WARHAMMER

40,000

ROGUE TRADER

By **Rick Priestley**

CITADEL MINIATURES

Imperium approved

or more than a hundred centuries the Emperor has sat immobile on the Golden Throne of Earth. He is the Master of Mankind by the will of the gods and master of a million worlds by the might of his inexhaustible armies. He is a rotting carcass writhing invisibly with power from the Dark Age of Technology. He is the Carrion Lord of the Imperium to whom a thousand souls are sacrificed every day, and for whom blood is drunk and flesh eaten. Human blood and human flesh - the stuff of which the Imperium is made.

To be a man in such times is to be one amongst untold billions. It is to live in the cruellest and most bloody regime imaginable. This is the tale of these times. It is a universe you can live today if you dare - for this is a dark and terrible era where you will find little comfort or hope. If you want to take part in the adventure then prepare yourself now. Forget the power of technology, science and common humanity. Forget the promise of progress and understanding, for there is no peace amongst the stars, only an eternity of carnage and slaughter and the laughter of thirsting gods.

But the universe is a big place and, whatever happens, you will not be missed. . . .

WARHAMMER 40,000 ROGUE TRADER

By Rick Priestley

CONTENTS

If you've ever left the cinema or turned from the TV screen, wishing that you could invent your own death-stars, storm-troopers, whirring ornithopters, and wild-eyed heroes then this is for you! **Warhammer 40,000** is the game that lets you create all kinds of exciting, futuristic adventure on a tabletop. You will need a few models, a little scenery, and the odd accessory such as dice and a ruler - but most importantly you will need a smattering of creative genius. The fact that you are reading this is a sure indication that you are eminently qualified on that score.

Warhammer 40,000 is a fantasy game set in the far future. Fantasy games are a relatively recent invention, but, as with so much that is new and innovative, they stem from familiar and well understood ideas. For many years, historical wargamers have re-enacted famous battles from history, using model soldiers, scenery and carefully worked out rules to simulate warfare in their chosen era. Fantasy games abandon the idea of re-creating historical events, allowing the imaginative player to stage games set in mythical worlds, on strange, surreal continents or amongst the stars. But even places that derive from the imagination need rules. That is where **Warhammer 40,000** comes in. This book provides you with a comprehensive framework of rules with which you can represent futuristic combat. Later you'll discover a complete and enthralling background for the game, a universe of the far future where bloodshed and battle form an integral part of a strange and violent society.

Warhammer 40,000 employs the proven and popular game mechanics of the **Warhammer Games System. Warhammer 40,000** and **Warhammer Battle Rules** can therefore be used in conjunction; you will find creatures and weapons from one game will be perfectly usable in the other. Even magic, psionics, aliens, monsters and equipment have been designed so that they can be transplanted between the two games. Players who are already familiar with **Warhammer** will find the combat rules of **Warhammer 40,000** follow the same format as the **Warhammer** rules. We hope experienced **Warhammer** players will bear with us through the basic explanations. These same experienced gamers will no doubt also notice the vital points of difference on some rules and procedures, points which are intended to reflect the awesome power of weapons and the strange environment of the far future.

● ABOUT THIS BOOK

The **Warhammer 40,000** book is divided into five main sections containing rules, background information and other details to aid play.

Combat gives rules, suggestions and useful hints for staging your own tabletop battles using miniatures and dice. Movement, shooting, close combat, rout and pursuit, reserves and psychology are all covered, and an extended set of rules is provided for vehicles, dreadnoughts, aerial movement, personalities and psionics.

Equipment provides you with a wide variety of fascinating futuristic weapons, armour types, vehicles, robots and many other features for inclusion in the game.

The Age of the Imperium explains how the **Warhammer 40,000** universe works, how the different races act and fight, and how the different sorts of troops are organised and equipped.

The Advanced Gamer provides extra rules for players, including advice on campaigns, game plots and multiplayer games. Also covered are collecting and painting models, and we provide modelling

details so that you can make your own buildings as well as offering some examples of how scenery can be constructed.

Summary lists all of the major charts together, and provides you with a selection of combat templates, building plans, record sheets, and paper counters.

● SCALES

Warhammer 40,000 has been designed around a ground scale of 1 tabletop inch = 2 metres of real distance. Tabletop distances are expressed in inches and imperial units within the rules. 'Real' distances are expressed in metric measurements: so a target 10 inches distant on the tabletop is 20 metres away in 'real' terms. There is no reason why you shouldn't modify this scale to suit your own collection of models and the size of your playing area.

Each model represents a single man, alien, vehicle, building or whatever. Large groups of very small creatures, such as thousands of locusts, can be represented by a smaller number of models. In cases such as this, one model can be regarded as representing 100 creatures if they are appoximately rat sized, or 1000 creatures if they are tiny insects. So, 2 model rats = 200 individual rats; 2 model locusts = 2000 individual locusts.

The ranges and effectiveness of weapons have been calculated from the basis of individual weapons firing a single shot or blast at a single target. Most of the rules used for historical wargames assume massed ranks of firers blasting away at a massed target. For this reason, the ranges and effectiveness of **Warhammer 40 000** weapons may seem comparatively low, but we believe that this is reasonably accurate, and it does give a better game.

● GAME EQUIPMENT

Apart from these rules and a selection of models and scenery, you will need dice, rulers, scrap paper and pencils. Dice are used during combat, and it is a good idea to have several of these. A cup will make a useful shaker. As an alternative to models we have provided a selection of counters for you to copy and use. Though they are in no way as attractive or as substantial as metal models, these will allow you to fight out your first few battles for no additional cost or effort.

● PLAYERS

You also need players! Games are usually fought between two opposing sides, each side represented by one or more players. For larger games it is convenient to have more than one player on each side, as this makes dice throwing and troop movement quicker and easier. The co-commanders can agree to divide their forces between them as they wish.

● GAMESMASTER

To fight a **Warhammer 40,000** game you will need an extra person called the gamesmaster, usually referred to simply as the GM. He will act as the umpire or referee, and it is his task to enforce the rules of the game; interpreting them where necessary. The GM should make sure that the players have sufficient dice, pencils, paper and any other items needed during play.

It is possible to fight a game without a GM, so long as the players are willing to cooperate a little, adopt a reasonable attitude and are honest in their record keeping. It is also possible to fight games in which all of the players are on the same side,

against a side controlled directly by the GM. Of course, this does rely on the GM to make the game as fair as possible. One-sided games against the GM should be conducted with the aim of finding how well the players perform, rather than by aiming to defeat them.

● DICE

The game uses a number of different shaped dice, as well as the normal six sided dice with which we are all familiar. Players will find it useful to have at least one each of the 4 sided, 8 sided, 10 sided, 12 sided and 20 sided dice. You will need a number of 6 sided dice, preferably about a dozen.

The standard notation is to write 'D' for dice, followed by the number of sides. So, when you see 'D4' in the text you know we are referring to a 4 sided dice - similarly, a D6 is a normal six sided dice, and so on. Sometimes you will need to roll more than one dice of a kind. This is indicated by a number preceding the D. For instance, 2D8 means you throw two D8s and add the scores together - throw a D8 twice if you are short of dice. The following examples illustrate the method.

Dice	Rolled	Score	Procedure	Result
3D4	3 D4s	1,3,2	Add scores	6
2D6	2 D6s	2,5	Add scores	7

Sometimes you will need to **modify** the dice score. For example D6+1, this means throw a D6 and add 1 to the result. 3D4+2 means throw 3 D4s, add the scores, and then add 2 to the combined result. D6x10 means roll a D6 and multiply the score by 10.
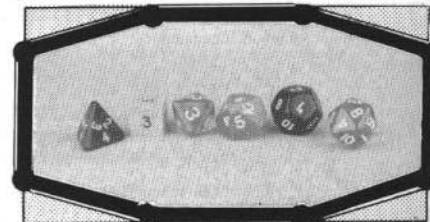
Everybody knows how to throw a D6 - the score is the number facing upwards once the dice has been rolled. The D8, D10, D12 and D20 are read in exactly the same way.
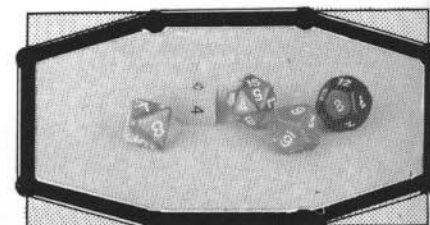
Scores are 5, 7, 9, 12 and 15.

The D4 is pyramid shaped, and so has no upper surface. The score is the number on the base edge of the pyramid - this number is the same on all three faces of the base edge.
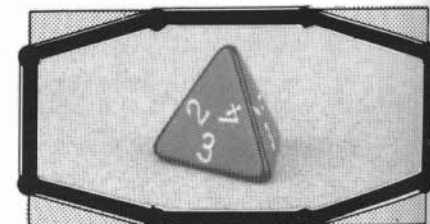
Score is 3

COMBAT

Book 1

● THE FIELD OF BATTLE

In the **Warhammer 40,000** universe, battle and adventure can take place on any one of over a million worlds, and who is to say what form the environment might take on any one of them? Whatever the basic terrain, you will need to set up the field of battle, for which you will need a fairly large games table or area of floor. Six feet by four feet is a fair size; larger tables are difficult to reach across properly. Many gamers (including the author on occasions) improvise by using the dining room table. Once your area is clear, it is up to the gamesmaster or players to place model scenery.

● SCENERY

You may have already seen the elaborate set-ups of other gamers, or the special display games featured at one of the big hobby conventions - such as *Games Day*. If so, then you will have a good idea of what to aim for. If not, then the photos in this book may serve to inspire you! Remember, a game that looks attractive and interesting will be that much more enthralling for the players and the gamesmaster.

It is easy to provide rules for 'normal' scenery, such as hills, rivers and woods. These features may take on strange or twisted forms to those we know on our own world, but they will still be comparable for our purposes. In addition the **Warhammer 40 000** game includes many types of special scenery. For the moment we'll just concern ourselves with the following basic features. The *Advanced Gamesmaster* section contains rules for special scenery.

Hills are common and useful scenic items. Models stood on hills receive a combat advantage and can see over the heads of troops below them. Hills for the games table can be made from chipboard or polystyrene ceiling tiles cut to shape, or even books piled on top of each other to get the right effect. When making hills, remember to make them in steps so that models will stand on them. Several companies now make stepped hills for wargames, these are polystyrene with a special textured finish and look very good once sprinkled with flock to disguise the joints.

Woods are useful for blocking off areas, as they are difficult to move or fire through. Model trees can be bought from your hobby shop

either as plastic or metal kits. Alternatively, you can make your own using pine-cones, or pipe cleaners and sponge. Plastic aquarium plants make especially good alien trees. Sprinkle the wood area liberally with lichen and scenic flock to produce the effect of undergrowth.

Hedges provide 'soft' cover for troops behind them. Hedge models can be bought from your local model shop, or home made using sponge or a loofah cut into sections. Hedges can also be represented by a line of lichen. A section of hedge should be about 1″ wide and at least 4″ long. Smaller sections wouldn't provide any real cover or barrier, as troops could too easily avoid or go round them. Two or more hedge sections can be placed together to make long hedges or field systems.

Walls are exactly like hedges but provide 'hard' cover. You can buy plastic walls from model shops, or make your own from card, plasticine or Das.

Ditches, like walls, provide 'hard cover' for occupying troops. It is assumed ditches are shallow enough to allow weapons to be fired from them without any penalty. Troops attacking a ditch have the advantage of being on a higher level than their opponents. On the wargames table, ditches are hard to represent.The best method is to cut strips of card 2″ wide into convenient lengths, then use plasticine to build up a slope on the front and rear of the ditch, leaving a 1″ gap down the centre which forms the ditch itself.

Debris and **ruins** are small areas of broken ground, perhaps an old decaying building, a crashed vehicle or a spoil tip. The easiest way to represent debris on the wargames table is to scatter a few pieces of cork around the desired area. More ambitious modellers can build their own 'ruins' from card, polystyrene or plasticard.

Buildings form vital strong points with commanding arcs of fire over the battlefield. They can be bought from model shops or home made from polystyrene or plasticard. The **Citadel** range of card buildings has been especially designed with **Warhammer** and **Warhammer 40,000** in mind and are highly recommended. With a bit of modelling skill you can turn almost any food or cosmetic container into a convincing building. Many 'toy' construction kits can be quite useful too.

Rivers. Model river sections are available from shops, but the best way to make rivers is to cut card strips to shape and make banks out

1	Wood
2	Rocks
3	Ditches
4	Hedge
5	Stalagmites
6	River & Ford
7	Walls
8	Polystyrene Hill
9	Ruins
10	Buildings
11	A small "scene"
12	Pool
13	Cork Tile Hill
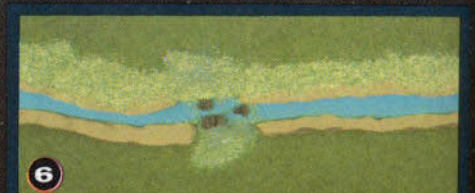
of plasticene. The best size is about 12″ long and between 3″ and 5″ wide. Rivers must run from one table edge to another, they cannot simply stop. Remember, rivers don't have to be water - boiling lava, molten sulphur, even liquid nitrogen could all flow like liquid under certain conditions, making for a colourful spectacle.

Bridges and **fords** can be of any width, but 3″-4″ is recommended: narrower bridges tend to be too cramped. Bridges can be bought, or homemade from plasticard, polystyrene or wood. Fords can be represented by a section of pale coloured card without banks, showing where the river shallows.

Pools can provide obstacles on the table, and even refuges for aquatic creatures. Pools can be made from card painted blue, green, red or whatever colour best represents the liquid they contain.

Bogs are similar to ponds, but can be crossed with a little difficulty. They can be made from card painted dark green or any suitably disgusting colour.

Stalagmites are tall pointed formations rising from the ground. Whether they are true stalagmites formed by precipitation, or merely unusual rock formations doesn't matter for our purposes. They can be made from any suitable modelling material - papier mache for example - or clay, Das or Milliput. Large stalagmites can be made easily using plaster of paris. Buy a big bag of plaster from a chemists - the cheap stuff! Take a bucket and fill it with sand. Make a good sized hole in the sand of the shape you want and prepare a suitable quantity of plaster. Pour the plaster into the hole and let it set before removing your stalagmite from its mould. All sorts of interesting rock formations can be made quite cheaply using this method. With a little powdered paint you can dye the plaster too. Also by adding coloured sand, or aquarium gravel, you can produce some very startling effects.

Rocks are rocks and can come out of the garden. Alternatively, you can buy glass fibre rocks from aquarium shops. The plaster and sand casting method can also be used.

● SETTING UP THE SCENERY

Scenery can be placed on the table in a number of different ways as described below.

(1) The GM places the scenery entirely at his own discretion. This is the usual method, and, so long as the GM is fair, the best way of designing your battlefield.

(2) The GM can set up the scenery so it is symmetrical, in this way no advantage is conferred to either player. This is a good method for a strictly competitive game.

(3) The players can arrange to choose scenery using the following rules. Each player secretly nominates how many items of scenery he wants on his half of the table. The maximum number that can be nominated by each player is 1 for every full 1′ of table length. The GM then rolls a D6 for each side.

1-2 The player receives **one less** item than nominated.

3-4 The player receives the number of items nominated.

5-6 The player receives **one more** item than nominated.

Each player then chooses his own scenery. A single item should be no larger than 6″x6″ in the case of woods, buildings, bogs, etc. No linear item should be longer than 12″, although hedges or walls chosen as items may be split into smaller sections. A number of scenic items of the same type can be positioned together to make an extra large, or extra long, feature, such as a large wood, a long hedge or a river. Players may position their scenery anywhere within their own half of the table. The player with the most items places **one** item first, then the other player places one item, then the first player again, and so on. Once one player has run out of scenery, the other positions his remaining items. The table is now set for battle!

Using this method the players have a lot of say over the terrain they are fighting over. To offset this the GM may, if he wishes, reposition or remove one item of scenery from each or both sides.

(4) If the players have no GM then one player can set up the scenery, and the other may choose which table edge he wishes to start from. The player who sets up the scenery then starts from the opposite edge.

Observation Unit 37/169
ref: Data Input (RN7009)
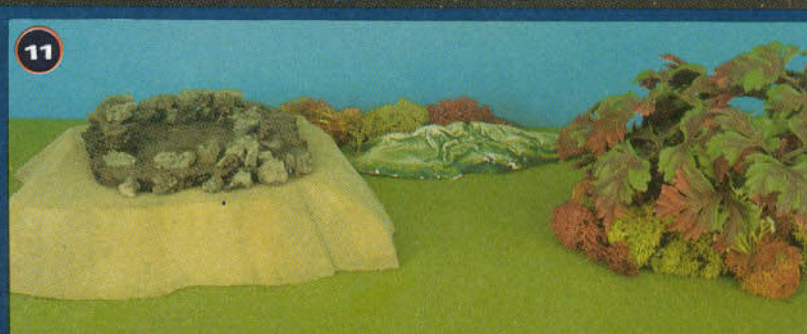
Chapter of the Dark Brotherhood

●TROOP CHARACTERISTICS

This section describes the characteristics that are common to the **Warhammer Games System: Warhammer Battle Rules, Warhammer Fantasy Roleplay** and **Warhammer 40,000.** If you are already familiar with the system there is no need to read this section; although you may like to note the change in name of what is *bow skill* in **Warhammer** to *ballistic skill* in **Warhammer 40,000.** The common abbreviation is BS in both cases.

In the **Warhammer 40,000** game every type of creature has characteristics particular to its race. Each characteristic represents one aspect of the creature, and is given a value of one or more. The characteristics are described below, but don't worry about remembering them all right now.

● FIGHTING CHARACTERISTICS

Movement allowance (*M*), often just referred to as move. This characteristic determines how far a creature may move across the tabletop in inches. For example, a model with a *M* of 4 moves 4″ a turn, whilst a model with a *M* of 6 moves 6″. This distance will sometimes be reduced to take into account difficult terrain, obstacles and other factors.

Weapon skill (*WS*). This indicates a creature's ability to handle close combat weapons, or its chances of landing a telling blow by biting or clawing. The lowest *WS* is 1 and the highest is 10. The higher the *WS* the easier it is to strike a blow in combat, and the harder it is for your opponent to strike back.

Ballistic skill (*BS*). This indicates a creature's ability to use long range weapons, such as guns, launchers, rifles or even thrown stones. Some creatures can spit poison, or acid, and their *BS* determines how accurate they are. The lowest *BS* is 1 and the highest is 10. The higher the *BS* the easier it is to score a hit with your weapon.

Strength (*S*). This characteristic shows how easily a creature can cause damage in hand-to-hand combat, a creature with a high *S* causes damage relatively easily, a creature with a low *S* would be less likely to damage an opponent. The lowest *S* is 1 and the highest 10.

Toughness (*T*). This characteristic measures a creature's natural resistance to damage. It is very hard to damage a creature with a high *T*, and relatively easy to hurt a creature with a low *T*.

Wounds (*W*). Some creatures can take more damage than others, either because they have more stamina, or because they have little regard for, or sense of, pain. This is represented by the number of *wounds* a creature can take before he, she or it is removed from the game. Every creature can take at least 1 *wound*, but some exceptional creatures can take more. Theoretically, there is no upper limit.

Initiative (*I*). This characteristic determines a creature's speed of thought and action. A creature with a low *I* will be slow and dullwitted, a creature with a high *I* will be fast. In hand-to-hand combat, creatures with high *I* will be able to strike before their enemies. The lowest *I* is 1, the highest 10.

Attacks (*A*). This characteristic shows the number of hand-to-hand combat attacks that a creature can deliver at once. Most creatures have only 1, but some can bite, claw and lash with their tails all at once, giving them multiple attacks. This characteristic never applies to missile attacks.

●PERSONAL CHARACTERISTICS

Leadership (*Ld*). This characteristic indicates a creature's ability to command, and to react to commands. It reflects innate sense of discipline and obedience. Values go from 1, the lowest, to 10, the highest. Units of troops have leaders whose *Ld* characteristic score will affect the whole unit's fighting abilities to some extent.

Intelligence (*Int*). This shows a creature's ability to think and use technical equipment. The lowest *Int* is 1, and the highest 10. Creatures with a really low *Int* are unable to use certain pieces of equipment.

Cool (*Cl*). This characteristic reflects a creature's temperament, and its ability to stay calm and under control. Values go from 1 to 10. Creatures with a very low *Cl* may lose control of their actions, and do unpredictable or hysterical things. Creatures with a high *Cl* are just the opposite; they can be unaffected by sights and experiences that reduce frail characters to jelly.

Will power (*WP*). This is a measure of mental resistance, a creature with a high *WP* can often avoid or escape the effects of psychic attack. Values go from 1 to 10.

● 0 LEVEL CHARACTERISTICS

Sometimes a creature has been given a characteristic score of '0'. This indicates that the creature or individual concerned has no ability in that field whatsoever. This is most commonly applied to *BS*. For example, a creature with a *BS* of 0 may not use any long range weapons at all, even improvised weapons such as thrown rocks.

● PROFILE

A creature or character's characteristics can be given all at once in what we call a **creature** or **character profile**.

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP

For example the creature profile for a Human is:

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	3	3	3	3	1	3	1	7	7	7	7

There are comparable profiles for every creature. including Orks, Squats, Enslavers, Gretchins and other alien races. Creature profiles only give the *average* values typical of that species, and this is the value applied to creatures fighting in units. Some members of a unit might be stronger, faster or tougher than others, but these things are assumed to average out.

Models representing heroes, unit leaders and other individuals can be given special character profiles, which reflect their individual strengths and weaknesses. For now it is only important to bear in mind that character profiles can, and do, differ to some extent from the basic creature profile.

ELDAR WARRIORS

INQUISITOR IN POWERED ARMOUR

MARINE SILVERSKULL CHAPTER

HUMAN MORPHS - SQUATS

ELDAR

ORK

MARINE DARK ANGEL CHAPTER

SLANN WARBAND

SLANN

MARINE DARK ANGEL CHAPTER

DARK ANGEL MARINE WITH LAUNCHER

ADEPTUS ASTARTES CHAPTER OF BLOOD ANGELS

IMPERIAL BATTLE DROID

ZOAT

ASSORTMENT OF POWER ARMOURED TROOPS

ELDAR

ORKS

MARINE MEDIC

DREADNOUGHT: BLOOD ANGEL CHAPTER

● MODELS FOR THE GAME

Citadel Miniatures manufacture a large and comprehensive range of **Warhammer 40,000** metal models. At your local games shop you will find Space Marines, Gretchins, Squats and all the other types of warrior described in this book, human and otherwise. In addition, many of Citadel's other models are ideally suited for use as 'primitive' creatures, or weird aliens. After all, the universe is big: there is plenty of room for the old-fashioned, the unexpected and the downright odd. The same goes for conversions of your own. With a little modelling skill and imagination you can create whole alien races, mutations and monsters. Of course you will have to invent rules for your creations - and persuade your fellow players of the undoubted world-destroying mega-powers of your creature! Unusual monsters and large creatures can often be bought as plastic kits or toys: carefully remodelled, such acquisitions will provide you with an interesting and unique creation.

The **Warhammer 40 000** universe is a vast and wild place. There are over a million planets within the Imperium - fully developed industrial planets, partially settled frontier worlds, and the dreaded Death Worlds, where life forms are armed with poison, spines, tooth and claw - and they're all out to get you! These are just some of the planets of the Imperium and who knows how many more planets are home to renegade and lost human groups, not to mention the countless varieties of space-faring aliens. No-one really knows what's out there. If you want to invent your own races, or create your own flora and fauna - then do it!

● ORGANISING TROOPS

Models are organised into fighting **units**. A unit can be any number of models from 5 upwards, but you will find it most convenient to have units of either 5 or 10 models. Standard unit organisations are given in the **Background** section, where unit organisation, command structure and uniforms are discussed in some detail.

A unit fights and operates as a single body of troops. For instance, 9 Space Marines and a Sergeant make up a 10 man Squad of Marines. Units always have a leader; usually an officer or NCO, or a tribal chieftain amongst primitive creatures. Because a unit acts as a single body, under the command of one of the unit, individual members are not supposed to just wander off on their own. **No member of a unit may move more than 2" away from at least one other member of the same unit**.

For example, a squad of Space Marines are moving across clear ground in fairly 'open' formation. No model is more than 2" away from at least one other.
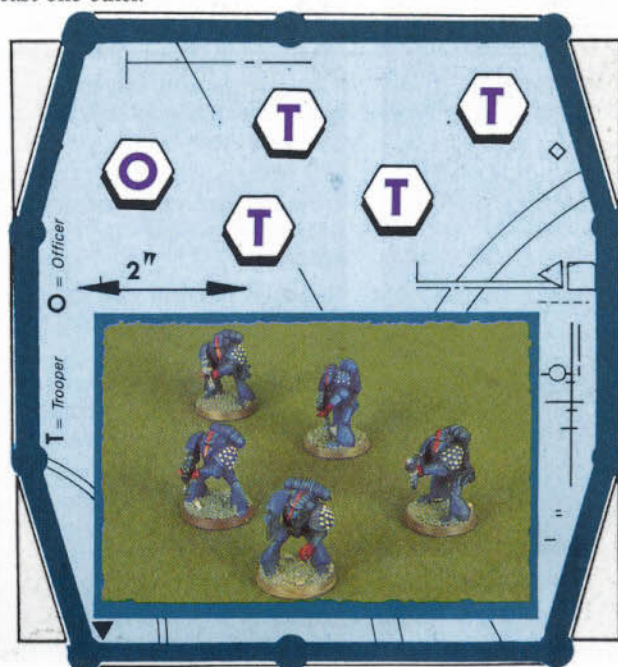
O = Officer
T = Trooper
2"

13

Sometimes a unit will become dispersed for reasons beyond the player's control. For example, one of the models may be eaten unexpectedly by a hungry Venus Man trap or a hidden Carnivorous Sand Clam. In such a case the player must arrange his unit back into an acceptable formation as soon as possible, preferably during the following turn.

Members of a unit will usually be equipped and armed in the same way, and have identical profiles. It is not necessary to have identical models, and minor discrepancies in a model's equipment can be overlooked and make no difference to the unit as a whole. Some units incorporate individuals who carry a different weapon, often a heavy support weapon. A separate note must be made of this and any other oddities.

● BASES

Most Citadel models are now sold with a separate plastic base of the correct dimensions for use with this game. The purpose of a base is to establish which models can fight in hand-to-hand combat. Equally important, a base will stop models from falling over, which is not only irritating but can also damage your painstaking artwork. As most combat takes place at a distance, and hand-to-hand combat is of only secondary significance, the actual dimensions of the base are not critical. A base should allow a model enough room to move and fight, without being so large that it looks ridiculous. The actual shape of the base itself is not important - and you can employ any of the round, hexagonal or square bases available from Citadel.

● THE TURN SEQUENCE

The turn sequence is standard for **Warhammer Battle Rules** and **Warhammer 40,000**.

Games are fought between two opposing **sides**. Each side is represented by one or more **players**. In large games it is useful to have the extra players to move troops and throw dice.

Each side takes a **turn** in strict rotation. Flip a coin to see which side has the first turn. The side to go first (side A) takes a turn, then the second side (side B), then the first again (A) and so on.

During your turn you may move your troops and fire any permitted weapons (though some weapons cannot be moved and fired in the same turn as explained later). **Both** sides may then fight hand-to-hand combat with enemy troops as explained in the hand-to-hand combat rules.

Each turn sequence should follow the order laid out below.

1	Movement	If it is your turn you may move your troops. If it is not your turn your troops must remain stationary.
2	Shooting	If it is your turn you may shoot with any weapons as appropriate.
3	Hand-to-hand Combat	Both sides may fight with any troops engaged in hand-to-hand combat.
4	Reserves	If it is your turn you may move uncommitted troops. This extra move represents the bringing up of reserves.
5	Psionics	If it is your turn you may use any psionic powers as appropriate.
6	Rallying	If it is your turn you may attempt to rally any of your routing troops.

This sequence may sometimes be changed to accomodate specific happenings. Such instances are dealt with in the main body of the rules; for example, see the section on *mines p97*. The GM must always be prepared to use common sense in all situations, and be prepared to make exceptions to the standard sequence where necessary.

● MOVEMENT

During your side's **turn** you may move your own models during the *movement* part of the turn sequence. Everything that can move has a *movement allowance* characteristic. This represents the maximum distance, in inches, that the model can be moved. A creature with an *M* of 4 can move up to 4". Models may be moved less than their full move, or not at all if the player wishes, so long as they are not subject to some compulsory movement rule (such as *routs* - see later). Although the rules given here cover most eventualities, sooner or later you will encounter a new situation. In such a case it is up to the GM to invent his own rules, or apply an unbiased judgement within the spirit of the existing rules.

● ENCUMBRANCE

In certain circumstances a model's move is reduced to take into account the weight of armour and equipment. This is called *encumbrance*, and can seriously slow down the speed of your troops. Armour and other equipment that reduces a model's move is called
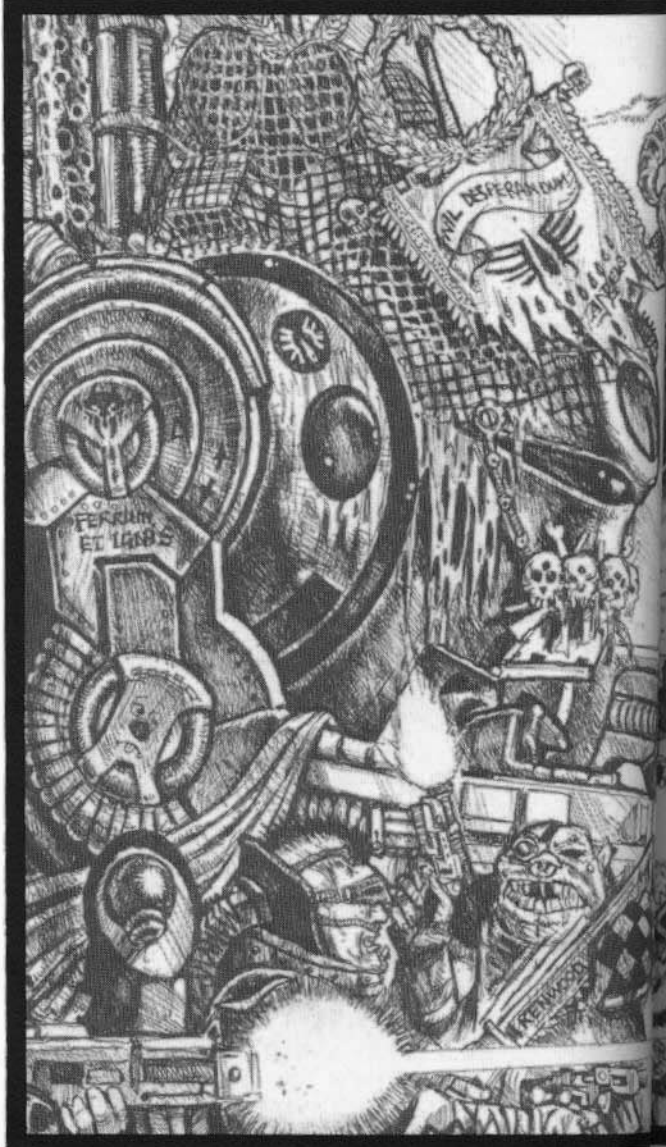
heavy (H-type) equipment. See the *Equipment* section for details of the actual penalties for specific items.

For example - a human wearing a suit of mesh armour suffers a penalty of -½". Standard human M is 4, so the adjusted move distance will be 3½".

DIFFICULT GROUND

Difficult ground is an area of scenery that is especially difficult to traverse. This might be for any number of reasons, such as clinging vegetation, soft sand, uneven rocks, unstable lava crusts, etc. The GM must decide before the game which areas or features constitute difficult ground and would normally indicate these to the players. Models crossing difficult ground do so at **half-rate**. So, a model which normally has a *move* of 4 will travel only 2" over difficult ground. It is convenient and acceptable to round all fractions of an inch **up** to the nearest ½" to prevent unnecessary complication. If a model crosses normal and difficult ground during the movement part of the turn, then remember that it will move at half rate only over the difficult ground.

For example - a model with an M of 4 would be able to move 1" through difficult terrain and 2" through normal terrain on its move.

These are examples of difficult ground.

Woods and other dense foliage
Steep or treacherous slopes
Fords and shallow streams
Soft sand or thick dust
Brush, scrub or other clinging vegetation
Stairs, steps and ladders
Building debris, wreckage, loose rocks or boulders
Marsh, bog and thick mud
Inside cluttered buildings and cramped vehicles

VERY DIFFICULT GROUND

Some terrain is even more difficult to get through than difficult ground. Moving through scenery of this type is at **quarter-rate**. So, a model with an *M* of 4 may move 1" through very difficult ground. Two kinds of difficult terrain can be combined to form very difficult ground. For example:

Woods on treacherous slopes
Bog and dense foliage
Clinging vegetation and wreckage

IMPASSABLE TERRAIN

Impassable terrain is just that! It cannot be passed under normal circumstances. Troops or creatures may fly over or tunnel under impassable terrain if suitably equipped or naturally able to do so.

Look to your
battle-gear and it will
protect you

*We guard it
with our lives*

Your armour is
your Soul,
and your Soul's
dedication
its armour

*The soul of a warrior
is the shield of humanity*

Honour the craft
of death

*Only the Emperor
is higher in our devotion*

Honour the
battle-gear
of the Dead

We ask only to serve

Part of the Warrior's
Catechism of Worship

15

● SPLITTING UNITS

If a player wishes, part of a unit may be split off into one or more smaller units: this is an exception to the normal rules on organising units. These units may be of any number of models, even one. Each division takes the unit an entire turn spent without moving, firing or doing anything at all. During this time the unit's leader will be explaining what he wants done, who is to go where, and so on. The unit leader remains with the parent body. The new unit has no leader, and cannot be split further.

Each new unit must be given a brief written instruction - such as 'hold the ravine and give cover' or 'scout to the ridge and report enemy activity'. The instruction can be agreed verbally with the GM if the player wishes. The new unit must now obey its instructions - as interpreted by the GM.

A unit can, at any time, stop obeying its instruction and return to, and merge with, its parent body. If forced to abandon its ordered task it will always attempt to return to the parent body if possible.

● DIRECTION OF FACING

Models are assumed to be facing in the direction as indicated by the position of the figure. This can be important, as most weapons have only a limited fire arc.

● TURNING

Any model can be turned once up to 90° either before, after or at some point during movement. This incurs no penalty. Each additional turn of up to 90° incurs a penalty of -½" from the total move distance.

Example. A Space Marine is being pursued by his foes. He is facing them, and must make a 180° turn to face in the opposite direction (a -½" penalty - the first 90° is free). The player moves the model a further 2½" and turns 180° to face his enemies once more (a 1" penalty). Total ½+2½+1 = a move of 4.

● OBSTACLES

An obstacle is a crossable linear feature, such as a hedge, wall, ditch, etc. Some other activities, such as climbing through a window and getting into a vehicle, are also treated as if bypassing obstacles. Crossing an obstacle costs a model half of its total move distance. Again, as with difficult ground, it is convenient and acceptable to round remaining fractions **up** to the nearest ½". Models which approach an obstacle and then have less than half their move remaining cannot cross. They must halt. They do not count as 'half-way across'. They may be able to use **Reserve Movement** to get across (See *Reserve Movement* p   ).

Examples of obstacles:

> A door or window
> A hedge, fence or low wall
> A ditch or narrow crevasse
> Getting on/off a vehicle or riding animal

● UNIT COHERENCE

Models operating as a unit must stay reasonably close together. No model may stray further than 2" from at least one other member of the unit. The diagram illustrates a unit moving in a loose formation.

T = Trooper
O = Officer
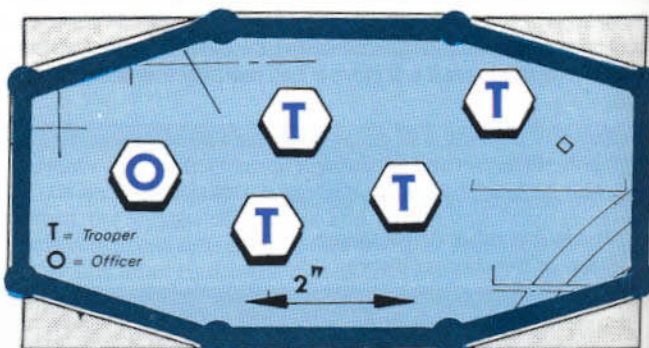
● SHOOTING

During the **shooting** part of his turn a player may shoot once with any appropriately armed model. Alternatively, a model may be assumed to throw a hand-held projectile, such as a grenade. There are some exceptions, and some special cases, as discussed later.

● FIRE ARCS

The direction in which the model is facing is assumed to be the actual direction faced by the individual. Common sense will tell you that it is not possible to fire a weapon directly behind you. A weapon may be fired at a target within a 90° arc to the front of the model. The diagram below illustrates the 90° arc. Occasionally, players may

KNIFTON.

DIRECTION FACED
BY MODEL.

Hexagonal Base   Square Base   Round Base
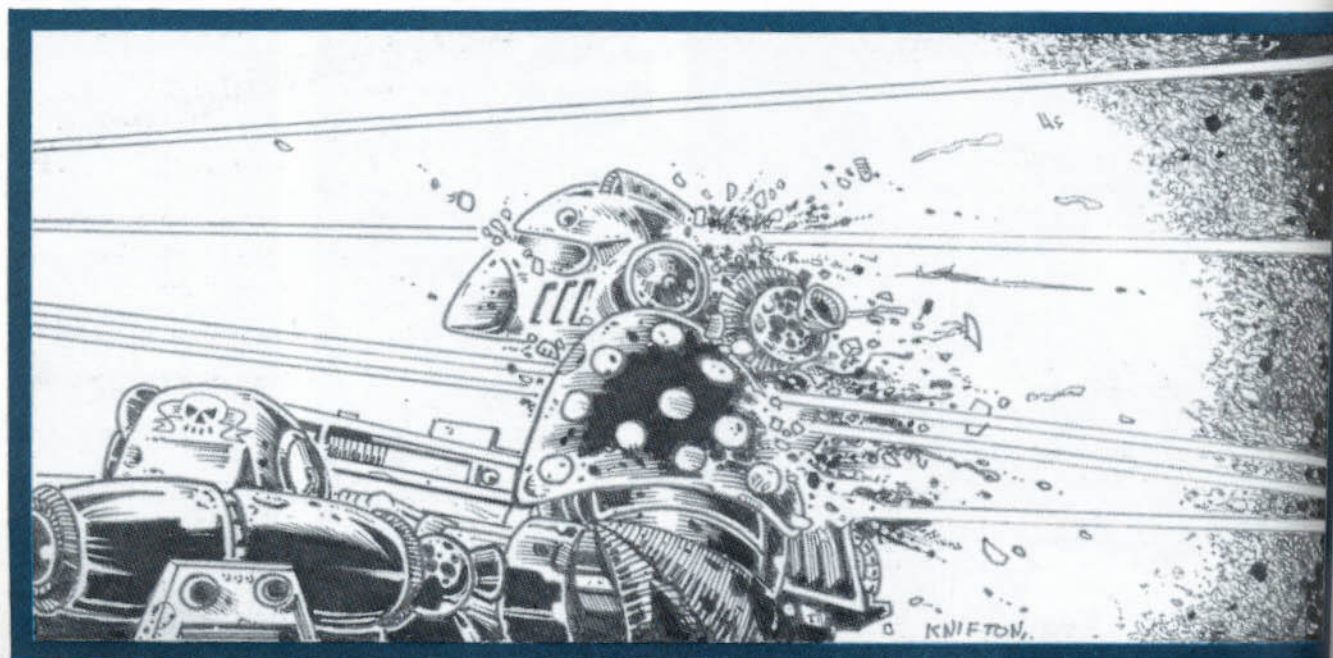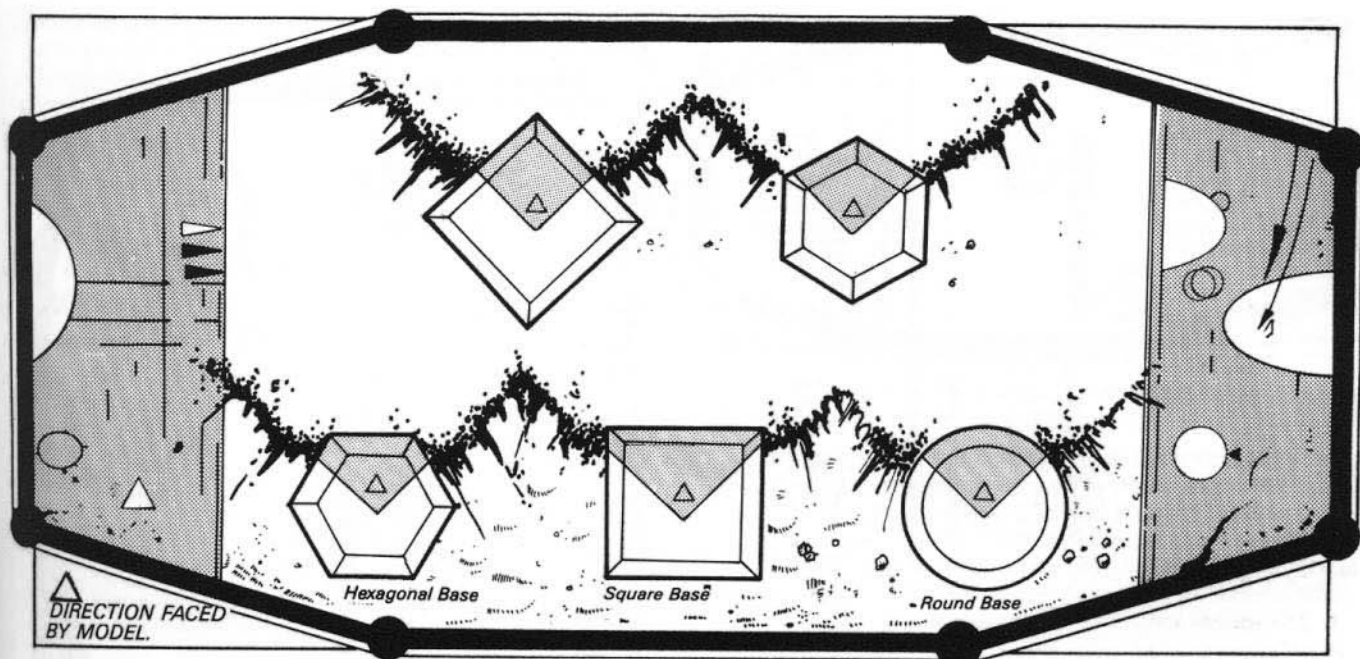
dispute whether a target lies within the accepted fire-arc. Where doubt exists, the GM must decide and the players must abide by his decision.

LINE OF SIGHT

The firer must be able to draw a clear line of sight to the intended target: a firer cannot shoot at a target that he could not theoretically see. This is the basic rule - and you must use your common sense when you interpret it.

Hills, large boulders and buildings will normally block the line of sight totally. Assume the ridge or high point of a hill runs down its exact middle. Where there is doubt the GM must decide. Often it is necessary to get down low over the table for a model's eye view!

Linear obstacles, such as hedges and walls, block a firer's line of sight on level ground. However, it is possible to draw a line of sight to a model in cover behind a wall or hedge (so long as it is not hiding - see later). Similarly, if the firer is in cover behind a hedge or wall he can draw a line of sight over it. Especially high walls or hedges may block a line of sight totally; this is at the GM's discretion. It is best to point out any especially high walls/hedges before the game

begins. Especially large vehicles or creatures may be visible over a linear obstacle, and may even be able to see and fire over it; again, this is at the GM's discretion.

Woods will block a line of sight if the firer and target lie on either side of the wood. If the target lies inside the wood, the line of sight is blocked if there is more than 2" of woodland between firer and target. If the target is within 2" of the edge of the wood he can be seen and fired at from outside as normal (unless he is hiding).

Interposing models, like interposing terrain, block the line of sight. It is not possible to fire through another model at a target beyond.

HIDING

In appropriate circumstances a model can use a piece of cover to hide behind. This can be thought of as ducking behind a wall or the corner of a building. This makes the model impossible to see or target upon, but does not restrict its own vision at all. It is assumed that the hiding trooper can just steal a glance from his cover.

The player must declare that the model is hiding during his turn - it cannot then be targetted upon during the enemy's following turn.

Interposing hill blocks line of sight.

No shooting.

Interposing wood blocks line of sight.

No firing.

Here the target may be fired at by Firer 1 because it is within 2" of the wood's edge. Firer 2 may also fire as the range is less than 2".

Firer 3 is more than 2" from the target and may not fire.

Interposing linear obstacle blocks line of sight. No firing.

Target within cover behind obstacle MAY be fired at.

Firer in cover behind obstacle MAY fire over it.

Here Firer, cannot fire at the target as the line of sight is blocked by Firer 2.

Target 1 may hide behind the hedge

- Target 2 may not.

The Target hides inside a wood.

The Target hides inside a crater.

Here the Target hides at a window.

.. By firing a model reveals its position and may not then hide in the following turn.

If surrounded by enemy models, it is possible to be hidden from some but not others. The GM must give a ruling where necessary.

The following rules apply to hiding.

1 A model is only hidden behind a vehicle, wall (or other linear obstacle) if within 1" of it. The model is only hidden from troops on the other side of course! The hidden trooper can see normally by peeking over the edge of his cover.

2 A model may be hidden inside a wood (or comparable cover). If within 2" of the edge it is able to see outside perfectly normally.

3 A model may be hidden in a crater, trench, pit, bog (or other hole in the ground) and still see out normally.

4 A model in a building may be hidden at a window or entrance (or comparable opening) and see out normally.

5 A model cannot fire a weapon and go into, or remain in, hiding during the same turn. A model which fires a weapon **always** gives away its position, and can be targetted by enemy in their following turn.

6 A model cannot go into hiding during or after a **reserve move**. Reserve moves represent a dash or hurried movement of a kind that would easily give away a model's position. A model in hiding may not make a reserve move for the same reasons.
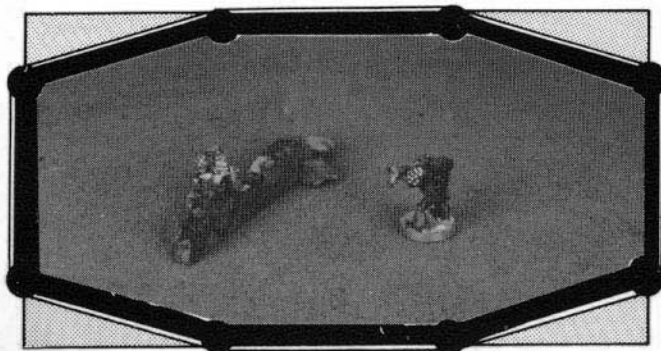
A space orc is in hiding behind a wall. A small marker suitably placed can be used as a reminder.

● SHOOTING FROM ELEVATED POSITIONS

Troops on hills, the upper storeys of buildings, aerial vehicles or in any elevated position, can draw a line of sight over lower terrain features, linear obstacles or models. This means that they may be able to fire at targets which would otherwise be hidden, or obscured by interposing models.

Firers on high ground may shoot at targets normally obscured by lower terrain features.
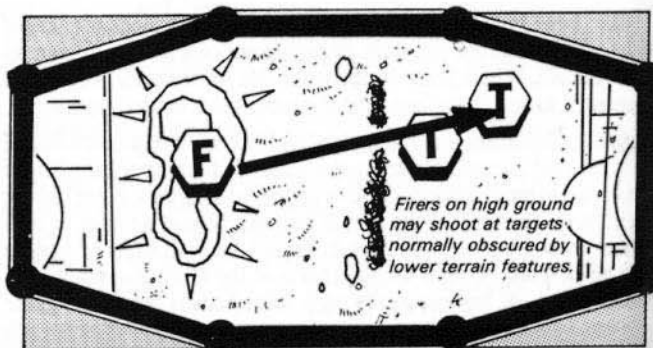
Similarly, it is possible to draw a line of sight to these over lower terrain features.

Here the Firer can fire over the hedge at the Target standing on higher ground.
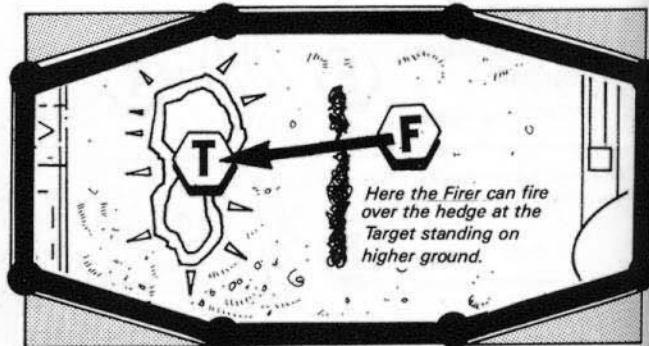
● COVER

There are two kinds of cover - hard cover and soft cover. Hard cover comprises walls, ditches, trenches, vehicles, rocks and other features which not only block a firer's vision to some extent, but which also offer some form of real physical protection. Soft cover comprises features which block a firer's vision to a degree, but which offer, at

best, only flimsy protection. Often the GM will have to give a ruling as to whether a particular feature counts as soft or hard cover.

Target is within 1" of the hedge and is therefore behind cover.

Firer and Target within 1" - cover is cancelled out.
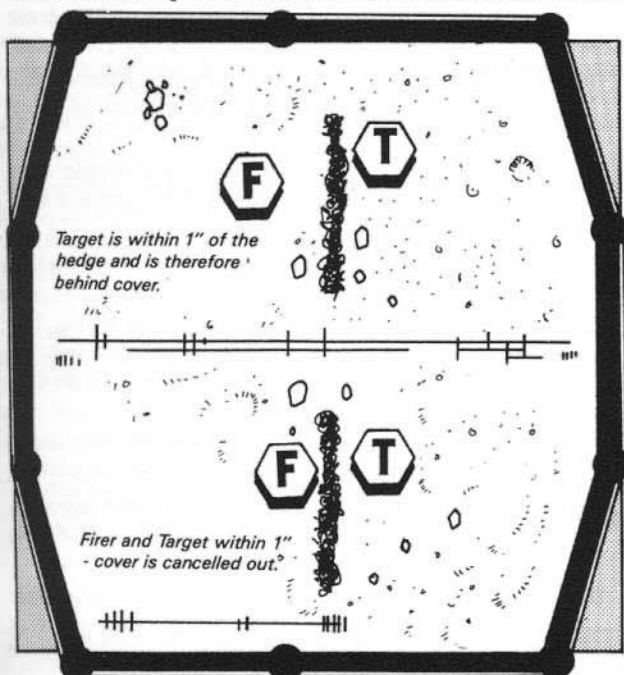
1 To claim protection from linear cover (hedges, walls, etc), that cover must lie between the target and firer, and the target must be within 1" of the cover. If the firer and target are both within 1" of the cover it is effectively cancelled out and is ignored.

Here the Target claims cover from the corner of a building.
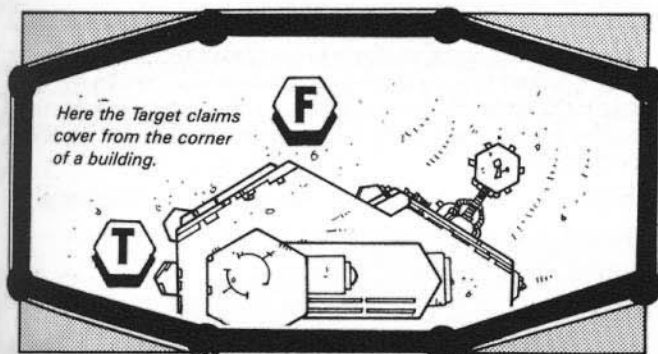
2 The corner of a building, vehicle or large rock (or similar) can be counted as cover. The model is placed at the edge, so that it is partly but not wholly obscured.

All Targets in woods count as in cover irrespective of distance.
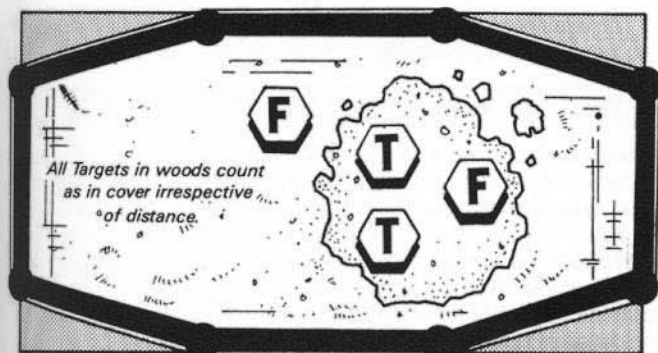
3 Woods (and other similar features) offer automatic protection to troops inside them.

4 Trenches and pits offer automatic cover from outside fire.

Here the trench offers cover from Firer 1 but not from firer 2.
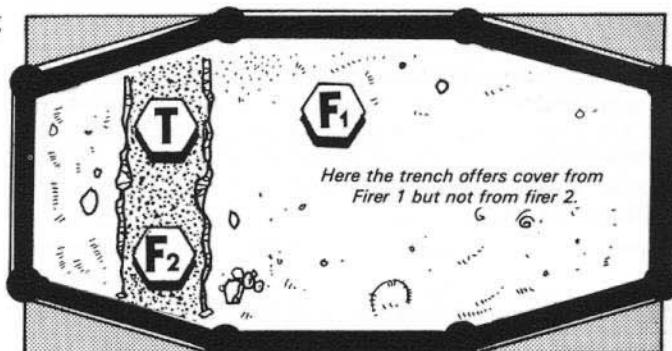
5 Troops at windows and doors (and other comparable features) count as behind cover from outside fire.

6 Any trooper may take cover by simply throwing himself to the ground. A suitable marker may be placed next to the model to indicate this, or the model can be carefully laid down. This counts as soft cover. It takes a model half a turn to get down, and half a turn to get up again. This counts as movement and may restrict firing with some weapons. Once a target is within 4" range of the firer it cannot claim cover in this way.

● SHOOTING FROM IN-COVER

Troops who are behind cover are not restricted in what they can see or fire at. However, if they are **hiding**, they will give away their positions by firing, and can then be targetted in the enemy's following turn.

● SHOOTING FROM WITHIN WOODS

In woods, and wood-like vegetation or dense crystal forests, visibility and all firing ranges are reduced to 2" maximum. The only exceptions are models firing from within 2" of the edge, who may see and fire outside normally.

Troops who are inside a wood and are more than 2" from an edge cannot be seen or shot at from outside the wood at all.

● DISCOVERING HIDDEN TROOPS

If troops can get close enough to enemy who are hiding, they will see them, and be able to fire on them even although they haven't given away their position in any other way. Creatures will automatically spot enemy creatures who are hiding within their *initiative* characteristic number of inches. So, for example, humans (*I3*) will spot hiding enemy within 3".

Some technical equipment also enables creatures to detect hidden enemies from a greater distance - such as a bio-scanner. See the *Equipment* section for details.

