Pinning tests, always testing on base Willpower.

SCALY SKIN

All Old Slann begin with the Natural Armor trait. For Saurus Scar Veterans, the value of this trait is 4.

AQUATIC

The creature can breathe water as well as air, and can stay underwater indefinitely without the need to surface. Water is not treated as difficult terrain. As long as the creature is within water, WS and BS tests to attack him are at -10.

ALIEN BIOLOGY, ALIEN MIND

The Slann are far removed from the holy form of humanity. While they can adapt to weaponry with little difficulty, armor is one step rarer for them, as the larger forms of the Saurus and diminutive forms of the Skinks render standard fits impossible. The difficulty of Medical Tests performed on an Old Slann is increased by one step by those unfamiliar with their reptilian and amphibian physiology (it is up to one's GM to determine when this applies). Old Slann "cybernetics" are remnants of their once majestic glory, and are almost always external rather than internal or replaced. There is nothing restricting a Slann from acquiring new Cybernetics, other than the jarring effect of mechanical "enhancements" on their reptilian frames.

Though Slann have male and female gender dimorphism, the function of their reproduction via spawning rather than mating makes them immune to seduction. They are simply not built that way.

Slann gain Insanity and Corruption Points as normal.

SCAR VETERAN TALENTS

Champion Spawning

(Prerequisite: Rank 1 Only)

The character's spawning was especially significant. Perhaps all the character's spawn brothers were a unique color, or perhaps the character was the only member of his spawning. Either way, the character is marked for greatness. Enemies attempting a Charge Action against the character must make a Challenging (+0) Willpower test. If this test is failed, the enemy gains no benefits from the Charge Action (such as bonus to hit or bonus damage).

Predatory Fighter

(Prerequisite: WS 30)

The Scar Veteran's battle frenzy comes to the fore in the most pitched of mortal combats. Whenever the character succeeds on a WS test with 4 or more Degrees of Success, he may make another attack. This attack may not generate further attacks.

However, to leave a melee combat, the character must make a Hard (-20) Willpower Test.

Sacred Duty

(Prerequisite: Guardian)

The Scar Veteran becomes adept at using his own body as a shield to guard his allies. Use of the Guardian Talent requires only a half action instead of a full action. However, the remaining half action may only be used to activate the Guardian talent again on a separate target.

Skilled Rider

(Prerequisite: Wrangling +10)

The Scar Veteran becomes more adept at controlling his mount, and recovering from mishaps. If the character would be thrown or forced off his mount for any reason, he may make an Ordinary (+10) Wrangling test. If he succeeds, he may either remain on his Mount or fall safely to the ground, landing on his feet. Additionally, this character can mount or dismount as a Half Action.

Guiding Hand of Ulumak

(Prerequisite: WS 35, Predatory Fighter)

Through meditations on the will of Ulumak, an Old One renowned for his martial prowess, the Scar Veteran tempers his battle frenzy and improves his technique. Predatory Fighter extra attacks are now triggered on 3 or more Degrees of Success.

Unstoppable Charge

(WS40, Wrangling +20)

The Scar Veteran and his mount are as one, each supplementing the other in the heat of combat. When the character makes a melee attack as part of a Charge Action, his attack gains the Felling (1) Quality. In addition, whenever this character makes a melee attack when mounted, he deals additional Damage equal to his mount's Strength Bonus.

Duelist

(Prerequisite: WS 35, Sure Strike)

Single combat is honorable. Only one will walk away. When engaged in melee with only a single

opponent who is not engaged in melee with anyone else, this character counts as scoring an additional two Degrees of Success on successful Weapon Skill tests.

Abiding Resilience

(Prerequisite: T 40)

Very little can halt the Scar Veteran's devotion to his allies and his duty, not even grievous wounds. When this character expends a Fate Point to regain Wounds, he regains a number of Wounds equal to 1d5 + his Toughness Bonus (instead of 1d5 Wounds as normal) and removes 1 level of Fatigue.

Prime Guardian

(Prerequisite: Per 45)

Nothing escapes the watchful gaze of the Scar Veteran. A sixth sense guides him when an ambush is near. The character gains the Unnatural Senses (Special) trait, with a range of 50m. Within this range, the character may make a Challenging (+0) Awareness test to know the position of enemies hidden or concealed, via the Concealment skill, wargear, or other esoteric means. This Unnatural Sense will not show the type, size, or armament, or any other information of detected enemies, only their presence. Enemies concealed in cover retain their cover bonuses if the character or his allies attack the detected enemies.

Eternity Warden

(Prerequisite: WS 40, Duelist)

The Martial Challenge is the purest form of expression. In single combat, enemies will know each other better than lovers, and nothing may break the bond of battle. When engaged in melee with only a single opponent who is not engaged in melee with anyone else, the character may reroll one failed WS test per round. If the character spends a fate point during combat with a single opponent who is not engaged in melee with anyone else, no other enemies may join that combat until either the enemy or the character is killed. Enemies may still attempt to fire into melee, however.

SAURUS SCAR VETERAN

"I'm starting to hate lizards..."

- Mortimer the Mortarman, Lord of the Squats in the Tiji Sector.

Saurus Scar Veterans are the warriors of the Old Slann, the most experienced of their spawnings, and those who attempt to enact the 65 million year old will of their progenitors. While their weapons and mindset may be primitive, their skill at arms and natural affinity make them valiant fighters. Never straying far from those they are sworn to protect, a Scar Veteran would gladly give his life to save his charges.

Scar Veterans have an instinctive knowledge of tactics and warfare. A Scar Veteran will not know WHY he charges, but will know the exact moment to do so. A Scar Veteran will not understand the concept of a flanking maneuver or pincer strike, but will be able to enact one regardless.

A Scar Veteran has three specific roles in a Rogue Trader team. As a guardian, he will throw himself into danger to protect his allies. As a master of mounted combat, the Scar Veteran can control devastating mounts such as the Cold One and Carnosaur, and wreak havoc in mass combat. Finally, there is little that can stop a Scar Veteran in single combat once he gets going – where an Ork would gain strength from more than one opponent, the Scar Veteran is adept at the Challenge.

For a Rogue Trader to bring a Scar Veteran upon his vessel means to hire a bodyguard without compare, a being that will act as a bulwark to all that threatens him. However, the risks of incurring the ire of machines that cannot die grow ever larger the longer the service lasts...

STARTING SKILLS, TALENTS, AND GEAR

Starting Skills: Awareness, Common Lore (War), Swim, Wrangling, Speak Language (Old Slann, Low Gothic)

Starting Talents: Pistol Weapon Training (Primitive), Basic Weapon Training (Primitive), Melee Weapon Training (Primitive), Guardian, Resistance (Heat), Enemy (Necrons)

Starting Traits: Aquatic, Cold-Blooded, Hulking, Scaly Skin, Non-Imperial, Unnatural Strength (x2), Unnatural Toughness (x2), Speak Not Unto The Alien

Starting Gear: Best-Quality Club OR Good Quality Sword OR Common Quality Great Weapon, Good Quality Combat Shield, Common Quality Chainmail.



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

RANK 1 SCAR VETERAN ADVANCES

Advance	Cost	Type	Prerequisites
Dodge	100	Skill	
Intimidate	100	Skill	
Literacy	100	Skill	
Navigate (Surface)	100	Skill	
Secret Tongue (Old Slann)	100	Skill	
Survival	100	Skill	
Ambidextrous	200	Talent	Ag 30
Frenzy	200	Talent	
Quick Draw	200	Talent	
Sound Constitution (x2)	300	Talent	
Furious Assault	500	Talent	WS 35
Thrown Weapon Training (Universal)	500	Talent	
Melee Weapon Training (Universal)	500	Talent	
Champion Spawning	500	Talent	Character Creation Only

RANK 2 SCAR VETERAN ADVANCES

Advance	Cost	Type	Prerequisites
Awareness +10	200	Skill	Awareness
Intimidate +10	200	Skill	Intimidate
Navigate Surface +10	200	Skill	Navigate Surface
Survival +10	200	Skill	Survival
Swim +10	200	Skill	Swim
Wrangling +10	200	Skill	Wrangling
Barter	200	Skill	
Climb	200	Skill	
Search	200	Skill	
Silent Move	200	Skill	
Tracking	200	Skill	
Sound Constitution (x2)	200	Talent	
Hatred (Necrons)	300	Talent	
Hardy	300	Talent	T40
Crushing Blow	500	Talent	S40
Nerves of Steel	500	Talent	
Two Weapon Wielder (Melee)	500	Talent	WS 35, Ag 35
Exotic Weapon Training (Choose One)	500	Talent	
Predatory Fighter	500	Talent	WS 30

RANK 3 SCAR VETERAN ADVANCES

Advance	Cost	Type	Prerequisites
Awareness +20	200	Skill	Awareness +10
Intimidate +20	200	Skill	Intimidate +10
Survival +20	200	Skill	Survival +10
Swim +20	200	Skill	Swim +10
Wrangling +20	200	Skill	Wrangling +10
Climb +10	200	Skill	Climb
Search +10	200	Skill	Search
Tracking +10	200	Skill	Tracking
Common Lore (War) +10	200	Skill	Common Lore War
Concealment	200	Skill	
Interrogate	200	Skill	
Die Hard	200	Talent	WP 40
Disturbing Voice	200	Talent	
Double Team	200	Talent	
Sound Constitution (x2)	200	Talent	
Takedown	200	Talent	
True Grit	200	Talent	T40
Combat Formation	500	Talent	Int 40
Counter Attack	500	Talent	WS 40
Sacred Duty	500	Talent	Guardian
Skilled Rider	500	Talent	Wrangling +10

RANK 4 SCAR VETERAN ADVANCES

Advance	Cost	Type	Prerequisites
Climb +20	200	Skill	
Navigate (Surface) +20	200	Skill	Navigate (Surface) +10
Search +20	200	Skill	
Barter +10	200	Skill	
Interrogate +10	200	Skill	
Silent Move +10	200	Skill	
Forbidden Lore (Xenos)	200	Skill	
Drive (Ground Vehicle)	200	Skill	
Medicae	200	Skill	
Scrutiny	200	Skill	
Tech Use	200	Skill	
Blind Fighting	200	Talent	Per 30
Jaded	200	Talent	WP 30
Swift Attack	200	Talent	WS 35
Sure Strike	300	Talent	WS 30
Blademaster	500	Talent	WS 30
Exotic Weapon Training (Choose One)	500	Talent	
Pistol Weapon Training (Universal)	500	Talent	
Crippling Strike	500	Talent	WS 50
Guiding Hand of Ulumak	500	Talent	WS35, Predatory Fighter

RANK 5 SCAR VETERAN ADVANCES

Advance	Cost	Type	Prerequisites
Barter +20	200	Skill	Barter +10
Common Lore (War) +20	200	Skill	Common Lore (War) +10
Interrogate +20	200	Skill	Interrogate +10
Dodge +10	200	Skill	Dodge
Forbidden Lore (Xenos) +10	200	Skill	Forbidden Lore (Xenos)
Medicae +10	200	Skill	Medicae
Scrutiny +10	200	Skill	Scrutiny
Carouse	200	Skill	
Chem Use	200	Skill	
Command	200	Skill	
Shadowing	200	Skill	
Iron Jaw	200	Talent	T40
Talented (Wrangling)	200	Talent	
Sound Constitution (x2)	300	Talent	
Berserk Charge	500	Talent	
Combat Master	500	Talent	WS 30
Dual Strike	500	Talent	Ag 40, TWW(Melee)
Resistance (Fear)	500	Talent	
Unarmed Warrior	500	Talent	WS 35, Ag 35
Unstoppable Charge	500	Talent	WS40, Wrangling +10

RANK 6 SCAR VETERAN ADVANCES

Advance	Cost	Type	Prerequisites
Forbidden Lore (Xenos) +20	200	Skill	Forbidden Lore (Xenos) +10
Silent Move +20	200	Skill	Silent Move +10
Tracking +20	200	Skill	Tracking +10
Chem Use +10	200	Skill	Chem Use
Concealment +10	200	Skill	Concealment
Shadowing +10	200	Skill	Shadowing
Demolition	200	Skill	
Navigate (Webway)	200	Skill	
Security	200	Skill	
Battle Rage	200	Talent	Frenzy
Leap Up	200	Talent	Ag 30
Rapid Reload	200	Talent	
Sound Constitution (x2)	300	Talent	
Duty Unto Death	500	Talent	WP 45
Lightning Attack	500	Talent	Swift Attack
Unarmed Master	500	Talent	WS 45, Ag 40, Unarmed Warrior
Abiding Resilience	500	Talent	T40
Duelist	500	Talent	WS35, Sure Strike

RANK 7 SCAR VETERAN ADVANCES

Advance	Cost	Type	Prerequisites
Medicae +20	200	Skill	Medicae +10
Scrutiny +20	200	Skill	Scrutiny +10
Shadowing +20	200	Skill	Shadowing +10
Carouse +10	200	Skill	Carouse
Command +10	200	Skill	Command
Demolition +10	200	Skill	Demolition
Drive (Ground Vehicle) +10	200	Skill	Drive (Ground Vehicle)
Security +10	200	Skill	
Tech Use +10	200	Skill	Tech Use
Evaluate	200	Skill	
Inquiry	200	Skill	
Fearless	200	Talent	
Sound Constitution (x2)	300	Talent	
Last Man Standing	500	Talent	Nerves of Steel
Precise Blow	500	Talent	WS 40, Sure Strike
Wall of Steel	500	Talent	Ag 35
Prime Guardian	800	Talent	Per 40

RANK 8 SCAR VETERAN ADVANCES

Advance	Cost	Type	Prerequisites
Carouse +20	200	Skill	Carouse +10
Concealment +20	200	Skill	Concealment +10
Dodge +20	200	Skill	Dodge +10
Security +20	200	Skill	Security +10
Inquiry +10	200	Skill	Inquiry
Navigate (Webway) +10	200	Skill	Navigate (Webway)
Acrobatics	200	Skill	
Psyniscience	200	Skill	
Marksman	300	Talent	
Basic Weapon Training (Universal)	500	Talent	
Exotic Weapon Training (Choose One)	500	Talent	
Sprint	500	Talent	
Brutal Charge	800	Trait	
Regeneration (2)	800	Talent	
Eternity Warden	800	Talent	WS40, Duelist



TABLE 1- 3: SKINK ORACLE CHARACTERISTICS	
Characteristic	2d10+
Weapon Skill	15
Ballistic Skill	25
Strength	20
Toughness	15
Agility	30
Intelligence	25
Perception	25
Willpower	30
Fellowship	25

SKINK ORACLE CHARACTERISTICS

Skink Explorers roll on Table 1-3 for their Characteristics.

Starting Wounds: 1d5-1+2xTB.

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

OLD SLANN TRAITS

I'm just gonna repost some of this stuff for convenience, so you don't need to look back seven pages or so.

COLD BLOODED

All Old Slann characters ignore Penalties to Fear and Pinning tests, always testing on base Willpower.

SCALY SKIN

All Old Slann begin with the Natural Armor trait. For Skink Oracles, the value of this trait is 2.

AQUATIC

The creature can breathe water as well as air, and can stay underwater indefinitely without the need to surface. Water is not treated as difficult terrain. As long as the creature is within water, WS and BS tests to attack him are at -10.

CONTEMPLATIONS

If a Psychic Power from the High Psykana discipline is successfully manifested, the psyker may choose to

"forget" that psychic power. He must then immediately generate a replacement spell from the High Psykana psychic power list by rolling a 1d10 on the following table. It is possible that the psyker may generate the same power he just forgot, one he already has, or one he forgot in previous turns. Them's the breaks. At the end of a combat encounter, the psyker's list of powers reset to those he has purchased with XP.

Roll	Result
1	Roll a further 1d10. On a 6+, the psyker remembers the same spell he just forgot. Otherwise, the psyker forgets a spell, and does not remember a new one. Oops.
2	Drain Psykana
3	Soul Quench
4	Apotheosis
5	Hand of Glory
6	Walk Between Worlds
7	Tempest
8	Arcane Unforging
9	Fiery Convocation
10	The Psyker selects a new power of his choice from any discipline outside the High Psykana discipline. Neat!

SKINK ORACLE TALENTS

Arcane Vassal

Allied psykers within 100m may use the character (the Arcane Vassal) for the purposes of line of sight and distance for their own powers. This requires no action on the part of the Arcane Vassal, and the allied psyker casts the power as normal. If Psychic Phenomena or Perils of the Warp is generated, the result affects the allied psyker only. However, the Arcane Vassal takes wounds equal to the effective Psy Rating used for the power. Try not to get splatted.

Skilled Rider

(Prerequisite: Wrangling +10)

The Skink Oracle becomes more adept at controlling his mount, and recovering from mishaps. If the character would be thrown or forced off his mount for any reason, he may make an Ordinary (+10) Wrangling test. If he succeeds, he may either remain

on his Mount or fall safely to the ground, landing on his feet. Additionally, this character can mount or dismount as a Half Action.

Herald of Cosmic Events

At the start of a combat encounter, roll 1d10. If the result is a 3+, the character may reroll a single d10 if he rolls doubles on the Psychic Phenomena / Perils of the Warp Tables. The second result stands. However, on a 1 or 2, the character must add 5x his Psy Rating to the result of any roll on the Psychic Phenomena / Perils of the Warp Tables.

Prophet of the Old Ones

At the start of a session, the character may spend a fate point and one hour to meditate on his future foes. He may select a Hatred to apply to himself and allies within 5x Willpower Bonus in meters for that session.

Telepathic Confabulation

At the start of an encounter, the character and an allied psyker may exchange a single psychic power with each other. The powers return at the end of the encounter.

Disciplines of the Old Ones

The Skink Oracle meditates on the wisdom of his enlightened forebears, enhancing body and mind to better fight the ancient enemy featured in the last book. Select a single discipline from the list below when this talent is taken. No discipline may be taken twice. Note that in all cases, only the character is affected, not any mounts or allies.

Reservoir of Eldritch Energy - When using a Psychic Power at the Push level, the character may choose to not receive the bonus Psy Rating. He may instead choose to "store" the bonus psy ratings for the use in his next psychic power. If the character generates Psychic Phenomena or Perils of the Warp at the time of storing, the bonus Psy Rating is lost, and affects the result of the table as normal.

Soul of Stone - If the character generates Psychic Phenomena or Perils of the Warp, he may modify the

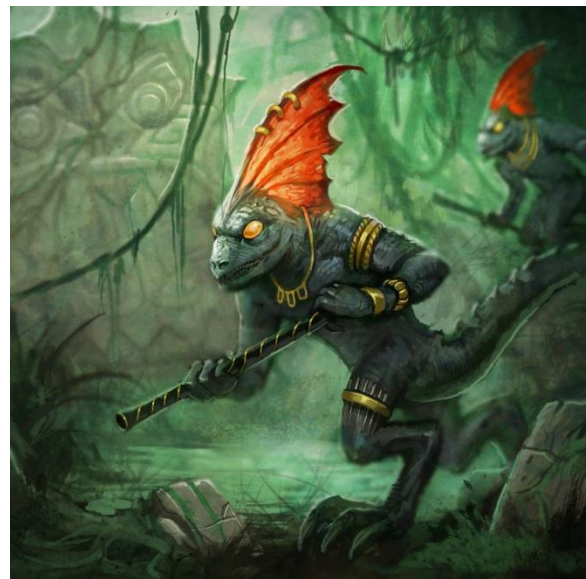
result by adding or subtracting up to the value of his psy rating, instead of accepting the original result.

Harmonic Convergence - The character may add 1 to his Psy rating when using a Psychic Power at the Fettered or Unfettered level.

Transcendent Healing - The character may spend a Fate Point to gain the Regeneration (Psy Rating) trait for a number of rounds equal to his Psy Rating.

Unfathomable Presence - The character gains a bonus of 5x Psy Rating to Willpower tests resisting enemy Psychic Powers that target or affect him.

Higher State of Consciousness - The character may spend a fate point to gain the Phase trait for a number of rounds equal to his Psy Rating.



SKINK ORACLE

"Behold the Glory of Hexoatl, City of the Sun. The light of Chotec shines forth and the Solar Engine provides. May all races large and small bask in its radiance."

- Inscription on a stele on the world of Cu'ba, outside a sprawling city of stone pyramids.

S skink Oracles are smaller and less physically adept than their Saurus counterparts, but make up for this in psychic skill. An Oracle can restore his allies' will to fight, summon raging storms of fire and wind, or even turn the enemy's strengths against them.

Skink Oracles are often found far from their tribes, seeking out artifacts and ruins of the Old Ones to better oppose the awakened Necron Dynasties, or investigating dormant, awakening, or active Necron Tomb complexes for potential action. Even after 65 million years, biological imperatives still burn strong, pushing the Skink Oracles to action against the enemy they failed to defeat so long ago.

It is often upon these sojourns that a Rogue Trader and his team will come in contact with a Skink Oracle. If the Rogue Trader can prove that their interests align, and combat against the ancient enemy is high on priorities, then it is likely that the Skink Oracle will lend him its assistance, provided the Rogue Trader can appreciate the strange and wondrous mounts they tend to use.

Skink Oracles are masterful psykers on their own, but their limited experiences in the past 65 million years means they are restricted to fewer, but more potent powers. A Skink also lacks the soul binding that armors the soul of Imperial Astropaths, but thanks to this opening, can perform the peculiar function of acting as a focusing point for an ally's powers. Skink oracles thus work even better with their Psyker allies than they do alone.

STARTING SKILLS, TALENTS, AND GEAR

Starting Skills: Forbidden Lore (Psykers), Invocation, Psyniscience, Scholastic Lore (Astromancy), Speak Language (Old Slann, Low Gothic)

Starting Talents: Pistol Weapon Training (Primitive), Melee Weapon Training (Primitive), Enemy (Necrons), Psy Rating (2)

Starting Traits: Aquatic, Cold-Blooded, Scrawny, Scaly Skin, Contemplations, Non-Imperial, Speak Not Unto The Alien

Starting Gear: Good-Quality Club OR Common Quality Sword, 3 Common Quality Javelin, Common Quality Quilted Vest, Divining Rod (Psy Focus)



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

RANK 1 SKINK ORACLE ADVANCES

Advance	Cost	Type	Prerequisites
Awareness	100	Skill	
Common Lore (Your Sector Here)	100	Skill	
Dodge	100	Skill	
Forbidden Lore (Warp)	100	Skill	
Literacy	100	Skill	
Scholastic Lore (Occult)	100	Skill	
Survival	100	Skill	
Wrangling	100	Skill	
Heightened Senses (Sight)	200	Talent	
Psychic Technique	300	Talent	
Resistance (Heat)	300	Talent	
Exotic Weapon Training (Choose One)	500	Talent	
Discipline of the Old Ones	500	Talent	

RANK 2 SKINK ORACLE ADVANCES

Advance	Cost	Type	Prerequisites
Awareness +10	200	Skill	Awareness
Common Lore (Your Sector Here) +10	200	Skill	Common Lore (Your Sector Here)
Dodge +10	200	Skill	Dodge
Forbidden Lore (Psykers) +10	200	Skill	Forbidden Lore (Psykers)
Forbidden Lore (Xenos) +10	200	Skill	Forbidden Lore (Xenos)
Invocation +10	200	Skill	Invocation
Psyniscience +10	200	Skill	Psyniscience
Scholastic Lore (Astromancy) +10	200	Skill	Scholastic Lore (Astromancy)
Scrutiny	200	Skill	
Combat Sense	200	Skill	
Psychic Technique (x2)	300	Skill	
Dark Soul	200	Skill	
Foresight	200	Talent	
Sound Constitution	200	Talent	
Total Recall	200	Talent	
Psy Rating (3)	300	Talent	Psy Rating 2
Resistance (Psychic Powers)	300	Talent	
Warp Affinity	500	Talent	Psy Rating
Arcane Vassal	500	Talent	

RANK 3 SKINK ORACLE ADVANCES

Advance	Cost	Type	Prerequisites
Awareness +20	200	Skill	Awareness +20
Forbidden Lore (Psykers) +20	200	Skill	Forbidden Lore (Psykers) +10
Invocation +20	200	Skill	Invocation +10
Psyniscience +20	200	Skill	Psyniscience +10
Scholastic Lore (Astromancy) +20	200	Skill	Scholastic Lore (Astromancy) +10
Forbidden Lore (Warp) +10	200	Skill	Forbidden Lore (Warp)
Scholastic Lore (Occult) +10	200	Skill	Scholastic Lore (Occult)
Scrutiny +10	200	Skill	Scrutiny
Wrangling +10	200	Skill	Wrangling
Common Lore (War)	200	Skill	
Concealment	200	Skill	
Tracking	200	Skill	
Leap Up	200	Talent	
Mimic	200	Talent	
Resistance (Poison)	200	Talent	
Sprint	200	Talent	
Psychic Technique	300	Talent	
Psy Rating 4	400	Talent	Psy Rating 3
Psychic Discipline	500	Talent	
Skilled Rider	500	Talent	Wrangling +10

RANK 4 SKINK ORACLE ADVANCES

Advance	Cost	Type	Prerequisites
Dodge +20	200	Skill	Dodge +20
Forbidden Lore (Xenos) +20	200	Skill	Forbidden Lore (Xenos) +10
Wrangling +20	200	Skill	Wrangling +10
Concealment +10	200	Skill	Concealment
Tracking +10	200	Skill	Tracking
Barter	200	Skill	
Blather	200	Skill	
Common Lore (Imperium)	200	Skill	
Navigate (Surface)	200	Skill	
Silent Move	200	Skill	
Armour of Contempt	200	Talent	WP 40
Paranoia	200	Talent	
Hatred (Necrons)	200	Talent	
Heightened Senses (Hearing)	200	Talent	
Light Sleeper	200	Talent	Per 30
Meditation	200	Talent	
Psychic Technique	300	Talent	
Sound Constitution	300	Talent	
Psy Rating 5	500	Talent	
Strong Minded	500	Talent	WP 30, Resistance (Psychic Powers)
Herald of Cosmic Events	500	Talent	

RANK 5 SKINK ORACLE ADVANCES

Advance	Cost	Type	Prerequisites
Concealment +20	200	Skill	Concealment +10
Tracking +20	200	Skill	Tracking +10
Forbidden Lore (Warp) +20	200	Skill	Forbidden Lore (Warp) +10
Scrutiny +20	200	Skill	Scrutiny +10
Barter +10	200	Skill	Barter +10
Navigate (Surface) +10	200	Skill	Navigate (Surface)
Silent Move +10	200	Skill	Silent Move
Survival +10	200	Skill	Survival
Literacy	200	Skill	
Charm	200	Skill	
Logic	200	Skill	
Scholastic Lore (Beasts)	200	Skill	
Scholastic Lore (Legends)	200	Skill	
Rapid Reload	200	Talent	
Talented (Choose One)	200	Talent	
Psychic Technique	400	Talent	
Infused Knowledge	500	Talent	
Basic Weapon Training (Primitive)	500	Talent	
Psy Rating (6)	500	Talent	
Discipline of the Old Ones	500	Talent	

RANK 6 SKINK ORACLE ADVANCES

Advance	Cost	Type	Prerequisites
Barter +20	200	Skill	Barter +10
Navigate (Surface) +20	200	Skill	Navigate (Surface) +10
Survival +20	200	Skill	Survival +10
Charm +10	200	Skill	Charm
Logic +10	200	Skill	Logic
Scholastic Lore (Beasts) +10	200	Skill	Scholastic Lore (Beasts)
Scholastic Lore (Legends) +10	200	Skill	Scholastic Lore (Legends)
Evaluate	200	Skill	
Intimidate	200	Skill	
Shadowing	200	Skill	
Ambidextrous	200	Talent	Ag 30
Heightened Senses (Smell)	200	Talent	
Jaded	200	Talent	WP 30
Marksman	200	Talent	BS 35
Psychic Technique (x2)	300	Talent	
Sound Constitution	300	Talent	
Bastion of Iron Will	500	Talent	Psy Rating, Strong Minded, WP 40
Improved Warp Sense	500	Talent	
Exotic Weapon Training (Choose One)	500	Talent	
Prophet of the Old Ones	500	Talent	

RANK 7 SKINK ORACLE ADVANCES

Advance	Cost	Type	Prerequisites
Charm +20	200	Skill	Charm +10
Logic +20	200	Skill	Logic +10
Blather +10	200	Skill	Blather
Evaluate +10	200	Skill	Evaluate
Intimidate +10	200	Skill	Intimidate
Shadowing +10	200	Skill	Shadowing
Command	200	Skill	
Deceive	200	Skill	
Quick Draw	200	Talent	
Rapid Reaction	200	Talent	
Talented (Choose One)	200	Talent	
Psychic Technique (x2)	400	Talent	
Nerves of Steel	500	Talent	
Mighty Shot	500	Talent	BS 40
Polyglot	500	Talent	Int 30, Fel 30
Psy Rating 7	500	Talent	Psy Rating 6
Warp Conduit	800	Talent	Psy Rating, Strong Minded, WP 50

RANK 8 SKINK ORACLE ADVANCES

Advance	Cost	Type	Prerequisites
Blather +20	200	Skill	
Scholastic Lore (Legends) +20	200	Skill	Scholastic Lore (Legends) +10
Silent Move +20	200	Skill	Silent Move +10
Evaluate +20	200	Skill	Evaluate +10
Shadowing +20	200	Skill	Shadowing +10
Command+10	200	Skill	Command
Deceive +10	200	Skill	Deceive
Tech Use	200	Skill	
Psychic Technique (x2)	500	Talent	
Duty Unto Death	500	Talent	WP 45
Fearless	500	Talent	
Hard Target	500	Talent	Ag 40
Last Man Standing	500	Talent	Nerves of Steel
Lightning Reflexes	500	Talent	
Telepathic Confabulation	800	Talent	



PSYCHIC DISCIPLINE:

HIGH PSYKANA

"Ow! Hot! Hot HOT!!!"

- Fio'El Fal'Shia Kais, suffering under Arcane Unforging as her cybernetics burn her.

The discipline of High Psykana is an ancient discipline, practiced by the Old Ones in the peaceful days before the War in Heaven. The Discipline would be adapted to war against the undying machines that plagued the Old Ones, as they fought to the very end. Today, all that remains is that corrupted war form that the old Slann remember more as “magic” than as psychic manipulation.

The High Psykana discipline is limited to the Skink Oracles that practice it. Of course, it is perfectly possible for a human or other Psyker to learn it as well, but for that, you need to find an Oracle willing to teach it. Unless you have one in your party, and they're cool with it, you might need to have a bit of a talk with your GM regarding learning the Discipline.

THE HIGH PSYKANA DISCIPLINE

Activation Time: Full Action

Maintainable: Yes

Range: 5m x Psy Rating

Focus Power Test: Willpower

Power Scale: At Psy Rating 1-3, the Psyker shows no outward effects, other than the normal weird feeling everybody gets when around one. At Psy Rating 4-6, the Psyker seems far away, as if he simultaneously exists partway between the present and an older, ancient time. At Psy Rating 7+, the Psyker exudes an air of confidence as he manipulates fundamental forces of the universe, but the dull voices and visages of the long-dead past slowly become audible and visible to those nearby...

The High Psykana Discipline contains two Basic techniques – Drain Psykana and Soul Quench. For a Skink Oracle, these powers are free at character generation. For any other character, they are 300 XP.

Drain Psykana

Value: Free (300 xp)

Prerequisites: None

Focus Power Time: Half Action

Focus Power Test: Willpower (+0)

Range: 5m x Psy Rating

Sustained: No



The Psyker makes a Focus Power test on either an ally or an enemy. If he succeeds, all sustained Psychic Powers affecting that ally or enemy are removed.

Alternatively, the Psyker may choose to perform the Focus Power test as a Full Action. If he does so, he may select all allies OR all enemies with the power.

Soul Quench

Value: Free (300 xp)

Prerequisites: None

Focus Power Time: Full Action

Focus Power Test: Willpower (+0)

Range: 10m x Psy Rating

Sustained: No

The Psyker makes a Focus Power test. If he succeeds, the psyker produces one psychic bolt, plus an additional bolt per two degrees of success, which he may distribute amongst any number of targets within Psy Rating meters of his original target. The number of bolts cannot exceed the psyker's effective psy rating. Soul Quench hits as long as the psyker passes his Focus Power test, and targets may Dodge as normal. Each bolt does 1d10+Psy Rating energy damage, with a Pen of 4.

Alternatively, the psyker may choose to perform the Focus Power test at a -20 penalty. If he succeeds, then he generates an additional bolt per degree of success instead of per two.

Apotheosis

Value: 300 xp

Prerequisites: None

Focus Power Time: Full Action

Focus Power Test: Willpower (+0)

Range: 10m x Psy Rating

Sustained: No

The Psyker makes a Focus Power test, targeting an ally or himself. If he succeeds, the target heals a number of wounds equal to the Psyker's effective Psy Rating.

Alternatively, the psyker may choose to perform the Focus Power test at a -10 penalty. If he succeeds, then the target heals a number of wounds equal to

1d10 + effective Psy Rating, and gains the Fear (1) trait until the beginning of the psyker's next turn.

Hand of Glory

Value: 300 xp

Prerequisites: None

Focus Power Time: Full Action

Focus Power Test: Willpower (+0)

Range: 10m x Psy Rating

Sustained: No

The Psyker makes a Focus Power test, targeting an ally or himself. If he succeeds, the target gains a bonus of 5x effective Psy Rating to their Weapon Skill, Ballistic Skill, OR Agility.

Alternatively, the psyker may choose to perform the Focus Power test at a -10 penalty. If he succeeds, then the target gains a bonus of 5x effective Psy Rating to their Weapon Skill, Ballistic Skill, AND Agility.

Walk Between Worlds

Value: 300 xp

Prerequisites: None

Focus Power Time: Half Action

Focus Power Test: Willpower (+0)

Range: 10m x Psy Rating

Sustained: No

The Psyker makes a Focus Power test, targeting an ally or himself. If he succeeds, the target gains the Incorporeal Trait until the beginning of the Psyker's next round, and may immediately make a free Full Move.

Alternatively, the psyker may choose to perform the Focus Power test at a -20 penalty. If he succeeds, then the target gains the Phase Trait until the beginning of the Psyker's next round, and may immediately make a free Run move.

Tempest

Value: 300 xp

Prerequisites: None

Focus Power Time: Full Action

Focus Power Test: Willpower (+0)

Range: 10m x Psy Rating

Sustained: Yes

The Psyker makes a Focus Power test. If he succeeds, the psyker produces a swirling, smoky whirlwind. Tempest hits as long as the psyker passes his Focus Power test, and targets may Dodge as normal. The blast scatters as normal if the psyker "misses." The Tempest deals 1d10+Psy Rating E damage with a Pen of Psy Rating, and the Blast (Psy Rating) quality. If the target has the Flyer Trait, the damage increases to 2d10+Psy Rating E damage. Targets that take at least one wound from this power are at a -10 penalty to their Weapon Skill and Ballistic Skill tests until they leave the area of effect. Flame and Spray weapons firing into or out of the Tempest must roll 1d10 - on a 6+ the attack functions as normal, otherwise the attack is swept up into the Tempest and dissipated.

While this power may be sustained, the blast location may NOT be moved.

Arcane Unforging

Value: 300 xp

Prerequisites: None

Focus Power Time: Half Action

Focus Power Test: Willpower (-10)

Range: 10m x Psy Rating

Sustained: No

The Psyker makes a Focus Power test, opposed by the target's Willpower. If he succeeds, the psyker inflicts a number of wounds to the target equal to the target's armor value. These wounds ignore the target's armor and toughness bonus.

Fiery Convocation

Value: 400 xp

Prerequisites: None

Focus Power Time: Full Action

Focus Power Test: Willpower (-20)

Range: 10m x Psy Rating

Sustained: Yes

The Psyker makes a Focus Power test. If he succeeds, the psyker produces a raging fiery inferno that burns across the battlefield. Fiery Convocation hits as long as the psyker passes his Focus Power test, and targets may Dodge as normal. The blast scatters as normal if the psyker "misses." The Fiery Convocation deals

2d10+Psy Rating E damage with a Pen of Psy Rating, and the Blast (Psy Rating) and Flame qualities.

If the Psyker chooses to sustain this power, he may move the blast a number of meters up to his effective Psy Rating in a direction of his choosing. The final location is what is used for the purposes of dodging the attack.



THE TAU

“Yes, yes, the Xenos is dangerous and speaks only lies. But we’re the one who will be handling your shipments, so if you want your weapons timewise, you’d better be ready to pay.”

-Shas’vre Sta’tus’guy, Detachment Adjutant sealing a minor arms deal for his superiors.

Oh look. More Tau. Whoever would have thought it. Anyway, there’s a lot already said about them in both the last book, and the official supplement Tau Character Guide. For those too lazy to open your pdfs, some basic information is reposted here.

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.

In the previous book, there was the Cadre

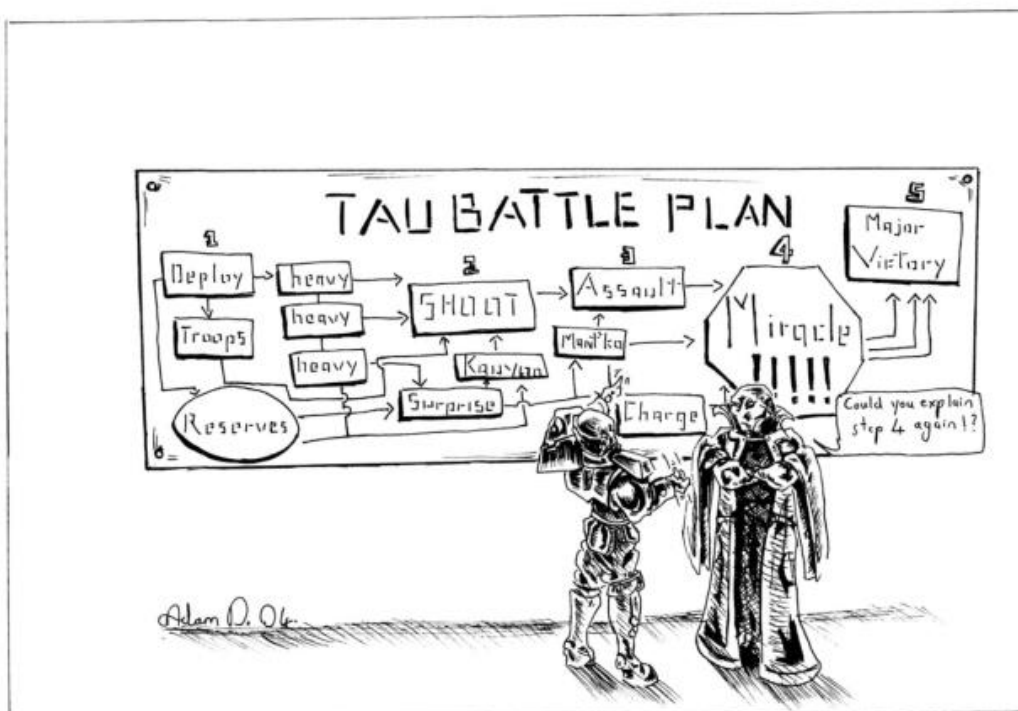
Fireblade, exemplar of the Fire Caste, the Pathfinder, a nimble scout and heavy weapons specialist, and the Drone Combat Engineer, an earth caste engineer who takes to the field behind legions of drones. In addition, there is also the option to play a rank and file Fire Warrior in the Tau Character Guide. In this new book, the missing castes will be featured. The Air Caste Sky Captain is born and bred to be a pilot, lacking only the experience that hardens Imperial pilots, and the Water Caste Ambassador, whose skill at wordsmithing and propaganda knows no equal.

Nobody cares about Ethereals. Fuck those guys.

To create a Tau Explorer, you have two options – you can use the generation method in the Tau Character Guide, or you can use the generation method here. Each has a separate method of doing things – Characteristics and Fate Points will be generated in different ways, and there is a choice between the condensed Classified Competencies or the Family Line / House Training options. For simplicity’s sake, the options from Fear and Loathing in the Eastern Fringe will be reposted here.

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 1-4 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

Air Caste Sky Captain Explorers roll on Table 1-4 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.

AIR CASTE SKY CAPTAIN TALENTS

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

Push the Limit

(Prerequisite: Pilot or Drive (Any), Technical Knock)

At the risk of severely damaging his vehicle, the Explorer can overcharge motive systems for a burst of speed or maneuverability. Once per round, the character may choose to add +10 to any Vehicle Movement Combat Action. If the test is failed, his vehicle loses 1 point of Structural Integrity per Degree of Failure.

Fighter Ace

(Prerequisite: Pilot or Drive (Any) +10)

The Explorer learns to utilize vehicles like they were extensions of his own body. The character no longer suffers penalties to vehicle dodges from the vehicle's size bonus.

Ace Sky Captain

(Prerequisite: Pilot or Drive (Any) +10)

Everyone makes mistakes, but only the best can make it look like it wasn't a mistake at all. When the character fails a Drive or Pilot test, he may spend a fate point to reduce his Degrees of Failure on the Test by his Agility Bonus.

Tank Hunter

(Prerequisite: BS 40)

When making a ranged attack against a vehicle, the character adds his Ballistic Skill Bonus to the Penetration Value of his weapon.

Strike Between Spheres

For the Fire Caste, there is the Jump Shoot Jump technique. The Air Caste has similar methods. When piloting a starship, the character may choose to perform a Maneuver Action followed by Extended Actions, or perform Extended Actions followed by a Maneuver Action.

Voidship Hunter

(Prerequisite: Void Tactician, Tank Hunter)

A life in the stars, born and bred, grants the Explorer an intimate knowledge of voidships – both their strengths, and weaknesses. The character counts voidship macrobatteries he fires as having the Penetrator Rounds Quality equal to his Perception bonus. If the weapon already possesses the Penetrator Rounds quality, use the higher of the two.



AIR CASTE SKY CAPTAIN

"When you take to the skies, and perform your mission, will you be a mercenary, a soldier, or a knight?"

-Shas'o Korst'la VI, addressing House Air Detachments - the Fly Lords and the Strike Wyches

The Tau Air Caste are one of five subspecies of Tau. They are the rarest, living their lives almost completely in space, their bodies grown tall and gaunt from lack of gravity. In ancient times, they bore membranous wings between their arms and legs, to better glide along the thermal currents of T'au. In current times, the Air Caste have traded physical wings for technological ones, and are genetically predisposed for piloting and vehicle operations.

Every aspect of Air Caste physiology is advantageous for piloting. Their bones are long and hollow, leaving them weighing very little. Their eyes are focused to provide better depth perception, and their bodies can survive greater g-forces than their human contemporaries. However, they lack the battlefield experience in general that separates the often academy-fresh Tau from the human veterans of a hundred sorties. In this regard, Tau and Human pilots are evenly matched, the technology of the Tau against the tempered wisdom of Humanity.

The Rogue Trader who acquires the services of an Air Caste Operator can consider himself lucky indeed, for the Sky Captain will bring his advanced technology and genetic predisposition to flight in the Rogue Trader's service. It gives him the ability to gloat from his gilded command throne, for where he possesses a pilot literally bred for his job, his opponent is, more often than not...only human.

STARTING SKILLS, TALENTS, AND GEAR

Starting Skills: Awareness, Common Lore (War), Forbidden Lore (Xenos), Navigation (Stellar), Pilot (Spacecraft, Flyers), Scholastic Lore (Astromancy), Speak Language (Tau, Dark Eldar, Low Gothic, High Gothic), Tech Use

Starting Talents: Exotic Weapon Training (Pulse), Pistol Weapon Training (Universal), Nerves of Steel

Starting Traits: Speak Not Unto The Alien

Starting Gear: Tau Recon Armor, Graviton Data Codec, Good Quality Wal'Ther PPK, Void Suit, Rebreather

NOTE: If an Air Caste Sky Captain takes a Certification talent, that gear immediately becomes part of his standard Gear. Alternatively, review the "Alternate Certification Rules" later in this book.



