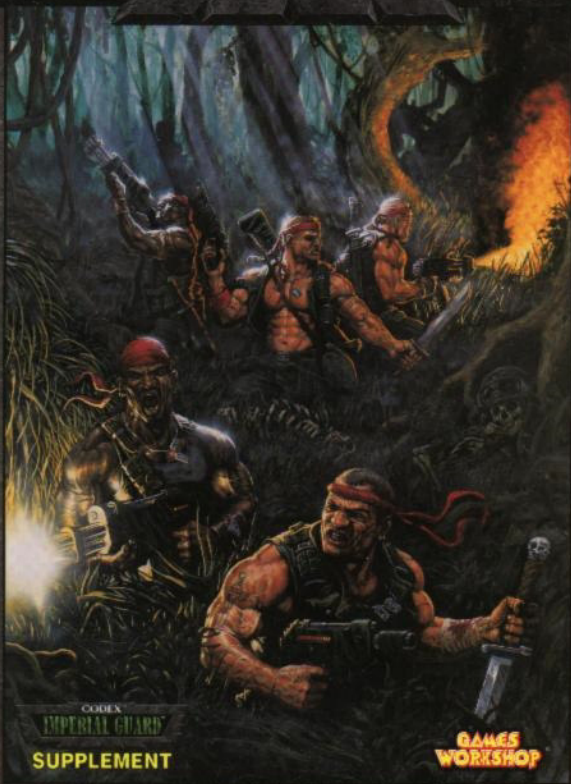


CODEX CATACHANS



CODEX
IMPERIAL GUARD
SUPPLEMENT

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INTRODUCTION

Welcome to the sweltering green hell of Codex: Catachans, a book dedicated not only to the famed Catachan Jungle Fighters but to Deathworld regiments from across the Warhammer 40,000 galaxy.

AN OVERVIEW OF CATACHAN

Catachan is a deathworld, a planet so inimical to life that every day there is a battle for survival. The hardy people of Catachan are descendants of the very first settlers who colonised the planet generations ago. By necessity, they are a tough breed well versed in survival amidst planet-wide jungles that swarm with voracious predators, flesh-eating plants, poisonous insects and virulent diseases.

The people of Catachan have but one resource of value to the Imperium, their superb regiments of Jungle Fighters. Once recruited they are dispatched to warzones all across the galaxy where their skills in jungle warfare are at a premium. Catachan warriors readily accept the call to arms and in exchange for their loyalty their families and settlements receive technologies and medicines that would normally be impossible for them to obtain.

DEATHWORLD VETERAN ARMIES

Catachan is the most infamous deathworld in the galaxy, but it is by no means the only one. Deathworld troops are also recruited from Cthelle, Luther McIntyre, Canak, Lost Hope, Miral and dozens of other such hell holes. The army list which follows is referred to as a Deathworld Veterans army list so that players can also use Deathworld regiments of their own invention. This allows you to devise your own colour schemes, history and background for a Deathworld Veterans army. You may wish to adapt the rules for the jungle environment in this book to create a different type of deathworld for your regiment, such as the polar deserts of Luther McIntyre or the methane swamps of Miral.

WHY COLLECT A CATACHAN ARMY?

The Deathworld army list can be used in two ways. Firstly to add units of Deathworld Veterans to a standard Imperial Guard force. This represents a Deathworld Veterans army that has been at war for a considerable period of time and has been

moved from one war zone to another, being combined with elements of other Imperial Guard regiments along the way.

Secondly the list can be used to field a 'pure' Deathworld army, representing a force that has been recruited more recently. It is a relatively lightly armed force which uses its skills in jungle warfare to balance its lack of big guns or tanks.

While Deathworld troopers are better than the average Imperial Guardsmen, their greatest strength lies in their ability to move through jungles unhindered and lay booby traps and ambushes to confound their foes. Deathworld troops can use the dense terrain of the jungle to cover them as they strike and then fade back into the terrain before the enemy can muster a response.

Visually, a Deathworld Veterans army is great for players who like a hard-bitten elite force made up of rugged individuals. With no tanks or complex uniforms to worry about, all you have to master are the basic techniques of painting tanned flesh and combat fatigues. For the more advanced hobbyist there are lots of opportunities for creating different camouflage schemes and converting miniatures as part of the Deathworld Veterans force.

WHAT'S IN THIS BOOK?

Codex: Catachans is split into the following sections, each of which deals with a different aspect of collecting and gaming with a Deathworld Veterans army.

The Army List. The army list in this book is supplementary to the army list in Codex: Imperial Guard. It gives the special rules, weapons and unique troops available to a Deathworld Veterans force.

Collecting and Modelling a Catachans Army. This section is packed with advice and tips on how to set about collecting a force of Deathworld Veterans, tactics to use in battle and how to paint your miniatures and create jungle terrain for your battlefield.

The Catachans. The final section tells you how to set up terrain for a jungle battlefield. It also contains additional information about the world of Catachan, specialist jungle fighting techniques and Imperial reports on Catachan equipment. Two Catachan special characters, Sly Marbo and Colonel 'Iron Hand' Straken are also included for you to use in your battles.

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DEATHWORLD VETERANS ARMY LIST

The following rules allow you to create a 'pure' Deathworld Veterans army or include Deathworld Veteran units as part of an Imperial Guard army.

CATACHAN UNITS IN IMPERIAL GUARD ARMIES

The following rules apply to Catachan units in a standard Imperial Guard army:

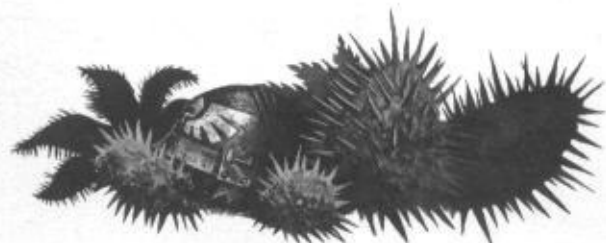
1. Any Catachan unit or character may be upgraded to a Deathworld Veteran at a cost of +3 pts per model. Deathworld Veterans have +1 Weapon Skill and also receive the abilities described in the special rules that follow.
2. Catachan Command platoons may include 0-2 Assault teams (see the army list for details) as part of the platoon's complement of heavy weapon squads.
3. The army may include Deathworld Sentinel squadrons as Fast Attack choices (see the army list for details).
4. The army may include Catachan Devils squads and/or Deathworld Veterans Snipers as Elites choices.
IMPORTANT: When included in an Imperial Guard army these units are **not** allowed to set up in ambush (though they can infiltrate in scenarios which does allow for infiltrators to be used).

SPECIAL RULES

Deathworld Veterans

Some Catachan units can be upgraded to Deathworld Veterans. The following rules apply to these units:

- Deathworld Veterans count woods or jungle terrain as clear terrain for the purposes of movement, including for advancing after an assault or falling back.
- Deathworld Veterans receive a 4+ cover save for being in woods or jungle terrain.
- Deathworld Veterans who don't move in the movement phase may see and shoot through 12" of woods or jungle terrain, rather than 6" as would usually be the case.
- Deathworld Veteran units may infiltrate as described on page 134 of the Warhammer 40,000 rulebook. They may only do this in missions that allow infiltration and only if they use their ability to infiltrate to set up or move into woods or jungle. They may only use this ability if on foot; players that have Catachan Rough Riders or Armoured Fist squads may not use them to infiltrate.



DEATHWORLD VETERAN ARMIES

The following army list can be used to create a Deathworld Veterans army. All units in this army have the Deathworld Veterans skills described opposite. The army is not allowed to take any vehicles other than Sentinels and can only consist of units from the following army list.

JUNGLE TERRAIN

The Deathworld Veterans army list has been designed for when troops fight in jungle terrain. It has a number of advantages over other armies in such terrain which have been taken into account in the points values charged for the models in the army. In particular you will find that the cost of flamers and heavy flamers is very high, as these are deadly weapons in the hands of Catachans in such terrain. This doesn't stop the Catachans fighting in normal terrain (after all, sometimes they do have to leave the jungle!) but you will find they are at a disadvantage when they do so.

The rules for Warhammer 40,000 battles in jungle terrain are included after the army list. Due to the special rules and conditions that apply, you should let any opponents know in advance that the jungle rules will be used and let them read through the rules so they know what to expect. If you don't then the battle is fought in normal terrain.

CATACHAN WARGEAR

Catachans may use the wargear described below. Any equipment not covered here uses the rules in Codex: Imperial Guard and the Warhammer 40,000 rulebook.

Demolition Charges

A model armed with a demolition charge may use it in the shooting phase instead of making its normal shooting attack.

IMPORTANT: Only one model per unit per turn may use a demolition charge; if a unit has two or more models with charges, only one demolition charge may be used per turn.

Demolition charges have a range of 6". The attack is treated the same way as for an ordnance attack, except that the model throwing the charge can move on the turn that it throws. Place the large Ordnance Blast marker as you would normally and then roll to see if the charge scatters (due to its extremely short range a demolition charge is almost as dangerous for the user as it is for the target!).

Demolition charges are one-shot weapons. If a model uses his demolition charge and survives, replace him with a Catachan model armed with a lasgun. If such a model is unavailable, the model is removed instead (he dusts himself down and heads home for a well-earned grox burger!).

Weapon	Range	Str	AP	Notes
Demolition Charge	6"	8	2	Ordnance

May move and fire, one shot only.

HEADQUARTERS

I DEATHWORLD VETERAN COMMAND HQ

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Colonel	50	5	4	3	3	3	4	3	9	5+
Captain	35	5	4	3	3	2	3	3	8	5+
Deathworld Vet.	9	4	3	3	3	1	3	1	7	5+

Squad: The Command HQ consists of one Officer and between two and four Deathworld Veterans.

Weapons: Lasgun, or laspistol and close combat weapon.

Options: Up to four Deathworld Veterans may be armed with one of the following each: flamer at +12 pts; plasma gun at +12 pts; meltagun at +12 pts; grenade launcher at +6 pts. Two of the Deathworld Veterans may be formed into a weapons team armed with one of the following heavy weapons: heavy bolter at +10 pts; missile launcher at +15 pts; heavy flamer at +15 pts; mortar at +15 pts.

The entire squad may be equipped with frag grenades at +1 pt per model.

Officer: The Command HQ is led by a Captain or Colonel. The Officer is a character and may be given additional equipment from the Imperial Guard Armoury.