Here the Target is hiding at the edge of a wood. The Firer (1-3) may still fire, as the Target lies within his 3" spotting distance.
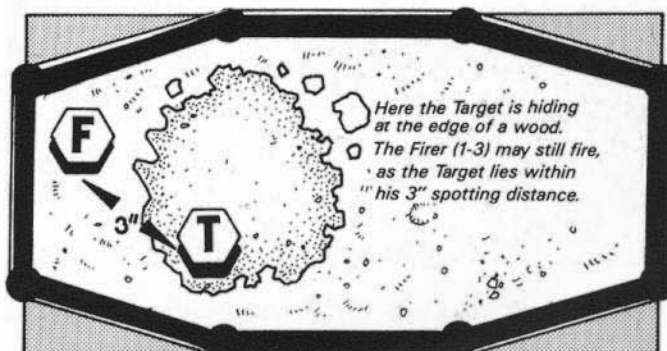
● RANGE

All weapons have a maximum range, and targets must be within this range. In addition, it is usually easier to hit a target at **short range** than it is at **long range**. The actual range bands are different for different weapons. Details of each weapon's maximum, short and long ranges are given in the **Equipment** section. Here are a few examples, to give you the idea.

Weapon	Short Range	Long Range	Maximum Range
Bolt pistol	0-8"	8-16"	16"
Plasma pistol	0-6"	6-18"	18"
Lasgun	0-12"	12-24"	24"

Before firing, measure the range. Decide whether the target is in range, and, if so, whether it is at short or long range.

● TO SCORE A HIT

To see whether a shot hits its target roll a D6. The dice roll needed depends on how good a shot the firer is - ie his *ballistic skill* characteristic, or *BS*. The chart shows the minimum D6 roll needed to score a hit.

BS	1	2	3	4	5	6	7	8	9	10
Score	6	5	4	3	2	1	0	-1	-2	-3

So, for example, if a character has a *BS* of 3, the player must roll a 4 or more on a D6 to score a hit. An easy way of remembering this chart is to think of a character with a *BS3* as having a '3 in 6' chance of a hit (ie - hits on a 4, 5 or 6). Similarly, a character with a *BS1* has a 1 in 6 chance of a hit (ie - hits on a 6).

● BASIC MODIFIERS

The firer's dice roll is modified to reflect how easy or difficult the shot is.

+1	Firing at a large target	Generally anything over 3 metres high or long counts as a large target.
-1	Firing at a small target	Normally anything under 30cm high and long counts as a small target.
-1	Firing from a moving surface	Such as a vehicle, from horse-back, etc.
-1	Firing at a fast moving target	If the target is in motion. This modifier is applied for every full 10" moved during its previous turn.
-1	If the firer is wounded	The firer has suffered any wounds at all, unless healed or regenerated.
-1	The target is behind soft cover	Soft cover comprises vegetation, woods or trees for a figure lying down.
-1	Throwing improvised weapons	Stones, bricks, pottery and other impromtu missiles count as improvised.
-2	The target is behind hard cover	Hard cover comprises stone or brickwork, walls and metal bulkheads, models standing in a trench, etc.

● WEAPON MODIFIERS

Some weapons are more simple to use than others, making it easier or more difficult to score hits. In some cases a weapon's design might make it relatively effective at short range, but less so at long range. To allow for this, every weapon has its own set of 'to hit' modifiers. For example:

Weapon	Short Range	Long Range
Laspistol	+2	-1
Bolt pistol	+2	
Bolt gun	+1	

Most 'pistol' type weapons are relatively more effective at short range, because they are handy, easy to use and fairly mobile. On the other hand they are virtually useless at long range.

● MINIMUM TO HIT

The minimum score required to hit is 2. There is no such thing as an automatic hit. No modifier may take the score needed to below 2.

● MAXIMUM TO HIT

Sometimes a score of 7 or more is needed to hit. In such cases it is up to the GM to permit the shot or not. Generally, speaking, it is best to ignore such shots from normal troopers in large games, but to allow them in small games, or from special character models. Obviously, it is not possible to roll 7 or more on a D6. So, to see if a hit is scored first roll a D6. If the result is a 6, then there is a chance that the shot might have hit, and a further D6 roll is made. The chart below gives the score required.

	Score needed to hit		
	7	8	9
D6 score needed 6+	4	5	6

Thus a hit on an 8 requires a roll of 6 followed by a 5 or 6. Hits cannot be scored if 10 or more is needed.

• DAMAGE

Once you have established that a hit has been scored you must decide whether the shot causes damage or not. Not all hits cause damage, some might just graze the target, or maybe strike a piece of equipment and glance off harmlessly. To decide whether a hit causes damage you must compare the *strength* of the weapon with the *toughness* of the target.

Consult the chart below. Cross reference the weapon's *strength* with the target's *toughness (T)*. The number indicated is the minimum score on a D6 needed to cause **wound damage**. Wound damage from most weapons or creatures is 1 point (or 1 wound). Some weapons, however, are more powerful, and cause D4, D6, D10 or even more wounds.

A target can only take so many wounds. Usually this is 1, the actual amount is indicated on the creature profile (*W*). Once the target has received this many wounds it is out of combat. The creature is assumed to be dead, unconscious, or otherwise incapacitated, and can be removed as a casualty.

Note that N on the chart means **no effect**. A creature or target of the *toughness* indicated cannot be affected by a hit of that *strength* level.

• SAVING THROWS

Most warriors of the future wear some sort of protective armour. To simulate the effects of this armour a 'save' is allowed against damage received. If a save is successful the shot bounces off or is absorbed by the armour. Only one save is attempted for any one shot, no matter how many actual wounds the shot might cause. If the save is successful no damage is taken.

Different sorts of armour give different saving rolls, and some sorts of armour can be used together to give better protection. Saving rolls are always on a D6. To save successfully the result of a D6 roll must be the same or higher than the number given for the armour type. All the types of protection available are described in the *Equipment* section on pxx - the following are examples.

Armour	Minimum score required to save
Flak armour	6
Mesh armour	5
Carapace armour	4

Example: A character receives 1 wound and is considered to be a casualty. However, he is wearing mesh armour (a flexible if rather heavy material of considerable toughness). The player rolls the dice, needing a 5 or 6 to save. The dice is a 5 - a save.

• SAVE MODIFIERS

Some of the weapons of the far future are very powerful and just cannot be stopped by some types of armour. Adjust the saving throw dice score by the modifier indicated for the weapon being fired. Often this will make the save impossible.

The following are examples. Note that the **needler** has a positive modifier - this weapon is easily stopped by armour, even a character with no armour has a save of 6 against this weapon.

Weapon	Modifier	Basic Save with mesh	Modified Save
Bolt gun	-1	5	6
Las-cannon	-6	5	no save
Needler	+1	5	4

• AREA EFFECT WEAPONS

Some weapons, notably grenades, explode causing damage over a fairly large area. Other weapons scatter shot over a wide area with a similar effect.

• AREA EFFECT MARKER

Area effect is represented by a card circle with a radius of 1/2" or

Weapon Strength	Target's *Toughness T*									
	1	2	3	4	5	6	7	8	9	10
1	4	5	6	6	N	N	N	N	N	N
2	3	4	5	6	6	N	N	N	N	N
3	2	3	4	5	6	6	N	N	N	N
4	2	2	3	4	5	6	6	N	N	N
5	2	2	2	3	4	5	6	6	N	N
6	2	2	2	2	3	4	5	6	6	N
7	2	2	2	2	2	3	4	5	6	6
8	2	2	2	2	2	2	3	4	5	6
9	2	2	2	2	2	2	2	3	4	5
10	2	2	2	2	2	2	2	2	3	4

more. These are called *area effect markers*. Take the marker appropriate for the weapon and place it with centre over your target point. The target point must be theoretically visible to the firer, but a target need not be an actual model or vehicle - it could be a spot of ground or visible terrain feature such as the edge of a wood.

● AREA EFFECT DEVIATION

Area effect weapons may sometimes miss the target point, and posssibly hit another target. This is called *deviation*.

The chances of a weapon deviating from its target are related to the size of the marker - weapons with smaller markers are more accurate. Weapons with larger markers are more difficult to place precisely - but it is less necessary to do so. In the case of thrown grenades those with larger markers are heavier or may be less suitable for throwing, in either case they are more prone to deviate.

Marker Radius	Deviates on the D6 score of
½	6
1	5 or 6
1½	4, 5 or 6
2	3, 4, 5 or 6
2½+	2, 3, 4, 5 or 6

To discover the direction of deviation, nominate one direction as 12 o'clock and roll a D12. This will give a standard direction relative to a clock face.

To discover the distance deviated roll a D6. The score is the deviation distance in inches. Extreme deviation may effectively increase a weapon's range. No weapon may deviate by more than half the measured range: an 8" grenade toss may never deviate by more than 4".

● ROLLING TO HIT WITH AREA WEAPONS

Once the position of the marker has been established you can see which models are targets. Any model which lies wholly or even partially within the area marker is a target. Roll to hit each target in turn. It is not always clear how many models are encompassed by a marker, and the GM must be prepared to give a ruling. In clear fifty-fifty cases throw a dice to decide. Alternatively, allow partially covered models to count as targets, but at -1 to hit. This is left to the GM's discretion to decide, and is largely a matter of personal taste.

● TARGETTING AT HIDDEN TROOPS WITH AREA WEAPONS

Models which are hiding may not be targetted by a shooter. However, a shooter with an area weapon can always aim at an area of cover, or an adjacent visible target. In this way it is possible to hit a target which, theoretically, cannot be seen. The deviation rules prevent players from taking advantage of this too much. However, if the GM considers a player to be using this rule unfairly - blasting away at

areas of cover with no real visible targets - then he can impose a further +1 on the deviation dice. This is left to the GM's discretion.

Area weapons thrown or fired into a closed room or vehicle, will hit all occupants automatically so long as the area is equivalent to a single *building section* (approx 4x4" or less). See *Buildings* page 36.

● OPEN TOPPED VEHICLES, BIKES, HORSES, ETC

At short range a firer may choose whether he wants to shoot at a crew member of a vehicle, or at the vehicle itself. The same applies to riders and horses (and other riding beasts).

At long range a shot may hit either crew/riders or vehicle/mount. Dice randomly as follows. Roll a D6.

1, 2 or 3	A crew member/rider
4, 5 or 6	The vehicle/mount

If a vehicle has a crew of several creatures, then dice randomly amongst them to see which is hit. The GM can always use his common sense to adjust the chances of hitting vehicle or crew; depending on the vehicle or mount design and size for example.

Vehicles and mounts which are destroyed will usually crash or fall, posibly causing damage on the crew. See *Vehicles* p38.

● FIRING INTO HAND-TO-HAND COMBAT

Normally this is not allowed; models engaged in hand-to-hand combat are not eligible as targets. This is because it would be very easy to hit the wrong person! However, some entities are sadly lacking in moral judgement on such matters and may wish to fire, even though they run the risk of hitting their own friends. In cases such as this decide which models are hit by dicing randomly among the possible targets. A roll of 1-3 hitting the enemy, and 4-6 hitting the firer's friends.

● FIRING FROM HAND-TO-HAND COMBAT

Troops who have entered hand-to-hand combat may not fire during the shooting part of the turn. Some shooting is allowed as part of hand-to-hand combat, but this is resolved later.

● FIRING FROM A MOVING PLATFORM

It is especially difficult to fire if you cannot remain still long enough to draw a bead on your target. Models firing from a moving vehicle or riding animal may do so at **short range only**. This does not apply to weapons mounted on or in vehicles as part of their armament, but only to fire from troops in or on the vehicle. Properly mounted weapons have stabilising systems to compensate for vehicle movement.

Place marker over Target. This is a 1" radius marker.

Shots deviate D6" according to a D12 roll.

This marker deviates by 5" at 2'O'Clock. No marker deviates by more than half the original range.
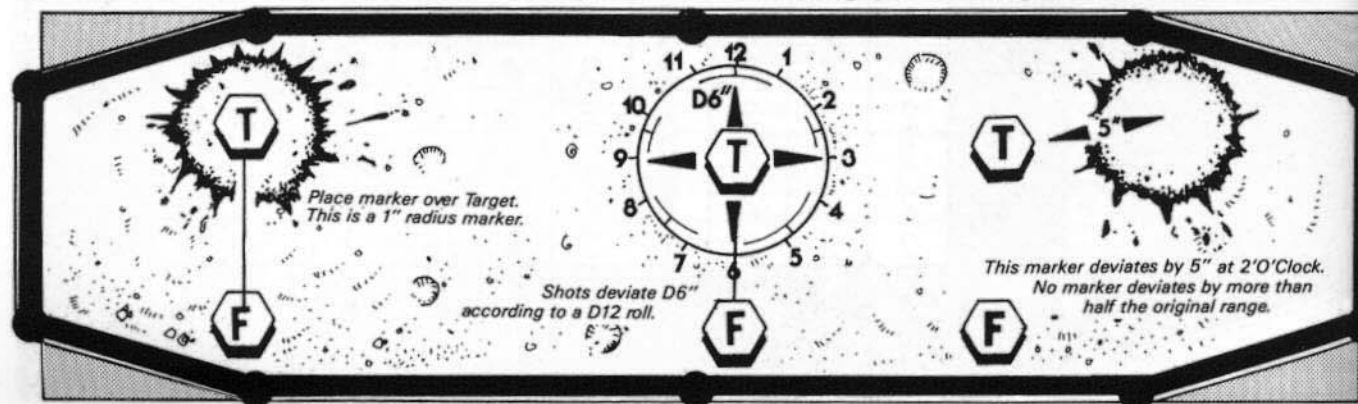
● SLOW WEAPONS

Slow weapons (S-type) are generally slow to load, or slow to operate. Weapons of the kind are indicated in the *Equipment* section. It is not possible for an individual to move **and** fire a S-type weapon during the same turn, either during movement or reserves. Even turning the weapon around counts as moving, and so makes shooting impossible.

Slow weapons can be fired from moving vehicles, so long as the crew remain stationary on the vehicle.

● FOLLOWING FIRE WEAPONS

Some weapons are capable of *following fire*, these are called following-fire weapons (F-type). Following fire is a lengthy, continuous burst, which can be used to sweep an area, or cut a swathe of destruction.

When using an F-type weapon select the target, roll to hit and cause damage as normal. If wound damage is caused (even if this is saved) then the weapon may be fired again, either at the same target, or at a new target within 4" of the original. If wound damage is caused once more the process continues, each new target must be within 4" of the previous one. You may keep rolling to hit until either a target is missed, or a shot fails to score a wound (saving throws do not count for this).

● HAND-TO-HAND COMBAT

Even in the distant future, hand-to-hand combat, the close physical struggle between enemies, is still important. In many alien environments long range fire becomes difficult, or even impossible. Then foes must settle their differences in the bloody, flesh-tearing slaughter of close combat.

● ENTERING HAND-TO-HAND COMBAT

A model can enter hand-to-hand combat by a move called a **charge**. During the movement part of the turn, a model may charge an enemy model within reach. For the purposes of a charge the maximum distance a model can move is **doubled**. A model with a normal move of 4" may make a charge of up to 8" - even if the distance covered is only 2 or 3" the move is still a charge. Terrain and other modifers apply as usual. No model may simply wander into close combat - it must charge, and the player must say that it is charging, even if the distance involved is only a fraction of an inch.

Once models are in actual physical base-to-base contact they are in hand-to-hand combat. All models in hand-to-hand combat may fight, no matter whose turn it is, no matter whose side they are on.

If, for some reason, a charger fails to make contact with his enemy then he may do nothing at all for the rest of that turn. He cannot shoot,
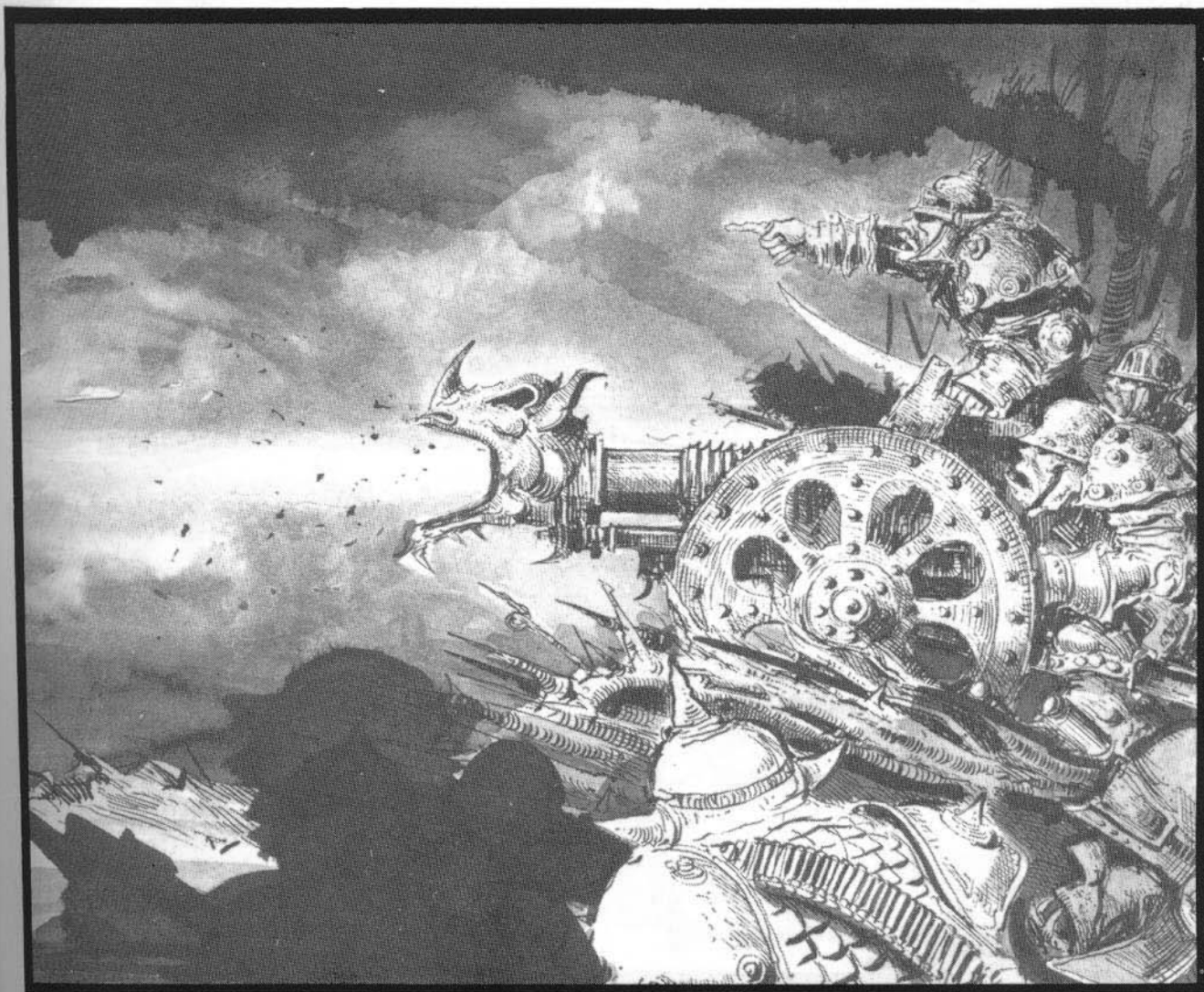
perform psionics, rallying, etc. This applies only to that model - **not** the whole unit.

● BEING CHARGED

Models which are charged may **always** turn to face their attacker/s. this is an exception to the normal turn sequence. This does not affect the model's next move, or its ability to stand and fire as described below.

A model being charged may **stand and fire** at its charger/s. This is permitted even though it isn't the model's turn. This is an exception to the normal turn sequence. Models may **not** fire if they are carrying **slow** weapons. Work out all firing before the chargers start to move (or at maximum range). The firers are subject to a minus 1 modifer on their 'to hit' dice to represent the fact that they will be hurried and possibly flustered.

A model being charged may opt to **run away**. It will make an immediate **double rate** move directly away from the charger, modifying for terrain and turns as usual. Models which opt to **run away** and who have insufficient move distance to escape their chargers are automatically *routed (see p32)*. A model may not 'stand and fire' and 'run away'.

● UNIT COHERENCY DURING CHARGES

A unit of troops does not have to charge in its entirety. Some models might charge, while the remainder just plod along behind; possibly giving covering fire. Remember - members of a unit must remain within 2" of at least one other member of the unit. This applies equally well to charging troops as to others.

On occasion, some members of a unit being charged may wish to **run away** leaving the rest of the unit to fight. In this case the charger may always change targets, going for another enemy model that lies within its charge distance. This target too may elect to run away, so it is possible for a single attacker to force several models to run away during a single charge.

● CLOSE COMBAT WEAPONS

Close combat is a desperate, messy affair, and many commonly carried weapons are too bulky to aim or fire in this situation. Only **close combat** (C-type) weapons can be used in hand-to-hand combat, these are marked in the *Equipment* section and on the summary charts. These weapons are primarily pistols or weapons which are specifically designed for

fighting at close quarters, such as power swords, chainswords, power axes, etc. If the model has no suitable weapon then it will use a rifle. butt, fists, feet, etc - this is called an *improvised attack*.

During close combat each model may make as many *attacks* as indicated on its profile. Usually this is 1.

● MULTIPLE WEAPONS

Troops may carry a weapon in both hands - two pistols for example. In this case the model may make its normal number of attacks with **each** weapon. So, a character with 1 attack will in fact make 2.

Most weapons require two hands to use. A model cannot be carrying *technical equipment* (or anything else) in a hand and have that hand free for a weapon.

● ATTACK ARC

In a similar way as with shooting, it is not possible to strike a blow in one direction whilst facing in another. A model may only attack

Normal 90° Close Combat Arc Shown with different Bases

▼ *Indicates the Base Front.*

Second Target Runs Away

First Target Runs Away

Third Target

Charge Radius
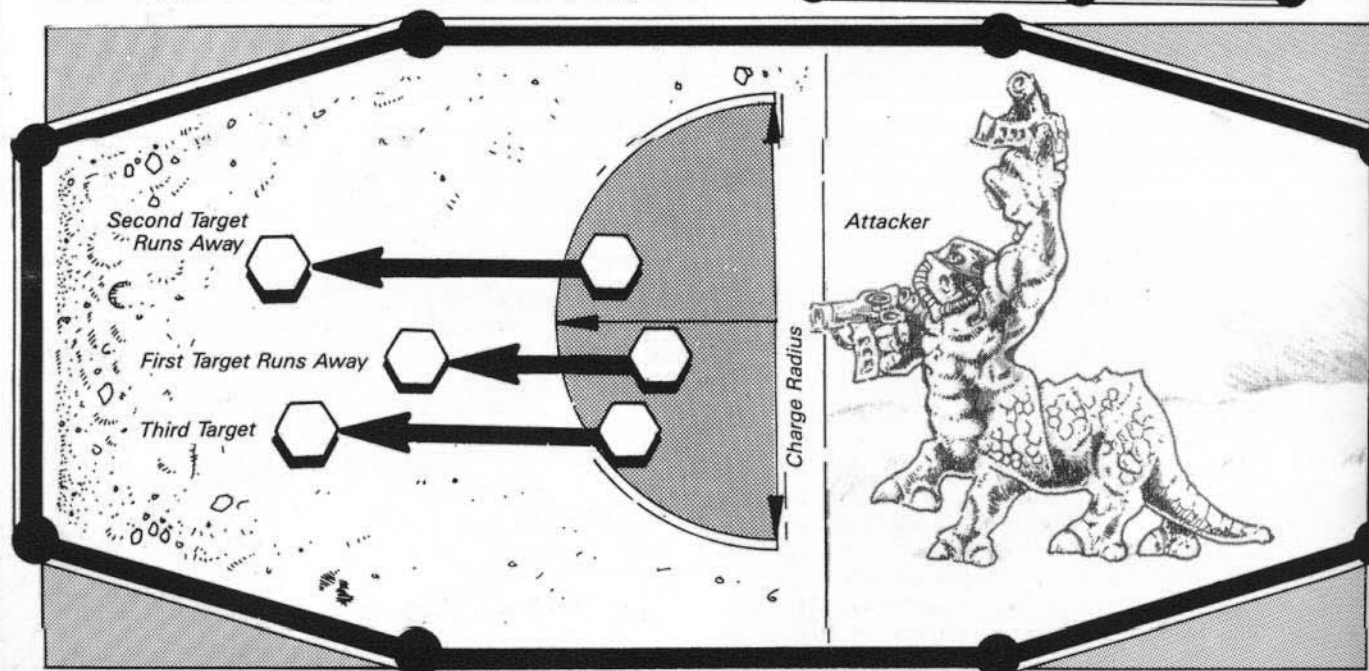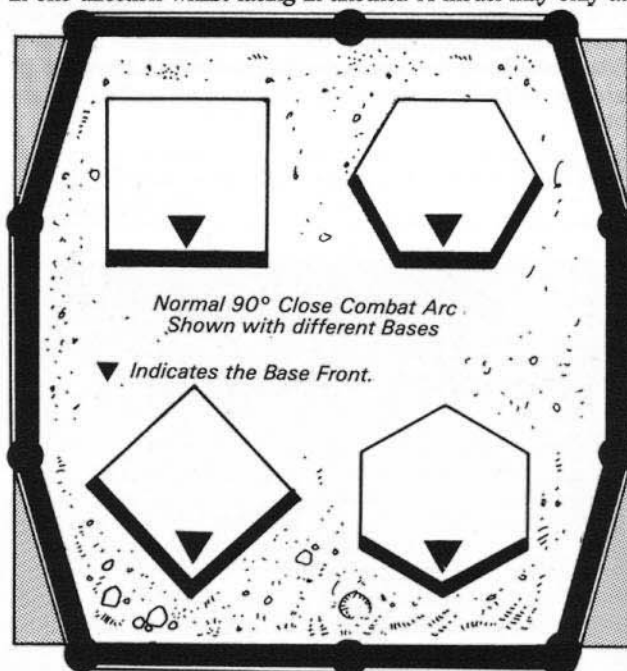
Attacker

another model if it is within a 90° attack arc to its front. These diagrams illustrate the arc with different shaped bases.

An assailant in a position outside the arc cannot be struck. Remember, models can usually turn to face an attack.

● SPECIAL ATTACK ARCS

Normally, attacks are made to the front only. Attacks by some creatures can sometimes be exceptions to this rule:-
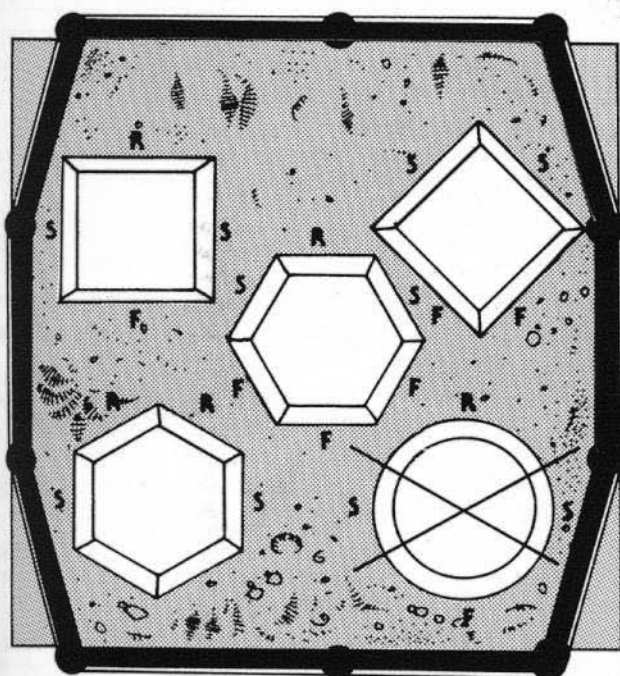
Stomp. A stomp is a general term applied to many large creatures. It is assumed to be a combination of treading on things, knocking them over, flailing and kicking. Stomp attacks can be made in any direction - front, sides or rear.

Bite. A bite is delivered by a creature's jaws. This is normally to the front only.

Gore. Creatures with horns or tusks sometimes have a gore attack, although usually it is assumed goring takes place as part of a bite. Creatures can gore to the front only.

Claw. A claw is an attack from a creature's claws or talons. This is normally to the front or sides only.

Tail. Tail lashing speaks for itself, it comprises lashing about with a heavy or strangling tail. Tail attacks can be to the rear or sides, but not to the front.

Tentacle. A tentacle attack is so flexible that it can be all round.

● EXAMPLE: THE CATACHAN DEVIL

A good example of a creature with different attacks is the Catachan Devil. These ferocious animals are large, territorial carnivores. They originate from the Catachan system, but have been mysteriously introduced onto several worlds. Catachan Devils are superbly adapted to life amongst the hot, damp jungles of their home planet. Their bodies are segmented, the mid-sections each having a pair of legs. According to the age of the creature the number of sections, legs, and the creature's overall size vary. Large individuals can have twenty sections, a dozen pairs of legs and reach over 30 metres long. Depending on the size of the creature, the legs confer a number of basic stomp attacks. The rear section is modified into a long tail which curves over the creature's back in the manner of a scorpion.

Also like a scorpion, the tail has a poisoned barb, successful hits cause D6 points of damage against living targets (1 point otherwise). On older male Catachan Devils, the front pair of legs becomes grossly enlarged, taking on the appearance of crab claws. Often one claw will be much larger than the other, and the locals refer to these creatures as 'fiddlers'. Each claw gives one attack causing D4 points of damage: fiddlers cause D6 points of damage with their large claw. The Catachan Devil's head is small and pointed, with luminous green eyes. In front of the eyes, and surrounding the creature's mouth, are rings of short tentacles, these are used to grab the Devil's prey and draw it towards the mouth. The tentacles have stinging cells which subdue the victim. Because of their small size the tentacle mass has only 1 attack, but causes D4 damage on successful hits. The mouth itself is extendible, comprising two rasping lateral mandibles, although the creature has no teeth as such, bony hooks lining the mouth serve the same purpose and can leave an extremely ugly wound.

		M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
		Fighting Characteristics								Personal Characteristics			
Small		4	3	0	5	5	4	8	*a	10	2	10	7
Medium		5	3	0	6	6	6	8	*b	10	2	10	7
Large		6	3	0	7	7	8	8	*c	10	2	10	7

*a 2 stomps, 1 tail, 1 tentacle, 1 bite - total 5
*b 4 stomps, 1 tail, 1 tentacle, 1 bite - total 7
*c 6 stomps, 1 tail, 1 tentacle, 1 bite - total 9

There is a 50% chance of a large Devil being an adult male with 2 additional claw attacks. There is a 10% chance of a male being a fiddler with a more powerful claw.

Stomps and bites cause 1 points of damage each.
Tail attacks cause D6 points of damage against living targets.
Claw attacks cause D4 points of damage (D6 for fiddlers).
Tentacle attacks cause D4 points of damage.

The Catachan devil is a relatively complicated creature, it has several attack types, and does variable damage with each type. Most creatures are far simpler with only 1 or 2 attack types. The **Background** section gives details for more creatures and, of course, you are free to invent your own.
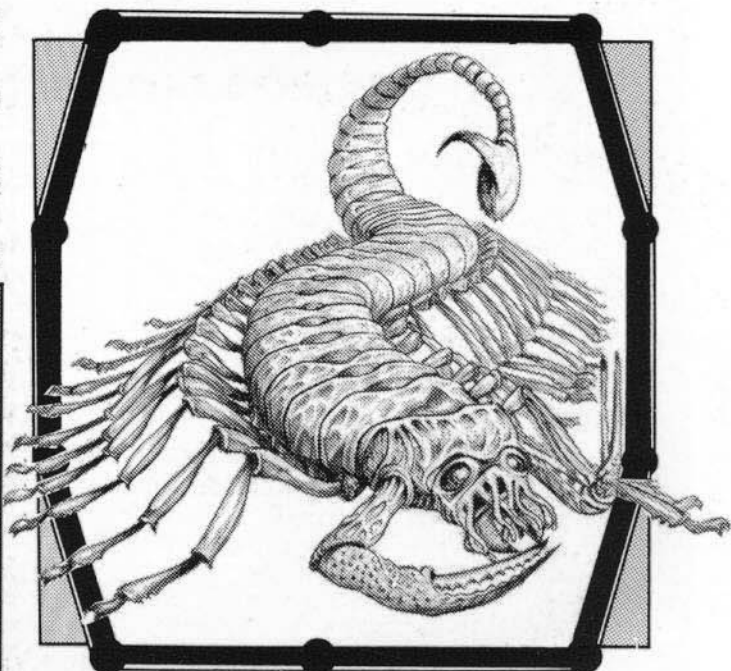
• PROCEDURE FOR HAND-TO-HAND COMBAT

Each combat proceeds as follows.

(1) Order of attack Models attack in strict order. Those with highest *initiatives* strike first, followed by those with progressively lower *initiatives*.

(2) Throw to hit Roll D6 to see if the blow hits.

(3) Throw to damage For each hit scored the attacker rolls a D6 to see if hits have scored wound damage.

(4) Saving throw Models which are wearing armour may try to avoid the effects of wound damage by making a saving throw.

Combat results After both sides have attacked, models may be forced back or routed.

• ORDER OF ATTACK

Models attack in strict order, those with the highest *initiatives* striking first, followed by those of successively lower *initiatives*.

If a creature has more than one attack, all of its attacks take place at the same time.

Any troops killed before they have a chance to strike because of having a lower *initiative* than their opponents may **not** fight back.

If combatants have the same *initiatives*, then treat their attacks as simultaneous. So, any casualties incurred may strike back before the models are removed. Alternatively, each side rolls a dice and the highest score goes first. If combatants have identical *initiatives*, but one side has charged, the chargers should be permitted to attack first.

• THROW TO HIT

Roll a D6 for the attacking model. The minimum dice score needed to cause a hit will depend upon the *WS* of the two combatants. *WS* is used for all hand-to-hand combat, even if the combatants are using C-type pistols or other firearms. The close scuffle of hand-to-hand combat places great emphasis on reactions, brute force and nerve, so *WS* is used - **not** *BS*.

Cross reference the *WS* of the attacker with the *WS* of the defender. The chart gives the minimum score needed on a D6 to score a hit.

• DISADVANTAGED OPPONENTS

Sometimes a model will be disadvantaged in some way, and unable to fight back. It might be unconscious, asleep, or routing. An opponent who is unable to fight back has its *WS* automatically rated at 1.

• TO HIT MODIFIERS

In some circumstances it will be easier, or harder, to score a hit than in others. For example, it would be easier to hit someone from above, and harder if they were behind a wall.

To simulate this the following dice modifiers are used. The modifier is added to the D6 dice made 'to hit'. All modifiers are cumulative. For example, a +1, +2 and -1 modifier result in an overall +2.

Modify your score as follows.

+2	Frenzied*	In a state of *Frenzy*.
+1	Charging	If the model charged into combat this turn.
+1	Uphill	If the model is on a higher slope, stair or rampart.
+1	Following up	If the model pushed back its combat opponent in the previous turn (explained later).
-1	Crossing a defended obstacle	If the enemy is behind a hedge, wall, barricade or other linear obstacle.
-1	Using more than one weapon at once	Such as a sword or pistol in each hand. Apply this modifier to both (all) attacks.
-1	If using a weapon wrong handed	In the left hand if right handed, or vice-versa. Apply this modifier to wrong handed attack/s **only**. This also applies in addition to using more than one weapon.
-2	Improvised weapons	Except for creatures using special unarmed attacks - such as claw, bite, etc.

* *Frenzy* is a psychological effect described under *Psychology* (see page

Attacker's Weapon skill	Defender's Weapon Skill									
	1	**2**	**3**	**4**	**5**	**6**	**7**	**8**	**9**	**10**
1	5	5	6	6	7	7	8	8	9	9
2	4	5	5	6	6	7	7	8	8	9
3	4	4	5	5	6	6	7	7	8	8
4	3	4	4	5	5	6	6	7	7	8
5	3	3	4	4	5	5	6	6	7	7
6	2	3	3	4	4	5	5	6	6	7
7	2	2	3	3	4	4	5	5	6	6
8	2	2	2	3	3	4	4	5	5	6
9	2	2	2	2	3	3	4	4	5	5
10	2	2	2	2	2	3	3	4	4	5

Marine Commander
Imperial Record AA/SW 05/015, f19.P6. Profile: Leman Russ. Born: 2612016, M32. Guranta D Gurantan system.
Commissioned Adeptus Terra as special agent 0134041. M32. First rose to imperial notice during Lucan Crusade. Appointed Imperial
Commander Lucan 0333042, M32. Instrumental in founding Adeptus Astartes unti 4 'Spacewolves'. Suffered severe alviola damage during
acid storms on Susa. Transplanted with model cybron-osmotic gill.

same chart is used (refer back to page 21 if in doubt)

Some close combat (C-type) weapons have their own *S*. If the attacker is using a C-type weapon, and that weapon has a higher *S* than the creature itself, use the higher weapon value. For example, the *S* of a power sword is 5, which is higher than the standard *S* of most humans (which is 3).

If a creature's own *S* is higher than that of the C-type weapon carried use the creature's *S*, **not** that of the weapon. Obviously, a weapon can only do so much damage no matter who uses it - however, the bigger, stronger creatures can often force a blow or shot that is more telling.

● SAVING THROW

Saving throws may be made for models against combat wounds in exactly the same way with wound damage from shooting (see pxx).

● CLOSE COMBAT RESULTS

At the end of each turn's close combat, units which have caused more wounds than they have received have **won** that round. A unit which receives more wounds than it causes has **lost** that round. Each turn's close combat is referred to as a round, irrespective of which side's turn it is.

> If a job's worth doing it's worth dying for.
>
> Proverb

● PUSH-BACKS

If a unit loses a round of close combat models still in contact with their enemies are forced to retreat - they are said to have been **pushed back**. The losing models must retreat 2", moving away from their opponents. This simulates a gradual retreat made during the fight, and it is assumed models remain facing the same direction. No deduction is made for this 2" move - it is additional to normal movement. Modify for terrain as appropriate. Pushed back models may not move through doors, windows or into buildings. Instead the unit halts with its back to the building, but is still counted as being pushed - back.

Note that some pistol weapons have *shooting modifiers* when used for normal shooting. These **do not** apply during hand-to-hand combat but **only** when the weapon is being used at range.

● MINIMUM TO HIT

There is no such thing as an automatic hit - each attack requires a minimum score of 2 to hit. No modifier will take the score needed to below 2.

● MAXIMUM TO HIT

Sometimes a score of 7 or more is needed to hit. Obviously, it is not possible to roll a 7 or more on a D6. So, to see if a hit has been scored first roll a D6. If the result is a 6, the blow might have hit, and a further D6 dice roll is made. The chart below gives the scores required.

	Score necessary to hit		
	7	8	9
D6 score needed 6+	4	5	6

● TO DAMAGE

For each hit caused roll a D6. The dice score required to cause wound damage will depend upon the *toughness* (*T*) of the target and the *strength* (*S*) of the attacker. This is exactly the same as for **shooting** and the

Unit A and B are in hand-to-hand combat.

B2 is killed - Unit A has WON the combat.

Unit B is pushed back 2".

Unit A has pushed back Unit B.

A1, A3, A4 follow- up their oponents. A2 must remain stationary.

/Casualties		LOST	CAUSED
L1	1 LOSES	3	0
	2 WINS	1	2
	A WINS	2	4

W2

A W

• FOLLOW-UPS

If a unit wins a round of close combat its opponent will be pushed back. Unless defending a linear obstacle or prepared defensive position, troops must follow-up retreating foes. Move the models back into close combat in the new position. Models whose opponents have been slain will not follow-up other enemy models, but remain stationary for the rest of that turn.

A unit not wishing to follow-up may try to remain stationary instead. To find out if they do so, or whether they are taken up by the battle and compelled to advance, roll 2D6. If the score is equal to or less than the unit's *leadership* (*Ld*) characteristic then the unit will remain stationary for the rest of that turn. If the score is greater than the unit's *Ld* then models still facing opponents must follow-up.

• MESSY COMBATS

Sometimes units will become mixed up. In this situation it is possible that opponents might both win, or both lose, the combat round. This might happen because of a unit is fighting more than one enemy unit at once. It may push back one unit, but be itself pushed back by another. When this happens, that particular round is a draw, and the models from the unit remain in place.

• UNIT COHERENCY IN PUSH-BACKS

During a push-back, or a follow-up, try to ensure that models remain within the statutory 2″ of at least one other member of the unit. Sometimes this will not be possible. In these circumstances it is permissible for a model to be separated from the rest of the unit by more than 2″.

This is another situation in the which the GM's common sense is important. It is preferable to enforce the 2″ rule. If a unit becomes scattered as a result of close combat the GM must give a ruling. The following options cover most situations, they are arranged in order of preference.

1. If a model is more than 2″ from the rest of the unit, but is able to move to within 2″ of the present position of another member of the unit in the player's next turn, ignore the discrepancy. The stray model must move towards its unit in the following turn. If necessary the main body must slow down or halt to allow it to catch up.

2. If a model is more than 2″ from the rest of the unit, and is in hand-to-hand combat, ignore the discrepancy until the combat has been resolved and the model is free to move. Then see 1 above.

3. If a model is more than 2″ from the rest of the unit, and is unable to move to within 2″ of the present position of another member of the unit next turn, and is not in hand-to-hand combat, that model is considered 'split' from its unit - see page xx. It may rejoin the unit exactly as an intentionally split trooper. A small group of models may be split in this way, forming two or more units. Unintentionally split troopers have no orders and will try to rejoin their main body wherever possible. If they cannot see or communicate with their unit, they will act according to the GM's instruction. Split troopers will usually adopt a defensive position and sit tight.

4. In all situations the leader is considered to be the focus of the unit. If the leader strays beyond 2″ range it is the rest of the unit that is split not him. If a unit is truly leaderless then the largest faction can be considered as the main body.
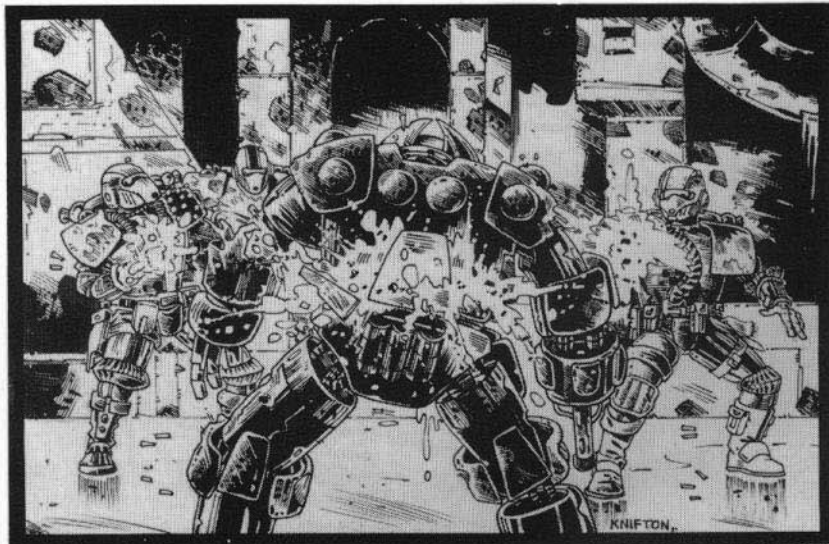
● BREAKING OFF FROM HAND-TO-HAND COMBAT

If a model begins a turn in close combat with an enemy, it may not simply be moved away. The usual thing to do is to resolve the round and abide by the results as normal.

However, a unit wishing to leave close combat during the movement part of the turn may do so. This is called **breaking off**. The player must declare his intention to break off and take a **rout test**. If this is failed the retreat turns into a rout, and the rout and pursue rules apply (see the following section). If the test is passed the unit may retreat at double-pace away from hand-to-hand combat. The unit may not charge new opponents, shoot or do anything else for the rest of that turn.

Models whose opponents break from hand-to-hand combat must remain stationary for the rest of that turn. Because their foes have their backs turned, they may strike a **blow as they turn**. This is like a close combat blow, but is taken immediately. Only one blow is struck by each model - no matter how many *attacks* the model actually has. Work out hits and wounds as normal **except** that, as opponents have their backs turned, their *WS* counts as 1.

Imperial record COM 07/580,f402,P6. Preservation of life for its own sake is not to be commended where sacrifice offers a reasonable chance of gain. Non the less, the purposeless waste of life is equally to be avaoided. The loss of trained personnel implies the loss of resources, equipment and knowledge. A true warrior does not belittle his value as a resource. P7. The duty of the commander is to judge what means should be undertaken to achieve each objective. He must be aware of what is to be gained and what may be lost. A commander who places his troops in a position where he may likely lose more than he may likely gain risks more than the lives of his men. He risks far more: he risks failure. Loss is acceptable, failure is not.
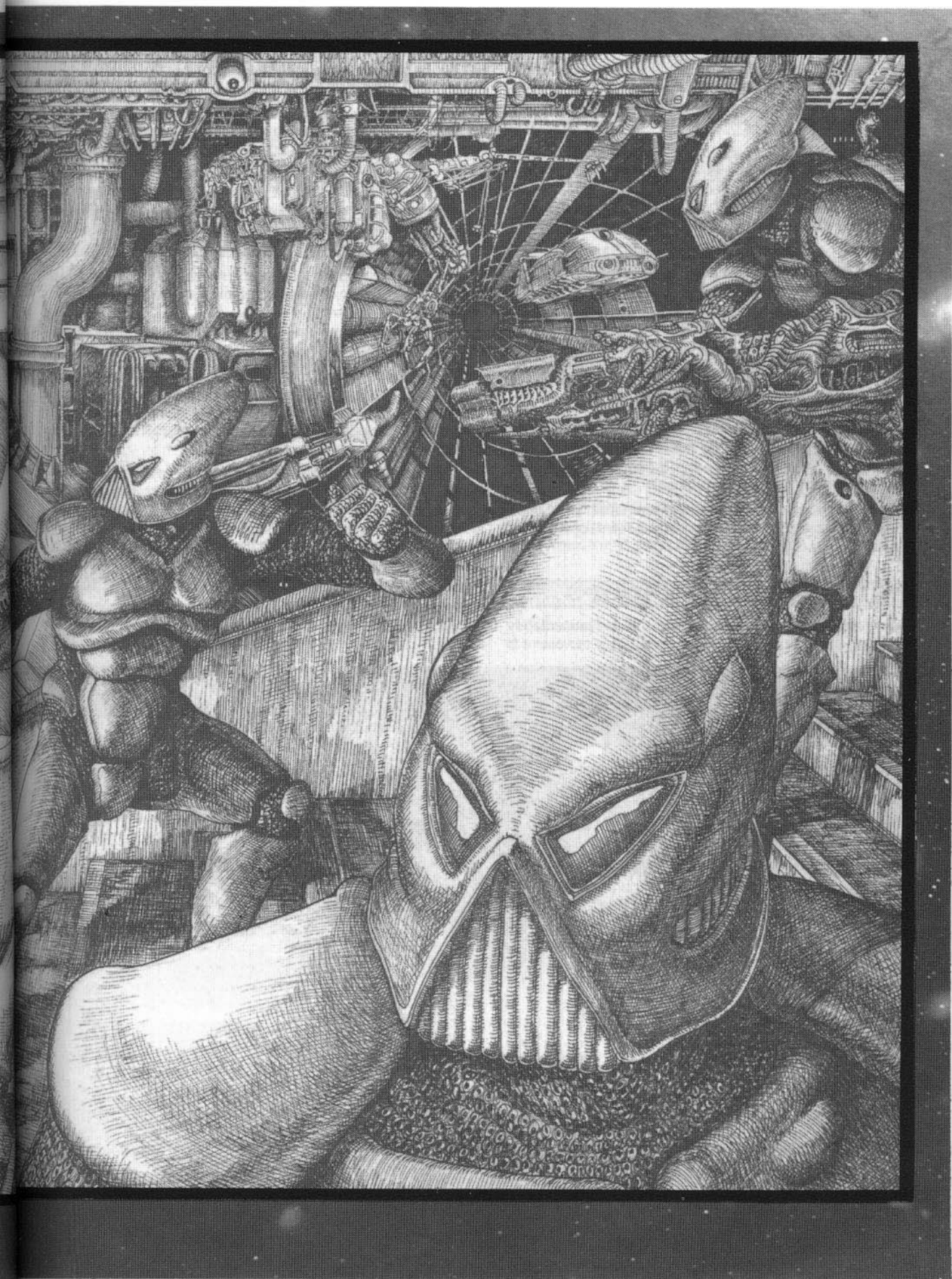
● ROUT AND PURSUIT

A rout represents a total breakdown in discipline. Even the bravest troops can only take so much, and can be forced to rout in the face of superior numbers or unexpected horrors. Routing troops stop fighting, and run away from the battle with all haste.

● THE ROUT TEST

A unit must make a rout test in the following situation.

1 The unit has just **lost** a round of hand-to-hand combat.

2 The unit suffers casualties of 1/3 or more of its current numerical strength to shooting and/or psychic attack during a single turn.

3 As indicated elsewhere in the rules. For example, while breaking away from hand-to-hand combat.

4 Anytime at the GM's discretion.

The test is made on the unit's *leadership* (*Ld*) characteristic. If the unit's leader has a different *Ld* value then the rest of the unit test on this instead - even if it is lower. Test as follows.

1 Roll 2D6.

2 If the result is more than the *Ld* the test is failed and the unit will rout. If the result is equal to or less than the *Ld* the test is passed, and the unit will continue to fight normally.

A unit which has no leader - because it has been killed, for example - must still take a rout test, in which case use the *Ld* value of the troops themselves.

● MOVING ROUTED TROOPS

The whole unit is turned away from their enemy and **immediately** moved 4" away from the fight or nearest threat. This movement is made out of sequence, and is intended to represent the initial panic and flight of the routers. If friendly units are blocking the routers' path, the routers will move through them. A unit moved through in this way will not be able to reserve move that turn.

After the initial 4" move, routers are moved in the movement part of their own turn as normal. A routing unit always moves at double normal rate. The unit must move away from the nearest enemy, or cause of their rout, and must head towards the nearest table edge where possible, taking the most direct route. If engaged in hand-to-hand combat they are unable to fight back.

● ROUTERS LEAVING THE TABLE

Once a model reaches the table edge it is removed from play and does not return - routers are assumed to become scattered beyond any hope of recovery.

● RALLYING

It is possible that a routing unit will manage to pull itself together and return to the fray. During the **rallying** part of his turn after the turn in which the rout occured, a player may attempt to rally routers remaining on the table, so long as they are not still in base-to-base contact with enemy models.

To do this roll 2D6. If the dice score is equal to or less than than the unit leader's *Ld* they are rallied and are no longer routing. The unit must spend its entire following turn stationary, re-organising and re-grouping. This is called the **rallying turn**. Troops can turn to face any direction the player wishes during the rallying turn, and may adopt any formation. They may fire weapons normally, except that they may not use S-type weapons.

A unit which has no specific leader model for some reason, if he is killed for instance, may still test to rally. The troops own *Ld* is used instead.

Commit to	Imperial Record LBC 89/356
Cross file to	Narrative fiction NF
	Primitive Anthropology AA
	Xeno-biology X
Planetary ref	Formann C2 Lamarno system
Input ref	Observation Unit 32/101 FM307
Input dated	4590640.M41
Input Clearance	Captain Ho Rymunin
Further refs	LBC 89.93
	Hololobrary FM307 Formann C2
Todays thought	A small mind is a tidy mind

• MOVING THROUGH ANOTHER UNIT

If the routers pass through other units from the same side, the pursuers will charge them. This is out of the normal sequence.

• NOT WISHING TO PURSUE

If a player does not wish a unit to pursue a routing enemy, he may immediately make a test on their *Ld*. Roll 2D6 - if the score is more than the unit's *Ld* they have failed to control themselves and must pursue. If the result is equal to or less than their *Ld* the test is passed, the troops snap to order and hold steady. A unit which does not pursue must spend the remainder of that turn and its entire following turn stationary - except that models may turn to face any direction the player chooses, and stragglers beyond the 2" distance can be regrouped. However, the unit may fire normally.

• STOPPING A PURSUIT

In the pursuers' own turn the pursuing unit is still in hand-to-hand combat and may **not** move at all (except to face a fresh charge). If a player wishes to stop a pursuit, he must make a test against his unit's *Ld*. This is made as the pursuers move away during their turn. Test as described for *Not Wishing to Pursue*.

If successfully halted, the unit must spend its following turn stationary - except that models can turn to face any direction and stragglers beyond the 2" distance can be regrouped.

• LEAVING THE TABLE

Pursuers who pursue a routing unit off the table may come back at the same place in any of their subsequent turns providing the controlling player rolls a 4, 5 or 6 on a D6.

If a unit has been unintentionally split (see page 16), any portion not containing a leader suffers a -1 *Ld* penalty for the purposes of rallying. Any single model, either a solitary survivor or a model more than 2" from another in its unit, suffers a -2 *Ld* penalty for purposes of rallying.

• PURSUERS

If a unit wins a round of hand-to-hand combat and **all** of its opponents rout, that unit must normally pursue. Pursuit represents the sudden loss of control and unit co-ordination that occurs as an enemy takes flight. It is a mixture of impulse, enthusiasm and sheer battle-fury. A unit will not pursue routers whilst it is still fighting other unrouted enemy.

• MOVING PURSUERS

As the routing unit routs 4" out of hand-to-hand combat the pursuing unit will follow. Even models from the unit not taking part in the close combat round will become caught up in the pursuit. Pursuers are immediately moved 4". Troops whose charge move is less than 4" **never** pursue, they will remain stationary for the remainder of the turn instead.

Pursuers who are still in contact with routers during the next, or subsequent, turns, will strike blows during the hand-to-hand combat part of the turn as normal. Routers cannot fight back, and their *WS* counts as 1.

During their next turn routers will move away at double their normal movement rate. If the pursuers' own double-rate move is sufficient to stay in contact they may continue the pursuit. See *Not Wishing to Pursue* below. Even though it is the routers' turn, the pursuers must follow them, remaining in physical contact at all times.

33

He closed his eyes up tight and fired the bolt. He opened his eyes as the animal fell, its reptilian limbs clawing fitfully as the poison did its work. The creature shivered as the venom spread through its blood stream, rupturing arteries and veins. After a few moments the grox began to choke on its own blood. It would die soon and he must act quickly.

It had always been this way. The young warriors of the tribe took their manhood from the grox, the most fearsome creature of all the forest animals. He had stalked the large bull grox for days, tracked it through the forests for miles,

always taking care to cover his scent with the creature's own spore. He stood before the animal, choosing his moment, knife poised.

He saw an opening and lept onto the creature's upturned belly, its claws thrashed the ground, its body arched and fell, but he hung on tightly. His knife's edge found the soft underbelly and the creature heaved in its agony, biting at the air, coughing up the last moments of its life. He found the heart still beating, an omen that foretold of death in battle, a promise of glory. The sharp knife quickly freed the pulsing flesh and he held the red mass of it towards the climbing sun.

Such a large beast would entitle him to stand amongst the first rank of warriors, alongside Hulma and Tiw and his brother Lumna. His mother would sing of how he earned his manhood whilst his sisters sewed the hide to make his armour. Tomorrow night, as the stars rode high above the camp-fires of the tribe, he would don the warrior's mantle of grox hide, he would listen to the song of his victory, he would eat the heart of the grox, and he would become a warrior. When the spacecraft came in the spring perhaps they would honour him as they had his father, taking him into their company to battle amongst the stars alongside the heroes of old...

● RESERVES

The **reserve** part of the turn allows uncommitted models to be moved and repositioned. This represents the bringing up of fresh bodies of troops, and introduces the concept of keeping tactical reserves. A reserve move can be thought of as a dash or headlong advance. It is additional movement that may be made if the coast is clear.

Although included here in the main body of the rules, the GM may wish to dispense with the reserve rules in some situations. You may wish to do this to begin with in any case, only introducing the reserve move once players and GM are familiar with the rules for movement, shooting and hand-to-hand combat. In small games there is little to be gained from using the reserve movement rules, and they may be ignored.