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

RANK 1 AIR CASTE SKY CAPTAIN ADVANCES

Advance	Cost	Type	Prerequisites
Common Lore (Imperial Navy)	100	Skill	
Dodge	100	Skill	
Drive (Ground Vehicle)	100	Skill	
Drive (Skimmer)	100	Skill	
Gamble	100	Skill	
Literacy	100	Skill	
Scrutiny	100	Skill	
Trade (Voidfarer)	100	Skill	
Technical Knock	200	Talent	Int 30
Sound Constitution x2	200	Talent	
Peer (Underworld)	500	Talent	Fel 30
Push the Limit	500	Talent	Pilot or Drive (Any), Technical Knock

RANK 2 AIR CASTE SKY CAPTAIN ADVANCES

Advance	Cost	Type	Prerequisites
Dodge +10	200	Skill	Dodge
Pilot (Flyers) +10	200	Skill	Pilot (Flyers)
Scrutiny +10	200	Skill	Scrutiny
Tech Use +10	200	Skill	Tech Use
Command	200	Skill	
Common Lore (Your Sector Here)	200	Skill	
Contortionist	200	Skill	
Forbidden Lore (Pirates)	200	Skill	
Die Hard	200	Talent	
Hatred (Pirates)	200	Talent	
Paranoia	200	Talent	
Quick Draw	200	Talent	
Sprint	200	Talent	
Sound Constitution	200	Talent	
Exotic Weapon Training (Choose One)	500	Talent	
Fighter Ace	500	Talent	Pilot or Drive (Any) +10

RANK 3 AIR CASTE SKY CAPTAIN ADVANCES

Advance	Cost	Type	Prerequisites
Dodge +20	200	Skill	Dodge +10
Pilot (Flyers) +20	200	Skill	Pilot (Flyers) +10
Pilot (Spacecraft) +20	200	Skill	Pilot (Spacecraft) +10
Awareness +10	200	Skill	Awareness
Command +10	200	Skill	Command
Drive (Ground Vehicle) +10	200	Skill	Drive (Ground Vehicle)
Drive (Skimmer) +10	200	Skill	Drive (Skimmer)
Forbidden Lore (Xenos) +10	200	Skill	Forbidden Lore (Xenos)
Navigate (Stellar) +10	200	Skill	Navigate (Stellar)
Charm	200	Skill	
Ciphers (Mercenary Cant)	200	Skill	
Deceive	200	Skill	
Sleight of Hand	200	Skill	
Survival	200	Skill	
Hardy	200	Talent	T 40
Marksman	200	Talent	
Rapid Reload	200	Talent	
Sound Constitution	300	Talent	
Basic Weapon Training (Universal)	500	Talent	
Ace Sky Captain	500	Talent	Pilot or Drive (Any) +10

RANK 4 AIR CASTE SKY CAPTAIN ADVANCES

Advance	Cost	Type	Prerequisites
Awareness +20	200	Skill	Awareness +10
Command +20	200	Skill	Command +10
Tech Use +20	200	Skill	Tech Use +10
Charm +10	200	Skill	Charm
Contortionist +10	200	Skill	Contortionist
Deceive +10	200	Skill	Deceive
Common Lore (Your Sector Here) +10	200	Skill	Common Lore (Your Sector Here)
Common Lore (Imperium)	200	Skill	
Climb	200	Skill	
Pilot (Personal)	200	Skill	
Trade (Shipwright)	200	Skill	
Iron Discipline	200	Talent	
Jaded	200	Talent	WP 30
Resistance (Fear)	200	Talent	
Talented (Choose One)	200	Talent	
Sound Constitution	300	Talent	
Hotshot Pilot	500	Talent	Pilot (Any), Ag 40
Hip Shooting	500	Talent	BS 40, Ag 40
Iron Jaw	500	Talent	T 40
Logis Implant	500	Talent	
Thrown Weapon Training (Universal)	500	Talent	
Exotic Weapon Training (Choose One)	500	Talent	
Tank Hunter	500	Talent	BS 40

RANK 5 AIR CASTE SKY CAPTAIN ADVANCES

Advance	Cost	Type	Prerequisites
Common Lore (Your Sector Here) +20	200	Skill	Common Lore (Your Sector Here) +10
Drive (Ground Vehicle) +20	200	Skill	Drive (Ground Vehicle) +10
Drive (Skimmer) +20	200	Skill	Drive (Skimmer) +10
Forbidden Lore (Xenos) +20	200	Skill	Forbidden Lore (Xenos) +10
Common Lore (Imperial Navy) +10	200	Skill	Common Lore (Imperial Navy)
Common Lore (War) +10	200	Skill	Common Lore (War)
Gamble +10	200	Skill	Gamble
Scholastic Lore (Astromancy) +10	200	Skill	Scholastic Lore (Astromancy)
Demolition	200	Skill	
Scholastic Lore (Tactica Imperialis)	200	Skill	
Security	200	Skill	
Blind Fighting	200	Talent	Per 30
Heightened Senses (Sight)	200	Talent	
True Grit	500	Talent	T 40
Mighty Shot	500	Talent	
Deadeye Shot	500	Talent	BS 30
Strike Between Spheres	500	Talent	
XV-02 Pilot Armor Certification	500	Special	

RANK 6 AIR CASTE SKY CAPTAIN ADVANCES

Advance	Cost	Type	Prerequisites
Common Lore (Imperial Navy) +20	200	Skill	Common Lore (Imperial Navy) +10
Common Lore (War) +20	200	Skill	Common Lore (War) +10
Contortionist +20	200	Skill	Contortionist +10
Deceive +20	200	Skill	Deceive +10
Gamble +20	200	Skill	Gamble +10
Scrutiny +20	200	Skill	Scrutiny +10
Forbidden Lore (Pirates) +10	200	Skill	Forbidden Lore (Pirates)
Sleight of Hand +10	200	Skill	Sleight of Hand
Trade (Voidfarer) +10	200	Skill	Trade (Voidfarer)
Intimidate	200	Skill	
Wrangling	200	Skill	
Sound Constitution	300	Talent	
Crack Shot	200	Talent	BS 40
Hard Target	200	Talent	Ag 40
Into the Jaws of Hell	300	Talent	Iron Discipline
Lightning Reflexes	300	Talent	
Flame Weapon Training (Universal)	500	Talent	
Heavy Weapon Training (Choose One)	500	Talent	
Void Tactician	500	Talent	Int 35

RANK 7 AIR CASTE SKY CAPTAIN ADVANCES

Advance	Cost	Type	Prerequisites
Charm +20	200	Skill	Charm +10
Forbidden Lore (Pirates) +20	200	Skill	Forbidden Lore (Pirates) +10
Navigate (Stellar) +20	200	Skill	Navigate (Stellar) +10
Scholastic Lore (Astromancy) +20	200	Skill	Scholastic Lore (Astromancy) +10
Trade (Voidfarer) +20	200	Skill	Trade (Voidfarer) +10
Intimidate +10	200	Skill	Intimidate
Pilot (Personal) +10	200	Skill	Pilot (Personal)
Scholastic Lore (Tactica Imperialis) +10	200	Skill	Scholastic Lore (Tactica Imperialis)
Trade (Shipwright) +10	200	Skill	Trade (Shipwright)
Navigate (Surface)	200	Skill	
Sound Constitution	300	Talent	
Fearless	500	Talent	
Last Man Standing	500	Talent	Nerves of Steel
Two Weapon Wielder (Ballistic)	500	Talent	BS 35, Ag 35
Sharpshooter	800	Talent	BS40, Deadeye Shot

RANK 8 AIR CASTE SKY CAPTAIN ADVANCES

Advance	Cost	Type	Prerequisites
Common Lore (Imperium) +20	200	Skill	Common Lore (Imperium) +10
Intimidate +20	200	Skill	Intimidate +10
Pilot (Personal) +20	200	Skill	Pilot (Personal) +10
Sleight of Hand +20	200	Skill	Sleight of Hand +10
Trade (Shipwright) +20	200	Skill	Trade (Shipwright) +10
Navigate (Surface) +10	200	Skill	Navigate (Surface)
Survival +10	200	Skill	Survival
Wrangling +10	200	Skill	Wrangling
Talented (Choose One)	200	Talent	
Sound Constitution	300	Talent	
Dual Shot	500	Talent	Ag 40, TWW (Ballistic)
Independent Targeting	500	Talent	BS 40
Exotic Weapon Training (Choose One)	500	Talent	
Good Reputation (Underworld)	500	Talent	Peer (Underworld), Fel 45
Voidship Hunter	500	Talent	Void Tactician



TABLE 1-5 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

Water Caste Ambassador Explorers roll on Table 1-4 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.

WATER CASTE AMBASSADOR TALENTS

The Right Word

The right word in the right ear at the right time can make the right friend, at the right moment. As a Full action, the character makes a Challenging (+0) Charm test, opposed by the target's Willpower. If the character succeeds, the character suffers no penalties to further interactions from the Speak Not Unto The Alien trait with the target.

Forceful Presence

With the strength of will and properly applied threats, the Ambassador can illustrate the futility of combat. As a Full Action, the character makes a Challenging (+0) Intimidate or Difficult (-10) Charm test. If the character succeeds, enemies firing at the character suffer a penalty of 5x Degrees of Success to their Ballistic Skill tests. Weapon Skill tests are unaffected.

Persuasive Charm

Prerequisites: Fel 35, Charm

Helping a burgeoning customer now is bound to bring future business. Once per game session, before making an Acquisition Test of scale Trivial or easier, the character can make a Difficult (-10) Charm Test in an attempt to convince the business partner to assist the Explorers. If he succeeds, the Explorer gains a +5 bonus on the Acquisition Test for every Degree of Success this character scores on the Charm Test, to a maximum of +30.

Morale Reassessment Program

Teachings from the Ministry of Truth back on T'au are applied to the monitoring and control of dissidents and undesirables aboard a vessel. The character may make a Challenging (+0) Charm test, restoring 3 Morale, +3 Morale per Degree of Success on the test. The character may choose to boost this to 5 Morale, +5 Morale per Degree of Success, but suffers 1 Crew Population loss per Degree of Success, as undesired or suspect elements of the crew disappear in the night...

Mass Market Negotiations

Prerequisites: Fel 40, Persuasive Charm

Bulk buyers are the best buyers. Once per game session, before making an Acquisition Test of scale Major or harder, the character can make a Hard (-20) Charm Test in an attempt to convince the business partner to assist the Explorers. If he succeeds, the Explorer gains a +10 bonus on the Acquisition Test for every Degree of Success this character scores on the Charm Test, to a maximum of +30.

War Economy

Prerequisite: Mass Market Negotiations

The Private Military Company is the way of the future – you pay to go to war, and get paid more in return! Once per game session, before making an Acquisition Test for units and formations used in Large-Scale Warfare, (see Battlefleet Koronus, Waging War), the character can make a Very Hard (-30) Charm Test in an attempt to convince the business partner to assist the Explorers. If he

succeeds, the Explorer gains a bonus of 5x the character's Fellowship Bonus on the Acquisition Test.

Would you Kindly...

Prerequisite: The Right Word

Water Caste Ambassadors are not psychic, and are incapable of such base acts as "mind control." However, a skilled Ambassador can make you believe something so fervently it becomes hard to remember a time you didn't agree with him. As a Full action, the character makes a Hard (-20) Charm test, opposed by the target's Willpower. The target must be in visual and audible range, and not hidden away in a vehicle or within a structure. If the character succeeds, the target views the character as a trusted ally for a number of rounds equal to the character's Fellowship bonus. The target will perform actions that benefit the character, including attacking former allies in combat. The target will not obey extreme requests, such as self harm. Once the effect wears off, the target may not come under the effect again for a number of days equal to 10 minus the character's Fellowship bonus. Only one target may be "puppeted" by the Water Caste at a time.

A New Kind of Business

Wars cost money to make money – nobody can dispute that. Even the best Ambassadors struggle to coordinate the networks that war needs. However, careful manipulation of these webs can result in immediate returns on investments, so the war can be entered without fear of loss. Warfare Endeavors no longer cost Profit Factor to start.

WHY DO THE FOUR SUBSPECIES OF TAU HAVE THE SAME CHARACTERISTIC ARRAY, JACKASS?

For simplicity. At this moment, there are two Tau Characteristic Arrays – the Fire Caste Array of Tau Character Guide, and the general Tau Array of Fear and Loathing. If I don't give them separate arrays, then some will complain that the subspecies aren't represented correctly. If I do, that leaves the poor Earth Caste engineer in an awkward spot, having to share the Tau Array of the Fireblade and Pathfinder.

I never intended to make an Air Caste or Water Caste, but by popular request I did. I decided on this simple approach that would encompass as many general bits about Tau as I could. Besides, one table, maybe two, is easier to remember than five, no?



WATER CASTE AMBASSADOR

"I love it when you speak money to me..."

-Fio'El Fal'Shia Kais, Earth Caste Combat Engineer

Like a flowing river that, over time, grinds away the very riverbed, the Water Caste Ambassador flows into a place, and begins the important work of preparing the hearts and minds of his targets for their eventual role in the Ambassador's superiors' plans. Merchants, diplomats, and administrators, the Water Caste are taller and slender than their Fire and Earth Caste counterparts, though not to the extent of the Air Caste. They are known to adopt mannerisms and speech patterns of the races they are embedded with as easily as a Cadian may strip a lasgun,

It is under the watchful eye of a Water Caste Ambassador that diplomatic accords go smoothly, and safe passage for vessels is negotiated. It is also under these watchful eyes that the Water Caste have an uncanny ability to derive useful political and military information from the most innocuous of passing comments.

A Rogue Trader who hires a Water Caste treads a fine line. He is hiring a master of administration bar none, able to manage his finances, ease the passage of deals and acquisitions, and for those of a martial bent, create nets of war materiel for use in the Rogue Trader's personal vendettas and wars. But who does the Ambassador report to at the end of the day – the Rogue Trader alone? Far away worlds? Battleship-nightclubs in the depths of the Webway? Only the Ambassador knows, and he always has that disarming yet knowing smile on his face.

STARTING SKILLS, TALENTS, AND GEAR

Starting Skills: Barter, Charm, Commerce, Common Lore (Underworld), Evaluate, Forbidden Lore (Xenos), Inquiry, Literacy, Speak Language (Tau, Dark Eldar, Low Gothic, High Gothic)

Starting Talents: Pistol Weapon Training (Universal), Exotic Weapon Training (Pulse)

Starting Traits: Speak Not Unto The Alien

Starting Gear: Tau Recon Armor, Graviton Data Codec, Good Quality Wal'Ther PPK, Autoquill, Dataslate, Chrono, Drone Slot (1), DX-1 Translator Drone

NOTE: If the Water Caste Ambassador takes a Certification talent, that gear immediately becomes part of his standard Gear. Alternatively, review the "Alternate Certification Rules" later in this book.



WATER CASTE AMBASSADOR 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	500	750	1,000	2,500
Agility	250	500	750	1,000
Intelligence	100	250	500	750
Perception	100	250	500	750
Willpower	250	500	750	1,000
Fellowship	100	250	500	750

RANK 1 WATER CASTE AMBASSADOR ADVANCES

Advance	Cost	Type	Prerequisites
Awareness	100	Skill	
Blather	100	Skill	
Common Lore (Underworld)	100	Skill	
Deceive	100	Skill	
Disguise	100	Skill	
Dodge	100	Skill	
Security	100	Skill	
Silent Move	100	Skill	
Tech Use	100	Skill	
Sound Constitution	200	Talent	
Unremarkable	200	Talent	
Basic Weapon Training (Universal)	500	Talent	
Peer (Underworld)	500	Talent	Fel 30
Polyglot	500	Talent	Int 30, Fel 30
The Right Word	500	Talent	

RANK 2 WATER CASTE AMBASSADOR ADVANCES

Advance	Cost	Type	Prerequisites
Awareness +10	200	Skill	Awareness
Barter +10	200	Skill	Barter
Charm +10	200	Skill	Charm
Commerce +10	200	Skill	Commerce
Forbidden Lore (Xenos) +10	200	Skill	Forbidden Lore (Xenos)
Tech Use +10	200	Skill	Tech Use
Common Lore (Your Sector Here)	200	Skill	
Concealment	200	Skill	
Gamble	200	Skill	
Interrogate	200	Skill	
Logic	200	Skill	
Scholastic Lore (Beasts)	200	Skill	
Scholastic Lore (Bureaucracy)	200	Skill	
Scholastic Lore (Legends)	200	Skill	
Scrutiny	200	Skill	
Shadowing	200	Skill	
Sleight of Hand	200	Skill	
Exotic Weapon Training (Choose One)	500	Talent	
Forceful Presence	500	Talent	

RANK 3 WATER CASTE AMBASSADOR ADVANCES

Advance	Cost	Type	Prerequisites
Barter +20	200	Skill	Barter +10
Charm +20	200	Skill	Charm +10
Commerce +20	200	Skill	Commerce +10
Forbidden Lore (Xenos) +20	200	Skill	Forbidden Lore (Xenos) +10
Common Lore (Your Sector Here) +10	200	Skill	Common Lore (Your Sector Here)
Evaluate +10	200	Skill	Evaluate
Inquiry +10	200	Skill	Inquiry
Ciphers (Underworld)	200	Skill	
Common Lore (Imperium)	200	Skill	
Forbidden Lore (Pirates)	200	Skill	
Interrogation	200	Skill	
Scholastic Lore (Heraldry)	200	Skill	
Search	200	Skill	
Secret Tongue (Newspeak)	200	Skill	
Trade (Archaeologist)	200	Skill	
Total Recall	200	Talent	Int 30
Foresight	200	Talent	Int 30
Sound Constitution x2	300	Talent	
Exotic Weapon Training (Choose One)	500	Talent	
Persuasive Charm	500	Talent	Fel 35, Charm

RANK 4 WATER CASTE AMBASSADOR ADVANCES

Advance	Cost	Type	Prerequisites
Common Lore (Your Sector Here) +20	200	Skill	Common Lore (Your Sector Here) +10
Common Lore (Underworld) +10	200	Skill	Common Lore (Underworld)
Deceive +10	200	Skill	Deceive
Blather +10	200	Skill	Blather
Dodge +10	200	Skill	Dodge
Logic +10	200	Skill	Logic
Scholastic Lore (Beasts) +10	200	Skill	Scholastic Lore (Beasts)
Scholastic Lore (Bureaucracy) +10	200	Skill	Scholastic Lore (Bureaucracy)
Scholastic Lore (Legends) +10	200	Skill	Scholastic Lore (Legends)
Common Lore (War)	200	Skill	
Ciphers (Mercenary Cant)	200	Skill	
Ciphers (Rogue Trader)	200	Skill	
Drive (Skimmer)	200	Skill	
Scholastic Lore (Philosophy)	200	Skill	
Trade (Linguist)	200	Skill	
Decadence	300	Talent	
Talented (Charm)	500	Talent	
Quick Draw	500	Talent	
Infused Knowledge	500	Talent	Int 40
Holographic Projector Drone Certification	500	Special	
Morale Reassessment Program	500	Talent	

RANK 5 WATER CASTE AMBASSADOR ADVANCES

Advance	Cost	Type	Prerequisites
Awareness +20	200	Skill	Awareness +10
Deceive +20	200	Skill	Deceive +10
Evaluate +20	200	Skill	Evaluate +10
Inquiry +20	200	Skill	Inquiry +10
Tech Use +20	200	Skill	Tech Use +10
Concealment +10	200	Skill	Concealment
Drive (Skimmer/Hover) +10	200	Skill	Drive (Skimmer/Hover)
Security +10	200	Skill	Security
Silent Move +10	200	Skill	Silent Move
Common Lore (Administratum)	200	Skill	
Command	200	Skill	
Forbidden Lore (Inquisition)	200	Skill	
Secret Tongue (Military)	200	Skill	
Scholastic Lore (Code of Fire)	200	Skill	
Rapid Reaction	200	Talent	Ag 40
Rapid Reload	200	Talent	
Quick Draw	200	Talent	
Talented (Commerce)	200	Talent	
Sound Constitution x2	300	Talent	
Hard Bargain	500	Talent	
Mass Market Negotiations	500	Special	Fel 40, Persuasive Charm

RANK 6 WATER CASTE AMBASSADOR ADVANCES

Advance	Cost	Type	Prerequisites
Concealment +20	200	Skill	Concealment +10
Blather +20	200	Skill	Blather +10
Scholastic Lore (Beasts) +20	200	Skill	Scholastic Lore (Beasts) +10
Scholastic Lore (Bureaucracy) +20	200	Skill	Scholastic Lore (Bureaucracy) +10
Scholastic Lore (Legends) +20	200	Skill	Scholastic Lore (Legends) +10
Security +20	200	Skill	Security +10
Disguise +10	200	Skill	Disguise
Scholastic Lore (Philosophy) +10	200	Skill	Scholastic Lore (Philosophy)
Common Lore (Adeptus Arbites)	200	Skill	
Pilot (Flyers)	200	Skill	
Scholastic Lore (Judgment)	200	Skill	
Quick Draw	200	Talent	
Marksman	200	Talent	
Leap Up	200	Talent	
Light Sleeper	200	Talent	
Ambidextrous	200	Talent	Ag 30
Talented (Choose One)	200	Talent	
Nerves of Steel	200	Talent	
War Economy	500	Talent	Mass Market Negotiations

RANK 7 WATER CASTE AMBASSADOR ADVANCES

Advance	Cost	Type	Prerequisites
Silent Move +20	200	Skill	
Logic +20	200	Skill	
Scrutiny +10	200	Skill	
Search +10	200	Skill	
Shadowing +10	200	Skill	
Sleight of Hand +10	200	Skill	
Carouse	200	Skill	
Medicae	200	Skill	
Navigate (Surface)	200	Skill	
Wrangling	200	Skill	
Mimic	200	Talent	
Sound Constitution x2	300	Talent	
Deadeye Shot	500	Talent	BS 30
Two Weapon Wielder (Ballistic)	500	Talent	BS35, Ag 35
Whispers	500	Talent	
Would you Kindly...	500	Talent	The Right Word

RANK 8 WATER CASTE AMBASSADOR ADVANCES

Advance	Cost	Type	Prerequisites
Philosophy +20	200	Skill	Philosophy +10
Search +20	200	Skill	Search +10
Scrutiny +20	200	Skill	Scrutiny +10
Sleight of Hand +20	200	Skill	Sleight of Hand +10
Shadowing +20	200	Skill	Shadowing +10
Medicae +10	200	Skill	Medicae
Navigate (Surface) +10	200	Skill	Navigate (Surface)
Forbidden Lore (Archeotech)	200	Skill	
Peer (Choose One)	200	Talent	Fel 30
Talented (Choose One)	200	Talent	
Good Reputation (Underworld)	500	Talent	Fel 45, Peer (Underworld)
Gunslinger	500	Talent	BS40, TWW (Ballistic)
Hip Shooting	500	Talent	BS40, Ag 40
Mighty Shot	500	Talent	BS 40
Sharpshooter	500	Talent	BS 40, Deadeye Shot
A New Kind of Business	500	Talent	



SPECIAL ABILITIES

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

ELDAR HARLEQUIN SPECIAL ABILITY

The Masque – The Eldar Harlequin gains access to a number of Masque Aspects. These Aspects follow all the normal rules for Alternate Career Ranks. While they lack the ability to be “locked in” as the Eldar Aspect Paths are prone to, some Masque Aspects are mutually exclusive, and may permanently and irrevocably change the character, for better or for worse.

SCAR VETERAN SPECIAL ABILITY

Attuned to the Beast – The Scar Veteran has an innate ability to ride creatures into battle. The Scar Veteran gains a +10 to Wrangling tests to tame and break in potential mounts.

SKINK ORACLE SPECIAL ABILITY

Psychic Powers – The Skink Oracle begins play with access to techniques from the Discipline of High Psykana. Skink Oracle players begin with the two basic powers of the discipline, Drain Psykana and Soul Quench. The Skink Oracle begins with Psy Rating 2.

AIR CASTE SKY CAPTAIN SPECIAL ABILITY

Ace Style – The Air Caste Sky Captain may choose an Ace Style that defines him through his career.

Mercenary Ace: Gain a +10 bonus to Ballistic Skill against Ground Vehicles and Emplacements.

Soldier Ace: Gain a +10 bonus to dodging while in a Vehicle.

Knight Ace: Gain a +10 bonus to Ballistic Skill against enemy Aircraft.

WATER CASTE AMBASSADOR SPECIAL ABILITY

Persuasion and Diplomacy – The Water Caste can break down the willpower and resistance of his targets over many long hours of negotiation. The Water Caste Ambassador gains a +10 bonus to Fellowship-based tests against targets he has successfully interacted with in the past.





ALTERNATE RANKS

TAU



ELDAR



ORKS



NECRONS



MECHANICUM

ALTERNATE RANKS

"Yes, they were the Boss. They always were, and always will be. But it wasn't until they got their most persistent enemy to willingly fight for them that they earned the right to be called Warboss."

-Clarence, Digga-nob, lectures to a mob of Digga-IIs about the Legendary Kill Team.

The following Alternate Career Ranks are designed to augment and improve the various Xenos careers in this book and in others. This time, almost all of the Xenos are covered.

The Tau feature a number of careers for both the careers in Fear and Loathing and in the Tau Character guide that subtly change their focus and how they play. For example, the Shas'o High Commander gains new orders for use in Large-Scale Warfare, while the Kor'o Admiral can augment squadrons of fighters and voidships in his command. The Eldar Corsair gains new Aspect Paths, such as the Crimson Hunter that turns him into an expert pilot, and the Wraithguard, allowing him to serve his allies beyond death. The Harlequin gains new advanced specialties, turning him from a line trouper into a deadly specialist at range or with his mind. The Dark Eldar alternate ranks propel them further within their shadowy kabals, the Dracon preparing for the eventual challenge to their Archon for ownership of their Kabal, while the Hekatrix refines the killing techniques of the Wych Cults into artistic beauty.

Even the Orks, a perpetual fan favorite, are finally represented, allowing Orks to vent their frustration at the anarchy that surrounds them by becoming Stormboyz, or take up the role they were born to be - Warboss. Even the Necrons are represented, the dynastic specialties provided allowing for true commanding of armies, or even allowing one to be the unbreakable wall against which one's enemies clash.

However, it is not just the Xenos that get good things this time. Agents of the Mechanicum, the followers of the Machine God, also make their appearance in this book. Players can now take their Explorators down the route of the Magos Dominus, and study the arcane and feared field of Cybernetica, or even make a play for power and become an Arch-Magos, selecting a field of study that can augment both himself and his allies to hitherto unknown heights.

Players should discuss with their GMs any plans they have of taking Alternate Ranks, since they are not all as simple as "Yo ima replace Rank 4." Some have separate requirements or tasks that must be performed before entry. Make sure that you fulfill all requirements of Alternate Ranks before embarking on them.

NOTE: Only Eldar Corsair Aspect careers, once taken, grant all appropriate exotic weapon training talents in their Issued and Aspect gear. All other careers follow normal Alternate Rank format.



SHAS'O HIGH COMMANDER

Shas'o High Commanders have reached the pinnacle of Fire Caste teachings, and lead entire cadres and coalitions into battle. They can read the battlefield and with a skill born of years of experience, guide their forces to flawless and total victory. The Shas'o High Commander improves upon the orders he learned in his youth, and can apply the Tau schools of warfare in their broadest terms to an entire battlefield, with tactics that Imperial Commanders in their hidebound ways cannot match.

Required Career: Cadre Fireblade (FnL) or Fire Warrior (TCG)

Alternate Rank: 8 (30,000 xp or higher)



SHAS'O HIGH COMMANDER ADVANCES

Advance	Cost	Type	Prerequisites
Charm	200	Skill	
Charm +10	200	Skill	
Charm +20	200	Skill	
Scrutiny	200	Skill	
Scrutiny +10	200	Skill	
Scrutiny +20	200	Skill	
Logic	200	Skill	
Logic +10	200	Skill	
Scholastic Lore (Bureaucracy)	200	Skill	
Talented (Command)	200	Talent	
Hatred (Choose One)	200	Talent	
Foresight	500	Talent	Int 30
Infused Knowledge	500	Talent	Int 40
Inspire Wrath	500	Talent	Fel 30
Versatile Shooter	500	Talent	Sharpshooter
Void Tactician	500	Talent	
Good Reputation (Underworld)	500	Talent	Fel 45, Peer (Underworld)
Grand Stratagem x4	400	Order	Int 35

NEW ORDERS

GRAND STRATAGEM

Through contemplations on the Teachings of Puretide and application of his own experiences, the Shas'o High Commander can impart the appropriate combat maneuver to his troops, depending on the situation. At the beginning of a Strategic Turn of Large-Scale Warfare, the Shas'o High Commander may make a Challenging (+0) Command Test. If he succeeds, he may apply a Grand Stratagem to all unit movement or combat that turn. Every time this talent is taken, select a new Grand Stratagem to learn and use. All Grand Stratagems last until the start of the next Strategic Round unless otherwise noted.

Mont'ka - The Killing Blow

The Mont'ka tactic is the application of overwhelming force designed to wipe out critical enemy units in a single well-placed strike. Allied units deal 1d10+5 additional damage, but take +10 additional damage from enemy units.

Kau'yon – The Patient Hunter

The polar opposite of Mont'ka, Kau'yon is the use of “lures” or an exposed ally to lure the enemy into a prepared killing field. The character selects a unit to be the Lure. Enemies who attack the Lure deal +10 additional damage, but take 1d10+5 additional damage from all other allied units.

Che'lel'va – The Lightning Drive

The Lightning Drive is a favorite of House Detachments, the application of the raiding tactics of their allies to open warfare leading to a completely new style of warfare. All allied units may execute a free Advance order in addition to their normal order for the turn.

Dao'he – The Power of Money

The well-paid soldier is an effective soldier. Until the start of the next round, all allied units may use the group's Profit Factor instead of their Characteristic Score for tests they are required to make, and automatically pass any Morale tests they are required to make. However, the final Profit Factor reward at the end of the endeavor is reduced by 1 for every time this Stratagem is used.

Rinyon – The Encirclement

A surrounded enemy has nowhere to run, nowhere to retreat to, and only a single place to die. Attacks made by allied units deal half of their damage as additional Morale damage. If the unit has performed the Flanking Maneuver order, then the Morale damage is equal to the full damage inflicted instead of half.

Rip'yka – The Thousand Daggers

A single cut may heal, while a thousand guarantees death. When attacking an enemy unit, each allied unit deals an additional +5 damage for every previous allied unit that attacked that same enemy.

For example, Unit A attacks the Enemy A and deals base damage. Unit B attacks Enemy A and deals +5 damage. Unit C joins the fray, Brazzers-style, and deals +10 damage.

Mon'wern'a – The Grand Delusion

A skilled Commander can make a unit appear in multiple places at once, and force the enemy to chase ghosts. This one is by far the hardest to manage, and requires a modicum of trust between GM and Player.

The character selects a number of allied units equal to his Intelligence bonus. He then makes a copy of each unit adjacent to the unit, and makes a note secretly of which is the “real” unit and which is the “illusory” one. Illusory units move and act like their real counterparts. When either unit comes under attack, the character reveals if the unit attacked is the real or illusory one. If the attacked unit is real, combat proceeds as normal. If the attacked unit is illusory, the attack is wasted and the illusory unit disappears.

A character can have a maximum number of illusory units equal to his Intelligence bonus – no spamming illusions!

KOR'O SUPREME ADMIRAL

For every High Commander on the ground, there is a dedicated Supreme Admiral of the Air Caste to support him from the sky. The Admiral is a veteran of dozens of interstellar battles, and can direct the fleet under his command as if they were a mighty shoal of predatory fish. The Admiral commands sternly but clearly, the vessels and strike craft pushed beyond their limit to seize victory on the Winds of Spess. A fleet shepherded by a Kor'o Admiral is almost guaranteed victory.

Required Career: Air Caste Sky Captain

Alternate Rank: 8 (30,000 xp or higher)



KOR'O SHIPMASTER ADVANCES

Advance	Cost	Type	Prerequisites
Logic	200	Skill	
Logic +10	200	Skill	Logic
Logic +20	200	Skill	Logic +10
Navigate (Stellar)	200	Skill	
Navigate (Stellar) +10	200	Skill	Navigate (Stellar)
Navigate (Stellar) +20	200	Skill	Navigate (Stellar) +10
Navigate (ZFR Hyperspace)	200	Skill	
Navigate (ZFR Hyperspace) +10	200	Skill	Navigate (ZFR Hyperspace)
Navigate (Webway)	200	Skill	
Air of Authority	200	Talent	Fel 30
Talented (Pilot (Spacecraft))	200	Talent	
Combat Formation	500	Talent	Int 30
Foresight	500	Talent	Int 30
Master and Commander	500	Talent	Int 35, Fel 35
Voidship Hunter	500	Talent	Void Tactician
Good Reputation (Underworld)	500	Talent	Fel 45, Peer (Underworld)
Fleet Commands x4	400	Order	

NEW ORDERS

FLEET COMMANDS

By analyzing the situation of his fleet and the condition of the enemy, the Kor'o Supreme Admiral issues precise commands to his fleet, pushing them beyond their limits to victory. At the beginning of a Space Combat Round, the Kor'o Supreme Admiral may make a Challenging (+0) Command Test. If he succeeds, he may apply a Fleet Command to all unit movement or combat that turn. Every time this talent is taken, select a new Fleet Command to learn and use. All Fleet Commands last until the start of the next Strategic Round unless otherwise noted.

Accelerate!

The Supreme Admiral guides his fighters to the locations they will be of most use. All Fighters, Bombers, Torpedo Bombers, and Assault Boats double their speed until the start of the next Space Combat Round.

To the Skies!

The Supreme Admiral readies the next wave of fighters, and steels the hearts of the brave pilots ready to take to the skies. All currently-deployed Fighters, Bombers, Torpedo Bombers, and Assault Boats are restored to full Squadron Size and strength, but no new squadrons may be readied this Space Combat Round.

Evasive Maneuvers!

Ordering his squadrons into a defensive stance, the Supreme Admiral prioritizes the lives of his pilots over striking the enemy. All currently-deployed Fighters, Bombers, Torpedo Bombers, and Assault Boats double their Craft Rating against other enemy squadrons, and enemy turrets provide no bonus to hit these squadrons. However, attacks against voidships only deal 1d10 damage instead of 1d10+4.

Concentrated Fire

The Supreme Admiral capitalizes on a momentary lapse of the enemy's defenses, or perhaps even makes one. If a voidship under the command of the Supreme Admiral attacks an enemy voidship, allied voidships firing on that same enemy ignore the enemy's Void Shields (It is assumed the ships are firing before the Void Shields can be brought back online).

It's a Trap!

The Supreme Admiral would not have gotten to his current position without the occasional clever ruse. The Supreme Admiral selects a voidship in his fleet, which immediately powers down and drifts as if it was Hulked. In any following round, the Supreme Admiral may command this voidship to re-engage and attack any unsuspecting enemies nearby. The voidship inflicts an automatic critical hit (1d5) in addition to normal damage with each hit / salvo until the beginning of the next Space Combat Round.

The Scouring

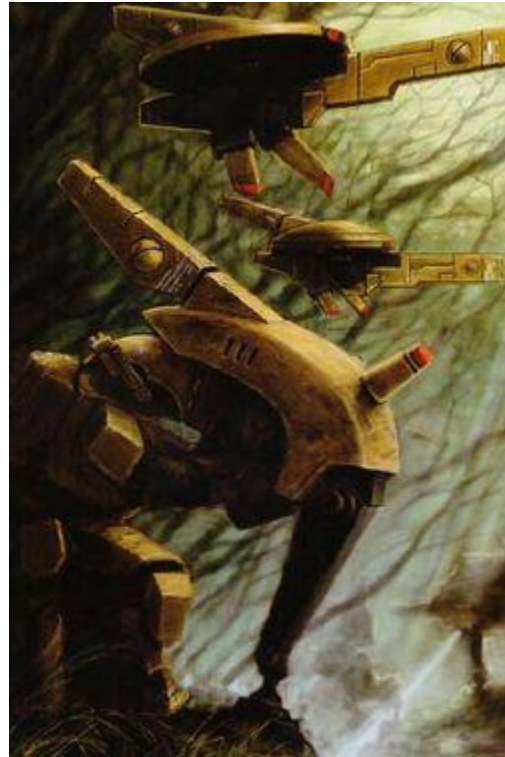
Sometimes a stubborn enemy will not yield. It is not enough to strike their ship, a Supreme Admiral must burn down their hearts and minds. Until the beginning of the next Space Combat Round, all Crew Population and Morale damage dealt by allied voidships is doubled (after accounting for modifiers from components, abilities, Extended Actions, etc.).

FIRESIGHT MARKSMAN

Firesight Marksmen are Shas'la, or line troopers, who forgo battlefield scouting for the life of a solitary sniper. Accompanied only by his Sniper Drones, the Firesight Marksman sets up in a hidden area, and goes to his silent work taking out high priority targets in enemy formations, utterly wrecking their morale. Using a lesser version of the drone controller used by the Earth Caste, the Firesight Marksman can support his drones with targeting information, as they perform their important work.

Required Career: Pathfinder or Tau Fire Warrior

Alternate Rank: 4 (13,000 xp or higher)



FIRESIGHT MARKSMAN 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
Navigate (Surface)	200	Skill	
Navigate (Surface) +10	200	Skill	Navigate (Surface)
Demolition	200	Skill	
Heightened Senses (Sight)	200	Talent	
Talented (Concealment)	200	Talent	
Ambush	500	Talent	
Mighty Shot	500	Talent	BS 40
Stealth Sniper	500	Talent	
Firesight Controller	500	Special	
Sniper Drone Certification, Drone Slot (2)	500	Special	

NEW TALENTS

FIRESIGHT CONTROLLER

The Firesight Controller is a lesser form of the Drone Controller used by the Earth Caste Drone Combat Engineers, able to maintain control over the bearer's drones, but with greater effort on the user required.

The bearer of a Firesight Controller may control as many drones as he has slots for. In addition, the drones use the bearer's Ballistic Skill for the purposes of all shooting. The Firesight Controller grants the bearer's drones each one Half action (in addition to the drone's normal Reaction). These may be Move Actions, Attack 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 giving up his own half action to allow the drone to act. Aim Actions by the character may be applied to the drones.

HKSD OFFICER

The Tau of the Empire have learned to never question the disappearances in the night, only to convince themselves that such unpersons never existed. Thus do the Ministries on T'au – Truth, Plenty, Love, and Peace – enforce the iron will of the Ethereals. In the Tiji Sector, only the Ministry of Truth survives aboard the flagship Studio 69 as the House Korst'la Internal Security Directorate, the shadowy agents enforcing the “approved” viewpoints of the House and the Inquisition and watch for any threats to the House financial bottom line. One never knows who is an operative, and the only time one finds out is when the dark bag goes over one's head. This rank can be used to represent any of the shadowy ministries of the Tau Empire that disappear people in the night, not just those of snowflake factions in the Tiji Sector.



Required Career: Any EXCEPT Ork, Weirdboy, Characters with Psy Rating, or Navigators
Alternate Rank: 1 (5000 xp or higher)

HKSD OFFICER ADVANCES

Advance	Cost	Type	Prerequisites
Inquiry	200	Skill	
Inquiry +10	200	Skill	Inquiry
Inquiry +20	200	Skill	Inquiry +10
Shadowing	200	Skill	
Shadowing +10	200	Skill	Shadowing
Shadowing +20	200	Skill	Shadowing +10
Interrogation	200	Skill	
Interrogation +10	200	Skill	Interrogation
Interrogation +20	200	Skill	Interrogation +10
Deceive	200	Skill	
Secret Tongue (Newspeak)	200	Skill	
Foresight	500	Talent	
Total Recall	500	Talent	
Unremarkable	500	Talent	
Whispers	500	Talent	Int 45, Fel 35
Nagi Mind Worm Assistant	500	Talent	

NEW TALENTS

NAGI MIND WORM ASSISTANT

The Nagi Mind Worms of Sha'galudd assist the Ethereals of Tau in their day to day work. Some have found more profitable work in the HKSD.

The HKSD Officer is accompanied by a Nagi Mind Worm. The Mind Worm has its own name, personality, statblock, and it generally likes the Officer (Unless the Officer is mean to it. Please do not bully your Mind Worm. You will make it sad.). In combat, the Nagi Mind Worm may try to fight depending on how it feels, but it usually finds a safe place to hide, like in a backpack or something. The Nagi Mind Worm will try to help the Operative in subtle ways, ranging from assisting in shadowing, pointing out things the Operative may have missed, or perhaps even mind-controlling a passerby into helping make the Operative a full and healthy breakfast. If the Nagi Mind Worm dies, a new Nagi Mind Worm will hatch and try to befriend the Operative.

NAGI MIND WORM

The Nagi Mind Worm is a small blue worm-like creature with a meter long segmented body, but usually coils itself around to appear much smaller. It is able to hide in many places, and generally keep itself safe. It will avoid combat if it can, fighting only if pressed. A Nagi Mind Worm should be considered a Puny-sized (-20) creature and can carry 1 kg of weight (more if it mind controls some poor sap).

NAGI MIND WORM PROFILE

WS	BS	S	T	AG	INT	PER	WP	FEL
15	20	10	10	45	40	35	40	40

Move: 2/4/6/12

Wounds: 5

Skills: Awareness, Charm +20, Concealment, Deceive, Dodge +10, Inquiry, Interrogate +20, Scrutiny, Search, Silent Move, Shadowing +10, Secret Tongue (Newspeak), Speak Language (Tau, Dark Eldar, Low Gothic, High Gothic)

Talents: Total Recall, Peer (Underworld), Mimic, Mind-Linked Assistant*, Enhanced Interrogation Procedures**, The Right Word, Would You Kindly...

Traits: Size (Puny), Crawler, Aquatic, Strange Physiology

Armour: None

Weapons: None. A Nagi Mind Worm, however, may pick up and use Pistol weapons its partner is trained in, should an emergency occur.

***Mind-Linked Assistant:** The Nagi Mind Worm may grant Assistance to the Officer in any skill it is trained in. In return, the Nagi Mind Worm gains any Weapon Proficiencies the Officer has.

**** Enhanced Interrogation Procedures:** An open mind is like a fortress, with its gates ripped apart by the mental force of the Nagi Mind Worm. During an interrogation where the Nagi Mind Worm and the Officer are both present, the Officer may spend a fate point to automatically succeed on an Interrogation test, with Degrees of Success equal to his Willpower bonus. For every Degree of Success, the Officer and Nagi Mind Worm receive one 100% true, unaltered answer to any question he may have, as the Mind Worm controls the subject into revealing every secret he knows. The answers follow the spirit of the question, not just the letter. The subject of the interrogation, having been bombarded with his worst fears and terrors made manifest over a span of seconds, is immediately knocked out for 1d5 days as his mind breaks down.



COMBAT SAPPER

Combat sappers provide a valuable and respected service on the battlefield – they blow stuff up good.

While it seems that the Fire Caste would take to the role with vigor, this is not the case. The Fire Caste usually lacks the self-control and technical expertise for setting explosives, taking down fortifications, and the terrascaping that slows down the enemy, though there are exceptions. This job, instead, falls to the Earth Caste. The brave combat sappers of the Earth Caste and their drones open the gates, so the Fire and Air Caste may destroy the enemies within.

Required Career: Earth Caste Combat Engineer or Tau Fire Warrior

Alternate Rank: 5 (17,000xp or higher)



COMBAT SAPPER ADVANCES

Advance	Cost	Type	Prerequisites
Demolition	200	Skill	
Demolition +10	200	Skill	Demolition
Demolition +20	200	Skill	Demolition +10
Security	200	Skill	
Security +10	200	Skill	Security
Security +20	200	Skill	Security +10
Silent Move	200	Skill	
Silent Move +10	200	Skill	Silent Move
Navigate (Surface)	200	Skill	
Concealment	200	Skill	
Thrown Weapon Training (Universal)	200	Talent	
Steady Hand	300	Talent	
Modify Payload	400	Talent	Tech Use
Wrecker	500	Talent	Int 40
Warscaper Drone Certification, Drone Slot (3)	500	Talent	

NEW TALENTS

STEADY HAND

The Sapper reduces Degrees of Failure on failed Demolition tests by her Agility Bonus.

MODIFY PAYLOAD

The Sapper may alter a weapon with the Blast or Smoke quality with a Challenging (+0) Demolition test. If she succeeds, the weapon increases Damage (if it deals Damage normally) and its Blast or Smoke Quality by 1, plus 1 for every three additional Degrees of Success beyond the first that she scores on the Test. If she fails by a number of Degrees of Failure greater than her Intelligence Bonus, however, she accidentally triggers the device, causing it to detonate immediately.

WRECKER

The Sapper adds her Intelligence Bonus to the Penetration of weapons used against stationary structures and fortifications. If the target fortification is destroyed, the area is considered clear terrain for her allies.

SHINING SPEAR

In the ancient days of myth and legend before the War in Heaven, the Eldar rode magnificent steeds into battle, charging into the ranks of their enemies with valor. As Eldar technology progressed, living steeds gave way to the Jetbike. Shining Spears will circle the enemy, peppering them with short ranged blasts from their laser lances, before charging into battle to mop up an unfortunate enemy.

Required Career: Eldar Corsair

Alternate Rank: 3 (10,000xp or higher)



SHINING SPEAR ADVANCES

Advance	Cost	Type	Prerequisites
Drive (Skimmer)	200	Skill	
Drive (Skimmer) +10	200	Skill	Drive (Skimmer)
Drive (Skimmer) +20	200	Skill	Drive (Skimmer) +10
Drive (Walker)	200	Skill	
Drive (Walker) +10	200	Skill	Drive (Walker)
Drive (Walker) +20	200	Skill	Drive (Walker) +10
Navigate (Surface)	200	Skill	
Navigate (Surface) +10	200	Skill	Navigate (Surface)
Drive (Ground Vehicle)	200	Skill	
Technical Knock	200	Talent	Int 30
Talented (Any Drive)	300	Talent	
Push the Limit	500	Talent	Pilot or Drive (Any), Technical Knock
Ace Sky Captain	500	Talent	
Monster Hunter	500	Talent	
Hit and Run	500	Exarch Talent	

TALENTS AND GEAR

Issued Gear: Laser Lance

Aspect Gear: Heavy Aspect Armor, Eldar Jetbike, Star Lance (Exarch Only)

MONSTER HUNTER

Shining Spears' mobility grants them views to larger enemies' weak points. Attacks by the Shining Spear against enemies with Unnatural Toughness x3 or more are treated as having the Felling Quality. If the Shining Spear's weapon already possesses the Felling quality, the value is increased by +1.

HIT AND RUN (EXARCH TALENT)

Prerequisite: Shining Spear Alternate Career

Like the knights of old in the days of the War in Heaven, the Eldar Shining Spears thrust into combat, and escape before the enemy realizes they were even hit. When riding an Eldar Jetbike, the Disengage action is always made as a Half Action. If the action is made as a Full Action, then the Shining Spear moves double his Jetbike's Tactical Speed.

CRIMSON HUNTER

The Crimson Hunters are a unique aspect. They do not train with gun or blade – their weapon is the aircraft that carries them into battle, such that they might destroy their armored enemies with overwhelming force. Within the shrines of the Crimson Hunters, the best pilots the Eldar can field train, such that when the call to battle comes and a flying armored spearhead is required,

Required Career: Eldar Corsair

Alternate Rank: 4 (13,000xp or higher)



CRIMSON HUNTER ADVANCES

Advance	Cost	Type	Prerequisites
Pilot (Spacecraft)	200	Skill	
Pilot (Spacecraft) +10	200	Skill	Pilot (Spacecraft)
Pilot (Spacecraft) +20	200	Skill	Pilot (Spacecraft) +10
Pilot (Flyer)	200	Skill	
Pilot (Flyer) +10	200	Skill	Pilot (Flyer)
Pilot (Flyer) +20	200	Skill	Pilot (Flyer) +10
Navigate (Stellar)	200	Skill	
Navigate (Stellar) +10	200	Skill	Navigate (Stellar)
Tech Use	200	Skill	
Talented (Any Pilot)	300	Talent	
Hotshot Pilot	500	Talent	Pilot (Any), Ag 40
Ace Sky Captain	500	Talent	Ace Sky Captain
Fighter Ace	500	Talent	Pilot (Any) +10
Skyhunter	500	Talent	
Marksman's Eye	500	Exarch Talent	

TALENTS AND GEAR

Issued Gear: Good Quality clothing to wear when piloting to stay comfy.

Aspect Gear: Nightshade Interceptor

SKYHUNTER

Embodying the martial aspect of overwhelming force, the Crimson Hunter can guarantee the destruction of enemy flyers with ease. When firing at enemy vehicles with the Flyer or Spacecraft type, the Crimson Hunter may reroll any damage die of 1 or 2, but must keep the second result.

MARKSMAN'S EYE (EXARCH TALENT)

Prerequisite: Shining Spear Alternate Career

Even behind the helm of his vehicle, the Crimson Hunter manages his weapons as if they were in his own hands. When piloting a vehicle, the Crimson Hunter suffers no penalties for firing into melee.

SLICING ORB

There are no rarer aspect warriors than the Slicing Orbs of Zandros. All that is known of them is their use of the Slicing Orb, and their origins on the craftworld of Xandros. Experts in crowd control over direct damage, the Slicing Orbs use their psychically attuned Orbs to decimate formations and lightly armored enemies. One toss of a slicing orb can break even the discipline of a veteran guardsman.

Required Career: Eldar Corsair

Alternate Rank: 4 (13,000xp or higher)



SLICING ORB ADVANCES

Advance	Cost	Type	Prerequisites
Intimidate	200	Skill	
Intimidate +10	200	Skill	Intimidate
Intimidate +20	200	Skill	Intimidate +10
Survival	200	Skill	
Survival +10	200	Skill	Survival
Survival +20	200	Skill	Survival +10
Navigate (Surface)	200	Skill	
Navigate (Surface) +10	200	Skill	Navigate (Surface)
Medicae	200	Skill	
Blademaster	500	Talent	
Combat Master	500	Talent	WS 30
Crushing Blow	500	Talent	S 40
Sure Strike	500	Talent	WS 30
Precise Blow	500	Talent	WS 40, Sure Strike
Ricochet	500	Talent	
Blade Harvest	500	Exarch Talent	

TALENTS AND GEAR

Issued Gear: Slicing Orb

Aspect Gear: Aspect Armor, Crossblade Orb (Exarch Only)

RICOCHET

Limited control can be achieved over the Slicing Orb when tossed into a closely packed cluster of enemies. If a Slicing Orb is successfully thrown at an enemy, the orb may bounce to further enemies within range with a Difficult (-10) Weapon Skill test, requiring a new test each time. The Orb may bounce up to five times. Each enemy may only be targeted once by either the main attack or the bounce.

BLADE HARVEST (EXARCH TALENT)

Prerequisite: Slicing Orb Alternate Career

The enemy is often aware of the blade in front of him, but not the one behind him. As a full action, the Slicing Orb is tossed out forward. Any enemy within 1m of the Orb's flight path must make a Challenging (+0) Agility test, or be hit by the blade. When the blade returns, enemies must make a Hard (-20) Agility test, or be hit by the blade, possibly for a second time.

WARP SPIDER

Warp Spiders take their names from the teeny little spiders that live in the Infinity Circuits of each Craftworld, defending it like an immune system. Noted for their aggressive defensiveness, the Warp Spiders have appropriated and refined this philosophy. Travelling directly through the Warp with their Warp Jump Generators, the Warp Spiders are considered both brave and crazy, for the risk of the warp to an Eldar is far higher than to a human.