Medic: One Deathworld Veteran may be upgraded to a Medic at an additional cost of +10 pts. The Medic receives a medi-pack (see the Wargear section in Codex: Imperial Guard, page 8).

Comm-Link: One Deathworld Veteran may be given a comm-link at +15 pts.

SPECIAL RULES

Deathworld Veterans: All models in this unit are Deathworld Veterans as described in the Special Rules section at the start of this army list (points for the upgrade have already been included above).

Leadership: Any unit from this army within 12" of a model in the Command HQ may use the Command HQ Officer's Leadership for all Morale and Pinning tests.

COMMISSARS - SEE CODEX: IMPERIAL GUARD

SPECIAL RULE

Oops, Sorry Sir: Deathworld Veterans resent strangers telling them what to do or threatening their friends so Commissars have a very difficult time maintaining control. They also suffer a disproportionately high number of 'accidents' when serving with Deathworld troops. Roll a D6 for each Commissar before setting them up (roll for models in reserve when they deploy onto the table). On a roll of 1, the Commissar has met with an unfortunate accident and cannot be used.



The leader of a Deathworld Company or regiment is usually elected by his men. He is often a renowned hunter or warrior, the headman of the settlement from which the Company was recruited or perhaps the patriarch of an extended family which has sent many of its men-folk to join the ranks. Discipline is maintained through trust and respect rather than by rank and Deathworld Veterans take pride in the fact that their officers share with them every danger and hardship.

The inhabitants of deathworlds are fiercely independent. Outsiders have difficulty earning their respect, particularly Commissars who 'come on all high an' mighty'. Deathworld Veterans are also very unsubtle in demonstrating disapproval and for this reason such regiments suffer a much higher attritional rate of Commissars than those from other, more civilised worlds.

"We've run into scorpions the size of battle tanks, three men died from Eycrot last week, I've sweat enough to fill a lake, my boots got sucked into a sink-swamp and the trees are so thick in places, you can't squeeze between them. Emperor help me, I love this place! It's just like home!"

Captain Rock of the Catachan III 'Green Devils' commenting on Varestus Prime.



ELITES



Deathworld Veteran regiments include squads of warriors exceptional even by the exacting standards of their birth world. In Catachan regiments these are called 'Catachan Devils' in reference to their famous kill-knives and the voracious predators of their world.

Designer's Note

We have included Catachan Devils to allow players to practise their skills at making a really unique and individual unit. We won't be making models to represent many of the options allowed to a Devils squad – it's up to you to convert the models yourself.



Formed from the bravest of the regiment's warriors, assault teams take the fight directly to the enemy. They bear the brunt of the bloody combat which often occurs in jungle fighting and so are heavily armed with demolition charges, flamers, meltas and plasma guns.

0-1 CATACHAN DEVILS SQUAD

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Catachan Devil	13	4	4	3	3	1	3	1	8	5+
Veteran Sergeant	23	4	4	3	3	1	3	2	8	5+
Veteran Officer	+48	5	4	3	3	3	4	3	9	5+

Squad: The squad consists of one Veteran Sergeant and between four and nine Catachan Devils.

Weapons: Lasgun and frag grenades.

Options: Any model may have one of the following weapons in addition to, or instead of, his lasgun: autogun at no additional cost; close combat weapon and laspistol or autopistol at +1 pt; shotgun at +1 pt. Up to three models may have one of the following weapons each: flamer at +16 pts; plasma gun at +12 pts; meltagun at +16 pts; grenade launcher at +6 pts. The squad may be armed with krak grenades at an extra cost of +2 pts per model.

Character: The Veteran Sergeant may be given extra equipment from the Imperial Guard Armoury. He can choose equipment usually only available to Officers.

Veteran Officer: The squad may include one Catachan Devil Officer at an additional cost of +48 pts. He carries a lasgun, or a laspistol and a close combat weapon, and may be given additional equipment from the Imperial Guard Armoury.

SPECIAL RULES

Deathworld Veterans: All models in this unit are Deathworld Veterans. See the Special Rules section (points for the upgrade have been included above).

Ambush: Catachan Devil squads can set ambushes as described on page 20.

Hardened Veterans: The squad has the Hardened Fighters and Steadfast Battle Honours. See page 163 of the Warhammer 40,000 rulebook for details.

DEATHWORLD VETERAN ASSAULT TEAM

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Deathworld Vet.	10	4	3	3	3	1	3	1	7	5+
Veteran Sergeant	+10	4	3	3	3	1	3	2	8	5+

Squad: The squad consists of a Sergeant and three to six Deathworld Veterans.

Weapons: Lasgun and frag grenades.

Options: Any model can have a shotgun, or laspistol & close combat weapon, instead of a lasgun at no extra cost. Up to three models can have one of the following each: flamer at +12 pts; meltagun at +12 pts; plasma gun at +12 pts; demolition charge at +10 pts. Two models may form a weapons team armed with a heavy flamer at +15 pts.

Character: The Sergeant may be upgraded to a Veteran Sergeant at a cost of +10 pts. He may choose extra equipment from the Imperial Guard Armoury.

SPECIAL RULES

Deathworld Veterans: All models in this unit are Deathworld Veterans. See the Special Rules section (points for the upgrade have been included above).

Gung Ho: Deathworld Veteran Assault teams fear nothing. They may re-roll failed Morale and Pinning tests and can try to regroup even if below half strength.

DEATHWORLD VETERAN SNIPERS

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Sniper	20	4	3	3	3	1	3	1	7	5+

Loners: You may include up to three Deathworld Veteran Snipers as a single Elites choice. They do not form units and are set up separately (see Special Rules below).

Weapons: Sniper rifles.

SPECIAL RULES

Deathworld Toxins: Deathworld Veteran Snipers use the deadly toxins found on their homeworld. They may re-roll a failed roll to wound when using their rifles.

Deathworld Veterans: Deathworld Veteran Snipers are Deathworld Veterans as described in the Special Rules section at the start of this army list (points for the upgrade have been included above).

Ambush: Deathworld Veteran Snipers may be set up in ambush as described in the Special Rules section at the start of the army list.

Camouflage: Deathworld Veteran Snipers have a 3+ cover save in woods or jungle terrain.

Disappear: You may never move a Deathworld Veteran Sniper model. During your movement phase you may remove the model, representing the Sniper merging back into the shadows so he can fight another day. Once removed, a Sniper may not return to the battlefield but doesn't count as having been killed for victory point purposes. Deathworld Veteran Snipers can't claim table quarters or other objectives and don't have to be killed for an attacker to win *Meat Grinder*.



Deathworld Veterans recruit their own snipers from amongst their finest marksmen.

A Deathworld sniper will take up position hours, or even days, before a battle to find the best spot in trees or among roots and will conceal himself fully before the enemy draws near. Concentrated sniper fire can throw enemy units into complete confusion, the snipers being almost impossible to spot in the dense jungle canopy.

TROOPS

DEATHWORLD INFANTRY PLATOON

Infantry Platoon: 1 Platoon Commander
2-5 Deathworld Veteran Infantry Squads
0-1 Fire Support Heavy Weapons Squad

Platoon Commander

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Lieutenant	20	4	3	3	3	1	3	2	8	5+
Captain	35	5	4	3	3	2	3	3	8	5+

Weapons: Lasgun, or laspistol and close combat weapon.

Options: The Commander may be equipped from the Imperial Guard Armoury.

SPECIAL RULES

Independent Character: The Platoon Commander is an independent character. He may only join units from his own platoon.

Leadership: Any Imperial Guard squad within 12" of a Platoon Commander may use the Commander's Leadership value for all Leadership tests.

Comm-Links: Once per turn the Platoon Commander may use the comm-link of a squad he has joined to communicate with one other squad equipped with a comm-link. This squad may use the Commander's Leadership value, even if it is more than 12" away from him.



Deathworld Veteran platoons are organised differently to normal Imperial Guard platoons. They don't have a Command Section but instead the Platoon Commander fights alongside the infantry squads in the platoon. In addition, it's usually not possible to keep squads to the establishment strength of ten men each. This is because Deathworld Veterans operate alone for extended periods of time and so casualties cannot be replaced very often.



↑ Deathworld Veteran squads make up the bulk of a jungle-fighting force. They are lightly equipped so they can move quickly through thick vegetation but still make use of heavy weapons when the situation demands.



↑ Compared to a standard Imperial Guard force, deathworld heavy weapons squads are rare. The weapons' bulk and weight of their ammunition makes them difficult to transport across a wilderness. Nonetheless, the firepower of heavy bolters and autocannons can be decisive in close fought jungle battles.



↑ Some Ogryns are native to deathworlds but where they are not, certain Deathworld regiments will 'acquire' squads of them, often without informing their previous commanders. Deathworld Veterans find Ogryns have the same values of personal loyalty, physical toughness and determination as they do themselves, so the two groups get on famously well.

Deathworld Veteran Infantry Squad

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Deathworld Vet.	9	4	3	3	3	1	3	1	7	5+
Vet. Sergeant	+10	4	3	3	3	1	3	2	8	5+

Squad: The squad consists of one Sergeant and between five and nine Deathworld Veterans.

Weapons: Lasguns. The Sergeant may exchange his lasgun for a laspistol and close combat weapon at no extra cost.

Options: Up to one model may be armed with one of the following: flamer at +8 pts; plasma gun at +8 pts; meltagun at +8 pts; grenade launcher at +4 pts. Two of the Guardsmen may be formed into a weapons team armed with one of the following heavy weapons: heavy bolter at +10 pts; missile launcher at +15 pts; heavy flamer at 15 pts. The entire squad may be equipped with frag grenades at +1 pt per model.

One model may be equipped with a comm-link at +5 pts.

Character: The Sergeant may be upgraded to a Veteran Sergeant for an extra +10 pts. A Veteran Sergeant may choose additional equipment from the Imperial Guard Armoury.

Fire Support Heavy Weapons Squad

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Deathworld Vet.	9	4	3	3	3	1	3	1	7	5+

Squad: The squad consists of between one and three weapons teams, each consisting of two Deathworld Veterans.

Weapons: Lasguns.

Options: Each weapon team must have one of the following heavy weapons each: heavy bolter at +15 pts; autocannon at +25 pts each.

SPECIAL RULE

Deathworld Veterans: All models in the platoon are Deathworld Veterans as described in the Special Rules section at the start of this army list (points for the upgrade have been included above).