Here I am and here I shall die
Attributed to Leman Russ at the battle of Rising Fell

● UNCOMMITTED TROOPS

Uncommitted troops are those to which all of the following apply:

1. The model belongs to a unit with no members within 4" of any enemy.

2. The model did not shoot in the shooting part of the turn.

3. The model is not already in/behind cover.

4. The model is not hiding.

These count as **reserves** and may move during the **reserve** part of their turn, they may make this extra move even if they have already moved during **movement**. This is called a **reserve move**.

Models already in cover may not reserve move, but models may move into cover, including into woods, during their reserve move. They may not claim to be hiding, however, as their sudden turn of speed does not leave them enough time to get their heads down.

A unit reserve moving **may not** approach any closer than 4" to any enemy troops, may not charge, and cannot enter hand-to-hand combat.

The following examples illustrate which units may reserve move and which may not.
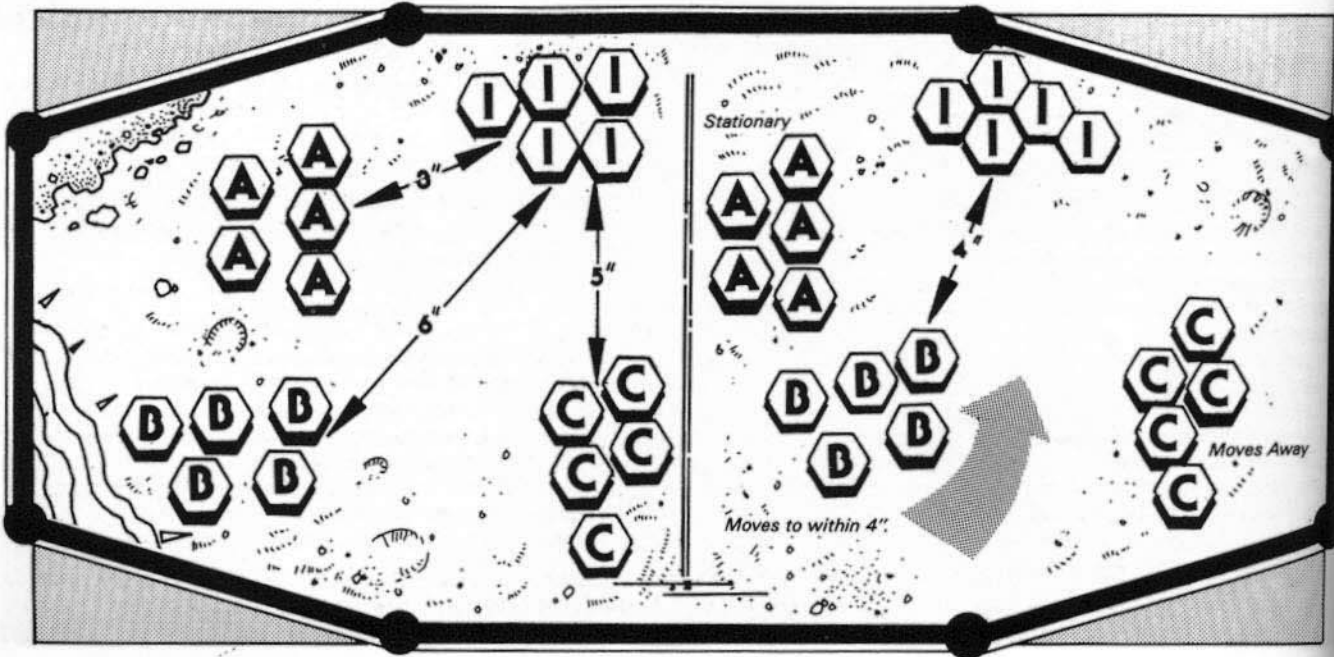
● ROUTING TROOPS

Routing troops may **not** reserve move. Their normal movement already takes into account their extra speed, and so they do not get this additional movement as well.

Routing troops have a disturbing influence over units who see them. Because of this, any unit that is within 4" of routers, whether from their own or their opponent's side, may **not** reserve move.

● THE RESERVE MOVE

A reserve move takes place exactly like ordinary movement. The move allowances and movement penalties all remain the same. Models may reserve move up to the normal *movement allowance*, subject to the usual penalties. A unit may move less than its full allowance or not at all if the player wishes, unless it is subject to a compulsory reaction, such as *hatred* (see page 35)

● RESERVE MOVE PSYCHOLOGY

Psychology tests (see page 35) made earlier in the turn hold good for the reserve move. So a unit subject to *hatred* during normal movement will be subject to the same reaction during the reserve move.

If troops become exposed to a new psychological threat during the reserve move, test immediately.
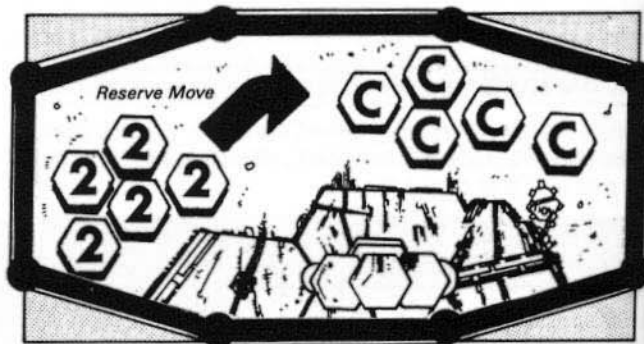
Unit 2 is subject to hatred against unit C which it cannot yet see. During the reserve move unit 2 rounds the corner, sees C and throws immediately for a hatred reaction.

● PSYCHOLOGY

It is not always possible to rely on troops to do exactly what is desired of them. Fear, hatred, racial motivation or just the instinct for self-preservation will sometimes dictate their actions. At other times they will suffer from psychological attacks which make them do things which are totally out of character.

This is simulated by the **confusion**, **fear**, **frenzy** and **hatred** rules. Some races suffer more than others from these effects, as discussed in the racial descriptions of the major races from page 130 onwards.

Although included here in the main body of the rules, the GM may wish to dispense with the psychology rules in some situations. You may wish to do this during your initial games and then introduce psychology once players and GM are familiar with the rules for movement, shooting and hand-to-hand combat.

● SEQUENCE FOR TESTING

Sometimes several of the psychological rules might potentially apply at once. In this case test in the following sequence.

1 Confusion
2 Frenzy
3 Fear
4 Hatred

● TEST ON COOL

Tests are based on the *cool* (*Cl*) characteristic of the troops. It is usual to test for all of the potentially-affected models in a unit at once. Roll one set of dice. The result applies to all potentially-affected models.

If the unit has a leader, test on the *Cl* of the leader (an individual hero character can always act as a leader of a unit he is with). If the unit has no leader (ie - the normal leader is dead, or it is a split unit) then test on the *Cl* of the troops. If the models have different *Cl* values test on the lowest.

Mounted models and creatures under the direct supervision of a handler are tested on the rider or handler's characteristic. The results apply to the rider/mount or handler/animal combination.

● MAKING THE TEST

1 Roll 2D6.

2 If the score is equal to or less than the troops' *Cl*, the test is passed and no effects are suffered.

If the score is more than the troops' *Cl* the test is failed and the unit is affected as described below.

Confusion represents muddle-headedness, mild delusion or intoxication, physical feebleness and general incompetence. Some gases cause confusion; some creatures have hypnotic powers which cause confusion.

Make the test when models are fired on by a weapon or creature with a confusion attack. A creature which is confused in one turn must automatically test for confusion at the beginning of its next turn. So, it is possible for a model to be confused for many turns from a single attack.

The following effects last until those affected can make a successful test:

a -1 to hit with all shooting.
b -1 to hit in hand-to-hand combat.
c May use no psychic powers.
d Movement allowance is halved.
e The unit may not be split.
f The unit ignores all further psychology tests whilst confused.

Frenzy. Some races are unusually violent, hot-tempered and uncontrollable. They are capable of going into a frenzy, a whirling

dance of death and destruction that is almost unstoppable. Even humans are capable of this - although special drugs or training are necessary to achieve it.

Models which are affected by frenzy must test whenever enemy approach to within 15", or at the beginning of their turn if enemy are already within 15". Frenzy lasts until the beginning of the player's next turn unless troops are in hand-to-hand combat (see f below). So long as enemy remain within 15", the unit will have to continue testing each turn.

As soon as troops become frenzied they obey the following rules:

a +2 to hit in hand-to-hand combat.
b The unit **must** move at double pace towards the nearest enemy, and charge any enemy within reach.
c The unit **must** always follow-up in hand-to-hand combat (even if defending a prepared position).
d The unit ignores all rout tests. Troops cannot be routed whilst frenzied.
e Troops in frenzy ignore all further psychology tests.
f Once in combat the unit remains frenzied automatically, so long as at least one model is in base-to-base contact with an enemy.

> It is not in my mind to ask questions that cannot be answered. That is the soul standing upon the crossroad of vacillation. You search for wisdom, but achieve only a stasis of will.

Fear. The appearance and reputations of some creatures can seriously unnerve other races. Some weapons have a similar effect. Some races fear only other specific races, or weapons, as discussed in detail in the appropriate sections.

A fear test is usually made for whole units at a time. Test when a unit wishes to charge something that it fears, or when it is charged or attacked by anything that it fears.

A unit failing a fear test is subject to these rules:

a If attempting to charge, the unit may not do so but must halt instead.
b If charged by something that it fears, the unit is routed automatically. There is no need to take a rout test.
c If attacked by weapons that it fears, the unit must take an immediate rout test and honour the result.

Hatred covers all forms of inter-racial animosity, traditional rivalry and innate aggression. Some creatures just hate everything, while many races bear long-standing grudges against others. Races subject to hatred are detailed in the racial descriptions.

Test whenever hated enemy appear in sight, or at the beginning of your turn if already in sight. As with **fear**, the test is usually made for the whole unit at once.

Units which fail their test must abide by the following rules:

a The unit must **move** at full normal rate towards their hated enemies. Troops behind fortifications or prepared defences may instead remain halted, but they may not retreat.
b Troops **must** charge any hated enemy within charge reach. Troops behind fortifications or prepared defences may instead remain halted, but they may not retreat.
c So long as the unit is subject to a hatred reaction it cannot be routed by hated enemy. No rout test is made so long as the unit is in hand-to-hand combat against a hated enemy.

Fortifications include all forms of prepared defences, such as barricades, trenches and bunkers. It also includes any linear obstacle, building or vehicle which gives cover.

35

● BUILDINGS

Buildings and other constructions are an important part of the game for several reasons. Not least of these is that they provide cover for troops, inviting many variations of ambush, assault and in-depth defence. Equally important is their appearance. Buildings help to make the game look interesting, challenging and ultimately more enjoyable for the GM and players.

Constructions need not be simply houses, or even industrial complexes such as oil refineries and mines. Constructions might be bunkers, built for defence; ancient tombs, the remnants of a dead civilisation; or vehicles so vast that an individual can move around inside as if it were a building.

There are two different ways of dealing with buildings in the game. These are by **mapping** and by **section**.

● MAPPING

This is the most time consuming and complex of the two methods, but it is both more realistic and more rewarding. Before the game, the GM draws detailed maps of the building/s, including features such as doors, stairs, windows and all internal fittings.

As models enter buildings, the GM describes where they are inside, what they can see and other details he thinks relevant. The GM then plots the position of the models as they move through the building. The players do not see the map at any time, but can make rough plans from the GM's description.

If close combat or shooting occurs within the building, it is best to move the action onto a side table. The interior of the building can be improvised or imagined, while the relative positions of the antagonists are indicated by the models themselves.
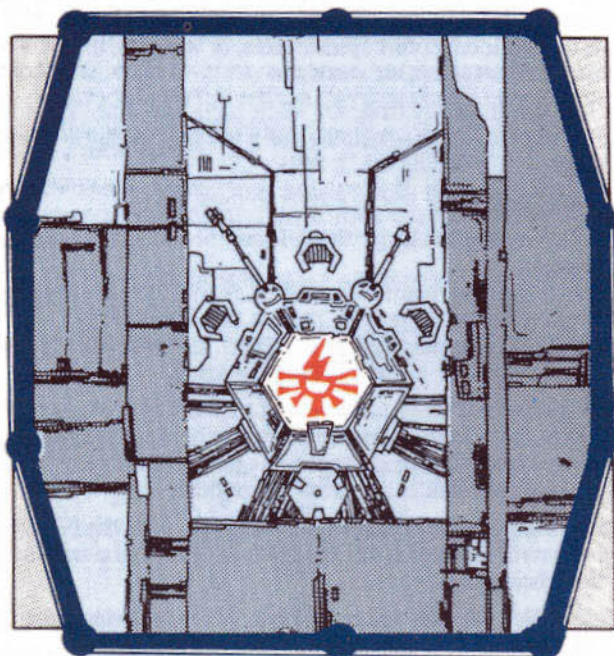
This map was used to control a boarding action on a spacecraft.

● SECTION

This method is quicker and easier than mapping and is more appropriate for larger games, in which buildings are not the main focus of the action.

Each building on the table is divided into one or more sections. A section corresponds to a single level, approximately 4x4" in area. Most small buildings can be considered to be 1 section per level. A

building with more than 2 sections on the ground floor would be comparatively rare. Before the game, the GM must decide and note down how many sections each construction has.

During their turn, models may be moved from any section to another adjoining it. If their way is blocked by interposing locked doors, or other barriers, these must be dealt with first. Usually this will cause a delay of 1 turn.

A unit occupying a building must remain *coherent*. Models may be placed in adjacent building sections, but the occupied sections must form a coherent link. There must be no unoccupied sections separating the unit; if this happens the player must rectify the situation in his following turn, or else the unit is considered split.

● HAND-TO-HAND COMBAT WITHIN BUILDINGS

These rules deal with hand-to-hand combat and special situations when using the section method described above. This is the normal approach to buildings in all but the smallest 'skirmish' type of games.

Models may **charge** into a house in order to attack enemy within: they may do this even if they are not sure enemy are inside. The defenders count as being behind hard cover, as they have the advantage of protection offered by windows, doors, furniture, etc. All enemies within the same section are assumed to be in close combat.

If the defenders win the first round of hand-to-hand combat the attackers are pushed out of the house. The defenders may follow-up, but do not have to. If the attackers win the first round of hand-to-hand combat they have forced their way inside the building, and the defenders lose the advantage of cover in subsequent rounds of hand-to-hand combat.

Normal hand-to-hand combat rules apply. Shooting from section to section is not normally allowed, it being assumed doors and walls block the line of sight. Grenades, however, can be thrown from one section to an adjacent one.

● AREA WEAPONS WITHIN BUILDINGS

Any area weapon fired into a building section automatically causes a hit on all models, equipment, etc, within the section. This is due to the effects of an explosion in a confined space. When firing or throwing from outside through a small opening, such as a door or window, the firer should roll for deviation as appropriate, and then roll once to hit, to determine whether the shot/throw actually goes through the gap. If successful 1 automatic hit is scored on every occupant of the section. If a model is throwing a grenade through a window, but is so close that it obviously wouldn't miss, then there is no need to roll for deviation or to hit - success is assumed. This applies to troops outside a building but within 2" of their target, and to troops within buildings throwing grenades from one section to an adjoining one.
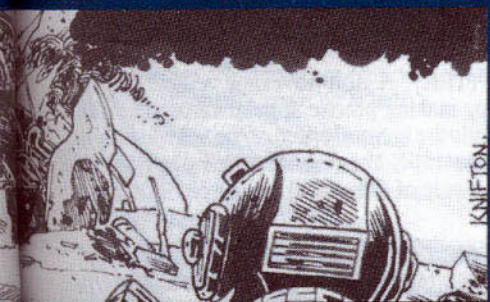
BUILDINGS AND DAMAGE

Buildings take on many different forms, but the types described below are common throughout the universe.. All buildings have a *toughness* rating and a *damage* rating. The *damage* rating is similar to the *wounds* characteristic of creatures, it represents how many points of damage a single section of that building can take before it collapses.

Mud/straw huts, light wooden and tin shacks. primitive but inexpensive. *Toughness* 7. *Damage* 2 per section.

Plexi-shelter. A one-man, self-supporting habitation unit, made of tough plastic. Used by the military and exploration teams worldwide. *Toughness* 8. *Damage* 3 per section.

Timber/stone/concrete building. Cosy and old fashioned. *Toughness* 8. *Damage* 5 per section.

Stone/concrete tower or emplacement. A building constructed to stand up to the ravages of time, weather and invading aliens. *Toughness* 8. *Damage* 10 or more per section.

Free-standing brick/stone/concrete wall. Each 4" length of such a wall has *Toughness* 8 and *Damage* 5.

Wooden or improvised barricade. As favoured by the citizens of Paris (Paris 477 otherwise known as *Barricade Planet*.) Each 4" length of such a barricade has *Toughness* 6 and *Damage* 5.

SAVING THROWS

Brick, stone, concrete and comparable synthetic structures have a basic D6 saving roll of a 5 or 6 against damage suffered.

WALL SECTIONS

Each 4" length of free-standing wall is a separate section. All walls which are not structurally part of a building are free-standing, although they may butt onto a building, or form part of an open enclosure - such as a field boundary or cattle pen.

COLLAPSE OF BUILDINGS

A building/section which loses all of its *damage* will collapse. Models inside or on top of a collapsing section may attempt a normal save for any armour they are wearing, but if this fails they are killed, no matter how many points they have. Vehicles inside buildings receive a D10 strength hit - causing D6 wound damage if successful. Vehicles will be trapped in debris on a D6 roll of a 6.

HACKING THROUGH WALLS

If troops are appropriately equipped they can force their way through interior walls, spacecraft bulkheads, roofs, floors, etc. Hits are automatic. Any single successful damaging blow on a wall area creates a hole big enough to allow the passage of one human sized creature per turn. This does **not** count as damage to the building itself.

Toughness of walls is as follows:

Surface type	Toughness	
Solid timber wall	8	
Plexi-glass	8	Used in plexi-shelters
Light wooden	6	
Sheet steel	7	
Corrugated iron	7	
Most flooring	7	Wooden, sheet steel or synthetic
Light flooring	6	Reeds or matting over wooden frame
Wattle and daub	6	
Thatch	6	

DOORS

Bolting, locking, opening or closing a door, or any combination of two of these, reduces a model's move distance by half. Any combination of three or four of these reduces movement to zero. More is not possible.

Only so many models can pass through a door during a turn. As a rough guide, allow 4 models to pass through a normal sized door per turn if their move is 3½" or more. Models moving 2½-3½" allow 3, 1½-2½ allow 2, any slower allow 1. If a door is locked, or bolted from the other side, it will have to be broken down.

Our thoughts light the Darkness
that others may cross space.

We are one with Emperor, our souls are joined
in his will.

Praise the Emperor whose sacrifice
is life as ours is death.

Hail his name the Master of Humanity.

extract from
The Credo of the Astronomican

All doors have a *toughness* of 6, and a variable number of *damage* points depending on their size and construction. The GM is at liberty to invent doors which are tougher or which have more damage.

Door	Damage	
Solid timber door	4	
Plastic	2	
Toughened glass	2	
Light wooden door	1	Used in domestic interiors
Light steel	3	Used in industrial interiors, vehicle hatches and spacecraft
Heavy steel	5	Main doors to banks, spacecraft air-locks and public buildings
Toughened steel	10	Vaults, military shelters

• FIRING FROM BUILDINGS

Troops firing from buildings count as being behind cover. Troops firing from rooftops are behind cover to troops on the ground, but not to flying troops or models on a higher building level. The GM must use his discretion when allowing firing from windows.

• VEHICLES

There are no specific model vehicles available for the **Warhammer 40,000** game at the time of writing. Citadel plan to release a number of small vehicles, including jet-cycles. Large vehicles are almost impossible to manufacture as white metal kits, and, in any case, the cost would be prohibitive.

However, there are a vast number of plastic kits on the market that fill our needs superbly. Not only is there a tremendous variety of types available, but they are also fairly cheap. At the time of writing kits for vehicles, giant robots and spacecraft are easily obtainable, although many of the more useful ones are becoming hard to find. It is impossible to say for how long specific models are going to be available, but there will doubtless be new ranges to replace old ones, and the market will probably continue to supply us with usable and attractive vehicles.

The rules for vehicles are designed so that almost every type is covered. However, finding models to represent specific types may prove tricky, and it is a good idea to keep your eyes peeled for potentially useful kits. With a little imaginative remodelling, initially unsuitable-looking models can be turned into presentable and original vehicles.

• VEHICLE PROFILES

Every kind of vehicle has a *vehicle profile*. This determines how it moves, how many crew it has, and what equipment it carries.

LAND		AIR									
Max speed	Acc/dec	Max speed	Min speed	Acc/dec	TRR	Cp	T	D	Sv	Eq	W

Land Max Speed. This represents the fastest move possible to the vehicle without running the risk of losing control. A vehicle may be driven at speeds of twice the maximum indicated, but to do so would be dangerous.

Land Acc/dec. This indicates the amount by which a vehicle can accelerate each turn. A vehicle can decelerate at twice this rate. So, for example, a vehicle which has an acc/dec of 6 can increase its speed by 6" or slow down by 12".

Air Max Speed. This represents a vehicle's maximum flight speed. As with land movement the vehicle may be driven up to twice as fast - but this is risky.

Air Minimum Speed. Some flying vehicles are capable of hovering mid-air, but most are not. The speed indicated is the slowest a vehicle can travel without falling out of the sky.

Air Acc/dec. This is the same as for land movement.

Turn Radius Ratio (TRR). A non-hovering vehicle turns by **wheeling** rather than by making precise angular turns. The radius of the wheel always equals the forward speed of the vehicle in inches multiplied by the turn radius ratio. The distance travelled by the vehicle is measured along the inside of the curve.

New direction of travel.

Distance travelled = speed.

Original Direction of Travel.

Radius = Speed x Turn Radius Ratio.
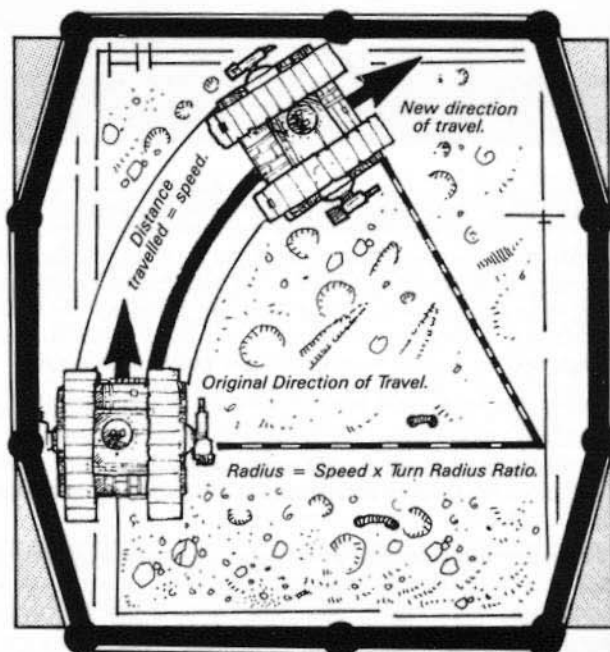
Capacity (Cp). This is the maximum number of human sized models that can be carried by the vehicle, including driver and any other crew.

Toughness (T). As with creatures and buildings, vehicles have a *toughness* used to determine whether they suffer damage.

Damage (D). Also as with creatures and buildings, vehicles can only take a finite amount of damage before they are destroyed.

Save (Sv). Most vehicles are made from a fairly resilent material; many are armoured. To reflect this, most vehicles have a saving throw against damage.

Equipment (Eq). This column indicates the capacity of the vehicle to carry equipment. It is given as a number, which is the maximum number of points of equipment which can be carried. Most items of equipment generally count as 1 point - but large and bulky items are worth more. Examples of these can be found in the *Equipment* section.

Weapons (W). This indicates the capacity of the vehicle to mount weapons. It is given as a number: this is the number of **basic** type weapons that can be installed. One **heavy** weapon can be installed for every 2 points, and a single **very heavy** weapon can be installed for 6 points. For example, a vehicle with 3 weapon points might have a lasgun (*basic weapon*) and a las-cannon (*heavy weapon*). The actual combination of weapons can and does vary tremendously. A random generation chart in the *Equipment* section provides you with a way of establishing the armament for vehicles.

• MOVING

Vehicles may be moved only during the **movement** part of the turn. Vehicles are never moved during the **reserve** part of the turn. This is to reflect their lack of precise mobility compared to the average foot-trooper.

BOARDING AND LEAVING VEHICLES

Models may be embarked or removed from a vehicle at any point during its move. This does not reduce the vehicle's move, but it does reduce the troopers' move by a half.

If a vehicle is moving faster than 10" during a turn, then it is dangerous to leave or enter. Models attempting to do so suffer an automatic hit (no saving throw) with a strength equivalent to the speed of the vehicle minus 10.

The number of models which can leave/enter a vehicle during the turn depends on doors and hatches which are treated in the same way as doors on buildings. The chart below summarises this.

Move of troops	Number that can leave/exit
3½ or more	4
2½ or more	3
1½ or more	2
Less than 1½	1

This chart assumes a normal door, which one man-sized creature can comfortably move through at a time. The GM can adjust for larger or smaller doors at his discretion.

Open-topped vehicles do not restrict the number of troops who can leave/exit.

DRIVERS

Vehicles must be driven, and a driver requires to use at least one hand to control a vehicle. This leaves one hand free for a pistol shot, or to throw a grenade. A character who is driving and shooting in this way counts as using both hands and suffers the -1 to hit penalty.

BUILT-IN WEAPONS

Forward firing built-in weapons can be fired by the driver. Both of his hands will then be occupied throughout the turn (one to drive and one to fire weapons): otherwise, there is no penalty. Any built-in weapons can instead be fired by an additional crew member.

FIRING FROM VEHICLES

Troops can fire from open-topped vehicles or through weapon ports or hatches on closed vehicles. All firing from a moving vehicle is restricted to **short** range only, including the throwing of grenades. However, the firing can be assumed to take place at any time, and from any point during the vehicle's move.

HITS ON VEHICLES

Vehicles can be shot at in the same way as other targets. Note the 'to hit' modifiers for size and speed. Exposed crew members of open-topped vehicles can be targetted and shot at within short range if the firer prefers. At long range, shots will randomly hit either the vehicle or exposed crew members. Shots at enclosed vehicles always hit the vehicle itself - never the crew inside.

As with creatures, vehicles which are hit will suffer *damage* depending on their *toughness* and any saving rolls. As vehicles have lots of *damage points* they can usually take several hits before their damage is used up. A vehicle with no *damage* left is destroyed and all weaponry and other equipment will cease to function. Crew members are automatically killed unless they can make their basic saving throw on a D6. Some vehicles have ejector seats - and this entitles crew to an **ejector seat saving roll** (see *Equipment*).

If a vehicle sustains *damage* during the turn, there is a chance that some **special damage effect** might occur. Roll a D6 - a score of 6 indicates a problem of some kind has occurred. To find out what has

happened roll a D10 and consult the **special damage effects chart**. If the vehicle receives more than one *damage point* during the turn, just make one D6 roll to see if special damage has occured, and one D10 roll to determine what that damage is. However, for each *damage point* above 1 add +1 to both the D6 and D10 rolls. So, a vehicle which suffers 4 *damage points* adds +3 to both dice, and would therefore suffer special damage on the D6 roll of a 3 or more. It follows that a vehicle suffering 6 or more *damage points* at one time automatically suffers special damage. This rule can be easily recalled if you remember that the number of *damage points* represents the chance on a D6 of suffering special damage - ie, 3 damage is 3 in 6, 1 is 1 in 6.

Note that although a vehicle may have a vast number of *damage points*, it is possible to destroy a vehicle by special damage effects. Also, because of the D6 and D10 modifiers for high damage, any vehicle taking 6 points of *damage* in a turn will always suffer a special effect, and any vehicle taking 12 *damage points* in a turn will always be destroyed.

SPECIAL DAMAGE EFFECTS

Dice roll		Effect	
1-2	Auxiliary Power		If the vehicle has turrets of any kind one has jammed solid and cannot be used. If the vehicle has no turrets see 3-4 below.
3-4	Temporary Loss of Control		The vehicle goes out of control for the next turn **only**.
5-6	Power Loss		Halve *move allowance* and *acc/dec* rates. This can have cumulative effects.
7	Mechanical Jam		Whatever action was made last turn (moving, firing or whatever) it will keep on happening from now on. Weapons firing on automatic continue to fire in the same direction. If the vehicle is moving it continues in the same direction at the same speed.
8	Weapons Loss		1 built-in weapon system is destroyed - roll randomly.
9	Systems Failure		Everything stops! Automatic systems lock, the vehicle moves D6" directly forward and grinds to a halt.
10	Control Loss		The vehicle goes out of control from next turn **onwards**.
11	Smell of Burning		The vehicle experiences a systems failure (see 9). The player rolls a D6 at the beginning of his subsequent turns. If a 6 is scored the vehicle will explode as 12 below.
12+	BANG!		Vehicle explodes, slaying any crew members who fail to make their basic saving throw (or eject). Saved models may be placed anywhere next to the vehicle and may move in their next turn.

MOVING OUT OF CONTROL

For each vehicle moving out of control, roll at the beginning of the turn to determine speed and direction changes during movement. The player has no control whatsoever over the path or speed. Roll to

COMBAT

determine speed using two D10s, one standing for acceleration, the other for deceleration. The combined result gives the overall increase or decrease in the vehicle's speed compared to the previous turn. For example, if the speed last turn was 14", and the acceleration dice scores 3 and the deceleration dice scores 8, then the vehicle slows down to 14-5 = 9" this turn. An 'out of control' vehicle which decelerates to a halt remains halted so long as it remains out of control.

Direction is determined using a D6. Vehicles either go straight ahead or turn with a radius equal to their speed in inches.

1-2	Turn to the left.
3-4	Turn to the right.
5-6	Go straight ahead.

Vehicles moving out of control should be moved before other models, and damage from collisions worked out immediately.

A vehicle colliding with another vehicle or a solid object will go out of control for the duration of its following turn (unless destroyed/immobilised by resulting damage).

TRAVELLING OVER MAXIMUM SPEED

A vehicle attempting to travel over its maximum speed will go out of control for the duration of its following turn on the D6 score of a 6. If turning, this is increased to a 5 or 6, if out of control in the previous turn it is increased to 4, 5 or 6.

COLLISION

If two vehicles collide, the *damage* suffered by each equals D4 points per 5" (or part) of the combined speed, **plus** the opposing vehicle's *toughness* **minus** its own *toughness*.

A vehicle hitting a scenic feature, such as a wall, hedge, building or boulder, receives D4 *damage points* for each 5" (or part) that it moved **plus** the object's *toughness* **minus** the vehicle's *toughness*. The feature receives D4 *damage* for each 5" (or part) moved by the vehicle **plus** the vehicle's *toughness*, **minus** the object's *toughness*. Rocks and similar solid objects can be assumed to have a *toughness* of 10.

If a vehicle hits a creature it receives D4 *damage points* for each 5" (or part) that it moved **plus** the creature's *toughness* **minus** the vehicle's *toughness*. The creature receives D4 *damage* for each 5" (or part) moved by the vehicle **plus** the vehicle's *toughness*, **minus** the creature's *toughness*.

AUTO-SYSTEMS

Most vehicles incorporate robotic systems that are capable of performing one or more tasks normally accomplished by driver or crew. The effect of these is simply to remove the need for an associated crewman. The following systems are available.

Auto-drive. The vehicle will drive itself according to a verbal instruction. Auto-drives are sophisticated, intelligent computers, and will avoid danger, take evasive action and otherwise behave in a manner comparable to a living driver.

Auto-aim. An auto-aim unit can fire and control one mounted weapon. It is activated verbally, and will select appropriate targets as instructed.

Auto-fac. This unit provides automatic facilities such as opening doors, hatches and operating other equipment.

All auto-units can relay information via telescreens or verbally, and are sufficiently discriminating to ask for information, or alert the crew in the event of a malfunction or possible danger. They can be thought of as small robotic devices with a degree of sentience, but limited spheres of interest. Auto-units can speak to crew members and each other, and may even possess a built in 'friendly' personality. This is especially true of units built for civilian vehicles, whose auto-units

emit constant pleas to, 'please fasten your safety belt' and, 'have a nice day'.

The standard abbreviations for each type are Ad, Aa and Af respectively.

DREADNOUGHT SUITS

Many of the types of armour described in the *Equipment* section offer almost complete immunity - at least from the common weapons. However, there is one kind of armour which is even more powerful than any of these - the dreadnought suit (also known as *battle suits, battle armour, mech suits* and *mech armour*). These suits are quite literally one-man tanks; and it would, perhaps, be better to think of them as small, mobile vehicles rather than as normal armour. A man (or other creature) wearing a dreadnought suit is a force to be reckoned with; quite capable of taking on twenty times his own number of ordinary troops.

Dreadnought suits usually stand between 3 and 4 metres tall. It is possible to manufacture even larger suits, but it is doubtful whether the gain in physical aura compensates for the inevitable loss in mobility. The wearer, or pilot, sits in an enclosed cockpit - usually contained in the mid-section of the suit. His arms and legs do not fit into the robotic limbs themselves. Instead, the pilot crouches in a foetal position, suspended in a protective amniotic jelly. Information from the suit's sensors (vision, sound, touch, etc) is fed directly into his consciouness by means of a spinal link. Impulses from the pilot are translated instantly into bio-mechanical instructions that move the suit's limbs, fire the weapons, etc. To the pilot, the suit feels and behaves just as if it were his own body, even though his real body remains inactive and senseless. The suit and pilot exist in a complete symbiosis that cannot easily be broken - once accustomed to the suit's functions and senses it is very hard for a pilot to readapt to normal life. Trying to do so often causes severe mental damage, represented by a reduction of D4-1 points from one randomly determined *personal characteristic* every time the suit is removed.

PROFILES FOR DREADNOUGHT SUITS

Because of the unique nature of these suits, they have their own profile - the only change is that *wounds* are replaced by *damage points* as we are dealing with a machine rather than a creature. Profiles vary a great deal, as there are many different types of suit, and even examples of the same type may differ in many respects. One of the reasons for this is that systems are extremely complex and never absolutely reliable. Suits often contain salvaged parts from other suits, improvised repairs or field modifications. The *Equipment* section gives a random generation system so you can design your own dreadnoughts. A typical dreadnought suit is **Imperial Battle Armour**.

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
6	6	6	6	6	6	6	3	As pilot			

Saving throw	3, 4, 5 or 6
Technical level	8
Weapons	4 points
Equipment	4 points

The number of weapons carried and the types of equipment are described in the same way as for vehicles. The suit described above can carry 4 basic weapons, 2 heavy weapons or 1 heavy and 2 basic.

COMBAT

• THE EFFECT OF DAMAGE ON DREADNOUGHT SUITS

Once all of the suit's *damage points* are gone it is considered destroyed. The pilot is dead unless he can make his ejector seat saving roll, assuming he has one (see *Equipment* for details).

As with vehicles, a dreadnought suit may suffer special damage effects. In any turn that the suit suffers one or more *damage points* roll a D6. A score of 6 indicates that something has malfunctioned. Roll a D10 and consult the chart to determine what has gone wrong. As with vehicles, if the suit suffers more than 1 *damage point* during the turn add +1 to the D6 and D10 dice for each additional point.

Dice roll	Effects	
1-2	Right/Left arm	The power for 1 entire arm fails, losing any in-built weaponry and the ability to use that arm (determine which arm is affected randomly).
3-4	Loss of coordination	Subtract 1 from all to hit dice. From now on, the move rate is randomised, roll a D6 to determine the number of inches the model **must** be moved.
5-6	Power loss	Halve the model's *move* allowance. Subtract 1 for all to hit dice. Subtract D4 from the suit *initiative* as the suit slows down.
7	Mechanical Jam	Whatever action took place this turn, moving, firing, etc, must continue from now on. Weapons continue to fire in the same target, movement continues in the same direction at the same speed, etc.
8	Weapons Lost	1 (random) in-built weapon system is destroyed. The pilot becomes *confused* (see *Psychology* - no need to roll, the effect happens automatically).
9	Systems Failure	Everything stops! auto-systems lock and the suit grinds to an immediate halt.
10	Control Loss	The suit goes berserk, moving out of control, firing and moving in an amusing manner randomly determined by the GM.
11	Smell of Burning	The suit suffers a systems failure as for 9, the inside fills with smoke, whilst sparks fly and flames gush from the casing. Roll a D6 at the beginning of each turn from now on. On the roll of a 6 the suit explodes as described below.
12+	BANG!	The suit explodes killing the pilot unless he can make his basic saving throw or use his ejector seat if he has one. Saved models can be placed anywhere next to the wrecked suit.

> Contact with alien races always renews ones faith in humanity. It is my belief that foreign travel narrows the mind wonderfully.
>
> Attributed to Helem Bocsh
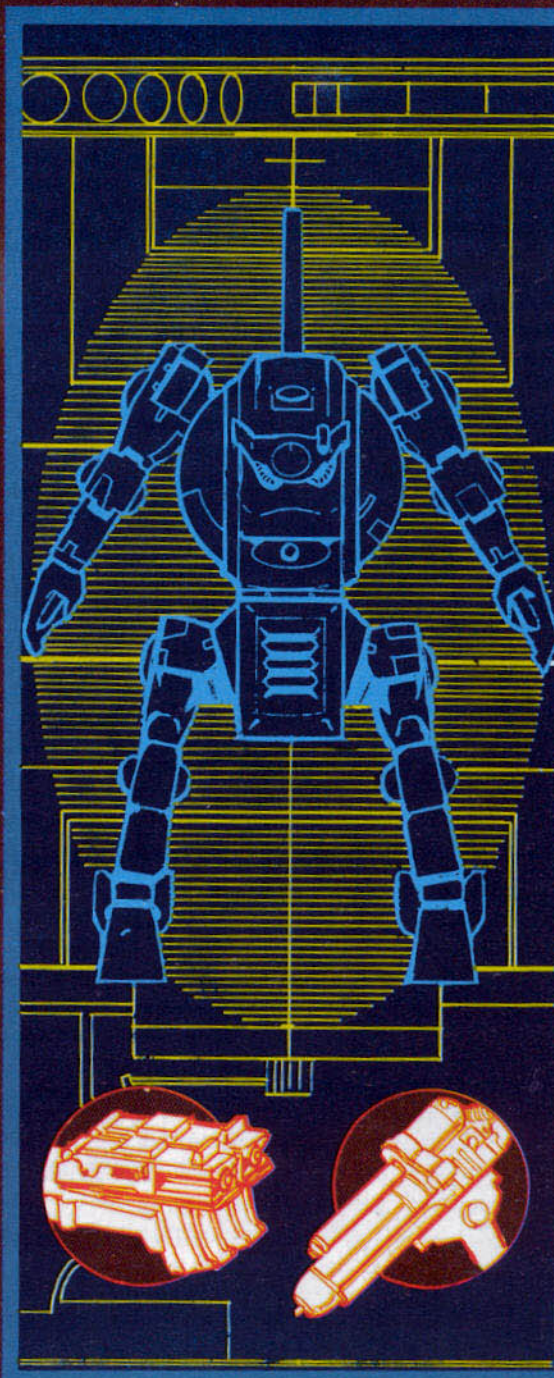
● ROBOTS

Robots are a part of everyday life in human and alien society. Vehicles and any comparable machines can be effectively turned into robots by the installation of appropriate auto-systems (auto-drive, auto-aim and auto-fac). These auto-systems provide the equivalent of a human operator, and are fully capable of discriminating, making decisions and taking appropriate action. So, for example, a las-cannon with auto-aim can be fired just as if it had a crewman.

● WARRIOR ROBOTS

The greater majority of robots are simple runarounds, workmen or toys, and have no place on the battlefield. Warrior robots, however, are different. They are machines created specifically for war as the soldiery by proxy for a living, biological race. In human space, the Emperor's Tech-priests are continually experimenting with and improving their dread warrior legions of robots - machines implanted with the will to slay and despoil.

● PROFILES

Robots have profiles like living creatures, except the *wounds* characteristic is replaced with *damage points* as this is more appropriate for machines. All robots have a saving thow of at least 6. Warrior robots will often carry a certain amount of integral equipment and/or weapons. Examples are given in the *Equipment* section, as well as rules for randomly creating robots of small, medium and large size. The following example is of an Imperial Battle Robot.

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	D	I	A	Ld	Int	Cl	WP
6	5	5	5	5	5	5	3	10	8	10	10

Saving throw   2, 3, 4, 5 or 6
Technical level   8
Weapons   Left arm: bolter and missile launcher
                      Right arm: bolter and ball-and-chain
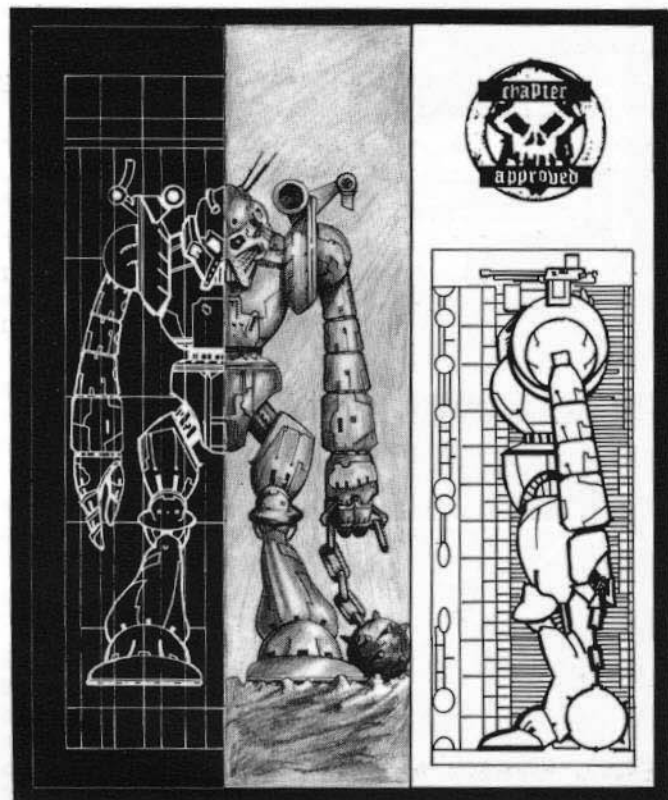
● SPECIAL RULES

1. Robots can fire all of their weapons during their turn, but may use no more than one weapon from any one arm or limb. So, in the case of the Imperial Battle Robot, two weapons may be used - two bolters for example, or a bolter and the missile launcher. The usual rules about moving and firing apply. Large robots mounting weapons in turrets are treated as vehicles in this respect, and may move and fire without penalty. A robot's *intelligence* is irrelevant to its use of in-built weapons and equipment.

2. In-built weaponry does not affect the robot's movement rate, even if such weapons are heavy weapons.

3. Robots never rout. Their *leadership* has been given a nominal value of 10, but rout tests are never taken.

4. All robots have communicators and auto-senses. They are immune to blinding weapons.

5. Robots and sentient creatures cannot be mixed in the same unit, although a creature is permitted to lead a unit of robots. Robots are not governed by the normal 2" unit coherance restriction, and a unit can be divided as the player wishes.

6. Although possessing a near perfect memory and computing ability, robots lack the intuitive insight which makes good warriors. They may be slow when speed is of the essence, they are often brash and clumsy when what is really needed is stealth and patience. The speed with which a robot can act and make decisions is governed by its *intelligence*, and with the limited capacity of the robot brain smaller robots tend to be more intelligent than large ones. This is simulated in the rules by **advanced orders**. A player controlling robots must write down the direction in which each robot is to move at the end of his previous turn. (This can be expressed as 1, 2 o'clock, etc relative to a direction nominated as 12 o'clock). Robots of *intelligence* 7 or less are even slower and their player must write down his intended move direction two turns in advance. Robots with *intelligence* of 5 or less are really slow and cumbersome, and their player is obliged to write down move orders three turns in advance. Once move direction has been written down it cannot be changed, although a player may instead elect not to move at all if he wishes. Robots always end their movement facing in the direction of movement (they may not then turn). Robots which are stationary must be turned to face the direction in which they were ordered to move. Only if ordered to remain stationary they can be turned in any direction. If large robots have turrets their direction of fire must be noted with movement, and their targetting arc is 90 centred on the nominated direction.

7. Robots may target against enemy troops in the same way as other firers, except that their fire-arcs are reduced with *intelligence*. As robots always end movement facing in the direction of ordered movement this is important. Robots with *I* of 7 or less have a 45 arc of fire (half normal) and those with *I* of 5 or less a 22½ arc (quarter normal). Turrets have a 90 arc centred on a nominated direction, or the direction of travel if no other is given. Within this arc they will always target at the nearest hostile model. If a friendly model lies within their fire arc, and is nearer than the hostile model, there is a chance of the robot accidentally targetting the wrong model. The firer rolls 2D6 against the robot's *intelligence* needing to score equal or less to target correctly. Incorrectly targetted shots are worked out as normal, but against the wrong target!

● SPECIAL DAMAGE ON ROBOTS

As with vehicles, a robot is destroyed once all of its *damage points* are gone. A robot may also suffer special damage in the same way as vehicles and dreadnought suits. If damage is taken during the turn roll a D6 - a score of 6 indicates that a malfunction of some kind has occurred. Roll a D10 and consult the chart to find out what has gone

wrong. If the robot receives more than 1 *damage point* during the turn do **not** roll for each one, but add +1 to the D6 and D10 dice for every additional *damage point* suffered.

Dice roll	Effects	
1-2	Right/Left arm	The power for 1 entire arm fails, losing any in-built weaponry and the ability to use that arm. Randomly determine which arm is affected.
3-4	Loss of co-ordination	Subtract 1 from all to hit dice. From now on, the move rate is randomised, roll a D6 to determine the number of inches the robot must be moved.
5-6	Power Loss	Halve the model's *move allowance*. Subtract 1 from all to hit dice. Subtract D4 from the *initiative* characteristic.
7	Mechanical Jam	Whatever action took place this turn, moving, firing, etc, continue from now on. Weapons continue to fire on the same target, movement continues in the same direction at the same speed.
8	Weapons Lost	1 (random) in-built weapon system is destroyed. The robot's circuits are scrambled as a result of the hit, and it becomes *confused* (see *Psychology* -no need to roll, the effect happens automatically).
9	Systems Failure	Everything stops! Auto-systems all lock and the robot grinds to an ineffectual halt.
10	Control Loss	The robot goes berserk, moving out of control, firing and moving in a random manner determined by the GM.
11	Smell of Burning	The robot suffers a systems failure as for 9. Roll a D6 at the end of each of your turns from now on. On the roll of a 6 the robot explodes as described below.
12+	BANG!	The robot is destroyed in a spectacular explosion. The blast causes an automatic strength 3 hit on any target within 1" of the robot.

• ROBOTIC MALFUNCTION

A robot might be 100% reliable, but it is more interesting if rules are introduced for malfunction. The GM may decide to use these rules or not - but should decide before the battle so that the players are aware of the capabilities of their troops.

Robots suffer continuous battering during their existence and are consequently prone to malfunction, especially under battlefield conditions where the stresses are that much greater. The GM should allot a chance of each robot suffering a malfunction every turn - this can be as low as 1 in 20 or as high as 1 in 4. 1 in 6 would seem a good average for an interesting game. Once it has been established that a malfunction occurs roll a D10 and consult the **special damage effects** chart as if normal damage had been caused. Malfunctions last only for that turn, they do not last for the rest of the game as do the effects of normal damage.

• MAKING TEMPLATES FOR ROBOT FIRE

If you are going to use robots a lot it is worth making a series of templates to regulate their fire. Templates should consist of triangular wedges of 22½°, 45° and 90° to allow for the different *intelligence* ratings. Ideally each template should be of sufficient length to allow you to fire the common weapons - 24" should be adequate. To allow for long range fire the template can always be extended using rulers.

• AERIAL MOVEMENT AND COMBAT

Some creatures are winged and can fly in suitable atmospheres. Some types of vehicles can also fly, whilst jet-packs provide individual aerial mobility.

• MOVEMENT IN THE AIR

Flyers are moved during the standard **movement** part of the turn. They may not move during the **reserve** part of the turn. It is assumed that aerial movement takes place continuously throughout the player's turn and that of the opposing side. However, for game purposes this is represented by a single move.

• MOVEMENT RATES

Aerial movement is limited by the **maximum flight speed** of the creature/equipment. This is given in inches on the appropriate profile.

Flyers are also limited by a **minimum flight speed**. Models attempting to fly below this rate will fall from the sky and crash.

As with vehicle movement, all aerial movement is controlled by the acc/dec and the turning radius ratio.

• ACC/DEC

The acc/dec rate of the creature or equipment is represented by a number. This is the number of inches by which the flyer can increase speed from turn to turn. A flyer can decrease speed at twice the acc/dec rate.
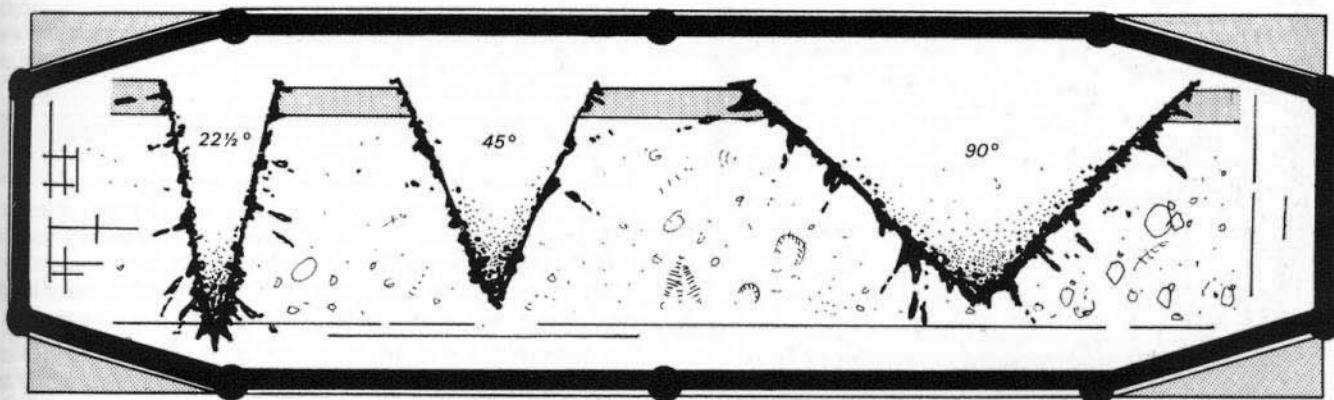
● TURNING

The turning radius ratio indicates how sharply a flyer can turn. All aerial turns are made using a turning radius in the same way as ground vehicle movement. The diagram below illustrates how this is done. A ruler is placed at a right-angle to the flyer, and a tape measure or ruler is then used to measure the distance moved.

Direction of Travel.

New Direction of Travel.

Distance Travelled = Speed.

Radius = Speed x Turn Radius Ratio.
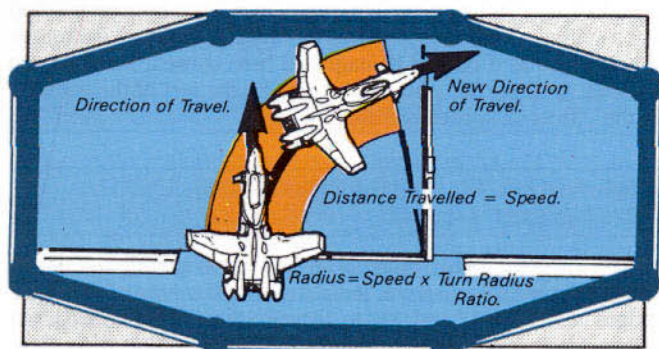
The radius always equals the flyer's speed **times** the turning radius ratio. For most flyers the ratio is 1 - so a flyer moving 8″ has a turning radius of 8″.

● HEIGHT LEVELS

The air is divided into levels. These are **attack level** - corresponding to the first few metres or so of vertical distance, **level +10** - corresponding to a maximum height of 20 metres, **level +20, +30, +40, etc** corresponding to successively greater vertical distances in 20 metre bands. In theory you can add as many bands as you wish (+50, +60, etc) but +40 is the greatest altitude normally required. Although as described the bands correspond to fixed heights, in fact they serve only as range modifers - adding +10″, +20″, etc to the range from the ground. Anyone with a rudimentary knowledge of geometry will immediately realise that this doesn't reflect the literal distances between the firer and flying target at various ranges. For example, a flyer at level +10 would be exactly 10″ away from a firer immediately underneath, but only 15″ (rounding up to nearest inch) away from a firer 10″ away - not 20″ as the rules would indicate. Think of this discrepancy as an additional penalty imposed due to the difficulty of targeting at distant flying targets - the further away the target the proportionately more difficult it is to hit.
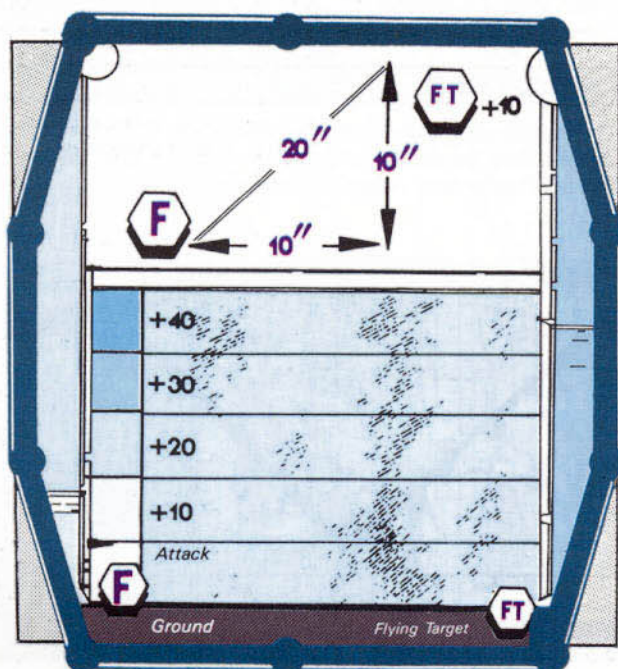
During their movement, flyers may choose to **climb**, **dive** or **fly level**. Flyers can move up one level for each 20″ of forward movement (or part thereof). Flyers can dive by one level for each 10″ of forward movement (or part thereof). Flyers attempting to dive at faster rates will crash. Flyers capable of hovering may move up or down by a single level per turn with no need to move horizontally.

● TAKE OFF

Models capable of flight can take-off instead of making a ground move. They may never move on the ground and in the air during the take-off turn. During the take off turn they will fly no faster than their acc/dec rate.

● LANDING

Flyers can land safely only if travelling within their normal deceleration rate (acc/dec x2). To land, a model must end its aerial movement at **attack level**, the player declares that the model is 'landed and on the ground'. Once landed the model is treated like any other for purposes of ground movement, and may make a **reserve move** that turn as appropriate. Vehicles never make a reserve move, they may move from the following turn and their ground speed is assumed to be the same as their final air speed modified by the acc/dec for ground movement as normal.

● FLYERS AS TARGETS

Flyers at **attack level** are always shot at as if they were normal ground targets - there is no modifer for the additional vertical distance which is no more than a few metres in any case.

Flyers at **level +10** can be shot at from the ground and count as being 10″ further away than the horizontal distance.

Flyers at **level +20** can be shot at from the ground and count as being 20″ further away than the horizontal distance.

Flyers at **level +30** can be shot at from the ground and count as being 30″ further away than the horizontal distance.

Flyers at **level +40** can be shot at from the ground and count as being 40″ further away than the horizontal distance.

● FLYERS AS SHOOTERS

Flying creatures can throw or fire weapons at the ground from any height. If at attack level, level +10 or level +20 they count the range as the horizontal distance between the shooter and target. If at level +30 they count the horizontal distance plus 10″. If at higher levels they count the horizontal distance plus an additional 10″ per level. If the modified distance outranges their weapon there is no chance of hitting.