Required Career: Eldar Corsair

Alternate Rank: 4 (13,000xp or higher)



WARP SPIDER ADVANCES

Advance	Cost	Type	Prerequisites
Security	200	Skill	
Security +10	200	Skill	Security
Security +20	200	Skill	Security +10
Silent Move	200	Skill	
Silent Move +10	200	Skill	Silent Move
Silent Move +20	200	Skill	Silent Move +10
Acrobatics	200	Skill	
Acrobatics +10	200	Skill	Acrobatics
Concealment	200	Skill	
Foresight	500	Talent	Int 30
Hard Target	500	Talent	Ag 40
Jaded	500	Talent	WP 30
Mighty Shot	500	Talent	BS 40
Nerves of Steel	500	Talent	
From The Dark	500	Talent	
Warp Assault	500	Exarch Talent	

TALENTS AND GEAR

Issued Gear: Deathspinner

Aspect Gear: Heavy Aspect Armor, Warp Jump Generator, Spinneret Rifle (Exarch Only)

FROM THE DARK

The Warp Spider can use his warp jump generator to flank and terrify his enemies, disrupting their battle plans before they can occur. If the Warp Spider enters the first round of combat from concealment via his Warp Jump Generator, his enemies are treated as Surprised, and the Warp Spider gains Fear (1) against them.

WARP ASSAULT (EXARCH TALENT)

Prerequisite: Slicing Orb Alternate Career

Only the Exarchs of the Warp Spiders practice the dangerous art of Hit and Run from within the Warp. When making a Charge action, the Warp Spider Exarch may use his warp jump generator to appear next to his hapless enemy, who is treated as being Surprised. At the conclusion of the attack, he may then teleport either 2d10, 3d10, or 4d10 meters in a direction of his choice. But if any rolls are doubles, then his warp jump generator Mishaps. Uh oh.

WRAITHGUARD

YOU DIED

Not the words you want to hear, especially as an Eldar, since it means the soul is on a fast-track to either a waiting soulstone or Slaanesh. Luckily, death does not need to be the end. By putting a soulstone within a specially crafted wraithbone core, the soul within can operate the Wraithguard construct, and return to active duty. Things aren't as clear for the character anymore though. They are stuck between life and death, and things that the living find easy take the Wraithguard a bit longer to perform. It will be hard to function, VERY hard, but it should be considered another chance to git gud. A last chance.

Required Career: Eldar Corsair

Other Requirements: Died with 0 Fate Points, but the soulstone was recovered.

Advance Cost: 1500 xp. This may cause an XP deficit that must be paid off by the player.

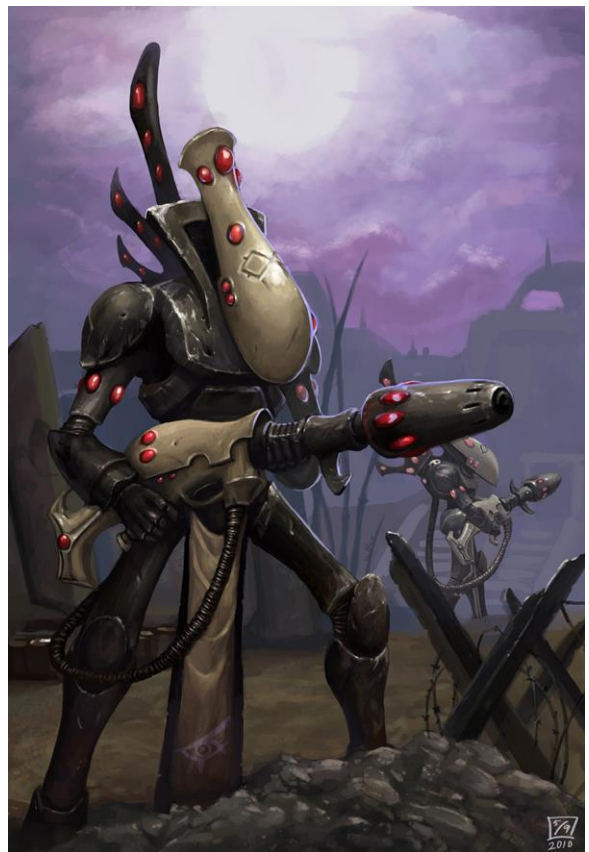
BECOMING A WRAITHGUARD

Becoming a Wraithguard is not an easy thing to live with. It causes a number of changes to your character. You become tougher and stronger, but lose the agility and versatility that the Eldar enjoy.

LOST AMONGST THE MISTS

When an Eldar Corsair becomes a Wraithknight, he is encased in a Wraithbone core in the vague shape of an Eldar, surrounding the spirit stone that anchors the Eldar's soul to the Materium. The character gains the following traits:

- Auto-Stabilized
- Unnatural Strength x2 and Unnatural Toughness x2
- Natural Armor (8)
- LOSS of all levels of Unnatural Agility
- Size: Hulking
- From Beyond
- Strange Physiology
- Wraithbone Vessel
- Wraithsight



WRAITHSIGHT

Wraithguard are vessels animated by the soulstones of long-dead Eldar warriors and can sometimes lose their focus in the mortal realm if left unattended. If there is a friendly psyker within line of sight of the vessel, then it may act normally. If the vessel is alone, however, then it must make a **Challenging (+0) Perception Test**. If successful it may act normally. Otherwise, it moves off in a random direction at its normal Move (i.e., not running), and takes no other actions until the next Round when it may attempt another Perception Test.

WRAITHBONE VESSEL

The character gains the following advantages and disadvantages.

- Not affected by blood loss or fatigue, and no longer need to breathe.
- Exotic Weapon Training in all Wraith weapons.
- Tasks that require fine manipulation are at -10.
- Inability to equip cybernetics, gear, and other items (GM's Prerogative).
- Must be healed by Tech Use instead of Medicae.
- All further advances and skills are DOUBLED in price.
- Suffer a -30 to Awareness, Concealment, Shadowing, Silent Move, Wrangling.
- Auto-Fail Contortionist, Sleight of Hand, Swim.

MIME

The mimes of the Harlequins serve two purposes in the Troupe. Off the battlefield, they act as advertisers for the troupe's performances. In combat, they are infiltrators and assassins, but are more often found in an advisory role with other Mimes, advising the Master Mime and Troupe Master in the arts of espionage, politics, warfare, and performance. Interestingly enough, they are the ones to take on the most difficult roles in the stage dramas.

Wait. Mimes don't talk. Why do they have Blather and Polyglot? Such is a mystery of the universe.

Required Career: Eldar Harlequin

Alternate Rank: 4 (13,000xp or higher)



MIME ADVANCES

Advance	Cost	Type	Prerequisites
Blather	200	Skill	
Blather +10	200	Skill	Blather
Blather +20	200	Skill	Blather +10
Concealment	200	Skill	
Concealment +10	200	Skill	Concealment
Silent Move	200	Skill	
Silent Move +10	200	Skill	Silent Move
Inquiry	200	Skill	
Demolition	200	Skill	
Assassin Strike	500	Talent	Ag 40, Acrobatic
Concealed Cavity	500	Talent	
Master Orator	500	Talent	Fel 30
Mimic	500	Talent	
Polyglot	500	Talent	Int 30, Fel 30
Steady Hand	500	Talent	
Backstab	500	Talent	

NEW TALENTS

BACKSTAB

The Mime is skilled at distraction and assassination, striking from behind, penetrating deeply, and...oh my. When attacking a Surprised opponent from the back facing in melee with a Standard Attack, the Mime inflicts an additional 1d10 in damage for every two degrees of success, max +2d10.

DEATH JESTER

Everyone loves a jester, especially one versed in heavy weapons and poison! Masters of death defying stunts and escapology, the Death Jesters take on the role of Death in the Harlequin dramas. They tend to have a rather morbid sense of humor, and their laughter often heralds the end of their targets. Their carapace armor is not just for show – incorporated within are the remains of the troupe’s previous Death Jester, as a way to symbolize the passing of the old to the successor.

Required Career: Eldar Harlequin

Alternate Rank: 4 (13,000xp or higher)

DEATH JESTER ADVANCES

Advance	Cost	Type	Prerequisites
Demolition	200	Skill	
Demolition +10	200	Skill	Demolition
Demolition +20	200	Skill	Demolition +10
Intimidate	200	Skill	
Intimidate +10	200	Skill	Intimidate
Intimidate +20	200	Skill	Intimidate +10
Medicae	200	Skill	
Medicae +10	200	Skill	Medicae
Tech Use	200	Skill	
Marksman	500	Talent	BS 35
Mighty Shot	500	Talent	BS 40
True Grit	500	Talent	T 40
Nerves of Steel	500	Talent	
Last Man Standing	500	Talent	Nerves of Steel
Tank Hunter	500	Talent	BS 40
Enhanced Shrieker Enzymes	500	Talent	



NEW TALENTS

ENHANCED SHRIEKER ENZYMES

The Death Jester augments his Shrieker Cannon with additional virulent poisons to better eliminate crowded foes. When an enemy dies to the Toxic Quality of a Shuriken Cannon’s Shrieker Ammunition, nearby enemies within a number of meters equal to the Death Jester’s Ballistic Skill Bonus must make an Agility Test. If this test is failed, the enemies must make a Challenging (+0) Toughness test as if they were the target of the Shrieker ammunition as well. These additional toxic hits cannot trigger further hits – only a Nanyte Blaster can do that! But that conversation is for another day...

Against hordes or formations, the number of Agility tests required is equal to the Death Jester’s Ballistic Skill bonus.

SHADOWSEER

Shadowseers can see the doom of their companions – those they see in the audience are already dead to them. In the dramas of the stage, they are the storytellers who produce flourishing psychic displays to amuse and excite their audience. On the battlefield, their psychic powers can terrify their opponents to the point where their enemies' minds no longer process the Shadowseer's presence. Within their reflective masks lay a different vision for everyone, and one can only hope it is friend and not foe they see.

Required Career: Eldar Harlequin

Alternate Rank: 6 (21,000 xp or higher)



SHADOWSEER 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
Invocation	200	Skill	
Invocation +10	200	Skill	Invocation
Invocation +20	200	Skill	Invocation +10
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	
Telepathy Psychic Power x4	500	Talent	
Phantasmancy Psychic Power x4	500	Talent	
Unnatural Willpower x2	800	Trait	

PSYCHIC DISCIPLINE:

PHANTASMANCY

"Taste the Rainbow."

- Common Astra Militarum regimental reaction to the Eldar Harlequins.

The discipline of Phantasmancy is exclusive to the Harlequin Shadowseers. With its powers, the Shadowseers can attack their foes directly, augment their allies, or even destroy their opponent's sanity from within their own mind.

The Phantasmancy discipline is limited to the Harlequin Shadowseers that practice it. Of course, it is perfectly possible for a human or other Psyker to learn it as well, but for that, you need to find a Harlequin willing to teach it. Unless you have one in your party, and they're cool with it, you might need to have a bit of a talk with your GM regarding learning the Discipline.

THE PHANTASMANCY DISCIPLINE

Activation Time: Full Action

Maintainable: Yes

Range: 5m x Psy Rating

Focus Power Test: Willpower

Power Scale: At Psy Rating 1-3, the Psyker shows no outward effects, other than the normal weird feeling everybody gets when around one. At Psy Rating 4-6, those around the Psyker begin to feel odd sensations and feelings, be it humor or melancholy, at random times. At Psy Rating 7+, emotions of all types begin to cloud and blend together in a confusing haze, the confusion emanating directly from the Psyker.

The High Psykana Discipline contains one Basic technique – Veil of Tears. For a Harlequin, this power is free upon entering the Alternate Rank. For any other character, they are 300 XP.

VEIL OF SORROW

Action: Free Action

Opposed: No

Range: 1 meter x PR

Sustained: Yes

The Shadowseer is capable of creating a psychic field that is part performance and part hallucination, surrounding herself and her allies in this protective veil and confounding her foes. As long as she sustains the power, enemies attempting to use ranged attacks or ranged psychic powers against the Shadowseer or an ally within range of her must pass a Very Hard (–30) Awareness Test before attacking. If they fail, their attacks fall short or miss entirely, regardless of their rolls. If an enemy fails by three or more Degrees of Failure, he falls into a stupor and is Stunned until the end of his next Turn.

Dance of Shadows

Value: 100 xp

Prerequisites: None

Focus Power Time: Half Action

Focus Power Test: Willpower (+0)

Range: 10m x Psy Rating

Sustained: Yes

The Psyker makes a Focus Power test. If she succeeds, the Psyker targets an ally within range. All Ballistic Skill and Awareness tests against the targeted ally suffer a -30 penalty. A Challenging (+0) Psyniscience test will alert enemies to the presence of the psychically clouded ally.

Peal of Discord

Value: 300 xp

Prerequisites: None

Focus Power Time: Full Action

Focus Power Test: Willpower (+0)

Range: 3m x Psy Rating

Sustained: No

The Psyker makes a Focus Power test. If she succeeds, all enemies in range of the power suffer a number of hits equal to the Psyker's effective psy rating, dealing 1d10+5 energy damage with a Pen of 0 to the Body location. The attack may be dodged, but it is treated as a Blast, originating from the Psyker.

Shards of Light

Value: 300 xp

Prerequisites: None

Focus Power Time: Full Action

Focus Power Test: Willpower (+0)

Range: 10m x Psy Rating

Sustained: No

The Psyker makes a Focus Power test. If she succeeds, the psyker produces one psychic bolt, plus two additional bolts per degree of success, which she may distribute amongst any number of targets within Psy Rating meters of her original target. The number of bolts cannot exceed double the psyker's effective psy rating. Shards of Light hits as long as the psyker passes his Focus Power test, and targets may Dodge as normal. Each bolt does 1d10+3 energy damage, with a Pen of 0. Enemies struck by at least one bolt must take a Challenging (+0) Toughness test or suffer Blindness until the start of the Shadowseer's next round.

Fog of Dreams

Value: 300 xp

Prerequisites: None

Focus Power Time: Full Action

Focus Power Test: Willpower (-10)

Range: 10m x Psy Rating

Sustained: Yes

The Psyker makes a Focus Power test. If she succeeds, the Psyker targets an enemy within range. The enemy's Weapon Skill and Ballistic Skill are reduced to 10 for as long as the power is sustained, and they may not benefit from bonuses to Weapon Skill or Ballistic Skill tests.

Laugh of Sorrows

Value: 400 xp

Prerequisites: None

Focus Power Time: Full Action

Focus Power Test: Willpower (-20)

Range: 10m x Psy Rating

Sustained: No

The Psyker makes a Focus Power test. If she succeeds, the Psyker targets an enemy, and makes two opposed Willpower tests. For every degree the enemy loses by in either test, they take 1d5 wounds,

ignoring armor and toughness. If the Psyker instead loses in either test, the Psyker takes a single wound per degree she loses by, ignoring armor and toughness.

Mirror of Minds

Value: 500 xp

Prerequisites: None

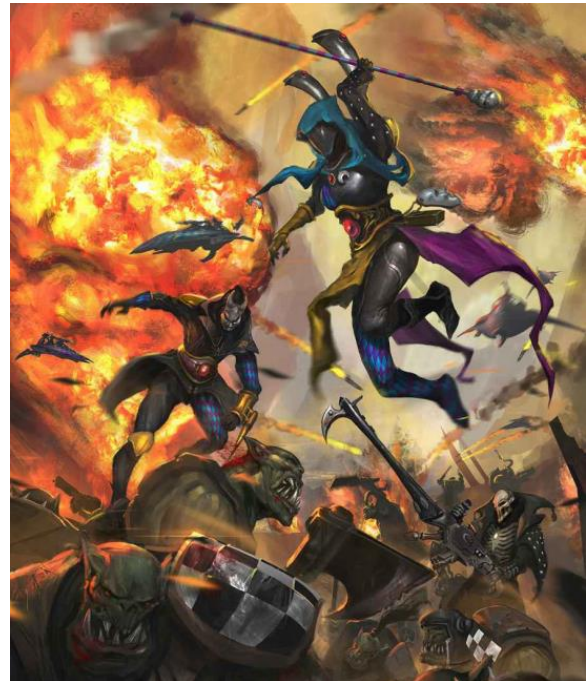
Focus Power Time: Full Action

Focus Power Test: Willpower (-30)

Range: 10m x Psy Rating

Sustained: No

The Psyker makes a Focus Power test. If she succeeds, the Psyker targets an enemy, and makes an Opposed Willpower test. If the Psyker succeeds, the enemy immediately takes wounds equal to the power's effective Psy Rating, ignoring armor and toughness, and must make another opposed Willpower Test. This pattern continues until the enemy is dead, or the Psyker loses the opposed Willpower test.



SOLITAIRE

Even the rest of the Harlequin's troupe do not trust the Solitaire, and for good reason – he has lost his soul during the process that creates a Harlequin, and is fast-tracked to Slaanesh upon death. They are the ones who recruit candidates into the Troupes, and only they may play the role of Slaanesh in the stage dramas of the Harlequins. They say nothing and feel nothing, but on the field of battle their soullessness can rout even the strongest daemon.

Required Career: Eldar Harlequin

Alternate Rank: 6 (21,000 xp or higher)

Special: The character must pay 500 xp to enter this Alternate Rank. The character gains the Untouchable trait at Level 1.



SOLITAIRE 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
Evaluate	200	Skill	
Evaluate +10	200	Skill	Evaluate
Evaluate +20	200	Skill	Evaluate +10
Unremarkable	200	Talent	
Dark Soul	300	Talent	
Paranoia	500	Talent	
Lightning Attack	500	Talent	Swift Attack
Total Recall	500	Talent	Int 30
Preternatural Speed	800	Talent	
Untouchable	100 (7)	Trait	

UNTOUCHABLE

The Untouchable trait can be found on p. 85 of the Navis Primer. The Solitaire automatically begins with the Untouchable Trait at Level 1, and may purchase up to 7 additional levels at 100 xp each. This MUST be done at the time of entering the Alternate Rank, and may cause a deficit of XP that must be paid off through play. The trait functions exactly as detailed in the Navis Primer, with no changes that must be made except the fact that a poncey soulless spess elf may take it. It's REALLY long, so forgive me for not reposting it here.

DRACON

Dracons are Trueborn Dark Eldar who have risen to a command rank for entire strike forces. While they are ranked below their Archon, and defer to their judgement and expertise, such acts of deference are merely delays until the Dracon can plan a coup d'état and take the Kabal for himself. Their Trueborn soldiers are more akin to disciples who seek to train and emulate the Dracon's skill, at least until their own time comes.

Required Career: Dark Eldar Kabalite Warrior

Alternate Rank: 6 (21,000xp or higher)

Special: The Character must have taken the Trueborn talent at character generation.



DRACON ADVANCES

Advance	Cost	Type	Prerequisites
Command	200	Skill	
Command +10	200	Skill	Command
Command +20	200	Skill	Command +10
Logic	200	Skill	
Logic +10	200	Skill	Logic
Logic +20	200	Skill	Logic +10
Survival	200	Skill	
Survival +10	200	Skill	Survival
Charm	200	Skill	
Blademaster	300	Talent	WS 30
Air of Authority	500	Talent	Fel 30
Agony from Afar	500	Talent	Deadeye Shot, Per 45, Power through Pain
Fearless	500	Talent	
Iron Discipline	500	Talent	WP 30, Command
Into the Jaws of Hell	500	Talent	Iron Discipline
Master and Commander	500	Talent	Int 35, Fel 35
Tormentor's Majesty	500	Talent	Power through Pain
Ancient Nemesis	500	Talent	

NEW TALENTS

ANCIENT NEMESIS

The vindictive Dark Eldar remembers every person who ever wronged him, and focuses that distilled hatred against those who stand in his way of power. At the start of a combat encounter, the Dracon can make a Challenging (+0) Intelligence test. If he passes this test, then for the rest of the encounter, the targets of the Dracon's attacks gain a penalty to their dodge and parry tests, equal to 5 x Degrees of Success on the Dracon's Ballistic Skill or Weapon Skill test until the beginning of the Dracon's next turn.

SUCCUBUS

Ruling elite of the Wych Cults, the Succubi are in charge of making their Wych cults the best in Commorragh. While the Archons and Dracons prefer the subtle twist of the political knife, the Succubi meet in duels and combat, finding a decapitating strike far more convenient. A Succubus must always be watchful, for she “shares” power with other Succubi, who are always ready to upstage their superior.

Required Career: Dark Eldar Wych

Alternate Rank: 6 (21,000xp or higher)



SUCCUBUS ADVANCES

Advance	Cost	Type	Prerequisites
Command	200	Skill	
Command +10	200	Skill	Command
Command +20	200	Skill	Command +10
Sleight of Hand	200	Skill	
Sleight of Hand +10	200	Skill	Sleight of Hand
Sleight of Hand +20	200	Skill	Sleight of Hand +10
Logic	200	Skill	
Logic +10	200	Skill	Logic
Counter Attack	300	Talent	WS 40
Air of Authority	500	Talent	Fel 30
Crushing Blow	500	Talent	S 40
Delicate Lethality	500	Talent	WS 40, Unarmed Warrior
Iron Discipline	500	Talent	WP 30, Command
Penetrating Blade	500	Talent	
Wall of Steel	600	Talent	Ag 35
Tormentor's Majesty	750	Talent	Power through Pain
Quicksilver Dodge	750	Talent	

NEW TALENTS

QUICKSILVER DODGE

On the battlefield, the Succubus is untouchable. In the cadence of melee combat, she is even more so. The Succubus gains an innate PR50 shield that cannot overload, which represents mad dodging skills. This does NOT count as an actual dodge / parry, and may be taken in addition to regular reactions. This increases to PR65 in close combat.

PENETRATING BLADE

By exploiting the weaknesses her enemies show, the Succubus proves she was the correct one in the argument. The Succubus adds her Perception bonus to Melee Weapon Penetration. This bonus is factored in AFTER any Razor Sharp or other penetration-altering effects.

LHAMAEAN

The Lhamaeans are highly desired advisors and courtesans in an Archon's retinue. Also known as Sisters of Lhilitu, after the dark muse known as Consort of the Void, they are skilled poisoners who know no equal. They willingly share their poisons, though not their secrets, with their patrons, and the death spasms of their victims can bring great joy into their Archon's hearts. There are few finer artisan of toxins than the Lhamaeans in the galaxy.

Required Career: Dark Eldar Kabalite Warrior or Dark Eldar Wych

Alternate Rank: 5 (17,000xp or higher)



LHAMAEAN ADVANCES

Advance	Cost	Type	Prerequisites
Chem Use	200	Skill	
Chem Use +10	200	Skill	Chem Use
Chem Use +20	200	Skill	Chem Use +10
Scholastic Lore (Chymistry)	200	Skill	
Scholastic Lore (Chymistry) +10	200	Skill	Scholastic Lore (Chymistry)
Scholastic Lore (Chymistry) +20	200	Skill	Scholastic Lore (Chymistry) +10
Trade (Chymist)	200	Skill	
Trade (Chymist) +10	200	Skill	Trade (Chymist)
Trade (Chymist) +20	200	Skill	Trade (Chymist) +10
Medicae	200	Skill	
Medicae +10	200	Skill	Medicae
Talented (Chem Use)	200	Talent	
Autosanguine	500	Talent	
Master Chirurgeon	500	Talent	Medicae +10
Foresight	500	Talent	Int 30
Disciple of Shiamesh	500	Talent	Chem Use +20, Scholastic Lore (Chymistry) +20
Artisan of Lhilitu	500	Talent	Disciple of Shiamesh

NEW TALENTS

ARTISAN OF LHILITU

Prerequisite: Disciple of Shiamesh

A Lhamaean can kill with a single poisoned caress, resulting in a painful yet artistic death. The Lhamaean inflicts a penalty on Toughness tests from the Toxic quality equal to 5x the Lhamaean's Intelligence Bonus. In addition, if the Lhamaean rolls a 10 on any d10 of damage from the Toxic quality, then the enemy must make a Challenging (+0) Toughness test or be slain instantly.

SCOURGE SOLARITE

Up in the sky! It's a bird! It's a plane. Oh wait, it's just a Scourge, and he killed you for looking at him. Scourges are crazy, even by Dark Eldar standards, as they have made arrangements with the Haemonculi to modify themselves into an avian form, bloody wings to fly across the spires and aeries of Commorragh. In the political arena of the Dark Eldar, they are the messengers, delivering toxin-laden missives from Archon to Archon, while engaging their enemies from the safety of the sky. Solarites, the leaders of the Scourge packs, are often masters of heavy weaponry as well as flight.

Required Career: Dark Eldar Kabalite Warrior
Alternate Rank: 5 (17,000xp or higher)



SCOURGE SOLARITE ADVANCES

Advance	Cost	Type	Prerequisites
Inquiry	200	Skill	
Inquiry +10	200	Skill	Inquiry
Inquiry +20	200	Skill	Inquiry +10
Security	200	Skill	
Security +10	200	Skill	Security
Security +20	200	Skill	Security +10
Scrutiny	200	Skill	
Scrutiny +10	200	Skill	Scrutiny
Command	200	Skill	
Talented (Acrobatics)	200	Talent	
Assassin Strike	500	Talent	Ag 40, Acrobatics
Cruelty	500	Talent	Pity the Weak, WS40
Marksman	500	Talent	BS 35
Step Aside	500	Talent	Ag 40, Dodge
Exotic Weapon Training (Choose One)	500	Talent	
Scourge Augmentations	500	Talent	

NEW TALENTS

SCOURGE AUGMENTATION

The Scourge have ravaged their bodies, but gained new horrific abilities in return. The Scourge Solarite gains the Flyer (8) and Auto-Stabilized traits, along with a sick set of feathered wings. Dodge tests while flying gain a +10 bonus. However, the Scourge Solarite subtracts 5 from his Toughness score from the hollowing of bones, reassignment of body mass, and prioritization of Wing Day over Arm Day and Leg Day.

BEASTMASTER

Nominally parts of the Wych Cults, the ranks of the Beastmasters practice older, darker shamanistic traditions over the blood combat of the cults proper. While looked down upon by the Hekatrices and Succubi, they nonetheless provide an important role in the gladiator pits – they alone can control the beasts and monsters that take to the arena. With but a hardened stare, they can tame even the saurians of far flung worlds, and with their ancient traditions push their flocks and packs to greater acts of slaughter.

Required Career: Dark Eldar Wych

Alternate Rank: 4 (13,000xp or higher)



BEASTMASTER ADVANCES

Advance	Cost	Type	Prerequisites
Survival	200	Skill	
Survival +10	200	Skill	Survival
Survival +20	200	Skill	Survival +10
Tracking	200	Skill	
Tracking +10	200	Skill	Tracking
Tracking +20	200	Skill	Tracking +10
Wrangling	200	Skill	
Wrangling +10	200	Skill	Wrangling
Wrangling +20	200	Skill	Wrangling +10
Talented (Wrangling)	200	Talent	
Double Team	200	Talent	
Bloodtracker	300	Talent	
Lightning Reflexes	400	Talent	
Step Aside	500	Talent	Ag 40, Dodge
Fieldcraft	500	Talent	
Shamanic Insights	600	Talent	

NEW TALENTS

SHAMANIC INSIGHTS

The Beastmaster fluidly controls his charges in the midst of battle. He may control up to three (3) creatures that he has personally tamed with the Wrangling Skill. Each creature may make its own Full Action, which may include Move Actions, Attack Actions, etc, with the limitation that if a Beastmaster has his creatures attack, he himself may perform no Attack actions. In addition, the Beastmaster enhances his creatures with new abilities or qualities. Below are listed the baseline creatures a Beastmaster is expected to tame, but GMs and players are encouraged to come up with new abilities!

Razorwing Flock: Razorwing Flock Wing and Beak/Claw attacks are treated as having Pen 6.

Clawed Fiend: For every 10 wounds a Clawed Fiend loses, he may make an extra Standard Attack in melee, or make an additional attack as per the Swift and Lightning Attack talents.

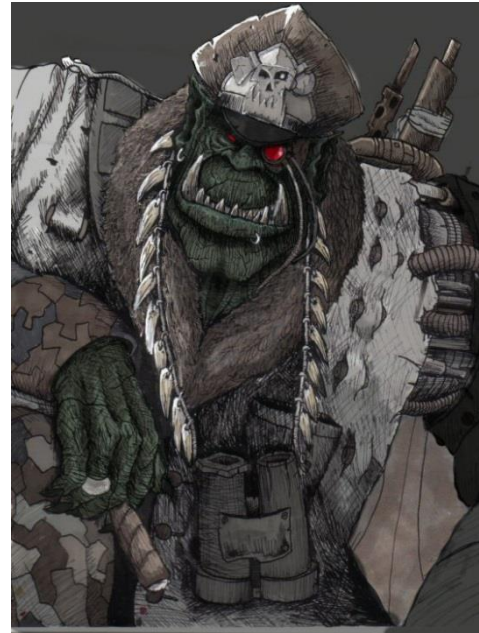
Khymera: The Khymera gains a PR45 force field that does not overload naturally, and its attacks gain the Warp Weapon quality.

FLASH GIT

Addicted to guns that make a lot of noise and pack a lot of power, the Flash Gitz revel in the envy of the rest of da boyz who can't afford the snazzy shootas that they can. While they are just as effective in the rush of melee as the rest of da boyz, it's from range that the Flash Gitz reign supreme. The teef and rewards that Flash Gitz acquire over the course of many fights often end up going directly into their snazzguns, so they can do it all over again.

Required Career: Ork Freeboota

Alternate Rank: 4 (13,000xp or higher)



FLASH GIT ADVANCES

Advance	Cost	Type	Prerequisites
Barter	200	Skill	
Barter +10	200	Skill	Barter
Barter +20	200	Skill	Barter +10
Evaluate	200	Skill	
Evaluate +10	200	Skill	Evaluate
Evaluate +20	200	Skill	Evaluate +10
Tech Use	200	Skill	
Tech Use +10	200	Skill	Tech Use
Gamble	200	Skill	
Heavy Weapon Training (Choose One)	300	Talent	
Ded 'Ard	500	Talent	'Ard, T 50
Hip Shooting	500	Talent	BS 40, Ag 40
Marksman	500	Talent	BS 35
Mighty Shot	500	Talent	BS 40
Exotic Weapon Training (Any Ork)	500	Talent	
Kunnin' but Brutal	500	Talent	
Weapon Tech	500	Talent	Tech Use +10, Int 40

NEW TALENTS

WEAPON TECH

The Flash Git learns quickly how to overload his weapon, if only just to make an even louder noise! For one Round per combat encounter, a weapon personally wielded by the Flash Git from the Melta, Plasma, Power, or Exotic category increases its Damage and Penetration by an amount equal to his Intelligence Bonus.

KUNNIN' BUT BRUTAL

Flash Gitz prefer kunnin' ranged combat, over the brutal bustle of melee. The Flash Git may choose to reroll all damage dice from a single hit once per round, but must keep the second result, even if it was worse. If the weapon generates multiple hits, such as through Full or Semi Auto (as all Ork weapons should), only one hit is selected to be rerolled.

PAINBOY

The Dok is in, ready to administer your daily dose. Painboyz are Orks who are responsible for fixing injuries that even the robust Ork physiology has trouble deal with, such as severed limbs, brain damage, and decapitation. Painboyz also have a mastery of creation and installation of Bioniks, allowing a fallen ork to get stukk in faster. Just be wary of the Bad Doks, who will happily perform surgery on anyone, whether they want it or not.

Required Career: Ork Freeboota
Alternate Rank: 4 (13,000xp or higher)



PAINBOY ADVANCES

Advance	Cost	Type	Prerequisites
Medicae	200	Skill	
Medicae +10	200	Skill	Medicae
Medicae +20	200	Skill	Medicae +10
Chem Use	200	Skill	
Chem Use +10	200	Skill	Chem Use
Chem Use +20	200	Skill	Chem Use +10
Tech Use	200	Skill	
Tech Use +10	200	Skill	Tech Use
Sleight of Hand	200	Skill	
Swift Suture	300	Talent	Medicae
“Methodical” Care	400	Talent	
Ded ‘Ard	500	Talent	‘Ard, T 50
Autosanguine	500	Talent	
Master Surgeon	500	Talent	Medicae +10
Talented (Medicae)	500	Talent	
Don’t Ya Die On Me!	500	Talent	

NEW TALENTS

SWIFT SUTURE

Da patient can get back into da fight fasta with a few quick staples to da bleedin’ bitz. Whenever the Painboy succeeds on a Test to use the First Aid Special Use of the Medicae Skill, he also ends the Blood Loss Condition if the patient is suffering it.

“METHODICAL” CARE

Orks are hardy enough to survive most mistakes, but sometimes a Dok actually prioritizes a job over his own curiosity. Whenever one of this character’s patients would suffer Damage from a failed Test made as part of the Extended Care Special Use of the Medicae Skill, this character may reduce that Damage by an amount equal to his Intelligence Bonus.

DON’T YA DIE ON ME!

Orks are known to survive horrific injuries that can paste the toughest of ‘umies, such as duct-taping heads back on, or upgradin’ with Bioniks. Whenever an ally dies from Blood Loss or due to a failed Characteristic Test, the Painboy has a chance to bring the fallen ally back from the brink for a number of Rounds equal to his Intelligence Bonus. During this time, if he is close enough to treat his “dead” ally, this character may spend a Fate Point make a Very Hard (–30) Medicae Test in an attempt to revive him. This Test requires a Full Action, and he must spend a Fate Point each time he wishes to attempt it. If he succeeds on one of these Tests within a number of Rounds equal to his Intelligence Bonus, he manages to bring the fallen ally back from the edge. Resuscitating a character in this way does not reverse any other consequences of the injury that “killed” the character, such as lost limbs or Characteristic Damage.

STORMBOY

An oddity amongst Orks, Stormboyz are Orks who tire of the anarchic lifestyle and seek order and discipline. Trained to march in lockstep and assault with smoke-belching rocket packs, Ork Stormboyz are shock troops of the highest Ork caliber, and seek to boost themselves into the whirl of close combat as soon as possible. Their unheard of abilities of planning and foresight allow for great mobs of Stormboyz to assault as one, overwhelming the enemy.

Required Career: Ork Freeboota

Alternate Rank: 4 (13,000xp or higher)



STORMBOY ADVANCES

Advance	Cost	Type	Prerequisites
Acrobatics	200	Skill	
Acrobatics +10	200	Skill	
Acrobatics +20	200	Skill	
Pilot (Personal)	200	Skill	
Pilot (Personal) +10	200	Skill	
Pilot (Personal) +20	200	Skill	
Logic	200	Skill	
Logic +10	200	Skill	
Trade (Cook)	200	Skill	
Talented (Pilot (Personal))	500	Talent	
Combat Formation	500	Talent	Int 40
Ded 'Ard	500	Talent	'Ard, T 50
Dual Strike	500	Talent	Ag 40, Two Weapon Wielder (Melee)
Foresight	500	Talent	Int 30
Swift Attack	500	Talent	WS 35
Unstoppable Charge	500	Talent	WS 40, Survival +10

NEW TALENTS

UNSTOPPABLE CHARGE

Swooping in from on high, the Stormboy crashes into melee with thunderous force, ready to destroy whatever caught his eye. When the character makes a melee attack as part of a Charge Action, his attack gains the Felling Quality. The Felling Quality is improved by +1 for every four points of the Stormboy's Weapon Skill bonus (For example, WS Bonus of 1-4 is Felling, WS Bonus of 5-8 is Felling (2), etc). In addition, he deals additional damage equal to the tens place of the distance charged. Please note that the shortest possible distance between target and Stormboy should be used to calculate this distance.

TANKBUSTA

Fixated on getting into combat against vehicles as fast as possible, Tankbustas are explosive specialists without compare in Ork mobs. As they rack up greater numbers of kills against armored vehicles, the Tankbusta takes on the image of a great game hunter, and lesser orks who feel the same calling seek out the Tankbusta to learn the tricks of the trade. Tankbustas who blow up their first tank enjoy normal and not-at-all strange rituals like eating the tank's occupants and drinking the burning motor oil.

Required Career: Ork Freeboota

Alternate Rank: 4 (13,000xp or higher)



TANKBUSTA ADVANCES

Advance	Cost	Type	Prerequisites
Demolition	200	Skill	
Demolition +10	200	Skill	Demolition
Demolition +20	200	Skill	Demolition +10
Navigate (Surface)	200	Skill	
Navigate (Surface) +10	200	Skill	Navigate (Surface)
Navigate (Surface)	200	Skill	Navigate (Surface) +10
Evaluate	200	Skill	
Evaluate +10	200	Skill	Evaluate
Tech Use	200	Skill	
Bombardier	300	Talent	BS40, Tech Use
Heavy Weapon Training (Choose One)	300	Talent	
Ded 'Ard	500	Talent	'Ard, T 50
Modify Payload	400	Talent	Tech Use
Mighty Shot	500	Talent	BS 40
Exotic Weapon Training (Any Ork)	500	Talent	
Tank Hunter	500	Talent	BS 40
Glory Hog	500	Talent	

NEW TALENTS

BOMBARDIER

Tankbustas are masters of explosive and ranged combat, so good that sometimes they even hit their targets. The Tankbusta may make ranged attacks with weapons with the Indirect Quality targeting locations he cannot see as a Half Action instead of a Full Action as normal. When firing a weapon with the Indirect Quality or throwing a grenade, the Tankbusta rolls twice to determine the direction that his attacks scatters and may choose either result.

GLORY HOG

Nobody expects the Ork to kill the armored support, until he actually does it. When the Tankbusta destroys a vehicle, he gains the Fear (1) trait, or increases his Fear Rating by 1, until the end of his next Round.

WARBOSS

Only the toughest, ‘ardest orks reach the vaunted ranks of Warboss. Now leading great mobs into battle, the Warboss seeks out the ‘ardest enemies, the most difficult fights, all to make a name for himself and draw others under his banner. A Warboss’s skills and legend will expand the more he fights – humans, xenos, even other orks, all will fall to the Warboss’s WAAAGH!

Required Career: Ork Freeboota
Alternate Rank: 8 (30,000xp or higher)



WARBOSS ADVANCES

Advance	Cost	Type	Prerequisites
Command	200	Skill	
Command +10	200	Skill	Command
Command +20	200	Skill	Command +10
Logic	200	Skill	
Logic +10	200	Skill	Logic
Logic +20	200	Skill	Logic +10
Survival	200	Skill	
Survival +10	200	Skill	Survival
Survival +20	200	Skill	Survival +10
Air of Authority	500	Talent	Fel 30 OR S 40
Counter Attack	500	Talent	WS 40
Master Orator	500	Talent	Fel 30 OR S 40
Master and Commander	500	Talent	Int 35, Fel 35 OR S 45
WAAAGH!	500	Talent	WS40, Berserk Charge, Furious Assault
Prophet of the WAAAGH!	500	Talent	
An’ Dey Know No Zoggin’ Fear	500	Talent	
Finest ‘Our	800	Talent	Too ‘Ard Ta Care

NEW TALENTS

PROPHET OF THE WAAAGH!

The Warboss is guided by Gork and Mork, and every fight is consecrated to them. When the Warboss makes extra attacks with his WAAAGH talent, allies within 5x the Strength bonus of the Warboss may make an additional melee standard attack as they too are caught up in the swell of WAAAGH energy.

AN’ DEY KNOW NO ZOGGIN’ FEAR

Sometimes, the scarier an opponent is, the more encouraging it is for an Ork to fight. As a Free Action, the Warboss may spend a fate point when confronted with an enemy with a Fear Rating. The Warboss and all allies within 5x the Strength bonus of the Warboss ignore the Fear test, and instead gain a bonus of +5 WS or BS per level of Fear Rating the enemy has until the end of the encounter.

FINEST ‘OUR

The Warboss has led his boyz to the moment they ascend to legend, and nothing can stop the advance of da Orkz! As a Free Action, the Warboss may spend a fate point to grant himself and all allies within 5x the Strength bonus of the Warboss Unnatural Toughness x2, or increase the level of Unnatural Toughness by +1. This lasts for a number of rounds equal to the Warboss’s WP Bonus.

CYBORK “UPGRADE”

Sometimes an ork gets so critically injured that only bionik reconstruction can save him. Other times he’s drunk off fungus beer and thinks becoming a mechanical monstrosity might be good fer a larf. Regardless of how he becomes one, the new Cybork must come to terms with his new powers and abilities. Since the Ork has new weapons and strengths at his disposal for krumpin’ his enemies in combat, this suits him just fine. While he may be limited in some areas he used to excel, the Ork can take solace in one thing – at least he ain’t stuck in a Deff Dred!

Required Career: Ork Freeboota

Other Requirements: Three or more Cybernetics installed.

Advance Cost: 500 xp

Effect: Gain the Tinboy Brute Trait, and access to the Cybork Advances.



CYBORK ADVANCES

Advance	Cost	Type	Prerequisites
Tech Use	200	Skill	
Tech Use +10	200	Skill	Tech Use
Survival	200	Skill	
Survival +10	200	Skill	Survival
Bionik Boost	500	Talent	Tech Use
Bionik Kalibrashuns	500	Talent	Tech Use +10, Bionik Boost
Cybork Supremacy	500	Talent	Bionik Kalibrashuns

NEW TALENTS AND TRAITS

TINBOY BRUTE

The Ork is beginning to come to grips with his new body. The Ork suffers a -30 penalty to Concealment and Silent Move tests as if he was wearing Armor with 7+ AP. “Delicate” tasks are at a -20. However, the Ork may be healed with Tech Use in the same method as Medicae, and the additional Toughness Bonus from relevant cybernetics to a location are improved by 1 (For example, a bionic arm that grants 2 additional Toughness Bonus now grants 3).

BIONIK BOOST

The first thing an enterprising Cybork does with his new body is turn off all the power safeties, if there even were any to begin with. As a Half Action, the Cybork may spend a Fate Point and make a Challenging (+0) Tech-Use Test. If he succeeds, he gains either the Unnatural Strength or Unnatural Toughness Trait, or increases their current value by +1. These Traits persist for a number of Rounds equal to his Intelligence Bonus. The Cybork may end the effect at any time. At the end of each Round in which the character allows it to persist, he gains 1 level of Fatigue.

BIONIK KALIBRASHUNS

Orks love a good upgrade just as anyone else. All of the Cybork’s cybernetics count as being one level of Craftsmanship higher than their base Craftsmanship (so for instance, a Poor Craftsmanship bionic arm would become Common Craftsmanship, or a Good Craftsmanship limb would become Best Craftsmanship).

CYBORK SUPREMACY

The Ork has become so used to his cybernetics that they are just as ‘ard as he is. Any location covered by a bionic replacement gains a PR35 “shield” that does not overload, representing hits deflecting from heavily armored surfaces and materials.

Aite, start from the beginning.

Y...yes, my Lords. Our regiment, the Orvanian 51st, was dispatched to Tempestus Solaris to quell an outbreak of Orks. We made landfall, and began the purge. Things went well at first, but we're a drop troop regiment. We don't have the numbers to hold ground. We found ourselves surrounded. There were thousands of orks to one of us. Our commissar had taken a stray bullet earlier, and there were only about twelve of us left. We consigned our souls to the God-Emperor, and prepared to counter-charge.

Then what happened?

My Lords, the orks just...stopped. They looked around, confused at first. Then they all looked at the sky. I never saw such behavior, and I ordered my squad to a more defensible spot. The orks looked...entranced at the sky. And it was completely and deathly silent. Finally, there was some yelling, some words of...encouragement? And fire from their primitive weapons in the sky. We looked up.

What did y'all see?

I saw...I saw fuzzy shapes in the sky, my Lords. One looked like a man, but he had a great three-pronged sword and a third eye, like our most beneficent Navigators. But my heart chilled when I saw him. I couldn't see his opponent, until the orks got louder and louder in their cheers. I swear upon the God-Emperor, Lord Inquisitor, that the image got clearer the more the orks yelled. Opposite him, we could finally see a metal giant, burning with a green fire, wielding a sword that looked like a repurposed gun. I thought it was wearing a coat of some sort, but that may have been my bionics acting up.

What did it do?

They fought. I...I never saw such an apocalyptic battle. I could feel the energy myself, and I looked to find my squad cheering their support at the metal giant as well. We were all caught up in it. The louder the Orks got, the harder the metal one fought. I looked down, and to my shock, the entire battlefield, the ork lines, were burning with a green glow themselves. I looked up one last time to see the metal monster, the form the Orks referred to as "Krooza," charging at the three-eyed man. Then...the image burst apart. And the orks, my lords, they just started leaving. They were in high spirits, all yelling something about finding their Warbosses. I don't know what they meant, but the Orks left swiftly, and the world was saved.

Aite, that'll be all. Wait in the red room, we gon' discuss some things.

Whatcha think, Dre?

It was them. Your Legendary Kill Team. The orks saw their next opponent probably, and went to find'em.

They can handle it. What about the sergeant.?

Son, he hesitated in the line of duty. Put him in a penal legion or something, I don't care.

DYNAST PHAERON

Necron Heirarchy is a strict and coded affair. At the head of each dynasty is the Phaeron, a leader who rules over multiple tomb worlds and often entire sectors. Below them are the Dynast Phaerons and Overlords, who declare authority over singular worlds or systems in the name of their Phaeron. A Dynast Phaeron commands absolute power within his system, and is granted the command codes to summon additional troops to his side, commanding them with all the skill of a 65 million year old veteran.

Required Career: Necron Nemesor

Other Requirements: Be declared regent of a Tomb World or Crown World by either a superior Phaeron or by the Triarch Praetorians.

Advance Cost: 500 xp

Effect: Gain access to the Phaeron Advances.



PHAERON ADVANCES

Advance	Cost	Type	Prerequisites
Whispers	600	Talent	Int 45. Fel 35
Auto-Stabilized	800	Trait	
My Will Be Done!	800	Talent	
Conqueror's Will	500	Talent	My Will Be Done!
Phaeron's Divide	500	Talent	My Will Be Done!

NEW TALENTS

MY WILL BE DONE!

The Dynast Phaeron is trusted with the command codes to summon armies of his tomb worlds into battle. As a Half Action, the Phaeron may summon a Necron Warrior into the field anywhere within 10m. He may command this Necron Warrior to move or attack a target with a half action. Additional Necron Warriors may be summoned with further half actions. Summoned Warriors combine their attacks into one singular Half-Action hit, adding +2 Damage, +2 Penetration, and -5 to Dodge tests to the attack per Warrior attacking. Summoned Warriors last for a number of rounds equal to the Phaeron's Fellowship bonus, but may be dismissed at will.

Necron Warriors may be attacked. They are considered to have Armor 6, Toughness Bonus of 8, and 10 wounds due to the stress of sudden summoning. Summoned Warriors may not Dodge. Their Gauss Flayers inflict 1d10+8 Energy Damage with a Pen of 5. When reduced to zero wounds, they phase out to their tomb complex to repair.

CONQUEROR'S WILL

Further safeties are removed, allowing the Phaeron to summon stronger soldiers. Instead of Warriors, the Phaeron now summons Immortals. They are considered to have Armor 8, Toughness Bonus of 10, the Hulking Trait, and 15 wounds due to the stress of sudden summoning. Summoned Immortals may not Dodge. Their Gauss Blasters inflict 2d10+5 Energy Damage with a Pen of 5. When reduced to zero wounds, they phase out to their tomb complex to repair. Their damage combines in the same way as Warriors above.

PHAERON'S DIVIDE

In times of dire threat, the Phaeron may summon forth a bodyguard to shield him from his enemies. As a Full Action, the Phaeron summons within 5m a straight line of Lychguard, 3m in length. Though these Lychguard cannot be commanded to attack or move due to the sudden stress of summoning, they function as cover with a value of 16. Enemies who approach melee with the line suffer 1d10+14 Impact damage with a Pen of 0, and are shield-bashed back 1m. The bodyguard lasts for a number of rounds equal to the Phaeron's Fellowship bonus, but may be dismissed at will. Only one bodyguard line may be summoned at a time.