0-1 OGRYN SQUAD - SEE CODEX: IMPERIAL GUARD

Note: Ogryns don't count as Deathworld Veterans for the purposes of the rules, and therefore can't infiltrate, move through jungle as if it were clear terrain, etc.

Catachan XVIII 'Swamprats'

The 'Swamprats' of 762-771M40, led by Colonel Gator fought for seven years against a Tyranid horde on the world of Koralkal VIII. Teams of highly experienced 'nid hunters covered their bodies in the ichor of the aliens they had slain, to build up an immunity to the toxins and mask their smell from the Lictors which hunted them. After successfully wiping out the Tyranid swarm, the 'Swamprats' had to spend two years on a decontamination ship.



FAST ATTACK

DEATHWORLD SENTINEL SQUADRON

	Points/Model	Armour:							
		WS	BS	S	Front	Side	Rear	I	A
Deathworld Sentinel	50	4	3	5	10	10	10	3	1(2)

Type: Walker, open-topped.

Squadron: The squadron consists of between one and three Deathworld Sentinels.

Weapons: Each Deathworld Sentinel is armed with a heavy flamer.

Options: A Deathworld Sentinel may have any of the following: armoured crew compartment, camo netting, extra armour, hunter-killer missile, improved comms, searchlight, smoke launchers. Each Sentinel is fitted with rough terrain modifications.

SPECIAL RULES

Rough Terrain Modification: All Deathworld Sentinels are fitted with rough terrain modifications. These allow them to re-roll the dice for how far they move through difficult terrain.

Chainsaw Warriors: The most common type of rough terrain modification used by Deathworld Sentinels is the chainsaw attachment. Deathworld Sentinel crewmen quickly learn how useful the chainsaw is in close combat. This is represented by a +1 attack bonus (this is included in the Sentinel's profile above).

Note: Deathworld Sentinels don't count as Deathworld Veterans for the purposes of the rules and therefore can't infiltrate, move through jungle as if it were clear terrain, etc. Also note that the Scout rule from Codex: Imperial Guard does not apply to Deathworld Sentinels.



X Due to the impassable terrain they fight in, Deathworld Veterans use no vehicles other than the hardy Sentinel scout walker. Sentinels are used as roving hunter-killer units, utilizing heavy flamers and chainsaws to obliterate knots of resistance. Deathworld Sentinels are heavily modified, boasting extra armour, camouflage and other innovations.

DEATHWORLD VETERANS PATROL

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Deathworld Vet.	10	4	3	3	3	1	3	1	7	5+
Veteran Sergeant	+10	4	3	3	3	1	3	2	8	5+

Squad: The squad consists of one Sergeant and three to five Deathworld Veterans.

Weapons: Lasguns. The Sergeant may exchange his lasgun for a laspistol and close combat weapon at no extra cost.

Options: Up to one model may be armed with one of the following: flamer +16 pts; plasma gun at +8 pts; meltagun at +8 pts; grenade launcher at +4 pts.

The entire squad may be armed with frag grenades for an additional +1 pt per model.

Character: The Sergeant may be upgraded to a Veteran Sergeant for an additional cost of +10 pts. The Veteran Sergeant may choose extra equipment from the Imperial Guard Armoury.

SPECIAL RULES

Deathworld Veterans: All models in this unit are Deathworld Veterans as described in the Special Rules section at the start of this army list (points for the upgrade have been included above).

Ambush: Deathworld Veteran patrols are able to set ambushes as described on page 20.



X Deathworld Veteran patrols are formed to make long range penetration raids behind enemy lines. They scout out the terrain and locate the precise position of the enemy. Before the main forces engage in battle, patrols will set up ambushes and lay booby traps where they can do the most harm.

HEAVY SUPPORT

A Mortars are greatly favoured for use in jungle fighting. They have the ability to rain fire upon the foe while the Mortar crew stays far back among the enshrouding trees. This makes them an invaluable weapon because, unlike heavy bolters and autocannons, mortars can support the widely spread Deathworld Veteran squads despite the close terrain. Barrages of mortars are also useful for pinning down enemy units and enabling Deathworld Veteran squads to outmanoeuvre them.



A In the jungle, even the slightest scratch can prove to be fatal as necrotic bacteria swarm in to putrefy it. Deathworld Veterans take advantage of these harsh conditions by rigging traps from natural materials on the battlefield such as vines and tree branches. They also use a variety of specially built devices to create 'Devil's gardens' - areas where the most innocuous looking mound of leaves or tree root can conceal a shredder mine or plasma charge.

SEARCH: Catechan Spring Traps

PROCESSING:

SEARCHING: 2 files found

SEARCH RESULTS:

1. Classified (File: Adept 1/45)

2. The Hostile Battlefield

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The Hostile
Battlefield
File Ref:
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Catechan Spring
Mine M3/MkII
342907 M41



0-2 MORTAR HEAVY WEAPONS SQUAD

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Deathworld Vet.	9	4	3	3	3	1	3	1	7	5+

Squad: The squad consists of between one and three weapons teams, each made up of two Deathworld Veterans.

Weapons: Each member of the squad carries a lasgun. Each weapon team is armed with a mortar at +40 pts each.

SPECIAL RULE

Deathworld Veterans: All models in this unit are Deathworld Veterans as described in the Special Rules section at the start of this army list (points for the upgrade have been included above).

BOOBY TRAPS

	Points	Str	AP	Notes
Plasma Charge	20	7	2	See below
Shredder Mine	20	3	5	See below
Spring Mine	25	4	6	See below
Trap	10	3	6	See below

Placement: You may include up to three booby traps as a single Heavy Support choice. Each booby trap you take allows you to booby trap a 1' square area. The booby traps you take may be set up in the same area or split between different areas.

SPECIAL RULES

Set-Up: Booby traps are set up using the special rules that can be found on page 21.

Ignore Cover Saves: All booby traps ignore cover saves.

Pinning: Any unit that suffers one or more casualties from a booby trap must test for pinning.

Plasma Charge: The model that triggered the charge is hit automatically.

Shredder Mine: The mine is located D6" away from the model that triggered it, in the direction indicated by the arrow on the Scatter dice (note that the 'hit' face has an arrow on it for this purpose as well). The player who laid the mine may place the Flamer template with the narrow end at the location of the mine and position it in such a manner that the model who triggered the shredder mine is at least partially under the template. Any models touched by the template are hit automatically.

Spring Mine: Place the large Ordnance Blast marker so that the central hole is over the model which triggered the booby trap. Then roll for scatter in the same way as you would for ordnance. Any models that are fully under the Ordnance Blast marker are hit automatically, and any that are partially under the Blast marker are hit on a 4+.

Trap: Place the small Blast marker so that the central hole is over the model that triggered the device. Any models fully under the Blast marker are hit automatically and any partially under are hit on a 4+.

COLLECTING AND MODELLING A CATACHANS ARMY



A Catachan Jungle Fighter Imperial Guard army.

WHERE TO BEGIN?

There are two approaches you can take to collecting an army of Catachans. Firstly, you can field an Infantry Company army chosen using the army list in Codex: Imperial Guard, without any special rules at all. This is a 'normal' Imperial Guard army which includes Catachan Jungle Fighters miniatures. In addition to this, you can add some Deathworld Veterans units

from this Codex to create a combined force. Alternatively, you could field a Deathworld Veterans army using just the army list given earlier without any tanks or the more specialised Infantry Company units. However, it does include booby traps, ambushers, etc. In time, your collection of models will probably be large enough, with enough diversity of units, to allow you to field any of these different army types.



Catachan Deathworld Veterans army

DEATHWORLD VETERANS UNITS

There are a number of specialised units available to a Deathworld Veterans army. For the greatest chance of victory, it's worthwhile learning to use these highly trained fighters to the best of their ability.



Deathworld Veterans assault team

Assault teams carry some of the most deadly weaponry in the Deathworld Veterans army. In particular, their heavy flammies are devastating amongst the short lines of sight and close confines of the jungle environment. Unfortunately, they are fairly few in number, and need to be kept out of sight of the enemy until they are close enough to launch their lethal attack. Their short range also makes them vulnerable to assault from enemy units, so have an infantry squad nearby to back them up in close combat.



Deathworld Veterans Snipers



With their ability to set ambushes, Snipers are great for hindering the enemy's advance. Their sniper rifles can pin down opposing units, which will further

slow down the enemy attack as they try to hack their way through the jungle. They are best deployed on one flank or even revealed behind the enemy army. If your opponent sends units to deal with them, they will become isolated from the support of their comrades. Remember that Snipers can disappear back into the greenery if the enemy get too close.



Deathworld Veterans Assault team and Sentinel

The Sentinel is the only armoured support a Deathworld Veterans army has and as such is very valuable to them. Although lightly armoured, the Sentinel is difficult for most foes to damage in an assault, so don't be afraid of getting stuck in with its heavy flamer. Of course, a squadron of Sentinels will give a firm backbone to any defence or attack by the rest of your army. Hunter-killer missiles are a popular vehicle upgrade, giving them a punch against enemy vehicles.



Catachan with demolition charge

The demolition charges carried by Deathworld Veterans Assault teams are highly effective against any opponent. Used against numerous but lightly armed foes such as Orks and other Guardsmen, the size of the blast is sufficient to wipe out whole squads if you're lucky. Against better armed enemies, like Space Marines or Eldar Aspect Warriors, the demolition charge's high Strength and good Armour Piercing value is enough to cut through an enemy's armour. Like the heavy flamer though, a Deathworld Veteran must get close to his foes before he is in range to lob the high explosives.

PAINTING AND MODELLING JUNGLE FIGHTERS

Painting skin is an important part of putting together a Catachan army and there are lots of different ways you can do it. Here are two examples of painting skin for you to try. Adding camouflage really helps to link your models to your terrain.



In both of the examples shown here Dwarf Flesh and Chestnut Ink have been used over a different undercoat. The colour of undercoat greatly affects the tone of the skin colour.

Painting over a white undercoat

1. Paint the skin Dwarf Flesh all over the undercoat.
2. Wash completely over the top with Chestnut Ink.

A white undercoat makes for a lighter skin colour.



Painting over a black undercoat

1. Paint the skin Dwarf Flesh over the undercoat, leaving the deepest recesses of the muscle black. This highlights the detail of the muscles.
2. If you want to, you can make the black shadows appear less harsh by painting a little Chestnut Ink into the recesses.

Using black as the undercoat creates a darker skin tone.