● AERIAL SHOOTING

Flying shooters can fire at other aerial targets. When firing at aerial targets up to two levels lower, measure the horizontal range only (eg level +30 to level +10). When firing at higher levels add 10″ to the horizontal distance for each height level difference (eg level +10 to level +30 = +20″). When firing at lower levels more than two levels distant (eg level +40 to level +10) add 10″ for each level difference in excess of two (+40 to +10 = +10″). Targets and firers at attack level are considered as if they were normal ground targets (eg attack level to level +20 is 2 levels difference).

● COMBAT AGAINST GROUND TARGETS

Most flyers cannot hover over an enemy to strike a blow, but instead will simply sweep over their target, delivering a blow as they pass. To simulate this, a flying model is allowed to fight in combat against any enemy that it overflies during its turn. Ground models attacked by an overflying enemy may strike back just as in normal combat.

A flyer overflies all models touched by the model's base as it passes and may attack any target (or several if it has two or more attacks to distribute amongst different targets). The flyer must be at **attack level**.

Flying models, other than those capable of hovering, cannot sustain a combat for more than one turn. If flying models just happen to be positioned on top of enemies at the end of their movement, it is best to move the flyers to just behind - so that it is clear they may not fight in the following (other player's) turn.

Flyers with a minimum move of 0 may hover above their enemy, prolonging an engagement over several turns if they wish.

DEFENDING YOURSELF AGAINST AERIAL ATTACK

A unit attacked by aerial troops has the usual options, including **stand and fire** and **run away**. Often, a unit will be attacked from the air whilst already engaged against ground troops. When this happens, models may fight against either the flyers or their ground opponents.

PROCEDURE FOR GROUND/AIR COMBAT

The procedure for working out combat is the same as for normal combat with the following exceptions and special rules. Flyers may be fired at prior to close combat under the normal *stand and fire* rules.

Order of attack. Troops attacking from the air always strike first.

Throw to hit. Modifiers apply as normal except that flying troops receive no bonus for **charging** or **following up**.

Combat results. If aerial troops lose a combat the entire unit is pushed back one height level - this will automatically end the combat. Ground troops cannot follow up; even if they can fly themselves they have insufficient time in which to get airborne.

If ground troops lose a combat they must make an immediate **rout test** as normal. They are not actually pushed back physically, and remain in position unless routed. If routed, the unit will move away from their enemy, in a direction decided by the GM where this is not obvious. Aerial troops will pursue routers as normal if physically possible, often, however, this is not the case, and the flyers may simply continue their movement.

AERIAL COMBAT

Flyers at the same level and in base-to-base contact during combat will fight in the same way as normal ground troops. Flyers cannot 'overfly' other flyers and strike blows, they must be in base-to-base contact to fight.

Work out combat as normal. Take strikes in order of *initiative*, as you would during ground combat. The *charge* and *follow up* modifiers do not apply. Work out combat results as normal, including follow-ups and push-backs. Make any rout tests, and work out subsequent routs and pursuits in the same way as against ground opponents.

BREAKING OFF FROM COMBAT

During their movement, aerial troops can break off from a combat against ground or other aerial troops. They do not have to test for routing,

and they do not suffer 'blows as they turn'. Aerial troops are often obliged to break off a combat to comply with their minimum move distance.

DROPPING THINGS

If a flyer moves over a unit, suitable missiles may be dropped. This can be done from attack level, level +10 or level +20 but **not** if the flyers are in hand-to-hand combat.

Dropping an object takes place during shooting instead of normal weapons fire. A flyer cannot shoot a weapon and drop an object during the same turn. Dropped objects include, stones, bricks and other improvised items as well as grenades.

A unit of flying troops may land to collect suitable items to drop. This may mean going to some theoretical off-table position, landing, collecting and returning with a full load. A unit leaving the table to do this must wait for one full turn. At the beginning of each subsequent turn roll a D6. A score of 6 indicates that the unit returns with replenished supplies of rocks, bricks, etc. Place the unit at any point along their own table edge and move as normal. A unit may give up looking for missiles, and return to it's own player's table edge at the beginning of their next turn.

HITS FROM DROPPED ITEMS

Follow this procedure for each attacker.

1. Nominate a target point for each attacker.
2. Roll a D6.
3. Deduct 1 at level +20
          2 at level +10
          3 at attack level

The result is the distance in inches the object lands away from its target. A score of zero or less is a direct hit. Damage from rocks, bricks, etc causing hits is resolved by taking the *strength* of the creature dropping the missile, plus 1 for ever level above attack (eg 1 at +10, 2 at +20, etc). In the case of grenades the burst circle is placed with the centre over the point where the object strikes the ground, it does **not** deviate from that point. A normal 'to hit' roll is then required for each target, followed by 'to wound' rolls as appropriate.

Dropped objects which do not land directly on target land in a random position at the distance from their target indicated by the initial dice throw. If a dropped object strikes a target accidentally work out damage as before.

Missiles dropped from higher altitudes (+30 upwards) are unlikely to hit their target. Proceed as before but instead of a D6 roll a D20 and deduct 1 - this indicates the distance in inches from the target.

CRASHING

A flying vehicle crashing to the ground, or any aerial debris, causes D4 wounds/damage to itself and anything it lands on for each height band of original altitude. The chart below summarises the damage caused from various heights.

Attack D4

+10	2D4	+20	3D4	+30	4D4	+40	5D4
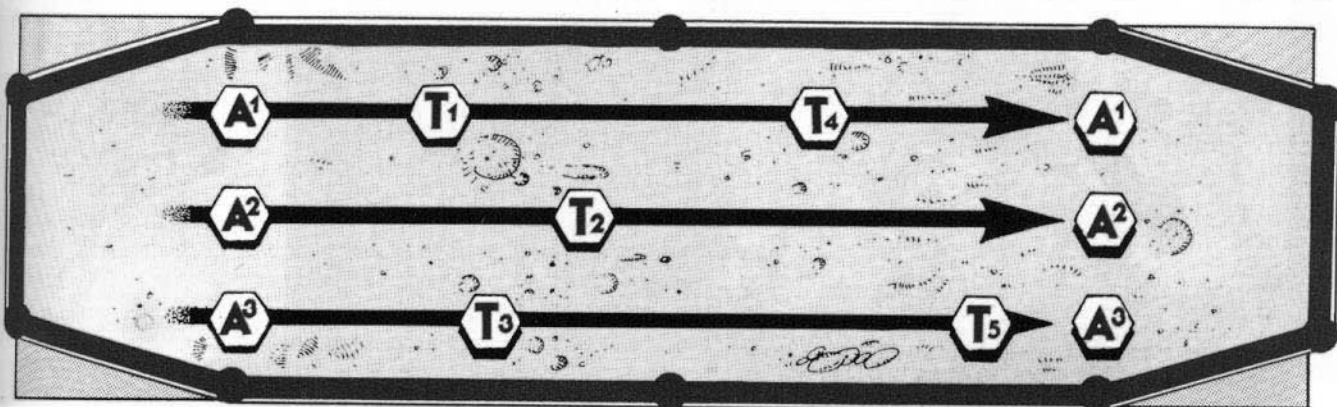
To determine where a plummeting object falls, move it D12″ in a random direction. If it should land on another vehicle, model, building, etc, modify the *damage/wounds* caused on the ground target (but not the falling object). The *damage/wounds* equals D4 per height band **plus** the falling object's *toughness* **minus** the target's *toughness*. A falling human would be unlikely to harm a tank, - whereas a falling tank would make a rather unpleasant mess of any human it might land on.

● BUILDINGS AND FLYING TROOPS

This chart shows the relationship between altitude levels for flying creatures or vehicles, and height levels for buildings. Obviously, buildings can vary a great deal, and sometimes it may be necessary for the GM to specify the altitude level of a structure.

Height Level	Building Level
Ground	First storey windows
Attack	The roof of the first storey.
+10	From the windows of the second storey to the roof of the 5th storey.
+20	From the windows of the 6th storey to the roof of the 10th storey.
+30	From the windows of the 11th storey to the roof of the 15th storey.
+40	From the windows of the 16th storey to the roof of the 20th storey.

A flyer can take off from an elevated platform and is then at the equivalent height level.

● PERSONALITIES

As described in the rules so far, troops fight in units, and are not free to move about or make decisions independently of others in their unit. Personality models are different: they represent individual characters. Personality models move, fight and shoot independently of units, and are often more powerful than ordinary troopers of their race. A personality model may be thought of as representing the player himself, or at least a major part of the player's persona. Each side may have several personality models, but, to some extent, each one is a part of the controlling player. A side may win a battle - but if a player's best personality is killed it is a hollow victory indeed.

● PERSONALITIES AS UNIT LEADERS

A unit's leader may be a personality model, representing a tough, battle-hardened sergeant or a brave, young commander. Such a leader is still a member of his unit, and may not leave it. Apart from having superior fighting abilities he is treated like any other leader model.

● PERSONALITIES TAKING OVER UNITS

A personality model may assume command over any friendly unit, so long as his own *leadership* is not less than that of the unit's current leader. To assume command the personality model must be moved so that it is in base-to-base contact with the leader for 1 turn. If a unit has no living leader any personality model may assume command automatically. Once a personality model has taken over the command of a unit he remains with it as its leader. He is considered to be part of the unit for all purposes, including routs and psychology.

Often a personality model and a unit will be subject to different psychological effects - especially if they are of different races. In such a case the whole unit, including the personality model, becomes subject to the combined effects. It is assumed that a leader will become carried away and entangled in the reactions of his troops, whilst he will take every opportunity to avoid or indulge his own psychological traits. In all cases the psychology tests are made on the leader's *cool* characteristic.

While adversely affected by a psychology test, a personality model may not relinquish command of a unit. Otherwise, a personality model may choose to relinquish command at the beginning of any turn.

● STANDARD PERSONALITIES

A personality model can be created in a number of ways using the basic creature profile for its race. From the GM's point of view, the easiest way of doing this is to select one of the standard personality types given below: the champion, the minor hero and the major hero. Each one of these has standard characteristics for its race, plus the modifiers indicated. No modifier may take any characteristic above 10, apart from *attacks* and *wounds*.

	Fighting Characteristics							Personal Characteristics			
	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Champion		+1	+1	+1	+1							
Minor hero		+2	+2	+1	+1	+1	+2	+1	+1	+1	+1	+1
Major hero		+3	+3	+1	+1	+2	+3	+2	+2	+2	+2	+2

These standard personality types are only a rough and ready classification of variations in characteristics typical of a personality model. However, it is a convenient system, especially where the GM has only a little time in which to set up a battle.

● MAXIMUM CHARACTERISTIC SCORES

No characteristic, apart from *wounds* and *attacks*, can ever be increased to more than 10. No creature can ever have a **fighting characteristic** score greater than that indicated for a major hero of its race. A creature can have any or all of its **personal characteristics**

increased to the maximum of 10, but must have psychic powers if they are to be increased beyond the levels indicated for a major hero of that race.

The chart below summarises the maximum possible scores attainable by a human and a human with psychic powers.

	Fighting Characteristics								Personal Characteristics			
	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Standard Human	4	3	3	3	3	1	3	1	7	7	7	7
Maximum Human	4	6	6	4	4	3	6	3	9	9	9	9
Maximum Psychic	4	6	6	4	4	3	6	3	10	10	10	10

● VARIABLE HEROES

This is an alternative system that allows players to create their own heroes. It takes quite a long time to prepare a personality model in this way, but it is more interesting and will create a unique hero.

The GM decides before the game how many heroes each side is to have. He also decides how many **points of advance** each hero is to have. For example - each side might be allowed two heroes with 10 points each and 1 with 15. Each point of advance can be used to increase any of the permitted characteristics by 1 point, up to the normal maximum amount. Points of advance cannot be used to increase a model's characteristics to more than its theoretical maximum.

This chart illustrates how the different standard personality types correspond to a random number of points of advance. This is for reference only - obviously there is no reason why you cannot create characters with in-between values.

Type	Points	Random Points
Champion	4	D6
Minor Hero	14	4D6
Major Hero	23	7D6

An alternative system is to give each player a fixed number of points of advance, and allow him to create as many personality models as he likes, or as many as the GM permits. Normal maximum levels apply, but the player is free to create either one extremely good personality, two fairly good ones, three average characters, or whatever. It is a good idea for the GM to stipulate the maximum number of personalities allowed - otherwise the player may feel tempted to create a mass of weak, but rather annoying, personalities. We would suggest 10%, or 1 in 10, of normal forces should be the maximum number of personalities for a large game.

Instead of the GM deciding the numbers of points available, this can be randomly determined by dice if he prefers. Each side can be given 2D6, 3D6, or whatever number of points as the GM sees fit. We would suggest 1D6 points for every 20 models on that side - but this can be varied by the GM at his discretion.

● RANDOM HEROES

Rather than allowing players to distribute the points of advance amongst their heroes' characteristics, it is possible to randomly allot each point. This is a better system for creating personalities controlled by the GM, and can be used by the GM to create characters for the players before the game.

Roll a D20 for each point of advance and allot it to the characteristic indicated. Once a characteristic has reached its maximum value re-roll any duplicates.

Fighting Characteristics									Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
	1-3	4-6	7	8	9-10	11-13	14-15	16-17	18	19	20

● GENERATING CHARACTERS FOR CAMPAIGNS

Although **Warhammer 40,000** is primarily concerned with mass combat, battle and large scale carnage, provision is made for generating single characters which represent the players as idealistic, young, inexperienced adventurers. This is a useful way of creating characters for small-scale skirmishes, or adventures in which all of the players are on the same side - fighting opponents controlled by the GM.

Each player starts off by controlling a single model which represents the character he has chosen. He may also control ordinary troops under his command, followers, employees, etc, but only the personality model is really important. To begin with the character profile is generated from the basic creature profile, with D6-2 points of advance distributed randomly. Players rolling a 1 or 2 receive only a basic profile.

● IMPROVING A CHARACTER'S PROFILE IN A CAMPAIGN

In a campaign a player's own personality, his **player character**, may increase one of his characteristics after each game. At the end of each game the character receives 1 point of advance which is placed by the player. No characteristic may be increased beyond the maximum permitted level, which is that of a *major hero* of that race. A character who is wounded during the game, or who the GM judges to be unworthy of the advance, does not receive it.

This is a simple way of allowing heroes to gain power and importance. It should not be compared to the far more complex and involved methods utilised in role-playing games such as **Warhammer Fantasy Role Play**. However, GMs are at liberty to develop the system further as suits their needs.

● PSYCHIC POWERS

For most races, personality characters have been given a percentage chance of having psychic powers. Details of generating these abilities are discussed in the **Psionics** section on pages 48 and following.

● PSIONICS

The use of psychic powers is encompassed by the term **psionics**. Individual creatures capable of employing such powers are described as **psychic** or as **psykers**. There are, of course, countless other names applied to these creatures (some rather derisory). Within human society they might be called witches, warlocks, telepaths or any one of countless other names.

● PSYCHIC MASTERY

Some psykers are more powerful than others, this is reflected in their **psychic mastery** or mastery for short. There are four grades, each corresponding to a progressively more powerful individual. So, for, example, a first mastery psyker is the least powerful, whilst a fourth mastery psyker is the most powerful.

It would be possible to imagine psykers of even greater powers than those encompassed by the fourth grade of mastery - the Emperor of the Imperium is an individual of that rank, and many psykers believe the voids of warp-space to be populated by comparable entities. However, for our purposes the four grades will suffice.

● PSIONIC LEVEL

As psychic powers are used the psyker will tire. If he continues to use his powers he will literally run out of energy and will have to rest before he can use his abilities again. This psychic energy is measured for game purposes in **psychic points**, or just psi-points. The maximum number of psi-points a character may hold at one time is called his **psionic level**, or psi-level.

This chart summarises the typical amount of energy available to an average psyker of each of the mastery grades. The random column shows how you can generate a random psi-level for a psyker of a given mastery.

Mastery	Psi-level	Random Psi-level
Mastery 1	10	3D6
Mastery 2	20	6D6
Mastery 3	30	9D6
Mastery 4	40	12D6

As a psyker uses his abilities, psi-points are deducted from his total until he has none left.

● PSYKER ABILITIES

There are 40 distinct psychic powers or abilities described in this section. Not all psychics can use all of the powers described, very few psychics have move than 10 distinct abilities. The number of abilities is limited by the creature's *intelligence* characteristic, the normal maximum being 10.

A psyker can only employ abilities of a level equal to or less than his own mastery. So for example, a character with a mastery of 2 may employ only level 1 and level 2 psychic abilities.

● GENERATING PSYCHIC ABILITIES

The number of abilities can be taken from the chart below. This gives typical values and a randomly generated number to be used if you prefer.

Mastery	Typical number	Random number
Mastery 1	3	1D6
Mastery 2	6	2D6 (max 10)
Mastery 3	9	3D6 (max 10)
Mastery 4	10	4D6 (max 10)

There are several ways of determining abilities for a psychic creature. When he works out the scenario, the GM can decide for himself what abilities psykers should have. Alternatively, the player can be allowed to select his own abilities, up to the number indicated. The third way is to generate the abilities randomly.

To determine which abilties are possessed by a psyker roll on the random charts, noting down the abilities on a piece of scrap paper. If an ability is rolled twice the result may be ignored. No creature may have more abilities than its *intelligence* characteristic. If the *intelligence* characteristic is lowered, for some reason, then random abilities will be lost to bring the total in line.

● RANDOM ABILITY CHARTS

Random psychic abilities can be generated from each level using a D10. Random levels can be determined using a D4. Random determination between three or two levels can be made using any appropriate dice (such as a D6).

	Level 1		Level 3
1	Aura of Resistance	1	Aura of Recalcitrance
2	Cure Injury	2	Animate Weapon
3	Hammerhand	3	Cause Confusion
4	Immunity from Poison	4	Cause Fear
5	Mental Blow	5	Destroy Aura
6	Steal Mind	6	Mental Blitz
7	Telekinesis I	7	Rout
8	Telepathy I	8	Telekinesis 3
9	Teleport I	9	Telepathy 3
10	Wind Blast	10	Transfer Aura

	Level 2		Level 4
1	Aura of Protection	1	Aura of Invulnerability
2	Ectoplasmic Mist	2	Change Allegiance
3	Jinx	3	Cure Wounds
4	Mental Bolt	4	Limbo
5	Rally	5	Mental Blast
6	Sense Presence	6	Stasis
7	Smash	7	Strength of Mind
8	Telekinesis 2	8	Telekinesis 4
9	Telepathy 2	9	Telepathy 4
10	Teleport 2	10	Temporal Distort

● INNATE PSYCHIC ABILITIES

All psykers are sensitive to psychic vibrations and auras, and have certain abilities because of this. These are additional to the normal 'level' abilities, and do not count towards the individual's maximum number of psychic abilities. A psyker can employ one of these abilities during his turn, he may not use another ability at the same time. Innate abilities work automatically and do not require the expenditure of psi-points - there is no need to test for success.

For a thousand days the great barge of the Adeptus Astronomica sailed toward Earth. In the thirteen holds, each as cavernous as a temple nave, our human cargo sent up a great wailing and moaning. There were over two thousand souls bound for service, men, woman and children; young and old: the sick and the sound. Only the children did not know. But I am a psyker like them and I know their pain. I felt the chains as if they were upon my own limbs. I knew their fate; they had been tested and found wanting, they were too vulnerable, too dangerous to live. I am a guardian of the Adeptus Astromonica. Souls such as these I carry to the Emperor's table.

Psychic **Sense**. If a psyker touches an object which has psychic powers, or which has been affected by psychic powers, this will be apparent. The psyker will not be aware of the function or purpose of the power, only that it is present. A psyker will be able to sense that another creature is psychic by touching, such as by shaking hands.

Psychic **Awareness**. A psyker who remains totally inactive for an entire turn, neither moving, fighting or using other psychic powers, will be aware of the presence and rough direction of any other psykers within 48".

● ABILITIES

Each ability includes the following information.

Level   Abilities are divided into 4 levels of complexity equivalent to the 4 grades of mastery. Level 1 abilities are easiest and require least expenditure of psi-points, level 4 abilities are the hardest and require the greatest expenditure of psi-points.

Psi-points   When a psyker attempts to employ his powers he uses energy in the form of psi-points, the amount used varies from ability to ability. The psi-points are deducted from the psyker's remaining psi-points total.

Description   Each ability is different in its effects, range, etc.

● USING AN ABILITY

A psyker may attempt to employ any of his abilities during the psionics part of his turn. If the psyker has 12 or more psi-points remaining he can use his powers without testing for success - they will always work. If the psyker has less than 12 points remaining then he must test to see if his powers work or not.

Test for success by rolling 2D6. If the result is equal to or less than the psyker's remaining psi-points the ability can be used. A score of more than the psyker's remaining psi-points indicates that the ability has failed.

After attempting to use psychic powers, and whether the psyker succeeds or fails, deduct the psi-points required for the ability from the remaining total.

● THE PSYCHIC SAVE

Any individual suffering from psychic attack may attempt to make a saving throw. The player rolls 2D6 for each model affected. If the score is equal to or less than the model's *will power* the ability has no effect. If the score is more than the *will power* the save has failed and the ability has full effect.

● AUGMENTED SAVES

A psyker under psychic attack may use psi-points to augment his own psychic saving throw. Before making his saving throw the player must declare how many psi-points he is going to use to augment his save. Each psi-point used adds one to the psyker's *will power* for the purposes of that save. After the save has been resolved the *will power* returns to normal, and the psi-points used to augment it are deducted.

● ENHANCED ATTACK

A psyker making a psychic attack may use psi-points to lower his target's *will power*. The psyker declares how many psi-points he is using, and the target's *will power* is temporarily reduced by one for each psi-point. Once the save has been determined the target's *will power* reverts to normal.

Where an enhanced attack and an augmented save are to be made at the same time it is best to have each player secretly write down the number of psi-points used in each case.

A character's *will power* temporarily lowered or increased during psionic attack is altered *only* for the purposes of the psychic save.

● RESTING AND REGAINING PSI-POINTS

A psyker who rests from the beginning of his turn until the beginning of his next turn regains 1 psi-point. Resting psykers must be totally inactive, they cannot move, fight or even speak.

● INTELLIGENCE AND ABILITIES

Psykers are limited in the number of abilities they can have by their *intelligence*. No psyker may have more than he has *intelligence*. Innate abilities do not count towards the total.

● PSYCHIC ENGINEERING

A psyker draws power from within himself. Psychic power is inherent in many living organisms and can be channelled or retained within specially constructed objects. Weapons designed to channel or enhance psychic powers are usually called **force weapons** after the force - a common term for psychic energy and its use. A typical weapon of this kind is the **force sword**.
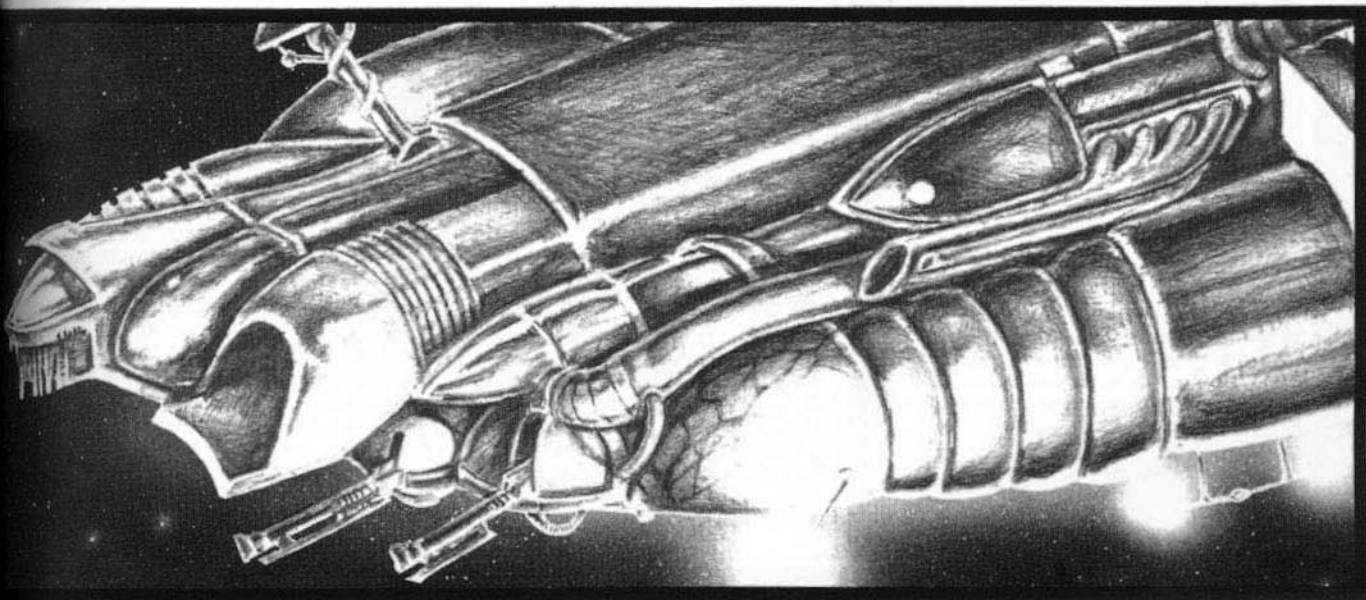
• LEVEL 1 ABILITIES

Aura of Resistance

Level	1	Psi-points	2

Description Auras are powerful emanations that protect the psyker from harm. The aura provides a physical barrier - a sort of force-field - that gives the psyker a basic saving throw of a 6 on a D6. This can be combined with existing armour as a +1 save. Auras may be destroyed by some psychically attuned weapons, and so are not a guarantee of invulnerablity. A character may only bear one aura at a time, and can remove his own aura whenever he wishes. Bearing an aura does not prevent a psyker from using other abilities.

Cure Injury

Level	1	Psi-points	3

Description This ability can be used by the psyker to heal either himself or one character by touch. 1 *wound* is instantly restored on the character. This ability will **not** work on a character who is suffering from more than 1 wound - it will not even heal a single wound.

A psyker who attempts to use this ability and fails will **cause** 1 *wound* rather than heal: there is no psychic or other saving throw. This ability will not work on a creature that is already slain.

Hammerhand - combat attack 1

Level	1	Psi-points	2

Description This ability allows the psyker to channel raw psychic energy through his body - turning him into a powerful fighter. He may fight in hand-to-hand combat with **twice** as many attacks as normal, and blows struck will be at +2 *strength*. The ability takes effect immediately and lasts until the psyker is wounded, when it is destroyed.

Immunity from Poison

Level	1	Psi-points	2

Description This ability gives the psyker the power to transmute poisons and other harmful chemicals into harmless ones. This power may be given to the psyker himself or any other single creature within 3". It takes effect immediately and gives the bearer complete immunity from poisons, animal venoms, choke, hallucinogen, scare, stumm, toxin and virus grenades, web toxins, needler chemicals, frenzon and stimulant for the remainder of the day.

Mental Blow - mental attack 1

Level	1	Psi-points	1

Description This ability enables the character to directly attack the mind of his target with a bolt of mental energy - a sort of psychic punch! Target restrictions apply in the same way as for normal missile fire. A mental blow has a maximum range of 24". There is no need to roll to hit, the blow automatically hits its target, causing a hit with a *strength* of 3. A damaging strike causes D3 *wounds*. A psychic save can be attempted, but no armour saving throws are allowed.

Steal Mind

Level	1	Psi-points	4

Description This abilty enables a psyker to reach into the mind of an enemy and to temporarily disconnect all higher functions. The victims appears to be a slavering idiot, remaining aware of what is happening, although unable to do anything about it. The target must be within 12". The victim can do little other than sit on the ground, gibber, dribble and eat grass. The effect is only temporary, lasting for D6 of the affected model's turns. The dice can be rolled by the GM in secret, and the result not revealed until the effect wears off.

A mindless creature cannot defend itself and has a defensive WS of 1. It will move randomly at half-pace.

Telekinesis - telekinesis 1

Level	1	Psi-points	1

Description Telekinesis is the power to move objects by pure will. A psyker with this ability may move any one unsecured object within 12", weighing a kilo or less, up to a distance of 6". Alternatively, the object may be made to hover, or suspend itself mid-air. Most hand-held equipment, including grenades, weigh less than a kilo, and lever pulling and button pressing can be achieved by means of this ability.

Telepathy - telepathy 1

Level	1	Psi-points	1

Description This ability enables the psyker to establish momentary one-way contact between himself and another individual within 24". A brief message may be given - the equivalent of about 10 words.

Teleport - teleport 1

Level	1	Psi-points	3

Description A psyker with this ability can use it to teleport a distance of up to 24". This happens immediately, the model disappearing and rematerialising all within the psionic portion of the turn. Characters cannot teleport through walls, solid objects, etc.

Wind Blast

Level	1	Psi-points	2

Description The psyker generates a sudden and powerful disturbance of the atmosphere by releasing a burst of psychic energy. The wind blast is treated like an area weapon with a radius of 2" - but does not deviate. Maximum range is 24".

Troops hit will be knocked to the ground and may not move or fire. The effect lasts for as long as the psyker wants, so long as the character does not use other abilities, move or is engaged in hand-to-hand combat. Troops behind hedges, walls, in buildings or cover of any kind are not affected. If the blast is directed into units which are engaged in hand-to-hand combat both sides will be affected: the total number of combat hits caused by each side during the next round of combat will be halved (rounding down).

• LEVEL 2 ABILITIES

Aura of Protection (+2 aura)

Level	2	Psi-points	

Description This is an improved version of the *aura of resistance* (level 1). The aura of protection operates identically except that the psyker receives a basic saving throw of 5 or 6 on a D6. This can be combined with existing armour as a +2 save.

Ectoplasmic Mist

Level	2	Psi-points	

Description The psyker draws energy from himself and fuses it into a grey, cold and cloudy fog called an ectoplasmic mist. It is placed by the player as a 6" diameter circle anywhere on the gaming table. Troops caught in the mist, cannot see out of it or through it, and troops outside cannot see into it or past it. Troops inside move at half-rate. The mist will last for 2D6 turns, and disperse at the end of the last turn. The GM should keep a record of how long the mist will last, this can be determined secretly if desired.

Jinx

Level	2	Psi-points	

Description This is a very general ability, allowing the character to interfere with mechanical, electric, hydraulic or similar mechanisms. It can be used to fudge a door so that it won't open, a weapon so that it cannot be fired, or a vehicle so that it goes out of control. Conversely, it can be used to open a locked door or repair a broken system. Once used, the target remains 'fudged' unless a psyker uses the same ability to reverse the process. The ability can only be used on one item at a time, and has a range of 24".

Mental Bolt - mental attack 2

Level	2	Psi-points	

Description This is a powerful version of the *mental blow*. A mental bolt enables the character to attack the mind of his target with a bolt of mental energy. Target restrictions apply in the same way as for normal missile fire. The maximum range of a mental bolt is 24". There is no need to roll to hit, the bolt automatically hits its target, causing a hit with a *strength* of 4. A damaging strike causes D6 *wounds*. A psychic save can be attempted, but no armour saving throws are allowed.

Rally

Level	2	Psi-points	

Description This ability enables the psyker to form a brief telepathic link with the minds of his colleagues, banishing fear and panic from the minds of routing troops. Only one unit may be affected. At the end of the turn, when the unit would otherwise test to rally, the unit is rallied automatically, without recourse to a dice throw. No psychic saving throw is made.

Sense Presence

| Level | 2 | Psi-points | 3 |

Description This ability enables the psyker to sense the presence and location of living creatures within 12" of himself. This ability can be used to locate a hidden target prior to shooting at it - in which case the character takes his 'psionic' part of the turn out of sequence (before he shoots).

Smash

| Level | 2 | Psi-points | 3 |

Description This ability utilises raw psychic energy to destroy material objects, such as a door or wall. It will not work on a living creature. The psyker must touch the surface to be affected. The ability causes a *strength* 10 hit on the target, causing D4 *wounds/damage* if successful.

Telekinesis - telekinesis 2

| Level | 2 | Psi-points | 3 |

Description Using this improved version of the telekinesis ability a psyker may move any one or more unsecured objects weighing less than 10 kilos in total up to a distance of 6". The ability has a range of 12". Alternatively, the object may be made to hover, or suspend itself mid-air. An assortment of loose objects can be employed as a missile attack causing a *strength* 3 hit, and D4 *wounds/damage* if successful.

Teleport - teleport 2

| Level | 2 | Psi-points | 6 |

Description This is a longer-ranged, more powerful version of the first level teleport ability. It allows a psyker to teleport a distance of up to a mile in any direction. This is achieved immediately, the model disappearing and rematerialising all within the psionic part of the turn. He is able to teleport through walls, solid objects, etc, so long as the thickness of interposing matter is no more than a metre.

LEVEL 3 ABILITIES

Animate Weapon

| Level 3 | Psi-points | 6 + 2 per turn to maintain |

Description This ability allows a psyker to pass on a little of his power into an inanimate object - such as a weapon. The weapon, or other single piece of equipment, can now act independently of either the psyker or other operator. Where appropriate the weapon can be considered as having a profile of M6, WS6, BS6, S4, T6, I6 and A1. The weapon can not only fire of its own accord but may move about, floating in the air if it has no obvious means of propulsion. The effect lasts until the beginning of the psionic part of the psyker's following turn. After the first turn the psyker must expend a further 2 psi-points to maintain the effect until the psionic part of his following turn. This does not prevent him from using other psychic powers at the same time.

Aura of Recalcitrance (+3 aura)

| Level | 3 | Psi-points | 3 |

Description This is a greatly improved version of the *aura of resistance*. It operates in the same way, except that it allows the psyker a basic saving throw of 4, 5 or 6 on a D6. this can be combined with existing armour as a +3 save.

Cause Confusion

| Level | 3 | Psi-points | 5 |

Description This ability opens up the target unit's mind to a barrage of confusing, conflicting and thought-destroying data. The unit becomes instantly *confused*, as if it has just failed a confusion test. A subsequent test is made during each succeeding turn until the unit makes a successful save.

Cause Fear

| Level | 3 | Psi-points | 5 |

Description The psyker induces *fear* into a unit of troops within 24". The unit becomes subject to fear against all potential hand-to-hand combat opponents, and must make the appropriate psychological test whenever they charge or are charged.

The unit receives an initial psychic saving throw to see whether the ability takes hold or not.

Destroy Aura

| Level | 3 | Psi-points | 4 |

Description This ability enables the psyker to make a direct attack against another character bearing an aura of levels 1 or 2. The maximum range is 24". The character does not receive a psychic saving throw, the aura is instantly dispelled. Note that this ability does not affect auras of a higher level.

Mental Blitz - mental attack 3

| Level | 3 | Psi-points | 6 |

Description This is a powerful version of the *mental bolt*. A mental blitz enables the character to directly attack the mind of a target using a bolt of mental energy. Target restrictions apply in the same way as for normal shooting. The maximum range of a mental blitz is 24". There is no need to roll to hit, the bolt automatically hits its target, causing a hit with a *strength* of 6. A damaging strike causes D6 *wounds*. A psychic save can be attempted, but no armour saving throws are allowed.

Rout

| Level | 3 | Psi-points | 6 |

Description This ability is the inverse of the *rally* ability. The psyker forms a brief telepathic link with the target unit, instilling a sense of unreasoning fear and panic. This ability is used against a whole unit. Maximum range is 24". The unit will rout automatically if it fails a psychic saving throw, as if it had just been routed during hand-to-hand combat. This does not affect any other units in any way, not even units in combat with the one being routed.

Transfer Aura

| Level | 3 | Psi-points | 5 |

Description Auras can only be created by and around the psyker himself. However, an existing aura can be transferred onto any other character within 2".

Telekinesis - telekinesis 3

| Level | 3 | Psi-points | 6 |

Description Using this much-improved version of the telekinesis ability, a psyker may move any one or more unsecured objects with a total weight approximately equivalent to that of a small vehicle. The ability has a range of 24" and the distance moved can be up to 12". If used against a moving small vehicle it must test to go out of control. Alternatively, the object may be made to hover, or suspend itself mid-air. An assortment of loose objects used as a missile attack causes a *strength* 5 hit, and D6 *wounds* if damage is scored.

Telepathy - telepathy 3

| Level | 3 | Psi-points | 6 |

Description This ability enables the psyker to establish two way contact between himself and another individual within 24". The individuals remain in contact for as long as both parties wish, but the link is severed if either suffers *wound* damage.

LEVEL 4 ABILITIES

Aura of Invulnerability (+4 aura)

| Level | 4 | Psi-points | 8 |

Description This is the most powerful version of the *aura of resistance*. It operates in the same way as the level 1 aura except that it gives the psyker a basic saving throw of a 3, 4, 5 or 6 on a D6. This can be combined with existing armour as a +4 save.

Change Allegiance

| Level | 4 | Psi-points | 8 |

Description This ability allows the psyker to tamper with the fundamental personality of the target unit or character, changing motivations and loyalties. The ability has a range of 24". The target has a normal psionic saving throw. If affected, the target changes sides for the rest of that day, and can now be controlled by the player as if it was one of his own units/characters.

Cure Wounds

| Level | 4 | Psi-points | 10 per wound |

Description This ability can be used by the psyker to heal either himself or one character by touch. 1 *wound* is instantly restored for each 10 psi-points used.

This ability will not work on a slain creature.

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Limbo

Level	4
Psi-points	8
Description	This ability enables the psyker to disassemble the physical part of himself, turning into a phantasm. As such he is absorbed into the psychic universe, unable to act upon or even realise what is happening in the 'real' universe. The psyker remains in this incorporeal state for D6 days, after which he may rematerialise anywhere within the universe. Alternatively, he may remain as a phantasm, adrift upon the psychic winds for as long as he chooses. The use of this ability has a weakening effect upon the psyker. Everytime it is used D6 points are lost from the psi-level total.

Mental Blast - mental attack 4

Level	4
Psi-points	10
Description	This is the most powerful of all the mental attacks enabling the character to directly attack the mind of his target with a bolt of mental energy - a sort of psychic punch. Target restrictions apply in the same way as for normal shooting. The maximum range of a mental blast is 24". There is no need to roll to hit, the blow automatically hits its target, causing a hit with a *strength* of 8. A damaging strike causes D6 *wounds*. A psychic save can be attempted, but no armour saving throws are allowed.

Stasis

Level	4
Psi-points	12
Description	This ability allows the psyker to alter the laws of time and space, temporarily creating a stasis comparable to that caused by a stasis grenade. The range is 24", and an area is affected with a radius of 2". Models failing their saving throw within the affected area will remain in stasis for a period of approximately 24 hours, and may not do anything at all during this time. Other models may not fire or move through the stasis during this time.

Strength of Mind

Level	4
Psi-points	6
Description	This ability channels psychic energy into the mind of the psyker, allowing him to increase one of his personal characteristics (*Ld, Int, Cl* and *WP*) by 1. This can take levels to above the theoretical maximum of 10. The effect lasts for the rest of the day, and will have worn off by the next morning. This ability cannot be used repeatedly, so long as one characteristic remains enhanced the ability will not work again.

Telekinesis - telekinesis 4

Level	4
Psi-points	9
Description	The most powerful form of the *telekinesis* ability. This allows the psyker to move any one or more unsecured objects with a total weight approximately equivalent to that of a large vehicle (two medium, or three small vehicles). The range of the ability is 24" and the distance moved can be up to 12". If used against moving vehicles they must test to go out of control. Alternatively, the object may be made to hover, or suspend itself mid-air. An assortment of loose objects used as a missile attack causes a *strength* 7 hit, and D10 *wounds* if damage is scored.

Telepathy - telepathy 4

Level	4
Psi-points	8
Description	This ability enables the psyker to establish two-way contact between himself and any or all individuals within 24". The individuals remain in contact for as long as all parties wish, but the link will be severed if any suffers *wound* damage.

Temporal Distort

Level	4
Psi-points	12
Description	The psyker can utilise his powers to create a disturbance in the fabric of space, causing repetitions and negations of the time stream. A skilful individual can manipulate this to his advantage.

Once this ability has been used, the psyker player can alter the game sequence in any one of the following ways. At the end of that turn all the models on that side may repeat any one part of the turn sequence - moving, shooting, hand-to-hand combat or psionics. If repeating hand-to-hand combat only models on the same side as the psyker strike blows. Alternatively, during the enemy's next turn, the psyker can cause all of the models on that side to miss a part of the sequence. If hand-to-hand combat is missed the enemy may not strike blows, but the psyker's own side still fights as normal.

● MUTANTS

Since the Twentieth Century mankind has suffered constant mutation as a result of exposure to various types of genetically damaging radioactive and chemical pollution. Nuclear wars ravaged many worlds during the *Dark Age of Technology* and the ensuing *Age of Strife*. As a result, the human gene-stock is far less stable than it was during the pre-atomic age and mutation is common. Families with no record of mutation might reasonably expect to run a 5% risk of mutated offspring. Amongst mutant parents the chances are over 90%. These same factors also affect aliens, although they may be more or less susceptible to mutation than humans.

The position of mutants within the Imperium varies from world to world. On the majority of primitive and medieval worlds they are slain as soon as they are born. On the majority of technically advanced worlds they are permitted to live, but rarely enjoy the boon of full citizenship. On many worlds they are segregated from the normal population, outlawed, or forbidden to live in certain areas. Generally speaking, they form a huge downtrodden portion of the population of the Imperium. Their dissatisfaction occasionally erupts as rebellion. Such revolts occasionally allow the mutants to take control of planets or even groups of planets for a short period. Usually, however, retaliation is swift and effective.

Mutation is widely regarded as a mark of deviance that should be supressed. However, some mutations are not apparent immediately, and in such cases a mutant may rise to a position of social or military prominence. When this happens individuals may be powerful enough to maintain their position despite a generally known or widely rumoured mutation.

● CREATING MUTANTS

You can create mutants by taking any basic creature and adding a number of the mutations described below. An average number of mutations can be determined by rolling a D3. Mutants occasionally act in cohesive groups - perhaps as space pirates, rebels or bandits. Long isolated planets may develop populations which are almost entirely mutant. A group of these creatures may take a while to generate in detail, but the result will provide an interesting and unusual game.

Roll a D100 for each mutation. Note the results as you go along. Many mutations involve some sort of *characteristic* modifications or special rules. These must be noted down by the player concerned.

RANDOM CHART

01	Acid excretion	51-52	Limb transference
02	Albino	53	Long legs
03	Arms elongate at will	54	Long neck
04	Atrophied limbs	55	Long nose
05	Beaked	56	Long spines
06-07	Bestial face	57	Mace tail
08	Beweaponed extremities	58	Massive intellect
09	Big ears	59	Metal body
10	Bird feet	60	Mindless
11	Black skin	61	Moronic
12	Breathes fire	62-63	Multiple arms
13	Brightly patterned skin	64	Multiplication
14	Bulging eyes	65	One eye
15	Burning body	66	Overgrown body part
16	Cloud of flies	67	Pin head
17-18	Cloven feet	68	Pointed head
19	Cowardice	69	Powerful
20	Crest	70	Prehensile tail
21	Crystalline body	71	Quadrupedal/bipedal
22	Emits cloud of poisonous gas	72	Rapid regeneration
23	Enormous involuntary noise	73	Razor sharp claws
24	Enormous leonine mane of hair	74	Rearranged face
25	Enormously fat	75	Regeneration
26	Extra joints	76	Rotting flesh
27	Evil eye	77	Scaly skin
28	Extremely thin	78	Scorpion tail
29	Eyestalks	79	Short legs
30	Feathered hide	80	Shrink
31	Featureless face	81	Silly voice
32	Furry	82	Silly walk
33	Great fangs	83	Skull face
34-35	Great horns	84	Snake tail
36	Growth	85	Spits acid
37	Headless	86	Subject to fits
38	Hideous appearance	87	Suckers
39	Hopper	88	Tail
40	Horrible stench	89	Tentacles
41	Huge head	90-91	Three eyes
42	Hunchback	92	Timeline slip
43	Hypnotic gaze	93	Transparent skin
44	Illusion of normality	94	Very agile
45	Invisibility	95	Very fast
46	Iron hard skin	96	Very strong
47	Irrational fear	97	Very warty skin
48	Irrational hatred	98	Vividly coloured skin
49	Levitation	99	Walking head
50	Limb loss	100	Wings

Acid excretion. The creature's skin exudes a repulsive and extremely potent acid. The creature itself is not affected by this vile substance, however, anyone or anything else will be horribly burned. If the creature can land a successful combat blow then the *strength* of the blow is increased by +4 and the damage caused is increased from 1 to D6 *wounds* (or by +D6 if more than 1 already). If faced with steel, or other solid barriers, the creature can melt through given time - typically taking 1 turn to penetrate 10cm of hardened steel or its equivalent.

Albino. The creature is a perfect albino with eerie white skin and glowing red eyes. Such creatures generally suffer from poor eyesight, especially in dim light. Albinos never have infra-vision, even if their race normally has this attribute, and cannot use infra-vision equipment. In addition their eyes are especially sensitive to light, and photochromatic eye protection is less effective than normal. Saving rolls are always counted as 1 'pip' less to allow for this, ie a normal save might be 5 or 6 and an albino saves on a 6.

Arms elongate at will. The creature has a complex system of ligaments and muscle instead of normal arm bones. This peculiar arrangement permits the individual to elongate the arms a distance of 1+D6" in order to make a single close combat attack. The victim may not fight back. Having made the attack, the arms immediately withdraw and the target is free to move, shoot, etc as normal.

Atrophied limbs. This mutation affects the limbs and/or head resulting in imperfectly formed and often useless body parts. Roll a D6 to see how many parts are deformed.

1-3	1	3-5	2	6	3	Roll a D6 to determine which parts are affected.

1	Head	The creature is a moronic pinhead (see *moronic.*)
2-4	Arm	One arm is useless
5-6	Leg	One leg is useless. A creature with 1 leg may move at half-rate. A creature with no legs is immobile.

Atrophication of limbs results in general loss of coordination and balance. For each limb lost reduce the creature's *initiative* by 1. Limb loss is also indicative of a broader deficiency. To represent this reduce the creature's *toughness* by 1 for every 2 limbs lost.

Beaked. The creature has a horny beak similar to that of a bird. In close combat the creature gains a single *bite* at normal strength. This does not count as an improvised attack.

Bestial face. This mutation changes the facial structure so that it resembles that of a beast. It is extremely common amongst mutated humans and has spawned the sub-race of *Beastmen*. Apart from leaving its victim in a state of sickening ugliness this mutation is neither harmful nor beneficial.

Beweaponed extremities. The creature's arms or normal manipulative limbs are formed into the shape of clubs, often with spikey nodules or exposed bone. Although useless for holding weapons, these do make excellent hand-weapons in their own right, so that the creature need never worry about counting as *improvised* in combat.

Big ears. This mutation affects the tissue of the ears, which become so swollen and prominant as to resemble those of an elephant. This is rather inconvenient to put it mildly, making it almost impossible to wear a helmet for instance! However, the creature's hearing becomes quite acute, so that the slightest sound can be detected easily. This allows the creature to function as if equipped with a *bio-scanner* sensitive to any animal source.

Birds feet. The creature suffers from a mutation that leaves the feet clawed and scaled like those of a bird. This confers no advantage or disadvantage but *is unattractive.*

Black skinned. This is an abnormal mutation affecting the skin structure. All light reaching the skin is completely absorbed, without reflecting even the tiniest amount. The creature is seen only as a black shape, with no actual detail or structure apart from a pitch-black outline. This does not affect the creature in any way, other than making it totally invisible in darkness.

Breathes fire. This terrible mutation permits the creature to breathe flame. Fire breath can be used in close combat or at a distance with a maximum range of 8". The *strength* of all attacks is the same as the mutant. Successful attacks cause 1 *wound.*

Brightly patterned skin. The creature has a brightly patterned skin, striped, spotted, parti-coloured, etc. Such mutations are odd looking, even occasionally attractive, but are only superficial. They have no associated advantages or disadvantages.

Bulging eyes. This mutant has huge, goggling, frog-like eyes. Aside from looking rather strange this mutation confers the advantage of infra-vision upon creatures that would not otherwise have it.

Burning body. The creature's body chemistry is distorted in a very strange and unnatural way, the skin burning constantly. A creature with a mutation of this kind is invulnerable to normal fire and takes only half damage from all heat based weapons (laser, plasma, melta-guns). Odd half-wounds can be resolved by rolling a D6, a score of 1-3 indicating no damage, a score of 4-6 is 1 *wound*. In close combat the creature's immense body heat causes discomfort and panic in opponents, who must deduct 2 from their 'to hit' dice. Any wounding hits inflicted by the mutant automatically cause +1 *wound* above normal.

Cloud of flies. This mutation is especially unpleasant, affecting the skin in such a way that the flesh becomes loose and putrescent. The creature is permanently surrounded by a great swirling mass of flies which live off its disgusting hide. The flies not only feed from the semi-liquid mess, but lay their eggs upon it and maggots can be seen wriggling beneath the skin. The flies do give one advantage, however; any hand-to-hand combat opponent will be so disoriented that he suffers a -1 'to hit' penalty as flies gather around his mouth, crawl around his eyes and fly up his nose.

Cloven feet. This is another common Beastman mutation. The creature has feet cloven like those of a goat. In addition legs are often hairy and sometimes the whole lower torso may be goat-like.

Cowardice. The creature is genetically chicken! It will never willingly enter close combat and if charged will run away if possible.

Crest. This mutant has a huge crest like that of a bird. Mutations of this kind mimic many of the popular hair-styles of the hive-worlds, and are not always looked upon with disfavour.

Crystalline body. The creature's body appears to be made from a form of living glass. It is tough but inflexible. The creature's *toughness* is increased by +1. At the same time its *wounds* are reduced to a maximum of 1. All saving rolls made by this creature are at a -1 modifier, i.e. a normal save of a 5 or 6 becomes a modified save of a 6.

Emits clouds of poisonous gas. The creature emits noxious gases from one or more of its bodily orifices. Each cloud is represented by a 2" radius burst marker. The creature can emit a single cloud during any turn on the D6 roll of a 5 or 6. Up to D6 such clouds can be released in a game. (The size and frequency of gas clouds can be varied at the GM's whim - if the creature is especially large for example). Clouds move D6" per turn in a random direction, or follow the course of any wind where appropriate. There are 6 different types of gas. Roll for each cloud as it is emitted.

1-2   Poisonous. Automatically kills by inhalation. All models suffering a hit are slain. Assume WS3 for this and all subsequent gas attacks.

3   Paralysis. Automatically paralyses by inhalation. All models suffering a hit are paralysed and can do nothing. A recovery can be made on the D6 roll of a 6 made at the beginning of the victim's turn.

4   Noxious. This causes sickness and dizziness. All models suffering a hit must subtract -1 from all dice rolls made for the rest of the game.

5   Oily black gas. This cannot be seen or targetted through by any troops - even those with infra-vision.

6   Hallucinogen. Roll for effects as you would for *hallucinogen gas*.

Enormous involuntary noise. This is a singularly embarrassing mutation that affects the digestive system. Periodically the creature produces an unexpected, involuntary and very loud noise. This happens on any turn on the D6 roll of a 6. If the creature is a member of a fighting unit its fellows will have grown accustomed to its peculiarities and are not affected by the odd belchings, burblings, rumblings, etc. Other creatures within 6" will be startled by the sudden noise and must subtract -1 from all dice rolls made that turn.

Enormous leonine mane of hair. The creature sports an enormous leonine mane like that of a lion. This may extend to the head generally, which may be lionish with a great deal of facial hair.

Enormously fat. This mutation affects the creature's metabolism so that it becomes enormously fat and bloated. This mutation affects Ogres to a certain extent, but in its more extreme form there are associated disadvantages. Individuals occupy twice as much space as normal (i.e. counts as 2 vehicle crew). Fatties attempting to go through a normal sized door, hatch, etc, will get stuck on the D6 roll of a 4,5 or 6 and can only free themselves on the subsequent roll of a 6.

Evil eye. This weird mutation enables the creature to make a single *gaze* attack instead of normal shooting. The gaze has a range of 4" - the creature must roll 'to hit' as normal. If hit by the evil eye, a character's karma will be severly disturbed, suffering a -1 dice modifier on all rolls made during the rest of the game.

Extra joints. This mutation endows the limbs of the creature with extra joints in its arms and/or legs. Despite making the individual appear rather odd, this confers no real advantage/disadvantage.

Extremely thin. The creature is unnaturally thin and emaciated, bones protrude through skin, ribs stick out like keys on a piano, eyes bulge comically. Such creatures have their *strength* reduced by 1 (to a minimum of 1) and find it impossible to buy clothes in chain stores.

Eyestalks. This mutation deprives the creature of normal eyes, replacing them with stalk eyes like those of a crab. Such creatures cannot use the normal range of infra-vision or photochromatic gear.

Feathered hide. This is a mutation which affects the creature's skin. The creature is covered with feathers, often of a garish pattern, and may have vestigial wing membranes between arm and body.

Featureless face. This rather sad mutation leaves the creature with no facial features at all. Such creatures are blind. They are forced to eat and breathe via an additional orifice, often situated upon some hidden or embarrassing part of the body.

Furry. The creature's body is covered in long, dense fur. If naturally furry, then a mutated creature is even more so, its features and even general shape are completely obscured.

Great fangs. The creature has huge fangs. These are so large that the creature can use them in close combat without having to count as *improvised weapons*.

Great horns. This mutation is fairly common amongst beastmen. Huge pointed horns grow menacingly from the creature's skull. This confers the same advantages as great fangs.

Growth. Unnatural growth affects the creature's body so that it becomes D3+1 times larger than normal. Characteristics are increased as follows.

Growth	M	WS	S	T	W	I
x2	x1½		+2	+1	x1½	-1
x3	x2	-1	+3	+2	x2	-3
x4	x2½	-2	+4	+3	x2½	-5

Headless. The creature has no visible head, all of its normal cranial organs and functions are accomodated within the torso.

Hideous appearance. This mutation leaves the creature in such a disgustingly sickening condition that it causes *fear* in all intelligent creatures (*Int* 5 or more).

Hopper. The creature has but a single huge foot, moving along by hopping. This does not affect movement other than making it impossible to scale ladders.

Horrible stench. The creature's metabolism is savagely distorted, producing a variety of fetid and unpleasant odours. Roll a D6 to establish the range of the stench in inches. All models within this range are subject to a disadvantageous -1 modifier on all dice rolls. members of the creature's own unit are immune, having beecome accustomed to the horrible smell.

Huge head. The creature has a vast, balloon-like head that wobbles ridiculously on top of its narrow deformed shoulders. *Intelligence* is increased by +1.

Hunchback. This mutant has a terrible, conspicuous and ugly hump right in the middle of its back. Although gross and a great inconvenience to its tailor, this mutation in no way affects the creature's fighting prowess.

Hypnotic gaze. This is a very special power which enables a creature to *transfix* an enemy model once per turn. Maximum range is 12". The victim must make a saving roll against its *will power*, needing to score equal to or less than WP on 2D6. If this is failed the model is transfixed and may do nothing until released by the mutant. Release is automatic once the mutant either moves to more than 12" away or attempts to transfix a further enemy.

Illusion of normality. This mutant has at least 1 other mutation, but appears perfectly normal. The appearance is kept up right until the creature is touched, when its true form will become apparent.

Invisibility. By some freak of cell structure this mutant appears invisible. The GM must carefully record the creature's position at all times. Only by using equipment, carrying things, etc will the creature give itself away.

Iron hard skin. The creature has hard, chitinous, often warty or scaly skin. This confers a basic D6 saving throw of 5 or 6, or adds 2 'pips' to the creature's normal saving throw.