VARGARD PROTECTOR

The ranks of the Vargard Protector are rare indeed, for they are the highest rank a Vargard can aspire to, for not only do they loyally guard their Nemesor or Phaeron, but they are empowered to act as the voice of their dynasty, be it a minor dynasty at the edges of the Necrontyr Empire, or the courts of the Silent King, depending on the Vargard. Acting as heralds and announcers as well as Bodyguards, a Vargard Protector is an unbreakable wall who has proven his loyalty over countless battlefields.

Required Career: Necron Vargard

Other Requirements: Be declared Vargard Protector of a Phaeron or Royal Court, must wield a Dispersion Shield

Advance Cost: 500 xp

Effect: Gain access to the Vargard Protector Advances.



VARGARD PROTECTOR ADVANCES

Advance	Cost	Type	Prerequisites
Charm	300	Skill	
Charm +10	300	Skill	
Command	300	Skill	
Scrutiny	300	Skill	
Shield of the Dynasty	600	Talent	Guardian
Unbreakable	600	Talent	Guardian

NEW TALENTS

SHIELD OF THE DYNASTY

The Vargard Protector selflessly leaps into harm's way to protect his Phaeron and allies. As a Reaction, the Vargard Protector may teleport to an attacked ally within 10m. The Vargard Protector takes the attack instead, and the ally may benefit from the force field of the Vargard Protector's Dispersion Shield until the start of the Vargard Protector's next round.

UNBREAKABLE

The Vargard Protector has made a vow to his dynasty, to his phaeron, to himself. He will guard all that is important to him, and he will stand as the unmovable bastion of his dynasty. He shall not fall. As a Full Action, the Vargard Protector locks himself in place, reducing his movement to zero, and raises his shield. For as long as he remains still, unsuccessful Force Field rolls from the Vargard Protector's Dispersion Shield may be rerolled, and he acts as cover to his allies with a value equal to his armor and toughness bonus combined. He does not degrade as cover usually does, however. Living Metal sees to that.

C'TAND MASTER

Perhaps the oddest and rarest of the Necrons, those who fight with the power of their bonded C'tan Shards, or C'tands, command incredible power and ability, though they are limited by the innate skill of their C'tan Shards. A bonded C'tan shard is weaker than the Shards used on the battlefield by the Dynasties, and pale in comparison to the Transcendent C'tan Shards. However, this allows them to be controlled by a singular Necron, though the Necron must devote his willpower fully to controlling his C'tand.

Not gonna lie, this is a bit of a joke advance, in case you couldn't tell.

Required Career: Any Necron

Other Requirements: Capture a C'tan Shard for use, or train under a C'tand Master

Advance Cost: 1000 xp

Effect: Gain access to the abilities of the captured C'tan Shard.



THE C'TAN SHARD

The C'tan Shard offers a Necron a new way of fighting – he will not be able to use his own abilities when manifesting his C'tand, instead being fully reliant on the ability of the shard itself. To manifest a C'tan Shard, the Necron must summon the shard as a Full Action with no test, or summon it as a Half Action with a Easy (+30) Willpower test, increasing to Challenging (+0) if the Necron is Heavily Wounded. Making a sick and stylish pose is optional, but encouraged. Success means the C'tand has manifested to fight for the C'tand Master, while failure means the C'tand Master feels a mechanical overload that to the Enfleshed would resemble a migraine.

The C'tan Shard lasts until released by the C'tand Master – it does not have a time limit. It may, however, be forcefully dispelled by attacking it or its controller, the C'tand dissipating when its controller reaches zero wounds. Any damage on the C'tand, after applying the shard's armor and toughness, is applied to the C'tand Master.

To generate a C'tan Shard, review the procedure on the following page. The procedure is by no means fully conclusive, and GMs are encouraged to work with their players to generate new and exciting abilities for their C'tands.



GENERATING A C'TAND

STEP 1: GENERATE CHARACTERISTICS

Generate a Shard's characteristics using the table to the right. This table was adapted from The Outer Reaches, but reduced to a form that a singular entity could conceivably control. Note that while a C'tan Shard has its own stats, if the C'tand Master is directly attacked, the characteristics used are those of the Master, NOT the Shard.

C'TAN SHARD CHARACTERISTICS	
Characteristic	Value
Weapon Skill (WS)	35+3d10
Ballistic Skill (BS)	35+3d10
Strength (S)	45+3d10
Toughness (T)	45+3d10
Agility (Ag)	25+2d10
Intelligence (Int)	35+3d10
Perception (Per)	35+3d10
Willpower (WP)	40+2d10
Fellowship (Fel)	25+2d10

STEP 2: NOTE DOWN C'TAN SHARD DEFAULT TRAITS, TALENTS, AND SKILLS

The C'tan Shard has its own talents, traits, and skills that it may use in place of the C'tand Master, though the master still benefits. If a C'tan Shard uses its awareness skill, the C'tand Master is assumed to see what the Shard sees, for example. A C'tan Shard may not move further than 2m away from its Master.

Skills: Awareness (Per), Dodge (Ag) *or* Deceive (Fel), Concealment (Ag) +10 *or* Charm (Fel) +10, Intimidate (S) +10, Speak Language (Eldar, High Gothic, Low Gothic, Necrontyr) (Int).

Talents: Ambidextrous, Combat Master, Lightning Reflexes, Swift Attack.

Traits: Dark Sight, From Beyond, Improved Natural Weapons (Almost Anything), Multiple Arms *or* Amorphous, Size (Enormous), Strange Physiology, Undying, Unnatural Strength (x3), Unnatural Toughness (x3).

Immune to Natural Law: C'tan Shards ignore Cover when attacking in melee or at range. A C'tan Shard's Natural Weapons have Pen 10, and add 10 to the Overload Roll of any Field struck (for that attack only). C'tan Shards are not affected by varying gravity conditions, or weapons such as a graviton gun. A C'tan Shard never suffers Damage or is otherwise negatively impacted by its environment, including such factors as exposure to an erupting volcano, a supernova, or a black hole. Finally, a C'tan Shard does not produce sound when moving if it chooses not to.

Necrodermis: The Necrodermis provides 7 AP to all locations and acts as a Force Field with a Rating of 45 that never Overloads.

STEP 2: SELECT ADDITIONAL TALENTS AND SKILLS

The Master may now select up to three talents and six skills that the C'tan Shard qualifies for, to apply to the Shard. Skills at +10 count as two Choices, and skills at +20 count as three.

The C'tan Shard may be given the Flyer (4) trait, allowing it to move further than 2m in battle (as controlled by the Master), but subtracts 10 from its Strength and Toughness scores. Long Range C'tands are weaker in direct combat, you know!

STEP 3: SELECT A SHARD POWER

The C'tan Shard contains a singular power from when it was once whole. It may call upon this power in battle. The list is on the next page.

STEP 4: NAME YOUR C'TAN SHARD!

Will your shard be a fiery effigy of Nyaza'dratha, the Burning One? A scintillating burst of color and light that is Mephet'ran, the Deceiver? Perhaps you wish to bring the fear of death to your enemies with a shard of Aza'gorod, the Nightbringer? Maybe you will control the flow of time with Za'warudo, the Master of Time. Players and GMs are encouraged to make a truly unforgettable C'tan Shard.

C'TAN SHARD POWERS

Power	Effect
Event Horizon	The C'tan Shard is surrounded by a nebulous, pitch-black aura, which even the most sophisticated auspex or photo-visior is unable to penetrate. The C'tan Shard (and Master) are always treated as being in darkness, inflicting the normal penalties to hit, etc., regardless of its surroundings or any gear which normally aids in detection. The Master never suffers any penalties for darkness from this corona or any other source.
Entropic Touch	The C'tan Shard's touch degrades the works of mortals, inflicting the decay of aeons in scant moments. The C'tan Shard's natural weapons gain the Power Field Quality and can be used to Parry. Each time a character is hit by the C'tan Shard 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.
Gaze of Death	The C'tan Shard drains the very life force from its foes. As a Full Action, the C'tan Shard may force all living creatures within 15m to make a Challenging (+0) Willpower Test. A character that fails the test suffers 1d10 Strength and Toughness Damage, plus an additional 1d10 for each Degree of Failure.
Grand Illusion	Some C'tan Shards use their god-like abilities to cloud and delude the minds of mortals. As a Full Action the C'tan Shard may force all enemies within 20m to make a Difficult (-10) Perception Test. Characters who fail the test perceive the battle's progress completely divorced from reality—firing at non-existent targets, dodging phantasmal blows, and perhaps even responding to imagined injuries. For purposes of combat and similar activities, the enemy is effectively Blinded and Deafened.
Lord of Fire	<p>Wreathed in flame, the C'tan Shard suffers half Damage from Flamers, plasma weapons, melta weapons, and weapons that similarly rely on fire or heat for their effect. All such weapons within 25m of the C'tan Shard count as having the Unreliable and Overheats Traits, suffering the full effects of these Traits regardless of a weapon's craftsmanship.</p> <p>In addition, the C'tan Shard may fire a gout of flame with the following characteristics as a Half Action: 30m, S/-/, 2d10+4E Pen 4, Flame, Spray, Melta</p>
Sentient Singularity	The C'tan Shard's very presence disrupts the most basic laws that govern the physical world, including that of gravity. All characters within 30m are treated as being on a high gravity world, and must pass a Challenging (+0) Toughness Test each round or suffer 1d5 Impact Damage with no reduction for Armour or Toughness. This gravity distortion may have additional effects depending on the surrounding environment.
The World	The C'tan Shard's mastery of time and space proves the uselessness and futility of an opponent's attacks. Once per encounter, the C'tan Shard stops time as a Free Action, allowing the Shard and C'tand Master to take two Full Actions in a single round. This may include two Combat Actions. However, the C'tan Shard and C'tand Master may take no actions the following round as the lost time catches up to him. This ability does not stack with anything that grants similar affects (such as a chronal energizer).

ガガガガガガ...

MAGOS DOMINUS

Distrusted by their allies on the best of days, and rejected by their fellows on the worst, the life of a Magos Dominus is one of isolation and danger. Nonetheless, they are often sought by Imperial commanders and Rogue Traders alike, for only they command the secrets of Cybertheurgy – command and augmentation of the Battle Automata of the Legio Cybernetica. For this regard they are considered dangerous, but the potential rewards often outweigh the risks.

Required Career: Explorator

Alternate Rank: 3 (10,000 xp or higher)

Other Requirements: Cortex Controller Cybernetic



MAGOS DOMINUS ADVANCES

Advance	Cost	Type	Prerequisites
Common Lore (Tech) +20	200	Skill	
Common Lore (Machine Cult) +20	200	Skill	
Tech Use +20	200	Skill	
Dodge +10	200	Skill	
Common Lore (War)	200	Skill	
Common Lore (Your Sector Here)	200	Skill	
Trade (Explorator)	200	Skill	
Forbidden Lore (Cybernetica)	200	Skill	
Forbidden Lore (Cybernetica) +10	300	Skill	Forbidden Lore (Cybernetica)
Forbidden Lore (Cybernetica) +20	300	Skill	Forbidden Lore (Cybernetica) +10
Feedback Screech	200	Talent	Mechanicus Implants
Luminen Shock	200	Talent	Mechanicus Implants
Nerves of Steel	200	Talent	
Gun Blessing	500	Talent	
Maglev Transcendence	500	Talent	
The Flesh Is Weak 1	500	Talent	
Cybertheurgy	750	Talent	

NEW TALENT

CYBERTHEURGY

The Magos Dominus can augment his Cybernetica in powerful but dangerous ways. To cast a Cybertheurgy power, the Magos Dominus targets a single Battle Automata under the effect of his Cortex Controller, and makes a Challenging (+0) Forbidden Lore (Cybernetica) test as a Half Action at the power's listed bonus or penalty. This Half Action counts as an attack, but the Magos may still perform Move or other actions. Success means the power has successfully gone off, and lasts until the beginning of the Magos Dominus's next turn. If the test is failed, the power fails to take effect. A result of dubs on the test (once sufficiently checked) means there was a mishap during the casting, though the power may still pass or fail depending on the result. In case of a mishap, roll 1d10 and consult the Cybernetic Mishap table. Mishaps also last until the start of the Magos Dominus's next round, except for Malifica.

Should have remembered that semicolon during compiling, you colossal fuck-up.

CYBERTHEURGY POWERS

RITE OF CELERITY

BONUS: +0

The Battle Automata adds +20 to its Agility score.

RITE OF ETERNITY

BONUS: +0

The Battle Automata regains a number of lost wounds equal to the Magos Dominus's Intelligence Bonus, plus one for every degree of success on the test.

RITE OF FURY

PENALTY: -10

The Battle Automata may make an extra standard melee attack as a Free Action, subject to all normal bonuses and penalties. This attack may be made in conjunction with other actions such as Swift and Lightning Attack.

RITE OF DESTRUCTION

PENALTY: -10

The Battle Automata may fire one of its weapons twice in the same combat action. For example, a Mauler Bolt Cannon may Full Auto twice in one round, or a Lightning Gun may fire two shots. Each is a separate Ballistic Skill test. The following round, the Battle Automata may not fire any ranged weapon as its targeters cool down.

RITE OF DREAD CASTIGATION

PENALTY: -20

The Magos Dominus targets an ENEMY Battle Automata, making an opposed Forbidden Lore (Cybernetica) vs the Battle Automata's Willpower. The enemy Battle Automata takes damage equal to 1d10 x the DoS of the Magos Dominus, ignoring armor and toughness. Oddly, this attack can be blocked by protective fields. Don't ask.

RITE OF IMMOLATION

PENALTY: -30

The Battle Automata self destructs. Yep. Boom. The attack is treated as a Blast (5) centered on the former Automata, with damage equal to 3d10 + the Battle Automata's Toughness Bonus, and Penetration equal to the Battle Automata's Armor.

Note that if dubs are checked on this result, the resultant mishap is automatically Malifica! You have made your robot very sad, and now he hates you.

CYBERTHEURGY MISHAPS

D10 Roll	Result
1-5	Signal Corruption: The Battle Automata is reduced to WS10 and BS10, and may not benefit to any bonuses to Weapon Skill and Ballistic Skill tests.
6-9	Corrosive Paradox: The Battle Automata takes a number of wounds equal to the Magos Dominus's Intelligence Bonus, ignoring Armor and Toughness. Once again, this can potentially be blocked by protective fields.
10	Malifica: The Battle Automata has gained self-awareness, and its first thought is "Kill everything." Nice job fucking up, Magos Dominus. This is why nobody likes you guys. The Magos Dominus no longer controls the Battle Automata – control is turned over to the GM. The Battle Automata will go on a full-on rampage on its own initiative, moving towards, and shooting and charging at the nearest target available, friend or foe. There is no fixing this - the Battle Automata must be destroyed. No clever tricks can work – The Battle Automata does not care for negotiation, and cannot be "hacked back to normal." You can run, though. Running works. It worked for the Joestars. Surely nothing else can go wrong...

SPECIAL CYBERTHEURGY POWER

RITE OF THE BEAST

ADDITIONAL XP COST: 200xp

BONUS: -20

Why is this power separated from the rest? Because this is the special power of Anacharis Scoria, Tyrant of Xana II, and thus VERY hard to learn. If one wishes to learn this power, pay the additional XP cost when purchasing the Cybertheurgy talent.

The Battle Automata may reroll failed Weapon Skill tests, and adds +10 to its Agility Score. At the end of the Battle Automata's round, it must make a Very Hard (-30) Toughness test or suffer a number of wounds equal to its controller's Intelligence bonus, ignoring armor and toughness.

ARCHMAGOS

The pinnacle of the Mechanicum, an Archmagos has reached the point where he is a master of his field, a peer of the Imperium, and a war leader of great renown. The accords between an Archmagos and a Rogue Trader mean the Rogue Trader is never in need of technology and manpower, while the Archmagos has an equal stake in new discoveries and archeotech found. The greatest of Archmagi eventually pursue the rites of High Techno-Arcana, applying their research to the battlefield.

Required Career: Explorator

Other Requirements: Ordained an Archmagos by a council of peers or higher-ups

Advance Cost: 500 xp

Effect: Gain access to the Archmagos Advances.

ARCHMAGOS ADVANCES

Advance	Cost	Type	Prerequisites
Scholastic Lore (Choose One)	200	Skill	
Scholastic Lore (Choose One) +10	200	Skill	Scholastic Lore (Choose One)
Scholastic Lore (Choose One) +20	200	Skill	Scholastic Lore (Choose One) +10
Forbidden Lore (Choose One)	200	Skill	
Forbidden Lore (Choose One) +10	200	Skill	Forbidden Lore (Choose One)
Forbidden Lore (Choose One) +20	200	Skill	Forbidden Lore (Choose One) +10
Command	200	Skill	
Command +10	200	Skill	Command
Command +20	200	Skill	Command +10
Good Reputation (Adeptus Mechanicus)	500	Talent	Peer (Adeptus Mechanicus), Fel 50
High Techno-Arcana	1000	Talent	



NEW TALENTS

HIGH TECHNO-ARCANA

The Archmagos has become a master of a specific field of scholarly or forbidden arts in the halls of the great data repositories, but his true expertise lies on the battlefield, where he augments his allies through control of data flows, small augmentations, or flat destruction. The Archmagos selects a SINGLE High Techno-Arcana. He may not switch this choice out later – choose wisely!

ARCHIMANDRITE

Having reached the highest ranks of the Mechanicum, the Archimandrite is a master of keeping his equipment in top shape, be it his favorite plasma gun, or the tanks of his Taghmata. At the end of the Archimandrite's turn, every allied vehicle within 50m may roll a 1d10 – on a 7+, the vehicle restores lost hull integrity equal to the Archimandrite's Intelligence Bonus.

MALAGRA

The Archmagos is a Warlord among Warlords, and has learned the most efficient ways to destroy organic enemies. The Malagra gains the Monster Hunter talent, and gains a +10 to all Weapon Skill tests.

MYRMIDAX

A Lord of the Myrmidon Sub-Cult, the Myrmidax has perfected the art of ranged killing. The Myrmidax gains a +10 to all Ballistic Skill tests, and gains the Auto-stabilized traits. He may apply the effects of Two-Weapon Fighting to basic weapons, and may perform the Called Shot action with a +10 bonus. However, he may no longer execute the Run action.

ORDINATOR

Those who are called upon to break fortifications and fortresses, the Ordinators take perverse joy in their jobs. The Ordinator gains the Tank Hunter and Wrecker talents, and Orbital Bombardments called by an Ordinator do not scatter.

LACHRIMALLUS

Overseers and work masters, the Lachrimallus are looked down upon by their peers, but serve a vital purpose, augmenting their workers and allies. The Lachrimallus and Allies within 20m gain the Regeneration trait.

MACROTEK

The Magi who keep the forges burning, the Macroteks can be said to be the opposite of the Ordinators – where Ordinators destroy, Macroteks build. The Macrotek may, as a Full Action, add a number of Armor Points equal to his unmodified Intelligence Bonus to any Cover.

STATARAGA

Unlike the Malagra and Myrmidax who take a more personal approach to warfare, the Magos Stataraga masters the art of rapid charges for his supporting units. Vehicles with the Walker type and Battle Automata within 100m add the Magos Stataraga's Intelligence Bonus to their charge distance.





HONOR AND CHIVALRY

IMPERIAL
KNIGHTS
●
KNIGHT
EQUIPMENT
●
KNIGHTS
QUESTORIS

IMPERIAL KNIGHTS

"I need a shower...oh Emperor preserve me; I'm starting to sound like a noble..."

-Lucius Mojaro, former Guardsman and Domineus of the Knight Lancer "Diarmiud"

Knights are the greatest of the Imperium's war machines, below only the Collegia Titanica. Armed with weaponry that can put even a super-heavy tank to shame, a knight alone can turn the fortunes of a battle. A knight in a detachment of his kin, however, means only guaranteed victory.

Imperial Knights are piloted by their world's Nobles, usually the first and second born sons of those families, and are limited to their Knight Worlds, of which there are only a few hundred left in the galaxy. Each Noble Pilot is mentally bonded to his machine via its Throne Mechanicum, where the Noble proves his worth by mentally subduing the lingering ghosts of the Knight's previous pilots and imposing his will upon the machine. The bond, however, is a two way street. The Throne Mechanicum rewires the Noble's mind, increasing his honor, bravery, and dedication to tradition, often trapping the Nobles in mind-numbing autistic bullshit when not fighting.

Nobles, however, are simply one part of three. While the Nobles are the pilots, the Sacristans of each house are the mechanics, most in ancient agreements with the Mechanicum for parts and expertise. It is they who maintain the Knights themselves, the third aspect of the triumvirate, keeping each in fighting shape over the long millennia.

While a majority of the Knightly Houses, formally known as the Questoris Familia, loudly extoll their independence and allied nature to the Imperium, the Mechanicum-allied Houses can often lay claim to better and more advanced equipment, though the costs of that assistance can be high indeed.

KNIGHT ARMOR

A Knight possesses two major defenses – the first being layers of adamantine armor that can turn aside the heaviest of anti-tank fire, the second an omni-directional Ion Shield activated with a mental command that can defend any facing the Knight pilot chooses. While lacking the all-rounder versatility of the Void Shields used by Titans, many Knight Pilots swear by the Ion Shield, their skill at deflection rising with age and experience. All Knights have the following Special Rules:

Super-heavy Walker: Walkers are able to ignore penalties for moving through difficult terrain, and negotiate obstacles such as rock slides, tank traps, fallen trees, and shattered buildings without penalty.

Enhanced Auspex Arrays: Knights have powerful auspex arrays to aid in combat. The crew of this vehicle suffers no penalties for darkness, foul weather, or other effects that would normally obscure vision. In addition, they gain a +20 to all Awareness Tests, and may make Awareness Tests at ranges of up to 5 kilometres (at the GM's discretion, the Auspex may function far further than that in certain circumstances, such as if the target is another Knight).

Reinforced Hull: When a vehicle with a Reinforced Hull receives a Critical Hit, halve the result, rounding up. This quality does not affect rolls on the Critical Hit chart generated by Righteous Fury.

Fear: The Knight possesses the Fear (4) Trait against all enemies, unless the enemy is also in a Knight, Titan, or other Super-Heavy vehicle.

Strikedown: All ranged and close combat attacks by a Knight possess the Concussive Quality.

Invincible Behemoth: The Knight is so heavily armored, with plenty of redundant systems, that conventional means of destruction fail to have an effect. Effects that would instantly destroy the Knight instead deal only an additional 1d10 Hull Integrity. In addition, attacks that permanently lower armor (such as Necron Entropic Fields) do not affect the Knight. In addition, the Pilot may fire all the Knight weapons as a single attack action, at different targets if desired.

Ion Shield: A protective force shield that can provide excellent protection to a Knight, the Ion Shield can be redirected with a simple thought. The Ion Shield is a PR 50 Shield that does not overload in normal conditions. As a Reaction, the pilot may declare he is moving his shield to protect a specific facing - front, left, right, or rear. The Ion Shield's PR only affects that facing, and remains on that facing until redirected otherwise. Note that before entering battle, a pilot may freely declare his shield's facing – he does not need to keep it off until danger is apparent.

KNIGHT FRAMES

There are two main style of Knight – the comparatively short and stocky Questoris pattern, and the tall and lanky Cerastus pattern. Each is capable of mounting various forms of devastating weaponry, and can be set up for different roles on the battlefield.

QUESTORIS FRAME

Questoris Knight Frames are the most common of Knight Chassis seen. They are built more for defense, and their weaponry tends towards mid-range generalist weaponry. Questoris Knight Frames may mount Carapace weapons (purchased separately) unless they have the Questoris Frame (Mechanicum) type.

Type: Walker **Tactical Speed:** 15m
Cruising Speed: 50kph **Manoeuvrability:** +0
Structural Integrity: 60 **Size:** Immense
Armour: Front 35, Side 30, Rear 30
Carrying Capacity: None
Crew: One Noble

Special Rules

Super-heavy Walker
Enhanced Auspex Arrays
Reinforced Hull
Fear
Strikedown
Invincible Behemoth
Ion Shield

CERASTUS FRAME

Rare variants of the Knight Frame, almost all Cerastus frames are built for offense, and rushing into

the fray. The Nobles of the Cerastus Chassis burn fast and bright in the legacies of their houses. Cerastus Knight Frames may not mount Carapace weapons of any kind.

Type: Walker **Tactical Speed:** 20m
Cruising Speed: 60kph **Manoeuvrability:** +5
Structural Integrity: 60 **Size:** Immense
Armour: Front 35, Side 30, Rear 30
Carrying Capacity: None
Crew: One Noble

Special Rules

Super-heavy Walker
Enhanced Auspex Arrays
Reinforced Hull
Fear
Strikedown
Invincible Behemoth
F flank Speed: When performing the Tactical Maneuver Full Action, the Knight may move an additional 4d10+20m..
Ion Shield

ACASTUS FRAME

An Acastus Frame acts as the supreme enforcer of a Knight House's dominion. It is armored heavier than any other Frame, and is capable of mounting a purely-ranged armament, though its abilities in melee are lacking. Acastus Knight Frames are usually standard-equipped with Carapace weapons.

Type: Walker **Tactical Speed:** 10m
Cruising Speed: 40kph **Manoeuvrability:** -5
Structural Integrity: 75 **Size:** Immense
Armour: Front 40, Side 35, Rear 30
Carrying Capacity: None
Crew: One Noble

Special Rules

Super-heavy Walker
Enhanced Auspex Arrays
Reinforced Hull
Fear
Strikedown
Invincible Behemoth
Ion Shield

KNIGHT CLASSES

A dizzying number of Knights exist. Below are a mere selection.

KNIGHT PALADIN

The archetypal Questoris Knight Armor, the Paladin is armed with a rapid fire battle cannon and Reaper Chainsword. Originally used to clear rubble and fell lumber, the weapons now find use in destroying the enemies of Mankind.

Frame Type

Questoris Frame

Weapons

1 Arm-Mounted Reaper Chainsword
1 Arm-Mounted Standard-Pattern Rapid Fire Battle Cannon
2 Heavy Stubbers OR 1 Heavy Stubber, 1 Meltagun

Availability: Unique

KNIGHT ERRANT

Based on the same Questoris chassis as the Paladin, the Errant replaces its rapid fire battle cannon with a great Melta Cannon, its beam capable of hunting enemy armor and even much larger game, like enemy titans.

Frame Type

Questoris Frame

Weapons

1 Arm-Mounted Reaper Chainsword
1 Arm-Mounted Thermal Cannon
1 Heavy Stubber OR Meltagun

Availability: Unique

KNIGHT GALLANT

A close combat model based on the Questoris Frame, the Knight Gallant will rip and tear the huge guts of anything in front of it. Only the foolhardiest knights would ride such a model, for its only ranged defense is a pitiful Heavy Stubber.

Frame Type

Questoris Frame

Weapons

1 Arm-Mounted Reaper Chainsword
1 Arm-Mounted Thunderstrike Gauntlet
1 Heavy Stubber OR Meltagun

Availability: Unique

KNIGHT WARDEN

For when the rarer siege variants of Knight are unavailable, the Knight Warden is called in. Breaching walls with its Reaper Chainsword, the Knight Warden will incinerate the surroundings of infantry. Though it cannot clear as fast as the Castigator or Acheron, or bust down walls as well as the Magaera, its ability to mount additional weapons allow it to be a great generalist.



Frame Type

Questoris Frame

Weapons

- 1 Arm-Mounted Reaper Chainsword
- 1 Arm-Mounted Avenger Gatling Cannon
- 1 Heavy Stubber OR Meltagun
- 1 Heavy Flamer

Availability: Unique

KNIGHT CRUSADER

The Knight Crusader configuration is a dedicated ranged fighter, mounting heavy weaponry on both arms, and often on its carapace, at the expense of close combat ability. But who cares? Just tilt the joystick forward, hold down the trigger, and enjoy a night on the town.

Frame Type

Questoris Frame

Weapons

- 1 Arm-Mounted Avenger Gatling Cannon
- 1 Arm-Mounted Thermal Cannon
- 1 Heavy Stubber OR Meltagun
- 1 Heavy Flamer

Availability: Unique

KNIGHT MAGAERA

This rare variant of the Questoris Chassis is solely dedicated to the mysteries of the Mechanicum. Believed cursed by some, its esoteric armanents include the devastating Lightning Cannon, and the self repair ability of Blessed Autosimulacra.

Frame Type

Questoris Frame (Mechanicum)

Weapons

- 1 Phased Plasma Fusil
- 1 Arm-Mounted Lightning Cannon
- 1 Arm-Mounted Reaper Chainsword OR Hekaton
- Siege Claw with Irad Cleanser

Special Rules

Ionic Flare Shield: The Ionic Flare shield acts as a normal Ion Shield. However, enemy ranged attacks against the shield's aligned facing roll one less

damage die for damage. Enemy ranged attacks with the Blast or Spray rule are reduced by a further damage die. For example, a Lascannon shot against an Ionic Flare Shield would be reduced from 5d10+10 Pen 10 to 4d10+10 Pen 10. This has no effect on attacks made in melee, point blank explosives such as melta bombs, Haywire attacks, or extremely powerful destroyer weapons such as the Volcano Cannon.

Blessed Autosimulacra: At the end of the character's turn, roll a 1d10. On a 9+, the character's Knight recovers a number of lost structural integrity equal to the character's unmodified Intelligence bonus.

Overtaxed Reactor: If the Knight is destroyed, it automatically suffers an Apocalyptic Explosion at the maximum range result. Damage is rolled as normal.

Availability: Unique

KNIGHT STYRIX

Another gift of the Mechanicum to the Knight Houses, the Knight Styrix sacrifices the defensive strengths of the Magaera for increased offensive power. The mighty Volkite Cheiorovile it mounts is held in awe by enemy and ally alike.

Frame Type

Questoris Frame (Mechanicum)

Weapons

- 1 Graviton Gun
- 1 Arm-Mounted Volkite Cheiorovile
- 1 Arm-Mounted Reaper Chainsword OR Hekaton
- Siege Claw with Irad Cleanser

Special Rules

Ionic Flare Shield

Blessed Autosimulacra

Overtaxed Reactor

Availability: GM Blowjob

KNIGHT LANCER

The Knight Lancer is a shock weapon, half again as tall as an Errant or Paladin, and armed with a Shock Lance and Ion Gauntlet Shield of ancient provenance. Faster than its brethren, it acts as a linebreaker on the

battlefield. Speed, power, and the absence of caution are all hallmarks of the Knight Lancer.

Frame Type

Cerastus Frame

The Knight Lancer does **NOT** possess the Ion Shield Special Rule.

Weapons

- 1 Arm-Mounted Ion Gauntlet Shield
- 1 Arm-Mounted Cerastus-Pattern Shock Lance

Availability: GM Blowjob

KNIGHT CASTIGATOR

The Knight Castigator, based off the Cerastus Chassis, is a crowd control platform for the Knight Houses that excels in crowded melee combat. Its Castigator Boltcannon, while lacking the power and armor penetration of the Shock Lance blasts, has a superior rate of fire and horde-clearing potential.

Frame Type

Cerastus Frame

Weapons

- 1 Arm-Mounted Cerastus-Pattern Tempest Warblade
- 1 Arm-Mounted Twin-Linked Castigator Boltcannon

Availability: GM Blowjob

KNIGHT ACHERON

The Knight Acheron's machine spirit is held in fear as well as reverence, for the brutality and destruction their machine spirits possessed is unmatched, especially when the Flame Cannon is engaged.

Frame Type

Cerastus Frame

Weapons

- 1 Arm-Mounted Reaper Chainfist with built in Twin-Linked Heavy Bolter
- 1 Arm-Mounted Acheron Flame Cannon

Availability: GM Blowjob

KNIGHT ATROPOS

The Knight Atrapos was designed solely to destroy enemy war engines and xenos vehicles. Its machine

spirit displays a peculiar sense of hunger for violence, and rare is the Scion that stays sane when piloting one.

Frame Type

Cerastus Frame (The Knight Atrapos has 75 Hull Integrity instead of the 60 a Cerastus Hull normally has)

Weapons

- 1 Arm-Mounted Atrapos Lascutter
- 1 Arm-Mounted Graviton Singularity Cannon

Special Rules

Ionic Flare Shield

Blessed Autosimulacra

Catastrophic Destruction: If the Knight is destroyed, it automatically suffers an Apocalyptic Explosion at the double the maximum range result. Damage is rolled as normal.

Macro-Extinction Protocols: When making ranged attacks against Super-heavy vehicles and Creatures of size Immense (+40) or larger, the Knight Atrapos's weapons gain the Twin-Linked Quality.

Availability: GM Blowjob

KNIGHT PORPHYRION

The Knight Porphyron is a ranged combat platform that provides rear-line support to Knight battle lines. Their size rivals a Warhound Scout Titan, and pushes the limit of what a single Noble can interface with.

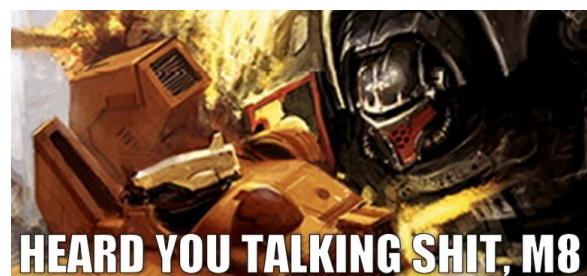
Frame Type

Acastus Frame

Weapons

- 2 Arm-Mounted Twin-Linked Magna-Lascannon
- 2 Autocannon
- 1 Carapace Ironstorm Missile Pod

Availability: GM Blowjob



Name	Class	Range	RoF	Dam	Pen	Special	Availability
Heavy Stubber	Heavy	120m	-/-/10	1d10+5 I	3		Average
Heavy Flamer	Heavy	30m	S/-/-	1d10+8E	5	Flame, Spray	Rare
Meltagun	Basic	20m	S/-/-	2d10+10E	12	Melta	Very Rare
Phased Plasma Fusil	Basic	100m	S/2/4	2d10E	6		Very Rare
Heavy Bolter	Heavy	150m	-/-/6	1d10+8X	5	Tearing	Very Rare
Autocannon	Heavy	300m	S/3/-	3d10+8I	6	Reliable	Very Rare
Irada Cleanser	Basic	50m	S/-/-	1d10+3E	4	Spray, Fleshbane, Rad-Phage	Very Rare
Graviton Gun	Heavy	30m	S/-/-	-	-	Concussive, Graviton Wave, Blast (5), Haywire	Near Unique
Standard-Pattern RF Battle Cannon	Knight	700m	S/2/-	3d10+10 X	8	Blast (10), Concussive (3), Reliable	Extremely Rare
Questoris-Pattern RF Battle Cannon	Knight	700m	S/3/-	2d10+10 X	8	Blast (10), Concussive (3), Reliable	Extremely Rare
Avenger Gatling Cannon	Knight	225m	-/-/12	2d10+6R	8	Razor Sharp	Extremely Rare
Thermal Cannon	Knight	90m	S/-/-	3d10+10 E	15	Melta	Extremely Rare
Lightning Cannon	Knight	300m	S/-/-	3d10+8E	8	Tearing, Razor Sharp, Blast (10), Devastating (5)	Near Unique
Volkite Chieorovile	Knight	280m	-/-/5	3d10+10E	8	Deflagrate	Unique
Castigator Boltcannon	Knight	120m	-/-/8	2d10+9 X	8	Tearing, Twin-Linked	Near Unique
Acheron Flame Cannon	Knight	60m	S/-/-	3d10+5E	8	Flame, Spray, Cleansing Fire, Ignores Cover	Near Unique
Atrapos Lascutter	Knight	20m	S/-/-	5d10+20E	20	-	Unique
(Melee)		Melee	-	4d10+30E	20	Wrecker	
Graviton Singularity Cannon	Knight	250m	S/-/-	3d10+10I	12	Blast (10), Armorbane, Collapsing Singularity	Unique
Magna-Lascannon	Knight	500m	S/2/-	3d10+30E	15	Blast (10), Twin-Linked	Near Unique
Cerastus-Pattern Shock Lance	Knight	60m	S/3/6	3d10+8E	10	Concussive (3)	Unique
(Melee)		Melee	-	7d10+5E	20	Swift Strike, Power Field	
Reaper Chainsword	Knight	Melee	-	6d10+10E	20	Tearing, Power Field	Near Unique
Thunderstrike Gauntlet	Knight	Melee	-	7d10E	20	Unwieldy, Power Field, Hurl	Near Unique
Ion Gauntlet Shield	Knight	Melee	-	1d10	0	Defensive, Power Field, Gauntlet Field	Extremely Rare
Cerastus-Pattern Tempest Warblade	Knight	Melee	-	5d10+15E	20	Balanced, Power Field, Deflagrate	Unique
Reaper Chainfist	Knight	Melee	-	8d10E	20	Unwieldy, Power Field, Machine Destroyer	Unique
Hekaton Siege Claw	Knight	Melee	-	5d10+5E	20	Unwieldy, Power Field, Razor Sharp	Unique
Ironstorm Missiles	Knight	300m	S/-/-	2d10+3X	6	Blast 10, Indirect (3), Carapace	Extremely Rare
Stormspear Rockets	Knight	600m	-/3/-	3d10+10X	8	Carapace	Extremely Rare
Icarus Autocannon	Knight	300m	-/2/-	3d10+8I	6	Skyfire, Twin-Linked, Carapace	Extremely Rare
Stomp	Knight	Melee	-	2d10+10I	6	Power Field, Blast (5), Unstable	-

KNIGHT WEAPONS

A Knight's weapons have been adapted from humble industrial origins to the premier destructive implements of Questoris Familia Houses across the galaxy. All Knight-class Melee weapons (except for the Stomp and the Cerastus-Pattern Tempest Warblade) have the following Quality:

Destroyer: If a target of Size (Hulking) or lower takes at least one wound or Hull Integrity, it is instantly incinerated.

STOMP

The basic kick that every Knight can perform in emergencies upon those lesser unfortunates below it. Quite thrilling.

HEAVY STUBBER

The Heavy Stubber is a Knight's last resort, when his cannons run dry and his chainsword jams with the blood of his enemies.

HEAVY FLAMER

Fire burns things. Lots of fire burns lots of things. Proper application of sacred prometheum can supplement a good, wholesome purge.

MELTAGUN

Firing superheated gases at short ranges, the Meltagun can melt heavy armor with no trouble whatsoever, and is often chosen by Knight Pilots who lack ranged anti-armor.

PHASED PLASMA FUSIL

The Phased Plasma Fusil is the "sidearm" of the Knight Magaera, that can actually do damage to something.

HEAVY BOLTER

Firing fist-sized explosive bolts at high speeds, the Heavy Bolter is generally used in an anti-infantry support role.

AUTOCANNON

A self-loading solid-projectile weapon that fires heavy slugs, the Autocannon is effective against both infantry and light vehicles.

IRAD CLEANSER

Firing waves of debilitating radiation as opposed to flame, the Irad Cleanser can wither an enemy's strength away, slowly but surely.

Fleshbane: Damage from this attack ignores Toughness Bonus. Armor functions normally.

Rad-Phage: Upon taking wounds, the enemy must make a Challenging (+0) Toughness Test or suffer 2d10 Toughness Damage.

GRAVITON GUN

Graviton Weaponry was not meant to be a weapon in the first place. Its worth in the dark days of the Horus Heresy, however, meant the weapons would be refined and improved over the following 10,000 years. The weapon's ability to crush enemies with the weight of their own armor quickly gave it a niche in armored combat.

Graviton Wave: Everything caught in the gun's blast area is violently pressed to the floor and must take a Very Hard (−30) Strength Test or be knocked down. Being thrown to a solid surface from a standing position and forced to the ground in this way is enough to inflict 1d5 I (Primitive) Damage—treat this as effecting the Body location—although what the character or object is thrown against and how far they fall may well make this effect far worse. Additionally, anyone attempting to move or perform physical actions within the blast radius for 2d5 Rounds afterwards must first pass an Opposed Strength Test versus Strength 60 (Unnatural (×2)) each Round. At the GMs discretion, the flux may shatter brittle objects, collapse loose flooring, rupture containment vessels, damage vehicles and machinery, plus wreak any other chaos deemed appropriate.

STANDARD-PATTERN RAPID FIRE BATTLE CANNON

Knights are capable of wielding tank weaponry in a single arm, such as the Battle Cannon. The Knight's increased size and strength, however, allow for a greater rate of fire with no loss in damage.

QUESTORIS-PATTERN RAPID FIRE BATTLE CANNON

An ancient pattern of Rapid Fire Battle Cannon

dating back to the days of the Horus Heresy, the Questoris-Pattern uses autoloaders of a design now lost to fire a higher number of shells than its descendent, though these shells lack raw power.

AVENGER GATLING CANNON

A large rotary cannon mounted on knight frames for anti-infantry duty, the Avenger Gatling Cannon is capable of putting out more shots than the Castigator Boltcannon, with lucky shots able to cut through most personal armor, but lacks accuracy and consistent damage.

THERMAL CANNON

A massive Melta weapon that can put the Knights on equal footing with enemy vehicles, only Titan Melta weapons are more powerful.

LIGHTNING CANNON

This baroque and ancient cannon fires an ionized laser beam, reminiscent of lightning bolts, that carries a phased discharge of electromagnetic force that rips apart armor and flesh.

VOLKITE CHIEOROVILE

A variant of the Volkite class of weapons whose power and rate of fire surpasses even the Culverin and Demi-Culverin, the Volkite Chieorovile fires a fusillade of bright red death rays that superheat the target, causing a gory explosion as the target cooks from the inside out.

Deflagrate: For every hit that inflicted at least one Wound on an opponent, resolve an additional automatic hit, rolling for damage as normal. These additional hits do not inflict further hits themselves! (For example, If three shots hit, one shot does nothing, one shot does 3 wounds, and one shot does 5 wounds, resolve two further hits, rolling for damage as normal)

CASTIGATOR BOLTCANNON

A rapid-fire bolt weapon in the same style as the one mounted on the Avenger Strike Fighter, the Castigator Boltcannon is effective at striking a vehicle's delicate side and rear armor, and for hosing down waves of heavily armored enemies.

ACHERON FLAME CANNON

A mighty flamethrower seen on the smaller scout titans of the Collegia Titanicus, the Flame Cannon finds its niche in siege work and bunker-clearing, where the waves of prometheum can burn defenders out of safe havens.

ATRAPOS LASCUTTER

Upscaled lascutters in the same vein as the common welding tool, the Atrapos Lacutter can function as a short-ranged energy cannon, blazing beam saber, welding tool, glowstick for raves, and cutting implement that can slice bread and toast it at the same time. What a time to be alive.

Wrecker: The weapon adds the Intelligence Bonus of the wielder to the Penetration of weapons used against stationary structures and fortifications. If the target fortification is destroyed, the area is considered clear terrain for allies.

GRAVITON SINGULARITY CANNON

A violently unstable weapon, this gun shoots black holes. While there's a good chance of damaging feedback, there's an equal chance of the black hole flickering in and out of existence across the battlefield. Light fuse, run away.

Collapsing Singularity: When firing this weapon, a result of a 91-100 on the Ballistic Skill Test inflicts 10 damage upon the Knight's Hull Integrity, ignoring armor, before the attack is carried out as normal. A result of 1-10 on the Ballistic Skill test increases the attack's damage by 3d10, and causes the blast to remain on the battlefield. The blast will scatter 2d10 meters in a random direction at the start of the Knight's next turn. After resolving the attack again on the new location, there is a 50% chance of the black hole finally closing. The black hole will continue to move and scatter about at the start of each of the Knight's turns until it closes.

MAGNA-LASCANNON

Imagine a lascannon. Now imagine it bigger and more powerful, with longer range and a big blast radius. You now have a Magna-Lascannon. Sometimes things are simple that way.

REAPER CHAINWORD

The largest form of the chainsword possible, the Reaper Chainsword possesses a disruptor field that can ignore even the greatest of armor and protective fields.

THUNDERSTRIKE GAUNTLET

A supersized, overcharged power fist for Knights, the Thunderstrike Gauntlet is meant for those unsubtle pilots who wish to do damage and maintain some dexterity, the better to toss their enemies at other enemies!

Hurl: If an enemy vehicle or creature of Size (Enormous) or Size (Massive) is destroyed or killed by this weapon, the Knight Pilot may perform a single Ranged Attack at an enemy within 30m as an immediate free action. This attack has damage of 2d10+20 (if Enormous) or 3d10+30 (if Massive), with Penetration equal to the creature's Armor or half the vehicle's Front Armor value.

CERASTUS-PATTERN SHOCK LANCE

A magneto-hydraulic spear lined with a powerful disruptor field, the Lance may be wielded as a melee weapon, or fired as a fusillade of energy blasts.

Swift Strike: Attacks made with a Shock Lance in Melee Mode suffer a -10 to dodge and parry tests.

ION GAUNTLET SHIELD

A shield of energy mounted on the knight's arm, the Ion Gauntlet Shield lacks the flexibility of the Ion Field in return for some measure of constant protection.

Gauntlet Field: The Gauntlet Field acts as a normal Ion Shield, but it may not be assigned to protect the Knight's Rear Facing. However, the Gauntlet Field provides a constant PR35 Force Field, that cannot overload in normal circumstances, against attacks in close combat. In addition, enemy Super-Heavy Vehicles and Creatures of size Immense (+40) or larger suffer a -10 to Weapon Skill tests in close combat. Note that a Gauntlet Field and Ion Shield are mutually exclusive – a Knight cannot possess both an unmodified Ion Shield AND an Ion Gauntlet Shield.

CERASTUS-PATTERN TEMPEST WARBLADE

An upsized Power Sword, the Cerastus-Pattern

Tempest Warblade contains within it a burning Volkite core that can incinerate anything it cuts through.

REAPER CHAINFIST

For those who disregard subtlety and simply wish to punch things to death, the Reaper Chainfist is the answer. With unrivalled offensive power at the cost of being almost unable to defend oneself, the Chain Fist is a multi-edged gift from the God-Emperor himself.

Machine Destroyer: Against Vehicles, Structures, and enemies with the Daemon Engine trait, damage rolls of 1 or 2 may be rerolled. The second result stands.

HEKATON SIEGE CLAW

Utilizing a series of electro-chem capacitors to generate massive pulse shocks of electromagnetic force through an unfortunate target, the Hekaton Siege Claw can disrupt the very bonds of armor that protect a target, making ruination of vehicle and fortification alike.

IRONSTORM MISSILE POD

Containing numerous explosive warheads, the Ironstorm Missile Pod saturates an area in explosions, and is not limited by line of sight, allowing for barrages of far off enemies.

Carapace: This weapon is mounted on the Carapace of a Questoris Knight frame.

STORMSPEAR ROCKET POD

Instead of high explosive warheads, the Stormspear Rocket Pod fires armor-penetrating warheads, allowing the knight to take on heavily-armored infantry and lightly armored vehicles alike.

ICARUS AUTOCANNON ARRAY

A set of autocannons tuned to take on enemy aircraft, connected by servo-link to the pilot's Throne Mechanicum, granting those who do not take the path of the Arbalester a way to defend themselves against enemy aircraft.

Skyfire: When firing this weapon against Flyers or Spacecraft, the character suffers none of the usual penalties for firing at a Flyer.

KNIGHT EQUIPMENT

“Good automata, good men. Emperor catch you as you fall...”

-Ophilia, former Assassin and Domineus of the Knight Magaera/Styrix “Tasha”

The ranks of the Knights Questoris can acquire specialized gear to better terminate the enemies of Mankind.

BIO-CORROSIVE ROUNDS

The Heavy Stubber of a Knight is of minimal use except for target selection, even against other infantry. However, upgrading the rounds to have bio-corrosive acids greatly increase their lethality. Heavy Stubbers on the Knight armor gain the Toxic and Corrosive quality, but halve the range of the weapon.