Top Tip: You can easily add variation to your model's skin by using different inks. Flesh Ink or Brown Ink can make the skin look either lighter or darker. Also experiment with how much ink you apply, this can make a big difference to how the model looks. If you want to you can highlight the inked skin colour with Dwarf Flesh.

PAINTING AND MODELLING CAMOUFLAGE



Camouflage is an important element of a jungle colour scheme. Start to paint a basic camouflage scheme with a light colour and overpaint with a darker camouflage pattern on top (you can paint progressively darker colours on top for multiple colour camouflage schemes if you want). As well as painting camouflage onto cloth, you can also paint camouflage onto skin as well.

Another way of camouflaging your miniatures is to stick foliage onto them. These examples show how to create the effect of twigs and leaves wrapped around guns or stuck into bandanas.



Top Tip: You can also attach foliage camouflage onto your models after painting. Similar techniques can be used to texture your bases.

Aluminium mesh was cut and wrapped round the lasgun. Once painted brown, areas of the mesh were painted with PVA and then dipped in flock.

Door matting was cut and glued into holes drilled into the miniature's bandana. The strands were cut down and flocked. The leaves were washed over with Green Ink.



Cut foliage from a model tree.



Fine sponge called Coarse Turf was soaked in PVA and flocked.



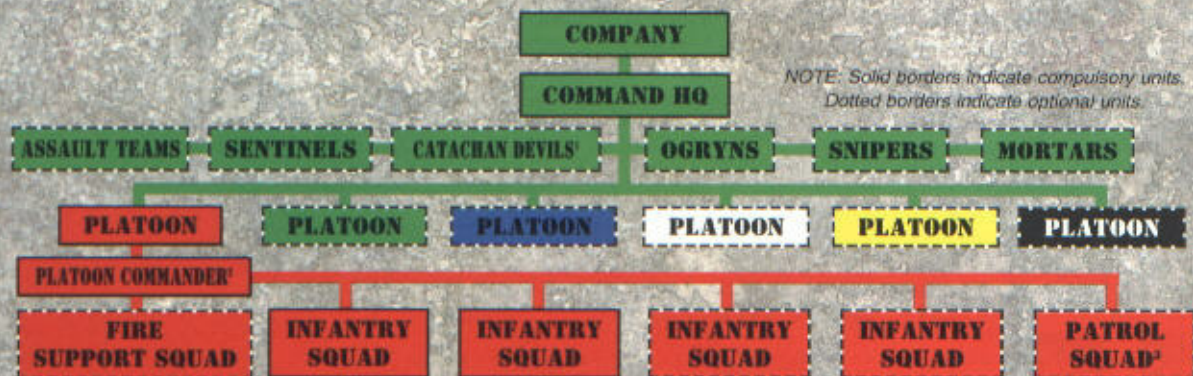
A small stone was used to create the trunk of a 'Coarse Turf' bush.



Model foliage was combined with sand, gravel and static grass, available from model shops.

CATACHAN COMPANY ORGANISATION

Although raised as regiments, most armies from Catachan operate on a company-level basis. They fight almost as autonomous formations, with only occasional guidance from higher command levels. The Colonel's Company is referred to as the Command Company.



Catachan Devils squads specialise in setting booby traps.

Veteran Platoon Commanders do not have a Command Section, but join individual squads on an independent basis.

Some platoons maintain dedicated Patrol squads, while most will break up infantry squads into patrols as and when they are needed.

CONVERTING DEATHWORLD VETERANS



Heavy flamer conversions by Andy Chambers and Gav Thorpe

At the Games Workshop studio lots of people have been painting and converting their own Deathworld Veterans. The plastic Catachans are great for remodelling, particularly with parts from other plastic models. Whenever you put together your models, you should always save unused pieces. Most experienced modellers have a bits box full of these parts. Alternatively you can always order specific bits you need from Mail Order.



Gordon Davidson personalised his troops and officers with parts from his bits box.



Dave Thomas has modelled a squad of Catachan Devils using various extra bits, including Necromunda weapons and Mordheim heads.



Gav made a demolition charge by cutting the aerial off a comm-link.



MAKING JUNGLE TERRAIN

So far we've talked about the Deathworld Veterans themselves, but now we're going to look at the terrain they'll be fighting through. On the following pages you'll find a selection of ideas and techniques for making jungles.



Green Flock



Sand



Brown Flock

Ready made trees available from Games Workshop.



Small Pebbles

There is always a compromise to be made when making any type of terrain – how good it looks compared to how easy it is to fight over. This is never more pronounced than with woods and jungles, because while you can make great looking terrain pieces full of trees, bushes, vines and so on, it may be virtually impossible

to play over. This is because you need to be able to move miniatures in and around the terrain to make the most of it and the more details on the terrain, the less room for miniatures. Where you draw the compromise is up to you, but there are several suggestions on these pages.

Plastic jungle trees can be glued to thick bases and then flocked. Large clumps of trees mounted on bases look really great but they do have a couple of drawbacks as well.

For a start you cannot change the size and shape of large bases to fit in with other terrain features, which may make them awkward to place on occasion. It is also hard to fit models between the trees, leading to much poking around with range rulers to get the models in the right positions. Having smaller clumps of trees, but more of them, is the best solution.



Lichen is available in a variety of colours, which can easily represent different kinds of jungle plants.

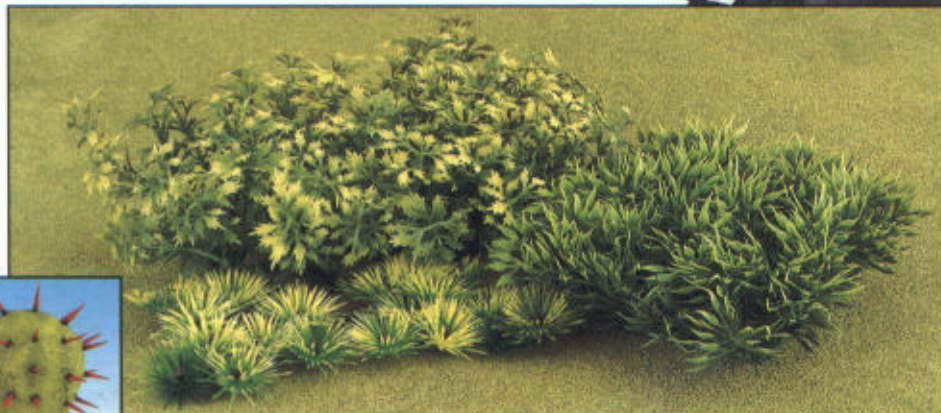


Small clumps of trees give you more flexibility when setting up your battlefield.

You've got an instant jungle with the plastic trees in the Warhammer 40,000 boxed game. They are great for adding to other terrain pieces.

The photo (right) shows some jungle made out of plastic aquarium plants. These have great modelling potential as they can be cut to different shapes and sizes, are bendy enough for you to wedge figures into them and some don't even require painting. There's more about modelling trees overleaf.

This spiky alien cactus (made from a rough ball of polystyrene with cocktail sticks pushed into it) shows how individual plants can be made to add variety and an exotic alien element to your terrain collection.



Aquarium plants



Nigel Stillman

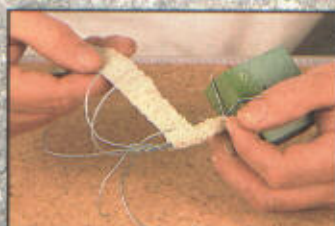
MAKING JUNGLE TREES



Twist the wire together to make the trunk, branches and roots.



Dip strips of bandage in watered down PVA, runny plaster or all purpose filler.



Before it dries, wrap the wet bandage around the trunk. This will give you a rough texture to represent the bark.

Nigel loves to build all his own terrain to fight battles over and makes his trees out of all sorts of everyday items, junk and rubbish. He's got lots of ideas about how to make trees look a little different which you can use to add special touches to your own jungle.

Once he's twisted together some wire to make his basic

tree shape Nigel decides how he wants it to look. For instance, he might just paint straight over the twisted wire if he is in a hurry or wind bandage, wire, tape or string around the trunk to create a different texture. Nigel says, "If you want to use bandage to texture your trees, you will need some narrow lint bandage. You can soak the strip of bandage in a variety of mixtures, including PVA, plaster or watered down filler. Whatever mixture you use, it needs to be fairly watery. When the bandage is soaked, wrap it round the wire trunk and leave it to dry." Nigel likes to glue the root wires of his tree onto a base of some kind: stiff card, cork tiles or sheets of polystyrene. When the tree is securely stuck on its base, Nigel spreads the 'leaf' wires and bends them so that the leaves curve over realistically. "To make the leaves draw a series of rough ovals onto paper about the same length as the branches and cut these out. If you want, cut a series of diagonal lines into the leaves (be careful not to cut the leaf in half!). Paint the leaves Dark Angels Green and highlight with Sunburst Yellow. The leaves are glued onto the tree branches using superglue."



Nigel suggests using modelling clay to build up tree bases, but you can also glue on small stones, pebbles, sand, gravel, even chunks of polystyrene.



Andy Chambers uses milliput to model the bark on his wire trees.



NICK DAVIS' JUNGLE TREES

Nick Davis has a whole set of jungle terrain and makes his trees much the same way as Nigel. However he uses garden wire with masking tape wrapped around to make the basic shape of his jungle trees. When it comes to texturing his trees Nick does it a little different to Nigel. 1. First he mixes together sand and PVA glue, then adds a little water to the mix. Nick paints this texture onto the trunk of the tree and for added texture he glues coarse turf, a spongy substance available from model shops, to the top of the tree. When the texture is dry, he sprays the tree black (Nick's Top Tip: if you use coarse turf, wash over the turf with watered down PVA. The PVA will dry, leaving the turf stiff and easier to paint). 2. Nick paints the trunk Snakebite Leather, then roughly paints over the top with Bubonic Brown, followed with Chestnut Ink. The coarse turf is painted with Dark Angels Green, Goblin Green and finally Sunburst Yellow. To finish off Nick glues his trees to a card base and textures it with sand and PVA.



This variation by Nick uses old brush bristles instead of paper leaves.