Irrational fear. This mutant suffers from a severe mental disorder that renders it subject to *fear* against one of the following.

1 Any creature larger than itself
2 Any alien creature
3 Any creature of its own race
4 Creatures making loud noises or firing guns
5 Plants
6 Other mutants

Irrational hatred. The creature has a mental disorder similar to *irrational fear* but this time manifested as *hatred*. Use the chart for *irrational fear* to establish what the creature hates.

Levitation. The creature may levitate by up to 1m from the floor and also move horizontally at normal move rates.

Limb loss. The creature loses 1 or more limbs determined as follows.

1	Both arms	2	Both legs
3-4	One arm		

Limb transference. This is a common mutation. Creatures have their limbs swopped around. Not only limbs but also facial features can be affected. Determine how many parts are affected with a D6.

1-4	1 part	5	2 parts	6	D3+1 parts

Determine which parts are affected with a D10:

1-2	Head	5-7	Arm
3	Eyes	8-0	Leg
4	Mouth		

Determine the location the part is moved to as follows:

1	Head	6	Groin
2	Chest	7	Elbow
3	Back	8	Knee
4	Stomach	9	Hand
5	Hip	10	Foot

Long legs. The creature has enormously long legs. This is quite advantageous in some situations, allowing the creature to traverse *difficult* and *very difficult* ground with only half the normal penalty.

Long neck. The creature has a long giraffe-like neck.

Long nose. This mutation endows the creature with a large, bulbous, extremely long nose or snout.

Long spines. The creature's body is covered with long spines or spikes. Any close combat opponent will find it difficult to get near the creature and must subtract -1 from 'to hit' rolls.

Mace tail. The creature has a tail, often with a knobbly or spiked end rather like some dinosaurs. This can be used in close combat, giving an additional *attack* at the creature's basic *strength*.

Massive intellect. This mutation boosts the creature's *intelligence* to 10. This is irrespective of normal maximum levels. The mutant may well suffer from preceptible bulging of the cranial region.

Metal body. The creature's skin is formed from some sort of naturally deposited metal, making him very tough indeed! The creature has a +1 *toughness* on normal.

Mindless. This mutant is totally without a brain. It will obey the commands of anyone within 4" - usually the nearest but if two are equally close determine randomly. The creature is too thick to respond to psychological threats. Intelligence is 0.

Moronic. The creature is congenitally dense. The *intelligence* score remains as normal, but everytime the creature uses a piece of equipment it must test to see if the task is accomplished correctly. This applies no matter how simple the item - eg door handle, sword, button. The creature is completely unable under any circumstances to open cartons of milk or yoghurt.

Multiple arms. This creature is blessed with extra arms. These enable additional close combat weapons to be carried and hense give additional *attacks*. Only one weapon may be used during *shooting* however.

1-4	2 extra arms
5-6	4 extra arms

Multiplication. This bizarre mutation enables the creature to split into two or more entities for a limited time. This can be done only in moments of stress - if the creature is fired upon for example. At such times roll a D6, a score of 6 indicates that the creature has split into D6 additional parts, each identical to the original. All personal equipment, clothing and weapons are also duplicated. At the end of D6 turns the creatures reunite into a single entity at a point equidistant between all of the parts. As long as one part survives the mutant is restored to full health. This can happen only once during a battle.

One eye. This mutation gives the creature a single large eye like a cyclops. Eyesight is unimpaired, except that all *shooting becomes* more difficult and shots at over short range are subject to a further -1 'to hit' modifier.

Overgrown body part. Throw a D10 to determine the part affected.

Roll	Part	Growth D6	Bonus (if any)
1	Arm	1-2 x2	none
		3-4 x3	+1 *strength*
		5-6 x4	+2 *strength* -1 *initiative*
2	Arms	1-2 x2	+1 *strength*
		3-4 x3	+1 *strength* +1 *attack*
		5-6 x4	+2 *strength* +1 *attack* -1 *initiative*
3	Leg	1-2 x2	half *movement*
		3-4 x3	-1 *weapon skill* and half *movement*
		5-6 x4	-2 *weapon skill* and half *movement*
4	Legs	1-2 x2	*movement* increased by 50%
		3-4 x3	*movement* increased by 100%
		5-6 x4	*movement* increased by 150%
5	Head	1-2 x2	no effect
		3-4 x3	-2 *initiative*
		5-6 x4	-4 *initiative*
6	Hand	1-2 x2	no effect
		3-4 x3	no effect
		5-6 x4	+1 *strength* -2 *initiative*
7	Hands	1-2 x2	no effect
		3-4 x3	+1 *strength* -1 *initiative*
		5-6 x4	+1 *strength* -2 *initiative*
8	Foot	1-2 x2	-½" *movement* and -1 *initiative*
		3-4 x3	-1" *movement* and -2 *initiative*
		5-6 x4	-2" *movement* and -3 *initiative*
9	Feet	1-2 x2	-1 *initiative*
		3-4 x3	+1" *movement* and -2 *initiative*
		5-6 x4	+1½" *movement* and -3 *initiative*
10	Torso	1-2 x2	+1 *strength*
		3-4 x3	+1 *strength* +1 *toughness* -1" *movement*
		5-6 x4	+1 *strength* +1 *toughness* +1 *wound* and half *movement*

Pin head. The creature has a tiny head barely big enough to support its shrunken little face. *Intelligence* is reduced by -1.

Pointed head. The creature's head is pointed in such a way that makes it difficult to obtain a decent helmet. This affects *intelligence*, reducing the creature's normal score by -1.

Powerful legs. The creature has immense kangaroo legs and can leap a clear distance equivalent to its normal *movement allowance*, either vertically or horizontally. Normal movement (by hopping) is unaffected.

Prehensile tail. The creature has a mobile tail, easily able to wield an additional close combat weapon.

Quadrupedal/bipedal. If normally bipedal the creature becomes quadrupedal, losing the use of its arms. If normally quadrupedal the creature becomes bipedal, gaining the use of arms.

Rapid regeneration. This is a very useful mutation that affects the creature's metabolic functions and ability to heal itself. It can only
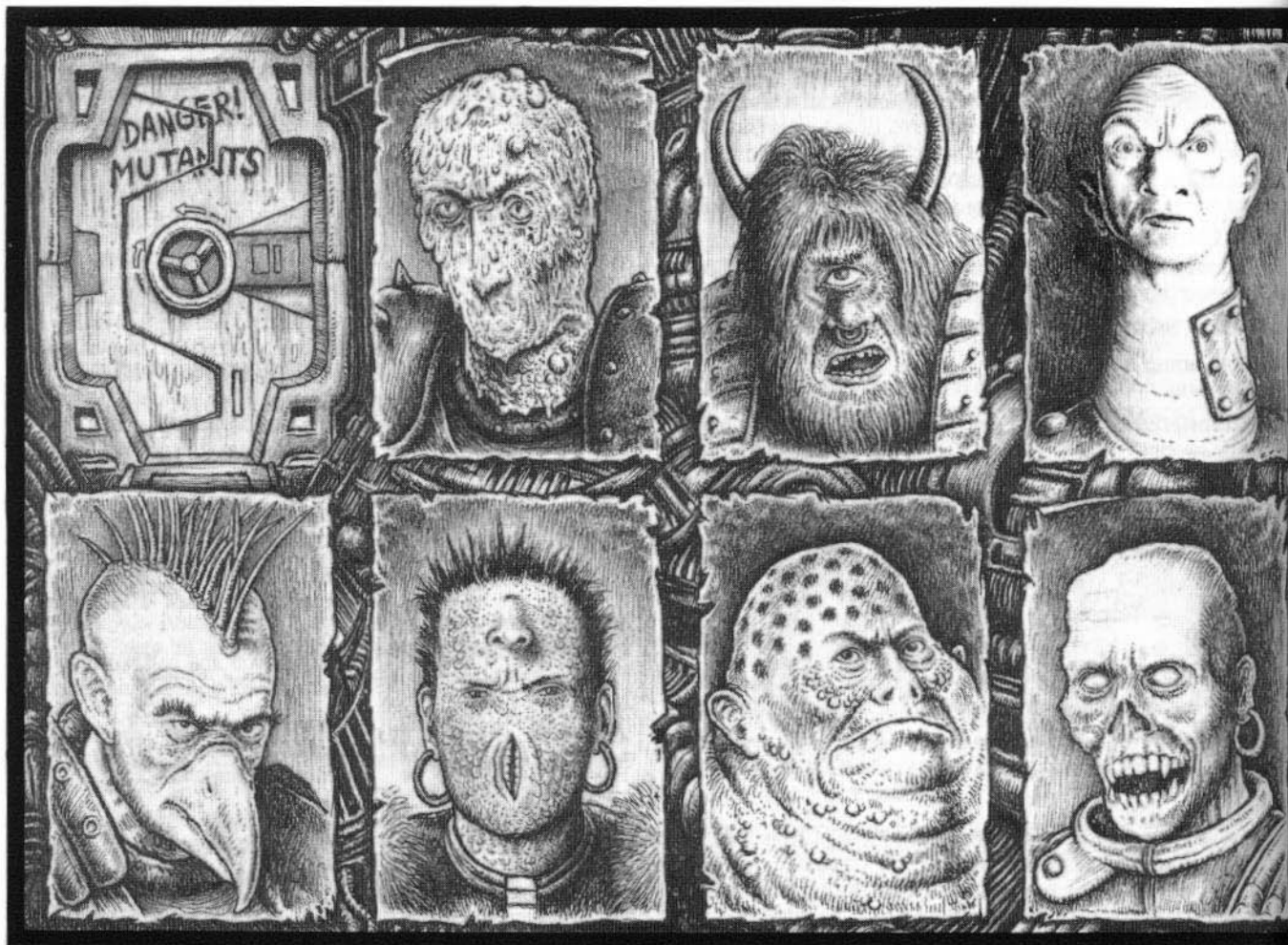
be used by creatures with more than 1 *wound* on their profile. A creature which has taken wound damage will automatically recover 1 *wound* per turn until it reaches its normal total. This ability is no use once all of the creature's *wounds* are gone - in which case the individual is dead and cannot regenerate.

Razor sharp claws. The creature has steely claws that can be used in close combat instead of another weapon. The mutant need never count as using *improvised weapons* in close combat.

Rearranged face. The creature's features are all jumbled up - the eyes may be below the mouth, the nose on the forehead, the mouth positioned vertically, etc.

Regeneration. This is a similar mutation to rapid regeneration, although not quite as effective. It affects only creatures with multiple *wounds* in the same way as *rapid regeneration*. It the mutant suffers wound damage, but still has at least 1 *wound* left, it can try to regenerate 1 *wound* at the beginning of its turn. Roll a D6 - if the score is 5 or 6 one *wound* is recovered, otherwise there is no change but the creature may try again next turn. This power cannot be used by a creature with zero *wounds* - such a creature is dead and beyond regeneration.

Rotting flesh. This mutation causes the flesh to rot visibly upon the creature's body. This is a sickening sight and the creature smells pretty awful as well. Digits may be missing from hands and feet, the face is barely recognisable and internal organs may be seen poking through ruptures in the weakened flesh. The mutant suffers -1 *initiative*, -1 *strength* and -1 *toughness*.

Scaly skin. The creature's skin is scaly like that of a reptile. On the D6 roll of a 4, 5 or 6 this will be hard and horny enough to increase its *toughness* by +1.

Scorpion tail. The creature has a tail like that of a scorpion, equipped with a barbed sting. This is used in combat giving an extra *attack* at a *strength* of 1 point higher than the creature's normal *strengh*.

Short legs. The creature's legs are amazingly and improbably short. All *difficult* and *very difficult ground* counts as twice as difficult for this mutant.

Shrink. The creature is shrunken and generally small and shrivelled. To determine the extent of shrinkage roll a D3+1, the amount shown is the fraction of the creature's normal size - i.e. 2 = ½, 3 = 1/3, 4 = ¼. Consult the chart for effect. No characteristic may fall to below 1.

Size	Move	Strength	Toughness	Wounds	Initiative
½	-½	-1			+1
⅓	-1	-1	-1	-1	+2
¼	-1½	-2	-1	-2	+3

Silly voice. The mutant speaks with a squeeky, stuttering, trumpeting, honking or other unusual noise.

Silly walk. An extreme mannerism in the creature's perambulatory technique endows it with a ridiculous gait.

Skull face. The creature has a head in the form of a skull.

Snake tail. This mutant has a tail terminating in the head of a snake. With such a tail the creature may make an additional close combat attack at the creature's normal *strength*.

Spits acid. This unusual mutation allows the creature to spit corrosive acid. This can be used in close combat as an additional attack at +2 *strength* to the creature's normal, and with a saving throw modifier of -2.

Subject to fits. This creature is subject to fits brought about by

stress. When it is charged the creature must make a test against its *cool*. Roll 2D6 - if the score is equal to or less than the *cool* the test is passed and all is well. If the score is greater than the *cool* the test is failed and the creature is thrown into a convulsive fit rendering it completely useless. This lasts until a 6 can be rolled on a D6 at the beginning of a subsequent round.

Suckers. The creature's limbs and body are entirely covered with powerful suckers. The mutant can use these suckers in close combat to attach itself to its opponent which it does automatically when scoring a hit (whether the hit causes damage or not is immaterial). Once the creature is attached it doubles its number of *attacks* whilst the opponent may make no attacks at all. A 'suckered' opponent may try to escape by rolling the equivalent of a normal combat 'to hit' and is then considered to be free from the beginning of the following round.

Tail. This mutant has a long tail.

Tentacles. Instead of arms this creature has long curling tentacles. These function in the same way as normal manipulative organs.

Three eyes. This common mutation endows the mutant with three eyes. This makes it very hard to buy spectacles, but makes no difference to the creature otherwise.

Timeline slip. This unusual mutation gives the creature the ability to literally jump out of time for a brief period. At the beginning of any of its turns the mutant may disappear from the table - the individual has jumped ahead of time and will reappear in the same position D6 turns later. The mutant has a degree of control over the time jumped, and so may add or subtract 1 from the dice roll - this roll should be kept secret from the opposition for obvious reasons.

Transparent skin. This is a fairly nauseating mutation rendering the creature's skin and much of its organic tissue completely transparent. Deeper organs can clearly be seen pulsating and throbbing

away - quite disconcerting in fact!

Very agile. The creature is astoundingly fast and agile. It has +2 *attacks* and may add +1 to any saving throw to account for its additional mobility.

Very fast. This creature can perform actions at incredible speeds - drawing guns, moving, tying shoe laces, etc. To an observer the creature appears as a blur moving far too fast for the eye to follow. The creature moves four times as fast as normal (*movement* x4), and may strike in combat with four times as many blows (*attacks* x4). Otherwise all actions can be done approximately four times as fast as normal. A slow-loading weapon can move and fire with a -¼ rate movement penalty. Psionics and thought processes are not speeded up.

Very strong. The creature is fabulously strong for its racial type. Add +D4 points onto its *strength* characteristic. Such creatures are usually large and well muscled, with bulging torsos and huge crushing hands. Creatures with a +3 or more automatically add 1 to *toughness* as well.

Very warty skin. This mutation affects the creature's skin which becomes covered in large, ugly warts.

Vividly coloured skin. This affects skin pigmentation. Not only can skin be coloured in any one of a number of vivid and unusual colours, but it might also be striped, spotted or patterned in some entertaining fashion.

Walking head. This mutation turns the creature into a simple walking head with arms and legs directly attached to its oversized skull.

Wings. The creature acquires a pair of wings which can be used to fly. These may be feathered, bat-like or reptilian in form. Creatures with wings can hover and so have no minimum flight speed. Their maximum flight speed can be determined as 4x2D4". Acc/dec is always ¼ of the maximum flight speed. Turn radius ratio is always 1.

● POINTS VALUES

Many gamers find it difficult if they don't have a third person to act as their GM, and are forced to resort to doing without, relying instead upon their own honesty and knowledge of the rules. Whilst it is a simple matter for two opponents to deal with the mechanics of fighting a battle, designing a scenario for the game is always tricky. In a normal game it is largely up to the GM to determine the sides, because only the GM is fully aware of the capabilities and objectives of the opponents, or of any special obstacles, problems and other situations in the scenario. Without a GM how can the players ensure that their sides are fair? The obvious answer is to use a points system. Each creature, weapon and piece of equipment is given a points value. When two opponents meet it is possible for each side to consist of an evenly balanced value of troops.

● THE POINTS SYSTEM

Points for creatures are worked out from the *profile*. Points values are given for all of the creatures listed in the *Background* section. The human profile as given below is considered to be average and has been given a base value of 5 points. The values of other creatures are worked out relative to this.

Fighting Characteristics							Personal Characteristics				
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	3	3	3	3	1	3	1	7	7	7	7

To work out the cost of other creatures consider each characteristic in turn. For each unit of characteristic which is higher than the base level add the modifier shown. For each unit of characteristic below the base level subtract the modifier shown.

Fighting Characteristics							Personal Characteristics				
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
¼	½	¼	1	1	4	¼	4	¼	¼	¼	¼

For example - a Squat has a profile as given below and has a points value modified as indicated.

Fighting Characteristics							Personal Characteristics				
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
3	4	3	3	4	1	2	1	9	7	9	9
-¼	+½			+1		-¼		+½		+½	+½

Total $5-¼+½+1-¼+½+½+½ = 7½$ points

Minimum points value. The minimum points value for creatures is 1.

Maximum points value. There is no maximum points value.

● POINTS VALUE MODIFIERS

Values worked out from the formula given above tend to undervalue the larger creatures. To compensate for this a modifer is applied to any creature whose points value works out greater than 10. This is done before adding weapons, equipment or other factors. Firstly, round the value up to the nearest whole number. Then apply the following multiplier.

Score as formula	Multiply by		
11-15	1½	61-70	7
16-20	2	71-80	8
21-30	3	81-90	9
31-40	4	91-100	10
41-50	5	per +1	+1
51-60	6		

The result gives the actual points value of the creature, it does not include weapons, equipment, armour, vehicles or mounts.

Flying creatures are subject to an extra cost of +5 of the total (or +10% of the total including modifiers - whichever is the greater). Round fractions from the flying bonus down to give a whole number.

Burrowing creatures such as Crawlers are subject to the same modifer as flying creatures.

Creatures with saves similar to armour saves but given to take into account horny skin, etc, cost an additional +½ point per 'pip' before the modifers are applied. So a 5 or 6 save is +1, for example.

Riding/draught creatures such as horses have a minimum value of 5 pts.

● WEAPONS

The basic points cost is assumed to include a single non-ranged close-combat weapon. This will usually be a sword, combat-knife, club, a combat-attachment or other comparable weapon. It may not be a pistol or any weapon which has a range effect. Other weapons, including small close-combat weapons, cost additional points. The points values are summarised below.

Weapon		Points Value
Basic	Auto-gun	1½
	Bolt gun	2
	Bow	½
	Crossbow	1
	Flamer	2
	Graviton gun	2
	Handbow	½
	Lasgun	1½
	Melta-gun	7
	Musket	1
	Needle gun	1
	Plasma gun	5½
	Shotgun	1
	Shuriken catapult	2
	Sling	½
Close Combat	Antique pistol	½
	Auto-pistol	1
	Bolt pistol	1½
	Chainsword	1½
	Combat accessory	½
	Force rod	40
	Force sword	40
	Hafted weapon	½
	Hand flamer	2
	Hand weapon	½
	Jokaero digital	50
	Laspistol	½
	Needle pistol	½
	Neuro-disruptor	5
	Plasma pistol	4½
	Power axe	6
	Power glove	15
	Power sword	7
	Sawn-off shotgun	½
	Stub gun	½
	Sword	½
	Web gun	2
Heavy	Auto-cannon	35
	Conversion Beamer	50
	Distortion cannon	40
	Grenade launcher	15
	Heavy bolter	15
	Heavy plasma gun	50
	Heavy stub	10
	Heavy webber	20
	Las-cannon	45
	Missile launcher	30
	Multi-laser	40
	Multi-melta	50

Very Heavy		
	Defence laser	250
	Macro-cannon	100
	Plasma cannon	200

Grenades*/shells		
	Anti-plant	½
	Blind	1
	Choke	½
	Crack - normal	2
	Crack - powerful	4
	Frag	1
	Hallucinogen	2
	Haywire	4
	Knock-out	½
	Melta-bomb	4
	Photon	1
	Plasma (1)	1
	Pysk-out (1)	10
	Rad	4
	Scare gas	1
	Smoke	½
	Stasis	4
	Stumm	½
	Tanglefoot	1
	Toxin gas	½
	Virus (4)	4
	Vortex (1)	25

Mines	
	As per shell type for 1 individual mine. Double cost for a 2x2" area.

Support		
	Barrage bomb (1)	250
	Bio-wire bomb (1)	85
	Disruptor beacon (1)	35
	Holographs (1)	10
	Homing beacon (1)	20
	Mine missile (1)	50+10 x shell cost
	Missile (1)	50+(shell cost x size)
	Nightlight (1)	10
	Plasma bomb (1)	500
	Scatter missile (1)	50+(shell cost x 6)

*Except for grenades and shells marked with a number the points cost buys sufficient quantity so that there is no need to record expenditure during a normal game. These grenades and shells are tiny compared to their modern equivalents, and a trooper might easily carry 20 or 30 with no more effort than a single 20th century grenade or shell. If necessary roll 5D10 or assume 25. Those shells/grenades marked with a number are more expensive, larger or available only in limited quantities, the amount shown is the quantity carried for the points indicated. Expenditure is normally recorded for such items.

EQUIPMENT

Equipment also has to be added to the basic cost. The cost of equipment is as follows.

Item	Points value		
Auto-sense	½	Injections	5
Auto-system	10 each	Flight pack	4
Bio-scanner	5	Frenzon (dose)	½
Bombot	5	Gravity chute	1
Breathing apparatus		Immune (dose)	1
Artificial gill	1	Infra-vision	
Filters	½	Surgery	30
Gills	5	Visor	1
Mask	½	Contacts	½
Respirator	½	Jump pack	2
Cameleoline	½	Las-cutter	35
Communicator	½	Medi-pack	5
Ejector seats (vehicles)	5	Needler chemical	1
Eye protectors		Parawing	1
Visors	½	Phase-field generator	50
Contacts	1	Polymorphine (dose)	15
Drops	½	Porta-rack	7
		Power board	3

Power canopy (vehicle)	5	Syn-skin (each use)	100
Power field generator	10●	Suspensor	2
Rad-counter	3	Targeter	5
Rad-suit	2	Teleport homer	20
Sealed suit	1	Tendril-sensors	25
Stimulant (dose)	½	Web-anaesthetic	5
Stumm antidote (dose)	½	Web solvent (each use)	1

● per 1" radius

● ARMOUR

Carapace	1½	Plate	1
Conversion field	3	Powered armour	6
Chainmail	½	Refractor field	1½
Displacer field	2	Shield	½
Flak	½	Stasis field	25
Mesh	1		

● BIONICS

Arm (each)	30	if bio-scanner	+10
Ears	30	if energy-scanner	+10
Eyes	30	Legs	30
if targeter	+10	Lungs	50

● DREADNOUGHTS AND VEHICLES

Points for dreadnoughts and vehicles are worked out from the basic profile with equipment and weaponry added. The points for dreadnoughts are worked out in the same way as for creatures, with the additional modifier given.

Dreadnought   +25

The points for vehicles are worked out as follows.

Maximum land speed	¼ per 1"
Acc/dec rate	½ per 1"
Maximum air speed	1 per 1"
Minimum air speed	-1 per 1"
Acc/dec air speed	½ per 1"

KNIFTON;
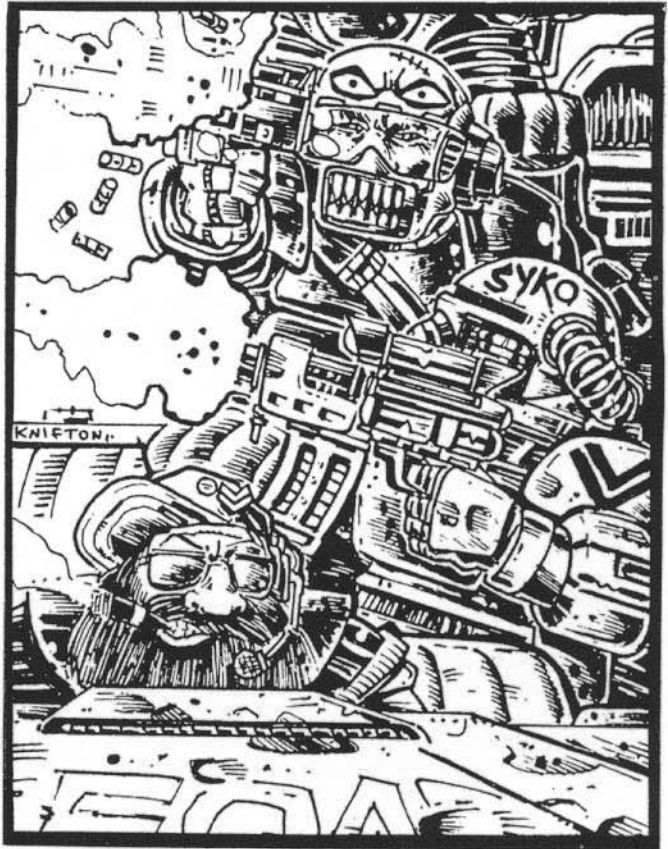
Maximum land speed	¼ per 1"	
Acc/dec rate	½ per 1"	
Turn radius ratio ½	+10	
1	+5	
2	+2	
Capacity	x2	
Toughness	x3	
Damage	x5	
Save	10 per 'pip' (i.e. 5 or 6 = 20)	

Example. The Vincent Black Shadow bike without rider, weapons or equipment works out as follows.

LAND		AIR									
Max speed	Acc/ dec	Max speed	Min speed	Acc/ dec	TRR	Cp	T	D	Sv	Eq	W
32	16				½	1	5	1	5	2	2
+8	+8				+10	+2	+15	+5	+20		

Total   8+8+10+2+15+5+20 = 68 + equipment/weapons

● ROBOTS

Points for robots are based on their individual profile and any weaponry as if they were normal living creatures. Most robots have their own built in save costed at +½ per saving roll 'pip' before modifiers are applied (i.e. 6 is +½).

● PSIONICS

The points for psychic creatures are worked out in the same way as other troops and then modified by psychic mastery, psi-level and the number of abilities they have.

Each level of psychic mastery	10
Each point of psi-level	1
Each level 1 ability	5
Each level 2 ability	10
Each level 3 ability	20
Each level 4 ability	40

Example. A basic psyker with a normal human profile and a psychic mastery of 1, with psi-level of 12 and 3 abilities works out as follows.

Basic human	*5*
Psychic mastery of 1	*10*
Psi-level of 12	*12*
3 level 1 abilities	*15*
Total	*42*

A creature which has psychic abilities not expressed in terms of levels and points (such as the Psychneuien) is given a bonus of +5 points or 10% of the total cost (whichever is greater) Round fractions from this bonus down to give a whole number).

● USING POINTS VALUES

Points values have been included as an alternative to experience and intelligent consideration on the part of the GM. If you don't have a GM then a points system does at least provide a basis for what should be a fair game. Similarly, if the GM is new to *Warhammer 40,000* the points values will help towards his selection of sides. However, the points values do not (and indeed cannot) guarantee to give a fair game in all situations. There are so many special effects and special vulnerabilities that it is impossible for any points system to cope. The best method of setting up a game is for the GM to design his scenario and then carefully think about the forces involved. This is easy to do once you have played **Warhammer 40,000** a few times, and should enable the GM to produce a fairer, more evenly balanced and more satisfying result than any points based system.

● BASIC POINTS FOR COMMON CREATURES

This chart summarises the points values of creatures described in the rules. Additional points must be added for equipment, etc.

Creature	Basic	Champion	Minor Hero	Major Hero
Human	5	7	36	84
Human Marine	8	9	69	124
Beastman	6	8	38	87
Halfling	2¾	4¾	18	78
Ogryn	21	32	124	210
Squat	7½	9½	63	90
Elder	8	10	63	124
Ork	5¼	7¼	38	69
Gretchin	2¼	4¼	32	78
Slann	7	9	40	87
Jokaero	4¼	6¼	34	78
Tyranid	32	36	152	235
Zoat	75	81	152	235

Astral Hound	24½
Enslaver	69
Psychneuein (adult)	83
Psychneuein (grub)	3
Vampire	124 + points for psychic powers
Ambull	78
Bouncer	8¼
Carnivorous sandclam	1
Catachan Devil (small)	144
Catachan Devil (medium)	348
Catachan Devil (large)	600 - male 747
Catachan Face-eater	1
Crawler	1
Crotalid	63
Cthellean Cudbear	128
Genestealer	38
Grox	78
Gyrinx	8¾
Horse (riding)	5
Horse (draught)	5
Lashworm	1
Dinosaur (small)	34
Dinosaur (medium)	84
Dinosaur (large)	152
Ferro-beast	34
Giant Insectoid (small)	5½
Giant Insectoid (medium)	32
Giant Insectoid (large)	73
Giant Spider (small)	9
Giant Spider (medium)	40
Giant Spider (large)	90
Mimic	1¼
Ptera-squirrel	2¼
Razorwing	3½
Rippy-fish	2¼
Sunworm	66
Swarm (10 models)	120

THE BATTLE AT THE FARM

• SCENARIO - THE BATTLE AT THE FARM

The battle at the farm represents a typical encounter between a group of Orks and a force of Space Marines. The battle has been designed to introduce players and gamesmaster to **Warhammer 40,000** and can be easily resolved during a single evening. You will need one person to act as the GM and two players, one to represent Orks and the other Space Marines. Apart from a tabletop you will need a few scenic features and models. Scenery can be improvised using books if you wish, whilst you can use the counters provided instead of models. The counters have been printed into the book, and rather than cut your copy of **Warhammer 40,000** we would suggest photocopying the page and gluing the sheet onto a piece of card. You can make as many counters as you like, and can always make some more if the originals get tatty.

Like all battles, this one has a story to it. Similarly, every game should have a storyline or plot - the outcome of which will depend on the result of the battle itself. The story and all game details are referred to simply as the *scenario*.

• THE PLAYERS' BRIEF

Before every game the gamesmaster should prepare a written brief for each player and one for himself too. Each player's brief contains all the information the player would know if he were the commander on the spot - so all the GM needs do is present players with their own brief and allow them to read it. A brief contains a description of the background to the scenario, a run down of the situation represented by the battle, profiles for the player's own troops, details of weapons, equipment, and objectives for the game. Having a written brief allows the player to keep an accurate check of his forces, and makes it unnecessary for the GM to keep on explaining important details. The brief also makes it easy for each player to keep his own details and objectives confidential, for this reason it is important that players see only their own brief. Sometimes the GM will need to discuss a detail with a player, or the player may wish clarification on some point, in which case the GM and player can leave the room to avoid giving anything away to the opposition. Another useful feature of the written brief is that it can be used to record details during the game, and notes about the battle afterwards. If players or GM keep old briefs, an interesting record of each battle can be maintained for future reference.

GAMESMASTER'S BRIEF

The GM's brief simply records all the details of the game not given on the players' briefs. The brief for The Battle at the Farm is quite detailed. When you invent your own scenarios you will find you can remember most of the information, and all you will need are a few notes to 'jog' your memory. Whereas the player's briefs describe the situation from the point of view of the individual commander, the GM's brief describes the situation as it really is. There is no reason why a player's brief can't contain deliberately misleading or wrong information - but the GM's brief must be accurate! When playing a scenario written by someone else (as in the battle that follows) the GM's brief must be extremely thorough.

WHAT THE GM MUST DO

Read through the entire scenario at least once. As the GM you must be familiar with the basic details of the game and the troops involved. It is your responsibility to arrange the time and place of the game with the players and to prepare the tabletop for action. This scenario has been designed so that you need only a little scenery. If necessary, you can always improvise by using books to represent hills, card to represent walls or ruins, and plasticine to represent anything else you want! Set up the table before the players arrive, and make sure you have all the paperwork to hand. There are three 'brief sheets'; one for you as the GM, and one for each player. Each brief sheet contains all the information the GM or player requires in order to play the game.
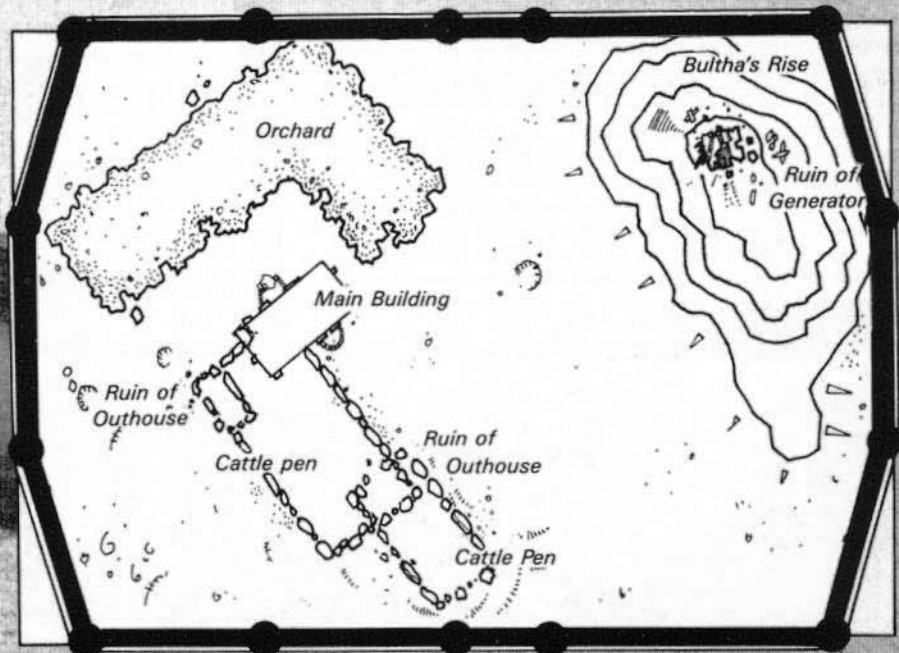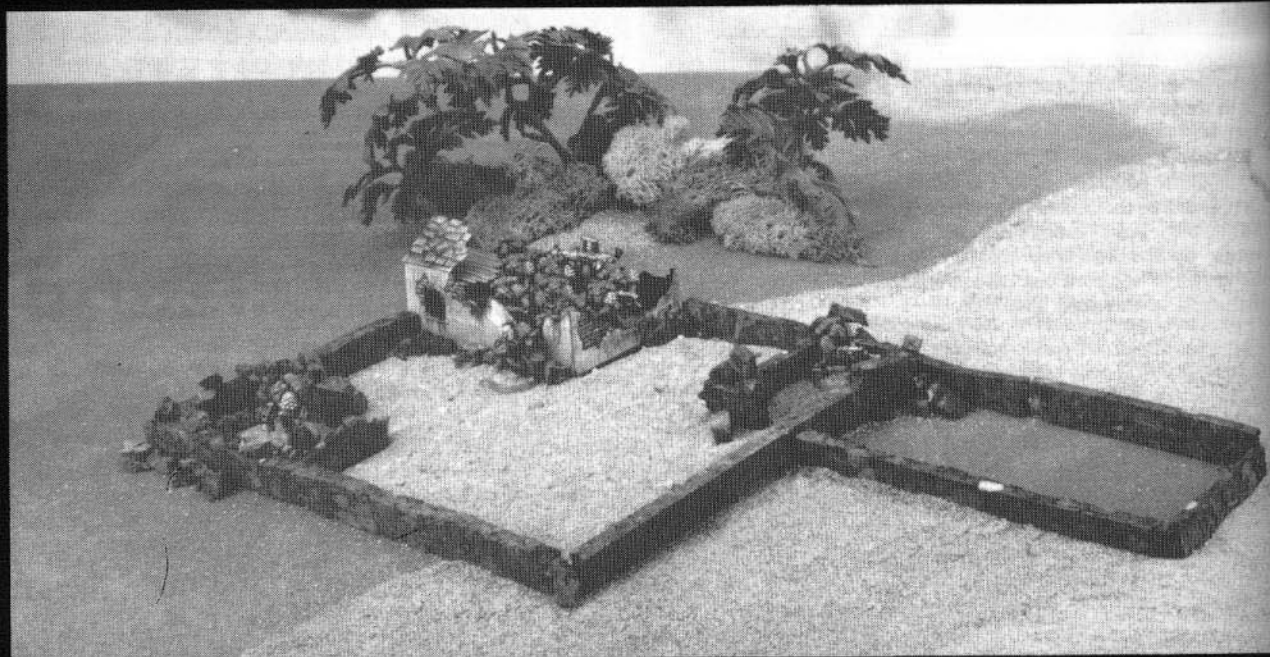
The player's brief sheets are printed in the perforated section at the back of the book. These may be removed from the volume without damaging the binding, and given to the players at the start of the game. Alternatively, should you not wish to tear out these sections you may copy or photocopy them. You will also need to prepare one *area effect radius marker* - a card circle 1½″ radius. At the back of the book you will find a page of cut-out templates which you may use if you wish.

Don't forget, you will need dice, rulers, tape measures, pencils/pens and scrap paper. If your game is going to go on into the evening, make sure you have access to some sort of refreshments - you can ask your players to contribute by bringing something along.

When the players arrive, present them with their briefs. Players must be allowed ten minutes or so to read through them and thoroughly digest their contents. It is important that players remain unaware of the details of their opponent's brief. If players have any questions the GM can answer them now, before the game starts. It may be necessary to take a player aside to answer any confidential questions.

● BEGINNING THE GAME

The Marine player begins with his troops effectively out of sight in the buildings, or otherwise hidden. Models do not, therefore, have to be placed on the table from the start. Before play begins the player may record the positions of his troops on a copy of the map - however he is still obliged to place his troops as indicated on the dispositions map. Once a model has fired, or moved within sight of an enemy, it is placed on the table; otherwise models can be moved secretly and

their positions recorded. Because the game is fairly open you won't have to do too much recording.

The game starts with the Ork player moving his troops onto the battlefield. They can appear anywhere along the eastern table edge, and do not have to all come on at once. Units may be kept in reserve and moved onto the table during a later turn if the player wishes. Only whole units may be kept back in this way. All troops measure their first move from the table's edge.

1. The tabletop set for play. Initial dispositions of the Space Marines and Orks.

2. Relationships between humanity and Orks have always been somewhat strained.

3. Thugg Bullnecks Ork Raiders - metal models from the Citadel boxed set.

4. The game underway! In this hypothetical first turn the Orks advance whilst the Space Marines move to face them. A shot from the missile-launcher is aimed fairly amongst the front rank of attackers.
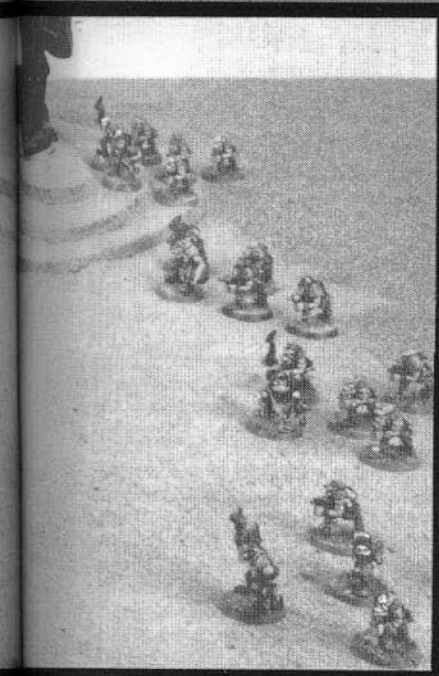
◆ENDING THE GAME

The game will probably end with the total defeat of one side - with all the Orks or Marines dead or routed. Troops routing from the table take no further part in the game. However, any Orks that escape the battle could conceivably fetch reinforcements and prevent the Marines from reaching New Rynn City. This could be pointed out to the Marine player as an incentive to prevent Orks from escaping, but so long as no Ork personalities escape you can assume routers desert, get lost or are unable to remember exactly where they were when the battle took place.

If the Orks win they return to their base bearing suitable trophies - including Pedro Cantor's head. Thrugg Bullneck's victory is brought to the attention of no less a person than Warlord Snagrod, he is elevated to the rank of Captain of Charadon and given command of the force besieging New Rynn City. The fate of the jewels remains a mystery - but both Thrugg and Hruk may be seen sporting new armour and weapons.

If the Space Marines win they press on with all haste to the city. The Ork siege lines are scattered and remote, and there is still some fighting going on in the unwalled sectors (part of the shantytowns normally occupied by the poorer classes). The Marines easily avoid
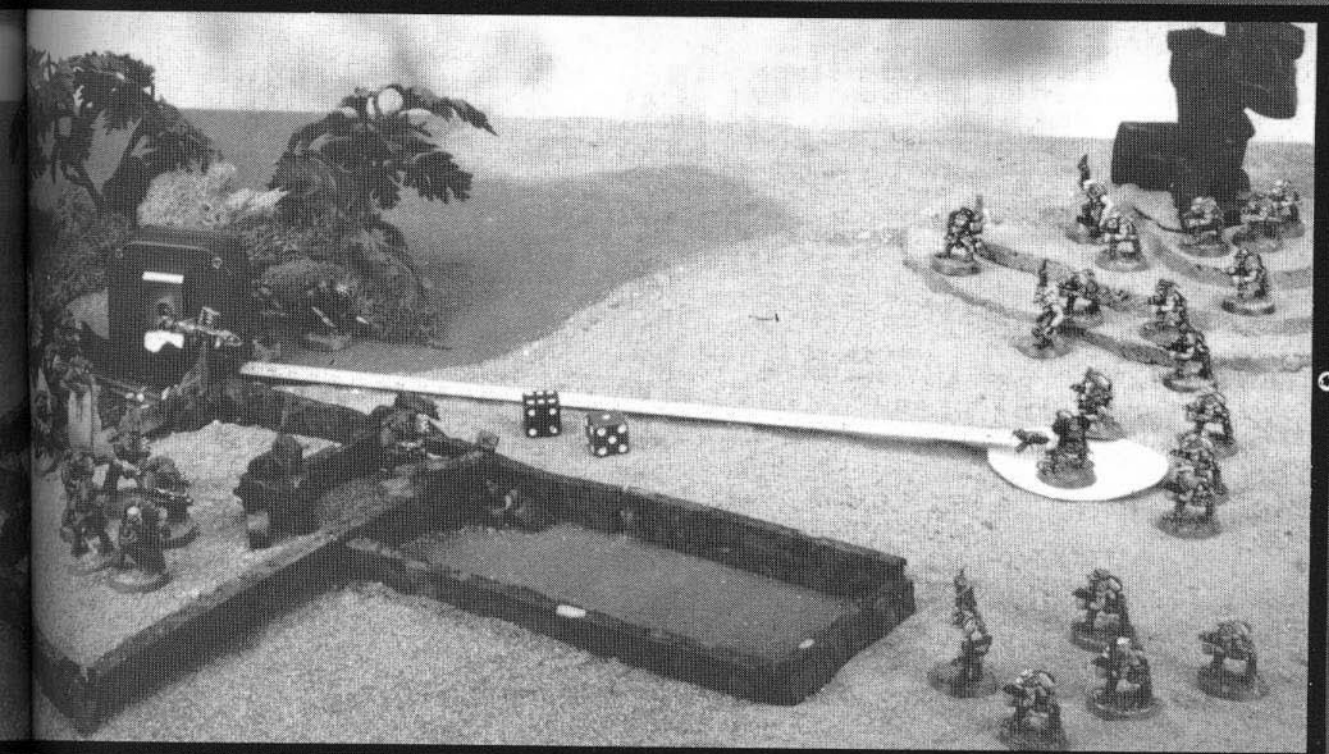
the Orks and soon run into a group of human militia. If Cantor is still alive he is whisked off to meet the planet's governor in the governmental palace, from where the two join forces to organise the city's defence.

● THE GM'S BRIEF

Introduction. The invasion of Rynns World by the Ork Warlord Snagrod the Arch-arsonist of Charadon came as no surprise to anyone. In fact, Snagrod's eternal boasting about his conquest of the neighbouring system of Badlanding had come to the attention of even Commander Pedro Cantor, Chapter Leader of the Crimson Fist Space Marines. But, in common with the rest of the population, the Marine leader had always maintained that, 'it couldn't happen here', and that, 'no stinking little Ork Warlord was going to mess with the Crimson Fists.' In common with the rest of the population he was dead wrong. If Cantor had taken the Ork's threats a little more seriously things might have been different, if the planet's defences had even been at full alert things would certainly have been different, and had the stray defence missile not fallen to the ground directly on top of the Marine's Arsenal things would have been very different indeed. For one thing, Cantor wouldn't be holed up for the night in a burnt out farm, waiting for an opportune moment to sneak into New Rynn City - the largest settlement on the world and the only one still in human hands. The Ork patrols had passed increasingly frequently as the surviving Marines approached the city, and it was inevitable that sooner or later they would have to fight. Our battle recreates that conflict, a typical small encounter such as might take place in any battlezone. The sides are Orks and Space Marines, but might equally well be Eldar or any of the other antagonists described in the *Background* section.

The situation. Commander Pedro Cantor and the survivors of the disaster at the marine base are trying to get to New Rynn city - the last city still in human hands. For a description of the Space Marine forces see the Player's Brief. They are only 5 kilometres away from the city walls: finding Ork patrols numerous and alert they hid overnight in·an abandoned farm. Meanwhile Ork Leader Thrugg Bullneck leads his weary patrol directly for the farm - the rest of the patrol believing this to be a regular assignment. In fact, Thrugg has been here before, when the farm was originally attacked and its homesteaders slaughtered. During the massacre Thrugg found and hid what he believes to be a great treasure of precious stones. Only one of his patrol knows of this (Sergeant Hruk) and the plan is to recover the treasure and split it between them. The two forces clash totally unexpectedly, and a fierce battle ensues in which the objective is survival (although Thrugg and Hruk probably have other things in mind!).

The battleground. See the map for details. The farm lies in ruins following the initial assault some days earlier. The main building has survived only as a shell of broken walls about 1½ metres high, it is built of stone. Outhouses and cattlepens exist only as low stone walls. The small Jadeberry Orchard is largely intact, providing what little cover exists in the basically open battlefield. A low hill (Bultha's Rise) protects the farm buildings from prevailing winds, upon its top are the remains of the farm's wind powered electricity generator.

Main building - a rectangular series of walls counting as obstacles to cross and as hard cover to troops behind them.

Walls - obstacles and hard cover

Orchard - counts as a wood and consequently difficult ground

Wreckage of generator - counts as an obstacle and hard cover.

Dispositions. The Space Marines start the game within the main building where they have been sleeping. Make a copy of the dispositions map and present it to the Marine player with his brief. The 3 sentries (split 1 man units, 1 from each of the main units) are positioned as indicated on the dispositions map. It is the east sentry that first sees the Orks and communicates the alarm to the remaining troops. The Orks enter play on the eastern table edge. At this point the player does not know the farm is occupied, and Thrugg's uppermost thought must be entering the main building and recovering his booty. However, the player must be rightly suspicious and will probably want to advance cautiously to see if the farm hides enemy troops.

Victory conditions. The Space Marines must slay all of their opponents to prevent them informing other Orks of their presence. Thrugg and Hruk are only interested in their treasure. To recover this they must spend 1 entire game turn alone in the main building - stuffing the jewels into their pockets and packs. Alternatively, one Ork can recover the loot in 2 turns. To win the game the Ork player must recover the jewels and either Hruk or Thrugg must survive. If the Ork player elects to communicate the Marines' whereabouts and succeeds he will be ordered to stand back and await reinforcements. Once he has done this the Marines have 4+D6 turns in which to leave the table by the eastern edge. Any troops failing to do this are caught by an overwhelmingly superior force of Orks and slain automatically. Once this time limit is up Thrugg has blown his last chance of recovering the jewels - the Ork in charge of the relief force decides to build a parking lot on the site!

Many players prefer to gauge how well they have done in terms of 'victory points'. These must be worked out by the GM before the game and are an optional system. They make no difference to the game. One advantage of using this system is that you can get a result if you agree to play for a set number of periods, or length of time, without necessarily having to finish the game. The victory points for the players in this game are as follows.

Marine	Each surviving Marine trooper	1
	Commander Cantor survives	5
	All Orks slain	5
	All Orks either slain or routed	3
Orks	Each surviving Ork trooper	½
	Hruk survives	2
	Thrugg survives	3
	Treasure recovered	5
	Marines all slain or routed	3
	Situation communicated to base	2

EQUIPMENT

Book 2
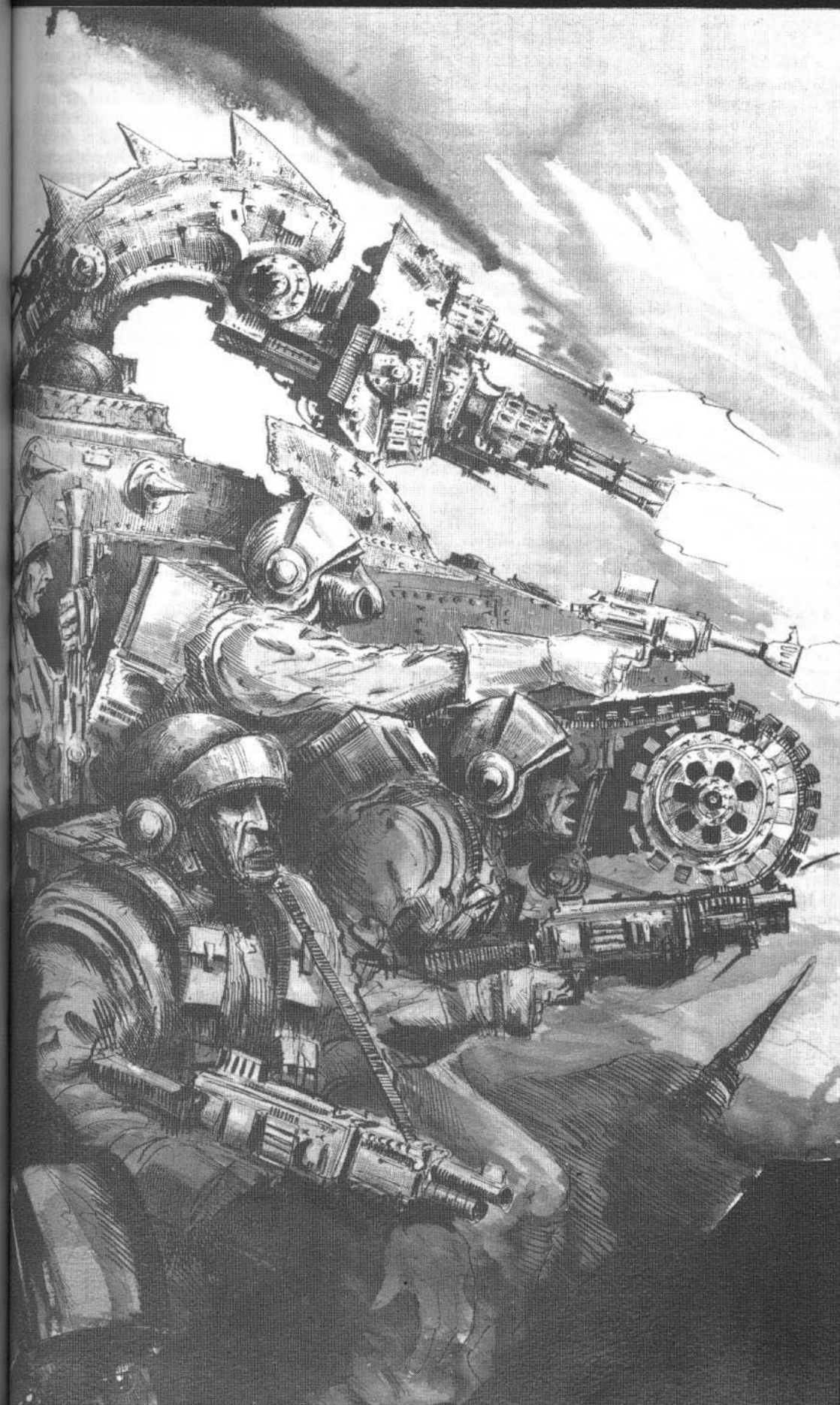
T his section lists weapons, vehicles, armour and other equipment available to the armies and adventurers of the far future. Rules are included for each item, as well as a thorough description, many pictoral examples, and other details necessary to incorporate them into the game.

TECHNICAL LEVEL

Where appropriate, items have been allotted a **technical level** of between 1 and 10. This *tech level* represents how easy or difficult the item is to use. It does not reflect in any way *how difficult the item is to manufacture, install* or maintain. Many artifacts of unfathomable construction are actually quite easy to use, whereas some easily made items require considerable practice or skill. In some instances, a separate *tech level* has been given for installation, special use, etc.

No creature may use a device with a *tech level* greater than its own *intelligence* characteristic. Most animals have an *intelligence* rated at 1-4. The base level for using very simple artifacts (such as clubs, maces and axes) is 4. Obviously, mere intelligence is not always enough to guarantee that a creature can use a given artifact - the creature must be physically able to employ the weapon or item.

UNFAMILIAR EQUIPMENT

The GM has two options regarding the use of unfamiliar equipment. The first is to assume that a player can use all equipment of a technical level no higher than the user's *intelligence*. This may not be realistic, but in large battles it is practical. If an excuse needs to be found, then the GM may wish to cite previous military training, standardisation of systems, or just plain luck. More realistically, the GM can allow a user to employ unfamiliar equipment only after a period of familiarisation followed by a successful dice roll. As before, the character cannot employ items with a *tech level* greater than the *intelligence* characteristic. Familiarisation takes 1 full, stationary, inactive turn per *tech level* of the item. After this period make a test against the user's *intelligence* using 2D6. To successfully understand the device, the dice roll must score equal to or less than *intelligence*; so, if I is 7, a score of between 2 and 7 indicates success. If the test is failed a character may continue to study the item, and the player may roll again every turn until a successful roll is made or he gives up. During this time a character can do nothing other than study the device. He may study only one device at a time, and time spent in study must be continuous. If concentration is broken (by moving, firing, etc) the character must start again from scratch. Once familiar with an item, the character can use all items of that design, and can show another character how it functions (cutting study time to 1 turn and modifying the I characteristic by +1 for purposes of the test).

WEAPON PROFILES

The amazing variety and complexity of the weapons of these future times require that each should be described in some detail. Special rules have been included in the text where necessary. A summary of these rules appears at the end of the section and can be photocopied for easy reference. The weapon profiles have been divided into seven categories.

BASIC WEAPONS	Which are fired at a distance using two hands - like a modern rifle.
CLOSE COMBAT WEAPONS	Which includes purely hand-to-hand combat weapons, such as swords, as well as weapons which can be used at a distance and in hand-to-hand combat: pistols, for example.
HEAVY WEAPONS	Heavy versions of basic weapons - powerful, but cumbersome, giving a movement penalty of ½" or more.
VERY HEAVY WEAPONS	Very heavy versions of the basic weapon types, suitable only for use on large vehicles, or as emplaced defences.
GRENADES & SHELLS	Grenades suitable for throwing or use in launchers, and shells suitable for use in missile launchers.
MINES	Mines and mine laying.
SUPPORT	Planetary defences, anti-spacecraft weapons and rear-area battlefield support weapons.

Each weapon has been given a profile chart like the one below. The information presented on the chart summarises the weapon's effects and special features.