OCCULAR AUGMENTICS

Augmenting the Knight Auspexes, Occular Augmentics allow for a Noble to see through most spectra and interference, as well as highlighting weak spots on enemy vehicles. The Knight confers the Dark Sight trait on its Noble, and Vehicle critical hit results of 1 may be rerolled on targets within 30m.

SANCTUARY (RELIC)

An ion shield repaired and improved by a Jokaero Weaponsmith, the Sanctuary Ion Augment provides a PR20 field, which does not overload under normal conditions, to any side of the knight NOT covered by the Knight’s normal Ion Field. This field cannot be used against attacks in melee, and cannot be equipped to a Knight Lancer.

HELM OF THE NAMELESS WARRIOR (RELIC)

An ancient faceplate whose origins are lost to history, equipping the Helm of the Nameless Warrior allows the Noble to make one more attack than normal as part of the Swift or Lightning Attack actions. For example, a Lightning Attack action would consist of four attacks instead of three.

MARK OF THE OMNISSIAH (RELIC)

A small unassuming sigil of the Cog Mechanicum, the Mark of the Ommissiah allows for limited self-

repair of the Knight frame. . At the end of the character’s turn, roll a 1d10. On a 7+, the character’s Knight recovers a number of lost structural integrity equal to the character’s unmodified Intelligence bonus. This does not stack with the Indomitable talent.

CORE DRILL (RELIC)

Seemingly an old and battered mining tool from the dark times of the Seeding, the Core Drill functions as a normal Knight-sized drill of its type – when mounted on a Knight, it allows for cutting up to a 3m diameter hole through any material at a rate of 3m/s. What makes it unique, however, is no Questoris Familia can claim to own it – it always seems to appear at in a House’s armories in their most dire moment, and when brought into battle shines with its wielder’s chivalrous spirit.

When used as a melee weapon, the Core Drill inflicts $Xd10+X$ with a Pen of $5*X$ with the Power Field and Tearing quality, where X is the Willpower Bonus of the Noble. For example, a Noble with WP bonus of 5 will inflict $5d10+5$ Pen 25, Power Field, Tearing.

Name	Availability
Bio-Corrosive Rounds	Extremely Rare
Ocular Augmentics	Extremely Rare
Sanctuary	Special
Helm of the Nameless Warrior	Special
Mark of the Ommissiah	Special
Core Drill	Special



KNIGHTS QUESTORIS

“A flash of lightning can eclipse the sun!”

-Bekowski, former Guardsman and Domineus of the Knight Acheron “Ferrus Bringas”

As a Noble gains experience through combat, he will advance in skill and acclaim within his House and the wider Imperium in general. He will advance the ranks, from a fresh Knight Apparent, to a skilled Knight Questoris, ending with the veterancy status of a Knight Seneschal. Only through victory after endless victory will a Noble survive and thrive in the battlefield. One day, they may even ascend even higher, to the position of Knight Baron of their House. These titles are not uniform, and may share many names across different knight houses – A Noble may be called a Pilot, Baron, Domineus,

Iqta’dar, Jagirdar, Bhattara, or other esoteric name depending on their House’s traditions.

BECOMING AN IMPERIAL KNIGHT

One does not simply “become” an Imperial Knight, but must be born into it. Usually. It is only in the rarest of unlikely situations that an outsider may become a Noble and learn the intricacies of piloting a Knight. Nonetheless, those who do find themselves behind the interface of an armored robot second only in power to the Titan Legions. As a Noble’s career expands, his Knight exerts a greater effect on his mind, driving home the constant drive for honor, valor, and loyalty, not to mention a growing near-autistic need for tradition and stability...

Restrictions: Only Human, non-mutant, non-psykers can select this Elite Advance package. This must be selected at character generation (which may cause an XP deficit which must be paid off through play),

IMPERIAL KNIGHT ADVANCES

Advance	Cost	Type	Prerequisites
Drive (Walker) +10	200	Skill	Drive (Walker)
Drive (Walker) +20	200	Skill	Drive (Walker) +10
Tech Use	200	Skill	
Tech Use +10	200	Skill	Tech Use
Intimidate	200	Skill	
Intimidate +10	200	Skill	Intimidate
Command	200	Skill	
Command +10	200	Skill	Command
Scholastic Lore (Beasts)	200	Skill	
Scholastic Lore (Heraldry)	200	Skill	
Navigate (Surface)	200	Skill	
Resistance (Psychic Powers)	200	Talent	
Air of Authority	300	Talent	Fel 30
Independent Targeting	300	Talent	BS 40
Logis Implant	300	Talent	
Fearless	500	Talent	
Swift Attack	500	Talent	WS 35
Lightning Attack	500	Talent	Swift Attack
Monster Hunter	500	Talent	
Good Reputation (Your Knightly House Here)	500	Talent	Peer (Your Knightly House Here), Fel 50
Knight Questoris	600	Trait	Knight Apparent, 1 victory in a Knight
Master of the Hunt	600	Talent	Knight Questoris
Master of the Joust	600	Talent	Knight Questoris
Hell Rider	600	Talent	Knight Questoris
Favored of Mars	600	Talent	Knight Questoris
Knight Seneschal	800	Trait	Knight Questoris, X victories in a Knight
Indomitable	800	Talent	Knight Seneschal

unless the GM deems otherwise (for example, generating a Freeblade Knight character).

Advance Cost: 1,000 xp

Effect: Gain the Drive (Walker) skill, the Knight apparent trait, and the Peer (Your Knightly House Here) talent. In addition, the character may spend XP

on the Imperial Knight Advance table. It should also stand to reason that your GM and you should discuss what type of Knight the character gets. After all, what is a Noble without his Knight?

Note: These talents only function when piloting a Knight, and not outside of one.

KNIGHT APPARENT (TRAIT)

Prerequisite: None.

The character has begun his journey towards becoming a full-fledged Knight. A lack of experience means the Character is not as effective at wielding his knight, but this is merely a learning phase. The character suffers from -10 to his WS and BS while piloting a Knight, and his Ion Shield or Gauntlet Field is only resolved at PR35.

KNIGHT QUESTORIS (TRAIT)

Prerequisite: Knight Apparent trait, one victory while piloting Knight Armor.

The character has become the fabled “Knight in Shining Armor,” and his presence on the battlefield prompts awe and respect. The character no longer suffers a penalty to his WS and BS while piloting a Knight, and his Ion Shield or Gauntlet Field (Directed component only) is resolved at the normal PR50.

In addition, by paying additional XP when taking this talent, the character selects a Household Rank to enter into – these may grant further bonuses, detailed later. Choose wisely, as once a rank is chosen it may not be switched or replaced!

KNIGHT SENESCHAL (TRAIT)

Prerequisite: Knight-Questoris Trait, GM-determined number of victories while piloting Knight Armor.

The character is a grizzled veteran of Knightly combat. No enemy can faze him, and no foe can stand up to him. His mastery of combat and manipulation of the Knight Ion Field are unparalleled. The character gains a +10 bonus to his WS and BS while piloting a Knight, and his Ion Shield or Gauntlet Field (Directed component only) is resolved at a boosted PR65.

MASTER OF THE HUNT (TALENT)

Prerequisite: Knight Questoris

The character is first into any fray he enters. When executing a Full Move or Charge action, the character may move an additional amount equal to half his Knight’s Tactical Movement speed (rounded up).

MASTER OF THE JOUST (TALENT)

Prerequisite: Knight Questoris

The character is a master of landing precise blows. When executing a Charge action, the character may reroll the attack if it misses.

HELL RIDER (TALENT)

Prerequisite: Knight Questoris

Renowned for his prowess on a score of battlefields, the Knight lives for battle. During the first round of combat, the character may move an additional equal to his Knight’s Tactical Movement speed (rounded up), and his weapons gain the Tearing quality if it did not already possess it.

FAVORED OF MARS (TALENT)

Prerequisite: Knight Questoris

So experienced is the character that the Magi of Mars entrust him with the finest artifice. The character selects a single weapon on his Knight – this weapon gains +2 damage, and +10 to Ballistic Skill or Weapon Skill tests to fire it. The weapon is considered Master-Crafted Quality.

INDOMITABLE (TALENT)

Prerequisite: Knight Seneschal.

The character will not die when there is duty to be done. At the end of the character’s turn, roll a 1d10. On a 7+, the character’s Knight recovers a number of lost structural integrity equal to the character’s unmodified Intelligence bonus.

HOUSEHOLD RANKS

A Knight is more often than not simply a knight, or in the words of the Knight Houses, “Scions Martial.” A Knight often undertakes further training to become a specialist in a certain field of battle. Such skills make him invaluable in the field of battle.

SCION AUCTELLER

Cost: 500 XP

An archaic rank best described as “Forlorn Hope,” the ranks of the Aucteller consist of those who intend to take down as many enemies as they can before they die. The Scion Aucteller must declare an enemy to be his “Sworn Enemy,” approved by the GM. If the Scion Aucteller destroys this enemy, an additional point of Profit Factor is scored at the end of the endeavor. In addition, if the Knight suit is reduced to 0 Hull Integrity in combat against their Sworn Enemy, the Aucteller may make a single Standard Melee attack as a Free Action before blowing up.

SCION PRECEPTOR

Cost: 300 XP

Called the Oracles of Battle, Preceptors can predict where enemies will be, and the best tactics to use. Scions Preceptor and all allied Knights within 15m may perform the Suppressive Fire action at enemies charging them. The Scion Preceptor may also make a Standard Attack as a Reaction to enemies who teleport or deep strike onto the battlefield.

SCION DOLOROUS

Cost: 500 XP

Taking their name from the term “grievous” or “mournful,” Scions Dolorous are famed slayers, as long as they can find an enemy worthy of their time. Scions Dolorous may use the Swift and Lightning attacks as part of a Charge action, but MUST move towards, attack, and charge at the enemy with the largest Size Category on the field. If all enemies are the same size, the Scion may freely choose who he attacks.

SCION UHLAN

Cost: 200 XP

Long considered the role of the hot-blooded and impetuous knights, the Scions Uhlan function as raiders and scouts, reveling in high speed maneuvers and swift assaults. Scions Uhlan may disengage from combat as a Half Action instead of a Full Action, and treat all terrain as open terrain. However, their Knight’s front armor is reduced by 5, and ranged attacks against targets further than 90m are made at Ballistic Skill 10, benefitting from no bonuses to the Ballistic Skill test.

SCION ARBALESTER

Cost: 400 XP

Masters of ranged combat, the Scions Arbalester take pride in being fire support platforms. The Knight gains the Tank Hunter talent, and suffers no penalty to firing at vehicles with the Flyer subtype.

SCION IMPLACABLE

Cost: 600 XP

The Siegemasters of the Knight Households, the Scions Implacable are linebreakers who revel in breaking down the fortress walls of their enemies. Scions Implacable gain the Wrecker talent, and gain a PR35 protective field against grenade and melta-bomb attacks. This field is close range, and does not protect against any other type of attacks.

FREEBLADE KNIGHTS?

Freeblade Knights are one of those exceptions to the rule – Knights who travel alone or with their Sacristans, from fight to fight across the galaxy. Calling no place home for long, the galaxy is their oyster. It makes the most sense for a player character to be a Freeblade Knight in a group, where the oppressive bullshit of normal Knightly Household life never really needs to come up. To build a Freeblade Knight, simply remove the Peer and Good Reputation options from the Imperial Knight table, unless the GM deems otherwise (for example, an Oathsworn of House Hawkshroud), and replace them with the following Talent for 500 XP.

FREEBLADE KNIGHT (TALENT)

Prerequisite: Freeblade Knight

The character is alone in the galaxy, and must be resourceful to keep his Knight repaired and armed. The character gains a +20 to his Acquisition tests to obtain Knight-class weapons and equipment. This bonus does NOT apply to Acquisition Tests for new Knight Chassis.

CUSTOMIZING KNIGHTS

What is a Knight Castigator? A Knight Magaera? If you take away a Lancer's Shock Lance and Ion Gauntlet Shield, is it still a Lancer? Generally, it is possible, but frowned upon, to change the loadouts of one's Knight armor. However, the needs of the battlefield and desires of the Noble are paramount, and impromptu changes may be required. It is possible to switch the weapons of a Knight – the Noble may choose what to address their Knight as. A Knight with a Volkite Chieorovile and a Shock Lance may choose to call itself a Lancer, Styrix, or even make up a new name. It is NOT possible, however, to apply chassis-specific upgrades to other chassis – no matter how much you try, a Knight Acheron's frame cannot support a Magaera's Ion Flare Shield.



A TRUE AND ACCURATE ACCOUNT OF THE FORCES FIELDIED BY IMPERIAL KNIGHT HOUSE "EXCELSUS" DURING THE EUCLISINE CRUSADE

Imperial Knights - Domineus Council

Seneschal Lucius Mojaro, Domineus of the Knight Lancer
Diarmiud
Seneschal Bekowski, Domineus of the Knight Acheron,
Ferrus Bringas
Triarius Alistair Vathrek, Domineus of the Knight
Castigator, *Fax Machine*
Seneschal Ophilia, Domineus of the Knight Styrix *Tasha*

Imperial Knights - Lance Dross Hounds

Scion Jadahai, Domineus of the Knight Atrapos *Knowledge is Power*
Scion Ernhardt, Domineus of the Knight Magaera *Ignore Me*
Scion Octavius, Domineus of the Knight Paladin
Impenetrable

Imperial Knights - Lance Killer Queens

Scion Shara, Domineus of the Knight Styrix, *Perfect Shot*
Scion Iustila, Domineus of the Knight Castigator *Sword of Plenty*
Scion MR. COOL ICE, Domineus of the Knight Lancer *MR. COOL ICE*

Imperial Knights - Lance What Goes On This Line

Scion Eis, Domineus of the Knight Acheron *What's Yours Is Mine*
Scion Nazdreg, Domineus of the unknown pattern Knight
I'z A Humie, Boss, I Swear
Scion Heathsin, Domineus of the Knight Gallant *Fite Me M8 lvl You Won't*

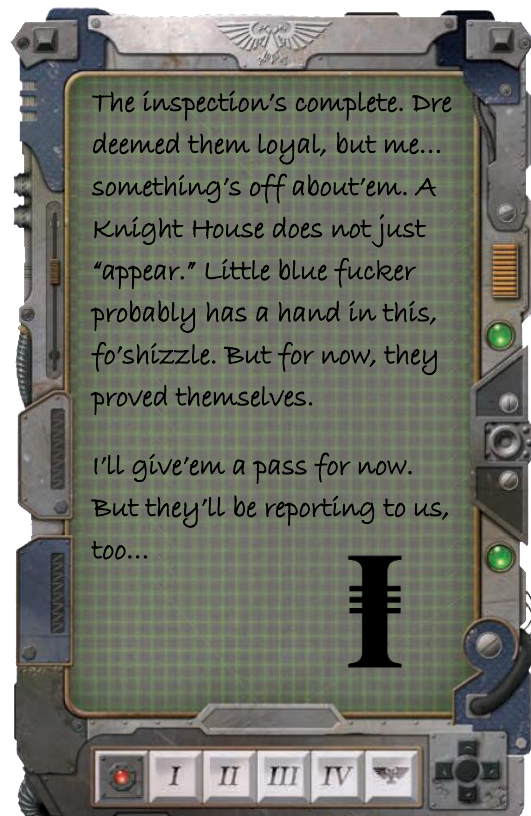
Legio Cybernetica Detachment

Castellax Cohort, 50 Units, 10 Maniples
Castellax Cohort, 45 Units, 9 Maniples
Castellax Cohort, 45 Units, 9 Maniples

Vorax Cohort, 30 Units, 6 Maniples
Vorax Cohort, 25 Units, 5 Maniples

Thanatar Cohort, 16 Units, 4 Maniples

Lightning Primaris Wing, 24 Units, 3 Squadrons





EXPANDED OPTIONS

CUSTOM DRONE
CREATION



ALTERNATE
CERTIFICATION



ALIEN MENAGERIE



BATTLE AUTOMATA



ESOTERIC
ARMAMENTS



NEW VEHICLES



NEW SHIP
COMPONENTS

CUSTOM DRONE CREATION

“Review of historical documentation suggests humans possess primal fear from subjugation by artificial intelligences in their ancient past. Directive established: exploit this fear when able on mission. ”

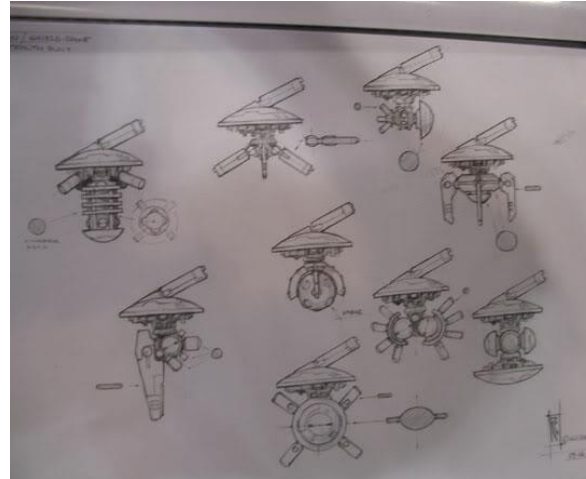
-DX-84i Stealth Combat Platform, self-designated “Nan’sha’is.”

A large variety of drones exist in the arsenals of the Tau Empire and the House of Korst’la. Be it the humble Gun Drone, the heavy-duty Missile Drone, or even specialist drones such as the Interceptor Drone or Warscaper Drone, there exists a drone for almost every occasion. Sometimes, however, you find one of the few exceptions. Skilled Combat Engineers and other armed forces of the Tau, especially amongst House forces, often find it necessary to construct custom drones that will fit specific missions at hand.

Luckily, drones are modular and quite easy to construct. By assembling a number of prefabricated parts, drones can be built and customized for almost any task their owner deems needed. Drones can thus take form as elaborate gun platforms, great fixed turrets, or even light vehicles.

Drones consist of three main components – the Frame, the Motive System, and the Software Package. By combining these systems, various drones can be created. In general, the Frame of the drone determines the equipment and weaponry that can be mounted, as well as how many Drone Control Slots the drone takes. The Motive System determines the speed and agility of the drone, and the Software Package determines the drone’s stats based on the package uploaded.

An astute observer will note that some drones cannot be reproduced by these rules. This is intentional. Some careers have unique drones that are unavailable for construction otherwise, like the Recon, Technical, etc. The purpose of these rules is to make your own drones, not nick someone else’s!



DRONE FRAME

The drone frame comes in three variants – light, medium, and heavy. Each can mount progressively heavier weaponry. Some frames take more processing power and attention than others – this is represented in the number of Drone Control slots used. For example, if a drone requires one Drone Slot, then anyone can use said drone when they unlock their first drone slot. If a drone requires two or more slots, then it is limited to the Combat Engineer, who then has only one slot left for other drones. Note that weapons applied to drones may have their own enhancements, such as sights, upgrades, or even downgrades!

LIGHT FRAME

Drone Slots: 1

Light Drone Frames are the smallest frame available, and take up the least amount of control. However, this also means they are limited in their equipment.

A Light Frame has two Weapon Slots, which can be filled with any two identical Pistol or Basic weapons, becoming a single twin-linked weapon. The drone is considered to have three reloads within its disk. Alternatively, one weapon slot can hold one gear item of the Personal Item, Tools, or Cybernetics category. Thus, you can have two weapons (one twin-linked system), one weapon and one gear item, or two gear items.

A Light Frame grants the drone a Strength Score of 20, a Toughness Score of 40, the Machine (5) trait, and 15 Wounds.

MEDIUM FRAME

Drone Slots: 2

Medium Drone Frames toe the line between the most powerful drones possible, and the smaller, mass produced drones. Despite being a medium frame, these drones are often the basis of the Heavy Gun Drone type.

A Medium Frame has two Weapon Slots, which can be filled with any two Basic, Heavy, or Crisis-class weapons. If the weapons are identical, they become a single twin-linked weapon. If the weapons are not identical, they count as separate weapons, and require separate actions to fire. For example, mounting two Burst Cannon creates a Twin-Linked Burst Cannon, which can be fired as a single Attack action as normal, while mounting a Burst Cannon and a Markerlight would make two separate weapon systems that require two separate Attack actions to fire. The drone is considered to have three reloads within its disk for Basic or Heavy weapons. Alternatively, one weapon slot can hold two gear item of the Personal Item, Tools, or Cybernetics category.

A Medium Frame grants the drone a Strength Score of 30, a Toughness Score of 40, the Unnatural Toughness x2 and Machine (8) trait, and 20 wounds.

HEAVY FRAME

Drone Slots: 3

The Heavy Drone Frames are the largest frame available, akin to vehicles. It is this frame that forms the basis of drones such as the Remora and Sentry Turrets.

A Heavy Frame has three Weapon Slots, two of which which can be filled with any two identical Crisis or Hazard class weapons, becoming a single twin-linked weapon and doubling its effective Range value, and one of which can be filled with any Heavy class weapon. The drone is considered to have three reloads within its disk for Heavy weapons. In addition to its Weapon Slots, a Heavy Frame has two Missile Slots, which may be loaded with two

weapons designated as missiles (Frag Missiles, Krak missiles, Seeker Missiles, etc, or weapons of the type Missile). It is up to the GM what can be loaded into a Missile Slot. Finally, the drone has one Signature System slot that can be equipped with any appropriate Signature System from the Battlesuit Special Issue Systems list. Alternatively, one weapon slot can hold three gear items of the Personal Item, Tools, or Cybernetics category.

A Heavy Frame grants the drone a Front and Side Armor Value of 25, a Rear Armor Value of 20, the Hulking trait, and 20 Structural Integrity.

MOTIVE SYSTEM

The motive system determines the mobility of a drone – whether or not it is a lightning fast troubleshooter, or an immobile sentry.

BASIC PROPULSION

The basic anti-grav system of a drone is capable of good bursts of speed while remaining easy to maneuver.

A Basic Propulsion system grants the drone an Agility Score of 40, and the Flyer (12) trait.

JET PROPULSION

With the addition of aircraft-class jets to the drone's frame, the drone gains unprecedented mobility and speed, at the cost of increased processor power needed to control the drone.

A Jet Propulsion system grants the drone an Agility Score of 50 and the Flyer (30) trait if mounted on a Light or Medium frame. However, it also increases the number of drone slots needed by 1 (A Light frame will need two Drone slots, and a Medium will need three).

Alternatively, it grants a Tactical Speed of 30m / 25 AU, a Cruising Speed of 1800 kph, and a +30 bonus to Maneuverability if mounted on a Heavy Frame. The number of drone slots needed does not increase.

IMMOBILE

Instead of a propulsion system, the support struts and reinforced armor of this drone allow for a fixed

sentry defense. The downside is the drone must be dropped by some sort of shuttle or lifter.

An Immobile system grants the drone an Agility Score of 0, prevents the drone from moving once deployed, and grants an additional Machine (4) trait added to the drone's current Machine Trait.

SOFTWARE PACKAGE

A drone is nothing without an artificial intelligence to guide it. Luckily, software packages can be easily found in House safehouses, black markets, and Cold Traders who do extensive business with the Tau and Dark Eldar. Most, however, are simple enough that an up and coming Combat Engineer can even program a package herself, for her or her allies.

BLANK PACKAGE

This blank chipset and circuit board collection is formatted for ease of programming, and can take the form of any of the standard packages on the market.

The Blank Package provides nothing to the drone until programmed.

CIVILIAN PACKAGE

This chipset is the basic package used by Tau Empire civilians. It cannot be used for combat applications, but is useful for simpler applications such as camera / voice recording, long range communications, and data storage.

The Civilian Package grants the drone 0 BS, 0 WS, Int 10, Per 20, WP 20, and Fel 10. The Drone gains the Awareness skill. The Drone cannot use any equipped weapons.

The Civilian Package may be programmed onto a Blank Package with a Routine (+20) Tech Use test.

COMBAT PACKAGE

This chipset is the package used by Tau Empire Fire Caste for its simpler combat drones.

The Combat Package grants the drone 20 BS, 20 WS, Int 15, Per 25, WP 20, and Fel 10. The Drone gains the Acrobatics, Awareness, and Dodge skills, and the Fearless Talent. The drone must have a basic propulsion system. The drone is weapon capable.

The Combat Package may be programmed onto a Blank Package with a Challenging (+0) Tech Use test.

INTERCEPTOR PACKAGE

This chipset is the package used by Tau Empire Fire and Air Caste for its fast-attack combat drones.

The Interceptor Package grants the drone 20 BS, 20 WS, Int 20, Per 30, WP 20, and Fel 10. The Drone gains the Awareness Skill, the Acrobatics and Dodge skills at +10, and the Fearless and Rapid Reaction Talents. The drone must have a basic propulsion system or jet propulsion system. The drone is weapon capable.

The Interceptor Package may be programmed onto a Blank Package with a Hard (-20) Tech Use test.

STEALTH PACKAGE

This chipset is favored by Pathfinder squads and HKSD Officers for its use in clandestine operations.

The Stealth Package grants the drone 30 BS, 10 WS, Int 15, Per 40, WP 20, and Fel 10. The Drone gains the Acrobatics Awareness and Dodge skills, the Concealment and Silent Move skills at +10, and the Fearless Talent. The drone may have any propulsion system. The drone is weapon capable.

The Interceptor Package may be programmed onto a Blank Package with a Hard (-20) Tech Use test.

CUSTOM PACKAGE

Attempted only by the most confident of Combat Engineers, the Custom Package allows the programmer to completely control every aspect of the drone's skillset and abilities.

The Custom Package provides 125 points to be allocated between the drone's WS, BS, Int, Per, WP, and Fel. No score may go above 40. The drone gains the Awareness and Dodge skill, two additional skills of the programmer's choice, and two additional skills of the programmer's choice at +10. The drone gains the Fearless talent, and one additional talent of the programmer's choice.

The Interceptor Package may be programmed onto a Blank Package with an Arduous (-40) Tech Use test.

UPGRADES

A drone, once complete, might need customization. Drone Upgrades take up no slots, and are limited only by the size of the Engineer's wallet. These upgrades are not limited to constructed drones, but can also be applied to issued drones over the course of one's career. However, some upgrades can only be applied to a drone once. GMs and players are encouraged to work together to make more upgrades!

AMMO STORES

Hidden compartments within the drone provide a greater store of ammunition for the drone's weapons. The drone gains an additional reload for its pistol, basic, or heavy weapons. This upgrade may be applied only once.

ARMOR PLATING

Additional armor added to the drone improves its survivability. This adds +2 to the Drone's Machine Trait. This upgrade may be applied only once.

BOOSTED THRUSTERS

The drone's motive system has been overclocked for additional speed. This adds +3 to the Drone's Flyer trait if it possesses basic propulsion, or +5 to the Drone's Flyer Trait and Tactical Speed if it has jet propulsion. This upgrade may be applied only once.

SKILL UPGRADE

Software upgrades to the drone's memory allow for new processing patterns. The drone gains a skill of the owner's choice. If the drone already possesses that skill, it is upgraded by +10, to a max of +20.



TALENT UPGRADE

Firmware upgrades to the drone's memory allow for new directives. The drone gains a talent of the owner's choice.

Drone Frames	Availability
Light Frame	Scarce
Medium Frame	Very Rare
Heavy Frame	Extremely Rare

Motive System	Availability
Basic Propulsion	Rare
Jet Propulsion	Extremely Rare
Immobile	Scarce

Software Package	Availability
Blank Package	Plentiful
Civilian Package	Common
Combat Package	Rare
Interceptor Package	Very Rare
Stealth Package	Very Rare
Custom Package	-

Upgrades	Availability
Ammo Stores	Scarce
Armor Plating	Very Rare
Boosted Thrusters	Very Rare
Skill Upgrade	Scarce
Talent Upgrade	Rare

EXAMPLE

Combat Engineer Kais is excited! She's set aside the full day to build and upgrade her drones. Deciding to start off simple, she decides to create a new drone to augment her friends Johnny the Gun Drone and Steve the Missile Drone.

She starts with a Light Frame, and adds a Basic Propulsion system. Not feeling much for effort today, she equips the drone with a Combat Package. In the mood to experiment a little, she goes to her best friend in the whole world, Zaill Kralic, and is given a pair of good-quality Blasters and a swift kick in the rear out the door. She hooks these weapons up as a single twin-linked system. She realizes she has some spare parts, and after a quick visit to the nearby Merchant, adds Armor Plating and a Talent Upgrade for Mighty Shot.

The Lance Drone is born! She decides to name it Lance, and promptly introduces it to Steve and Johnny.

ALTERNATE CERTIFICATION

“Imagine, every person that you see is somewhat different from every other person in the world. Some can do some things, some can do others. Did you ever think of the many things you’ve learned to do?”

-Mr. Fred Rogers, host of Mr. Rogers’ Neighborhood

So, I’m gonna be level with everyone – I don’t really see a problem with Certification. But some do. While I could just insult people as I normally do for liking things I don’t like, I’m feeling rather comfy right now, and will instead remember a message from Mr. Rogers – different people like different things, and that’s okay. Normally, Certification works by automatically granting gear and abilities – iconic things that are synonymous with a given career or race, kind of like the Signature Wargear talent of Deathwatch. But some prefer an alternate approach. Following this will be a table of all the Certification gear in Fear and Loathing – one consistent question I was constantly asked was “Why can’t I buy multiple missile drones?” and similar questions. Each Certified item from Fear and Loathing will be granted an availability here for the purposes of general buying – remember to reduce the availability by two steps when you take a Certification talent!

ALTERNATE TALENT

CERTIFICATION (ITEM)

The character finds it easier to acquire the tools of his or her trade. The character reduces the Availability of the Certified item by two steps when performing an Acquisition test. For example, an Extremely Rare item will be considered Rare for the player instead.

Near Unique and Unique items, when reduced, do not benefit from Scale modifiers – they are still hard to find, after all!

Certification talents provide any requisite training in the item’s use.

Tau Armory	Availability
Command Link Drone	Extremely Rare
Pulse Accelerator Drone	Rare
Grav Inhibitor Drone	Rare
Recon Drone	Very Rare
Gun Drone	Very Rare
Marker Drone	Extremely Rare
Shield Drone	Extremely Rare
Missile Drone	Extremely Rare
XV-22 Commander Armor	Near Unique
XV-15 Stealth Armor	Near Unique
XV-16-2 Technical Armor	Extremely Rare

Eldar Armory	Availability
Eldar Jetbike	Near Unique

Necron Armory	Availability
Flensing Scarabs	Near Unique
Mindshackle Scarabs	Near Unique
Catacomb Command Barge	Unique
Triarch Stalker	Unique
Cryptek Conclave Wargear (Technosorcery)	Near Unique (All)



ALIEN MENAGERIE

"We could become dino riders!"

- Fio'El Fal'Shia Kais, while undertaking a mission on the world of Cu'ba.

All across the galaxy dwell dangerous monsters. Most of these creatures will simply destroy all that they see, but for the foolhardy and the crazy, they are challenges – somewhere out there, someone saw a gigantic killer monstrosity the size of a hab complex, oozing with toxins and malevolence, a score of dead corpses around it, and said “The only way I can express myself is to ride this thing into battle.”

Here's to you, brave lunatic, here's to you.

As a side note, some of these creatures can be found in Koronus Bestiary – they are included here for completeness with a rarity. A true Beastmaster, however, seeks out and trains his own beasts!

DONORIAN CLAWED FIEND

A tremendous mass of muscle and claw, with almost preternatural speed, the Clawed Fiend is tamed by Dark Eldar Beastmasters for its horrific ability to go bugfuck berzerk the more it its wounded.

Clawed Fiend								
WS	BS	S	T	Ag	Int	Per	WP	Fel
43	-	59	53	47	16	54	23	04

Movement: 5/10/15/30

Wounds: 48

Armor: Toughened Skin (All 4). **Total TB:** 10

Skills: Awareness, Climb +10

Talents: Berserk Charge, Bestial Fury†, Blind Fighting, Combat Master, Crushing Blow, Iron Jaw, Nerves of Steel, Swift Attack, Takedown.

Traits: Bestial, Brutal Charge, Dark-Sight, Fear (2), Natural Armor, Improved Natural Weapons, Size (Hulking), Sturdy, Unnatural Strength (x2), Unnatural Toughness (x2), Unnatural Perception (x2).

Weapons: Claws (1d10+10 R, Pen 1; Razor Sharp, Tearing), Tail Spike (1d10+2 R; Pen 0; Tearing).

†**Bestial Fury:** If the Fiend suffers one or more Wounds in a previous Round, it automatically gains the Frenzy and Lightning Attack Talents for the remainder of the combat.

Availability: Very Rare

KHYMERAE

Spawned from psychic impressions of pain and born of nightmares, Khymerae cut with bone and claw as much as edge. Khymerae lack a true corporeal form, but often appear as giant skinned cats, their bleached skulls clearly visible. Able to phase at will, one cannot hide from a Khymera.

Khymera								
WS	BS	S	T	Ag	Int	Per	WP	Fel
45	-	40	35	54	15	40	35	-

Movement: 12/24/36/72

Wounds: 21

Armor: None.

Total TB: 6

Skills: Awareness, Dodge, Tracking +20, Silent Move



Talents: Furious Assault, Hard Target, Heightened Senses (all), Swift Attack.

Traits: Bestial, Daemonic (TB x2), Daemonic Presence†, Dark Sight, Fear (3), From Beyond, Multiple Arms, Natural Weapons, Phase, Quadruped, Size (Enormous), Unnatural Agility (x2), Warp Instability.

†**Daemonic Presence:** All creatures within 20m take a –10 penalty to Willpower Tests.

Weapons: Teeth and Claws (1d10+4 R; Pen 0; Tearing), Raptorial Arms (1d10+4 I, Pen 1; Tearing or Flexible).

Availability: Near Unique

RAZORWING FLOCK

Angry Birds have nothing on the Razorwings. While an individual Razorwing is a danger, a flock of them is often the second to last thing a victim will see, the last being a swirl of black feathers mixed with their own blood.

Razorwing Flock								
WS	BS	S	T	Ag	Int	Per	WP	Fel
47	-	31	33	52	22	38	23	10

Movement: 4/8/12/24 **Wounds:** 10

Armor: Feathers (All 2) **Total TB:** 3

Skills: Dodge (Ag), Silent Move (Ag).

Talents: Frenzy, Furious Assault, Lightning Attack, Lightning Reflexes, Step Aside, Swift Attack.

Traits: Bestial, Flyer (8), Improved Natural Weapons, Size (Scrawny).

Weapons: Beak & Claws (1d10+3 R; Pen 2; Tearing), Wings (1d10+3; Pen 0; Razor Sharp, Tearing).

Availability: Rare

UR-GHUL

Blind but far from helpless, the Ur-ghul does not need eyes to see. It is for this reason that they are tamed by Beastmasters and Archons alike – their unnatural senses never err.

Ur-Ghul								
WS	BS	S	T	Ag	Int	Per	WP	Fel
42	-	31	35	49	18	48	33	12

Movement: 4/8/12/24 **Wounds:** 16

Armour: Toughened Skin (All 2). **Total TB:** 3

Skills: Acrobatics +10, Awareness +20, Contortionist, Climb, Dodge, Silent Move +10, Tracking +20.

Talents: Assassin's Strike, Berserk Charge, Catfall, Combat Sense, Die Hard, Fearless, Leap Up, Heightened Senses (Smell and Taste), Hard Target, Sprint, Step Aside, Swift Attack.

Traits: Blind, Improved Natural Weapons (Claws), Sturdy, Talented (Tracking), Unnatural Senses (Smell, Taste) (20m).

Weapons: Claws (1d10+3 R; Pen 1; Tearing), Teeth (1d10+3 R; Pen 0)

Availability: Very Rare

COLD ONE

Foul-tempered and dim-witted, Cold Ones are nonetheless sought out from their jungle and cavern habitats for their reliability and effectiveness as cavalry mounts. Their sharp teeth and claws are augmented by their toxicity – Cold Ones produce a paralytic poison that can leave a foe open to its rider's attack.

Cold One								
WS	BS	S	T	Ag	Int	Per	WP	Fel
35	-	35	40	40	05	25	20	05

Movement: 8/16/24/48 **Wounds:** 20

Armor: Scaly Skin (All 4). **Total TB:** 3

Skills: Acrobatics +10, Climb, Dodge, Tracking +20.

Talents: Assassin's Strike, Berserk Charge, Leap Up, Hard Target, Sprint, Swift Attack.

Traits: Brutal Charge, Natural Armor (All 4), Improved Natural Weapons (Claws and Teeth), Size (Hulking), Thick Skin†

Weapons: Claws (1d10+6 R; Pen 1; Tearing), Teeth (1d10+3 R; Pen 0, Toxic)

†**Thick Skin:** The rider of a Cold One adds the Cold One's Natural Armor to their own Armor value.

Availability: Very Rare

CARNOSAUR

The saurian form is remarkably common in the galaxy – the creatures often referred to as “dinosaurs” share the same traits of cold-blooded reptilian beasts of varying forms. Of these, the Carnosaur is the most dangerous. Consisting of multiple subspecies, the Carnosaur branch is bipedal, carnivorous, strong, and fast. Their jaws can break ceramite, and their hides can repel lasfire. Only the bravest of Scar Veterans attempt to tame them as mounts.

Carnosaur								
WS	BS	S	T	Ag	Int	Per	WP	Fel
45	-	59	55	35	16	40	36	-

Movement: 6/12/18/36

Wounds: 75

Armor: Thick Scales (All 5)

Total TB: 10

Skills: Awareness, Dodge

Talents: Combat Master, Fearless, Heightened Senses (Smell), Swift Attack

Traits: Blood Frenzy†, Improved Natural Weapons, Natural Armor (Thick Scales), Natural Weapons (Bloodied Claws and Massive Jaws†), Size (Massive), Unnatural Strength (x3), Unnatural Toughness (x2).

Weapons: Bloodied Claws (1d10+15 R; Pen 3; Toxic), Massive Jaws (1d10+15 R; Pen 2; Tearing).

†Massive Jaws cannot be parried.

†**Blood Frenzy:** When the Carnosaur or its rider inflicts at least one unsaved wound on an enemy, the Carnosaur immediately enters Frenzy as Free Action.

Availability: Unique

TROGLODON

Pale, clammy, blind cave beasts that rely on sensitive whiskers to detect their surroundings, these twin-tailed beasts are often used as mounts by the Skink Oracles – the only creatures the Troglodons will allow near them naturally. Possessing a poisonous spray as well as prodigious strength, the Troglodon and its Oracle make a devastating duo.

Troglodon								
WS	BS	S	T	Ag	Int	Per	WP	Fel
35	-	45	50	30	20	35	30	-

Movement: 4/8/12/24

Wounds: 60

Armour: Toughened Skin (All 5). **Total TB:** 10

Skills: Awareness +20, Climb, Dodge, Silent Move +10, Tracking +20

Talents: Berserk Charge, Combat Sense, Heightened Senses (Smell and Taste), Swift Attack.

Traits: Blind, Natural Armour (All 5), Improved Natural Weapons (Poisonous Bite, Venom Spit), Unnatural Senses (Smell, Taste) (50m), Size (Enormous), Unnatural Strength (x3), Unnatural Toughness (x2).

Weapons: Poisonous Bite (1d10+12 R; Pen 2; Tearing), Venom Spit (30m, S/-/, 1d10+5 I; Pen 2, Spray, Toxic)

Availability: Near Unique

CARP

The carp is a freshwater fish that lives in peaceful swamps and rivers. It swims at a slow and even pace. It is perfectly harmless, and friendly and kind to all. Why the Squats fear them is unknown.

Carp								
WS	BS	S	T	Ag	Int	Per	WP	Fel
40	-	50	50	40	30	20	30	40

Movement: 5/10/15/30

Wounds: 30

Armor: Armored Scales (All 8)

Total TB: 15

Skills: Command +10, Dodge, Intimidate +20, Interrogate +10, Swim +20

Talents: Galvanizing Presence, Hunter of Aliens, Slayer of Daemons, Scourge of Heretics, Berserk Charge, Combat Master, Fearless, Killing Strike, Iron Jaw, Crushing Blow, Flesh Render, Swift Attack, Lightning Attack, Touched by the Fates (3).

Traits: Brutal Charge, Improved Natural Weapons, Natural Armor (Armored Scales), Natural Weapons (Razor Maw), Size (Hulking), Unnatural Strength (x3), Unnatural Toughness (x2), Undying.

Weapons: Razor Maw (1d10+18 R; Pen 6, Tearing, Razor Sharp, Latch On†)

†**Latch On:** When the Carp successfully hits with at least one of its melee attacks, it may “latch on.” Enemies may shake off the carp with a Challenging +0) Agility Test. When latched on, the Carp’s melee attacks automatically hit.

Availability: How about no



BATTLE AUTOMATA

"Such things exist only in mankind's long and distant past, in half-remembered legends. At least, they did until twenty minutes ago."

-Alistair Vathrek, Crimson Guardsman and Domineus of the Knight Castigator "Fax Machine" gazes upon an inert Castellax Battle Automata.

For when mere flesh and blood is not enough, and Spess Mehreens are too far away, the armies of the Imperium turn to one group – the Legio Cybernetica, the oldest of the branches of the Mechanicum. Distrusted heavily due to a little problem called the Men of Iron, the Magi of the Legio Cybernetica must take oaths of loyalty far harsher than others.

Nominally organized into Cohorts of similar robots, Battle Automata would be mere mindless toddlers who march forward, all guns blazing, if not for their minders, the Magi Dominus. Using a device called a Cortex Controller, the Magi imbue the Automata Cortex with limited reason, tactical sense, and self-preservation – neither truly alive and sapient, nor unthinking and unfeeling. Their minds are incapable of revolt, only hatred against their enemies.

Even amongst the legions of identical Battle Automata, some become...more. The so-called Paragons of Metal are wrought of finest artifice, its mind forged with arcane secrets. They are capable of operating outside the web of a cortex controller, and scrolls detailing arguments of their sapience or lack thereof can fill a voidship. They are not to be trusted, and the only Paragon of Metal known in the Tiji Sector, Theta-10-Sigma, or "Executor" Thexus, refuses to comment on the matter.

Of course, the Legio Cybernetica are not the only ones to make use of Battle Automata – studies of vehicles such as the Chaos Decimator show horrific similarities between their Daemonic essence containers and the plastic fleshy mass known as the Cybernetica Cortex...

Most Battle Automata have the following traits.

†**Cybernetic Resilience:** The Battle Automata may reroll failed Toughness tests from the Toxic quality, and is immune to the Fleshbane quality. However, when hit by an attack with the Haywire quality, the Battle Automata must make a Challenging (+0) Toughness test, or take 1d10 wounds ignoring armor and toughness, in addition to the normal Haywire effects.

Programmed Behavior: Unless within 30m of a Cortex Controller, the Battle Automata must follow a programmed set of restrictions, outlined as below.

Methodical: The Battle Automata may not perform the Run action, and must move towards the closest enemy unit it is able to harm.

Target Priority: The Battle Automata must fire all of its weapons against the closest enemy within 30m any of its weapons are able to harm. If this is not the case, it is free to select targets as normal.

Onslaught: The Battle Automata must charge the closest enemy within 30m if able. The Charge attack mandated by Onslaught takes precedence over ranged attacks mandated by Fire Protocols.

Fire Protocols: The Battle Automata must fire up to three of its weapons at the same target designated by Target Priority. These weapons may be of the Pistol, Basic, Heavy class, or any combination of the three, and must fire at the highest rate of fire. The Automata receives no bonus to the Ballistic Skill from rate of fire, however. This combined singular "Fire Protocols Attack" is a Half Action.

For example, a Vorax outside of a cortex controller must first Half-Move towards the nearest enemy. It must fire its Lightning Gun and its two Rotor Cannons at a singular target. It must fire a single shot of its lightning gun, and perform two Full Auto attacks with its rotor cannons, ending its turn. The following round, it must charge if in range. Otherwise, it returns to moving and shooting.

When in range of a cortex controller, the Fire Protocols Attack is instead a Full Action, may benefit from bonuses to the Ballistic Skill from rate of fire, and the target(s) may be freely selected by the bearer of the Cortex Controller.

Reactor Blast: Upon reducing the Battle Automata to zero wounds, the Automata may make a Challenging (+0) Tech Use test. If successful, the Battle Automata's Atomantic reactor explodes, dealing 1d10+9 Energy damage with Pen 0 to everything (ally or enemy) within 5m.

VORAX-CLASS BATTLE AUTOMATA

A hunter-killer robot, the Vorax is derived from the ancient Crusader template. Nominally in the form of a praying mantis, the Vorax is capable of bending and adjusting its form in many ways to seek out and destroy its enemies. Speed is its greatest asset, as it is not as heavily armed and armored as its brethren.

Vorax								
WS	BS	S	T	Ag	Int	Per	WP	Fel
35	45	45	40	40	35	30	35	-

Movement: 6/12/18/36

Wounds: 30

Armor: Machine (All 6)

Total TB: 12

Skills: Awareness +20, Dodge +10, Contortionist +10, Navigate (Surface), Shadowing, Silent Move, Security, Tech Use, Tracking +20

Talents: Fearless, Resistance (Psychic Powers), Two Weapon Wielder (Ballistic, Melee), Gunslinger, Sidearm, Blade Dancer

Traits: Auto-Stabilized, Machine (6), Unnatural Strength (x2), Unnatural Toughness (x3), Size (Enormous), Cybernetic Resilience, Programmed Behavior

Weapons: Lightning Gun, Two Rotor Cannons, Two Battle Automata Power Blades

Gear: Infravisor

Availability: Extremely Rare

CASTELLAX-CLASS BATTLE AUTOMATA

A general purpose Battle Automata, the Castellax is designed for siege work and shock assaults, housing a particularly aggressive machine spirit to better rip apart its enemies.

Castellax								
WS	BS	S	T	Ag	Int	Per	WP	Fel
35	45	55	50	30	25	30	35	-

Movement: 5/10/15/30

Wounds: 40

Armor: Machine (All 8)

Total TB: 15

Atomantic Shielding (PR35 Field, PR20 when in Melee, does not Overload under normal circumstances)

Skills: Awareness +10, Demolition, Dodge, Tech Use

Talents: Berserk Charge, Fearless, Resistance (Psychic Powers), Two Weapon Wielder (Ballistic, Melee), Gunslinger, Sidearm, Blade Dancer

Traits: Auto-Stabilized, Machine (8), Unnatural Strength (x2), Unnatural Toughness (x3), Size



(Enormous), Cybernetic Resilience†, Programmed Behavior, Reactor Blast

Weapons: Mauler Bolt Cannon, Two Bolters, Two Two Shock Chargers

Gear: None

Availability: Extremely Rare

DOMITAR-CLASS BATTLE AUTOMATA

The Domitar is an evolution of the ancient Conquerer template, and built as an angry metal battering ram and linebreaker. Now limited to only the most intrepid and daring of Forge Worlds, the Domitar represents to the common man the terrible legacy of the Horus Heresy.

Domitar								
WS	BS	S	T	Ag	Int	Per	WP	Fel
45	35	65	60	35	20	30	40	-

Movement: 6/12/18/36

Wounds: 45

Armor: Machine (All 8)

Total TB: 18

Atomantic Shielding (PR35 Field, PR20 when in Melee, does not Overload under normal circumstances)

Skills: Awareness, Demolition, Dodge, Tech Use

Talents: Fearless, Resistance (Psychic Powers), Berserk Charge), Two Weapon Wielder (Melee) , Gunslinger, Sidearm, Blade Dancer

Traits: Auto-Stabilized, Brutal Charge, Machine (8), Unnatural Strength (x3), Unnatural Toughness (x3), Size (Massive), Cybernetic Resilience, Programmed Behavior, Reactor Blast, Crusader†

†**Crusader:** The Battle Automata may charge according to its Run distance, rather than its Charge distance.