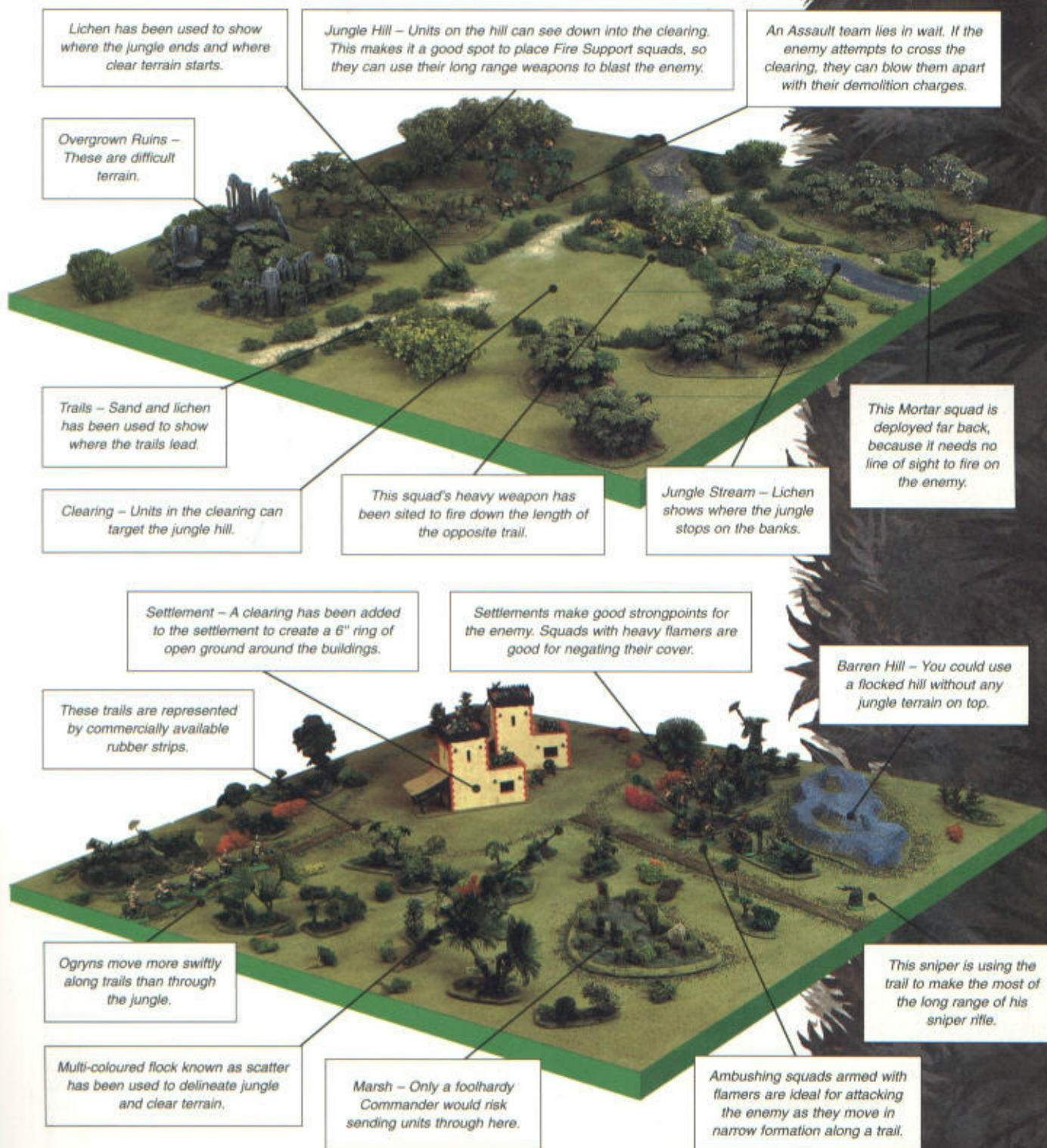
Nick's jungle terrain includes hills and boulders he's made.



Alan Merrett's trees also feature brush bristles.

JUNGLE BATTLEFIELDS

Below are just two examples of the many different ways you can represent and arrange jungle terrain on the tabletop. Also included are some brief tactical notes on how to use the jungle to make the most of the unique skills and weapons of your Deathworld Veterans.



For convenience we've shown 4'x4' tables but a jungle battlefield can be any size.

SHOWCASE

Here are some more great examples of modelling and painting Deathworld Veterans.



Bo Tolstrup has made a great Catachan Rough Rider using a Dark Elf Cold One.



Deathworld Veterans Captain by Anthony Bath



Deathworld Veterans Sniper by Bo Tolstrup



Deathworld Veterans by Bo Tolstrup

These four Catachan models, painted by Joe Hill, feature some intricate and unusual colour schemes



Ice Blue and Codex Grey



Shadow Grey and Ultramarines Blue



Blood Red and Chaos Black



Imperial Purple and Golden Yellow



Michael Perry's large scale Catachan Jungle Fighter painted by Mike McVey. Michael sculpted this special model for the Open Category of Golden Demon 1996.

CATACHAN JUNGLE FIGHTERS

This section of Codex: Catachans contains additional information about the fearsome Jungle Fighters. You will find rules for using ambushes and deadly booby traps to make your opponent regret ever stepping into the bush, along with a set of jungle terrain rules, including a new random terrain generator.

CATACHAN KNIVES

(see also XXV327.56 Catachan & CCV14322 Catachan rifles)

A knife is not only a tool and weapon of a Catachan fighter but also a mark of his status. The steel alloy used for these knives is only found on planet Catachan. A well-honed Catachan blade will not rust and its edge will be keen even after continuous use.

Catachan knives are highly valued and sought after throughout the Imperium. Many counterfeit copies are sold by roaming rogue traders, but the only sure way to get an authentic Catachan knife is to take it from a Catachan. This is not easy, as the Catachans place a tremendous value on their knives. It is said that a Catachan will rather give up his right arm than his knife.

Each Catachan Jungle Fighter learns the craft of making knives from his parents and making your own knife is considered one of the tests of adulthood. While the basic design of the knives remain the same, there are subtle variants between family groups and individuals, depending on the height and preferences of the user.

CATACHAN FANG

Measuring up to 20 inches of gleaming steel, the Catachan Fang is the most common type of the knife used by the Catachan regiments. Equally useful for cutting your way through jungle or a deviant Eldar, the Catachan Fang is renowned throughout thousands of star systems.

This knife is also used for settling disputes between Catachans. Usually, one knife is placed in the centre of a fighting pit and the combatants must each strive to get hold of the knife. The duel ends when one fighter draws blood, though this can often mean death as well.



NIGHT REAPER

Smaller than other typical designs, the blackened blade of the Night Reaper is especially suitable for infiltration and night missions when light reflecting from a blade can mean the difference between life and death. The blade itself is triangular, so any wound caused by the Night Reaper is unlikely to clot or heal. Catachans are also known to poison these knives using one of the many venoms native to their inhospitable planet.

DEVIL'S CLAW

Named after the fearsome predator of the Catachan jungles, this is the largest type of the traditional knives of Catachan. Anywhere between three and four feet long, the Devil's Claw is closer to a sword than a knife. It is used mainly on the battlefield in close quarters and it has even achieved a fearsome reputation amongst Orks who call it 'Da Cutta'.

The blade itself is hollow and half filled with mercury to give it greater swinging power. Power swords wielded by senior members of the Catachan regiments are often identical in design to the Devil's Claw.

(Excerpt from the Arms and Weaponry of the Imperial Guard by Attek Sorasius)



Also contained in these pages are numerous pieces of background information about the Catachans: their homeworld, their weapons and their fighting abilities. Two famous individuals from Catachan history, Sly Marbo and Colonel 'Iron Hand' Straken, are detailed later, including rules to allow you to use them in your games.

CATACHANS SUMMARY

	WS	BS	S	T	W	I	A	Ld	Sv
Captain	5	4	3	3	2	3	3	8	5+
Catachan Devil	4	4	3	3	1	3	1	8	5+
Cat. Devil Officer	5	4	3	3	3	4	3	9	5+
Cat. Devil Sgt.	4	4	3	3	1	3	2	8	5+
Colonel	5	4	3	3	3	4	3	9	5+
Commissar	4	4	3	3	2	4	3	10	5+
Deathworld Vet.	4	3	3	3	1	3	1	7	5+
Deathworld V. Sgt.	4	3	3	3	1	3	2	8	5+
Lieutenant	4	3	3	3	1	3	2	8	5+
Ogryn	4	3	5	4	3	3	2	8	5+
Sniper	4	3	3	3	1	3	1	7	5+

	WS	BS	S	Armour			I	A
				Front	Side	Rear		
Sentinel	4	3	5	10	10	10	3	1(2)

Booby Traps	Str.	AP	Notes
Plasma Charge	7	2	Hits automatically
Shredder Mine	3	5	Uses Flamer template
Spring Mine	4	6	Uses Ordnance Blast marker
Trap	3	6	Uses small Blast marker

The rules for the different types of booby trap can be found on page 8 of this Codex.

Catachan Wargear	Range	S	AP	Notes
Demolition Charge	6"	8	2	Ordnance. May move and fire. One shot only.

Weapons Summary

Refer to the Imperial Guard summary; page 7, Codex: Imperial Guard for weapons details.



"As swift as a lash mamba, as sharp as a spineleaf, as stubborn as a wild grox."

Colonel Pintest in praise of the Catachan Warrior

JUNGLE TERRAIN

Heavily forested or jungle terrain is one of the most common terrain types on habitable planets in the galaxy and the Imperial Guard is often called upon to fight in it. This section contains rules for fighting in jungle terrain. They can be used for any game and do not exclusively have to be used for battles involving Deathworld Veterans. With a little adjustment these rules work for any type of heavily forested battlefield, as well as alien environments such as Craftworld forest domes, sulphate mineral forests or the famous Great Petrified Forest of Brandon's Landing.

Most games are fought on clear, open battlefields. In jungle battles the majority of the ground is covered with jungle. It isn't necessary to cover the whole table with jungle terrain. All you have to do is place a few trees and pieces of terrain to represent areas of dense jungle.

The important thing to show is where the jungle stops. This can be done in a number of ways: you can use lichen to mark the boundary or you can mark the jungle edge with pebbles, string or chalk marks. Alternatively, you can show which areas are covered with jungle by laying down pieces of green cloth or paper. See the section Collecting and Modelling a Catachans Army for more ideas.

Whatever method you decide to use, you should aim to cover between 50% and 90% of the table in jungle. The remainder of the terrain will be made up of clearings, settlements, paths, streams and rivers, as well as any other more exotic features you decide to come up with. We've included a Jungle Terrain Generator below which you can use if you wish, or you may prefer to use some of the other (less random) methods described on page 124 of the Warhammer 40,000 rules.