THE USE OF LARGER WEAPONS

Warhammer 40,000 is a skirmish game it is intended to represent clashes of relatively small bodies of troops. Within this context the largest weapons seem pretty awesome, especially the *support weapons*, some of which are capable of levelling whole cities. These have been included out of a sense of completeness, but players and GMs shouldn't feel that they have to use such weapons in their games. A more appropriate use for a really heavy weapon is for it to represent a target for a raid, much like a medieval siege engine might become the target for a midnight sally by the defenders of a castle.

A NOTE ON EFFECTS AND RANGES

We've already mentioned in the introduction that ranges and effects have been deliberately kept low to make the game playable. Some people find this very hard to accept. Try to remember that the universe of the future is very different than that of today, brute force and fear are the most potent of all weapons.

To hit modifier at long range ▼
To hit modifier at short range ▼
The long range of the weapon assuming it has one
The short range of the weapon assuming it has one. 'C' indicates a purely close combat weapon.

The strength of a hit from the weapon
▼ Wound/damage caused

Short range	Long range	Shooting to hit		Strength	Damage
		Short	Long		
⊙	⊙	⊙	⊙	⊙	⊙

Save Modifier	Type			Area
⊙	c	h	s	f	⊙

The saving throw modifier applied to the target ▼

Type which can be - ▼
  Close combat - can be used in hand-to-hand combat
  Heavy - the number represents the movement penalty in inches
  Slow - the weapon cannot be moved and fired
  Following fire - the weapon can fire repeatedly on successful wounds

Area - the area effect radius of the weapon

Classified

The hand-to-hand fighting reputation of a unit may be in itself sufficient to put down a rebellion! Technology and sophisticated weapon systems have no place in this universe equipment must work and, where possible, it must be easy to manufacture on worlds where the only building materials are wood, stone and metal ores. Try to remember to that a weapon's combat effectiveness is measured in terms of durability and ease of production as much as its theoretical performance - hence the relatively low powered laser is the most common weapon. It is true that twentieth century weapon systems may outrange or even outperform some of the weapons described in the following pages (in theory), but then some of the latest generation of combat rifles and vehicles may be outranged and (in practice) out-performed by older models. For example, the old 303 rifle was designed to operate at far greater ranges than the modern 'Bullpup', its sighting mechanism and general construction were also much sturdier - not factors included in the performance statistics but vitally important under battlefield conditions.

In the **Warhammer 40,000** universe a battle is often decided at close quarters, and the ranges given for the weapons reflect this. Even so, most weapons would be capable of longer range fire than allowed under the rules. The usual explanation for this is that although weapons could be fired at ranges perhaps ten times as far, the chances of scoring a hit at such ranges are negligible. However, if players wish to take longer ranges into consideration this is possible using the following rules modifications.

(1) Ranged weapons have a further range band up to ten times the normal maximum range for bolters, auto-guns, missile-launchers and all weapons which fire a physical projectile. Bows, crossbows, slings and energy weapons have a range five times as long as their stated maximum. Note that beamers and grenades have no extended range - the maximum remains as given.

(2) At this range a D6 roll of a 6 is required before the normal 'to hit' roll is made. All *strengths* of hits are reduced by 1 beyond their normal maximum range.

● INDEX TO WEAPONS AND RANDOM GENERATION

The index lists each weapon within its general group. A column for randomly generating weapons is also included. This isn't a true random chart because it has been deliberately biased to reflect the popularity and availability of the different weapons. A true random weapon can be obtained by using the index number and any appropriate dice. Some of the weapons would be so unlikely to be used by technologically advanced warriors that they have not been given a % chance. Such weapons can only be introduced at the GM's discretion.

● BASIC WEAPONS

1	01-25	Auto-gun
2	26-35	Bolt gun
3	GM decides	Bow
4	GM decides	Crossbow
5	36-40	Flamer
6	41-45	Graviton gun
7	46-47	Handbow
8	48-65	Lasgun
9	66-70	Melta-gun
10	GM decides	Musket
11	71-75	Needle gun
12	76-85	Plasma gun
13	86-90	Shotgun
14	91-00	Shuriken catapult
15	GM decides	Sling

● CLOSE COMBAT WEAPONS

1	GM decides	Antique pistol
2	01-10	Auto-pistol
3	11-20	Bolt pistol
4	21-25	Chainsword
5	26-40	Combat accessory
6	GM decides	Force rod
7	GM decides	Force sword
8	GM decides	Hafted weapon
9	41-45	Hand flamer
10	46-55	Hand weapon
11	-	Improvised weapon
12	56-57	Jokaero digital weapon
13	58-70	Laspistol
14	71-75	Needle pistol
15	76-77	Neuro-disruptor
16	78-80	Plasma pistol
17	81-83	Power axe
18	84-85	Power glove
19	86-87	Power sword
20	88-90	Sawn-off shotgun
21	91-93	Stub gun
22	94-96	Sword
23	97-00	Web gun

● HEAVY WEAPONS

| 1 | 01-15 | Auto-cannon |
2	16-20	Conversion beam projector
3	21-25	Distortion cannon
4	26-35	Grenade launcher
5	36-45	Heavy bolter
6	46-50	Heavy plasma gun
7	51-55	Heavy stub
8	56-57	Heavy webber
9	58-75	Las-cannon
10	76-90	Missile launcher
11	91-95	Multi-laser
12	96-00	Multi-melta

Only the insane
have strength enough
to prosper;

only those
that prosper

truly judge
what is sane.

proverb
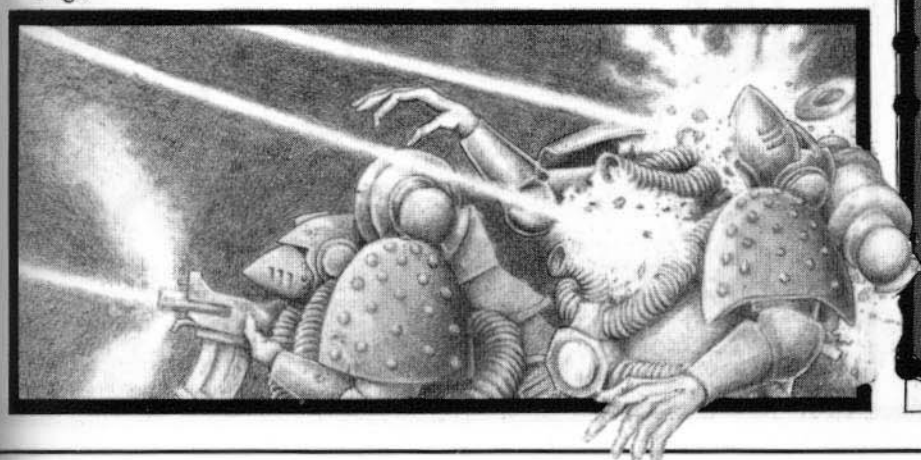
• VERY HEAVY WEAPONS

1	01-34	Defence laser
2	35-67	Macro-cannon
3	68-00	Plasma cannon

• GRENADES

1	01-02	Anti-plant
2	03-05	Blind
3	06-10	Choke gas
4	11-20	Crack
5	21-30	Frag
6	31-35	Hallucinogen gas
7	36-40	Haywire
8	41-45	Knock-out gas
9	46-55	Melta-bomb
10	56-60	Photon
11	61-63	Plasma
12	64-65	Psyk-out (GM's discretion)
13	66-68	Rad
14	69-73	Scare gas
15	74-80	Smoke
16	81-82	Stasis
17	83-85	Stumm gas
18	86-93	Tanglefoot
19	94-96	Toxin gas
20	97-99	Virus
21	00	Vortex (GM's discretion)

• SUPPORT

1	01-10	Barrage bomb
2	11-20	Bio-wire bomb
3	21-30	Disruptor beacon
4	31-40	Holographs
5	41-50	Homing beacon
6	51-60	Mine missile
7	61-70	Missile
8	71-80	Nightlight
9	81-90	Plasma bomb
10	91-00	Scatter missile

• BASIC WEAPONS

The vast majority of weapons carried by the military and civilians are hand-held, carbine-sized guns designed to be fired from the shoulder or hip. These are not practical to use one-handed. In combat they count as improvised weapons unless they have some form of combat accessory (see *Close Combat Weapons*).

Auto-gun. An auto-gun is comparable to a twentieth century automatic rifle in appearance and operation - although it uses caseless, small calibre ammunition and has a rate of fire far outweighing that ancient weapon. Its main advantage is that it has a long effective range. These weapons often find their way into the hands of human militia, and are the standard arm in some less advanced cultures.

Short range	Long range	Shooting to hit Short	Long	Strength	Damage
0-12"	12-32"	+1		3	1

Save Modifier	Type				Area
-1	c	h	s	f	

Bolt gun. The bolt gun, also known as the bolter or blaster, fires small bolts or shells having explosive or armour piercing tips. Bolt guns are popular with pirates and criminals because they make a loud, violent and suitably satisfying noise. For the same reason they are popular with Orks - and represent the most common weapon used by those loathsome creatures.

Short range	Long range	Shooting to hit Short	Long	Strength	Damage
0-12"	12-24"	+1		4	1

Save Modifier	Type				Area
-1	c	h	s	f	

Bow. The bow is an easily made and practical weapon common on feral and primitive worlds.

Short range	Long range	Shooting to hit Short	Long	Strength	Damage
0-12"	12-24"		-1	3	1

Save Modifier	Type				Area
	c	h	s	f	

Explosive tipped arrows can be employed instead of the standard steel, etc. These cause *strength* 4 hits with a -1 save modifier.

Crossbows. Crossbows are reasonably effective and easy to make. Accordingly, they are quite common on feral and primitive planets. Crossbows are mostly used by humans, but other races are capable of manufacturing comparable weapons.
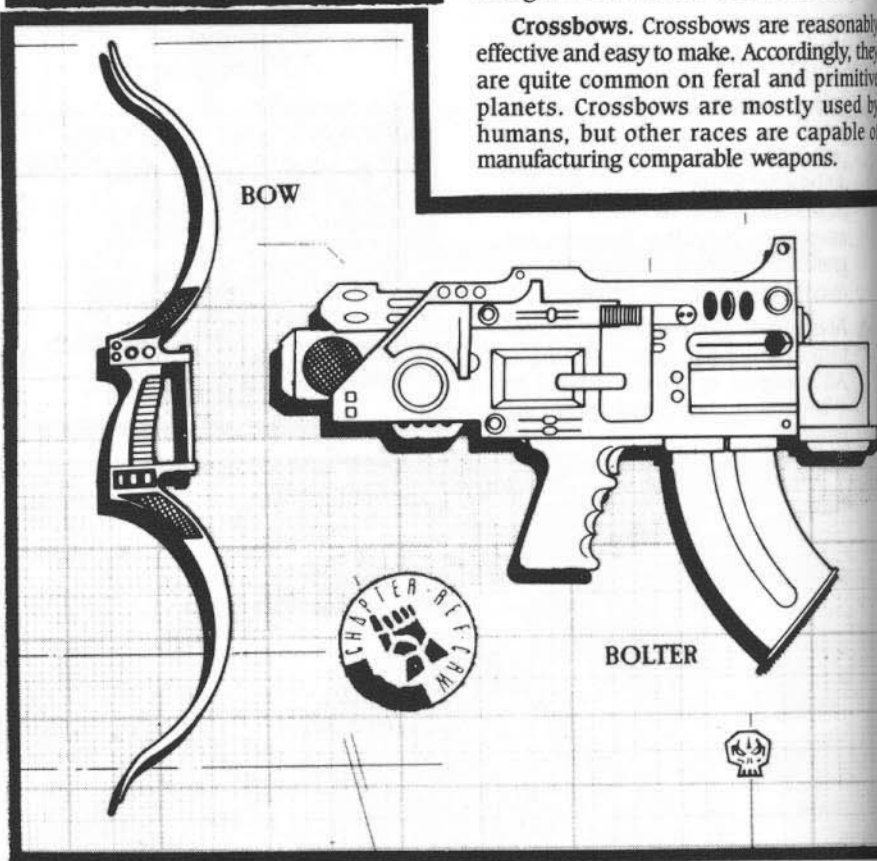
BOW

BOLTER

Short range	Long range	Shooting to hit Short	Long	Strength	Damage
0-16"	16-32"		-1	4	1

Save Modifier	Type c h s f				Area
			☠		

The normal missile is a short bolt with a steel, plastic or ceramic tip. In addition it is possible to fix a tip which explodes on impact. Explosive tips cause *strength* 4 hits with a -1 save modifier.

Flamer. The flamer fires a burst of super-heated chemical which sticks to the target and burns it up. A target hit by a flamer receives an additional automatic hit during every hand-to-hand combat part of each turn while the chemical burns. This means a target will receive 2 hits during the first turn, one from shooting and one from hand-to-hand combat. Players roll a D6 at the start of their turn to determine whether burning models continue to burn.

1-5 The chemical still burns
6 It goes out

Short range	Long range	Shooting to hit Short	Long	Strength	Damage
0-6"	6-12"	+2	-1	4	1

Save Modifier	Type c h s f				Area
-2					1½"

CROSS BOW
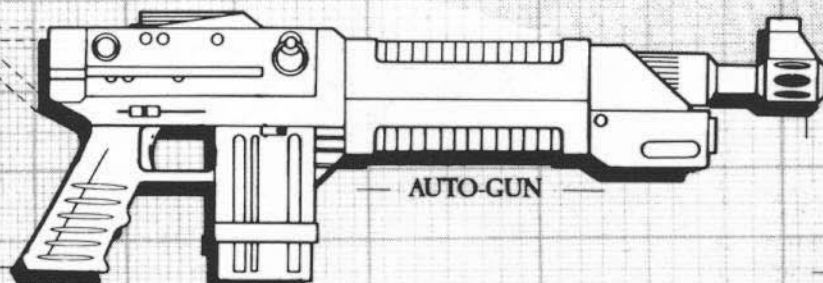
A creature which is burning cannot do anything. Friends in contact can help to beat out the flames (+1 on the dice per beater). Creatures in **frenzy** ignore the fact that they are dying horribly and just keep on fighting until they die or the flames go out of their own accord.

Graviton gun. The graviton gun is a curious weapon, it was originally developed for peaceful purposes in low gravity environments. Any target hit by the gun acquires added mass - becoming much heavier almost instantly. This does not physically change or harm the target but it does make movement difficult. The target receives a movement penalty of D6" for the rest of the game. If this reduces movement to zero the model is helplessly pinned to the ground and can take no physical action. A flying target struck by a graviton gun crashes to the ground causing D6x normal damage on itself and anything it lands on. A hit on a vehicle does not reduce movement, but halves the acc/dec rate and doubles the turning radius due to the increased mass. A hit from a graviton gun always takes effect - there is no saving throw.

Short range	Long range	Shooting to hit Short	Long	Strength	Damage
0-8"	8-16"	+1		special	

Save Modifier	Type c h s f				Area
					1½"

FLAMER

GRAVITON GUN

AUTO-GUN
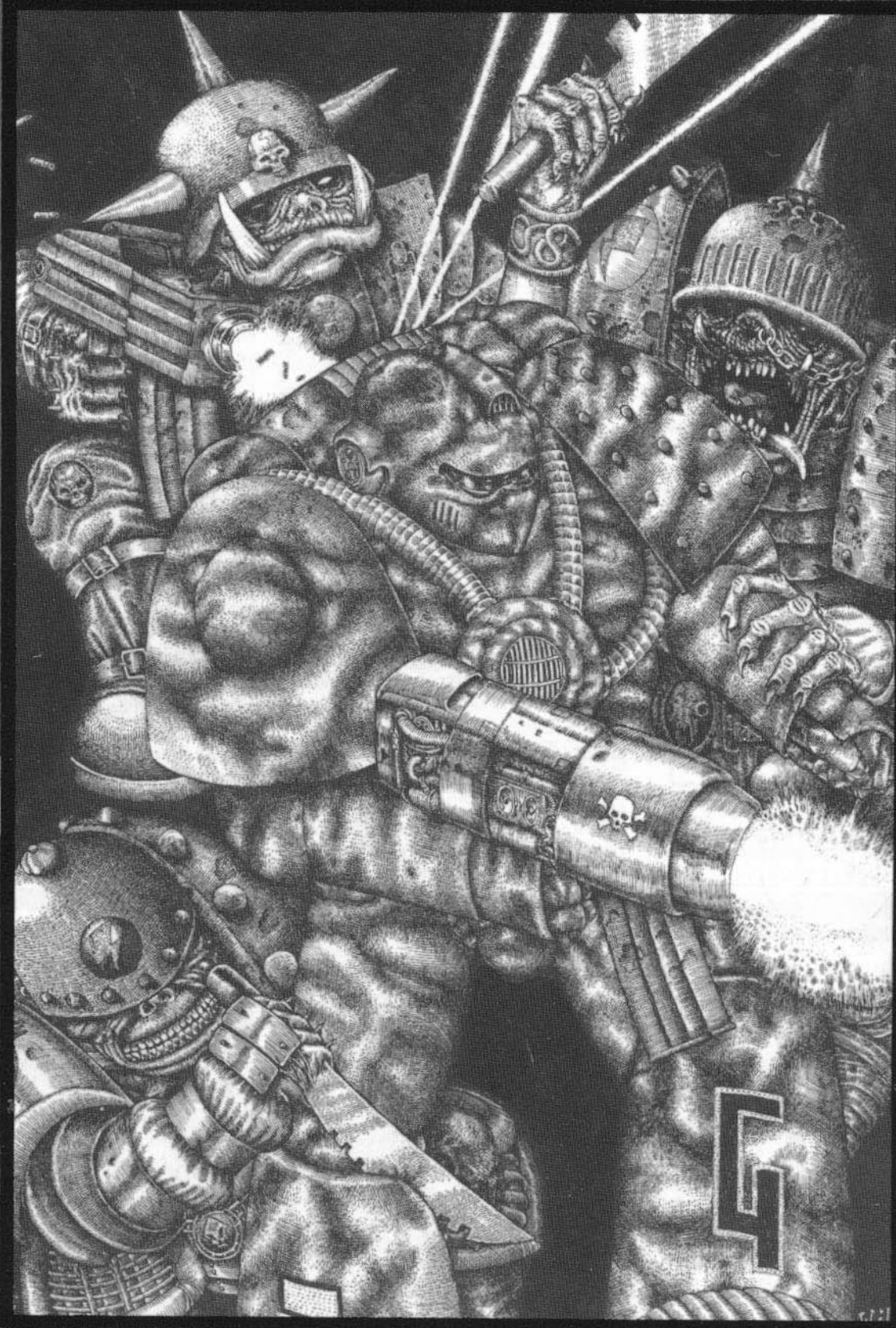
For every battle honour, a thousand heroes die alone, unsung, and unremembered.
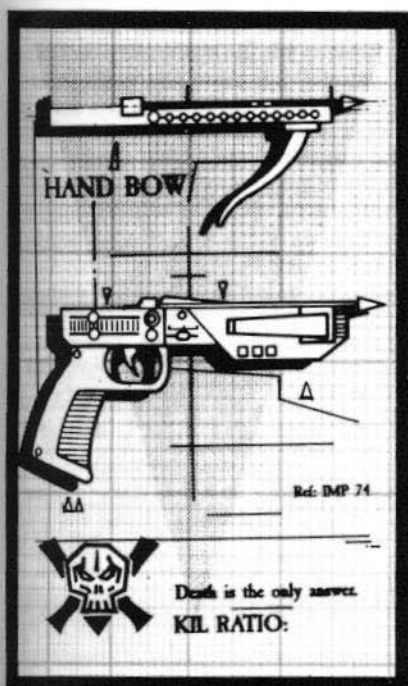
Handbow. The handbow is a pistol weapon, but because of its construction can only be used at range; it cannot be used in hand-to-hand combat. The weapon resembles a small crossbow, and fires a bolt similar to that of a crossbow. However, it is held in one hand and fired like a pistol. Only the use of advanced fibre tension arms and a servo-assisted mechanism allows the weapon to function - the tension would break a weapon built from inferior materials. After every shot the weapon needs to be re-tensioned, which makes it slow to use.

HAND BOW

Ref: IMP 74.

Death is the only answer.

KIL RATIO:

Short range	Long range	Shooting to hit		Strength	Damage
		Short	Long		
0-8"	8-16"		-1	4	1

	Save Modifier	Type				Area
		c	h	s	f	
				☠		

Lasgun. A useful application of the laser principal with good availability and reliability. Lasguns are fairly low-powered weapons, but are popular with all military forces because they are easy to maintain and cheap to manufacture.

Short range	Long range	Shooting to hit		Strength	Damage
		Short	Long		
0-12"	12-24"	+1		3	1

	Save Modifier	Type				Area
		c	h	s	f	
	-1					

Melta-gun. The melta-gun, melter, or fusion-gun, is designed to melt its target away with a blast of near-unstoppable super heat. The weapon needs to be accurately pre-set, and so cannot be moved and fired in the same turn. It has a short range, but its high strength and damage make it a useful weapon to carry.

Short range	Long range	Shooting to hit		Strength	Damage
		Short	Long		
0-6"	6-12"	+1		8	D6

	Save Modifier	Type				Area
		c	h	s	f	
	-4			☠		1"

MELTA-GUN

89700.

49.34.001

MUSKET

Dec 49.

NEEDLE GUN

Sec 6 Destroy.

Musket. A primitive weapon, still used on some feral and backward planets, of which Birmingham is the most well known (*Birmingham - aka The Black Planet - receives almost no visible light and as a result no-one wants to go there. Its inhabitants have become linguistically and culturally isolated*).

Short range	Long range	Shooting to hit		Strength	Damage
		Short	Long		
0-6"	6-24"		-1	3	1

	Save Modifier	Type				Area
		c	h	s	f	
	-1			☠		

Needle gun. Needlers propel small slivers of poisoned chemical. These dissolve almost instantly on contact, slaying or paralysing the target. The propulsion unit is a small laser. Needlers are favoured by hunters, sportsmen and others who need carcasses or live animals in good condition. An individual using a needler can employ a paralysing instead of a lethal chemical - in which case victims are removed from play, but can be considered alive. Needlers are silent and flashless, and may be
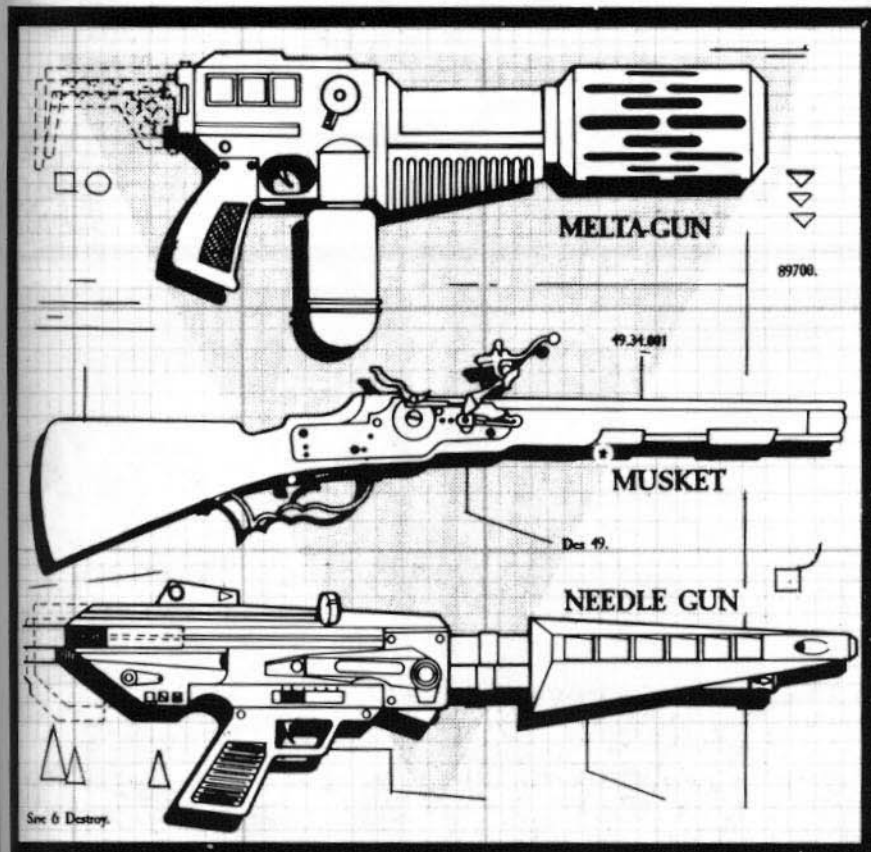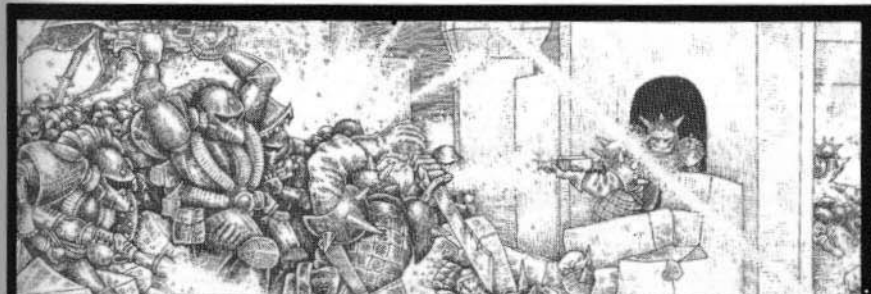
fired by *hidden* troops without giving away their positions. Note the positive saving throw modifier - needlers are easily stopped by armour, and even unarmoured troops have a save of a 6 on a D6.

Short range	Long range	Shooting to hit		Strength	Damage
		Short	Long		
0-16"	16-32"	+1		3	1

Save Modifier	Type				Area
	c	h	s	f	
+1			☠		

Plasma gun. The plasma gun fires a hail of plasma bolts; small packets of super-heated energy. The weapon uses a vast amount of power, and for this reason needs to be energised for two whole turns before firing. The weapon cannot be used at all during this two turn power build up.

Short range	Long range	Shooting to hit		Strength	Damage
		Short	Long		
0-8"	8-24"	+1		7	1

Save Modifier	Type				Area
	c	h	s	f	
-2			☠		

Shotgun. The shotgun is a smooth-bore, low velocity weapon capable of firing a variety of different ammunition. This versatility makes them useful tools for farmers or settlers. They are relatively easy to manufacture and maintain, ammunition can be produced by almost any planet or outpost, no matter how poorly equipped or badly supplied. Designs vary, although performances are comparable. Some shotguns are magazine fed, others are pump action whilst a few are single shot

Short range	Long range	Shooting to hit		Strength	Damage
		Short	Long		
0-4"	4-18"	-1			
Scatter				3	1
Solid				4	1
Gas				3	1

Save Modifier	Type				Area
	c	h	s	f	
			☠		½"
-1 see below					

weapons. On many civilised worlds they are carried by police or militia. They are equally popular with outlaws, bandits and, on hive-worlds, with the scum of the city-bottom. Three types of ammo are described here, others are in use but rarer.

Gas shells release a deadly gas that disperses by the end of the turn. There is no save for armour. Creatures with breathing apparatus or wearing sealed suits or other atmosphere proof clothing or armour are immune.

Shuriken Catapult. The shuriken catapult utilises the same technical systems that enable some vehicles to hover or move within a planet's gravity field. This principle of *gravitic reaction* can also be used to fire a small metal projectile. In the case of the shuriken catapult the projectile is a circular or star shaped disc which has a mono-molecular cutting edge. Every burst of weapon fire catapults a hail of these missiles; each fully capable of cutting through steel, and able to slice through flesh

and bone quite effortlessly. The weapon is easily recognisable by the two *polar fins* near its muzzle, it is these fins which create the powerful magnetic vortex which draws and accelerates ammunition from the magazine. The magazine itself is flat, circular and sits on top of the weapon. Some variants of the shuriken catapult have fins or magazine positioned in the vertical plane, although this is less common.

Short range	Long range	Shooting to hit		Strength	Damage
		Short	Long		
0-12"	12-24"	+1		4	1

Save Modifier	Type				Area
	c	h	s	f	
-2			☠		

39.402

Ref: Cat 749

003

Be Pure.

KIL RATIO:

favored
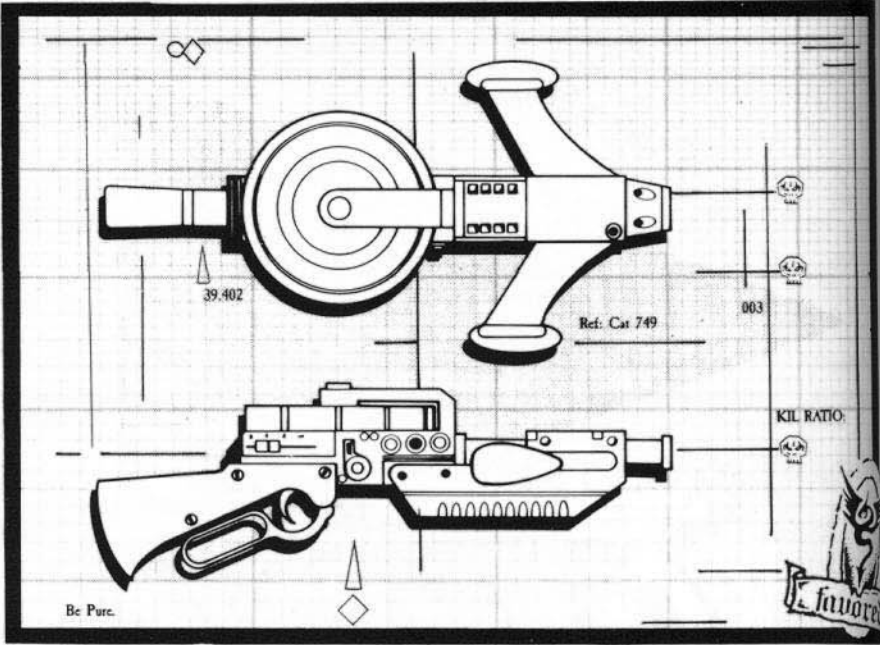
Sling. The sling is a time honoured and versatile weapon and one easily improvised from any strip of material or leather. Although only in common usage on primitive or feral planets, slings are sometimes seen in action during citizen riots and other scenes of civil disturbance. A grenade may be thrown by a sling functioning as an impromptu missile launcher. The profile given is for a normal slingshot or stone.

Short range	Long range	Shooting to hit		Strength	Damage
		Short	Long		
0-12"	12-18"		-1	3	1

	Save Modifier	Type				Area
		c	h	s	f	
				☠		

ANTIQUE PISTOL

IMP. 745

SLING

39.

● 39

AUTO PISTOL

100

PLASMA GUN

IMP Ref.

49-50-39   002

SHOTGUN

Death brings its own reward.

● CLOSE COMBAT WEAPONS

Close combat weapons are fundamentally of two kinds, pistols and hand-held impact weapons such as swords, clubs, bottles, etc.

Antique pistol. Although not common, this sort of primitive ball and powder weapon is still made and used on some backward planets.

Short range	Long range	Shooting to hit		Strength	Damage
		Short	Long		
0-6"	6-12"	-1	-2	3	1

	Save Modifier	Type				Area
	-1	c	h	s	f	
			☠			

Auto-pistol. Auto-pistols are rapid-firing automatic pistols similar to twentieth century sub-machine guns, but more compact. Still occasionally built on human frontier worlds, and carried by less sophisticated aliens, these are deadly weapons at short range.

Short range	Long range	Shooting to hit		Strength	Damage
		Short	Long		
0-8"	8-16"	+2		3	1

	Save Modifier	Type				Area
	-1	c	h	s	f	
				☠		

Bolt pistol. These are smaller and more compact versions of the basic bolt gun and find favour amongst the same sort of creatures - i.e. those who prefer ugly, cumbersome weapons which make a lot of noise and cause a great deal of obvious damage. A character carrying one of these things means business!

Short range	Long range	Shooting to hit		Strength	Damage
		Short	Long		
0-8"	8-16"	+2		4	1

	Save Modifier	Type				Area
	-1	c	h	s	f	
			☠			

Chainsword. This is a popular weapon with pirates, in effect a high-powered chainsaw that can easily rip through flesh or metal.
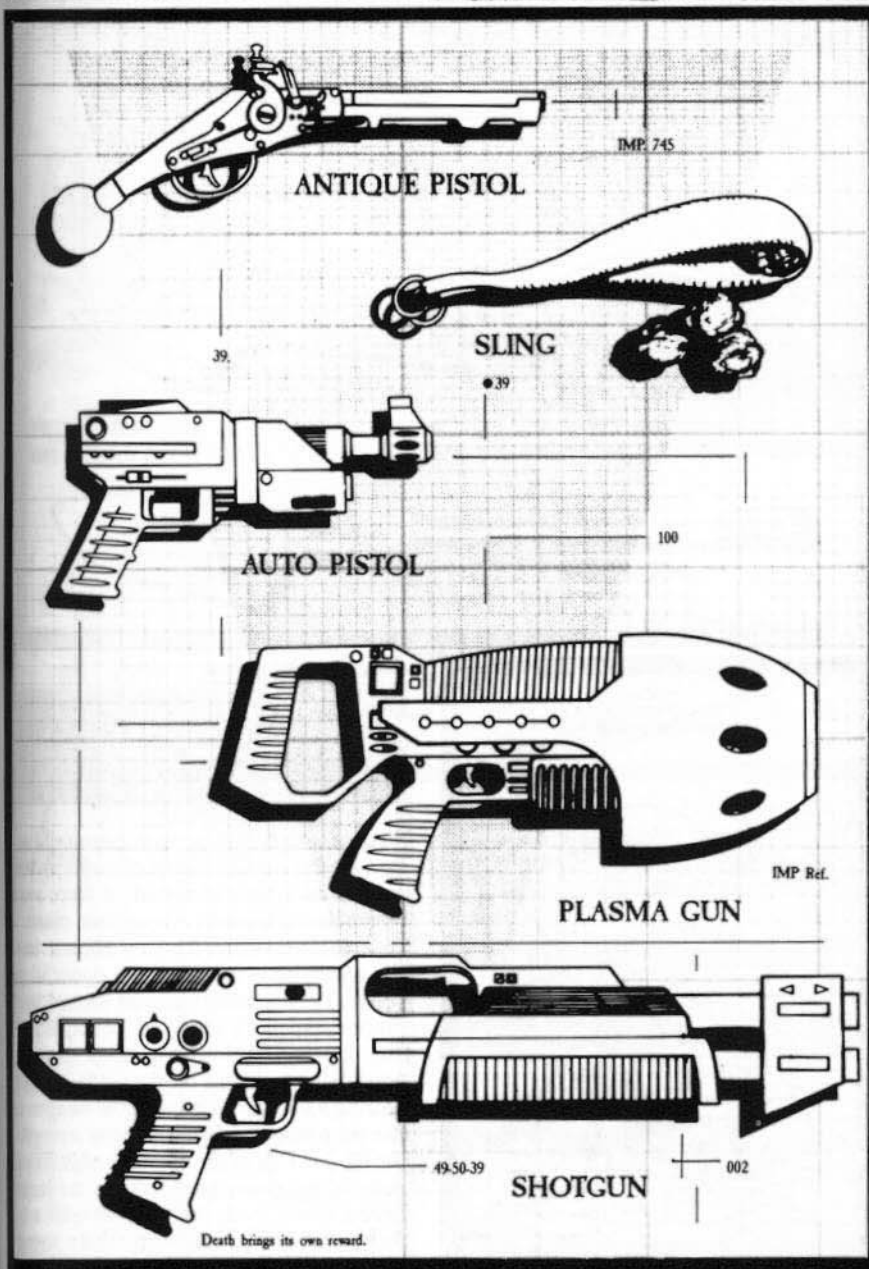
75

Short range	Long range	Shooting to hit Short	Long	Strength	Damage
c				4	1

		Save Modifier	Type c h s f		Area
		-1	☠		

Combat accessory. Many weapons have built in blades, spikes or clubs. Often these are very large and heavy, and are used with a chopping motion rather like axes. Many examples are illustrated throughout these lists. Weapons with these attachments do not count as *improvised* in hand-to-hand combat. This means a weapon which is not a C-type weapon can be effectively converted into a club, axe, etc, by the addition of a combat accessory.

Short range	Long range	Shooting to hit Short	Long	Strength	Damage
c				As user	1

		Save Modifier	Type c h s f		Area
			☠		

Force rod. This is an unusual weapon of alien origin. It is made from a black substance which is physically indestructable and impenetrable by X-rays or probes of any kind. Rods are nearly always about 15″ long and weigh about a pound. Occasionally, rods turn up in other forms; daggers, weird figurines and round circlets like a wrist bangle.

Short range	Long range	Shooting to hit Short	Long	Strength	Damage
c				see above	

		Save Modifier	Type c h s f		Area
			☠		

Force rods are useless to normal creatures; only individuals with psychic powers can utilise them. They function as storage batteries for psychic energy. A psyker may store psi-points in the rod for future use, his own points are used up as if he had employed psychic powers, but may be regained by resting as normal. The psyker may store up to 10 points for each *mastery grade* of psychic power he has. The power may be used as follows.

1. A psyker can draw points back from the rod, taking one of his own turns. He may never increase his psi-points over his normal psi level limit.

2. A psyker may instantly use any points to augment/enhance psychic attacks.

3. A psyker may use the rod in combat, points used in the attack indicate the strength of successful hits. Unsuccessful hits use no points.

All force weapons, including rods, are psychically attuned and - whether wielded by a pysker or non-psyker - will destroy a protective psychic aura on contact (such as a hand-to-hand combat hit).

FORCE ROD

009.
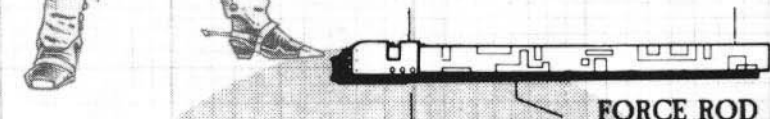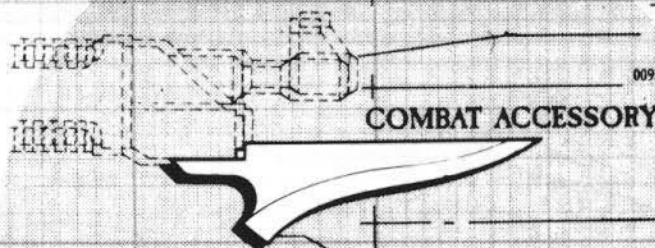
COMBAT ACCESSORY

FORCE SWORD   KIL RATIO: 39.402

HAFTED WEAPON

3.
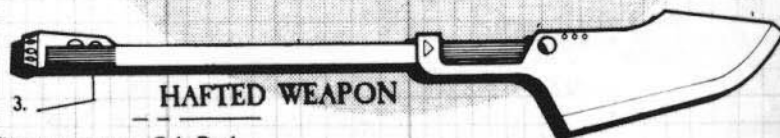
There are no answers. Only Death.

Beat your thoughts to the mould of your will.
Attributed to Leman Russ

Force sword. A force sword can only be used by a psyker - in the hands of a non-psyker it counts as a normal sword. A force sword resembles a normal carbon-steel, plastic or ceramic blade - in fact it is very different. Inside the structure is interwoven a powerful psi-convector, a special material formed into a precise serpentine shape which concentrates and directs psychic energy. This sometimes appears as a pattern on the blade. A psyker scoring a successful hit with the weapon can use psi points to add to the basic strength of the hit (i.e. that of the user). In addition each point of psi power used reduces the target's saving throw by 1. So a psyker with a S of 3 can use 2 psi-points to give him a strength 5 attack with a -2 save.

Hafted weapon. This includes all primitive weapons held and used in both hands. Most of these weapons comprise a blade and a wooden, metal or synthetic shaft; such as a spear, halberd or double-handed axe. Double-handed swords are comparable in effect. These are cumbersome weapons, but none the less deadly for all that, and a good blow can easily split armour and skull alike.

Short range	Long range	Shooting to hit Short	Long	Strength	Damage
C				As user	1

	Save Modifier	Type				Area
	-1	c	h	s	f	
		☠				

Hand flamer. This is a smaller and more compact version of the basic flamer. The same rules about burning and additional damage apply.

Short range	Long range	Shooting to hit Short	Long	Strength	Damage
0-4"	4-8"	+2		4	1

	Save Modifier	Type				Area
	-2	c	h	s	f	
		☠				

Hand weapon. Many parts of the universe are primitive and barbaric, where warfare is still a matter of battling it out with axes, clubs and other simple weapons. A hand weapon is considered to be any weapon used in one hand to strike an enemy. It includes axes, clubs, crude swords, hammers and flails. These weapons may often be found in the hands of degenerates, primitive aliens, and all manner of creatures who prefer simple, uncomplicated answers to the problems of the universe.

Short range	Long range	Shooting to hit Short	Long	Strength	Damage
C				As user	1

	Save Modifier	Type				Area
		c	h	s	f	
		☠				

Improvised weapon. If a model has no weapon suitable for hand-to-hand combat it will do its best with fists, feet, gunbutts, stones and anything else to hand (or foot). These count as *improvised weapons* and suffer a -1 to hit modifier. Many creatures have special
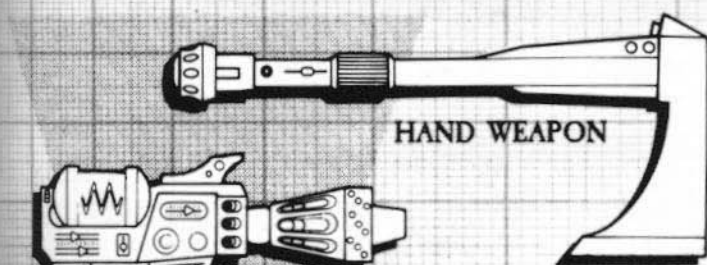
HAND WEAPON

HAND FLAMER

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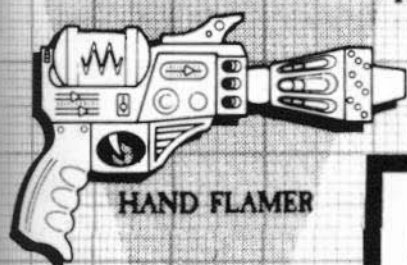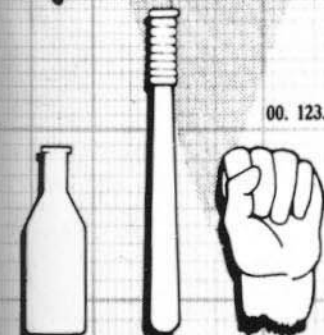
IMPROVISED WEAPON

All force weapons, including swords, are *psychically attuned and, whether wielded by a psyker or non-psyker, will destroy a protective psychic aura on contact* (such as a combat hit).

| Short range	Long range	Shooting to hit Short	Long	Strength	Damage
C				As user	1

	Save Modifier	Type				Area
	vary	c	h	s	f	
		☠				

attacks and do not need weapons in order to fight, they **never** count as improvised.

Short range	Long range	Shooting to hit		Strength	Damage
		Short	Long		
c				As user	1

	Save Modifier	Type				Area
		c	h	s	f	
		☠				

Jokaero digital weapons. The Jokaero are a strange race who manufacture equally strange artifacts. Amongst these are the various digital weapons. A digital weapon fits either onto a finger or on the knuckle. Weapons are activated by fingers, and can be fired either one at a time, several at a time or all at once. Because they are so tiny they can be employed **in addition** to a normal weapon in hand-to-hand combat - irrespective of what a character has in his hands already. Each weapon used, therefore, gives +1 *attack*.

The Jokaero make digital versions of the *needle pistol*, *laspistol* and *hand flamer*. Each has exactly the same effects as its larger counterpart. Jokaero weapons are **very** rare - most people would never see one and they are almost impossible to buy. When offered for sale they command just about any price the owner cares to name. These weapons would never find their way into general service, but personality models might be equipped with them - if they are lucky!

JOKAERO DIGITAL WEAPON
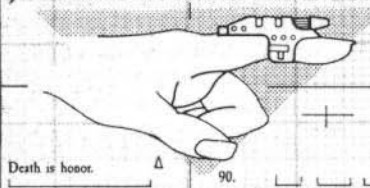
Death is honor. △ 90.

Laspistol. Laser pistols, known also as laspistols, blazers and bloogers, are cheap and easy to obtain. They are carried openly on many planets, and most citizens know how to use one. All sophisticated aliens are familiar with laser technology. and produce weapons of a comparable kind. The examples turned out by the Eldar craftsmen are generally regarded as the most reliable, as well as being beautiful works of art.

Short range	Long range	Shooting to hit		Strength	Damage
		Short	Long		
0-8"	8-16"	+2	-1	3	1

	Save Modifier	Type				Area
		c	h	s	f	
		☠				
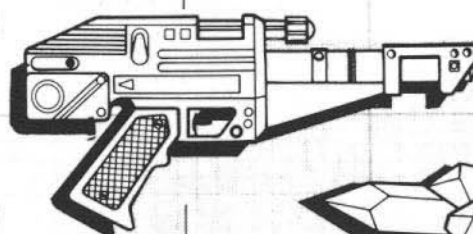
LAS-PISTOL
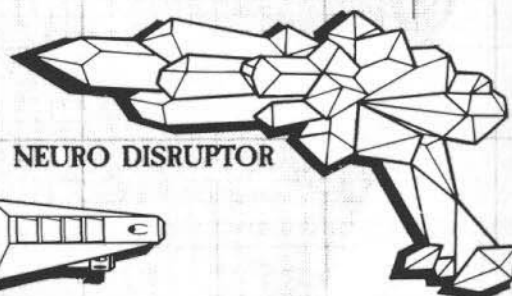
NEURO DISRUPTOR

NEEDLE PISTOL

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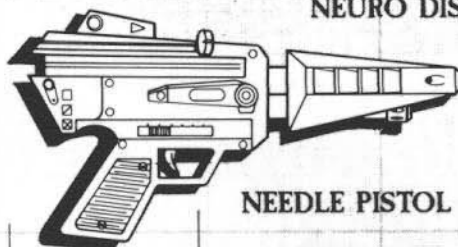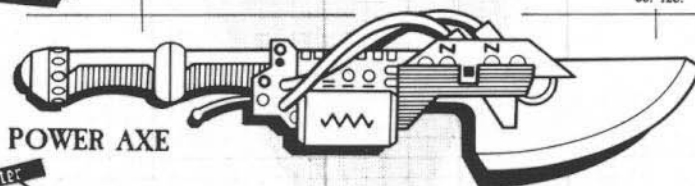
POWER AXE

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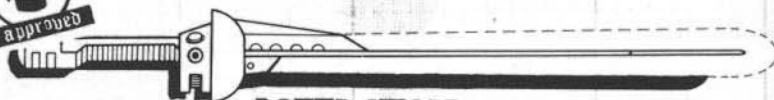
POWER SWORD

Fear is the Mind Killer.

Needle pistol. The needle pistol is a small and elegant version of the basic needler weapon. As it is silent and flashless it is used in all kinds of underhand and secretive work - assassination, 'doping' and kidnapping are missions for which the weapon is ideal. Creatures carrying these weapons are often regarded with suspicion.

Short range	Long range	Shooting to hit		Strength	Damage
		Short	Long		
0-8"	8-16"	+2	-1	2	1

	Save Modifier	Type				Area
		c	h	s	f	
	+1	☠				

Neuro-disruptor. This is another weapon which is, or was, manufactured by unknown aliens. Examples occasionally turn up for trade, and are much sought after. The disruptor is made from a transparent crystalline material, a bit like glass. Disruptors have no obvious power source or internal workings, although occasionally lights and misty shapes appear within the crystal body. A neuro-disruptor works by intent, victims hit by the weapon become confused - as if they had failed a **confusion** test. No dice roll is made.

Short range	Long range	Shooting to hit		Strength	Damage
		Short	Long		
0-6"	6-12"	+2		See text	

	Save Modifier	Type				Area
		c	h	s	f	
		☠				

Plasma pistol. This is a pistol version of the basic plasma gun. Like its larger counterpart the weapon uses vast amounts of energy, and needs to be recharged for one turn after use. Once fired, the weapon cannot be used until the firer's turn after next.

Short range	Long range	Shooting to hit Short	Shooting to hit Long	Strength	Damage
0-6"	6-18"	+2	-1	6	1

Save Modifier	Type c	h	s	f	Area
-1	☠			☠	

Power axe. This weapon resembles a large axe or halberd, but is powered from a backpack. The cutting edge of the weapon vibrates at a high frequency, enabling the power axe to cut straight through any surface, even steel. These weapons are much prized by pirates, and are extremely useful in assaults and siegework amongst buildings and spacecraft.

Short range	Long range	Shooting to hit Short	Shooting to hit Long	Strength	Damage
C				6	1

Save Modifier	Type c	h	s	f	Area
-3	☠				

PLASMA PISTOL   Ref: IMP 74

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Peace is Hell.
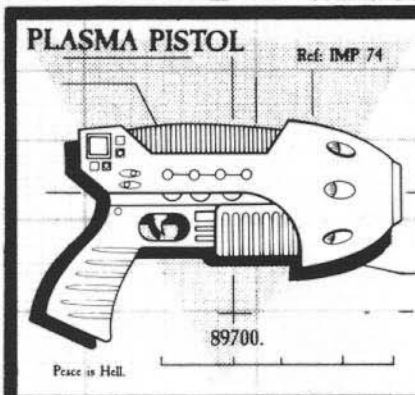
Power sword. A power sword consists of a powerful energy field surrounding a thin, taut wire. Power swords - and the shorter power knives - are activated when drawn from their protective sheaths, which are often disguised to resemble ordinary sword scabbards.

Short range	Long range	Shooting to hit Short	Shooting to hit Long	Strength	Damage
C				5	1

Save Modifier	Type c	h	s	f	Area
-1	☠				

Power glove. Power gloves consist of a metal gauntlet surrounded by a powerful energy field. Power gloves can tear and punch through thick metal, bulkheads and even the toughest sorts of armour. They may be turned on or off at will at any time during the turn. It is not possible to employ an activated power glove and use the hand for anything else.

Short range	Long range	Shooting to hit		Strength	Damage
		Short	Long		
C				8	1

	Save Modifier	Type				Area
	-5	☠				

Sawn-off shotgun. The sawn-off shotgun is a useful weapon. It is slow to load, but can fire several different types of shot (see the *shotgun* for details). Shotguns are common on agricultural and primitive worlds.

Short range	Long range	Shooting to hit		Strength	Damage
		Short	Long		
0-4"	4-8"		-1	Varies	1

	Save Modifier	Type				Area
	Varies	☠		☠		½"

Stub gun. This weapon, also known as a slug gun or hand gun, is similar to a twentieth century automatic. Stubs are adaptable, easily repaired, and ammo is relatively easy to make. Consequently these guns are still used on many colonial, agricultural worlds where off-world supplies are rare.

Short range	Long range	Shooting to hit		Strength	Damage
		Short	Long		
0-8"	8-16"		-1	3	1

	Save Modifier	Type				Area
		☠				

Sword. A good old-fashioned carbon steel or plastic blade! Regarded as the mark of a gentleman on many worlds. The carrying of swords is generally accepted in a hostile universe.

Short range	Long range	Shooting to hit		Strength	Damage
		Short	Long		
C				As user	1

	Save Modifier	Type				Area
		☠				

The Emperor Knows.

STUB GUN

87.

The web gun. The webber fires a chemical which rapidly expands into a mass of entangling sticky fibres. As these strike home, the web tightens, and the more the victim struggles the tighter the web gets. Once hit, a target cannot get free unless the web is sprayed with a special web-solvent which destroys it. Victims with an *intelligence* of 1-4 will always struggle to the extent where the web tightens so much they are crushed to death. Other victims can be considered to be alive, but physically helpless. There is no need to roll to cause *wound/damage*, and there is no saving roll. Webbing does not prevent psykers from employing their powers. Some webbers can fire an aneasthetised web, which knocks the victim unconscious. This means creatures with low *intelligence* are not crushed, consequently it is better suited for hunting.

Short range	Long range	Shooting to hit		Strength	Damage
		Short	Long		
0-4"	4-8"	+1		see above	

	Save Modifier	Type				Area
		☠				

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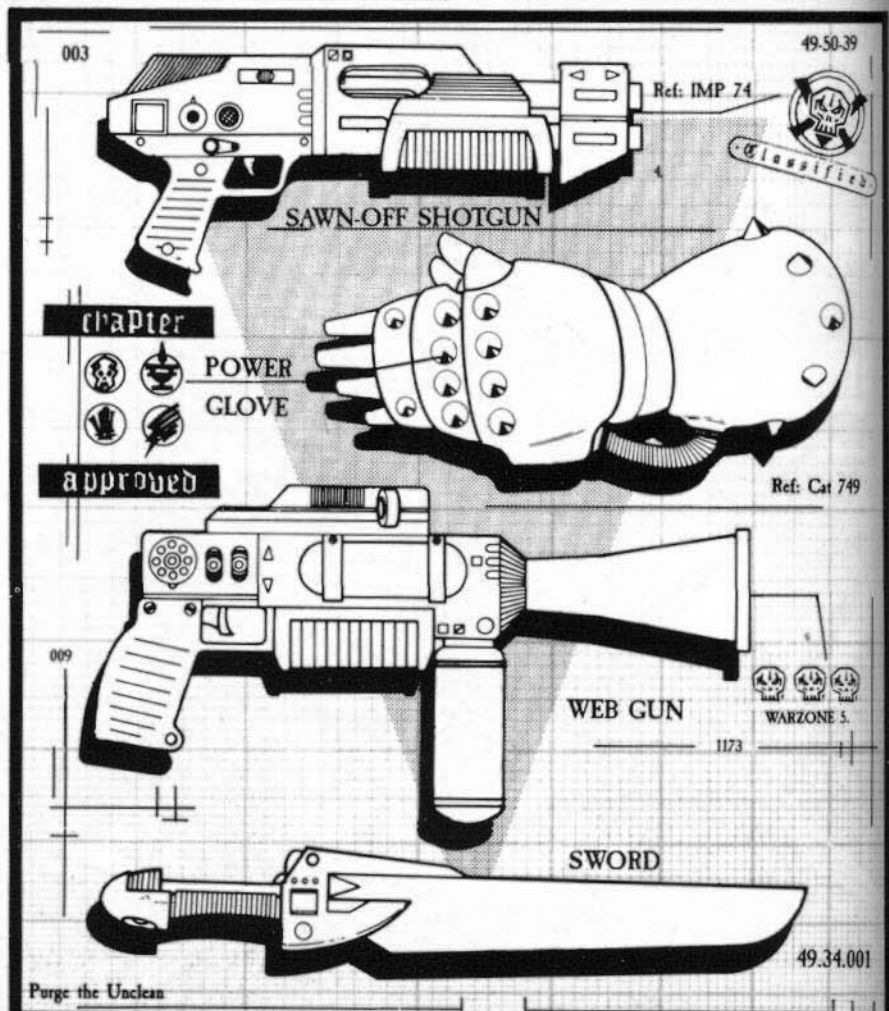
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Classified

SAWN-OFF SHOTGUN

chapter

POWER GLOVE

approved

Ref: Cat 749

009

WEB GUN

WARZONE 5.