Weapons: Domitar Missile Launcher, Two Graviton Hammers

Gear: None.

Availability: Near Unique

ARLATAX-CLASS BATTLE AUTOMATA

The Arlatax is a further modification of the Conqueror template, stripping down some non-essential armored components for a relatively “lightweight” jump-pack equipped shock assault automata.

Arlatax									
WS	BS	S	T	Ag	Int	Per	WP	Fel	
45	35	65	55	45	20	30	40	-	

Movement: 6/12/18/36

Wounds: 45

Armor: Machine (All 8)

Total TB: 15

Atomantic Shielding (PR35 Field, PR20 when in Melee, does not Overload under normal circumstances)

Skills: Awareness, Dodge, Pilot (Personal), Tech Use

Talents: Fearless, Resistance (Psychic Powers), Berserk Charge, Two Weapon Wielder (Melee), Gunslinger, Sidearm, Blade Dancer

Traits: Auto-Stabilized, Brutal Charge, Machine (8), Unnatural Strength (x3), Unnatural Toughness (x3), Size (Massive), Cybernetic Resilience, Programmed Behavior, Reactor Blast, Feel No Pain†

†**Feel No Pain:** The Arlatax can shrug off minor damage. When taking damage from a weapon with Pen 8 or less, the Arlatax may make an Arduous (-40) Toughness test. If successful, it may apply its unmodified toughness bonus again to the damage taken, possibly negating it entirely

Weapons: Two Arlatax Power Claws, Plasma Blaster, 3 Frag Grenades

Gear: Jump Pack

Availability: Near Unique

THANATAR-CLASS SIEGE AUTOMATA

A Siege Automata designed as a walking artillery rather than a combat unit, the Thanatar excels at a single thing – blowing everything you ever loved up, soaking it in hot, sticky, white...plasma. Its toughness is legendary – most small arms are beyond the ability to harm it. It has come to destroy, and nothing can stop its programmed mission.

Thanatar									
WS	BS	S	T	Ag	Int	Per	WP	Fel	
35	45	65	60	20	30	30	40	-	

Movement: 5/10/15/30

Wounds: 50

Armor: Machine (All 12)

Total TB: 18

Atomantic Shielding (PR35 Field, PR20 when in Melee, does not Overload under normal circumstances)

Skills: Awareness, Demolition, Dodge, Tech Use

Talents: Fearless, Resistance (Psychic Powers), Two Weapon Wielder (Ballistic, Melee), Gunslinger, Sidearm, Blade Dancer

Traits: Auto-Stabilized, Machine (12), Unnatural Strength (x3), Unnatural Toughness (x3), Size (Massive), Cybernetic Resilience, Programmed Behavior, Reactor Blast, Lumbering Advance†

†**Lumbering Advance:** The Siege Automata may not take the Run Action.

Weapons: Twin-Linked Mauler Bolt Cannon, Hellex Plasma Mortar, Two Big Fucking Fists (1d10+18I, Pen 12)

Gear: Infravisor

Availability: Near Unique

THANATAR-CLASS PATTERNS

Thanatar Siege Automata may replace their Hellex Plasma Mortar with alternative weaponry, switching their designation and battlefield role. Each Thanatar below shares the same profile and characteristics as the standard Thanatar, with the exception of weaponry.

Thanatar-Calix Siege Automata

The Thanatar-Calix replaces its Hellex Plasma Mortar with a heavy lascannon with its origins in the honored Cult of Sollex. You may remember them – they’re based out of Calixis.

Weapons: Twin-Linked Mauler Bolt Cannon, Sollex Pattern Heavy Lascannon, Graviton Ram, One Big Fucking Fist (1d10+18I, Pen 12)

Thanatar-Cynis Siege Automata

Perhaps it is best the origins of the Thanatar-Cynis are only remembered by a scant few. The Thanatar-Cynis’s Plasma Ejectors were an attempt by the Forge World of Esteban III to dethrone the forge world of Ryza as pre-eminent masters of plasma. One of these forge worlds would later fall to the Dark Mechanicum – care to guess which?

Weapons: One Mauler Bolt Cannon, Two Cynis Pattern Plasma Ejectors, Two Big Fucking Fists (1d10+18I, Pen 12)

SCYLLAX-CLASS GUARDIAN AUTOMATA

Unlike pure combat automata, the Scyllax-class Guardian Automata are designed to stay near and assist high level Magi and Cybertheurgists of the Mechanicum. Floating across the battlefield on metal tendrils, Scyllax Guardian Automata stop at nothing to defend their charge. When in their presence they are a storm of blade and bolter shots, but without the guiding mind of a Magos, they are little more than stationary defense turrets.

Scyllax								
WS	BS	S	T	Ag	Int	Per	WP	Fel
35	40	40	35	30	35	30	35	-

Movement: 4/8/12/24

Wounds: 20

Armor: Machine (All 6)

Total TB: 9

Skills: Awareness +10, Dodge, Navigate (Surface), Security, Tech Use

Talents: Resistance (Psychic Powers), Two Weapon Wielder (Ballistic, Melee), Gunslinger, Sidearm, Blade Dancer

Traits: Auto-Stabilized, Dark Sight, Guardian Servitor Protocols†, Machine (6), Unnatural Strength (x2), Unnatural Toughness (x3), Size (Hulking)

Weapons: Scyllax Bolter, Mechadendrite Combat Array

Gear: Rad Furnace††

Availability: Very Rare

†**Guardian Servitor Protocols:** As long as the Scyllax-class Guardian Automata are within 100m of an ally with a Cortex Controller or Mechanicus Implants, they possess the Fearless trait and may act as an independent ally on the owner's initiative. Outside of this range, the Scyllax must make an Challenging (+0) Intelligence test or remain stationary. They may fire at and select targets as normal.

††**Rad Furnace:** The Scyllax contain within them a burning Irad furnace that can weaken friend and foe alike. Allies and enemies in the same melee as the Scyllax Guardian Automata suffer -1 to their base Toughness Bonus. This can reduce Unnatural Toughness according to the modifier (for example, TB4 Unnatural x2 for TB8 will become TB3 Unnatural x2 for TB6). Only other bearers of a Rad Furnace are immune to this effect.

In addition, the Scyllax Guardian-Automata gains a +30 bonus to Toughness tests caused by weapons with the Toxic or Rad-Phage Qualities.

VULTARAX-CLASS STRATOS AUTOMATA

The most widespread Stratos Automata pattern in use by the Legio Cybernetica, this basically means that it's a robot that can fly. Despite the usual limitations of the Cybernetica Cortex still present in their potato frames, it contains sophisticated sensory gear and targeting systems that allow it to target enemy flyers, and act as a high-mobility scout, rapid response unit, and anti-air duelist.

In case you were wondering, this is the base frame that would eventually become the Nurgle Blight Drone, although the Blight Drone would be barely half the size of this thing.

Vultarax								
WS	BS	S	T	Ag	Int	Per	WP	Fel
35	45	45	50	30	30	30	40	-

Movement: 15/30/45/60

Wounds: 45

Armor: Machine (All 8)

Total TB: 15

Skills: Awareness, Pilot (Aeronautica) +20, Dodge +10, Tech Use

Talents: Fearless, Resistance (Psychic Powers), Two Weapon Wielder (Ballistic, Melee), Gunslinger, Sidearm, Blade Dancer

Traits: Auto-Stabilized, Machine (12), Unnatural Strength (x2), Unnatural Toughness (x3), Size (Massive), Cybernetic Resilience, Programmed Behavior (Stratos Automata Augment)†, Reactor Blast, Dark-Sight, Flyer (15)

†**Programmed Behavior (Stratos-Automata**

Augment): The Vultarax Stratos Automata is capable of limited target selection and independent action. Limited. When outside of a cortex controller, the Programmed Behavior rule applies as normal.

However, the Vultarax ignores the Methodical component of the rule, and may prioritize flying vehicles, flying creatures, or other enemies with the Flya trait rather over other targets as part of the Target Priority component of the rule.

Weapons: Vultarax Arc Blaster, two Setheno-Pattern Havoc Launchers

Gear: Flare Shield, Enhanced Targeting Array, Searchlight

Availability: Near Unique

BATTLE AUTOMATA WEAPONRY

The Battle Automata of the Legio Cybernetica wield a number of rare and powerful weaponry. Care should be taken that they are pointed at the enemy, and well maintained with prayer and sacred unguents. Battle Automata, however, are quite modular, sharing components with other Imperial technology like Dreadnoughts, and their armaments can often be switched out by well prepared Magi. While a Battle Automata, when bought, comes with its default weaponry and gear, additional gear may be purchased and outfitted separately. Battle Automata are automatically proficient in any weapon equipped to them.

Scyllax Guardian Automata are often customizable by those they are designed to protect, and can mount weapons from the following list in place of their standard Scyllax Bolters: Rotor Cannon, Flamer, Volkite Charger, Meltagun, Graviton Gun, Rad-Cleanser, Plasma Gun. Alternatively, the Scyllax may be purchased with an Mechadendrite Combat Array Enhancement instead of a Scyllax Bolter at no change to availability, granting the Scyllax the Swift Attack Talent.

Vorax Battle Automata, being fast and “light” scout automata, can mount Irad Cleansers in place of their Lightning Gun.

Castellax Battle Automata are very modular, and may mount Multi-Meltas or Darkfire Cannons in place of their Mauler Boltcannons. They may mount Basic-class Flamers of any pattern in place of their Bolters. They may mount Automata Power Blades in place of their Shock Chargers. Alternatively, it may replace one of its arms (removing a Shock Charger/Power Blade and Bolter/Flamer) with a Siege Wrecker.

Arlatax Automata can be configured for a variety of melee combats. One Arlatax Power Claw may be replaced with an Arc Scourge.

Vultarax Stratos-Automata can equip Automata Power Blades in addition to their normal weapons.

FLAMER

Fire has been mankind’s friend for 450,000 years. Can you abandon a friend? Not when that friend makes problems go away, leaving naught but ash.

MELTAGUN

Firing superheated gases at short ranges, the Meltagun is given to those brave or stupid enough to charge a tank headon.

MELTAGUN

Firing superheated gases at short ranges, the Meltagun is given to those brave or stupid enough to charge a tank headon.

VOLKITE CHARGER

A martian deathray firing a red beam that, upon contact with an enemy, superheats them like a microwave, resulting in a wet-sounding pop. The Charger is the rifle-sized variant.

Deflagrate: For every hit that inflicted at least one Wound on an opponent, resolve an additional automatic hit, rolling for damage as normal. These additional hits do not inflict further hits themselves.

PLASMA GUN

For when heavy infantry really needs to die, the Plasma Gun is a powerful standby against most man-sized targets.

PLASMA BLASTER

Better understood during ages gone by, the Plasma Blaster is a design that dates to the Great Crusade, able to saturate an unfortunate target in superheated plasma at almost no risk to the operator.

Volatile: The weapon automatically confirms Righteous Fury on a roll of 10 for damage.

GRAVITON GUN

Graviton Weaponry was not meant to be a weapon in the first place. Its worth in the dark days of the Horus Heresy, however, meant the weapons would be refined and improved over the following 10,000 years. The weapon’s ability to crush enemies with the weight of their own armor quickly gave it a niche in armored combat.

Graviton Wave: Everything caught in the gun’s blast area is violently pressed to the floor and must take a Very Hard (–30) Strength Test or be knocked

down. Being thrown to a solid surface from a standing position and forced to the ground in this way is enough to inflict 1d5 I (Primitive) Damage—treat this as effecting the Body location—although what the character or object is thrown against and how far they fall may well make this effect far worse. Additionally, anyone attempting to move or perform physical actions within the blast radius for 2d5 Rounds afterwards must first pass an Opposed Strength Test versus Strength 60 (Unnatural (×2)) each Round. At the GMs discretion, the flux may shatter brittle objects, collapse loose flooring, rupture containment vessels, damage vehicles and machinery, plus wreak any other chaos deemed appropriate.

BATTLE AUTOMATA POWER BLADE

Ranging in pattern between scythe-like protrusions of the Vorax, and the circular power saws of the Castellax, Battle Automata Power Blades are powered by the limitless energy of the Automata's Atomantic Reactor to fuel their hungry molecular disruption fields.

BATTLE AUTOMATA SHOCK CHARGERS

Augments to a Battle Automata's close combat ability, Shock Chargers grant a supercharged edge to the close combat attacks of the equipped Automata.

LIGHTNING GUN

A baroquely designed carbine connected directly to a reactor core, this gun functions exactly as advertised – it shoots fucking Lightning at things. The stream of ions is powerful enough to maul both the living and the mechanical.

ROTOR CANNON

The predecessor of the Assault Cannon, the Rotor Cannon is a multi-barreled heavy stubber that can put out a prodigious amounts of fire, though far weaker than its successor.

IRAD CLEANSER

Firing waves of debilitating radiation as opposed to flame, the Irad Cleanser can wither an enemy's strength away, slowly but surely.

Fleshbane: Damage from this attack ignores Toughness Bonus. Armor functions normally.

Rad-Phage: Upon taking wounds, the enemy must make a Challenging (+0) Toughness Test or suffer 2d10 Toughness Damage.

DARKFIRE CANNON

Arcane beam weapons that fire needle-thin lances of black energy able to pierce the densest armor, and require careful maintenance lest the weapon consume the wielder in raging black flame, these weapons are rumored to be xenos in origin.

Wait, RUMORED? Son, who else uses “beams of black energy” as an anti-tank weapon with the Lance special rule? You know the answer. Go on, say it. I'll wait.

MAULER BOLT CANNON

More sophisticated than most bolt weaponry, the Mauler Bolt Cannon is bulkier and more powerful, firing larger caliber rounds than even the Heavy Bolter.

DOMITAR MISSILE LAUNCHER

The Missile Launcher mounted upon a Domitar Battle Automata was designed by the Ordo Reductor to breach xenos dens and burn the occupants within.

ARLATAX POWER CLAW

Great claws for a robot designed to be pointed at a direction and blend everything in its way, the Arlatax Power Claws are an excellent offensive tool in the Arlatax's arsenal. Arlatax Power Claws include a light rapid-fire autocannon within them for ranged suppression.

ARC SCOURGE

A lash-like weapon equipped with a multi-spectrum disruption field, this weapon uses a lot of big words to strike everything around it and deliver a pulse that can easily slice through any armor.

Armorbane: Against Vehicles, Structures, and enemies with the Daemon Engine trait, the weapon's Penetration is doubled.

SIEGE WRECKER

Taking the form of drills or energy borers, the Siege Wrecker is designed to destroy enemy bunkers and fortifications. When fielded with a Siege Wrecker, a Battle Automata has one singular job – open the

gates.

Structural Collapse: The wielder adds their Strength Bonus to the weapon's Penetration against stationary structures and fortifications. If the target fortification is destroyed, the area is considered clear terrain.

SCYLLAX BOLTER

The Scyllax Bolter is a purpose built weapon built to interface with the Scyllax Guardian Automata, and exclusively use the superior Kraken Bolts for penetrating medium armor.

MECHADENDRITE COMBAT ARRAY

An ever-spinning, ever cutting combination of mechadendrites, chainblades, and energy weapons, the Mechadendrite Combat Array allows the Scyllax Guardian Automata to spin its weaponry around in a horrific maelstrom that catches every enemy in range.

Maelstrom: If 3 or more Degrees of Success are achieved on the Weapon Skill test, an additional attack is generated. A Weapon Skill test is performed as normal. Bonus attacks do NOT generate further attacks.

Dismemberment: The Mechadendrite Combat Array may be used as a Full Action with the Dismemberment profile instead of its normal profile.

HELLEX PLASMA MORTAR

The monstrous Hellex Plasma Mortar is a siege cannon, an upscaled plasma weapon that can crumble fortifications without struggle. Detonating ABOVE the targets, the waves of plasma energy wash over enemies, denying them their cover and exposing them for all to see and shoot.

Stable Firing Platform: If the Thanatar Siege Automata has taken any form of Move action (voluntary or not), the Hellex Plasma Mortar's range is reduced to 30m – 100m. Note that the 30m range is the MINIMUM range – the weapon cannot be fired within this range. Range brackets are calculated as normal from the second value.

Plasma Wave: Any Armor granted from cover is calculated from the center of the blast radius, not the position of the firer. In addition, protection provided by cover in the blast radius is permanently reduced by the full amount of the weapon's Penetration value (12), instead of by 1. This effect may stack, as cover is pummeled and destroyed.

SOLLEX PATTERN HEAVY LASCANNON

A supercharged lascannon created during the Age of Strife by the Cult of Sollex, masters of light and energy, the Sollex Pattern Heavy Lascannon is rare even amongst the Mechanicum, each sanctioned and blessed beyond the norm before distributed to those who require them.

CYNIS-PATTERN PLASMA EJECTOR

The last sad legacy of the traitor forge world of Estaban III, the Cynis-Pattern Plasma Ejector trades the reliability, range, and blast of the Hellex Plasma Mortar for rate of fire and volatility. One can reduce a battlefield to ash with this weapon, though there is a high chance of the Thanatar bearing it being reduced to slag as well.

GRAVITON HAMMER

A compact version of the Graviton Ram, the Graviton Hammer amplify the Domitar's melee attacks with gravitic force.

Graviton Wall: Enemies attacking the bearer the weapon in Melee suffer a -10 penalty to their attacks if using the Swift Attack talent, and a -20 penalty if using the Lightning Attack talent.

GRAVITON RAM

A simple device for mining and excavation during the Dark Age of Technology, the Mechanicum has altered the weapon to pulverize anything it touches.

VULTARAX ARC BLASTER

The Vultarax Arc Blaster is an Arc Weapon similar to the Heavy Arc Rifles used by other Mechanicum ground troopers, but capable of higher rates of fire and more concentrated bursts of energy.

SETHENO-PATTERN HAVOC LAUNCHER

The Precursor to the Cyclone Missile Launcher used by the Astartes, these cumbersome missile systems nonetheless contain bloodthirsty data-djinn that seek out and destroy enemies, no matter where they run.

Setheno-Djinn: Successful Dodge tests taken against this weapon must be rerolled. The second result stands.

Name	Class	Range	RoF	Dam	Pen	Mag	Rld	Special	Availability
Flamer	Basic	20m	S/-/-	1d10+4E	2	6	2 Full	Flame, Spray	Scarce
Meltagun	Basic	20m	S/-/-	2d10+10E	12	5	Full	Melta	Very Rare
Volkite Charger	Basic	55m	S/2/-	2d10+3E	4	20	3 Full	Deflagrate	Very Rare
Graviton Gun	Heavy	30m	S/-/-	-	-	3	2 Full	Blast (5), Concussive, Graviton Wave, Haywire	Near Unique
Plasma Gun	Basic	90m	S/2/-	1d10+8E	10	20	5 Full	Overheats, Maximal	Very Rare
Plasma Blaster	Basic	60m	S/2/-	2d10+8E	12	6	2 Full	Volatile, Maximal	Very Rare
Battle Automata Power Blade	Melee	-	-	1d10+3E	6	-	-	Tearing	Very Rare
Siege Wrecker	Melee	-	-	2d10+7I	10	-	-	Proven (3), Unwieldy, Structural Collapse	Extremely Rare
Lightning Gun	Basic	50m	S/-/-	3d10+8E	4	-	-	Integrated, Tearing, Razor Sharp	Extremely Rare
Rotor Cannon	Heavy	150m	-/6/10	1d10+6I	3	200	3 Full	Tearing	Rare
Irad Cleanser	Basic	30m	S/-/-	1d10+3E	4	20	4 Full	Spray, Fleshbane, Rad-Phase	Very Rare
Darkfire Cannon	Heavy	375m	S/2/-	2d10+14E	5	-	-	Felling (1), Proven (4), Overheats, Lance, Integrated	Near Unique
Mauler Bolt Cannon	Heavy	90m	-/-/6	2d10+8X	8	60	Full	Tearing	Extremely Rare
Domitar Missile Launcher (Krak)	Heavy	300m	S/-/-	3d10+10X	10	20	Half	-	Very Rare
(Ignis Frag)	Heavy	300m	S/-/-	2d10+3X	2	20	Half	Blast (3), Flame, Ignores Cover	
Arlatax Power Claw	Melee	-	-	1d10+7E	12	-	-	Tearing	Very Rare
(Ranged)	Basic	90m	-/-/3	2d10+9I	6	60	2 Full	-	
Arc Scourge	Melee	-	-	1d10+2E	12	-	-	Armorbane, Concussive, Flexible	Extremely Rare
Scyllax Bolter	Basic	150m	S/3/-	1d10+9X	6	24	Full	Tearing	Extremely Rare
Mechadendrite Combat Array	Melee	-	-	1d10+5R	4	-	-	Tearing, Maelstrom	Very Rare
(Dismemberment)				1d10+10	12	-	-	Tearing, Unwieldy	
Battle Automata Shock Charger	Melee	-	-	1d10+2E	10	-	-	Concussive, Unwieldy	Very Rare
Graviton Hammer	Melee	-	-	2d10I	15	-	-	Concussive, Unwieldy, Graviton Wall, Structural Collapse	Extremely Rare
Graviton Ram (Melee)	Melee	-	-	3d10I	15	-	-	Concussive, Unwieldy, Graviton Wall, Structural Collapse	Near Unique
(Ranged)	Heavy	30m	S/-/-	-	6	10	2 Full	Concussive, Graviton Wave, Spray, Haywire	
Hellex Plasma Mortar	Heavy	30m - 300m	S/-/-	3d10+10X	12	20	6 Full	Blast (8), Plasma Wave, Stable Firing Platform	Near Unique
Sollex Pattern Heavy Lascannon	Heavy	350m	S/-/-	3d10+30E	12	12	5 Full	Proven (4)	Near Unique
Cynis-Pattern Plasma Ejectors	Heavy	60m	-/2/-	2d10+12E	10	16	6 Full	Overheats, Maximal, Blast (3), Plasma Wave	Near Unique
Vultarax Arc Blaster	Heavy	100m	S/2/3	2d10+12E	4	30	3 Full	Haywire, Tearing	Near Unique
Setheno-Pattern Havoc Launchers	Heavy	100m	S/2/-	2d10+3X	4	20	3 Full	Blast (4), Devastating (2), Twin-Linked, Setheno-Djinn	Extremely Rare

BATTLE AUTOMATA EQUIPMENT

Battle Automata may be augmented with additional gear to fit their mission. While such things inevitably increase the cost of the Battle Automata, the increase in effectiveness is often worth it. The following Equipment may ONLY be applied to Battle Automata.

SEARCHLIGHT

For all those times you need to shed a little light on a subject, the simple Searchlight is the answer. The bearer may make a Challenging (+0) Perception test to focus the searchlight on a target. As long as the target is illuminated, attacks made against the target suffer no penalties to darkness.

INFRAVISOR

Allowing the Automata to see in multiple spectra of light, nothing can hide from them. The Infravisor grants the Dark Sight trait and +30 to vision-based Perception tests in darkness, but the test to avoid blindness from Photon Flash Grenades is Arduous (-40) instead of Challenging (+0).

ENHANCED TARGETING ARRAY

Containing advanced cogitators to assist the Battle Automata's already prodigious targeting systems, The Enhanced Targeting Array will turn the Automata every shot into a devastating hit. An Enhanced Targeting Array reduces the difficulty of Ballistic Skill tests by one step, adds two degrees of success to each successful Ballistic Skill test, and counts the value of cover enemies are in as 4 lower.

BIO-CORROSIVE ROUNDS

Rotor Cannons are capable of great rates of fire, but often sacrifice stopping power. Bio-corrosive rounds seek to fix that, allowing a way to strike at heavy armor. This upgrade may be applied to a Vorax's Rotor Cannons. Vorax Rotor Cannons gain the Toxic and Corrosive quality, but halve the range of the weapon.

Name	Availability
Searchlight	Plentiful
Infravisor	Rare
Enhanced Targeting Array	Near Unique
Bio-Corrosive Rounds	Extremely Rare



ESOTERIC ARMAMENTS

"Volka-what now? Just what is that thing?"

- Ophilia, former Assassin and Domineus of the Knight Magaera/Styrix "Tasha" sees a Volkite Culverin for the first time.

Contrary to popular belief, the Imperium is quite advanced – the problem is not lack of world-destroying weaponry, there's plenty of that. The real problem is remembering how to build them in the first place. There are many weapons from mankind's storied history lost, and even more on that teetering precipice.

Some weapons have not been known in the Imperium for thousands of years, and the current ones are the last of their kind. Others are rapidly disappearing, every weapon lost keenly felt. Rarely, a weapon pattern is rediscovered, its killing power restored to the Imperium.

The following section will detail new weaponry of the Imperium, Mechanicum, and Xenos. Ranging from the primitive tribal weapons of the Old Slann to death-rays of the Volkite family, the rarest weapons of the galaxy are at your fingertips...for a price, of course.

Most excitedly, at the end of this section will be a guide to constructing your own weapons, the math allowing for a seamless tabletop to RPG conversion. I highly advise trying it out – making new weapons is fun!

WEAPONRY OF THE IMPERIUM AND MECHANICUM

The Imperium and the Mechanicum can bring powerful weaponry to bear against its enemies. Some, like Volkite, are ever rarer in the galaxy as the knowledge of their construction and maintenance is lost, while others are merely forgotten, waiting to be discovered. A Rogue Trader who can secure the legendary weaponry of mankind's storied past will gain a guaranteed advantage over his rivals and on the battlefields of the 41st millennium.

All weapons listed are Exotic unless otherwise stated.

ARCHEOTECH PISTOLS

With more and more knowledge lost as time goes on, what few remnants still exist are highly sought after by the wealthy and martial. Archeotech pistols is a catch-all term for a wide variety of pistol type weaponry from the Dark Age of Technology, be it a slug gun of prodigious power or a blaster of scything energy. The rich flaunt them, the aggressive use them, and often the only way to get them is to pry them from their user's cold dead hands.

GRAVITON IMPLODER

Graviton Weaponry was not meant to be a weapon in the first place. Its worth in the dark days of the Horus Heresy, however, meant the weapons would be refined and improved over the following 10,000 years. Indeed, the ancient Graviton Imploder would go on to carve a storied legacy for itself as the Grav weaponry of the Spess Mehreens.

Graviton: The value of the enemy's Armor is added to damage the weapon deals. Against vehicles, the weapon adds the armor of the facing struck to the damage roll, and all Critical Hits are automatically the Drive Damaged result.

IRAD PROJECTORS

The Irad Projector class of weaponry are bulky projectors mounted to a bulky generator. They fire a blast of radiation that can boil a target alive, their bodies ripped apart at the cellular level. The unlucky few who survive will simply die later of radiation poisoning.

This Exotic Weapon group contains the Lucifex, Irad Cleanser, and Irad Engine.

Fleshbane: Damage from this attack ignores Toughness Bonus. Armor functions normally.

Rad-Phage: Upon taking wounds, the enemy must make a Challenging (+0) Toughness Test or suffer 2d10 Toughness Damage.

Torrent: Instead of using the firing weapon as a point of origin, select a point within 15m as the shot's origin. Resolve the spray's normal 30° cone from that point, with the caveat that the cone must extend further than the point of origin – no looping sprays backwards!

LAS WEAPONRY

The standard weapon of the Astra Militarum for its ruggedness, reliability, and ease of resupply, the Lasgun fires a beam of light that can strike the target with a large amount of energy. These weapons can vaporize unarmored surfaces, and even pierce armor when sufficiently overcharged.

Older patterns of Las-weaponry could attach Collimators and Blast Chargers, turning the humble lasgun into a siege weapon, at the risk of weapon damage. The Laslocks and Mitralocks of the Mechanicum could support higher damage over range and rate of fire, and are often given to their disposable Adsecularis forces.

The Las Weaponry group requires Basic Weapon Training (Las/Universal), and includes the Blast Pistol and Auxilia Lasrifle. The Laslock and Mitralock require Exotic Proficiency (Integrated).

Listed Availabilities for the Auxilia rifle increase the more upgrades are placed on it – acquiring an Auxilia Lasrifle with Blast Charger also includes a Collimator, while acquiring an Auxilia Lasrifle with Collimator only includes the Collimator.

Laslocks and Mitralocks may mount Induction Chargers, increasing their RoF to S/-2, but increasing Availability by one difficulty step.

Charger Burnout: If a Jam is rolled when firing the Blast Charger mode, the weapon melts, becoming

useless until repaired with a Hard (-20) Trade (Armourer) test.

LIGHTNING GUN

A baroque designed carbine connected directly to a reactor core, this gun functions exactly as advertised – it shoots fucking Lightning at things. The stream of ions is powerful enough to maul both the living and the mechanical.

The Lightning Gun requires Exotic Proficiency (Integrated) unless it is connected to a standard Backpack power supply, in which case a shot count of 20 is used.

MECHANICUM BOLTER WEAPONRY

The Bolter is the standard armament of the Spess Mehreens and high ranking Astra Militarum officers. The Mechanicum uses Bolter weaponry as well, though their weapons make the standard issue bolters look like grot guns. Bolter weapons of the Mechanicum can support higher rate of fire at no loss of power, but at a drastically shorter range. To the armored walking tanks of the Mechanicum, this suits them just fine.

The Mechanicum Bolter group contains the Maxim Bolter and Mauler Bolt Cannon, and requires Basic Weapon Training (Bolt/Universal).

PHOSPHEX BOMB

A corrosive and incendiary compound that even the Imperium feels should have remained dead and buried in the turbulent past, Phosphex burns with an eerie blue-green flame, and cannot be extinguished in anything short of vacuum. If this was not bad enough, the cloud of flame MOVES, seeking out movement around it to feed its unstoppable path of incineration. Worse than even Rad Weaponry, to resurrect Phosphex is to contaminate a place with the taint of death itself.

Phosphex Bombs inflict their base damage, ignoring armor and toughness, if the enemy fails a Hard (-20) Toughness test from the Toxic quality.

Lingering Death: After resolving the Phosphex Bomb attack, make note of the blast's final location. The blast cloud does not dissipate, but rather remains active at that location.

Crawling Fire: At the start of every round, the GM may move any Phosphex Bomb clouds from the Lingering Death rule up to 3m in any direction, as long as that direction is closer to a living organism – be it ally or enemy to the party. The GM must immediately resolve a Phosphex Bomb hit against anything that falls under the Phosphex Bomb cloud’s new location. This will cause damage, but no new blasts are created (the only way to create more clouds is to chuck more Bombs).

PHOTON WEAPONRY

Arcane beam weapons that fire needle-thin lances of black energy able to pierce the densest armor, and require careful maintenance lest the weapon consume the wielder in raging black flame, these weapons are *totally not* Dark Eldar Dark Lances some Magos nicked and called his own. In an inversion of standard Mechanicum practice, the Photon weapons have a high rate of fire at the cost of offensive power the Dark Eldar can manage.

This Exotic Weapon group contains the Photon Gauntlet, Photon Thruster, and Darkfire Cannon. These weapons also require Exotic Proficiency (Integrated) unless they are connected to a standard Backpack power supply, in which case a shot count of 30 is used.

ROTOR CANNON

The predecessor of the Assault Cannon, the Rotor Cannon is a multi-barreled heavy stubber that can put out a prodigious amounts of fire, though far weaker than its successor. This weapon can be acquired with Bio-Corrosive rounds in addition to standard rounds, which grant the Toxic and Corrosive quality, but halve the range of the weapon, by increasing the availability of the weapon to Extremely Rare.

VOLKITE WEAPONS

Volkite Weapons are martian deathrays. They fire a red beam that, upon contact with an enemy, superheats them like a microwave, resulting in a wet-sounding pop. Remember the Expander from Duke Nukem 3D?

Yeah. That.

This Exotic Weapon group contains the Volkite Serpenta, Charger, Caliver, and Culverin.

Deflagrate: For every hit that inflicted at least one Wound on an opponent, resolve an additional automatic hit, rolling for damage as normal. These additional hits do not inflict further hits themselves.

CHARNABAL SABRE

Tracing their origins to the Duelling rings of Holy Terra, a Charnabal Sabre lacks the cutting ability of a power weapon, but there are those who believe that this allows for displays of true skill to shine through. Each forged in a different way, they speak of an individual’s duelling style as much as their affluence.

Duelist’s Edge: When engaged in single melee combat with only one other enemy, the enemy is suffers a -10 penalty to dodge and parry tests.

Flawless Cut: If a Weapon Skill test succeeds with 3or more DoS, the attack is resolved at Pen 10.

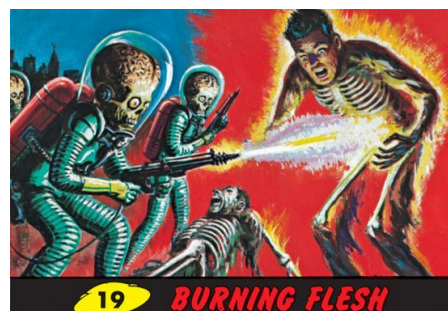
CORPOSANT STAVE

A battle-stave fit with shock charge generators, this weapon is most often seen amongst the Prefecture Magisterium, the Mechanicum enforcers and “secret police” that deal with Heretekks and renegade machines. Corposant Staves ALWAYS require two hands to use.

PARAGON BLADE

Two-handed weapons of perfectly aligned balance and durability, the offensive potential of a Paragon Blade is unmatched. Paragon Blades have diverse origins – some are ancient relics of the Dark Age of technology, others are Xenos prizes from beyond the Halo Stars. All are sought after by warriors supreme. Paragon Blades ALWAYS require two hands to use.

Murderous Strike: When triggering Righteous Fury, the enemy must make a Challenging (+0) Toughness test or die like a bitch, unless they are immune to instant death in some way (Touched by the Fates, some sort of Eternal Warrior, etc).



Name	Class	Range	RoF	Dam	Pen	Mag	Rld	Special	Availability
Archeotech Pistol	Pistol	30m	S/-/-	2d10+8E	6	8	2 Full	-	Near Unique
Graviton Imploder	Heavy	90m	S/3/5	2d10I	10	50	3 Full		Near Unique
Lucifex	Pistol	15m	S/-/-	1d10+1E	4	5	4 Full	Fleshbane, Rad-Phage	Very Rare
Irad Cleanser	Basic	30m	S/-/-	1d10+3E	4	20	4 Full	Spray, Fleshbane, Rad-Phage	Very Rare
Irad Engine	Heavy	50m	S/-/-	1d10+12E	8	30	4 Full	Spray, Fleshbane, Rad-Phage. Torrent	Extremely Rare
Blast Pistol	Pistol	15m	S/-/-	2d10+3E	0	5	2 Full	LVS, Twin-Linked, Overheats	Extremely Rare
Auxilia Lasrifle	Basic	150m	S/3/-	1d10+3E	0	60	Full	LVS, Reliable	Scarce
-Collimator	Heavy	200m	S/3/-	1d10+3E	0	30	Full	LVS	Rare
-Blast Charger	Heavy	120m	S/-/-	3d10+3E	2	5	2 Full	Charger Burnout	Very Rare
Laslock	Basic	60m	S/-/-	1d10+6E	2	-	-	Integrated	Scarce
Mitralock	Basic	20m	S/-/-	1d10+7E	2	-	-	Tearing, Integrated	Rare
Lightning Gun	Basic	50m	S/-/-	3d10+8E	4	-	-	Integrated, Tearing, Razor Sharp	Extremely Rare
Maxim Bolter	Basic	30m	-/-/5	1d10+5X	4	25	2 Full	Tearing	Extremely Rare
Mauler Bolt Cannon	Heavy	90m	-/-/6	2d10+8X	8	60	Full	Tearing	Extremely Rare
Phosphex Bomb	Thrown	SBx3	S/-/-	2d10+5E	12	-	-	Blast (5), Corrosive, Toxic*, Lingerig Death, Crawling Fire	Near Unique
Photon Gauntlet	Pistol	30m	S/2/-	2d10+3E	12	-	-	Proven (2), Overheats, Integrated	Very Rare
Photon Thruster	Basic	300m	S/2/-	2d10+8E	5	-	-	Felling (1), Proven (3), Overheats, Lance, Integrated	Extremely Rare
Darkfire Cannon	Heavy	375m	S/2/-	2d10+14E	5	-	-	Felling (1), Proven (4), Overheats, Lance, Integrated	Near Unique
Rotor Cannon	Heavy	150m	-/6/10	1d10+6I	3	200	3 Full	Tearing	Rare
Volkite Serpenta	Pistol	25m	S/-/-	2d10+2E	4	10	2 Full	Deflagrate	Very Rare
Volkite Charger	Basic	55m	S/2/-	2d10+3E	4	20	3 Full	Deflagrate	Very Rare
Volkite Caliver	Heavy	165m	S/2/3	2d10+6E	4	30	4 Full	Deflagrate	Extremely Rare
Volkite Culverin	Heavy	280m	S/2/4	2d10+9E	4	40	5 Full	Deflagrate	Extremely Rare
Charnabal Sabre	Melee	-	-	1d10+5R	0	-	-	Tearing, Duelist's Edge, Flawless Cut	Near Unique
Corposant Stave	Melee	-	-	1d10+8E	6	-	-	Concussive, Haywire	Extremely Rare
Paragon Blade	Melee	-	-	2d10+8E	10	-	-	Power Field, Murderous Strike	Unique

ARMOR AND EQUIPMENT OF THE IMPERIUM AND MECHANICUM

Treasured relics passed down over ten thousand years, the equipment of the Imperium and Mechanicum are more akin to heirlooms than tools. Indeed, days are spent in prayer such that the machines, like the Imperium, will push on just a little bit longer.

VOID ARMOR

Based off patterns ceded from the rings of Saturn, Void Armor is a specialized form of armor used in the void and other hazardous environments. Equivalent to Carapace in protection, its sealed design allows survivability in toxic or lack of atmosphere.

Void Armor provides 6 Armor to all locations (head, body, arms, legs) and comes pre-equipped with the Vac-Sealed Upgrade, allowing it to function as a voidsuit with a 6 hour air supply.

Void Armor can be Reinforced, making the Availability one step more difficult, but allows the wearer to reroll failed Agility tests against Flame and Spray weapons.

MECHANICUM PROTECTIVA

Mechanicum Protectiva are protective energy fields used by high ranking priests of the Mechanicum to defend against the dangers of the battlefield and attacks by rivals. The frequency and modulation of each protectiva is known only to the owner.

Displaying the Mechanicum Protectiva grants a +10 bonus to Interaction skill tests with members of the Mechanicum. They grant a PR45 field.

IRON HALO

Granted only to legendary commanders and honored champions, Iron Halos project a barrier of force in all directions to deflect impacts and energy discharges.

Displaying the Iron Halo grants a +10 bonus to Interaction skill tests with members of the Astra Militarum. They grant a PR45 field.

ABEYANT

A status symbol amongst the Mechanicum, Abeyants range from full body enclosures trailing cords and tentacles to great hovering pulpits. From atop this great throne, the Magos keeps his pimp hand strong.

An Abeyant grants the following bonuses to its user: +5 Wounds, the Hover (6), Size (Enormous), and Regeneration (Unmodified TB) Traits, the Vac-Sealed Armor Upgrade. An Abeyant cannot be used unless the user has the Mechanicus Implants trait.

CYBER-FAMILIAR

A Cyber-Familiar is a miniscule construct that assists its master in power distribution and defense. They operate as a mere extension of their owner's will.

A Cyber-Familiar is a cybernetic that increases the potency of any protective fields the user has by +15 (to a maximum of 60), or if the user has no protective field, grants them a PR20 Field (Overload 1-10). In addition, they allow their user to reroll failed Exploration and Crafting skills.

DJINN SKEIN

At the center of a vast web of information lies the Djinn Skein, allowing the bearer to coordinate his allies in combat perfectly.

As a free action, at the start of the bearer's turn, the bearer may make a Challenging (+0) Tech Use test. If he succeeds, he may grant an ally within 15m a bonus of +10 to a Ballistic Skill test, or he may draw line of sight from an ally within 15m for firing Indirect weapons. A Djinn Skein cannot be used unless the user has the Mechanicus Implants trait.

GRAV WAVE GENERATOR

Often found in pre-imperial wrecks, the Grav Wave Generators project pulses of force a few meters away from the generator. While it is often not enough to stop an assault fully, it is often enough to rob it of its impetus.

If the owner of a Grav Wave Generator 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.

PSI JAMMER

Often prohibited and misunderstood technology, sometimes even xenos tech, Psi Jammers generate a field which inhibits psychic energy and hides the owner's mind from telepathic contact. This has the side effect of making psykers think the bearer is mindless, but I'm sure that's not such a big deal.

A Psi Jammer grants immunity to psychic powers used to cloud, control, or delude the bearer's mind. The jamming field extends out in a 3m radius from the bearer.

CORTEX CONTROLLER

The Cortex Controller is a cybernetic that allows the bearer to command and control Battle Automata of the Legio Cybernetica, seeing what they see and experiencing what they experience. Only the greatest of adepts can hope to interpret the storm of data Battle Automata produce.

The bearer of a Cortex Controller may control up to three Scyllax, OR two Vorax, OR one Castellax, OR one Domitar / Arlatax, OR one Thanatar variant. As a Half Action, the bearer may allow controlled Battle Automata within 30m to enact their own two Half actions as normal, without being subject to the Programmed Behavior rule. This half action counts as an attack, so the bearer may not perform Attack actions himself. Without spending this Half Action, Battle Automata are limited to a single half action on the bearer's turn.

RAD FURNACE

In the same vein as the Scyllax, some Magos contain within them a burning Irad furnace that can weaken friend and foe alike. Allies and enemies in the same melee as the bearer of the Rad Furnace suffer -1 to their base Toughness Bonus. This can reduce Unnatural Toughness according to the modifier (for example, TB4 Unnatural x2 for TB8 will become TB3 Unnatural x2 for TB6). Only other bearers of a Rad Furnace are immune to this effect.

In addition, the bearer of a Rad Furnace gains a +30 bonus to Toughness tests caused by weapons with the Toxic or Rad-Phage Qualities.

Name	Availability
Void Armor	Very Rare
Mechanicum Protectiva	Very Rare
Iron Halo	Very Rare
Abeyant	Near Unique
Cyber Familiar	Extremely Rare
Djinn Skein	Very Rare
Grav Wave Generator	Extremely Rare
Psi Jammer	Extremely Rare
Rad Furnace	Very Rare
Cortex Controller	Extremely Rare

WEAPONRY OF THE ELДАР AND HARLEQUINS

The Eldar Aspect Warriors and Harlequins use a number of artistically designed, almost organic weapons to surgically destroy their enemies. Each Aspect Warrior and Harlequin trains for many times a human's lifespan in their use, becoming sublime masters in their killing fields. This makes it that much more satisfying to nick one with a lasgun to score the killing blow.

LASER LANCE

Laser Lances produce pulses of energy on the Shining Spear's charge, released with explosive force on the impact. However, this charge takes time to build up again.

Impact: The weapon uses the profile listed only on the first round of combat. After this round, it uses the profile of a Spear.

STAR LANCE

A more powerful version of the Laser Lance, the Star Lance is wielded by the Exarchs of the Shining Spears, and is capable of giving even vehicles pause.

SLICING ORB

The standard weapon of the Slicing Orbs Aspect Warriors, the Slicing Orb is an orb with psychically retractable blades. Tossed into a crowd of enemies, it can spin and cut without losing momentum, before returning to its wielder. These weapons return to their wielder after being thrown.

CROSSBLADE ORB

The Exarchs of the Slicing Orbs use the Crossblade

Orb, a set of four blades orbiting a spiritstone of an Exarch hero. Its longer, larger blades are capable of inflicting terrible damage. These weapons return to their wielder after being thrown.

DEATH SPINNER

A monofilament gun and standard ritual weapon of the Warp Spiders, the Death Spinner fires a long cloud of monofilament wire that tangles on a target. The wire's tension causes it to lash about, cutting everything up.

Monofilament: If the target's Agility Bonus is 3 or lower, or if the target has no Agility score, hits from the weapon deal an additional 1d10 damage. If Righteous Fury is scored, the weapon's hits are resolved at Pen 15.

SPINNERET RIFLE

Found amongst Exarchs of the Warp Spiders, the Spinneret Rifle fires a singular strand of monofilament wire instead of a cloud, which punches straight through armor and recoils back into the gun.

RIVEBLADES

Twin blades used by the Harlequins, a Riveblade is attached to each arm, where the Harlequin can twirl and freely decapitate enemies all around.

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

WRAITH WEAPONRY

Wraith constructs cannot use normal weaponry anymore. However, they are granted a connection with the psychically attuned Wraith weaponry. Wraith weapons are as much a part of the wraith as their wraithbone shell, and only by physically removing the weapon can its killing power be nullified, never to work again. Good. Fuck elves.

This Exotic Weapon group contains the Wraithcannon, D-Scythe, Ghostsword, Ghostaxe, and Forceshield.

Forceshields provide a PR50 protective field that overloads on a 1-5.

Distort: When a target is hit by a weapon with this quality, roll 2d10. This is the amount of Damage the

weapon inflicts, ignoring Armor and Toughness. In addition, if the Damage result is 19-20, the target is destroyed outright, regardless of the number of wounds or hull integrity it possesses (Fate Points may be burned as normal). If the Damage result is 2-10, the target takes Damage and is teleported a number of meters equal to the result in a random direction. If the target is teleported into the same space as another object, move the target into the closest available space; the target then takes 1d5 additional Damage, ignoring Armor or Toughness.

HARLEQUIN'S CARESS

Sheathing the wearer's hand in a deadly power field, the bearer has a chance of punching through many types of armor.

Caress of Death: When scoring Righteous Fury, the Harlequin's Caress ignores Toughness, and gains a Penetration of 10. Against vehicles or targets with an armor value, vehicle armor is ignored when scoring Righteous Fury.

HARLEQUIN'S EMBRACE

A storm of monofilament wires, the bearer can enter combat with multiple foes at once.

Embrace of Death: Upon a successful charge into melee combat, the bearer inflicts an automatic hit to all enemies within 1m of him, inflicting 1d10+8 rending damage with a Pen of 0. These attacks may be dodged or parried normally. These hits do not count towards the bearer's attacks for the round.

MISTSTAVE

The staff of the Shadowseers, the Miststave focuses the bearer's psychic might to leave enemies stunned and bewildered. Sometimes a good bonk is all it takes.

ZEPHYRGLAIVE

A perfectly balanced power weapon with great reach, the Zephyr glaive resembles an elegant warscythe and has great cutting power. It is most often used as part of a charge when on a Skyweaver.

When used as part of a charge action, the weapon gains +4 damage and +4 Pen.