JUNGLE TERRAIN GENERATOR (ROLL 2D6)

Roll once on the Terrain Generator for each 12" along your table's longest edge. The feature generated can be placed anywhere on the table. Take it in turns to roll on the Generator and place a terrain feature.

2 Dangerous Terrain

Roll 1D6 on the chart below. Refer to the Deathworld Terrain Generator on p.128 of the Warhammer 40,000 rule-book for details. Features can be up to 12" in diameter.

D6	Terrain
1	Marshes
2	Thermotropic Vines
3	Venus Mantrap
4	Spitting Cactus / Strangle Vines
5	Carnivore Lair
6	Boiling Mud / Tar Pits

3 Settlement

A small group of 2-4 buildings that can have up to 12" of adjoining walls or fences. D3 trails run from the settlement.

4 Stream

A stream is placed so that it flows onto the battlefield from one table edge and flows out from another edge. The stream must have at least one ford positioned across its length which can be crossed as though it were normal ground, with a trail running in both directions from it.

5 Clearing

A clearing 12" in diameter. D3 trails run from it. Alternatively, instead of placing a clearing you can add a 6" area clear of jungle around an existing settlement.

6 Hill

The hill is covered in jungle. See the next page for rules on how hills affect a game fought in jungle terrain.

7 Clearing

A clearing 12" in diameter. D3 trails run from it. Alternatively, instead of placing a clearing you can add a 6" area clear of jungle around an existing settlement.

8 Barren Hill

The hill is devoid of vegetation and so is clear of jungle. See the next page for rules on how hills affect a game fought in jungle terrain.

9 Clearing

A clearing 12" in diameter. D3 trails run from it. Alternatively, instead of placing a clearing you can add a 6" area clear of jungle around an existing settlement.

10 Road

The road is about 4" wide and must be placed so that it enters the battlefield from one table edge and either leaves from another table edge or ends at a settlement or clearing. If a stream or ravine has been placed on the battlefield then the road can cross it via a bridge or ford.

11 Ravine

The ravine must start from a table edge. It can be from between 12" to 24" long and between 1" to 6" wide. The ravine counts as impassable terrain. Halfway along it there is a single fallen tree that can be used as a bridge. This counts as difficult terrain. Roll 1D6 for each model that crosses it: on a roll of 1 they fall to their doom and are removed from play. A trail runs in both directions from the crossing.

12 Overgrown Ruins

These ruins may be the remains of a lost civilisation, an abandoned Imperial firebase or whatever you can think of. The ruined area can have up to 12" of adjoining dilapidated walls or fences. It counts as difficult terrain to move through this area.

JUNGLE TRAILS

After all features have been placed you need to link them with trails. The Terrain Generator tells you which ones have trails running from them. Take it in turn to pick a terrain feature and to place any trails running from it. Trails are 2" wide and count as clear terrain. They run from the feature to a table edge or to another terrain feature, or to another trail. Each trail should be 12"-36" long and must run to a different location.

Trails are covered by the jungle canopy so can't be seen into by models on hills. Models on the same level as a trail can trace a line of sight along it (ie, you can see along a trail but not down into it). After you have placed all features and trails, the rest of the table is assumed to be covered in jungle.

JUNGLE FIGHTING

NEW RULES

Most of the Warhammer 40,000 rules have been written on the assumption that the battlefield consists of a number of separate pieces of terrain. However, when you are fighting with a Deathworld Veterans army the entire battlefield is usually covered in jungle or similar terrain. Because of this, a couple of rules need to be modified for when you fight battles in jungle terrain.

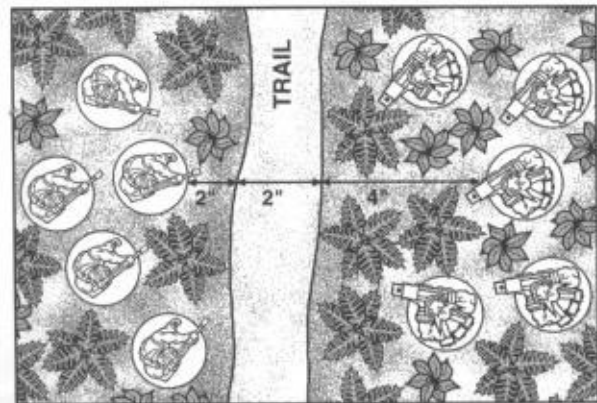
GETTING SPOOKED

Units moving through difficult terrain usually roll two D6 and pick the dice with the highest score to see how far they can move. This works well for small patches of dense forest or jungle but is less appropriate for large swathes of jungle which may hide all manner of menaces. To represent this, roll two D6 for the unit's movement distance as normal but if you roll double 1 on the dice the unit has been 'spooked' as described below. Units that get spooked in a booby trapped square are both spooked and booby trapped. Units that roll extra dice when moving through difficult terrain are spooked if they roll two or more 1s on any of the dice they roll. A unit may always roll less than its permitted number of dice, to show that it is moving carefully. Units that can re-roll Difficult Terrain rolls use the final result of the dice.

A unit that has been spooked has either been surprised by some sort of deadly creature which they immediately blaze away at in a panic ("What's that moving in the bushes?") or they have run into an unexpected obstacle, such as clinging vines or a carnivorous plant. The unit may not move, shoot or assault this turn.

SEEING THROUGH JUNGLE

Models can normally see through up to 6" of woods or jungle terrain. If the line of sight goes through jungle, then into a clearing or path and then back into jungle, your model can see a target as long as its line of sight doesn't pass through more than 6" of jungle, (see diagram below).



Although the Ork is more than 6" from the Catachan it can still be seen as the line of sight does not pass through more than 6" of jungle.

REGROUPING IN COVER

A unit which falls back into cover may attempt to regroup again as it does so. When fighting in jungle terrain, the unit is only allowed to regroup at the end of the fall back move if it is in jungle, rather than as soon as it falls back through the cover.

VEHICLES

Vehicles must take Difficult Terrain tests for each 6" (or fraction of 6") of jungle terrain that they move through. For example, a vehicle moving 6" through jungle would take one Difficult Terrain test, while a vehicle moving 7-12" would take two tests, etc.

SKIMMERS

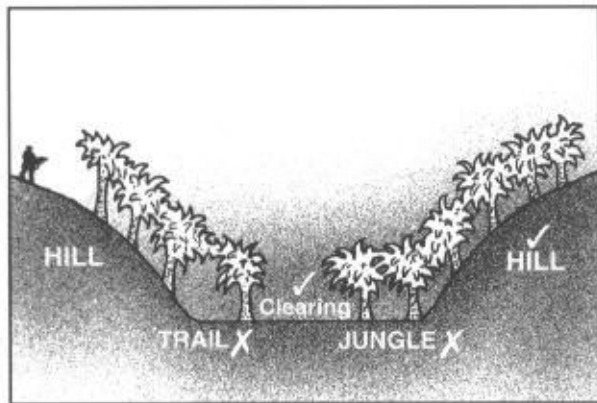
Skimmers may end a move hovering above the jungle canopy. The vehicle doesn't have to take a Difficult Terrain test at the end of the move but is considered to be in the open on a hill for the purposes of tracing lines of sight (see Hills in Jungle Terrain, below).

GROTS

As explained in Codex: Orks, Gretchin allow Ork units in the same area of terrain to re-roll their Difficult Terrain test. When fighting in jungle, the whole unit of Orks must be within 6" of a Gretchin model for this rule to apply.

HILLS IN JUNGLE TERRAIN

Models positioned on a hill can see over the jungle canopy and onto other hills or into areas clear of jungle, and can be seen themselves by enemy models located in such terrain. In this case, the model has a line of sight as long as it doesn't pass through more than 6" of jungle terrain that is on the same level as it (eg, on another hill). Although it can see into clearings, it can't see models located in jungle, so it can't see into a clearing then through 6" of jungle on the far side of the clearing (see the diagram below).



The model on the hill can see into the clearing and into the jungle on the opposite hill. It cannot see into the jungle below or the trail.

AMBUSHES

Certain Deathworld Veterans units are able to set up ambushes. Only units in Deathworld Veterans armies may do this; Deathworld Veterans in a standard Imperial Guard army may not set up ambushes.

You must decide if a unit will set up in ambush before you deploy your troops. If you decide to do so, you must inform your opponent that you are using the Ambush rules and let him read these rules, if he wants to.

Designer's note: It's important that your opponent knows these rules rather than having them 'sprung' upon him during the game, as otherwise he won't know to use his scanners or auspex to try and find an ambush. Assume that the enemy has run into several ambushes already and is therefore being cautious!

Once your opponent has read these rules you may set up the ambush. Divide your gaming table into 1' squares and give each a grid reference. Then write down the squares where your ambushing units are hiding (see the diagram below).

Right is the grid for a 3' x 5' table. The orders for an ambush in the marked square would be: "Patrol led by Sgt. Graw setting up ambush in square D2".

	A	B	C	D	E
1					
2				X	
3					

No more than one ambushing unit may be hidden in each square and ambushes may not be set in squares within the enemy's deployment zone. You must record where your ambushes are hidden before you and your opponent set up each of your armies but after table edges and deployment areas have been decided.

The unit stays hidden until you reveal it at the beginning of one of your own turns. It remains hidden, even if enemy units move through the square that it is hiding in! The unit can be spotted by an enemy model in the same square as it which is equipped with an auspex, scanner or some other similar device (see the Scanning Devices list below). The model scans at the start of the shooting phase and any ambushers that are detected must be placed on the tabletop immediately. This model cannot fire in the shooting phase if it scans for ambushers. Once the unit is revealed, either by yourself or because of a detecting device, set up one model in the square you recorded, at least 1" away from any enemy models. This

model must be set up in jungle or woodland terrain. The other models in the unit are set up so that:



- they are in squad coherency,
- they are all in jungle or woods,
- they are at least 1" away from any enemy models and
- at least half the unit is in the square recorded.

Any models which cannot be set up are removed as casualties.

Units can't move on the turn that they are revealed. If revealed in their own turn they may shoot and do not count as moving for the purposes of firing heavy and rapid fire weapons. If they do not choose to remain stationary to fire heavy weapons etc, then the ambushing unit may make assault moves as normal.



SCANNING DEVICES

Races that don't have scanners or auspexes include the following models which have the ability to detect ambushes and booby traps.