1173

SWORD

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Purge the Unclean
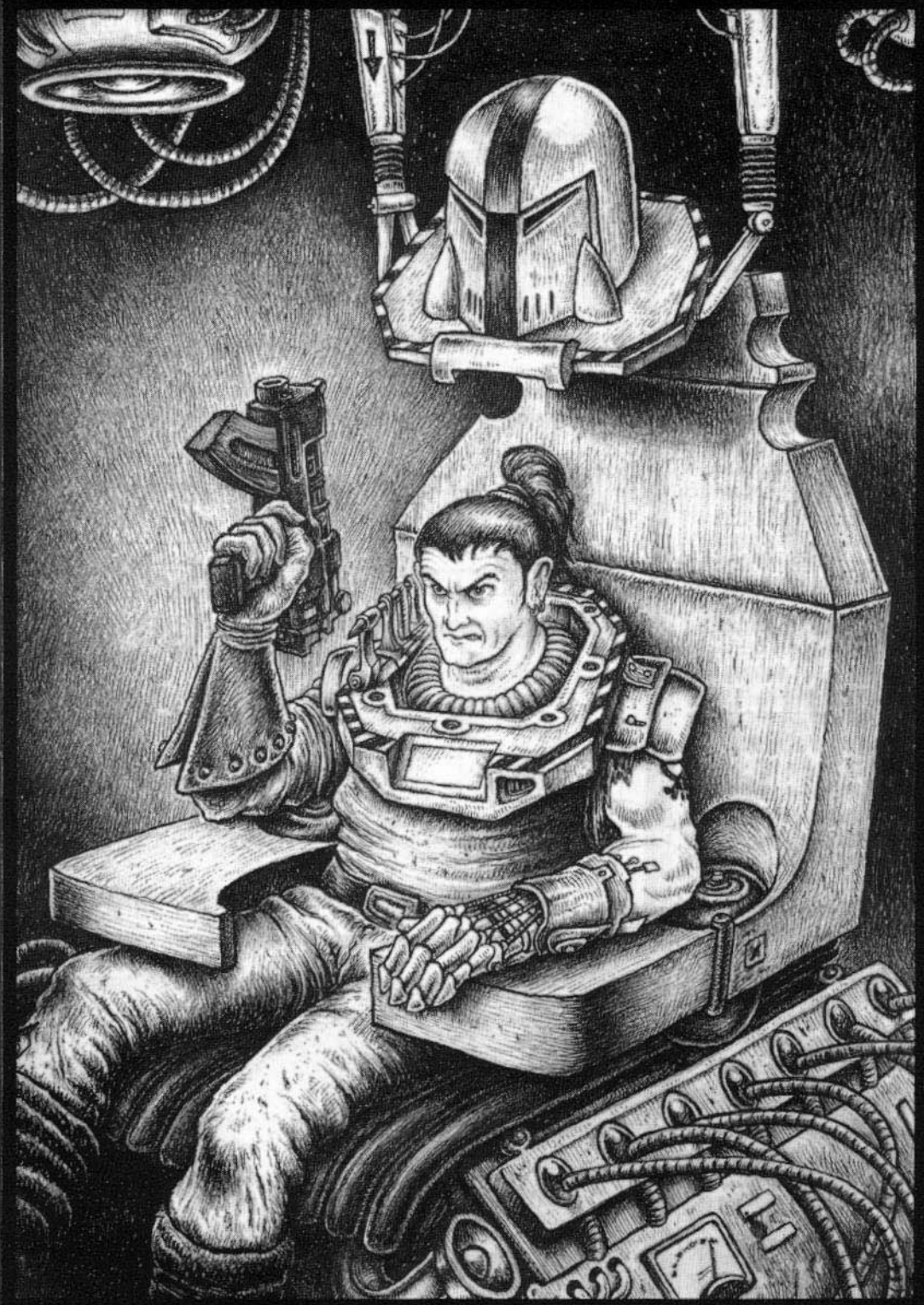
Rogue Trader

HEAVY WEAPONS

Heavy weapons are designed to give battlefield support where needed, especially against fortified positions and vehicles. Many are simply heavy versions of basic weapons. All are large and require careful positioning if they are to have maximum effect.

Auto-cannon. Auto-cannon are similar in concept to twentieth century tank guns. They are rapid firing and use mass-reactive explosive ammunition. They are mostly vehicle mounted because of their great weight.

Short range	Long range	Shooting to hit Short	Long	Strength	Damage
0-20"	20-72"			8	D6

	Save Modifier	Type c h s f				Area
	-3		2"			1"

Conversion beam projector. These are also known as beamers. They can only be fired if the operator is stationary - the weapon will not work on board a moving vehicle. In order to ensure stability, troops using beamers are often equipped with special stabilising boots and ground claws.

The weapon functions by converting matter into energy, creating an energy field to its front. The energy field increases in intensity as the beam extends further. Initially, the field builds up very slowly - so that troops in the path of the beam can avoid it fairly easily. At its maximum extent the matter/energy conversion becomes so powerful so as to cause a violent explosion. Normally this will be at a range of 80 metres (40 inches). However, any solid object which is in the path of the beam will feed the energy field causing a premature explosion - and a good deal of damage!

Short range	Long range	Shooting to hit Short	Long	Strength	Damage
0-20"	20-40"	-1		varies	D6

	Save Modifier	Type c h s f				Area
	varies		1½"			varies

The strength of the weapon varies according to the mass of the target. To represent this, the *strength* of the attack always equals the *toughness* of the target **plus** 1. This means beamers cause *wounds/damage* on the D6 roll of a 3, 4, 5 or 6.

The save modifier varies according to the range. Because of the slow initial build-up,

Know No Fear.

8.

Des 129.

Defile the Mutant.
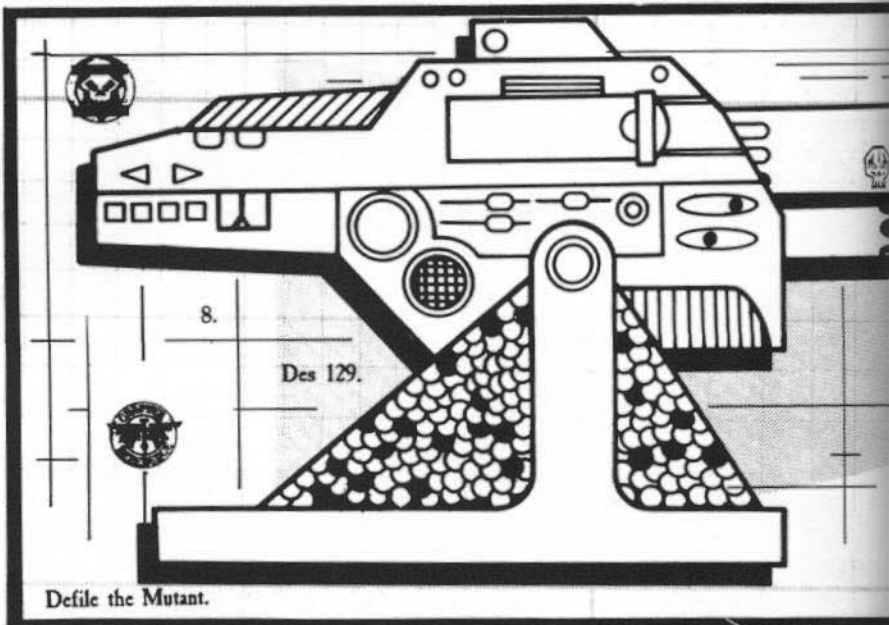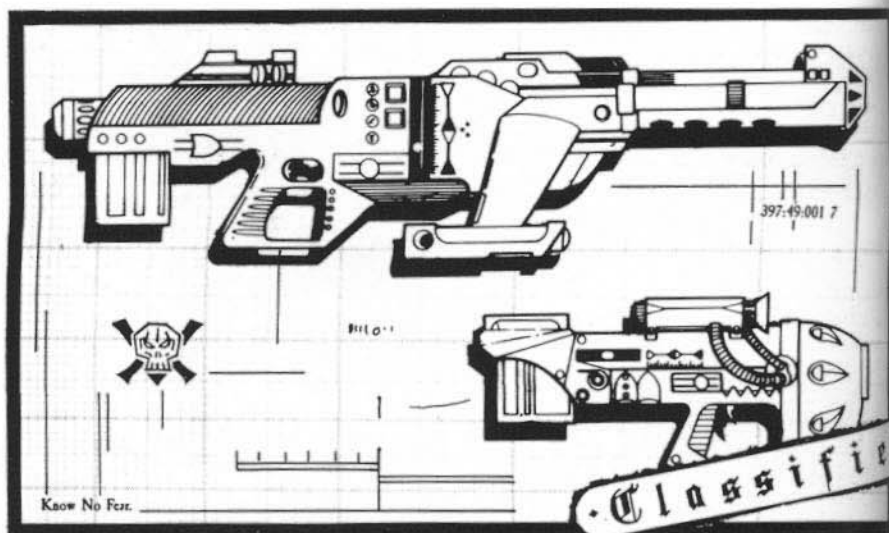
The production of weapons for the army and fleets is undertaken on many worlds throughout the Imperium. The foundries of the Adeptus Mechanicus on Earth comprise by far the largest of these weapon-shops, supplying the needs of over half the fleet and a quarter of the army. The weapon-smiths of the Adeptus Mechanicus are highly skilled individuals, fully versed not only in ballistic, energy, impact and mechanical lore, but also in the secret auspices, runic divination and mystic rites associated with the manufacture of armaments. The design of individual items is incepted by Master Artisans of the Adeptus Mechanicus after due consultation with army commanders and financial officers of the Administratum. While the basic design is a matter of stricture, individual weapon-smiths are free to introduce modifications

and ornamentation into each batch weapons. Weaponry is often further modif once it reaches the armies and fleets.

Each army and every naval supply base has its weaon-smiths and foundries, altho on a lesser scale than those on the Impe Planet. Like their brethren on Earth, and army artisans are members of the Ade Mechanicus, although sequestered into military organisation. These smaller, m weapon-shops produce wargear as wel undertaking substantial modifications Imperial issue equipment.

The Adeptus Astartes is divided in thousand Chapters, each having its foundries and Brother Artisans. M Commanders also buy in equipment f

alert, agile targets can avoid its effects. The saving roll, therefore depends on the distance the model can move, and not its armour. The chart summarises the various saves. For example, a model that can move 3" has a 5 or 6 saving throw at short range.

D6 save based on movement

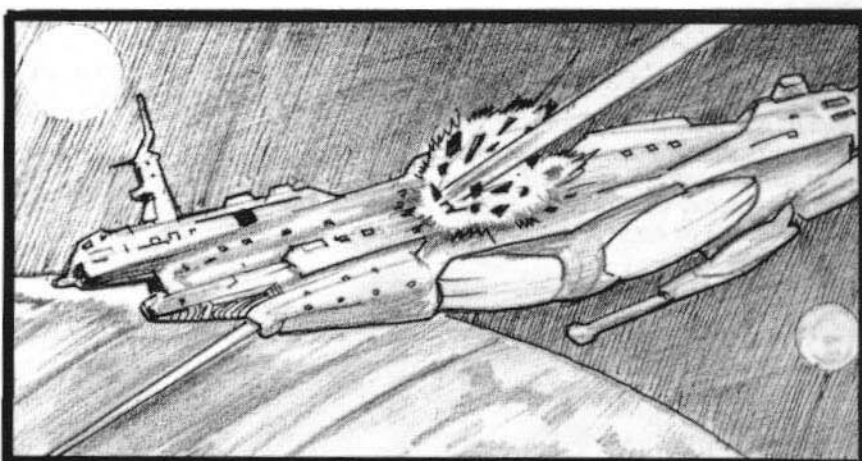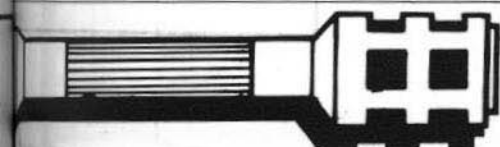| Range	Target's move distance		
	0-2"	2-4"	4".+
Short	6	5,6	4,5 or 6
Long		6	5 or 6

The area effect of a beamer varies according to range. At short range it is only 1½", but at long range the area is extended to 3".

DISTORTION CANNON

A beamer cannot miss a target and not explode somewhere. If deviation causes it to miss altogether, simply extend the line of fire until a target presents itself, or the maximum range is reached.

Remember, a beamer will destroy not only troopers and vehicles, but also buildings and scenic features. A beamer pointed down into the ground will create a crater 1-4" in diameter at short range and 1-8" in diameter at long range.

Distortion cannon. The distortion cannon, also known as the displacer cannon, displacer, D-cannon, warp cannon or warper, uses the same principle as a spacecraft's warpspace drives. The target is 'warped' slightly into hyperspace, and then back again. This occurs in an uncontrolled fashion, exposing the target either to the deadly cold of interstellar vacuum or the inferno of the heart of a sun. This automatically kills or destroys the target once a hit is scored.

The only hope of avoiding the full effect of the weapon is to dive out of the main area before the distort field reaches full intensity. To represent this, targets which are hit have a saving throw based on how quick and agile they are. Targets with a *move allowance* of 0-2" save on the D6 roll of a 6, *move* of 2-4" save on a 5 or 6, faster troops save on a 4, 5 or 6. Vehicles cannot save if stationary, and save on a 6 otherwise. Troops making a saving roll are *still caught up in the field, but are not killed.* Instead they are moved spatially D6" in a random direction. Vehicles moved spatially automatically go out of control in their following turn.

the Adeptus Mechanicus, making subsequent modifications to suit their needs. The frequency of this practice varies a great deal. Few Marine Chapters build their own spacecraft, most are constructed in the Imperial shipyards *situated around Mars.* Marine armourers are highly skilled, practical craftsmen. The chief weapon-smith is the Master of the Forge; an honoured title and very responsible position. All of the Marines' armourers work within an ancient tradition of design and decoration unique to their Chapter. The basic Marine weapon is the bolt-gun. A number of bolt-gun variants are produced, incorporating distinctive features of grip, barrel-length, monitors and ammunition capacity. Decoration varies from Chapter to Chapter, and invariably incorporates Chapter motifs as well as unit and personal identification. Nevertheless, all bolt-guns function in pretty much the same way, and use all the standard mass-proximity fused explosive ammunition. Although small, these self-propelled missiles are quite deadly. The diamantine tip affords excellent initial penetration of armoured surfaces. The ceramite core holding the explosive charge is punched through the ruptured target surface by the residual propellant. Only when embedded within by the mass pre-set during manufacture does the charge ignite, allowing penetration of, and ignition within, unarmoured and armoured targets. Shells failing to penetrate do not ignite, reducing the risk from wild shots. The fact that a bolt-shell explodes *inside* its target makes it extremely devastating.

Short range	Long range	Shooting to hit		Strength	Damage
		Short	Long		
0-16"	16-32"		-1		see text

	Save Modifier	Type				Area
		c	h	s	f	
				2"	※	2"

Grenade launcher. A light tubular launcher that is capable of firing any grenades. There are many designs, but the principle shape is universal. Many of these launchers are designed to fire from a modified automatically-fed backpack. Grenade launchers perform a similar role to mortars in twentieth century warfare in that they can fire **indirectly**, and don't need a visible target to fire (see *The Advanced Gamer*).

Short range	Long range	Shooting to hit		Strength	Damage
		Short	Long		
0-20"	20-60"				As ammo

	Save Modifier	Type				Area
		c	h	s	f	
				½"	☠	

Heavy bolter. The heavy bolter, or heavy blaster, is a heavy version of the basic bolter, and fires a burst of explosive bolts. Although heavy and rather slow to use, the weapon is very effective at laying down a curtain of fire.

Short range	Long range	Shooting to hit		Strength	Damage
		Short	Long		
0-20"	20-40"			5	D4

	Save Modifier	Type				Area
		c	h	s	f	
	-2		1"	☠	☠	

IMP. 745

GRENADE LAUNCHER

WINNER

127

HEAVY PLASMA GUN

Classified

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Des No. 47

CHAPTER REFERENCE

HEAVY BOLTER

Honor your Chapter
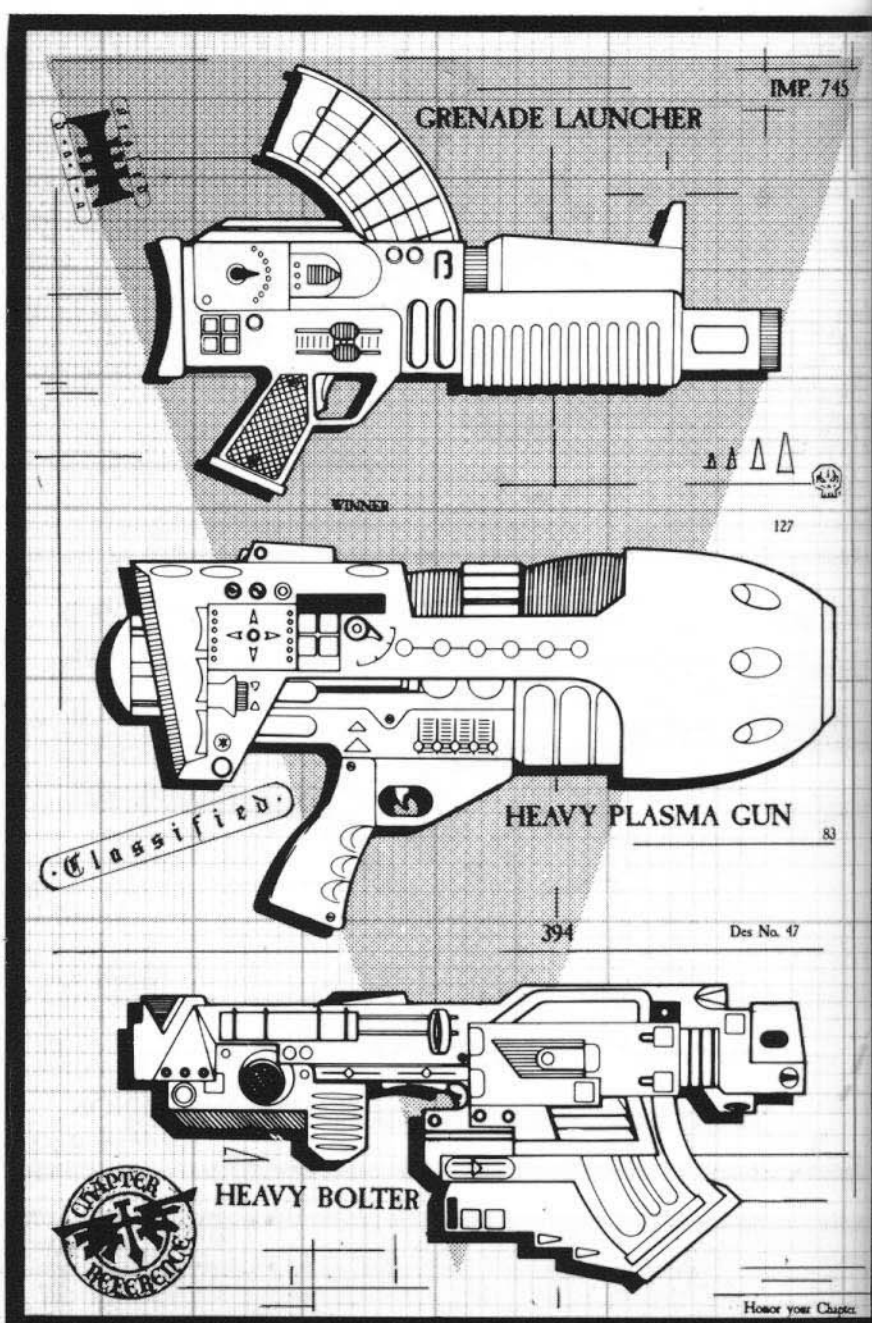
Heavy plasma gun. Like other plasma weapons, this fires a hail of super-heated plasma energy packets. It is heavier and more lethal than the standard plasma gun. Most of its bulk is taken up by the power packs needed to feed it. These are large; far larger that the basic energy packs. Because of this, the heavy plasma gun can fire either of two different kinds of shot: sustained fire and maximal fire. Sustained fire uses only a small amount of the available energy, so there is no need for the weapon to build up power. Maximal fire is an all out burst, releasing all of the stored energy in a single cataclysmic shot. If used like this the weapon cannot be fired for a further 3 turns, whilst the power-packs generate more energy. Sustained fire causes D4 *wounds/damage*, maximal fire D10.

The weapons has two sets of stats. The first for sustained fire, the second for maximal fire.

Short range	Long range	Shooting to hit		Strength	Damage
		Short	Long		
0-20"	20-40"			7	D4
0-20"	20-72"			10	D10

	Save Modifier	Type				Area
		c	h	s	f	
	-2		2"	☠	☠	1"
	-6		2"	☠		1"

Heavy stub. Heavy stubs are clumsy just like the twentieth century heavy machine guns they resemble. Their use is mostly confined to yokel militia units.

Short range	Long range	Shooting to hit		Strength	Damage
		Short	Long		
0-20"	20-40"			4	1

Save Modifier	Type				Area
	c	h	s	f	
-1		1"	☠	☠	

Heavy webber. This is a large version of the standard web gun. This weapon fires a considerable quantity of web material, covering an area several metres in diameter. Once hit a model cannot get free except by use of the special web solvent generally carried by all webber crews. The rules regarding *intelligence*, saving throws, etc, apply as for ordinary web guns.

Short range	Long range	Shooting to hit		Strength	Damage
		Short	Long		
0-12"	12-24"			special	

Save Modifier	Type				Area
	c	h	s	f	
			2"	☠	2"

Missile launcher. This weapon is similar in appearance to the grenade launcher but is larger, and is fired direct - usually off the shoulder. They fire any of the missile shots listed under *Grenades and Missiles*.

Pain is an illusion of the senses, despair an illusion of the mind.

Assassin Proverb

Short range	Long range	Shooting to hit		Strength	Damage
		Short	Long		
0-20"	20-72"			as ammo	

Save Modifier	Type				Area
	c	h	s	f	
			1"	☠	

HEAVY STUB

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HEAVY WEBBER

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ROCKET LAUNCHER

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Las-cannon. The las-cannon, laser cannon or blazooga, is a weighty, tubular weapon usually fired off the shoulder, or from a mount of some kind. It is frequently mounted on vehicles as their main armament.

Short range	Long range	Shooting to hit		Strength	Damage
		Short	Long		
0-20"	20-60"			9	2D6

Save Modifier	Type				Area
	c	h	s	f	
-6		2"	☠		

Multi-laser. The multi-laser is a rapid-firing combination laser chamber designed to slice its way through compact bodies of troops. In operation this makes it comparable to a twentieth century quadrupedally mounted bofors gun - delivering a hail of fire against its target. It is a weighty device and usually vehicle mounted.

Short range	Long range	Shooting to hit		Strength	Damage
		Short	Long		
0-20"	20-60"	+1		6	D4

Save Modifier	Type				Area
	c	h	s	f	
-1		2"	☠☠		

Multi-melta. Like the multi-laser, this is a combination weapon that has a number of melta-barrels. It is a vicious and effective weapon, if rather short ranged. Targets are just melted away - turning creatures into pools of steaming protoplasm, and vehicles into so much twisted goo.
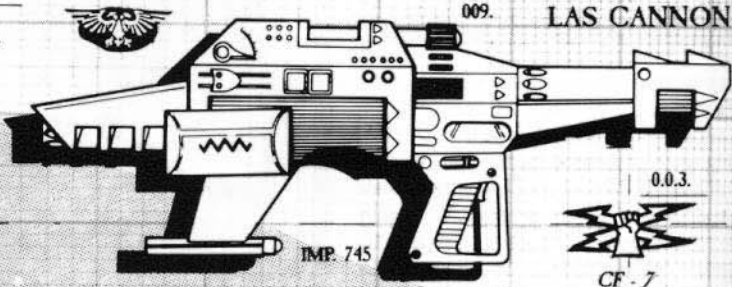
Short range	Long range	Shooting to hit		Strength	Damage
		Short	Long		
0-12"	12-24"	+1		8	4D6

Save Modifier	Type				Area
	c	h	s	f	
-4		2"	☠		2"
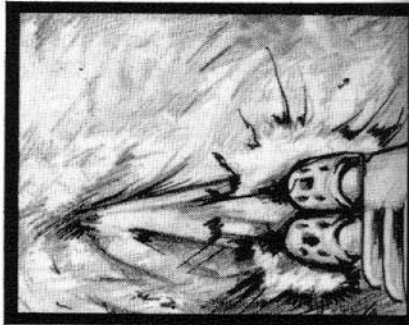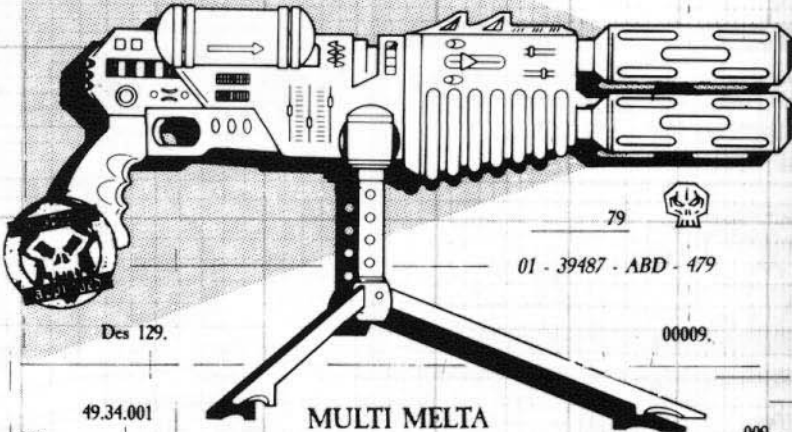
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009. LAS CANNON

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MULTI MELTA

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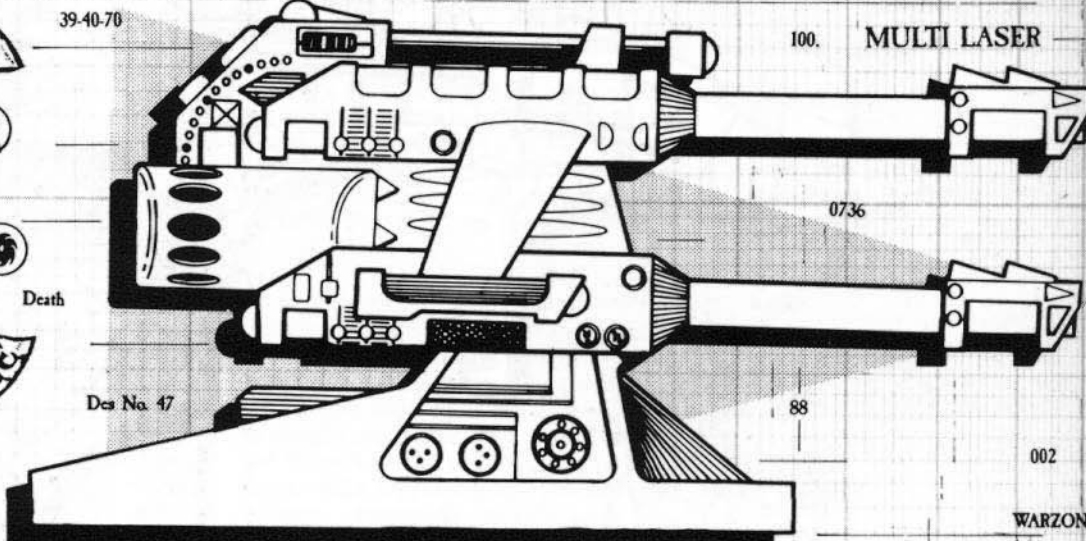
No Mercy, No Remorse, Just Kill.

CHAPTER

Death

REFERENCE

Des No. 47

39-40-70

100. MULTI LASER

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WARZONE 5.

ADEPTUS TERRA: FILE NO 798111039.

AB - 75

His Word is Our Strength.

● VERY HEAVY WEAPONS

Defence laser. Defence lasers are very large weapons indeed, with a laser chamber over 15 metres long, and an overall weight of many tons. They are usually set inside permanent and immovable concrete silos. The power drain of these weapons is enormous, and special generators are integral to their design. They can be built into vehicles, assuming you can find one big enough, but this is not usual. Their main purpose is to fire off-planet, into the upper-atmosphere against incoming missiles and spacecraft. Positioned on top of high buildings they can be used against ground targets, and are ideal for siege warfare. Their range is limited only by the curvature of the planet. This factor limits their usefulness against ground targets - giving a practical range of under a mile at ground height.

Very heavy weapons usually take up 6 *weapon points* on a vehicle. Defence lasers, however, are so large that they take up 10 points. This is greater than most of the standard vehicle profiles will permit.

Short range	Long range	Shooting to hit		Strength	Damage
		Short	Long		
0-20"	See text			10	10+D10

Save Modifier	Type				Area
	c	h	s	f	
-6			☠		4"

Macro-cannon. Macro-cannon are the largest and heaviest versions of the auto-cannon. They fire explosive shells of considerable size and potency. A macro-cannon can be mounted on a large vehicle (taking up 6 *weapon points*) but they are more commonly used in emplacements and for static defence. They can be used for indirect fire (see *The Advanced Gamer*). Maximum range is about 40 kilometres, but is regarded as unlimited for purposes of the game.

Short range	Long range	Shooting to hit		Strength	Damage
		Short	Long		
0-20"	See text			10	2D10

Save Modifier	Type				Area
	c	h	s	f	
-6			☠		2"

Plasma cannon. This weapon employs a shell that energises into boiling plasma as it is fired. As with other plasma weapons, a massive energy drain is involved. Power reserves are enormous, but even so a plasma cannon cannot be fired for two turns in succession.

Short range	Long range	Shooting to hit		Strength	Damage
		Short	Long		
0-20"	20-72"			8	10+D10

Save Modifier	Type				Area
	c	h	s	f	
-6					2"

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300

Death

·Classified·

HIGHEST KIL RATIO WARZONZ 6 & 12

● 39

49-50-39

PLASMA CANNON

BL. 127

Defile the Mutant.

d·a·t·a

MARCO CANNON

001

Ref: Cat 749

Exist for the Emporer.
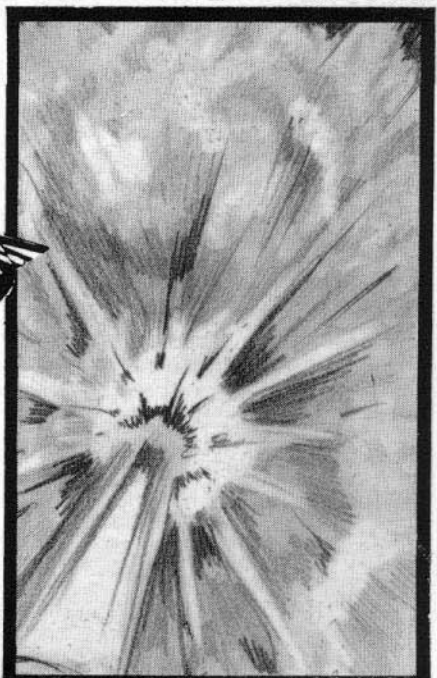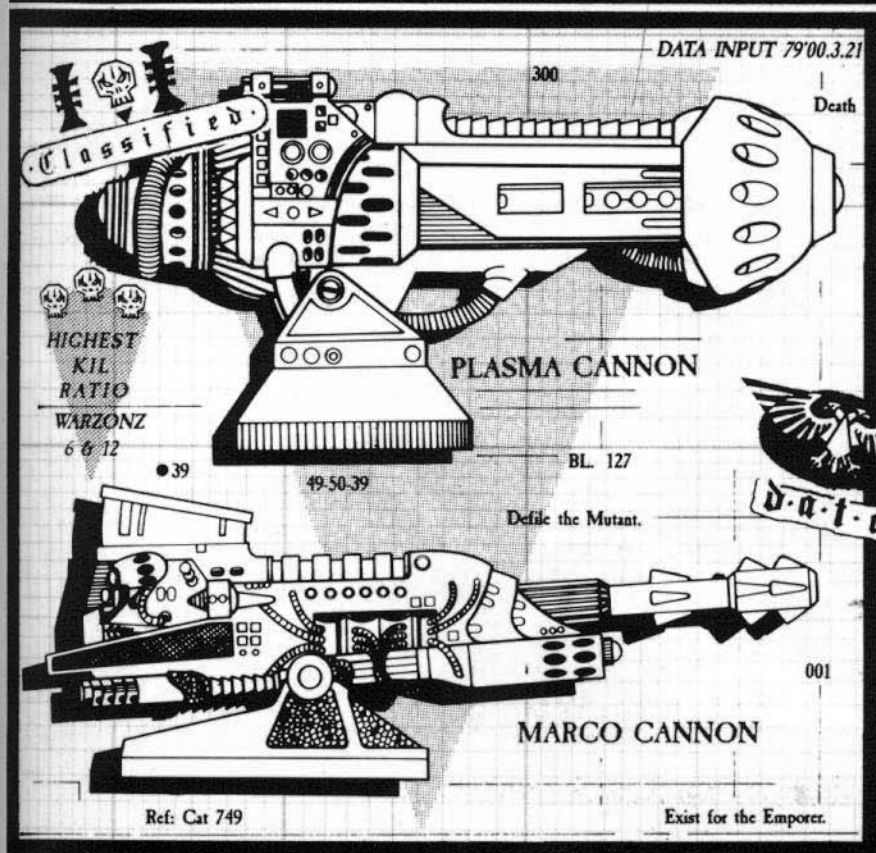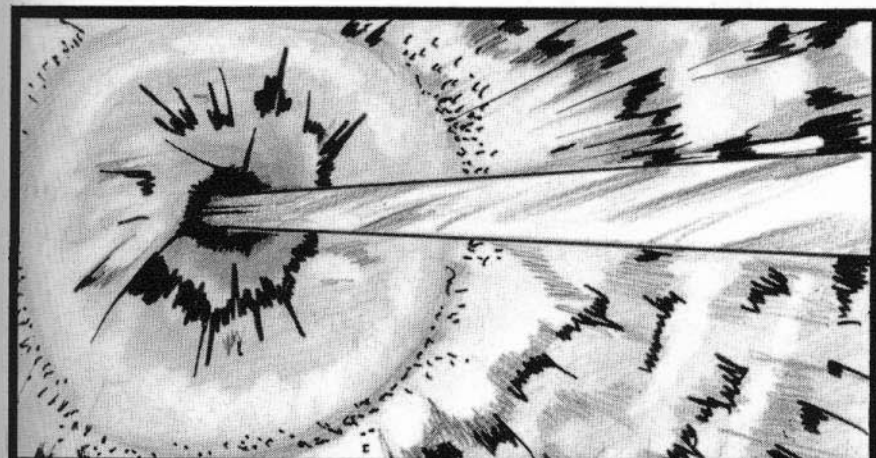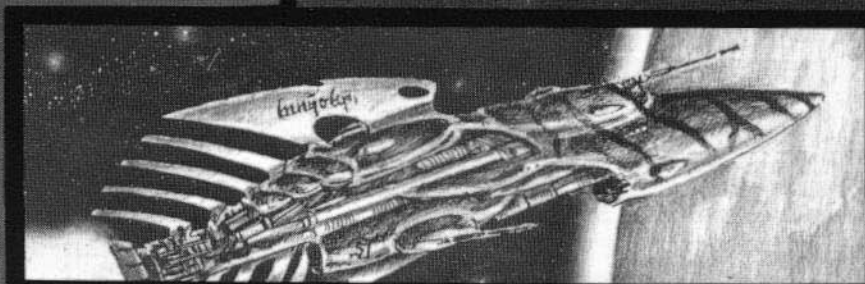
Scourned and ostracised by their own kind, the mercenary Eldar hire out to any creature willing to meet their exhorbitant fees. The sudden appearance of an Eldar mercenary ship above a war-zone causes instant panic amongst the combatants. Have they been employed by the enemy or are they open to offers? Even if cash has changed hands it is impossible to be sure where their loyalties lay. Only when the glowing legions swoop from the air are these questions answered once and for all.
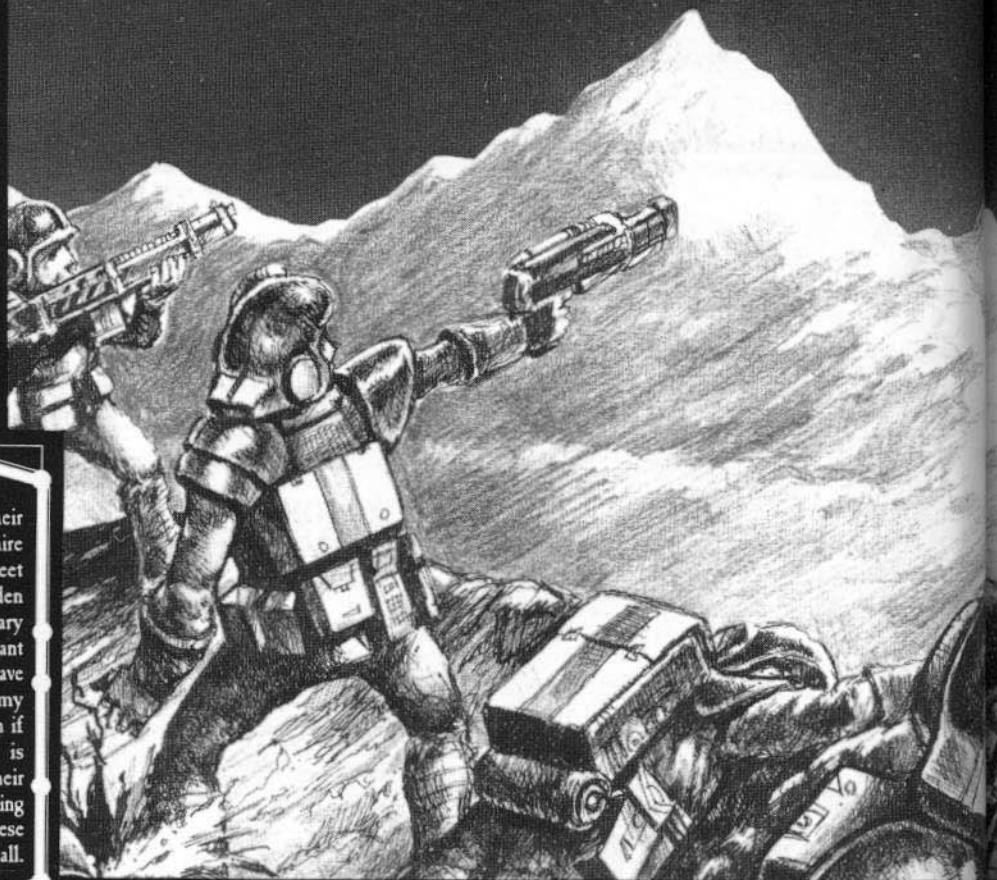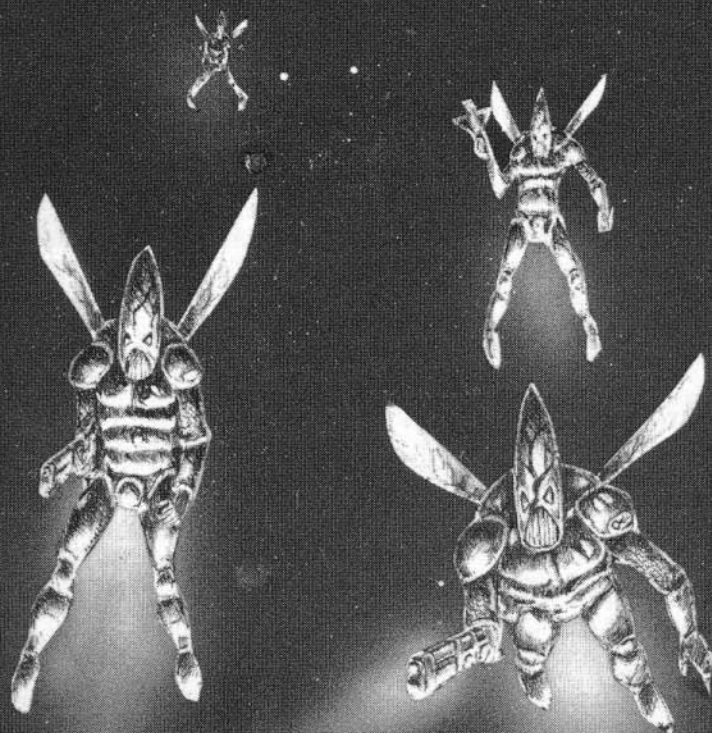
● GRENADES AND MISSILES

A grenade can be thrown by hand, sling or fired by a grenade launcher. The profiles given are for hand-thrown ranges. For the ranges and modifiers of weapon-launched grenades see the relevant weapon entry. All of the weapons available in grenade form are also available as missiles - which must be fired from a missile launcher.

These weapons take three basic forms. These are - blast, gas and field-effect.

Blast grenades and missiles have an actual physical effect - they explode! Models caught within the effect area may be hit, and will suffer damage worked out in the normal way.

Gas weapons affect the target's tissue or nervous system - killing or disabling. Gas does not necessarily need to be inhaled to work, any exposure to unprotected skin will usually suffice. Only troops wearing sealed suits or armour, or inside sealed buildings or vehicles will be unaffected. Roll to hit all targets as usual. Once hit a target is automatically affected, the effects and saving throws vary depending on the type of gas used.

Field-effect weapons produce a short-lived energy field on detonation. The effects of the field vary according to the weapon. Roll to hit all targets in the normal manner. Once hit the target is automatically affected, the effects and saves varying according to the weapon type.

Gas and field-effect weapons can be designed so that they have a very brief active life (a single turn). Others may hang around as dense clouds, persistent energy fields or lingering areas of deadly danger. When dealing with longer-lasting effect areas, leave the burst marker in position. Cotton wool can be fixed to a card circle to produce a useful *gas* marker. At the beginning of each turn (no matter which side's turn it is) roll a D6.

1	Disperses - remove the marker
2-5	Remains as it is
6	Drifts off D6" in the direction of the wind as determined by the GM

A persistent gas weapon released into a sealed room or vehicle cannot disperse. If a gas or field-effect area lasts for more than one turn, targets will often be within it at the start of their own turn. Work out additional damage or effect during shooting or combat, so a model which moves out of a gas area during its movement is not affected. This is a general rule - and the GM is free to change it if he judges the situation appropriate. For example, a model couldn't move right through a gas cloud during the movement part of the turn and then claim to be unaffected.

Anti-plant. Anti-plant grenades release a gas that instantly destroys all foliage, depriving concealed troops of cover, and killing harmful vegetation types. Anti-plant will even destroy bio-wire. The GM should remove appropriate scenery from within the affected area - there is no need to roll dice to hit/damage etc. Trees
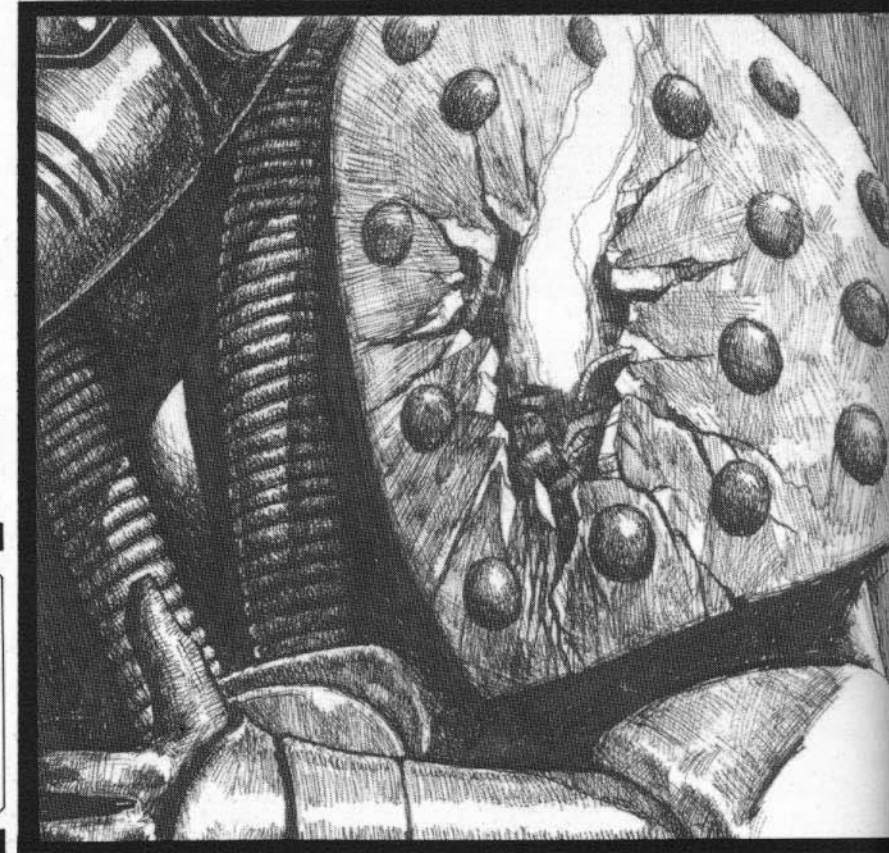
Short range	Long range	Shooting to hit		Strength	Damage
		Short	Long		
0-4"	4-8"	always hits			

	Save Modifier	Type				Area
		c	h	s	f	
		☠				1½"

and other hardy vegetation will be left as blackened stumps, possibly providing individual cover.

Blind. Blind is a sophisticated kind of smoke grenade, releasing dense smoke and broad spectrum electro-magnetic interference. Characters cannot see or target through blind, and psykers cannot use their powers to penetrate it. Troops in hand-to-hand combat may strike blows only on the D6 score of a 6. Blind affects all troops within its effect area - there is no need to roll to hit/damage etc.

Short range	Long range	Shooting to hit Short	Long	Strength	Damage
0-4"	4-8"	always hits			

	Save Modifier	Type c h s f			Area
		✠			1½"

Choke gas. Choke is a lethal gas that must be inhaled to have any effect. Models wearing respirators are unaffected. The gas is dense and green, and exposure causes damage in the same way as normal weapons. Roll to hit and wound/damage. There is no save.

Short range	Long range	Shooting to hit Short	Long	Strength	Damage
0-4"	4-8"		-1	3	1

	Save Modifier	Type c h s f			Area
		✠			1½"

Crack. These shells and grenades are designed for 'cracking' open armour - accordingly they need to be placed more carefully than most grenades and their throwing range is half normal. As well as the normal crack shell, there is also a special crack missile which is more powerful - this is **only** available in missile form and must be fired from a missile launcher.

Short range	Long range	Shooting to hit Short	Long	Strength	Damage
0-2"	2-4"		-1	6	D6
As missile launcher				8	D10
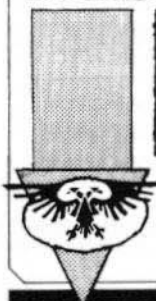
Save Modifier	Type c	h	s	f	Area
-3			✠		½"
-6					½"

Frag. These are standard anti-personnel grenades - they explode scattering fragments of casing over an area.

Short range	Long range	Shooting to hit Short	Long	Strength	Damage
0-4"	4-8"		-1		1

	Save Modifier	Type c h s f			Area
		✠			1½"

Hallucinogen gas. Hallucinogen gas is used as a psychological weapon, it causes delusion, hallucination and, sometimes, madness. The effects are difficult to predict, but are usually short-lived. Roll to hit targets as normal. The GM rolls a D10 to establish the effect for each target, describing the result in the following graphic detail.

1-4	Your hands are slimy tentacles - your fingers twisted worms! This is an hallucination - snap out of it! Roll for *confusion*.
5	You're sure you felt something drop onto your head! What is that tickling your neck? .... It feels like a spider .... spiders .... hundreds of 'em! Tear off all your clothing, discard all equipment and scratch. The model is totally immobilised and inactive until the next turn, and must then be rolled for again if it remains within the gas.
6	That tree/building/other suitable object moved .... why can't the others see it? You'll have to save the day .... blast hell out of it! The effect lasts until next turn, then roll again if the model remains within the gas.

7	Now's your chance! You've been waiting for a moment like this for months .... just run off behind those buildings and leave these mugs. You'll be home within a week and never see them again. The model breaks away from its unit and takes to the hills. The effect can only be overcome by a successful *rally*.
8	The sky's so big and wide! It would be great to just jump up into it and fly around like a ptera-squirrel. The character stands on the spot and leaps into the air as high as he can. Why are your comrades looking at you like that? You smile and ask them if they want to fly too. The model is incapacitated until next turn, then roll for it again if remaining within the gas cloud.
9	The enemy! They're all around you. Fire, throw grenades, shout warnings to your friends. Randomise firing and other weapons use, determine hits on friends as appropriate. The effects last until the model's next turn, then roll again if it remains within the gas.
10	Jones never liked you .... look at him walking in front .... steals your money, lies, cheats .... You hate him. Serve him right if you blew his head off. The character fires at his nearest friend - yelling abuse and shooting anyone who gets in his way (they're on Jones' side). The effects last until next turn, then re-roll if the model remains within the gas.

Troops already suffering the effects of hallucinogen gas will re-roll if exposed during a second or subsequent turn. They count scores of 1-4 as the same as their original score - making it 50% likely that they will continue their current lunacy.

The creative GM will invent effects of his own to substitute for some or all of those described.

Short range	Long range	Shooting to hit Short	Long	Strength	Damage
0-4"	4-8"	-1			

	Save Modifier	Type c h s f			Area
		✠			1½"

Haywire. When haywire shells/grenades detonate they release a massive burst of electro-magnetic energy. This is sufficient to cause damage to living tissue, but is really aimed at electrically operated machinery. Position the area marker as usual and roll to hit and cause *wounds/damage* against living creatures as with a normal weapon. There is no saving throw. In addition roll a D10 - the score represents the effectiveness of the shell, a low number corresponds to a high effect, a high number a relatively low effect. All technical equipment in the area (including weapons and equipment) with a *tech level* higher than the number rolled is immediately rendered inoperative. Even bio-units are affected - the energy surge scrambles their neuro-fibres just as it burns out electrical cables and fuses small components.

Equipment inside vehicles derives a certain amount of protection from the armour and vehicle-shell - giving each item of equipment inside a saving throw equivalent to the basic armour of the vehicle. A vehicle's engines, power-supply, etc, can be affected. Make a normal armour saving throw, if this is failed roll an unmodified D10 on the *special damage effects* chart.

It is not always obvious which items are affected by haywire - especially low-tech items which may or may not have electrically driven components. Obviously. clubs, swords and similar weapons have no moving parts or electrical components and couldn't be affected. Antique firearms and stub-guns are purely mechanical and cannot be harmed. Generally speaking, assume something is affected unless it obviously shouldn't be. Ultimately, it is up to the GM to give a ruling on specific items.

Short range	Long range	Shooting to hit		Strength	Damage
		Short	Long		
0-4"	4-8"		-1	2	1

	Save Modifier	Type				Area
		c	h	s	f	
	none			☠		1½"

Knock-out gas. Knock-out is a gas weapon. It must be breathed in to have any effect, and models wearing respirators or the equivalent are not affected. Other targets are affected if hit. Targets are simply rendered unconscious. They remain unconscious whilst within the gas area, but recover at the beginning of any of their turns on the D6 roll of a 5 or 6 once the gas has gone.

Short range	Long range	Shooting to hit		Strength	Damage
		Short	Long		
0-4"	4-8"		-1		

	Save Modifier	Type				Area
		c	h	s	f	
				☠		1½"

Melta-bomb. This grenade/missile explodes with a blast of super-heat - the intense thermal energy melting away the target. This is a very deadly device indeed, and is especially useful for attacking vehicles and buildings.

Short range	Long range	Shooting to hit		Strength	Damage
		Short	Long		
0-4"	4-8"		-1	8	D6

	Save Modifier	Type				Area
		c	h	s	f	
	-4			☠		1"

Photon. A photon shell releases a burst of light energy sufficient to seriously damage visual organs. This causes blindness in any creatures within the effect area, and destroys light-sensitive equipment (including infra-equipment and targeters). There is no need to roll to hit - all troops within the area are automatically hit and affected. Troopers wearing protective visors may be unaffected (depending on the saving throw of the visor - see *Miscellaneous Equipment*). Creatures inside buildings or vehicles, or behind hard cover, have a D6 save of a 4, 5 or 6. Blinded creatures may recover their sight within D6 days 50% of the time. In any case, troops are blinded for the duration of the game, and can be considered to be unconscious due to the effects of shock. Models may be removed from play at the GM's discretion - they take no further part in the game.

Short range	Long range	Shooting to hit Short	Long	Strength	Damage
0-4"	4-8"	always hits			

Save Modifier	Type				Area
	c	h	s	f	
			☠		1½"

Plasma. A plasma shell releases a cloud of flesh-boiling plasma over its effect area. The effect area remains until it disperses, but shrinks by ½" radius each turn after the first. So, a plasma shell never lasts longer than 3 turns (including enemy turns). Plasma can be represented by an area marker covered in flame effect cotton wool - three sizes will be needed of course.

Short range	Long range	Shooting to hit Short	Long	Strength	Damage
0-4"	4-8"		-1	5	1

Save Modifier	Type				Area
-2	c	h	s	f	
			☠		1½"

Psyk-out. When Psyk-out shells detonate they release fine dust particles which are heavily impregnated with negative psychic energy. This form of psychic energy is extremely rare - in the whole of human space it can be obtained only as a by-product of the Emperor's unique metabolism. Using this material to make anti-psychic weapons is considered by many to be a great waste, and their issue and use is strictly controlled. Any psyker within the effect area of this shell loses D6 psi-points immediately, and 1 point of psi-level permanently. In addition any psychic powers being employed from the area, through the area or into the area are instantly negated - including any protective psychic zones or auras. The energy is dispersed at the end of the turn.

Short range	Long range	Shooting to hit Short	Long	Strength	Damage
0-4"	4-8"	always hits			see text

Save Modifier	Type				Area
	c	h	s	f	
			☠		1½"

Rad. Radiation shells release dangerous radioactivity from their landing point. Nominate your target point and roll for deviation assuming a radius of 2" (deviates on a 3 or more). Having established the landing point, roll a D6+D4. This is the radiation level of the 'radiation hotspot'. The area effect radius of a rad shell is equivalent to half its rad level, rounding up to the nearest half inch. Represent the hotspot with a coloured marker - it will remain in place indefinitely (most of these charges lose 1 level per 24 hours).

Creatures passing through a radiation hotspot receive one automatic hit, with a strength equal to the radiation level.

The GM can opt to secretly record the position and strengths of hotspots. Players are then free to blunder into danger without realising it - very inconvenient for the players, but extremely amusing for the GM.

Short range	Long range	Shooting to hit Short	Long	Strength	Damage
0-4"	4-8"			varies	

Save Modifier	Type				Area
	c	h	s	f	
			☠		varies

Scare gas. This causes a state of panic if absorbed by the skin or breathed. Models who are within a cloud, or who pass through a cloud during the turn, are hit automatically and must test for *fear*. Troops wearing
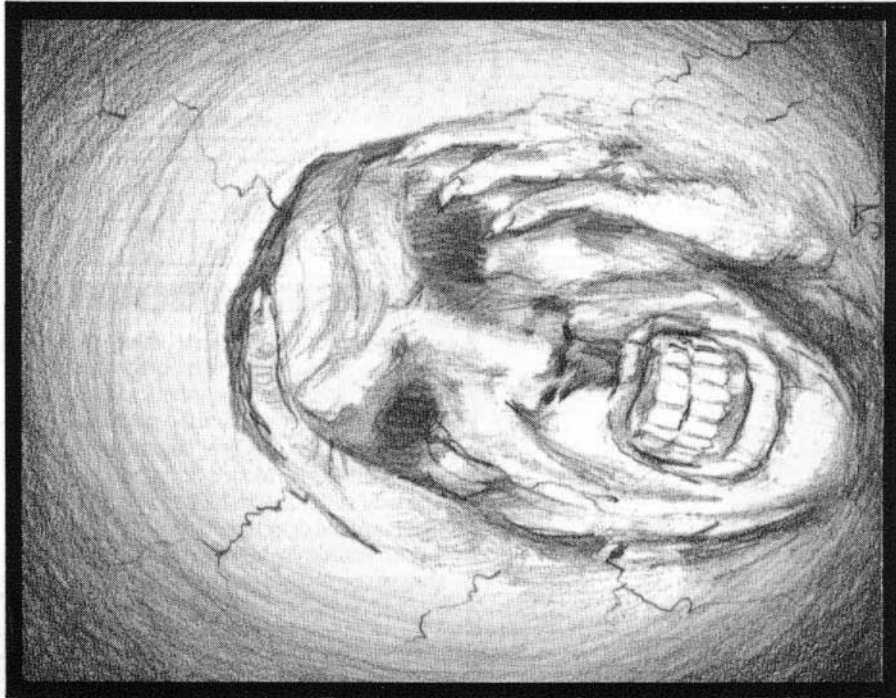
Every man is spark in the darkness. By the time he is noticed he is gone forever. A retinal after-image that fades and is obscured by newer, brighter lights.