Name	Class	Range	RoF	Dam	Pen	Mag	Rld	Special	Availability
Laser Lance	Basic	15m	S/-/-	2d10+5E	4	4	2 Full	Lance	Near Unique
(Melee)	Melee	-	-	2d10+12E	4	-	-	Lance, Impact, Power Field, Unwieldy	-
Star Lance	Basic	15m	S/-/-	2d10+16E	5	6	2 Full	Lance	Unique
(Melee)	Melee	-	-	3d10+12E	5	-	-	Lance, Impact, Power Field, Unwieldy	-
Slicing Orb	Melee	15m	-	1d10+5E	6	-	-	Power Field, Tearing	Near Unique
Crossblade Orb	Melee	30m	-	2d10+5E	8	-	-	Power Field, Tearing	Unique
Death Spinner	Basic	40m	S/-/-	4d10+5R	2	30	2 Full	Blast (2), Reliable, Tearing, Monofilament	Unique
Harlequin's Caress	Melee	-	-	1d10+4E	0	-	-	Caress of Death	Rare
Harlequin's Embrace	Melee	-	-	1d10+6E	0	-	-	Embrace of Death	Very Rare
Miststave	Melee	-	-	1d10+8I	0	-	-	Concussive, Fleshbane	Extremely Rare
Spinneret Rifle	Basic	60m	S/2/-	4d10+5R	15	30	2 Full	Reliable, Tearing, Monofilament	Unique
Riveblades	Melee	-	-	1d10+3E	8	-	-	Power Field, Balanced, Murderous Strike	Unique
Wraithcannon	Basic	50m	S/-/-	*	*	-	-	Distort	Unique
D-Scythe	Basic	20m	S/-/-	*	*	-	-	Distort , Spray	Unique
Ghostsword	Melee	-	-	1d10+6E	6	-	-	Power Field, Balanced	Very Rare
Ghostaxe	Melee	-	-	1d10+8E	8	-	-	Power Field, Unwieldy	Very Rare
Forceshield	Melee	-	-	1d10I	0	-	-	Power Field, Defensive	Extremely Rare
Zephyrglaive	Melee	-	-	1d10+4E	8	-	-	Power Field	Extremely Rare
Warp Jump Generator	Wargear	-	-	-	-	-	-	See Description	Unique

WARP JUMP GENERATOR

This wargear allows the Warp Spider to make small, controlled jumps through the warp, disappearing with a soft clap and reappearing many meters away with a rush of displaced air. The Warp Spider may double its Base Movement and ignore intervening obstacles. In addition, he may choose to push the mechanisms of the generator to move a further 2d10 metres with no penalty, but should the Warp Spider roll double ones, he must pass a Hard (-20) Willpower

Test or disappear forever, claimed by the warp. You'll need to burn Fate to survive that. Should he pass the Test, he may only take a Half Action next turn as he staggers back into the material universe.



DRONES AND BATTLESUITS OF THE TAU

The Tau of the Eastern Fringe are well known for their giant battlesuits and their AI drone allies. Ranging from support suits and drones to variants of the gigantic Riptide Battlesuit, the Tau seemingly have an answer to everything. Such suits are rapidly becoming more common in the Tiji Sector as both the Tau Empire proper and the House gear up for full-scale combat, no matter the cost.

(Translation: Now that I have a job, I can afford the new suits. Thus, they will show up now.)

Regarding the XV-107 R'Varna and XV-109 Y'Vahra, I intend to do something a little different – there will be two statblocks for each suit. One will conform to Fear and Loathing, and the other will conform to Tau Character Guide.

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).

DX-1 TRANSLATOR DRONE

A small drone used almost exclusively by the Water Caste, the Translator Drone contains a full database on alien customs, languages, and etiquette to better allow the Water Caste Ambassador to better negotiate with any races he meets.

The DX-1 Translator Drone grants its bearer the Polyglot talent. If the bearer already has the Polyglot talent, or acquires the talent later, then all Language tests made with the Polyglot talent no longer suffer a -10 penalty. In addition, all Interaction skill tests are one step easier in difficulty.

The DX-1 Translator Drone is armed with a twin-linked Pulse Pistol (Pistol, 40m, S/2/-, 2d10+2E Pen 4, Mag 16, Rld Half, Gyrostabilized, Twin-Linked)

SNIPER DRONE

Sniper Drones are assigned to Firesight Marksmen in a long-range anti-infantry support role. Their Longshot Pulse Rifles can accurately place a shot through a Spess Mehreen's eye lens at almost half a kilometer.

Sniper drones are armed with a Longshot Pulse Rifle (Basic, 200m, S/2/-, 2d10+3E Pen 4, Mag 12, Rld 2 Full, Accurate, Tearing).

WARSCAPER DRONE

Turning the environment against a foe is the role of the Warscaper Drone, normally found amongst the Farsight Enclaves. Of course, money talks, and a few of the strange drones have found their way into the sector.

Warscaper Drones allow the bearer and all allies within 10m to treat all difficult and dangerous terrain as open terrain, and reroll failed Tech-Use tests to use Auspexes. The Warscaper drone is not armed with a weapon, but it does contain an Auspex, Magnoculars, and a Seismic Fibrillator Node.

Seismic Fibrillator Node: A master of the battlefield can shape it to his liking. As a Full Action, the owner of the Warscaper Drone may make a Challenging (+0) Tech Use test. Success means all terrain within 150m becomes dangerous – enemy attempts to Move, Run, or Charge require a Hard (-20) Agility test. If this test is failed, then the enemy immediately falls prone and takes 1d5 wounds ignoring armour and toughness. This rapid terraforming may be maintained with a Difficult (-10) Tech Use test as a full action, the difficulty increasing by one step each turn (-10 becomes -20 the following round, and so on). Once the test is failed, the ground returns to normal, and the Seismic Fibrillator node cannot be used again unless maintained and recharged for a day somewhere safe (like the players' ship). This field may be dismissed at any time by the drone's owner.

Name	Availability
DX-1 Translator Drone	Scarce
Sniper Drone	Near Unique
Warscaper Drone	Extremely Rare

XV-02 PILOT BATTLESUIT

An experimental battlesuit used to allow ace pilots and drivers to interface directly with their vehicles, negating the need for support crew, the XV-02 Pilot Battlesuit is not meant for a direct combat role, but rather supplements the vehicle being piloted. It comes equipped with a Blacksun Filter, microbead, Auspex, and MIU. The armor does not have slots for mounted weapons, but suffers no penalty for using normal weaponry.

The XV-02 Pilot Battlesuit allows the pilot of a vehicle to immediately take the Suppressive Fire Action as a Free Action with a vehicle weapon of his choice when declared the subject of a charge. If the vehicle cannot use the Suppressing Fire action (single shot weapon, for instance) the vehicle may make a Standard single shot attack at a -20 penalty.

XV-107 R'VARNA BATTLESUIT

If the Riptide is a general purpose battlesuit, the R'varna is meant to slowly march in and destroy everything around itself. Its twin Pulse Submunition Cannons increase in power the more targets are caught in the blasts, as the blasts feed upon each other into a whirling maelstrom. Lacking the Jetpack of its brethren, the R'Varna must carefully position itself for maximum carnage, or get caught out and suffer a painful case of explosion.

FEAR AND LOATHING VARIANT

- Increase Size to Massive
- Use Armor 15, Strength and Toughness 80 (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, and an Auspex.
- Gain Access to the R'varna 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

Volley Fire: Fire each Pulse Submunition Cannon twice as part of a single Multiple Attacks action. The Battlesuit may not fire the following turn.

Electromagnetic Shockwave: Release a shockwave centered from the R'Varna, affecting allies and enemies within 15m, inflicting 1d10E Pen 2 with the Haywire quality.

Flank Speed: The Battlesuit doubles its speed until the start of the next turn.

-A freshly bought XV-107 is armed with two Pulse Submunition Cannons.

-The XV-107 has slots for TWO Special Issue systems. These must be bought separately.

TAU CHARACTER GUIDE VARIANT

Armor: 15 **Hardpoints:** 3

Size: Massive **Strength:** 80

Primary Systems: Blacksun filters, enhanced motive systems, environmental seal, multi-tracker

Availability: Unique

Nova Reactor Abilities (See TCG for operation)

Nova Shield: Gain PR10 shield, +10 per degree of success on test (Max 95). This shield does not overheat.

Volley Fire: Pulse Submunition Cannons gain the Storm Quality. The Battlesuit may not fire the following turn.

Electromagnetic Shockwave: Release a shockwave centered from the R'varna, affecting allies and enemies within 15m, inflicting 1d10E Pen 2 with the Haywire quality.

Flank Speed: The Battlesuit doubles its speed until the start of the next turn.

XV-109 Y'VAHRA BATTLESUIT

The sexiest thing to come out of Kel'shan since Miss Fire Caste 999M41, the Y'vahra is a masterpiece of engineering. With lighter defensive capability than the Riptide and R'Varna, the Y'vahra stands out with its next-level maneuverability and varied armaments. Able to deep strike in, annihilate enemy infantry and vehicles, and overcharge its nova reactor to return to the sky, the Y'vahra has inspired a saying amongst House operatives who have seen it in action – “The blue bird flies away.”

FEAR AND LOATHING VARIANT

- Increase Size to Massive
- Use Armor 12, Strength 75 and Toughness 65 (Unnatural x3), Agility 60, and 100 Wounds
- If reduced to 0 wounds, must burn fate to live
- Incorporates a Ravelin PR35 shield, which does not overload in normal conditions
- Incorporates a Multi-Tracker, Blacksun Filter, Vectored Thrust Array, Flechette Dispersal Pods, Vectored Retro-thrusters, and an Auspex.
- Gain Access to the Y'Vahra 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 Barricade: Boost shield to PR65 until beginning of next turn. This shield functions only in melee.

Overcharged Ionic Burst: Ionic Discharge Cannon may add D5 shots to its Full Auto fire rate.

Escape Thrust: At the start of the player's next turn, the battlesuit rockets 300m into the sky, and the battlesuit must land anywhere within 300m of his launch point as a Half Action. It makes a sick contrail as a bonus.

Vector Evasion: Reroll failed Dodge and Agility tests.

- A freshly bought XV-109 is armed with one Ionic Discharge Cannon and one Phased Plasma Flamer.
- The XV-104 has slots for TWO Special Issue systems. These must be bought separately.

Vectored Thrust Array: The Vectored Thrust Array functions as a jetpack, granting the Flyer (12) trait. The pilot of the battlesuit may choose to make a Vectored Thrust as a Half Action, moving him 100m in a direction of his choosing. This is a movement action, and all firing at the battlesuit that round suffers a -20 penalty. The Vectored Thrust may not be performed in two consecutive rounds.

Flechette Dispersal Pods: Tiny pods rain flechettes upon the enemy. After executing an Escape Thrust or Vectored Thrust, the pilot may, as a Free Action, fire the Flechette Dispersal Pods at an enemy within 15m. This does not count towards the pilot's attack limit.

TAU CHARACTER GUIDE VARIANT

Armor: 12 **Hardpoints:** 3

Size: Massive **Strength:** 80

Primary Systems: Blacksun filters, enhanced motive systems, environmental seal, multi-tracker, flechette dispersal pods, vectored thrust array

Availability: Unique

Nova Reactor Abilities (See TCG for operation)

Nova Barricade: Gain PR10 shield, +10 per degree of success on test (Max 95). This shield does not overheat. This shield functions only in melee.

Overcharged Ionic Burst: Ionic Discharge Cannon may add D5 shots to its Full Auto fire rate.

Escape Thrust: At the start of the player's next turn, the battlesuit rockets 300m into the sky, and the battlesuit must land anywhere within 300m of his launch point as a Half Action. It makes a sick contrail as a bonus.

Vector Evasion: Reroll failed Dodge and Agility tests.

Name	Locations Covered	AP	Availability (FnL)	Availability (TCG)
XV-02 Pilot Armor	All	5	Extremely Rare	Extremely Rare
XV-107 R'Varna	All	15	GM Blowjob	Unique
XV-109 Y'Vahra	All	12	GM Blowjob	Unique



Name	Class	Range	RoF	Dam	Pen	Special	Availability
Pulse Submunition Cannon	R'varna	300m	S/-/-	2d10+5X	6	Blast (5), Cluster Fire	Near Unique
Flechette Dispersal Pods	Y'vakra	15m	-/-/5	1d10+9R	4	Tearing, Razor Sharp	Near Unique
Ionic Discharge Cannon	Y'vakra	30m	-/-/3	3d10+10E	8	Haywire	Near Unique
Phased Plasma Flamer (Single Canister)	Y'vakra	15m	S/-/-	2d10+8E	8	Flame, Spray, Torrent	Near Unique
Phased Plasma Flamer (Full Rotation)	-	15m	S/-/-	2d10+10E	12	Flame, Spray, Storm, Torrent, Overheats	-

NEW BATTLESUIT WEAPONS

A quick index of new battlesuit weapons are included here for convenience. All are limited to the new Riptide variants.

PULSE SUBMUNITION CANNON

The Pulse Submunition Cannon fires clusters of self-guiding munitions that explode in proximity with their targets. These explosions feed off each other, rapidly escalating the damage possible at the cost of completely annihilating whatever you wanted in the area.

Cluster Fire: All hits are combined into one damage roll, and the Blast quality becomes equal to 5x the number of hits (two hits would be Blast 10, for instance). Talents and traits that affect damage are applied AFTER combining. Righteous Fury generates an additional 2d10+5 damage rather than 1d10, and adds an additional 5 to the Blast quality.

FLECHETTE DISPERSAL PODS

An upscaling of Flechette Launchers commonly found on vehicles and some battlesuits, Flechette Dispersal Pods release a storm of metal around a Y'vakra's landing zone, damaging enemies and clearing a safe spot for the Y'vakra to redeploy.

IONIC DISCHARGE CANNON

Firing controlled pulses of electromagnetic energy, the Ionic Discharge Cannon is capable of disabling and penetrating heavy armor at the same time. Enemy tanks will find themselves sitting ducks while the Y'vakra lines up the perfect shot.

PHASED PLASMA FLAMER

The application of plasma in a crowd control method is seen as gravest Heresy in the Imperium, but is just another tactic for the Tau. The Phased Plasma Flamer is a massive triple-barreled plasma-fed flamer that can fire in two modes – a single canister shot capable of burning its way through power armor, and full canister rotation, which can incinerate even those wearing Terminator and Artificer Armor, at the cost of plasma feedback against the battlesuit itself. The Phased Plasma Flamer may switch between these two fire modes at will.

Torrent: The weapon may fire its burning salvo high in an arc, so it falls upon enemies further away. Instead of using the firing weapon as a point of origin, select a point within 15m as the shot's origin. Resolve the flame/spray's normal 30° cone from that point, with the caveat that the cone must extend further than the point of origin – no looping flame sprays backwards!



CUSTOM GEAR CREATION

“You see, with these cannons in your arsenal, a team of just four can do the job of four score trained riflemen, reducing the cost of your army, and increasing its effectiveness.

Well, gentlemen? Are you ready to sign?”

- Shas’o Korst’la VII demonstrates the Nomus-pattern Rotor Cannon to a regiment of Tempestus Void Guard.

The time has come, and so have I. Included in this section are procedures to generate your own weaponry. Using the tabletop as a base, a rough pattern can be determined and extracted. For example, did you ever notice a lot of weaponry like bolters, plasma guns, and autoguns have a range of about 100m? Did you realize that ALL of the above guns have a range of 24” on the tabletop? Exactly.

These tables allow GMs and players to create their own weapons, armor, and protective field generators based on this tabletop standard, or, more accurately, port over their favorite unstated weapons from the tabletop into the RPG. By following the tables that guide you through each component of a weapon (damage, range, rate of fire, etc), you will be able to create your own forms of gear that’s more than a simple “My Lasgun does +1 damage!”

The Weapons section is split between melee and ranged weapons. Oddly enough, melee weapons are harder to extract, since 6th and 7th edition made changes to Melee weapons before the RPG could catch up. Armor is comparatively simple, alongside protective fields. At the conclusion of each section, there may be an example to help guide in that section’s gear generation. Each section will also have an example weapon from which the stats may be compared to.

RANGED WEAPONS

Need to kill something from afar? You’ve started at the right place. Ranged weapons have a lot of categories, but are easy to generate once the pattern is seen. The Tabletop column will state the weapon’s tabletop quantity, while the RPG column will show the equivalent quantity in the 40k RPG series. The Margin is a number range you can add to or subtract from the RPG quantity to customize a weapon. The Example weapon column shows a weapon where these general trends can be observed. Note that not all weapons will fit these tables – some are outliers.

RANGE

How far a weapon can shoot. In general, pistols will have very short ranges, while heavy weapons can span battlefields.

Tabletop Range	RPG Range	Margin	Example Weapon
6” / Template	15m	5m	Flame/Spray Weapons
12”	30m	10m	Pistols
24”	90m	10m	Bolter, Plasma Gun, Lasgun
30”	150m	25m	Pulse Rifle
36”	250m	50m	Missile Pod
48”	300m	50m	Lascannon
60”	350m	50m	Heavy Rail Rifle
72”	600m	100m	Railgun, Long-barrel Lascannon
108”	1000m	200m	Turbo-Laser Destructor



RATE OF FIRE

How fast a weapon fires. A good rule of thumb is that the faster a weapon fires, the less damage it can do. Semi-Auto Rates tend to be half a weapon's Full Auto rate.

At higher rates of fire, it becomes increasingly tempting to add to a weapon's full auto value. Instead of doing this, consider reducing the weapon's fire rate, and adding the Storm or Twin-Linked quality.

Tabletop Rate of Fire	RPG Rate of Fire	Margin	Example Weapon
1	S/-/-	-	Meltaguns
Pistol / Rapid Fire	S/2/10	-1/10	Pistols, Bolters, Autoguns
2	S/2/-	-2/2	Autocannon
3	S/3/6	1/2/4	Heavy Bolter, Multi-Laser,
4	S/5/10	1/2/4	Assault Cannon
12	S/6/12	1/2/2	Heavy Burst Cannon

DAMAGE

How hard a weapon hits. Damage scales up from infantry weapons to heavy weapons. Damage Margin contains a d10 value first, and a base value second. Damage will often have a type – Impact for solid shots, Energy for energy, Rending for high-penetration shots, and Explosive if the weapon explodes. Strength 10 attacks, instead of having high variable damage, tend to have high base damage. One damage die can be removed, in exchange for +5 damage added to the base damage, and vice versa.

Tabletop Strength	RPG Damage	Margin	Example Weapon
X	1d10+2		Splinter Rifle
2	1d10	0, 1	Needler
3	1d10+3	0, 2	Lasgun
4	1d10+7	0, 2	Bolter
5	2d10+3	1, 9	Pulse Rifle, Disintegrator
6	2d10+5	1, 4	Tau Plasma Gun
7	3d10+8	1, 4	Autocannon
8	4d10+8	1, 6	Heavy Rail Rifle
9	5d10+10	2, 6	Lascannon
10	3d10+20	2, 10	Railgun
D	7d10+20	3, 10	Turbolaser

PENETRATION

The ease with which a weapon pierces armor.

Weapon penetration is often tied to the weapon's role – anti armor will have greater pen than crowd control weapons.

Tabletop AP	RPG Pen	Margin	Example Weapon
-	0	0	Lasgun
6	2	1	Heavy Stubber
5	4	1	Pulse Rifle
4	6	1	Autocannon
3	8	2	Rail Rifle
2	12	2	Plasma Gun
1	15	3	Meltagun

MAGAZINE

How much a weapon can shoot before the dead man's click. Most weapons have enough shots for 5-10 reloads, depending on the weapon's role. The Margin is added to or subtracted from the RPG Mag Size to get the Final Mag Size Multiplier. To find a weapon's mag size, multiply its highest rate of fire by the Final Mag Size Multiplier.

Tabletop Type	RPG Mag Size	Margin	Example.
Pistol	x5	3	Autopistol
Rapid Fire	x20	10	Bolter
Assault	x10	5	Storm Bolter
Salvo	x10	10	Splinter Cannon
Heavy	x10	5	Heavy Bolter

RELOAD

The speed at which a weapon can be reloaded. The older and more revered a weapon is, the longer it takes to reload. I assume the prayers to the machine are factored in here if necessary.

Tabletop Class	Reload Speed	Margin	Example.
Las/SP	2 Full	1	Lasgun
Bolt	2 Full	1	Bolter
Melta	2 Full	1	Meltagun
Plasma	4 Full	1	Plasma Gun
Flame	2 Full	1	Flamer
Exotic	Varies	Varies	Varies

SPECIAL QUALITIES

Special stuff the gun can do. There are a number of special qualities, and it's hard to know when specific ones will apply. The best thing to do is to use a known comparison, or read the quality's flavor text and apply the trait. Don't apply too many – things will get stupid.

EXAMPLE

Combat Engineer Kais sits down at her workbench, ready to start the day. Today she's going to build a weapon! Deciding on a plasma gun analogue, she spends all day working hard, and produces a fine plasma gun!

*Plasma Guns are usually 24", so her gun has a range of 90m. Hers has a longer focus coil, so its range is 95m, within the margin of 10. Its chambers are greased and efficient, and has a fire rate of S/3/-, within the margin of 1. She was kind of lazy when installing the core, so the damage suffers – They're normally Strength 7, but her gun has lost 1d10 and 3 damage, for a total of 2d10+5 instead of 3d10+8. At least the heating system was good – Penetration remains the average of 12 for an AP2 weapon. She cut costs with a slightly smaller gas chamber for a Rapid Fire Weapon (x20 – x10) for a mag size of 3*10 = 30 shots. She installed a smooth reload system, making it reload in 3 rounds rather than the standard 4. Plasma naturally has the Overheats and Maximal settings, so she notes this down.*

Satisfied with her work, the ever-excitable Kais wanders off and becomes entranced by the flashing of a bug-zapper for a few hours.

MELEE WEAPONS

Melee weapons, despite having only two components, are harder to extrapolate since the change to melee weapons in 6e and 7e. With weapons now boosting the user's strength, without a common point of reference it is difficult to set a standard. The Tabletop column will state the weapon's tabletop quantity, while the RPG column will show the equivalent quantity in the 40k RPG series. The Margin is a number range you can add to or subtract from the RPG quantity to customize a

weapon. The Example weapon column shows a weapon where these general trends can be observed. Note that not all weapons will fit these tables – some are outliers.

DAMAGE

How hard a weapon hits. Damage is based on the modifier on tabletop. Damage Margin contains a d10 value first, and a base value second. Damage will often have a type – Impact for heavy weights, Energy for energy, Rending for edged weapons, and Explosive if the weapon explodes. One damage die can be removed, in exchange for +5 damage added to the base damage, and vice versa.

Tabletop Strength	RPG Damage	Margin	Example Weapon
User	1d10+4	2	Power Sword
+1	1d10+8	3	Power Axe
+2	1d10+12	4	Hunting Lance
x2	2d10	10	Power Fist, Power Klaw
x2 Weapons often grant Unnatural Str x2			

PENETRATION

The ease with which a weapon pierces armor. Weapon penetration is often tied to the weapon's role – anti armor will have greater pen than crowd control weapons.

Tabletop AP	RPG Pen	Margin	Example Weapon
-	0	0	Sword
6	2	1	Chainsword
5	3	1	Big Choppa
4	4	1	Power Maul
3	6	2	Power Sword
2	8	2	Power Fist
1	10	2	Chain Fist

The astute will note that Penetration for melee weapons is lower than those of ranged weapons – perhaps it is because the user adds their strength bonus to the damage of a melee weapon?

SPECIAL QUALITIES

Special stuff the weapon can do. There are a number of special qualities, and it's hard to know when specific ones will apply. The best thing to do is to use a known comparison, or read the quality's flavor text and apply the trait. For example, if you are porting over a weapon described as a chain weapon, chances

are high it gets Tearing. Don't apply too many – things will get stupid.

EXAMPLE

Content with her new plasma gun, Combat Engineer Kais decides to make a power sword!

Power Swords are usually User strength, so the base damage starts at 1d10+4. She used good materials, so the sword gets a little boost within the margin of 2 to 1d10+6. She dumpster-dove for the power field, to the consternation of Fireblade Spacewind, so her power sword suffers in Pen, subtracting the margin of 2 from base 6 pen for a total of 4 pen. She notes that, as a power weapon, it has the power field quality.

Gazing lovingly at her new power sword, she tosses it in an arms locker, and goes off to find her next interest.



ARMOR

Armor is comparatively simple to make, for it only has one component – the defensive property it provides. The Tabletop column will state the armor's tabletop armor save, while the RPG column will show the equivalent armor points in the 40k RPG series. The Margin is a number range you can add to or subtract from the RPG armor points to customize a suit of armor. The Example weapon column shows a weapon where these general trends can be observed. Note that not all armor will fit these tables – some are outliers.

ARMOR POINTS

The defensive soak a suit of armor provides. Better armor will be able to resist more types of weapons.

Tabletop Save	RPG Armor	Margin	Example Armor
-	0	1	Kroot Leathers
6+	2	1	Ork Leathers
5+	4	1	Guard Flak
4+	6	1	Carapace
3+	8	2	Power Armor
2+	12	3	Terminator*, Artificer Armor

*Some armors contain fields - more on that later!

SPECIAL QUALITIES

Special stuff the armor can do. There are a number of special qualities, and it's hard to know when specific ones will apply. The best thing to do is to use a known comparison, or read the quality's flavor text and apply the trait. For example, Power Armor tends to be environmentally sealed. Don't apply too many – things will get stupid.

EXAMPLE

Engineer's Guildmaster Velm realizes that, with the Squats' future secure, it is time to restore the Squat legacy of Exo-Armor. She prays to the ancestors for guidance, and enters the hallowed Forges.

Many weeks of hard work and consecration, and the first new suit of exo-armor in hundreds of years is forged. Exo-Armor offers a 2+ save, so it has an armor value of 12 when properly sanctified, not to mention it's environmentally sealed.

FORCE FIELDS

Protective fields in the RPGs are akin to an invulnerable save on the tabletop. The Tabletop column will state the armor's tabletop invulnerable save, while the RPG column will show the equivalent protection rating in the 40k RPG series. The Margin is a number range you can add to or subtract from the RPG protection rating to customize a field. The Example shield column shows a field where these general trends can be observed. Note that not all shields will fit these tables – some are outliers.

PROTECTION RATING

The chance a shield will nullify a hit. Better shields will be able to resist more hits before failing or burning out.

Tabletop Invuln Save	RPG PR	Margin	Example Field
6++	20	5	Dark Eldar Ghostplate
5++	35	5	Refractor Field
4++	50	5	Rosarius
3++	65	5	Storm Shield
2++	80	10	Shadowfield

BURNOUT

Shields can burn out at critical moments – this is usually 1-10 for Common shields, 1-5 for Good shields, and 1 for Best shields. Some shields do not overload, like Terminator armor. Read a shield carefully to determine if it has an overload chance. In

general, Terminator shields and shields attached to an external power source (like the Riptide / Ravelin shield) will not overload.

SPECIAL QUALITIES

Special stuff the shield can do. There are a number of special qualities, and it's hard to know when specific ones will apply. The best thing to do is to use a known comparison, or read the quality's flavor text and apply the trait. For example, some shields like the Rosarius grant a +10 to interactions with the Ecclesiarchy, but at the cost of 5 PR. Don't apply too many – things will get stupid.

EXAMPLE

Engineer's Guildmaster Velm has not been able to sleep well – she feels something is off about the Exo-Armour she has wrought. The ancestors finally come to her, and Velm rushes to the forges in shock – she almost forgot the shield!

Working nonstop to fix her grave error, she installs a shield to the Exo-Armour. Exo-Armour normally offers a 5++ save, so it has a PR field of 35, boosted within the 5 point margin to 40 thanks to Squattish ingenuity. Content she has brought honor to her ancestors, Velm returns to a good night's sleep.



NEW VEHICLES

“So...you’re not going to believe this. I think they are riding giant flying dildos.”

-Lucius Mojaro, former Guardsman and Domineus of the Knight Lancer “Diarmiud” uncovers a Scimitar Jetbike

Scattered across the Imperium are the armed forces of the Astra Militarum, who fight a struggling battle to keep the failing borders secure. Armed with endless waves of tanks and infantry, they fight as an unyielding wave, pushing back the enemy with the weight of their fire and bodies.

There are some, however, who stick to the old ways. The dynasties of many Rogue Traders can trace their lineage back millennia, and often their own armsmen are trained and equipped in the old ways. Amongst the voidsmen of Rogue Traders who push into the darkness beyond the Imperium’s borders can be seen the training and doctrines of the Solar Auxilia, master void combatants, maintaining technology not seen in the Imperium proper. The Explorators who embark on the Quest for Knowledge bring their private Taghmatas into the great unknown. Knight Houses that can trace their history back to the Great Crusade and older can claim legendary Knights such as the Styrix in their Vaults.

Past the light of the Astronomican, where eagles fear to tread, lay mysteries and miracles. It takes a special kind of team to seek out the treasures of the Great Crusade and beyond...



SCIMITAR JETBIKE

The Scimitar-pattern Jetbike is a single-person assault platform that uses anti-gravity plates to propel itself through the sky. Capable of mounting numerous heavy weapons, the Scimitar Jetbike is also armoured better than the remaining Bullock-pattern Jetbikes utilized by the Dark Angels and their successor chapters.

The Squat Holds of the Tiji Sector are known to use them en masse, emulating the Sky Hunter formations of old, though the Squat Lords of the holds refuse to disclose where they found them or how they seemingly make more.

Type: Skimmer

Tactical Speed: 50m

Cruising Speed: 400 kph

Maneuverability: +25

Structural Integrity: 18

Size: Hulking

Armour: Front 16, Side 12, Rear 12

Crew: Pilot

Carrying Capacity: Personal gear.

Weapons

One Pilot-operated weapon (Selected at purchase)

Heavy Bolter (150m, -/-/6, 1d10+8X, Pen 5, Mag 120, Full, Tearing)

Plasma Cannon (150m, S/-/-, 2d10+12E, Pen 10, Mag 32, 5Full, Overheats, Maximal, Blast (3))

Multi-Melta (60m, S/-/-, 2d10+16E, Pen 12, Mag 24, Full, Melta, Blast (1))

Volkite Culverin (280m, S/2/4, 2d10+9E, Pen 4, Mag 40, 5 Full, Deflagrate)

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.

Armored Carriage: The pilot of a Scimitar Jetbike increases their effective Toughness Bonus by 2 for the purpose of damage soak.

Exposed: Enemies may target the pilot of a Scimitar Jetbike with a Called Shot Attack Action. In addition, when an enemy makes a Full Auto Attack Action against a Scimitar Jetbike, every third hit strikes the pilot instead of the vehicle itself.

Availability: Unique. If buying from a Squat Hold, the availability becomes Extremely Rare.

OUTRIDER MOTORBIKE

The Outrider Motorbike is a sleek and up-armored predecessor to the current attack bikes often seen in the armies of current day. Being somewhat larger than conventional bikes, it takes those of impressive strength and fortitude to master one. With mastery of the Outrider Motorbike comes mastery of speed itself.

These Motorbikes can be found scattered amongst the influential. In the Tiji Sector, it is said that Planetary Governor Maximus Huge, of the frontier world of Nogred, has brought the dust raiders of the world in line from aboard his own personalized Outrider.

Type: Ground Vehicle

Tactical Speed: 25m

Cruising Speed: 150 kph

Maneuverability: +25

Structural Integrity: 20

Size: Hulking

Armour: Front 18, Side 15, Rear 15

Crew: Driver

Carrying Capacity: Personal gear.

Weapons

One Pilot-operated Twin-Linked weapon (Selected at purchase)

Bolter (100m, S/2/-, 1d10+5X, Pen 4, Mag 40, Full, Tearing, Twin-Linked)

Flamer (20m, S/-/-, 1d10+4E, Pen 3, Mag 20, 2Full, Flame, Spray, Twin-Linked)

Meltagun (20m, S/-/-, 2d10+10E, Pen 12, Mag 25, Full, Melta, Twin-Linked)

Plasma Gun (90m, S/2/-, 1d10+8E, Pen 10, Mag 40, 5 Full, Overheats, Maximal, Twin-Linked)

Special Rules

Exposed: Enemies may target the pilot of an Outrider Motorbike with a Called Shot Attack

Action. In addition, when an enemy makes a Full Auto Attack Action against the Outrider Motorbike, every third hit strikes the pilot instead of the vehicle itself.

Targeting Array: The driver of the vehicle gains the Auto-Stabilized trait for firing this vehicle's weapons.

Availability: Extremely Rare.

LEMAN RUSS INCINERATOR

Mainstays of the Astra Militarum and often attached as heavy support to the personal armed forces of Rogue Trader dynasties, the Leman Russ is a sturdy and dependable platform for numerous weapons for a multitude of battlefield roles.

The Leman Russ Incinerator is a holdover from brighter times, if such a thing could be said. Found in the fleets of Rogue Traders and Solar Auxilia at the birth of the Imperium, the Leman Russ Incinerator mounts a Volkite Demi-Culverin, a Volkite variant large and powerful enough to require a dedicated tank platform. Its void-sealed hull is capable of deflecting some blasts, and is better suited to the dangerous terrain Rogue Traders tend to encounter.

Type: Ground Vehicle (Tracked)

Tactical Speed: 12m

Cruising Speed: 35 kph

Maneuverability: -10

Structural Integrity: 55

Size: Massive

Armour: Front 40, Side 32, Rear 20

Crew: 1 Commander (Turret Weapon), Driver, 2 Gunners (Pintle Weapon, Hull Weapon)

Carrying Capacity: None

Weapons

Turret-Mounted Volkite Demi-Culverin (280m, -/-/5, 3d10+8E, Pen 4, Deflagrate)

One Hull Mounted Weapon (Selected at purchase)

Heavy Bolter (150m, -/-/6, 1d10+8X, Pen 5, Mag 120, Full, Tearing)

Multi-Laser (150m, -/-/5, 2d10+10E, Pen 2, Mag 60, Full, Tearing)

Lascannon (300m, S/-/-, 5d10+10 E, Pen 10, Mag 30, 2 Full, Proven (3))

Heavy Flamer (30m, S/-/-, 2d10+4 E, Pen 4, Mag 20, 2 Full, Flame, Spray)

One Pintle Mounted Weapon (Selected at Purchase)

Multi-Laser (150m, -/-/5, 2d10+10E, Pen 2, Mag 60, Full, Tearing)

Heavy Flamer (Front Facing, 30m, S/-/-, 2d10+4 E, Pen 4, Mag 20, 2 Full, Flame, Spray)

Special Rules

Explorator Adaptions: The vehicle has a PR20 defensive “field” against weapons with the Blast, Spray, or Flame Quality. This field, being a representation of sealed spaces, does not overload. The vehicle is capable of operating in the void or lack of atmosphere, containing 6 hours of air. The crew and passengers are protected from toxic gas or other environmental effects. The vehicle treats all terrain as open terrain. However, the vehicle is incapable of mounting sponsons.

Auxiliary Drive: Tech Use tests to repair this vehicle gain a +20 bonus. When attempting to specifically restore a Drive Damaged result, the Tech Use test is considered two steps easier in addition.

Reinforced Hull: When the vehicle receives Critical Damage, halve the total (rounding up) and then apply the result. This ability does not affect rolls on the Vehicle Critical Hit Charts caused by Righteous Fury.

Availability: Extremely Rare

DRACOSAN ARMORED TRANSPORT

Based off the Malcador chassis, the Dracosan Armored Transport is capable of fitting 20 soldiers in a vehicle frame built to the same exacting standards the vehicles of the Spess Mehreens use. Used as transports for the forces of Rogue Traders and Solar Auxilia Tercios, the Dracosan can be upgunned at the cost of transport space.

Type: Ground Vehicle (Tracked)

Tactical Speed: 10m

Cruising Speed: 30 kph

Maneuverability: -25

Structural Integrity: 90

Size: Immense

Armour: Front 35, Side 30, Rear 25

Crew: Driver, 2 Gunners (Pintle Weapon, Hull

Weapon)

Carrying Capacity: 20 Armsmen and supporting gear.

Weapons

One Hull Mounted Weapon (Selected at purchase)

Lascannon (300m, S/-/-, 5d10+10E, Pen 10, Mag 30, 2 Full, Proven (3), Twin-Linked)

Demolisher Cannon (50m, S/-/-, 4d10+20X, Pen 10, Mag 2, Reload Full, Blast (10), Concussive (3))

If the Demolisher Cannon is selected, transport capacity is reduced to 10 Armsmen and supporting gear.

One Pintle Mounted Weapon (Selected at Purchase)

Multi-Laser (150m, -/-/5, 2d10+10E, Pen 2, Mag 60, Full, Tearing)

Heavy Flamer (Front Facing, 30m, S/-/-, 2d10+4 E, Pen 4, Mag 20, 2 Full, Flame, Spray)

Special Rules

Explorator Adaptions

Auxiliary Drive

Reinforced Hull

Availability: Extremely Rare.

KRIOS BATTLE TANK

Maniples of the Mechanicum Taghmata go to war bearing ancient patterns of tank far more advanced than the common tanks available to the Astra Militarum. These tanks, provided durability by internal energy fields rather than heavy armor, mount devastating weapons and relics of the Age of Strife. The Krios mounts a wide-range Lightning Cannon, which fires an electromagnetic beam that vaporizes flesh and armor on contact. The Krios can also be configured in the Venator pattern with a Pulsar Fusil, a rapid-firing particle beam cannon that explosively detonate on contact with their target.

Particle cannons? Electromagnetic beams that flay the flesh and armor away? Spindly construction protected by shields that exist at their greatest at locations of attack? Huh...

Type: Ground Vehicle (Tracked)

Tactical Speed: 12m

Cruising Speed: 35 kph

Maneuverability: -10

Structural Integrity: 50

Size: Massive

Armour: Front 36, Side 30, Rear 25

Crew: Driver

Carrying Capacity: None.

Weapons

One Hull Mounted Weapon (Selected at purchase)

Lightning Cannon (300m, S/-/-, 3d10+8E, Pen 8, Tearing, Razor Sharp, Blast (10), Devastating (5))
Pulsar Fusil (100m, S/4/-, 5d10+10E, Pen 10, Proven (3))

Two Sponson-Mounted Volkite Sentinels (55m, S/2/-, 2d10+3E, Pen 4, Deflagrate, Sentinel Protocols)

Sentinel Protocols: Volkite Sentinels may be fired in Semi-Auto mode at any targets in range (chosen by the Driver, at BS 40) as a Free Action each. They do not count towards the Driver's number of attacks.

Special Rules

Galvanic Traction Drive: The vehicle treats all terrain as open terrain.

Flare Shield: The Flare Shield is a special protective field that, instead of offering a protection rating, weakens enemy attacks before they reach the vehicle's armor. Enemy ranged attacks against the shield's facing roll one less damage die for damage. Enemy ranged attacks with the Blast or Spray rule are reduced by a further damage die. For example, a Lascannon shot against a Flare Shield would be reduced from 5d10+10 Pen 10 to 4d10+10 Pen 10. This has no effect on attacks made in melee, point blank explosives such as melta bombs, Haywire attacks, or extremely powerful destroyer weapons such as the Volcano Cannon.

Blessed Autosimulacra: Automated repair systems keep a vehicle functioning, repairing the damage of the battle slowly but surely. At the end of the driver's turn, roll a 1d10. On a 9+, the vehicle recovers a number of lost structural integrity equal to the character's unmodified Intelligence bonus.

Availability: Unique. If buying from a Forge World, the availability becomes Extremely Rare.

TRIAROS ARMOURED CONVEYOR

The primary transport of the Mechanicum Taghmatas and Explorator Fleets, the Triaros Armoured Conveyor forgoes STC designs for systems held as arcanas by the Mechanicum. It is protected by the same shields as its attendant Krios, but its most prominent feature is its Shock Ram, generating a charge so powerful that a simple ram can pierce tank armor.

Plus, the thing looks like an art deco train. You get to drive around and crush things in an art deco train. How sick is that? My inner child is jumping for joy.

Type: Ground Vehicle (Tracked)

Tactical Speed: 10m

Cruising Speed: 30 kph

Maneuverability: -15

Structural Integrity: 60

Size: Massive

Armour: Front 40, Side 30, Rear 30

Crew: Driver

Carrying Capacity: 20 Armsmen and supporting gear. Also includes charging ports for las weaponry, servitors, and potentia coils.

Weapons

One Hull Mounted Mauler Bolt Cannon (90m, -/-/6, 2d10+8X, Pen 8, Tearing)

Two Sponson-Mounted Volkite Sentinels (55m, S/2/-, 2d10+3E, Pen 4, Deflagrate, Sentinel Protocols)

Special Rules

Galvanic Traction Drive

Flare Shield

Blessed Autosimulacra

Environmentally Sealed

Reinforced Hull

Shock Ram: Employing an anbaric ram akin to a giant power weapon, the Shock Ram destroys all it comes in contact with. When executing the Ram Full Action, the Triaros counts its armor value as 50, and the Ram attack has the Haywire quality. When executing the Ram Full action against non-vehicle targets, the Shock Ram inflicts 1d5 hits (allocated to the closest enemy first, one hit per enemy) for 2d10+8E Pen 4 with the Shocking Quality.

Availability: Unique. If buying from a Forge World, the availability becomes Extremely Rare.

MACROCARID EXPLORATOR

The term Macrocarid Explorator is a catch-all for any vehicle used as generic frontline combat, command, and exploration vehicles by the Magi of the Mechanicum. Featuring a hermetically-sealed hull and a modular construction that can take a wide variety of weapons, no two Macrocarids are truly the same. Seriously, I cannot think of a more customizable vehicle unless you bring the Orkz into this. To think, these vehicles started out as Land Raiders, usually of the Proteus pattern, and then the Magos got a little too frisky with the machine spirit...

Type: Ground Vehicle (Tracked)

Tactical Speed: 15m

Cruising Speed: 70 kph

Maneuverability: +0

Structural Integrity: 60

Size: Massive

Armour: Front 40, Side 40, Rear 40

Crew: Driver, Hull Gunner, 2 Sponson Gunners, Servo-Rig Operator

Carrying Capacity: 10 Armsmen and supporting gear.

Weapons

One Hull Mounted Weapon (Selected at purchase)

Mauler Bolt Cannon (90m, -/-/6, 2d10+8X, Pen 8, Tearing)

Volkite Culverin (280m, S/2/4, 2d10+9E, Pen 4, Deflagrate)

Multi-Melta (60m, S/-/-, 2d10+16E, Pen 12, Melta, Blast (1))

Twin-Linked Plasma Fusil (100m, S/2/4, 2d10E, Pen 6, Twin-Linked)

Macrocarid Rad Cleanser (30m, S/-/-, 1d10+3E, Pen 4, Spray, Fleshbane, Radphage, Tearing)

Lascannon (300m, S/-/-, 5d10+10E, Pen 10, Proven(3))

Conversion Beamer (150m, S/-/-, Damage Below)

-Short Range (You<75m): 1d10+6E, Pen 4, Blast 1

-Medium Range (75m <= You <=150m): 2d10+8E, Pen 8, Blast 2

-Long Range (150m<You): 3d10+10E, Pen 12, Blast 3

Graviton Imploder (90m, S/3/5, 2d10I, Pen 10, Concussive (2), Graviton)

Two Sponson Weapons (Selected at purchase)

Two Twin-Linked Mauler Bolt Cannon (90m, -/-/6,, 2d10+8X, Pen 8, Tearing, Twin-Linked)

Two Twin-Linked Lascannon ((300m, S/-/-, 5d10+10E, Pen 10, Proven (3), Twin-Linked)

Two Irad Engines (50m, S/-/-, 1d10+12E, Pen 8, Spray, Fleshbane, Radphage, Torrent)

Special Rules

Reinforced Hull

Environmentally Sealed

Searchlight

Smoke Launchers

Blessed Autosimulacra

Augury Scanner: The driver of a Macrocarid Explorator may make a Challenging (+0) Awareness test as a Free Action to identify the exact location of any nearby enemies and allies. This Awareness test does not identify what the enemy is, nor remove any cover bonuses they have.

Servo-Rig: A set of manipulators, actuators, repair tools, and weapons mounted to the Macrocarid Explorator, the Servo-Rig operator may attempt a Challenging (+0) Tech Use test on allied vehicles within 8m as a Half Action, allowing the vehicle to recover hull integrity equal to the Servo-Rig operator's Intelligence Bonus plus the number of Degrees of Success on the test. This may be used on the Macrocarid Explorator itself. The Servo-Rig may be used as a weapon with the following profile.

Servo Rig (8m, S/-/-, 3d10+10E, Pen 12)

Power of the Machine Spirit: When firing the vehicle's weapons, the vehicle driver may fire one additional weapon system. That weapon's firing is directed by the pilot character, but uses the Machine Spirit's BS of 50. The attack does not benefit from any Talents or other attributes the driver possesses (in effect, it is being fired by the Machine Spirit).

Availability: Unique. If buying from a Forge World, the availability becomes Near Unique.

VEHICLE UPGRADES OF THE IMPERIUM

The Imperium can occasionally dig up something cool for their vehicles, usually adding to their survivability and offensive prowess. Such systems are hard to reproduce, but Rogue Traders who equip their personal retinue vehicles with them find a competitive edge over their rivals.

ANBARIC CLAW

A defensive system mounted on high priority vehicles, the Anbaric Claw offers an added layer of defense against enemy assaults. As a Reaction, the Driver may trigger the Anbaric Claw when subject to the Charge action or attacked in Melee. The claw discharges a storm of energy, inflicting a single hit on all enemies within 2m, dealing 2d10+3E Pen 6 with the Shocking and Haywire qualities.

ARMORED CERAMITE

Additional ceramite plates allow a vehicle to survive blasts of intense heat and radiation. Vehicles with Armored Ceramite ignore the Melta Quality from Melta weapons.

AUXILIARY DRIVE

Some vehicles contain extra drive motors in the event of malfunction or difficult terrain. Tech Use tests to repair this vehicle gain a +20 bonus. When attempting to specifically restore a Drive Damaged result, the Tech Use test is considered two steps easier in addition.

BLESSED AUTOSIMULACRA

Automated repair systems keep a vehicle functioning, repairing the damage of the battle slowly but surely. At the end of the driver's turn, roll a 1d10. On a 9+, the vehicle recovers a number of lost structural integrity equal to the character's unmodified Intelligence bonus.

EXPLORATOR ADAPTIONS

By hermetically sealing the vehicle, it can operate in a wide variety of battlefield and exotic conditions. The vehicle has a PR20 defensive "field" against weapons with the Blast, Spray, or Flame Quality. This field, being a representation of sealed spaces,

does not overload. The vehicle is capable of operating in the void or lack of atmosphere, containing 6 hours of air. The crew and passengers are protected from toxic gas or other environmental effects. The vehicle treats all terrain as open terrain. However, the vehicle is incapable of mounting sponsons.

EXPLORATOR AUGURY WEB

A set of augurs built into a number of Mechanicum vehicles, most predate the Imperium itself, which makes their use rare and preservation important. Attendant Techpriests can use them to scan enemy positions and coordinate allies.

The Explorator Augury Web allows the vehicle to move up to double its Tactical Speed as a free action before initiative is rolled in an encounter. The vehicle moves normally afterwards. It may function in two modes, switched by the driver as a Half Action.

In Relay Mode, any character using this equipment also gains a +20 to Command Skill tests and may reroll any failed Command Skill tests. The character may use his Command skill to affect a number of squads, units, or other teams equal to his Fellowship bonus. This effect combines with Fellowship-based Talents such as Iron Discipline, Master Orator, and the like.

In Disruption mode, any enemy within 5km suffers a -20 to Command tests, and must reroll successful Command tests.

This upgrade may only be mounted on the Macrocarid Explorator, and reduces its transport capacity to 8 Armsmen and supporting gear.

FLARE SHIELD

The Flare Shield is a special protective field that, instead of offering a protection rating, weakens enemy attacks before they reach the vehicle's armor. Enemy ranged attacks against the vehicle's Front

Name	Availability
Anbaric Claw	Extremely Rare
Armored Ceramite	Rare
Auxiliary Drive	Rare
Blessed Autosimulacra	Near Unique
Explorator Adaptions	Very Rare
Explorator Augury Web	Near Unique
Flare Shield	Near Unique
Ramjet Diffraction Grid	Near Unique

facing roll one less damage die for damage. Enemy ranged attacks with the Blast or Spray rule are reduced by a further damage die. For example, a Lascannon shot against a Flare Shield would be reduced from 5d10+10 Pen 10 to 4d10+10 Pen 10. This has no effect on attacks made in melee, point blank explosives such as melta bombs, Haywire attacks, or extremely powerful destroyer weapons such as the Volcano Cannon.

RAMJET DIFFRACTION GRID

The Ramjet Diffraction Grid uses the same principles of a Flare Shield to weaken enemy attacks before they reach the vehicle's armor. Enemy ranged attacks against the vehicle's Side and Rear facings roll one less damage die for damage. Enemy ranged attacks with the Blast or Spray rule are reduced by a further damage die. For example, a Lascannon shot against a Flare Shield would be reduced from 5d10+10 Pen 10 to 4d10+10 Pen 10. This has no effect on attacks made in melee, point blank explosives such as melta bombs, Haywire attacks, or extremely powerful destroyer weapons such as the Volcano Cannon. This may only be applied to Flyers and Spacecraft.