Race	Models that can detect ambushes/booby traps
Tyranids	Lictor, Hive Tyrant
Eldar	Farseers, Rangers
Orks	Mekboyz, Orks with Squig hounds or Attack Squigs
Dark Eldar	Mandrakes, Warp Beasts
Chaos Marines	Sorcerer, Veteran squads
Necrons	Necron Lord
Sisters of Battle	Auspex: +3 pts per unit

BOOBY TRAPS

Catachan Deathworld armies are experts at booby trapping areas of jungle. Only Deathworld Veteran armies can do this. Deathworld Veterans units in a normal Imperial Guard army cannot lay booby traps.

Placing Booby Traps

Booby traps are bought as Heavy Support options from the army list. Their location is recorded in the same way as for an ambush: divide the table into 1' squares and record the squares which have been trapped. Each booby trap allows you to trap one 1' square. You may set an ambush and lay booby traps in the same square.

Different types of booby trap may be placed in the same square but if a booby trap is set off in a square where there are several booby traps, only one type will be set off. This is determined randomly.

Setting Off Booby Traps

Booby traps are set off when an enemy unit moving through a booby trapped square rolls a double for a Difficult Terrain test, fall back or pursuit move.

Models that roll extra dice for their Difficult Terrain test set off booby traps if they roll any doubles on any two of the dice rolled. Units may choose to roll less dice for Difficult Terrain tests, to lower the chances of setting off a booby trap.

Your opponent chooses which of his models in the booby trapped square sets off the trap. If the unit has models in two or more booby trapped squares only one is set off. The model that sets it off is always the first casualty if damage is caused. The unit, before it moves, then suffers the device's effect as given in the army list.

A booby trap remains effective in the square it has been placed in for the duration of the battle.

Booby Traps and Vehicles

Booby traps affect vehicles that roll a 1 for a Difficult Terrain test in a square where a booby trap has been set. This is in addition to the vehicle becoming immobilised. Vehicles that have dozer blades or rough terrain modifications can re-roll to see if they manage to escape immobilisation but the vehicle will still be affected by the booby trap's effects. Traps and plasma charges hit the vehicle's rear armour.

Locating Booby Traps

Booby traps can be located by troops with an auspex etc, in the same way that an ambush is spotted but this doesn't stop them from working – it just lets you know that the square is booby trapped!



File: Adeptum 273 - THE HOSTILE BATTLEFIELD - A BEGINNER'S GUIDE TO THE ART OF LAYING TRAPS, MINES AND OTHER UNPLEASANT SURPRISES



Many new recruits mistakenly believe that the object of mines and traps is to kill or maim the enemy. This, of course, is only their secondary function, their primary value is in disrupting and slowing an enemy's advance into certain areas. After several encounters with booby traps most enemies are liable to become demoralised, overly cautious and spread out, leaving them vulnerable to a well-placed ambush.

There are three main types of mine: shredders, spring & plasma mines.

Shredder Mines: Explosive frag charges mounted on an upright plate hurl the blast in a specific direction, creating an expanding cone of destruction filled with white-hot fragments of metal. Ideal for covering trails, streams and paths.



Common mines of the 'shredder' type: Triplex Phall type XII 'Repetitor' auto-mine, Armageddon 'Hammerhead' area denial weapon, Necromunda pattern 'Widowmaker' anti-personnel sapper.



Ref: MJ/MKH

Spring Mines: So-called because these devices spring into the air before detonating. Spring mines are particularly effective against dispersed targets. However a wary squad leader will advance with a warrior moving ahead on 'point' to try to reduce the effectiveness of spring mines.

Common mines of the 'spring' type: Necromunda pattern 'Jumping-sap' anti-personnel leaper, Gearian type XIV vertical blast device, Martian Type CXI Fragmentation mine.

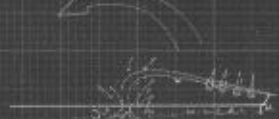
Plasma charges: Most anti-personnel mines employ blast waves and shrapnel to injure or kill their victims, but this renders them relatively ineffective against enemies wearing thick personal armour such as power armour. Larger Tyranid creatures and armoured walkers are also likely to survive even a close proximity detonation from a spring or shredder mine. Where such opponents are expected, plasma charges are most useful. This 'fires' a blast of super-heated plasma at whatever triggers it, inflicting hideous and invariably fatal injuries. The greatest drawback to plasma charges though is their small detonation pattern compared to more conventional munitions.

Common types of plasma charge include: All standard plasma weapon photonic-hydrogen fuel flasks, Necromunda 'Cyclops' anti-armour blast sphere, Goliath pattern 90KW energy mine.

Circumstances may sometimes preclude the employment of purpose-built munitions for booby traps. However, it is relatively simple to improvise a variety of basic traps from natural materials and commonly available ammunition. Some common examples are shown below.

Lashing Branch: Locate a springy branch at head, waist or knee height. Sharpen any twigs along the branch. Bend the branch back and use a line (the thinner the better) to tie it off with a slip-knot so that the branch is under tension. String the line as a tripwire below where the branch was originally positioned. When an enemy trips the line the branch should be arranged so that it will lash forward and impale them.

Catchas/Variants



Spike Pit (or Devil's Maw): Dig a small pit to about knee-deep. Line its base with sharpened spikes and then place further spikes around the edges so they point down towards its base. Camouflage the pit using leaves, grasses and whatever else is available. When an enemy steps into the pit their foot will be impaled by the spikes at the bottom. As they attempt to pull their foot free the downwards pointing spikes will inflict further injury. A common variant of this is to place dangerous local lifeforms into the bottom of the pit, this encourages an even faster extraction of the limb and increased chance of injury (aside from whatever bites, stings etc the lifeforms can inflict).

Buried bullets (Toe-poppers): These consist of a basic bolt round or shotgun shell buried so that its base is resting on a nail, rock or sharpened spike and the tip of the shell is just below the surface of soft ground. When an enemy steps on the tip of the round their weight pushes it back onto the striker, triggering the round directly under their foot.



COLONEL 'IRON HAND' STRAKEN



A Catachan Deathworld Veterans army may be joined by Colonel 'Iron Hand' Straken (note that he cannot lead Deathworld Veterans armies raised on worlds other than Catachan). If you take him then he replaces the Officer in command of the army and takes over the Command HQ. He must be used exactly as described here and may not be given any extra equipment. In addition, he may only be used in a battle where both players have agreed to the use of special characters.

Wargear: Plasma pistol, shotgun, unique bionics (see Special Rules).

COLONEL 'IRON HAND' STRAKEN

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Straken	130	5	4	3	4	3	4	3	10	5+

SPECIAL RULES

Unique Bionics: Straken was severely injured by a Miral Land Shark. He survived and killed the shark, but is now fitted with a bionic arm and chest unit. The arm mimics the effect of a power fist but devices in the chest unit allow him to strike using his Initiative value instead of going last. In addition he counts as having bionics as described in the Wargear section of Codex: Imperial Guard. If Straken ever makes his special 'bionics saving roll', then it's assumed his bionic arm had been disabled and he can no longer use it.

Gung Ho: Straken is indifferent to all danger. Straken, the unit he is with and any friendly units with a model within 6" of him may re-roll failed Morale & Pinning tests. In addition, they may always attempt to regroup.

Catachan Devil Force: The 2nd Catachan Regiment is unique in having a very high proportion of Catachan Devil units, so a Deathworld army that includes Straken may count Catachan Devils as Troops choices rather than as Elites choices. Note that they can't count as both Troops and Elites in the same army, it's either one or the other.

SLY MARBO

SLY MARBO

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Sly Marbo	135	5	4	3	3	3	4	3	10	5+

Sly Marbo is a one-man army. He operates alone, striking from ambush before disappearing back into the jungle. A Deathworld Veterans army may include Sly Marbo. If you take him, he counts as one of the Sniper choices for his army. He must be taken on his own and be used exactly as described below. He may not be given extra equipment and may only be used in a battle if both players have agreed to the use of special characters.

Wargear: Ripper pistol, envenomed blade, demolition charge, frag grenades, krak grenades.



SPECIAL RULES

Sniper: All of the special rules that apply to Snipers also apply to Sly, except where modified below.

May Move: Unlike other Snipers, Sly may move after he has been revealed. You may remove him in your movement phase as if he was a normal Sniper; write down the coordinates for a square adjacent to the one he disappeared from. He may reappear there using the Ambush rules from the start of his next turn. You cannot reveal and remove Sly in the same turn. Whilst on the table, he may move and make assaults like any other model.

Ripper Pistol: Sly is armed with a ripper pistol which fires a hail of poisoned metal shards at the target. It follows the same special rules for wounding as a sniper rifle. The ripper pistol uses deathworld toxins and may re-roll any failed rolls to wound.

	Rng	Str	AP	Notes
Ripper Pistol	12"	X	6	Pistol (see above)

Envenomed Blade: Sly carries a Catachan knife with a monofilament blade coated with deadly toxins. It is treated as a power weapon and the deathworld toxins allow Sly to re-roll any failed rolls to wound in close combat.

Always Operates Alone: Sly is treated as an independent character. He may not join another unit.

"What in the seven hells of Chaos are you waiting for? Personal orders from the Emperor himself? When I say take that damned hill, I mean take that damned hill, not damn well stand around and stare at it! I don't care if there's fifty L'Huraxi up there. I don't care if there are fifty thousand L'Huraxi up there! Our orders are to take that hill and I'm going to damn well take that hill even if it means I have to kill every last one of the purple-skinned giants myself. Damn it, follow me, I'll show you how it's done. That's it, get stuck in there. Medic! Stop whining. Brook, you've got another damned leg. D'ya think I cried like a damned new-born when I lost my arm? Course I damn well didn't, I upped and ripped that damned land shark's damned throat out with my damned teeth! That's it, Sergeant Reed, give 'em some Catachan steel. Emperor's teeth, their blood stinks. Get that heavy flamer into that trench, flush the damned Grox-heads out. That trench, you idiot, not this one! Oh yes, smell those aliens burn. Smells better than breakfast, don't it? Give me that damn grenade. Do I have to do everything myself? See? That ain't proper armour like you'd see on an Imperial tank - no it's flimsy, fall-down-in-a-strong-breeze, I-hope-they-don't-spit-at-me armour. I didn't really mean 'spit at it! You there! Yes you! Pick up Sergeant Creek's hand. The medics might be able to stick it on for him again later. Don't stop now, you damned work-shy sons of acid-grubs, we're only damn well halfway up..."