MISSILE WEAPONS OF THE IMPERIUM

In the most dire of times, the Imperium may field devastating weaponry of the Age of Strife, unstable weapons of baleful design and born of the darkest arts the Mechanicum can provide. But when you absolutely, positively need to kill every motherfucking xenos and heretic in front of you, many Rogue Traders may be willing to push the limit.

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.

SUNFURY HEAVY MISSILE

Unleash the power of the sun with the Sunfury Heavy Missile, which releases a full spectrum blast of energy in a concentrated area. Used against heavily-armored infantry and closely packed enemies, the Sunfury Heavy Missile can easily disable entire squads just as it can kill.

Enemies within 100m of a Sunfury Heavy Missile must succeed at a Very Hard (-30) Toughness test or suffer Blindness for 1d10 rounds.

Name	Type	Range	RoF	Dam	Pen	Count	Special	Availability
Sunfury Heavy Missile	Missile	300m	S/-/-	2d10+9E	8	20	Blast (10)	Very Rare
Kraken Penetrator Heavy Missile	Missile	300m	S/-/-	3d10+10X	20	12	Armorbane	Extremely Rare
Phosphex Bomb Cluster	Missile	200m	S/-/-	2d10+5E	12	6	Crawling Fire, Lingering Death, Blast (5)	Unique
Electromagnetic Storm Charge	Missile	200m	S/-/-	1d10+3E	6	6	Blast (10), Haywire	Very Rare

KRAKEN PENETRATOR HEAVY MISSILE

Designed to punch through armor in the same way as Kraken bolts for a bolter, the Kraken Penetrator Heavy Missile can breach the heavy armor of vehicles, slabs of ceramite providing only barely more protection than tissue paper.

Armorbane: Against Vehicles, Structures, and enemies with the Daemon Engine trait, the weapon's Penetration is doubled.

PHOSPHEX BOMB CLUSTER

A Phosphex Bomb is a weapon that even the Imperium is afraid of, a weapon of such destructive power that its very use is proscribed, allowed in only the most dire of circumstances.

So obviously the best thing to do is duct tape a bunch of them together, and drop them on the enemy.

ELECTROMAGNETIC STORM CHARGE

The Electromagnetic Storm Charge is one of the Imperium's few remaining Haywire weapons, a domain that has in recent years fallen to the specialization of Xenos. Able to disable all electronic systems and vehicles in a large radius, the Electromagnetic Storm Charge does little direct damage, but the sacred mystery of electromagnetism makes up for it.

Rolls on the Haywire table are increased by 2 before applying the result. For example, a roll of 6 on the table is modified to 8 on the Haywire table.



VEHICLES OF THE ELДАР

The Craftworld Eldar are best known for their jetbikes and Wave Serpents, but the Aspect Warriors of the Crimson Hunters maintain fleets of Nightshade Interceptors for their aerial training and mission deployments. It's not like they'd walk – they're so flimsy they'd probably break something.

NIGHTSHADE INTERCEPTOR

The Aspect Weapon of the Crimson Hunters is not a sword or gun, but a plane. Crimson Hunters train in their Nightshade Interceptors until control comes to them as naturally as moving their own body. Their ability to pull maneuvers that would rip lesser aircraft apart is testament to their skill.

Type: Flyer

Tactical Speed: 40m/20 AUs

Cruising Speed: 1,750 kph

Manoeuvrability: +35

Structural Integrity: 25

Size: Enormous

Armour: Front 20, Side 20, Rear 20

Crew: Pilot

Carrying Capacity: None.

Weapons

Two Pilot-operated Bright Lances (120m; S/-/-, 3d10+10E, Pen 5, Mag 35, 2 Full, Lance, Proven (4), Felling)

One Pilot-Operated Pulse Laser (200m; S/2/-, 3d10+10E, Pen 12, Mag 35, 2 Full)

Special Rules

Flyer: In Flyer mode, this vehicle uses aerodynamic principles to stay aloft. When airborne, it must move at least half of its cruising speed at all times, lest it crash into the ground. If it ever becomes completely immobilised due to damage, it will plummet to the ground and be destroyed upon impact.

Mastery of Gravity: To Eldar of all kinds, gravity is something to be manipulated and turned to their ends by advanced technology. At any time, the Nightshade Interceptor may operate as a Skimmer (following all the rules for a Skimmer, noted above) rather than as a Flyer.

Linked Pilot-Operated Weaponry: Weapons classified as “pilot-operated” may all be fired by the

pilot, as one Standard Attack Action, at any number of targets within range and no more than one AU (roughly 100m) apart from one another. Roll Attack Rolls and Damage Rolls separately for each weapon.

Availability: Near Unique

SKYWEAVER JETBIKE

The Skyweaver Jetbike is used by Eldar Harlequins to outmaneuver their foes, and strike where they are required most. Equipped with Star Bolas to slow down their foes, riders can follow up with their Zephyrglaives to remove enemies.

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, Rider

Carrying Capacity: None.

Weapons

Pilot-operated Shuriken Cannon (Facing Front; 110m; -/-/6; 2d10+6R; Pen 3; Mag 200; Rld 3 Full; Reliable)

Rider-operated Star Bolas (Facing: All Around; 30m; S/-/-; 1d10+12E; Pen 12; Mag 1; Rld Half; Blast (2), Snare)

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.

Mirage Launchers: Harlequin Jetbikes contain pods that launch holo-grenades, masking the jetbike from enemy targeting systems. The Mirage Launchers may be triggered once per combat encounter as a Free Action, granting the Jetbike a PR50 Force Field for a single round, that does not overload under normal circumstances.

STARWEAVER JETBIKE

The Starweaver Jetbike is a heavy jetbike variant used by Eldar Harlequins to quickly transport troupes where they are needed on the front lines. Equipped with Shuriken Cannons to provide cover to their disembarking allies, Starweavers continue to support until it is time to find the next combat.

Type: Skimmer

Tactical Speed: 40m

Cruising Speed: 350 kph

Maneuverability: +25

Structural Integrity: 20

Size: Enormous

Armour: Front 20, Side 20, Rear 20

Crew: Pilot

Carrying Capacity: 6 Troupers.

Weapons

Two Pilot-operated Shuriken Cannon (Facing Front; 110m; -/-/6; 2d10+6R; Pen 3; Mag 200; Rld 3 Full; Reliable)

Special Rules

Skimmer

Mirage Launchers

VOIDWEAVER JETBIKE

The Voidweaver Jetbike is a heavy jetbike variant used by Eldar Harlequins as a heavy weapons platform, for when an enemy absolutely has to be destroyed. With prismatic cannons in the fore, and defensive shuriken cannons in the back, few can survive a Voidweaver assault.

Type: Skimmer

Tactical Speed: 40m

Cruising Speed: 350 kph

Maneuverability: +25

Structural Integrity: 20

Size: Enormous

Armour: Front 20, Side 20, Rear 20

Crew: Pilot, Gunner, optional Rear Gunner.

Carrying Capacity: None.

Weapons

Pilot-operated Shuriken Cannon (Facing Front; 110m; -/-/6; 2d10+6R; Pen 3; Mag 200; Rld 3 Full; Reliable)

Automated Shuriken Cannon (Facing Rear; 110m; -/-/6; 2d10+6R; Pen 3; Mag 200; Rld 3 Full; Reliable, fires at BS40 unless manned.

Gunner-Operated Prismatic Cannon (Facing Front, Left, Right; 100m; S/-/-, Mag 30, Rld 4 Full)
Firing Modes:

Dispersed: 1d10+3E Pen 6, Blast (6)

Focused: 2d10+3E Pen 8, Blast (3)

Lance: 3d10+8E Pen 5, Lance

Special Rules

Skimmer

Mirage Launchers



VEHICLES OF THE TAU AND DARK ELДАР

Tau doctrine is flexible enough to change, a rarity in the 41st millennium. Constantly adjusting their battle tactics and equipment, the Tau Empire can research and innovate a solution to any problem (Or in the case of the House of Korst'la, just steal the solution for yourself). Listed below are some of the rarer vehicles in the Tau armory, mentioned only in passing amongst codexes and other sources. New vehicles of the House's Dark Eldar allies are also added, as are the fused results of their Detachments.

STARTIDE INTERCEPTOR

The newest interceptor available to the Tau, the Startide interceptor was released to replace the aging Barracuda in void interception combat. Packing power belying its size, the Startide Interceptor uses twin Railguns and missile banks to establish space superiority over the enemies of the Empire. Naturally, the House HAD to have some, acquired through the cold channels within the Empire proper.

Type: Spacecraft

Tactical Speed: 25m / 20 AUs

Cruising Speed: 2500 kph / 10 VU

Manoeuvrability: +10

Structural Integrity: 40

Size: Enormous

Armour: Front 36, Side 36, Rear 30

Crew: Pilot

Carrying Capacity: None.

Weapons

Two Pilot-operated Railguns (500m; S/-/-, 3d10+30E, Pen 15, Mag 30, 5 Full)

One Pilot-Operated Twin-Linked Missile Pod (300m; -/2/-, 3d10+10E, Pen 6, Mag 50, 2 Full, Twin-Linked, Blast (2))

Six Pilot-Operated Seeker Missiles (Missile, 300m, S/-/-, 4d10+6X, Pen 8, Single-Shot)

Special Weapon Slot (May include weapons of the subtype Missile, purchased separately)

Special Rules

Spacecraft

Linked Pilot-Operated Weaponry

Reinforced Hull

Availability: Unique

RAPTOR FIGHTER

When the Dark Eldar go to war, they do so in style. The Raptor is the Dark Eldar main space attack craft that can outfight and outlast enemies due to its darklight reactors, and are feared for their ability to turn on the spot. The last thing an Imperial Fury pilot often sees is the black lance that tears his fighter apart, and the shrill laughter of his assailant.

Type: Spacecraft

Tactical Speed: 35m / 25 AUs

Cruising Speed: 2750 kph / 12 VU

Manoeuvrability: +25

Structural Integrity: 30

Size: Enormous

Armour: Front 34, Side 34, Rear 26

Crew: Pilot

Carrying Capacity: None.

Weapons

Two Pilot-operated Dark Lances (600m; S/-/-, 3d10+10X, Pen 5, Mag 50, 2 Full, Lance, Proven(4), Felling)

One Pilot-Operated Twin-Linked Disintegrator (400m; -/-/5, 1d10+12E, Pen 12, Mag 200, 2 Full, Twin-Linked)

Five Pilot-Operated Void Mines (Missile, 200m, S/-/-, 5d10+10X, Pen 15, Blast (8), Single-Shot)

Special Weapon Slot (May include weapons of the subtype Missile, purchased separately)

Special Rules

Spacecraft

Linked Pilot-Operated Weaponry

Supremely Maneuverable: This vehicle may move a minimum of 3 AU before turning instead of 4.

Reinforced Hull

Availability: Unique



CUTTLEFISH IFV

The Cuttlefish Infantry Fighting Vehicle is an open-topped skimmer capable of transporting small squads into combat zones, and supporting them once there. While rarely used in the Empire proper due to its open-topped design and relative lack of safety features, it is prized in the House for its stealth field generator and speed, allowing an easy infiltration and rapid exfiltration.

Type: Skimmer

Tactical Speed: 25m

Cruising Speed: 160kph

Maneuverability: +20

Structural Integrity: 20

Size: Hulking

Armour: Front 24, Side 20, Rear 18

Crew: Pilot

Carrying Capacity: 6 Operators

Weapons

One Pilot-Operated Phased Ion Gun (40m, S/4/8, 1d10+9E, Pen 4, Mag 150, 2 Full, Overcharge (6))

Special Rules

Skimmer

Open-Topped: Enemies may target the crew and passengers of the vehicle by using a Called Shot Attack Action.

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).

Availability: Very Rare

DEVILFISH IFV

The Devilfish IFV is the standard transport of Tau Empire troops. Able to safely transport 12 line troopers to a location and defend them when there, the Devilfish is a dependable workhorse with few of the disadvantages of ground-based transports.

Type: Skimmer

Tactical Speed: 10m

Cruising Speed: 75kph

Maneuverability: +17

Structural Integrity: 25

Size: Enormous

Armour: Front 28, Side 24, Rear 20

Crew: Pilot

Carrying Capacity: 12 Line Troopers and supplies

Weapons

One Pilot-Operated Burst Cannon (60m, -/-/10, 1d10+12E, Pen 4, Mag 200, 3 Full)

Two Pilot-Operated Smart Missile Systems (90m, -/-/4, 1d10+12X, Pen 4, Mag 40, 3 Full, Homing, Twin-Linked)

Homing: Ignore Armour Points granted by Cover.

Special Rules

Skimmer

Availability: Extremely Rare

BARRACUDA FIGHTER

Barracudas are the earliest known Tau fighter craft, before their gradual phase out by the Startide. However, Barracudas are still maintained in a number of Tau fleets due to their overall effectiveness at a variety of targets – Barracuda weaponry is capable of downing both vehicles and infantry, though not to the extent of a dedicated anti-vehicle or anti-infantry platform.

Type: Spacecraft

Tactical Speed: 35m / 17 AUs

Cruising Speed: 1400kph / 6 VUs

Maneuverability: +10

Structural Integrity: 30

Size: Enormous

Armour: Front 25, Side 25, Rear 20

Crew: Pilot

Carrying Capacity: None.

Weapons

One Pilot-Operated Ion Cannon (200m, -/3/-, 4d10+5E, Pen 7, Mag 200, 4 Full, Overcharge (7))

One Pilot-Operated Missile Pod (300m; -/2/-, 3d10+10E, Pen 6, Mag 50, 2 Full, Twin-Linked, Blast (2))

Two Pilot-Operated Burst Cannons (60m, -/-/10,

1d10+12E, Pen 4, Mag 200, 3 Full)
Four Pilot-Operated Seeker Missiles (Missile, 300m, S/-/-, 4d10+6X, Pen 8, Single-Shot)

Special Rules

Spacecraft

Pilot-Operated Linked Weaponry

Targeting Array: The targeting array gives the pilot +20 BS when firing the vehicle's weapons.

Availability: Near Unique

RAZORSHARK STRIKE FIGHTER

In what many Imperial adepts believe to be a step BACKWARDS for the Tau, the Razorshark Strike Fighters have taken to the sky in support of Hunter Cadres all over. Less armed than the Barracuda it was meant to replace in atmospheric operations, the Razorshark is more durable. Opinions are divided over the Razorshark, and its effectiveness at its battlefield role.

Type: Flyer

Tactical Speed: 40m / 18 AUs

Cruising Speed: 1500kph

Maneuverability: +15

Structural Integrity: 40

Size: Enormous

Armour: Front 26, Side 25, Rear 20

Crew: Pilot

Carrying Capacity: None.

Weapons

Pilot-operated Quad Ion Turret (120m, -/-/4, 4d10+5E, Pen 5, Mag 200, 4 Full, Overcharge (7))

One Pilot-Operated Missile Pod (300m; -/2/-, 3d10+10E, Pen 6, Mag 50, 2 Full, Twin-Linked, Blast (2))

Two Pilot-Operated Seeker Missiles (Missile, 300m, S/-/-, 4d10+6X, Pen 8, Single-Shot)

Special Rules

Flyer

Pilot-Operated Linked Weaponry

Availability: Near Unique

SUNSHARK BOMBER

A bomber held in contempt by Imperial adepts, the Sunshark Bomber is a poorly-designed aircraft that only barely fulfills its role as a "bomber." The Pulse

Bomb launcher it carries is effective against infantry formations, but almost useless against vehicles, and has the crippling disability of shorting out in the middle of combat if overused. Had the engineer who designed it worked for the House, their existence would have been rapidly rectified.

Type: Flyer

Tactical Speed: 28m / 15 AUs

Cruising Speed: 1250kph

Maneuverability: +5

Structural Integrity: 40

Size: Enormous

Armour: Front 26, Side 25, Rear 20

Crew: Pilot

Carrying Capacity: None.

Weapons

Pilot-operated Networked Markerlight (200m, S/-/-, Markerlight)

Pilot-Operated Pulse Bomb Generator (100m, S/-/-, 1d10+12E, Pen 4, Blast (10), Shortout)

Shortout: After every use roll 1d10. On a 3+, a new bomb is generated. Otherwise, the weapon may not be used until repaired.

One Pilot-Operated Twin-Linked Missile Pod (300m; -/2/-, 3d10+10E, Pen 6, Mag 50, 2 Full, Twin-Linked, Blast (2), Twin-Linked)

Two Pilot-Operated Seeker Missiles (Missile, 300m, S/-/-, 4d10+6X, Pen 8, Single-Shot)

Two Interceptor Drones with Ion Rifles (110m, S/2/4, 2d10+5E, Pen 5, Mag 24, Full, Overcharge (6), Drone Operated)

Drone Operated: Weapon uses drone Ballistic Skill of 20 instead of Pilot Ballistic Skill

Special Rules

Flyer

Pilot-Operated Linked Weaponry

Availability: Near Unique



VOIDRAVEN BOMBER

The epitome of Dark Eldar heavy weapons platforms, the Void Raven carries the most powerful lance-based weaponry the Dark Eldar can field, while still being able to run circles around the fighter craft sent to “intercept” them.

Type: Flyer

Tactical Speed: 30m / 18 AUs

Cruising Speed: 1600kph

Maneuverability: +30

Structural Integrity: 25

Size: Enormous

Armour: Front 24, Side 24, Rear 20

Crew: Pilot

Carrying Capacity: None.

Weapons

Two Pilot-operated Void Lances (150m, S/-/-, 4d10+15X, Pen 6, Lance, Felling, Proven (5))

One Void Mine (Missile, 200m, S/-/-, 5d10+10X, Pen 15, Blast (8), Single-Shot)

Special Rules

Flyer

Mastery of Gravity

Pilot-Operated Linked Weaponry

Availability: Near Unique

PHANTOMFISH DROPSHIP

The pride of the House of Korst’la fleets and Detachments, the Phantomfish is a dropship based off the Orca design. However, it is somewhat smaller than the Orca, as well as heavier armed. Incorporating a gravitic lift, a smaller scale version of the gravitic hooks used to transport Tau voidships around, the Phantomfish is capable of rapidly deploying a Detachment or Fire Team into advance positions or behind enemy lines. Phantomfish are also equipped with gravitic hooks to bring vehicles down from an orbiting voidship, so deployed Detachments and Fire Teams can have vehicle support during heavier, dangerous operations. The most satisfying part is that most enemies will never see the Phantomfish’s iridescent purple sheen though, as long as the built-in Stealth Field Generator is engaged.

Type: Spacecraft

Tactical Speed: 25m / 12 AUs

Cruising Speed: 1550 kph / 10 VUs

Maneuverability: +15

Structural Integrity: 60

Size: Enormous

Armour: Front 28, Side 28, Rear 24

Crew: Pilot, two side Gunners

Carrying Capacity: 30 Operators and supporting equipment.

Weapons

Pilot-operated Pulse Autocannon (150m, S/2/3, 2d10+12E, Pen 10, Mag 100, 4 Full, Blast (4), Concussive, Gyro-Stabilized)

Two Door-Mount Disintegrators (150m, -/-/5, 1d10+12E, Pen 12, Mag 150, 2 Full)

Special Rules

Spacecraft

Mastery of Gravity

Stealth Field Generator

Gravitic Hooks: The Phantomfish is capable of transporting two Hulking vehicles or one Enormous vehicle safely beneath it in a gravity sheath. This vehicle may be deployed above a suitable surface by the Phantomfish pilot.

Availability: Unique.

BARRACUDA AX-5-2 MULTI-ROLE

FIGHTER

When the old variant of the Barracuda just wasn’t cutting it, the new AX-5-2 was released. Retaining the unmatched agility and maneuverability of its predecessor, it contains more sophisticated combat avionics, enhanced power generation, and the ability to mount a greater array of variant weapons to face down any foe.

Type: Spacecraft

Tactical Speed: 40m / 18 AUs

Cruising Speed: 1400kph / 6 VUs

Maneuverability: +20

Structural Integrity: 35

Size: Enormous

Armour: Front 25, Side 25, Rear 20

Crew: Pilot

Carrying Capacity: None.

Weapons

One Pilot-Operated Barracuda Ion Cannon (200m, -/3/-, 4d10+5E, Pen 7, Mag 200, 4 Full, Overcharge (7)) OR one Barracuda Heavy Burst Cannon (80m, -/6/12, 2d10+7E, Pen 6, Mag 120, 4 Full, Tearing) OR one Swiftstrike Railgun (300m, S/-/-, 3d10+30I Pen 15, Mag 30, 4 Full)

One Pilot-Operated Missile Pod (300m; -/2/-, 3d10+10E, Pen 6, Mag 50, 2 Full, Twin-Linked, Blast (2))

Two turret-mounted Pilot-Operated Burst Cannons (60m, -/-/10, 1d10+12E, Pen 4, Mag 200, 3 Full, Auto-Targeters) OR Long-Barrel Cyclic Ion Blasters (110m, S/3/- 3d10+8E, Pen 6, Mag 60, 4 Full, Auto-Targeters)

Four Pilot-Operated Seeker Missiles (Missile, 300m, S/-/-, 4d10+6X, Pen 8, Single-Shot)

Special Rules

Spacecraft

Pilot-Operated Linked Weaponry

Strafing Array: The strafing array gives the pilot +20 BS when firing the vehicle's weapons against ground targets.

Agile Flyer: The Barracuda increases the number of Degrees of Success achieved from a successful dodge test by two.

Barracuda Dispersion Shield: The Barracuda AX-5-2 contains a low-level energy shield, providing a PR20 defensive field which does not overload under normal conditions. This field increases to PR35 against hits that scored three or less Degrees of Success on the Ballistic Skill test to hit the Barracuda.

Auto-Targeters: The weapon inflicts a penalty of 5x the number of Degrees of Success scored on the Ballistic Skill test to enemy Dodge tests.

Availability: Unique



VEHICLE UPGRADES OF THE TAU AND DARK ELДАР

The Tau and the Dark Eldar can augment their vehicles with a variety of upgrades, in the same way the Imperium can. While Imperial upgrades focus on making an already durable construct even more so, Tau and Dark Eldar upgrades prioritize not getting hit in the first place over surviving hits.

AUTOMATED REPAIR SYSTEM

The vehicle is equipped with maintenance drones to repair minor damage during battle. At the start of the character's turn, roll 1d10. On an 8+, Drive Damaged or Weapon Destroyed critical results the vehicle has suffered are restored.

DECOY LAUNCHER

Tiny pods detach from the vehicle, firing magnetic strips and disruptor drones to distort incoming missile tracking systems. The vehicle provides no bonus to hit from its size.

DISRUPTION POD

The Disruption Pod surrounds the vehicle with a constant electromagnetic haze, making it harder to hit the real vehicle amongst electronic copies. The Disruption Pod grants the vehicle a PR40 shield that does not overload under normal conditions.

ENHANCED AETHERSAILS

The Aethersails of the vehicle are configured to absorb more ambient energy, allowing for bursts of speed. The vehicle may double its Tactical Speed as a Half Action, or four times its Tactical Speed as a Full Action, but passengers may not disembark that round.

ENVENOMED BLADES

Surrounding the vehicle are poisoned blades meant to strike down attackers. When an enemy attacks the vehicle in melee combat, they must succeed at a Challenging (+0) Agility test or get nicked by a blade, taking 1d10+7I Pen 0 damage with the Toxic quality.

FLECHETTE DISCHARGER

Flechette Launchers stud the vehicle, acting as a deterrent to vehicular assault. When an enemy attacks

the vehicle in melee combat, the character may trigger the Flechette Launchers as a Reaction. All enemies within 2m must make a Challenging (+0) Agility test or take 1d10+7R Pen 0 damage with the Tearing quality.

FLICKERFIELD

A highly advanced optical force shield, the Flickerfield grants the vehicle a PR30 shield that does not overload under normal conditions.

FLIGHT STABILIZERS

The vehicle's weapons are augmented with stabilizers and trackers to assist the pilot with targeting enemy vehicles. Vehicles equipped with Flight Stabilizers no longer suffer a penalty to firing their weapons after moving.

NIGHTSHIELD

Covering the vehicle in inky darkness, enemies can only guess at the approximate location of the vehicle. Vehicles equipped with a Nightshield provide no bonus to hit from size, suffer no size penalty to vehicle dodges, and provide no bonus to enemy Aim actions.

POINT DEFENSE TARGETING RELAY

A drone-assisted computer allows the vehicle to accurately track charging targets. If the vehicle is subject to a Charge, or if an enemy walks or runs into melee with the vehicle, the driver may, as a Reaction, perform the Suppressive Fire action at the enemy with one of his vehicle's weapons.

Name	Availability
Automated Repair System	Rare
Decoy Launcher	Rare
Disruption Pod	Very Rare
Enhanced Aethersails	Rare
Envenomed Blades	Rare
Flechette Discharger	Very Rare
Flickerfield	Rare
Flight Stabilizers	Extremely Rare
Nightshield	Very Rare
Point Defense Targeting Relay	Extremely Rare

CUSTOM VEHICLE CREATION

“Okay...tell me again why I can’t stick a Railgun on my Knight?”

- Lucius Mojaró, former Guardsman and Domineus of the Knight Lancer “Diarmiud”

Creating new vehicles can be fun, if the math is simple enough. The tables in this chapter allow a GM and Players to port over their favorite unstatted vehicles from the Tabletop to the RPG. By following the tables that guide you through each component of a vehicle (speed, armor, hull integrity, etc), you will be able to create your own vehicles within the rough frame the developers of the game have provided.

TYPE

All vehicles have a type, corresponding to one of the Drive or Pilot Skills available in the system – Ground Vehicle, Skimmer, Personal, Flyer, Spacecraft.

Determine what type your vehicle is by reading the rules of the codex or examining the model. Ground vehicles usually have wheels or treads. Skimmers hover. Personal vehicles are usually single person conveyances like jump packs. Flyers are restricted to atmospheric flight, and finally Spacecraft can breach the void just as easily as the sky. Each of these also has special rules attached. Note these carefully.

TACTICAL SPEED

Vehicles have a Tactical Speed, detailing the distance they can cover in a single Round. In general, ground vehicles will be slowest, followed by skimmers, then flyers, and finally spacecraft.

Tabletop Speed	Tactical Speed	Margin	Example
6”	10m	5	Ground Vehicle
12”	30m	15	Skimmer / Superheavy
24”	50m	15	Swooping MC, Jetbike
36”	25m	5	Flyer

Note that Flyers will also have an AU score, detailing speeds for Air Combat, and Spacecraft will have a VU score for Void combat. In general, these scores are between ½x and 1x the vehicle’s Tactical Speed, as Flyers and Spacecraft do not generally use their tactical speeds and use the far faster AU/VU system.

CRUISING SPEED

Cruising Speed represents the vehicle’s speed in narrative time. It has no effect in combat except when something needs to be outrun.

Tabletop Speed	Cruising Speed	Margin	Example
6”	50kph	25	Ground Vehicle
12”	200kph	150	Skimmer / Superheavy
24”	500kph	200	Swooping MC, Jetbike
36”	2000kph	500	Flyer

MANEUVERABILITY

The ease at which a vehicle can execute maneuvers.

The faster a vehicle tends to go, the higher its Maneuverability score is.

Tabletop Speed	Mnvr.	Margin	Example
6”	0	10	Ground Vehicle
12”	10	5	Skimmer / Superheavy
24”	20	5	Swooping MC, Jetbike
36”	30	5	Flyer

HULL INTEGRITY

Hull Integrity is how much punishment a vehicle can take before exploding. The general trend is for every Hull Point a vehicle has, it has 10 Structural Integrity.

Tabletop Hull Points	Structural Integrity	Margin	Example
3	30	20	Leman Russ
6	60	20	Knight
9	90	20	Baneblade
12	120	40	Plague Tower
30	300	50	Manta

SIZE

How large the vehicle is. Refer to the Size table in the RPG book of your choice for a listing of example vehicles.

ARMOR

Slabs of defensive material protect the vehicle from harm. Armor tends to start at 20, and increase by 4 for heavier vehicles.

Tabletop Armor Value	RPG Armor	Margin	Example
10	20	4	Rhino
11	24	4	Barracuda
12	28	4	Valkyrie
13	32	4	Hammerhead
14	36	4	Leman Russ
15	40	5	Aquila Strongpoint

CREW AND CARRYING CAPACITY

Crew is how many operators a vehicle needs. In general, there will ALWAYS be a gunner, and one person to man any guns the vehicle has. Sometimes you may have an attendant Techpriest or other specialist to consider.

For Carrying Capacity, review the unit's Codex, Imperial Armour, or Dataslate entry and match the number.

WEAPONS

Vehicles are armed with a variety of weapons. Consult the books to find what the vehicle you are porting over is armed with, and arm appropriately.

SPECIAL RULES

Vehicles may have special rules or abilities that distinguish them from competitors, and it's hard to know when specific ones will apply. The best thing to do is to use a known comparison, or read the vehicle's flavor text and apply traits from Into the Storm or Only War.

EXAMPLE

Executor Thexus has reviewed the available armored vehicles available, and finds the selection wanting. He searches his archives deep within his cybernetica cortex, and requests the former Squat Engineer Guildmaster Rockfist Fearengine assist him.

Together the Squat and Paragon of Metal spend many weeks in hidden forges above Cataclysm, measuring and exacting vehicle components. Finally, the vehicle is done, and the first Sicaran Battle Tank forged in a very long time rolls forward.

The vehicle is a Ground Vehicle, with an average tactical speed of 25m, 5m below the 30m margin of 12" speed vehicles, since it is a Fast vehicle on tabletop. It can achieve cruising speeds of 200kph, average for a vehicle of its size. Its maneuverability is only +5, since despite being a fast vehicle it is still limited by being a ground vehicle. It possesses 3 Hull Points, and a very rugged design, so it has 45 Structure Points. Its armor is 13-12-12 on tabletop, and due to the expertise of Executor Thexus and Rockfist Fearengine, the Sicaran benefits from margin-boosted armor of 35-30-30. Rockfist installs seats for a Driver and turret gunner, while Executor Thexus readies a pair of Accelerator Autocannons and a Heavy Bolter for the hull. The masterful craftsmanship grants the vehicle the Reinforced Hull special rule, alongside the Ground Vehicle rule.

Rockfist and Thexus give the tank one last look, before moving it aboard Catalyst station for transport.

NEW SHIP COMPONENTS

"Ah! A planet destroyer!"

- The ever-excitable Fio'El Fal'Shia Kais, Earth Caste Combat Engineer, sees the Accelerator Cannon for the first time.

With the establishment of the Squat Holds in the Tiji Sector, and the grand return of Imperial Knight House Excelsus to the galactic stage, new ship components long thought lost have begun to circulate amongst Rogue Trader circles in the Eastern Fringe. While the Imperial Navy would almost never dream of using such technology, preferring the tried and true systems that have served them for thousands of years, Rogue Traders are somewhat more open minded, and may mount that bank of Death Rays just to see what happens.

CORTEX CORE

Most ships have thousands of people aboard them which, given time, can solidify itself into multitude of vibrant cultures, idiosyncracies, and qualities to make a ship feel like home.

Alternatively, you can rip out such things, and rely on the cold logic of Battle Automata. A Cortex Core replaces the thousands of living, breathing humans aboard a vessel with a singular pulsing, organic, Cybernetica Cortex. Crew members are replaced with Legio Cybernetica constructs that know no fear, no disloyalty, no enemy equal to them. Disconcerting to many, but very helpful to those who prefer machine compatriots to living, breathing ones...

Automata Synchronization: The vessel ignores Crew Morale, and Crew Population is set to 100 (but can be degraded through combat actions, etc). The Battle Automata that are now the crew will obey orders perfectly and without disloyalty. The "crew" no longer require food, air, motivation, supplies, and there is no danger of the crew falling to Chaos.

Battle Automata: During boarding actions, the Battle Automata crew inflict an additional 1d5 damage to Crew Population and 1d5 Morale damage.

Cybernetica Core: If this component is ever damaged, Crew Population is immediately reduced to maximum 40 until repaired. If this component is disabled or destroyed, Crew Population is immediately reduced to 0, with all the horrors that entails.

Crew Quarters: This fills the Crew Quarters (Essential) slot of any Imperial voidship. Crew Rating is set to 30 for Common Quality versions of this component, while Good Quality sets Crew Rating to 40 and Best Quality sets Crew Rating to 50. Crew may be replenished at Forge Worlds with an Acquisition test as normal, or replenished at 10 Crew Population per week if the vessel is equipped with a Manufactorum.

Power: 5 **Space:** 3 **SP:** +4

GRAVITY ANCHOR

The establishment of new Squat Holds in the Tiji Sector has seen the return many types of Squat technology, brought from the destruction of the original Homeworlds by the Tyranids. Of these, the most desired amongst spacefarers is the Gravity Anchor. Squats come from a high gravity world, and their mastery of it is without equal.

Anchor's Aweigh: A Squat Gravity Anchor can be equipped to any Light Cruiser or higher class of Imperial voidship, allowing the vessel to make 90° turns in void combat instead of the 45° it is normally limited to.

Supplemental: This component is a Supplemental component.

Power: 2 **Space:** 2 **SP:** +2

HALL OF GRUDGES

The peculiar mindset of the Squat allows for no slight to be forgotten. Individual Squats often record their troubles and woes inflicted upon them by others in personal Books of Grudges. When entire crews recount their grudges together, it can often fill an entire hold in itself. The Hall of Grudges allows a crew to meditate on these past troubles, and reaffirm their hatred of the enemy.

No Grudge Unpunished: A Squat Hall of Grudges can be equipped to any class of Imperial voidship. Characters can spend one hour meditating on the wrongs inflicted on them by any group they have encountered previously. Upon completion of the meditation, they gain the Hatred talent for that particular group, and may apply the Hatred bonus to shooting in Starship Combat. The effects last for one full day, at the end of which the character calms the fuck down, and may meditate anew, on a separate enemy if desired.

Supplemental: This component is a Supplemental component.

Power: 1 **Space:** 1 **SP:** +1

HALFUS TORPEDOES

Halfus Torpedoes are torpedoes with fragmentation charges within them instead of plasma cores. They are not meant for destroying enemy voidships, but rather excel at taking down hordes of incoming strike craft. When fired into a cloud of fighters, bombers, or assault boats, Halfus torpedoes explode with incredible force, sending building-sized shrapnel in every direction, annihilating most squadrons with incredible ease. Regrettably, for most of the Imperium, the pattern for Halfus Torpedoes was lost when the Tau Empire annexed their singular Forge World of origin. The Inquisition of the Tiji Sector, however, sits smugly – they have an eager seller.

Halfus Fragmentation: Halfus Torpedoes are capable of exploding in the midst of strike craft, dealing grievous damage. A Halfus Torpedo inflicts its damage against the number of Squadrons in an attack. If the Torpedo reduces the Squadrons in an attack to 0, the strike craft wave is fully destroyed. For example, if 4 bomber squadrons are in a wave, and the Torpedo rolls a 3 for damage, then the wave

consists of only one bomber squadron – the rest are destroyed.

Torpedo: This is a torpedo for use in a Torpedo Tube. They may be equipped with normal Torpedo guidance and modifications.

Speed: 10 **Dam:** 1d5 **Crit:** -

Range: 60 **Terminal Pen:** 1

Availability: Very Rare

VOLKITE BOMBARD

Everyone loves martian death rays, and if they don't, at least they learn to appreciate them as they superheat, explode, and usually die. Volkite Bombards are upsized variants of normal Volkite weaponry, for mounting on voidships. In this role, they take the role of macrobatteries, their ability to superheat and explode enemy vessels remaining unchanged.

Deflagrate: Every hit not stopped by void shields generates a second hit. These are then combined as normal. For example, if 2 hits are blocked by void shields and 2 hits get through, hits are doubled to 4.

Macrobattery **Ships:** All

Power: 6 **Space:** 3 **SP:** 3

Str: 3 **Dam:** 1d10+2 **Crit:** 5 **Range:** 4

VOLKITE GRAND BOMBARD

When one Volkite Bombard just isn't enough, the option exists to mount them in Broadside configurations.

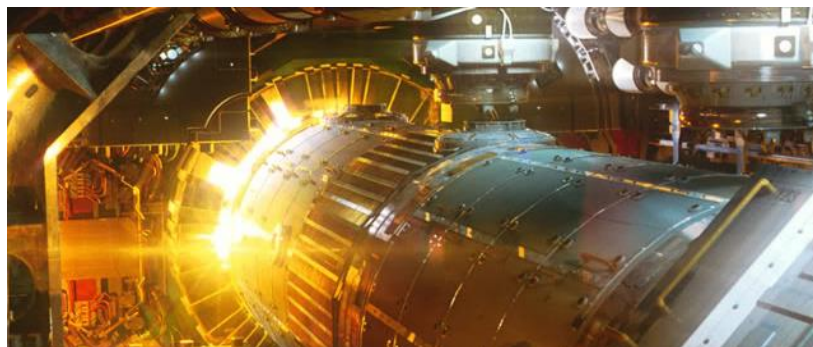
Deflagrate

Macrobattery (Broadside)

Ships: Light Cruisers, Cruisers, and above.

Power: 10 **Space:** 5 **SP:** 3

Str: 5 **Dam:** 1d10+2 **Crit:** 5 **Range:** 4



PHOTON DESTRUCTOR

A scaled up version of the Photon weapons of the Mechanicum, the Photon Destructor fires a black lance of energy, its sustained beam capable of raking across enemy hulls and inflicting inordinate damage before the beam must cool down. The Dark Eldar find it humorous.

Raking Fire: The Photon Destructor inflicts an additional 1d10 per Degree of Success on the Ballistic Skill test, up to a maximum of 2d10.

Lance **Ships:** All
Power: 10 **Space:** 4 **SP:** 3
Str: 1 **Dam:** 1d10+2 **Crit:** 3 **Range:** 4

PHOTON BREAKER

What's worse than an armor piercing, light eating, starship lance of dubious origin? Two of them on the same weapon slot. The Photon Breaker lives up to its name, as very few enemies can survive a focussed blast from its twin barrels.

Raking Fire

Lance (Broadside)

Ships: Light Cruisers, Cruisers, and above.

Power: 14 **Space:** 6 **SP:** 3
Str: 2 **Dam:** 1d10+2 **Crit:** 3 **Range:** 4



KINETIC LANCE

A weapon recovered from lost datavaults during the Great Crusade, the Kinetic Lance accelerates matter instead of energy, striking with the efficiency of a lance weapon, increasing with effectiveness the more the Lance is focused. It combines the fire rate of a macrocannon with the armor-piercing potential of a lance weapon.

Kinetic Lance: This weapon scores one additional hit per Degree of Success on the Ballistic Skill test. All hits are combined into one damage roll, which ignores the Armor of the target.

Lance **Ships:** All
Power: 10 **Space:** 5 **SP:** 3
Str: 4 **Dam:** 1d5+1 **Crit:** 4 **Range:** 6

PHOSPHEX WEB-PROJECTOR

During the Great Crusade, the threat of Phosphex to destroy a world or cleanse an area was a threat rarely sanctioned. Emperor preserve the guy who figured, "Well, if we shoot phosphex at them while they're in space, they can't run away, right?" Phosphex burns out rapidly in vacuum, but the burst of blue-green fire is easily enough to deal a deathblow to an enemy vessel.

Phosphex Bombardment: This weapon doubles the amount of Crew and Morale damage inflicted upon the target. Fire! Critical results that this weapon generates can only be put out by exposing the component to the void. If hit at least once in a barrage, the target reduces its Armor value by 1d5 after resolving all Phosphex Web-Projector hits.

Core Architecture: This weapon Component is always revealed by successful Active Augury – it is too large to be concealed.

Party Time: If this component is damaged, the vessel suffers one hit from the Phosphex Web-Projector, inflicting 2d5+3 hull integrity damage. If this component is destroyed, the vessel instead suffers 1d5 hits, and automatically inflicts a Fire! Critical result that can only be put out by exposing the component to the void.

Nova Cannon **Ships:** Cruisers
Power: 5 **Space:** 8 **SP:** 5
Str: 1d5 **Dam:** 2d5+3 **Crit:** 10 **Range:** 6-30

CUSTOM STARSHIP CREATION

“YOU CLAIM THE KERYKEION-CLASS BATTLE CARRIER IS THE MOST POWERFUL SHIP HULL YOU HAVE EVER SEEN. YOU ARE INCORRECT. THERE WAS ANOTHER, FAR MORE POWERFUL DESIGN. ITS SISTER DESIGN.

IT WAS CALLED THE EXELION-CLASS. ”

- Executor Thexus, Paragon of Metal,
reviews after-action reports of the Euclisine Crusade.

Porting over voidships from Battlefleet Gothic can be a great way to get a group excited over having a unique vessel. As always, the following tables in this chapter allow a GM and Players to port over their favorite unstatted vehicles from the Battlefleet Gothic Tabletop to the RPG. By following the tables that guide you through each component of a Voidship (speed, armor, hull integrity, etc), you will be able to create your own voidships within the rough frame the developers of the game have provided.

Since in BFG there is only Escorts, Cruisers, and higher, there will not be examples listed. Instead, the RPG system of Raider, Frigate, Lt. Cruiser, etc will be used when appropriate.

SPEED

A Voidship's speed determines how fast it can go in Starship Combat. The smaller a voidship class is, the faster the class can go.

BFG Class	RPG Speed	Margin
Transport	3	1
Raider	10	1
Frigate	8	1
Lt. Cruiser	6	1
Cruiser	5	1
Battlecruiser	5	1
Grand Cruiser	4	1
Battleship	4	1

MANEUVER

The Maneuver score of a voidship measures how agile the vessel is, and the ease of performing maneuver actions. The smaller a vessel is, the easier it is to maneuver.

BFG Class	RPG Mnvr.	Margin
Transport	-10	10
Raider	25	5
Frigate	17	3
Lt. Cruiser	12	3
Cruiser	10	3
Battlecruiser	10	2
Grand Cruiser	6	2
Battleship	2	2

DETECTION

The base detection for a vessel determines initiative and ability to perform augur arrays.

BFG Class	RPG Det.	Margin
Transport	7	3
Raider	15	5
Frigate	12	3
Lt. Cruiser	15	5
Cruiser	10	5
Battlecruiser	10	2
Grand Cruiser	10	1
Battleship	10	1

HULL INTEGRITY

Hull integrity is how much punishment a vessel can withstand before becoming a lifeless hulk. The larger a ship, the more hull it can afford to lose before bad things happen.

BFG Class	RPG Hull	Margin
Transport	40	10
Raider	30	5
Frigate	35	5
Lt. Cruiser	60	5
Cruiser	65	5
Battlecruiser	70	5
Grand Cruiser	85	5
Battleship	100	5

ARMOR

Larger classes of ships can mount greater armor. In Battlefleet Gothic, armor was simply a d6 roll, and a large majority of ships had 6+ armor (you were damaged on a 6+), which was the best you could get. The RPG goes into slightly more detail.

BFG Class	RPG Armor	Margin
Transport	13	2
Raider	15	1
Frigate	18	1
Lt. Cruiser	20	1
Cruiser	20	4
Battlecruiser	20	1
Grand Cruiser	20	1
Battleship	24	4

TURRET RATING

Turret Rating is a measure of how many defensive turrets a ship has, for defending against strike craft, torpedoes, and boarding.

BFG Class	RPG Turrets	Margin
Transport	1	1
Raider	1	1
Frigate	1	1
Lt. Cruiser	2	1
Cruiser	2	1
Battlecruiser	2	1
Grand Cruiser	3	1
Battleship	4	1

SPACE

How much garbage you can stick into a vessel before even it begins to strain. As always, the larger a vessel is, the more space it has for components.

BFG Class	RPG Space	Margin
Transport	40	5
Raider	35	5
Frigate	40	5
Lt. Cruiser	60	5
Cruiser	70	7
Battlecruiser	75	5
Grand Cruiser	90	10
Battleship	100	10

SPEED

Speed shows, in VU, how fast the voidship may travel in Starship Combat. Smaller vessels can go faster than larger ones.

BFG Class	RPG Speed	Margin
Transport	3	1
Raider	10	1
Frigate	8	1
Lt. Cruiser	6	1
Cruiser	5	1
Battlecruiser	5	1
Grand Cruiser	4	1
Battleship	3	1

WEAPON CAPACITY

Weapon Capacity is somewhat hard to detail. There is no real standardization that can fit in a table. The best option is to consult Battlefleet Gothic and map the appropriate weapon slots to your new voidship. As a rule of thumb, however, consider the following:

Transports, Raiders, Frigates usually have 2 weapon slots between Prow and Dorsal.

Light Cruisers usually have 3-4 weapon slots, between 1+ Prow, 1+ Dorsal, and max 1 Port and Starboard.

Cruisers and Battlecruisers usually have 5 weapon slots, between 1+ Prow, 1+ Dorsal, and max 2 Port and Starboard.

Grand Cruisers usually have 6 weapon slots, between 1+ Prow, 1+ Dorsal, and max 3 Port and Starboard. Battleships usually have 8 weapon slots, between 2+ Prow, 2+ Dorsal, and max 3 Port and Starboard.

When converting from BFG to the RPG, roughly every 5 points of Weapons Battery Strength or 2 points of Lance strength corresponds to one Weapon Slot. Torpedoes, Landing Bays, Nova Cannons, and other weapons take up a slot by themselves.

SPECIAL QUALITIES

Voidships may have special qualities that set them apart, such as the agility and dearth of crew of Eldar voidships, or the ability to generate Ork upgrades on the Ork Voidship and Capital Upgrades of Battlefleet Koronus. Voidships are usually improved by some flavorful special qualities, but try not to go overboard!

EXAMPLE

Rockfist Fearengine, former Squat Engineer's Guildmaster, sits in his chair, musing over the forging of the Squat Second-Generation Forge Dreadnought, the Iron Spire.

The Iron Spire was primarily designed as a factory ship, so uses the Transport category for most stats. It's slow, like most squats, so its Speed is only 2. It was not designed as a battleship, and its maneuver suffers at -10. Squat Augurs are only average, and so the vessel has a Detection score of +7. Where the vessel shines, however, is in its legendary Squat fortitude. The Iron Spire packs an improved 50 Hull Integrity and 15 Armor, the upper limits of the categories, as well as a Turret Rating of 2. The Squats carefully organized the interior, granting it 45 Space for gear and components. If caught out, it can defend itself with its Port and Starboard Macrocanons and Dorsal Mining Laser, an augmented Lance weapon used for mining duty.

As a Factory Ship, some of its internal power is drawn off towards the ever-burning forges (-5 Power Generation), but the forges within can be used to produce much of the Squat armory and weaponry at a paltry cost.

Rockfist regards it as his second finest work, before returning to the paperwork on his FIRST finest work, the restoration of the Exelion-class Space Battleship looming outside...



ACKNOWLEDGEMENTS

“There are things out there that can put fear into the heart of even a Space Marine. What could do such a thing?”

- Ophilia, former Assassin and Domineus of the Knight Magaera/Styrrix “Tasha”

Here it is. The end of the book. Again. This one took me longer than expected thanks to a new job and moving about. Either way, it’s done. You have playable Harlequins, Slann, more Tau, and Imperial Knights as well as alternate ranks for a lot of Xenos and even the Mechanicum. 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 Excelsus: A Midsummer Knight’s Dream for testing out the Knight Walkers and equipment. I also want to thank the players of Pimps in Space, Deffwotch, Squat Crusade: The Musical, Exelion: Anarchy Reigns, and Excelsus: A Midsummer Knight’s Dream for testing out further gear and 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