Colonel Straker at the
Battle of Morden's Ridge, Yagut II campaign

The Colonel stepped up to Trooper Marbo. Marbo's eyes were empty again, like they always were when he wasn't stalking through the jungle or carving his name in some enemy's internal organs. Inwardly the Colonel sighed - there was something wrong with this boy: blood and death had warped him to the point where he could only be normal with a blade in his hand.

Once again the Colonel pronounced the well-rehearsed words. "For valour in battle and service to the Emperor of unbounded courage you are hereby awarded the Star of Terra bear it with pride that you may inspire others to worthy endeavour in the service of Man". The Colonel completed the dedication in a single breath before pinning the ribbon onto Marbo's chest.

This one was for wiping out a whole squad of aliens, killing their commander and capturing their command post single-handed. He leaned closer to Marbo and asked "You want me to look after it for you son? Like the rest?"

Marbo nodded solemnly.

"Alright son, you can go". The words had barely left the Colonel's lips before Sly Marbo had plunged back into the jungle as smoothly as a fish slipping into a stream.

"Stinking, fly-ridden, pox-laden, Emperor-cursed jungle! I hate it!"

Lieutenant Castor flung his machete at the ground.

"Sure isn't like the forests of home," agreed Trooper Raven, turning to look at the Lieutenant while he used his bayonet to saw through a vine as thick as a man's arm.

"Can't understand how anyone can fight in this," added Trooper Brea, waving his arm at the dense undergrowth that all but blotted out the light in every direction.

Just then, a movement rustled the purple leaves of a bush to their right and the squad spun round, lasers at the ready. For a moment it was impossible to see what had caused the disturbance, then a burly figure stepped through, his body covered in swirls of camouflage painted onto his rippling muscles. Five other soldiers followed him onto the trail where Castor's squad were standing.

"Been listening to you boys for half an hour. You sure make one hell of a racket," their leader drawled. "Lucky there ain't no Eldar nearby, they'd have been on you quick as a bloodwasp on a corpse."

"Thanks for the advice, Sergeant..." Castor said sourly.

"No, Captain. Captain Stone, Fourth Company, Catachan Twenty-Third," the newcomer replied, his eyes pure white as they stared out from the camo paint on his face. "You trying to link up with the supply column?"

"Yessir! Seems like this damn jungle doesn't want us to get there though," Castor answered quickly.

Captain Stone gestured to his squad who started to efficiently cut away the creepers blocking the trail.

"How does anyone survive in this hellhole?" Brea asked half to himself. Stone squatted down beside the kneeling Guardsman and laid his massive arm across his shoulders.

"This ain't nothing, boy!" laughed Stone, his pearly teeth shining through the dark camouflage in a big grin.

"Yeah, that's right. You Catachans come from the deepest hellhole in the galaxy..." Raven said sarcastically, rolling his eyes dramatically.

"That's right, boy!" Stone exclaimed, turning his gaze to Raven but keeping Brea's shoulder in a vice-like grip. "We're from the worst place you could imagine, worse than anything this little bit of greenery's got to offer."

"Yeah, yeah. Two-hundred foot Catachan Devils, mantrap plants that swallow you whole, giant lizards that destroy buildings. We heard the stories already," Raven grumbled.

"That's just what you offworlders know, boy. Let me tell you about the real Catachan," Stone drawled back with a lop-sided smile. "You boys been here for six months but I wouldn't give you more than three days on Catachan. You don't have to worry about the big critters you've heard about. You can hear 'em coming miles away and they're easy to avoid. It's the little things that's the real danger. Them bloodwasps; about the size of your thumb, and they don't wait 'til you're dead to start feeding. Seen them strip a man to the bone in an hour. Then there's these tiny little bugs. We call 'em heretic-ants on account of the fact that they go for your feet, after your soles so to speak! One bite from them and you'll be in the infirmary for a month. Two of 'em get you and you're about a day to get yourself treatment. Three bites and you'd better get ready to say hello to the Emperor! The vein worms are bad as well. They secrete this ooze that numbs you where they bite, so you don't feel a thing then dig their way under your skin and into your blood-stream to lay their eggs. The eggs get spread all round your body and then this larvae hatch out, eating at your brain, your heart, your bones. Ain't nothing soun't can do to save you from vein worms if they get in."

"Emperor's teeth..." whispered Raven shaking his head.

"That ain't the worst," Stone told the Guardsmen, turning to look each of them in the eye. "Even a heretic-ant you can see, squash him quick. The diseases, that's another matter. There's all kinds of poxes and fevers can kill a man in a few hours. There's some swamps where one breath of the fog will burn your lungs, five hours later your throat's all swollen up, you can't breathe and you choke to death. Foot rot will get you after a few weeks in the bush, your feet dropping off your legs, the stink making you wanna heave. Gotta look after your feet in the jungle, boys."

The assembled men glanced down at their travel worn boots with troubled looks. Stone laughed and stood up.

"This place is just jungle, nothing special," he told them.

"Bet you was really glad to get offworld, Captain," Brea suggested with a smile.

"Hell no!" Stone exclaimed. "Us Catachans love our world, boy. Ain't nowhere else I'd choose to be brought up. Catachan's got but one thing for the Emperor - us. Ain't no minerals, can't build a hive world there. But you want some real tough men for your fighting, Catachan's the place to go to. You live on Catachan, you're a born survivor. Half the kids die before they learn to walk. Half of those that walk won't see ten years. But you celebrate your tenth birthday, you're gonna be a real man. Everyone works together, see. Can't go into the bush without some real good men to watch out for you. To pick off the deathflies from your back, to chop the head off a big old Catachan Viper when its snaking towards your arm. We look after each other, we don't backstab no one. We ain't out for ourselves, we're there for each other. And Catachan's independent, don't rely on no one to look after us. Now and then you get some official come into the village, try to tell you what to do. They don't last long. Hell, I shot me three of them myself!"

Stone looked to where his men had chopped through the obstructing trees and bushes.

"Better get moving, boys," he told them pointing along the now clear trail. "You don't want to be out here after dark. Not with them Eldar around. See ya'll!"

As Lieutenant Castor settled his

pack onto his shoulders and set off along the trail he glanced back. He saw Captain Stone give a friendly wave with a wide smile before disappearing, merging with the jungle once more.



Sirs,

Please find attached a staccato of a document recently recovered from the deep jungles of Catachan. The area it was found in, known by the inhabitants as Death Valley, lies over 250 miles from the nearest human settlement.

Our records show that only three registered incursions have been made into this territory, of which none have returned. There have been a number of private ventures over the last few centuries and it took us some time to establish the origin of this document.

It is remarkable that any evidence of the expedition has been recovered at all and this page only survived because it had become entangled in the upper roots of one of the local plant forms. It was whilst a hunting party was collecting the toxic seed pods of the plant that it was found.

Analysis leads us to believe that the author was one Wilhelmus Scarsius Donblair, who made several public claims that he was the greatest hunter in the galaxy and vowed to bring down a Catachan Devil. Sources show that he gathered enough men to be considered a small army and is shown as embarking on the supply transport *Starwanderer* in Z6M38.

Upon arriving on Catachan, he hired a number of locals as guides, although the only ones he found willing to take him into the Death Valley were unshing individuals, known as 'Bush Crazies'. This is further evidence, if any is needed, that offworlders should never be allowed to visit deathworlds.

Yours faithfully,
Adept Skanslav Devsky

FLORA AND FAUNA OF EXOTIC CATACHAN

The Catachan Devil is the most famous of all of this ferid world's denizens. The most voracious predator I have yet hunted. Our party encountered one of these beasts basking in the light of one of the few jungle clearings. My guides told me that it was not the largest they'd seen, though it measured some forty paces in length. When we opened fire with our hunting cannons, the beast immediately attacked us, forcing us to flee into the jungle where its progress was slowed enough for us to escape harm.



One of our party was mangled by the plant known locally as the Brainleaf. It appears this vegetative carnivore has a rudimentary intelligence and can propel its leaves several yards through the air. The leaf attacked fibrous tendrils into its victim's spine and brain and can control their actions, though somewhat erratically. There was no saving poor Hodges, I shot him myself.

I have seen domesticated Gnos before, as they are widely used as beasts of burden and food animals on many of the worlds I have visited. However in the wild they are belligerent creatures and since the average male stands over my head at the shoulder, one should be wary of them. This female we encountered appeared to be protecting its young and my guides advised us to give her a wide berth!



Possibly the most dangerous vegetation in the galaxy, the Spiker stands about the height of a man when fully grown. They are vaguely cylindrical covered

in leaves from which protrude innumerable small thorns or spikes. When these spikes pierce the tissue of an animal, they deliver a numbing shock and inject a replicating chemical that literally turns the victim into another Spiker! One of my companions was unfortunate enough to be infected by a Spiker, his screams grew in fury at first, followed within a short space of time by total paralysis and then his whole skin surface ruptured with more spikes until nothing of the man I knew remained. A grisly end indeed.

Not native to Vexus, the Mastrop is named after a plant of ancient Terra, which the Vexus Mastrop resembles in shape.

but is much greater in size. In good growing conditions, the Mastrop can reach up to fifteen times the height of a man! The spiky leaves form a toothed-trap which grabs onto its victims, slowly digesting them as they are pulled into the inner recesses of the plant. The Mastrop is even able to move its leaves forwards to its prey and actively attack them.



There are many highly dangerous serpents to be found on Catachan, such as the Flying Swamp Mamba and the Culling Death Cobra. Most, such as the fifteen paces long Catachan Blackback Viper I have pictured here, are utterly lethal. With a bite poisonous enough to bring down the giant lizards that it normally preys upon, the Blackback Viper's fangs can kill a man in under thirty hours. Its keen fangs, with alien toxins. My chief guide decapitated this monstrous beast with a special 'Snake Biter' knife.

Catachan XXIV 'Waiting Death'



The 'Waiting Death' became famed for their almost exclusive and highly successful, employment of booby traps. They would spend days, even weeks, preparing a large area with mines, improvised spike pits, log falls and other deadly traps, before their foolhardy 'Baiter' squads would lure the enemy into the deathtraps awaiting them. Most notable of their achievements was the almost complete destruction of Warlord Krakskull's Ork horde, by completely covering the mile-deep Hellmouth Gorge on Arandra Five. So perfect was the trap's construction that almost all of the green-skinned horde had started to cross the hidden ravine before the lake floor of branches and leaves gave way under their tremendous weight.