Smoke. The area is covered in dense smoke and will remain so until it disperses. Models may not see or target through smoke (unless they have infra-vision). Models in hand-to-hand combat may only strike a blow on the D6 score of a 6.

Short range	Long range	Shooting to hit Short	Long	Strength	Damage
0-4"	4-8"	always hits			

Save Modifier	Type c	h	s	f	Area
			☠		1½"

Stasis. A stasis shell detonates creating a stasis field within which time is distorted and virtually ceases to exist. A field is unaffected by all events around it, it cannot be fired into or through. Models inside a field are instantly frozen and may do nothing, but are not destroyed and will resume their activity once the field passes. Flying objects are frozen in mid-air. The effect lasts until the field disperses.

Short range	Long range	Shooting to hit Short	Long	Strength	Damage
0-4"	4-8"		-1		

Save Modifier	Type c	h	s	f	Area
			☠		1"

Stumm gas. Used widely by police - this detonates to disperse a debilitating gas over an area. Models within the area, or passing through the area during the turn are automatically hit and must test for *confusion*. The gas cloud remains until it disperses.

Short range	Long range	Shooting to hit Short	Long	Strength	Damage
0-4"	4-8"	always hits			

Save Modifier	Type c	h	s	f	Area
			☠		1½"

Tanglefoot. Tanglefoot shells detonate producing a minor distortion effect in the fabric of space. This causes gravitic disturbance, spacial displacement and a certain amount of time distortion. Models caught in the field move at half-rate. Models firing into or out from the field suffer a -1 to hit penalty. Effects last until the field disperses. troops within the field are automatically hit - there is no need to dice.

Short range	Long range	Shooting to hit Short	Long	Strength	Damage
0-4"	4-8"	always hits			

Save Modifier	Type c	h	s	f	Area
			☠		2"

Toxin gas. Toxin is a gas that can be absorbed through the skin or breathed in. Only troops in sealed clothing are safe. Other targets are instantly slain if hit; their body tissues erupting into a putrescent mass of green and bubbling corruption. Roll to hit as normal - there is no saving throw. The gas remains until it disperses.

Short range	Long range	Shooting to hit Short	Long	Strength	Damage
0-4"	4-8"		-1		

Save Modifier	Type c	h	s	f	Area
			☠		1½"

Virus. Virus shells are germ warfare weapons, perfected to a reasonably safe and controlled degree. The types of virus used can, and do, vary a great deal, and it would be theoretically possible to manufacture species discriminating types. However, the rate of mutation is such that it would be impossible to guarantee this, so the weapons are rarely used for strategic decimation.

Place the marker as normal and roll to hit all targets. Only troops in protective clothing or in a sealed building/vehicle are immune - respirators are no protection. Targets which

Although warriors of the Imperium have access to the most advanced military equipment, their ranks are drawn from a wide cross-section of humanity, including the most barbaric. Imperial discipline is rigorous, but even so old habits die hard, and primitive social traits colour the attitude of the troopers themselves. In the case of troops from *warrior societies*, ritual head-hunting and torture are not discouraged by their officers. On the contrary, the presence of a group of savages in an army may encourage overall discipline and loyalty.

are hit are killed - with no saving throw. As a model is killed the virus will mutate and may spread to unaffected troops. Roll a D6, this is the radius centred on the dead body over which the virus will now spread. Immediately roll to hit new targets within this area - this may include troops who were lucky enough to avoid being hit by the initial blast. Continue rolling new effect radii and new casualties until no hits are scored or no potential targets remain.

The virus is genetically programmed to mutate into a harmless form once the killing spree has stopped. Note - although considered instantaneous, a virus would normally spread no faster than half a mile from the detonation point during a single game turn. Also, although the effects of virus are assumed to last only one turn, in fact in 1% of all uses it will break out again at a random moment within the next 10 years.

Short range	Long range	Shooting to hit		Strength	Damage
		Short	Long		
0-4"	4-8"		-1		

	Save Modifier	Type				Area
		c	h	s	f	
				💀		1½"

Vortex. A vortex shell creates a small disruption in the space/time fabric, a spinning whirlpool of destruction like a tiny black-hole. The disruption is called a vortex field. You cannot see or fire through a vortex field. All buildings, scenery and models caught in the area are destroyed automatically - a vortex destroys all matter and all energy. There is no need to roll to hit, and normally no saving throw. A character may be allowed a discretionary saving throw to represent his chances of leaping aside at the last minute (usually a D6 roll of a 6).

Vortex fields are actually spherical in shape and leave a crater where they have been, a moving field cuts a trench. The problem with these weapons is that they are unpredictable (they are also very rare and extortionately expensive).

When initially thrown/fired the vortex shell deviates on the D6 roll of a 2 or more. Vortex fields remain in play, vanish or move as indicated on the chart below. At the beginning of each turn (irrespective of which side's turn it is) roll a D10 and consult the chart below.

1-3 The vortex field vanishes
4-7 The field remains unchanged
8 The vortex field moves off D6" in a random direction
9 The vortex splits into two fields of equal size - dice again for each
10 The vortex instantly expands to radius 3" and disappears, leaving a giant crater
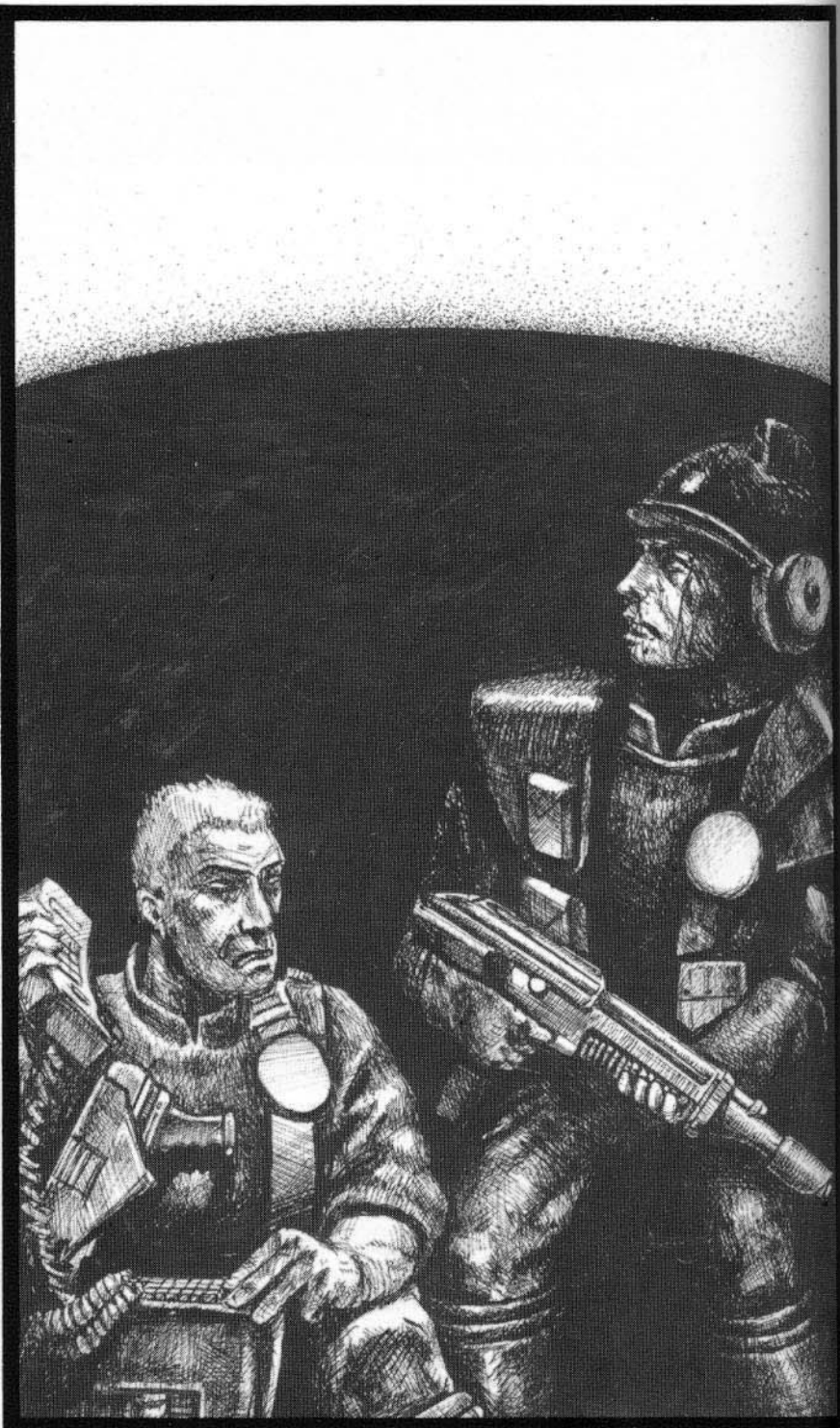
A vortex clipping a building or vehicle will cause D4 *damage* for each full ½" the vortex penetrates. So a vortex of 1½" radius (3" diameter) going straight through a building will cause 6D4 *damage*. If more than 50% of the ground area is destroyed the building will collapse anyway. If more than 1" of a vehicle is affected it is assumed destroyed unless it is a juggernaut. There is no saving throw.

On the games table a vortex field is represented by a card marker painted black to look suitably threatening. A black hemisphere would be visually more accurate (half of a ball), but finding a ball of the right size would be tricky.

Short range	Long range	Shooting to hit		Strength	Damage
		Short	Long		
0-4"	4-8"	always hits			

	Save Modifier	Type				Area
		c	h	s	f	
				💀		1½"

● MINES

Mines are comparable in effect to grenades and shells. In fact, all of the grenade type weapons can be adapted to mine form by the use of a simple pressure, temperature or proximity fuse or a similar device. It isn't really practical to lay mines during a game except by using the special *mine missile* described in the next section. If the GM wants to include mined areas in the game, a map must be drawn showing their extent and type. Most mines are coin-sized 'micro-mines', usually laid in clusters or scattered groups. Finding them is almost impossible - except by accident of course. Consequently, a mined area remains dangerous, even once some of the mines have gone off. If the GM wishes, he can assume that only a single mine has been planted, in which case it will detonate and is then removed from the map. Crack, melta-bombs and other hard-hitting mines are the most likely to be laid singly, or in small numbers, often across a road to catch vehicles.

Any model wandering into a mined area, or travelling over a mined area of road, is a target. Players may choose to set up mines so that they will only be activated by weight - in which case anything of small vehicle weight or more will be a target. Roll once to hit, using a *BS* of 3 - this usually means hits are scored on the roll of a 4, 5 or 6 on a D6. Work out damage as if the model had been hit by the equivalent grenade/shell type. It is assumed that mines are slightly less powerful than the equivalent grenade types, and do not have effect areas. For the same reason the effects never last longer than 1 turn, gas and field-effect weapons dispersing immediately.

Mines can be detected by using an *energy scanner* (described under *Miscellaneous Equipment*). Any model using an energy scanner reduces its chances of being hit to a 6 on a D6. Alternatively, any area effect explosive type grenade or shell can be used to clear an area equivalent to its own effect area marker. This does not guarantee destroying all mines, but reduces the chances of being hit to a 6 on a D6.

● SUPPORT WEAPONS

All off-table support weapons are large. They may be fired from silos many miles away, or from orbitting spacecraft or overflying aircraft. Some of the larger missiles can be launched from the edge of a solar system towards planets many millions of miles away. The availability of such support weapons must be decided by the GM before the game, and may depend upon the wider game 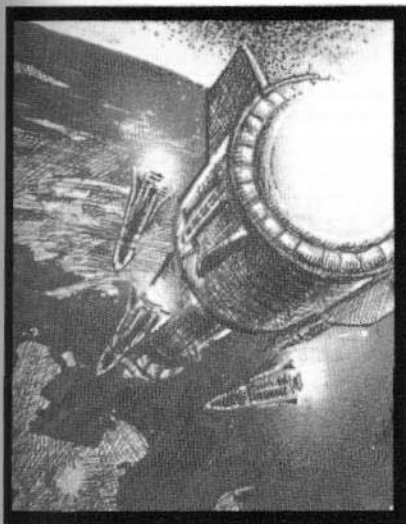context or scenario. It is not recommended that these huge and powerful weapons are used too frequently, and when they do appear in games they are better employed as the target of some raid or the focus of capture or destruction. They are included in the rules out of completeness. Any potential hits from support weapons can be worked out with a *BS* of 3.

Barrage bomb. A barrage bomb is a long range tactical missile designed to be used primarily against cities or emplacements. Range is practically unlimited. A barrage bomb can be fitted with drives, enabling it to be launched from the edge of a solar system at a target on a distant planet. Before striking its target the missile divides into 6 fragments.

When using this weapon nominate your target point and determine where the first fragment lands. Place a 2″ area effect marker and roll for deviation - bombs deviate on the D6 score of a 2 or more. Deviation distance is D20″. The remaining 5 fragments deviate automatically from the position of the first one - so roll a D12 for direction and D20 for distance in inches from the centre of the original marker. Once all markers are in position, work out damage. If markers overlap it is usual to work out damage only once - but the GM can allow damage to be worked out for each overlapping fragment if he judges the situation appropriate. Note that the weapon has no range bands as such.

Short range	Long range	Shooting to hit		Strength	Damage
		Short	Long		
see text				5	D10

	Save Modifier	Type				Area
	-5	c	h	s	f	2″

Bio-wire bomb. Missiles are used to despatch this strange weapon. Each bomb contains special seeds, growth medium and nutrients: the plant that grows from this material is called bio-wire. Bio-wire grows almost instantly, it is extremely tough, regenerates very quickly, and its sharp thorns will penetrate most armour or lacerate exposed flesh. Rapid speed of growth allows the thick tendrils to move with animal precision, entangling and strangling living creatures. Once caught, acidic secretions will reduce a man-sized creature to bones inside a minute.

Nominate the landing point of the missile. The missile deviates in a random direction by D20″ on a roll of 2 or more on a D6. Once you have established where the missile comes down, mark out a 2″ radius area with lichen, or other suitable scenic material. This is *very difficult terrain*, reducing movement to a quarter. In addition, any model moving through the bio-wire receives an automatic hit at *strength* 5 causing D6 *wounds*. Even vehicles will be affected - suffering D6 points of *damage* if hit.

Bio-wire is even more deadly because it can grow. The GM rolls at the beginning of each side's turn. Growth will occur on the D6 dice roll of a 6 - the radius of the clump increasing by a further ½″.

Bio-wire cannot be affected by most weapons. A chainsword, power axe or power

sword will cut a path, enabling movement at half-rate - but this does not stop the bio-wire attacking. Fire based weapons and plasma will clear an area equivalent to the effect area, as will *anti-plant* grenades or missiles.

Disruptor beacon. These are missile launched devices. They serve a tactical role on the battlefield, making communication difficult. A disruptor beacon emits a constant signal that dampens all other radio signals emanating from within 100". All communication becomes impossible whilst the beacon is intact. Nominate the landing point - on the D6 roll of a 5 or 6 beacons will deviate D20" in a random direction. Beacons can be destroyed by causing 1 point of *damage*. They have a *toughness* of 8.

Holographs. Holographic lasers, or sky-writers, project words or pictures onto cloud cover, and can be seen by anyone on the table. As such they have no burst marker or physical effect. A projected image lasts for D6 turns, and during that time any psychological tests taken by the enemy are subject to a minus 1 dice modifier. Sky-writers are designed to have a morale effect, reminding the enemy of past defeats, taunting individual soldiers, or promising comfort and safety as a P.O.W.

Homing beacon. A homing beacon emits a constant signal that can be subsequently tracked using a communicator or other receiver. Additional off-table support weapons can be fired onto the position of a beacon and will home-in to the signal - negating any chance of deviation. Whether the homing beacon lands on target or not is another matter! Beacons will deviate on the D6 roll of a 5 or 6 by D20" in a random direction. A beacon will be destroyed by any *damage* received, it has a *toughness* of 8.

Mine missile. This is a large parent missile which shatters above its target, scattering an area 12" radius with thousands of tiny, coin-sized, micro-mines. Nominate the target point and roll for deviation. Mine missiles deviate by D20" in a random direction on the D6 roll of a 2 or more. Potential targets are hit with a *BS* equivalent of 3, which usually gives a hit on the score of 4, 5 or 6. Mines remain active until they are cleared by explosive area fire.

Missiles. In theory there is no reason why any of the grenade and missile types shouldn't be available in larger support versions. It would be possible to manufacture a missile of any size: from a weapon little larger than a normal launcher shell, to one capable of wiping out a city, province or continent. All large missiles deviate on a D6 score of 2 or more, deviating in a random direction by D20". Area markers are multiples of the grenade type - x2, x3, x4, etc. It is convenient to refer to such large missiles as 'x5 scare missile', or 'x3 toxin missile', etc. Effects are the same as the grenade equivalent.

Nightlight. These are relatively small missiles, usually around 2-3 metres long. They are fired into the sky where they fully illuminate the area of the game for 2D3 turns.

In daylight they are ineffective except as pre-arranged signals.

Plasma bomb. A plasma bomb is a large missile typically used by or against spacecraft. They are also used for planetary sieges. The missile energises at launch, converting into a mass of seething plasma - each missile becomes a ball of boiling energy sufficient to melt a city-block. As it converts to plasma, the missile divides into 6 fragments. this enables the plasma to spread out and saturate its target. A target under plasma attack becomes a blazing inferno which only the very fortunate survive.

Range is practically unlimited. A plasma bomb can be fitted with drives enabling it to be launched from the edges of a solar system against a target on a distant planet - a powered missile of this kind is sometimes known as a plasma torpedo, or plasma lance.

When using this weapon nominate your target point anywhere on the table, and determine the position of the first fragment. Place a 2" radius effect area and roll for deviation. Plasma bombs deviate on the D6 score of a 2 or more. Deviation distance is D20" in a random direction. The remaining fragments will automatically deviate from the landing position of the first one - so for each of the other 5 fragments roll a D12 for direction and D20 for distance in inches. Once all the markers are in position work out damage. If the markers overlap it is usual to work out damage only once - but the GM can allow damage to be worked out for each overlapping fragment if he judges the situation appropriate. Note that the weapon has no range bands and that all to hit dice are modified by +2.

Short range	Long range	Shooting to hit		Strength	Damage
		Short	Long		
see text	+2			10	10+D10

Save Modifier	Type				Area
	C	h	S	f	
-10					2"

Scatter missile. This missile breaks up before impact, scattering 6 standard type grenades. Nominate the target point and roll for deviation. Deviation is D6" on a D6 score of a 5 or 6. All grenades (including the first) automatically deviate D6" from this point. Scatter missiles can contain any standard grenade type or types.

WEAPON SUMMARY

BASIC WEAPONS

	Short Range	Long Range	Shooting to Hit S	L	Strength	Damage	Save Mod.	C	H	S	F	Area	Tech
Auto-gun	0-12"	12-32"	+1		3	1	-1						6
Bolter	0-12"	12-24"	+1		4	1	-1						6
Bow	0-12"	12-24"		-1	3	1							5
Crossbow	0-16"	16-32"		-1	4	1				x			5
Flamer	0-6"	6-12"	+2	-1	4	1	-2					1½"	6
Graviton Gun	0-8"	8-16"	+1		special							1½"	6
Handbow	0-8"	8-16"		-1	4	1				x			5
Lasgun	0-12"	12-24"	+1		3	1	-1						6
Melta-gun	0-6"	6-12"	+1		8	D6	-4			x		1"	6
Musket	0-6"	6-24"		-1	3	1	-1			x			5
Needler	0-16"	16-32"	+1		3	1	+1			x			7
Plasma gun	0-8"	8-24"	+1		7	1	-2				x		6
Shotgun	0-4"	4-18"		-1	varies	1	varies			x		½"	5
Shuriken Catapult	0-12"	12-24"	+1		4	1	-2				x		7
Sling	0-12"	12-18"		-1	3	1				x			5

HEAVY WEAPONS

	Short Range	Long Range	Shooting to Hit S	L	Strength	Damage	Save Mod.	C	H	S	F	Area	Tech
Auto-cannon	0-20"	20-72"			8	D6	-3	2"	x			1"	6
Beamer	0-20"	20-40"	-1		varies	D6	varies	1½"	x			varies	7
D-Cannon	0-16"	16-32"		-1	see text			2"	x			2"	8
Grenade Launcher	0-20"	20-60"			as ammo			1½"	x				6
Heavy Plasma Gun: sustained	0-20"	20-40"			7	D4	-2	2"	x	x		1"	6
maximal	0-20"	20-72"			10	D10	-6	2"	x			1"	6
Heavy Bolter	0-20"	20-40"			5	D4	-2	1"	x	x			6
Heavy Stub Gun	0-20"	20-40"			4	1	-1	1"	x	x			6
Heavy Webber	0-12"	12-24"						2"	x			2"	7
Las-cannon	0-20"	20-60"			9	2D6	-6	2"	x				6
Missile Launcher	0-20"	20-72"			as ammo			1"	x				6
Multi-laser	0-20"	20-60"	+1		6	D4	-1	2"	x	x			6
Multi-melta	0-12"	12-24"	+1		8	4D4	-4	2"	x			2"	6

CLOSE COMBAT WEAPONS

	Short Range	Long Range	Shooting to Hit S	L	Strength	Damage	Save Mod.	C	H	S	F	Area	Tech
Antique Pistol	0-6"	6-12"	-1	-2	3	1	-1	x					5
Autopistol	0-8"	8-16"	+2		3	1	-1	x					6
Bolt Pistol	0-8"	8-16"	+2		4	1	-1	x					6
Chainsword					4	1	-1	x					6
Combat Accessory			*		as user			x					4
Force Rod			*		see text			x					4
Force Sword			*		as user	1		x					4
Hafted Weapon					as user	1	-1	x					4
Hand Weapon			*		as user	1		x					4
Hand Flamer	0-4"	4-8"	+2		4	1	-2	x					6
Improvised Weapon			*		as user	1		x					1
Las pistol	0-8"	8-16"	+2	-1	3	1	-1	x					6
Needle Pistol	0-8"	8-16"	+2	-1	2	1	+1	x					6
Neuro Disruptor	0-6"	6-12"	+2		see text			x					4
Plasma Gun	0-6"	6-18"	+2	-1	6	1	-1	x					5
Poweraxe					6	1	-3	x					5
Powerglove					8	1	-5	x					6
Powersword			*		5	1	-1	x					5
Sawn-off Shotgun			*		varies	1	varies	x		x		½"	5
Stub Gun	0-8"	8-16"		-1	3	1	-1	x					6
Sword			*		as user	1		x					4
Webber	0-4"	4-8"	+1		see text			x					7

GRENADES AND MISSILES

	Short Range	Long Range	Shooting to Hit S	L	Strength	Damage	Save Mod.	C	H	S	F	Area	Tech
Anti-plant	0-4"	4-8"								x		1½"	4
Blind	0-4"	4-8"								x		1½"	4
Choke	0-4"	4-8"			3	1				x		1½"	4
Crack: basic	0-2"	2-4"		-1	6	D6	-3			x		½"	5
: missile				-1	8	D10	-6					½"	5
Frag	0-4"	4-8"		-1	3	1				x		2"	4
Hallucinogen	0-4"	4-8"		-1						x		1½"	6
Haywire	0-4"	4-8"		-1	2	1				x		1½"	8
Knock-out	0-4"	4-8"		-1						x		1½"	5
Melta-bomb	0-4"	4-8"		-1	8	D6	-4			x		1"	5
Photon	0-4"	4-8"								x		1½"	5
Plasma	0-4"	4-8"		-1	5	1	-2			x		1½"	4
Psyk-out	0-4"	4-8"								x		1½"	4
Rad	0-4"	4-8"								x		varies	5
Scare Gas	0-4"	4-8"								x		1½"	4

All ranges and to hit modifiers apply to grenades only. For missiles see details of launcher.

* Close combat only

● VEHICLE PROFILES

The galaxy is a big place - containing more worlds than one can easily imagine. Transporting materials between so many distant star systems is not easy, so most vehicles are built and used on the same planet. Some designs have gained a certain popularity and are used throughout human space, often with local variations, improvements or adaptions. More often local demand creates a market for home-built vehicles to accomodate not only local conditions but also local tastes. Amongst the human military one might imagine vehicle design to be standardised - but this is only partially the case. Vehicle provision is often the perogative of individual commanders, whilst most units prefer to modify their vehicles - sometimes completely rebuilding them to meet their needs. Vehicle provision is often so difficult that commanders are all too pleased to take what they can get.

Vehicles pose a problem for the gamer - or rather a challenge! It is not possible for Citadel Miniatures to manufacture vehicles in lead for technical reasons (not to mention the cost). It is unlikely that we'll ever see a full range of plastic vehicles for **Warhammer 40,000** from Citadel either. So, we are forced to rely on making our own vehicles, or adapting vehicles available as plastic kits from other manufacturers. At the time of writing there are many excellent kits available - but who can say for how long shops will continue to stock these useful items? Because we can't be sure of what models will be available in the future this section has been designed around the concept of 'generic types'. Each generic type corresponds to a vehicle's propulsion or general form, and each of these is sub-divided into three categories of 'small', 'medium' and 'large'. You should be able to fit any kit currently available, or any conversions of your own, into one of these categories. Specific details of armament and additional equipment are left as variables in the descriptions, and can be randomly generated if you wish.

The vehicle's maximum safe flight speed
The slowest possible flight speed
The ratio of turning circle radius to current speed
The amount the vehicle can accelerate, X2 to give the deceleration rate
The amount the vehicle can accelerate in flight, X2 to give the deceleration rate
This is the fastest risk-free move possible to the vehicle

LAND		AIR			
Max speed	Acc/dec	Max speed	Min speed	Acc/dec	TRR

	Cp	T	D	Sv	Eq	W

The maximum number of human sized crew that can be carried
The amount of weapons 'points' the vehicle can carry
The amount of equipment 'points' the vehicle can carry
Used to calculate damage
Basic D6 saving throw against damage
Used to record damage

● GENERATING WEAPONRY FOR VEHICLES

A vehicle's armament can either be decided by the GM before the game, chosen by the player, or generated randomly using the generation charts for weapons. It is recommended that where a GM has designed a scenario he actually decides all details of vehicles including armament prior to the game.

In this way the GM can be sure his scenario will work, and that there will be no unbalancing element introduced by the players or a random dice throw. However, for those who like to generate details randomly, the chart below gives details of how a vehicle's *weapon points* are divided up between *very heavy, heavy and basic* weapons. Basic weapons are worth 1 point, heavy weapons 2 points and very heavy weapons 6 points (except for defence lasers which are 10 points).

Roll randomly on the weapons charts to determine the weapon/s carried. When rolling for vehicles capable of mounting a defence laser, it is best to roll for the very heavy weapon first, as the installation of this weapon will reduce the number of other weapons that may be carried. If a roll indicates the presence of a defence laser on any other vehicle ignore the result and roll again.

						Weapon points						
D6	1	2	3	4	5	6	7	8	9	10	11	12
1	1b	2b	3b	4b	5b	6b	7b	8b	9b	10b	11b	12b
2	1b	2b	1b1h	2b1h	3b1h	4b1h	3b2h	4b2h	3b3h	4b3h	3b4h	4b4h
3	1b	2b	1b1h	2b1h	1b2h	2b2h	1b3h	2b3h	1b4h	2b4h	1b5h	2b5h
4	1b	2b	1b1h	2h	1b2h	3h	1b3h	4h	1b4h	5h	1b5h	6h
5	1b	1h	1b1h	2h	1b2h	1v	1b1v	2b1v	1b1h	2h1v	1b2v	3h1v
									1v	*	1v*	*
6	1b	1h	1b1h	2h	1b2h	1v	1b1v	1h1v	1b1h	2h1v	1b2h	2v
									1v	*	1v*	*

b=basic, h=heavy, v=very heavy, *=only vehicles of this size are permitted to mount a 10 point defence laser - in which case the remaining points are made up in basic weapons.

FIRE ARCS ON VEHICLES

Generally speaking, fire arcs should make sense relative to the model itself - so, a vehicle with a weapon mounted to its front may fire to its front, a vehicle with a turret can fire all round, and so on. A fire arc from a fixed weapon should be 90° calculated from the exact centre of the vehicle and facing straight forward, backwards or directly to either side.

Fixed Weapon Fire Arc calculated forward from centre of vehicle

Turret = 360° Arc

GENERATING EQUIPMENT FOR VEHICLES

As with armament, additional equipment may be selected by the GM or randomly generated from the equipment tables. Much of the equipment has little or no significance when applied to vehicles, in which case the vehicle either has an empty *equipment space*, or the equipment indicated is carried in stowage and may be used by the crew if they wish.

Alternatively, this shortened chart can be used to determine a vehicle's equipment. The list includes only items which would most likely be carried by a vehicle, plus a cover-all category for more exotic equipment. Rolls which indicate other equipment can be re-rolled on the random equipment charts. If the same equipment is rolled more than once it may be taken or re-rolled as the player wishes.

01-10	Auto-aim
11-30	Auto-drive
31-40	Auto-facilities
41-45	Bio-scanner
46-65	Communicator
66-70	Ejector seats
71-75	Las-cutter (3 points)
76-80	Phase field generator (2 points)
81-85	Power canopy (2 points)
86-95	Targeter
96-00	Other equipment (random)

INDEX AND RANDOM GENERATION OF VEHICLE TYPES

1	01-10	Bike
2	11-20	Crawler
3	21-25	Flyer
4	26-40	Hoverer
5	41-45	Juggernaut
6	46-60	Landing-pod
7	61-65	Road-wheeler
8	66-85	Track/wide-wheeler
9	86-00	Walker

BIKES

Bikes are small vehicles designed to carry a single passenger and a small amount of equipment, they may be wheeled, hoverers or one of the other main vehicle types, and may

be capable of flight. Most bikes, however, are either wheeled or hoverers. Special rules apply as for their main type as well as the following.

1   Bikes are open targets in the same way as open-topped vehicles. At short range the bike or rider may be targeted, at long range shots are randomised between the rider and bike.

2   Although bikes are not intended to carry passengers, it is possible to carry a single pillion passenger. Such a passenger may not do anything whilst on the bike, but may leap off in the same way as an individual exitting from a vehicle. Whilst carrying a passenger a bike's *turn radius ratio* is increased to 1.

3   A stationary bike may be turned on the spot so that it faces any direction.

TYPICAL BIKE

LAND		AIR			TRR
Max speed	Acc/ dec	Max speed	Min speed	Acc/ dec	
32	16				½

Cp	T	D	Sv	Eq	W
1	4	1		1	1

RANDOM BIKE

LAND		AIR			TRR
Max speed	Acc/ dec	Max speed	Min speed	Acc/ dec	
2D6+ 20	2D6+ 4	25% chance of flight			½

Cp	T	D	Sv	Eq	W
1	D3 +2	1	D6 +4	D3-1	D3-1

Saving throws of 7 or more indicate no save.

● THE VINCENT BLACK SHADOW

This famed ferro-beast is the fabled mount of many of the mercenary bike-warriors that infest the forgotten, distant and lawless parts of the galaxy. Its huge road wheels are armour plated, its armament considerable, and its riders can be counted among the most vicious scum in the universe.

LAND		AIR				TRR
Max speed	Acc/ dec	Max speed	Min speed	Acc/ dec		
32	16					½

Cp	T	D	Sv	Eq	W
1	5	1	5,6	2	2

Weaponry varies a great deal, but typically comprises either two bolters or a single heavy-bolter. Standard equipment is one auto-drive unit and one communicator.

● CRAWLERS

Crawlers are designed to operate on the surface or underground by means of burrowing. On the surface they are comparatively slow and cumbersome. However, they can travel underground through most types of soil and loose rock, or over sea bottoms and river beds.

1.   Crawlers cannot move overland through woods or equivalent terrain. Other *difficult ground* is ignored.

2.   Crawlers can move through linear obstacles, demolishing or flattening them in the process. They can move through or up or underneath buildings, taking only **half** normal collision damage.

3.   Crawlers can tunnel underground at full rate through loose soil, sand, gravel, marsh and comparable material. They can tunnel through compacted soil and earth at half-rate. Solid rock, concrete and comparable materials are impassable.

Crawlers usually begin a game underground, tunnel into position, and emerge during the game. The best way to represent this is for the GM to ask the player where and when each crawler is going to break surface. So, for example, the player might declare that one of his crawlers is going to emerge 'directly in front of the launching pad in turn 4', or '12" due north of the compound in turn 3'. Whilst crawling underground it is unlikely that crawlers will be able to communicate or manoeuvre totally effectively, so the GM should introduce a chance of delay or of going off course. Allow each crawler a 1 in 6 chance of not appearing during its nominated turn and each subsequent turn. The chances of going off course should be greater, so allow only a 1 in 6 chance of the vehicle **not** going off course. Course deviation is worked out in the same way as *area fire* deviation, with the vehicle being positioned D6" from its intended point in a random direction. Once placed on the table a crawler may be moved underground again, further movement can be worked out by map. Roll for delay and deviation when the

crawler attempts to emerge once more. Deviation can never exceed half the total distance travelled. During the turn in which it emerges, a crawler may fire its weapons as normal. It may also disgorge crew, but only at half-rate.

TYPICAL CRAWLER

	LAND		AIR			TRR
	Max speed	Acc/ dec	Max speed	Min speed	Acc/ dec	
S	16	4				2
M	12	4				2
L	8	4				2

Cp	T	D	Sv	Eq	W
2	9	20	5-6	2	2
6	9	40	4-6	3	5
12	9	60	3-6	6	8

BATTLE FOR GEO-STATION ERPES - ORKS BATTLE MARINES

RANDOM CRAWLER

LAND		AIR			
Max speed	Acc/ dec	Max speed	Min speed	Acc/ dec	TRR
2D6	D4+2	1% chance			2

Cp	T	D	Sv	Eq	W
2D6	D4 +6	10x D6	D4 +2	D6	D10

● THE SAND CRAWLER

This is a small but powerful vehicle, built to carry two crewmen over or under the earth. Like all crawlers, it has a tough outer shell; this helps to protect the crew and sensitive equipment from the massive heat build-up caused by travelling underground. Most of the friction derived heat is blasted away via the rear tail unit - which also provides the overall forward thrust. The main heat shield is at the front, just above the forward grinders. Earth is loosened using a high frequency sound field. Loose soil is then drawn under the forward grinders, through the main grinders and is pushed behind the vehicle by the revolving spades. The main grinders also serve to edge the vehicle forward, and provide a degree of directional control.

LAND		AIR			
Max speed	Acc/ dec	Max speed	Min speed	Acc/ dec	TRR
16	4				2

Cp	T	D	Sv	Eq	W
2	9	20	5-6	2	2

ORKS AND MARINES ENGAGED IN DEADLY BATTLE
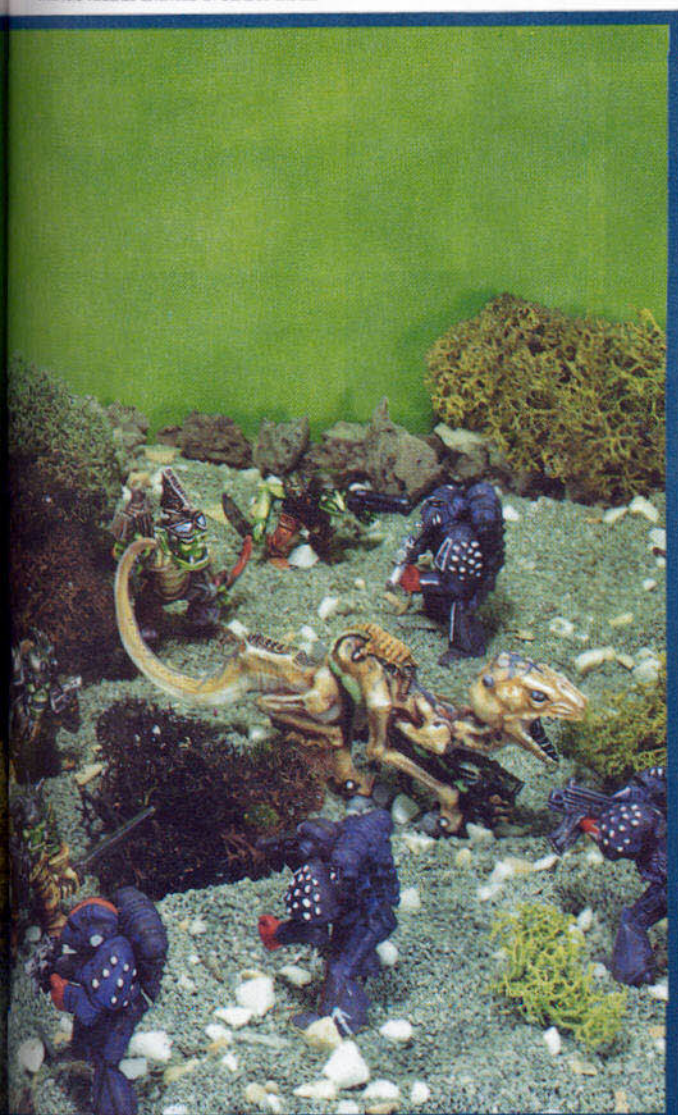
WALLS PROVIDE VITAL COVER IN THIS SKIRMISH

ORKS AND MARINES CLASH OVER REMOTE OUTPOST
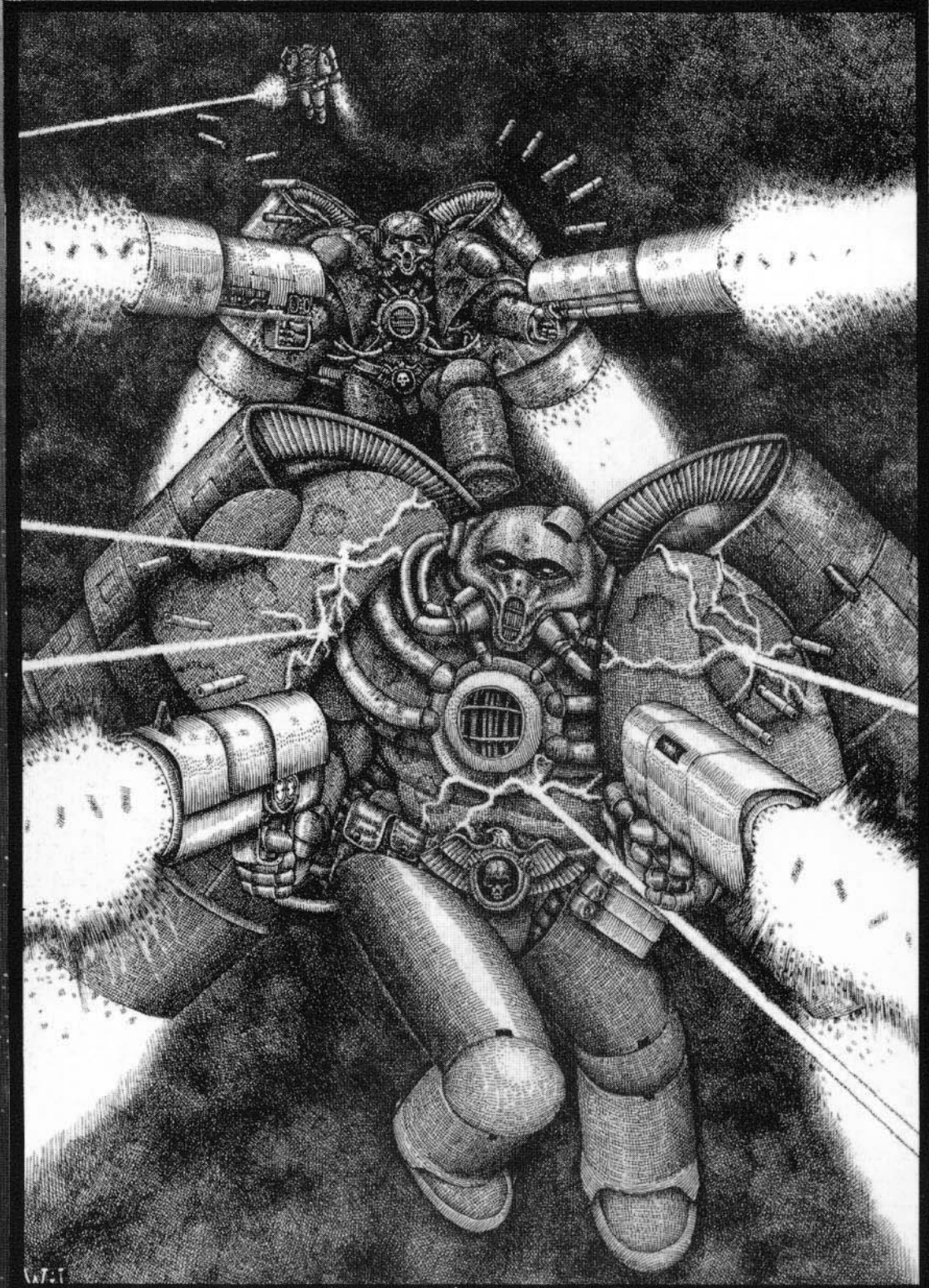
LAND		AIR			
Max speed	Acc/dec	Max speed	Min speed	Acc/dec	TRR
16	4				2

Cp	T	D	Sv	Eq	W
2	9	20	5-6	2	2

Standard armament comprises 2 auto-guns. Standard equipment is 1 communicator and auto-aim for one of the auto-guns.

FLYERS

Flyers are vehicles which are capable of full flight, like aeroplanes and helicopters. They may also be walkers, hoverers, tracked or wheeled as well. Even some crawlers can fly (although this is rare). Flight is achieved by hover-thrust jets, sometimes with anti-gravity lifters or gravitic reaction motors. Vehicles which fly can usually hover, although some may be incapable of any mode other than full flight (such as the aeroplane).

TYPICAL FLYERS

LAND		AIR			
Max speed	Acc/dec	Max speed	Min speed	Acc/dec	TRR
		300	0	12	2
		300	12	24	3
		300	36	36	4

Cp	T	D	Sv	Eq	W
2	6	15		3	3
2	6	20		5	5
20	6	30		6	6

RANDOM FLYERS

LAND		AIR			
Max speed	Acc/dec	Max speed	Min speed	Acc/dec	TRR
		10x 5D6	*	6D6	D4+1

Cp	T	D	Sv	Eq	W
**	D4 +3	4D6 +20		D4 +2	D4 +2

* 10% chance of 0. Otherwise 6D6.
** 50% chance of 2. Otherwise 2D10.

In flight, all terrain is overflown and therefore ignored. The examples below are pure aircraft, with no ground movement. The maximum and minimum speeds, acc/dec rates and turn ratios can be transferred onto any small, medium or large vehicle of any type to turn it into a vehicle capable of both ground and aerial movement. The remaining statistics then come from the ground movement type (capacity, toughness, damage, etc).

Due to their high speed, it is possible for a flyer to literally enter and leave the table in a single turn - completing a single fly-past. During such a turn weapons can be fired or dropped from any position along the flight path. Similarly, troops on the ground may fire at the flyer at any position it occupied during its turn.

THE ORGUS FLYER

This model is a conversion from plastic spares. The fly is a light strike vehicle, typical of the sort of thing that might be used to scout ahead of an advancing force, or to offer support to troops on the ground.

LAND		AIR			
Max speed	Acc/dec	Max speed	Min speed	Acc/dec	TRR
		240	24	24	2

Cp	T	D	Sv	Eq	W
2	4	30		4	4

Standard weaponry is a las-cannon and a missile launcher. Standard equipment includes auto-drive, a targeter for the las-cannon, a communicator and ejector seats for the crew.

HOVERERS

Hoverers are vehicles which hover just above ground level. They may be powered by hover-thrust jets, or by a combination of jets and anti-gravity fields. In either case the effect is the same, giving a maximum ground clearance of up to 1 metre.

1. Hoverers can cross linear obstacles such as hedges or low walls without risk at speeds of up to ½ maximum. At greater speeds vehicles will go out of control during the following turn.

2. Hoverers are not able to operate inside woods, or amongst areas of large, irregular mineral formations (such as crystal forests and closely packed stalagmites).

3. Bogs, water and other marshy or loose ground incur no penalty.

TYPICAL HOVERERS

LAND		AIR			
Max speed	Acc/dec	Max speed	Min speed	Acc/dec	TRR
24	8				1
20	6				1
16	4				1

Cp	T	D	Sv	Eq	W
2	7	15		2	2
6	7	20	6	4	4
12	7	30	5-6	5	5
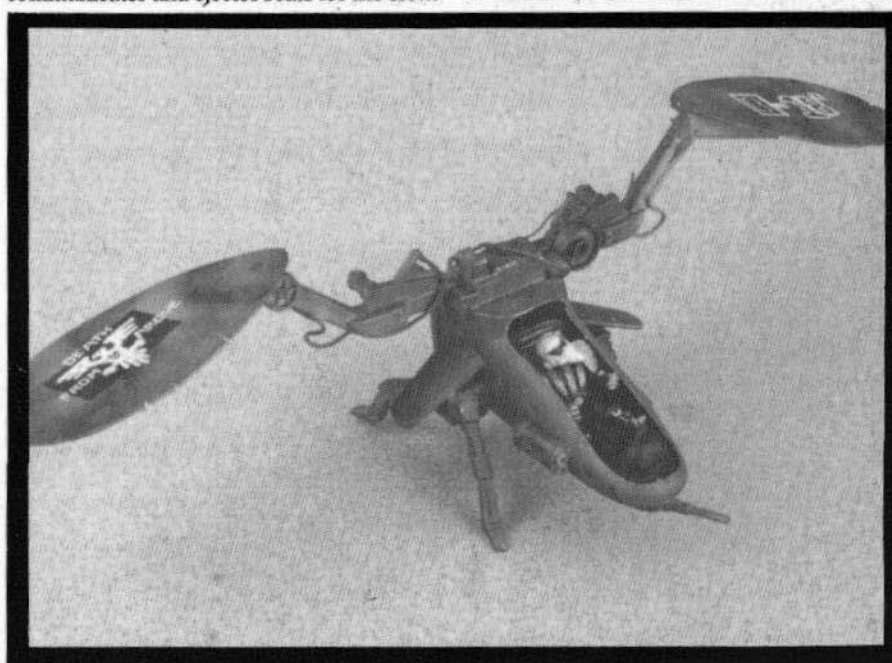
RANDOM HOVERER

LAND		AIR			TRR
Max speed	Acc/ dec	Max speed	Min speed	Acc/ dec	
2D6+ 12	D6+2	20% chance of flight			1

Cp	T	D	Sv	Eq	W
2D6	D4 +4	4D6 +10	D3 +4	D6	D6

A save is generated using a D3 (half the score of a D6 rounding up) plus 4.
A score of 7 equals no save.

● THE LAND SPEEDER

The land speeder is a patrol, recce and light battle vehicle. It is fast, manoeuvrable and has a crew of two. Land speeders are used on many planets, and are especially common on desert worlds, swamplands and other large flat areas.

Equipment carried as standard is 1 communicator unit, 1 targeter for the main armament, 1 auto-drive and 1 auto-aim for the main armament. Weapons carried as standard are 1 melta-gun and 1 multi-melta each with 360° traverse.

LAND		AIR			TRR
Max speed	Acc/ dec	Max speed	Min speed	Acc/ dec	
24	8				1

Cp	T	D	Sv	Eq	W
2	7	15	6	4	3

● JUGGERNAUT VEHICLES

Vehicles can be constructed that are far larger than anything described so far. Factory vehicles, mining vehicles, and vehicles designed as huge fighting machines are built by all major races. Such vehicles are so large they are not really viable for military use - nor would such a vast machine fit easily onto the wargames table! A game might be fought *inside* a juggernaut in the same way as games can be fought inside buildings or spacecraft. Vehicles of this size are usually wheeled, tracked or of crawler type - but the profiles for them can all be generated from the charts below.

Even a small juggernaut would be quite large on the tabletop. A model in the region of 24" long would be necessary. Although a game involving a juggernaut is possible, such a game would be an oddity. Games involving the largest juggernauts would be impractical as they are larger than table sized. However - for those who want to try the profiles are provided.

1. All difficult ground may be traversed normally, including sea beds, bedrock, under marshes, etc.

2. Juggernauts can move through woods, other scenic features and linear obstacles, demolishing or flattening them in the process. They may

attempt to move through or over buildings, taking only **half** normal damage.

3. Juggernauts are so large that they can act as garages for other vehicles. This is in addition to equipment space given and routine cargo space. A small juggernaut can house up to 3 small/2 medium or 1 large vehicles. A medium juggernaut can house twice this many, a large juggernaut three times as many.

4. Juggernauts are so large that they can survive almost any amount of damage without taking special damage effects. Do not roll for special damage effects. Instead, consider each turret, track, etc to be a separate target which can take damage equivalent to 10% of the vehicle total. Shots against specific bits of the vehicle do damage only against those bits - not against the vehicle itself. Doors, hatches, etc can be blown out   hit with sufficient power. The vehicle's armour can be cut through in the same way as a building wall.

5. The larger juggernauts are best represented by the tabletop itself, with features, turrets, and so on placed directly onto the table. The vehicle interior can be drawn up as a map, and the whole game conducted in a similar way as an attack on a large building.

TYPICAL JUGGERNAUT

LAND		AIR			TRR
Max speed	Acc/dec	Max speed	Min speed	Acc/dec	
12	4				3
12	4				4
12	4				5

Cp	T	D	Sv	Eq	W
100	10	100	3-6	30	20
200	10	200	3-6	40	30
300	10	300	3-6	50	40

RANDOM JUGGERNAUT

LAND		AIR			TRR
Max speed	Acc/dec	Max speed	Min speed	Acc/dec	
12	4	1% chance			D4+2

Cp	T	D	Sv	Eq	W
2x D100	10	3x 100	3-6	10D6 +10	10D4 +10

● A JUGGERNAUT

A typical juggernaut is the great city-crushing siege juggernaut of the Imperium. It is extremely large, bristles with weaponry, and has enough space inside for 3 other large vehicles. The vehicle is far too large to be represented on the table, although its upper surface could well make a good battlefield, with crewmen emerging from hatches as assault teams try to blow their way inside.

LAND		AIR			TRR
Max speed	Acc/dec	Max speed	Min speed	Acc/dec	
12					7

Cp	T	D	Sv	Eq	W
100	10	140	3-6	46	32

● LANDING PODS

Landing pods are futuristic landing-craft used to transport men and materials onto a planet's surface. Once landed they are immobile. Larger landing pods often incorporate weapons, and are designed to form strongpoints for their crews. Most however, are just delivery vehicles, and once they have landed can merely await future reclamation when the battle is over. These vehicles are used by all races, including humans, and especially by the marines. Teleportation is more common, but is not always practical, especially if spacecraft cannot get close enough to the target planet - as is often the case in the face of hostile defenders and powerful ground bases. Landing pods can be launched towards their target from almost any distance, even from the very edge of a solar system. They have fuel enough to manoeuvre, but are poorly

armed and armoured. An assault of landing pods relies on numbers to get through, their small size making them difficult targets for ground based attack.

A landing pod assault is represented as follows. Roll for each pod at the beginning of your turn. A score of 5 or 6 indicates that it has landed somewhere on the table. A score of 1 indicates that it has landed off-table. Scores of 2-4 indicate that it has not landed yet, and should be re-rolled in the following turn. Pods landing on the table hit the ground at a randomly determined point (this can be done anyway you like - one method is to divide the x and y axis of the table up and roll randomly along each). They will be travelling in a randomly determined direction and will plough through D6″ of ground before coming to a dead halt. Work out damage from collisions immediately (pods cannot go out of control - once stopped they remain stationary). Surviving pods will immediately burst open, and the crew can disembark to any position within half a normal move of the pod. Pods landing off-table are assumed to survive intact, and the troops will enter at a random point on a random table edge in the player's following turn.

The smallest pod carries only a single man, but most pods are large enough to carry 5 troops including 1 with a heavy weapon. Medium sized and larger pods burst open to form protective ramps, which count as hard cover. These may incorporate a small weapons bunker with a *toughness* the same as the pod, and 5 points of *damage*. Large pods may carry a single small vehicle (or the equivalent amount of equipment) including crew.

TYPICAL LANDING PODS

Cp	T	D	Sv	Eq	W
1	8	5	5-6		
5	8	10	4-6		2
10	8	15	3-6		4

RANDOM LANDING PODS

Cp	T	D	Sv	Eq	W
D10	D4 +5	2D6 +3	D4 +2		D4

• ROAD-WHEELERS

Road-wheelers are wheeled vehicles designed for use on roads, or over good, solid ground. Most civilian vehicles are of this type. On many frontier worlds, civilian vehicles are frequently modified to incorporate weaponry and other military hardware. The number and placement of wheels can vary, but has little effect on performance.

1. Road-wheelers cannot cross linear obstacles of any kind. Attempting to do so counts as a collision, and brings the vehicle to a halt.

2. Vehicles cannot enter woods or comparable terrain features. Those doing so are considered to have hit a solid barrier, the vehicle is halted and damage worked out as for a collision.

3. All *difficult ground* and *very difficult ground* is impassable at speeds greater than 4″. In addition roll a D6 every turn, a 6 indicating that the vehicle has become stuck and cannot move of its own accord.

LAND		AIR			TRR
Max speed	Acc/ dec	Max speed	Min speed	Acc/ dec	
32	12				1
28	8				1
24	6				1

Cp	T	D	Sv	Eq	W
2	7	15			1
6	7	20	6		1
12	7	30	5-6		3

RANDOM ROAD-WHEELER

LAND		AIR			TRR
Max speed	Acc/ dec	Max speed	Min speed	Acc/ dec	
2D6 +20	2D4 +4	10% chance of flight			1

Cp	T	D	Sv	Eq	W
2D6	D4 +4	4D6 +10	D3 +4	D4	D6 -3

A save is generated using a D3 (half the score of a D6 rounding up) plus 4. A score of 7 equals no save.

• THE CITY CAR

This is a popular form of road transport in large cities and is typical of the vehicles seen on the streets. It carries no armament, which would attract attention on most worlds, and has little in the way of military hardware. It's just a fairly ordinary car in fact! Inconspicuous enough for a bank raid - fast enough for a dash to the spaceport - common enough to re-sell wth no questions asked.

LAND		AIR			TRR
Max speed	Acc/ dec	Max speed	Min speed	Acc/ dec	
25	11				1

Cp	T	D	Sv	Eq	W
10	5	25			3

The city car has no weapons and carries standard equipment of communicator, auto-drive and auto-facilities.

• TRACKS AND WIDE-WHEELERS

Tracked vehicles are designed to be able to cope with *difficult ground*. They are generally mobile, but fairly slow compared to hoverers or road-wheelers. Wide-wheelers are vehicles which employ wheels, but are designed to travel over *difficult ground*, and are comparable to tracked vehicles in performance. Usually wheels will be very large, or there will be a great number of them, giving extra-ordinary traction. Sometimes wheels and tracks may be combined on the same vehicle.

1. Tracked vehicles can move over most *difficult ground* without penalty or risk.
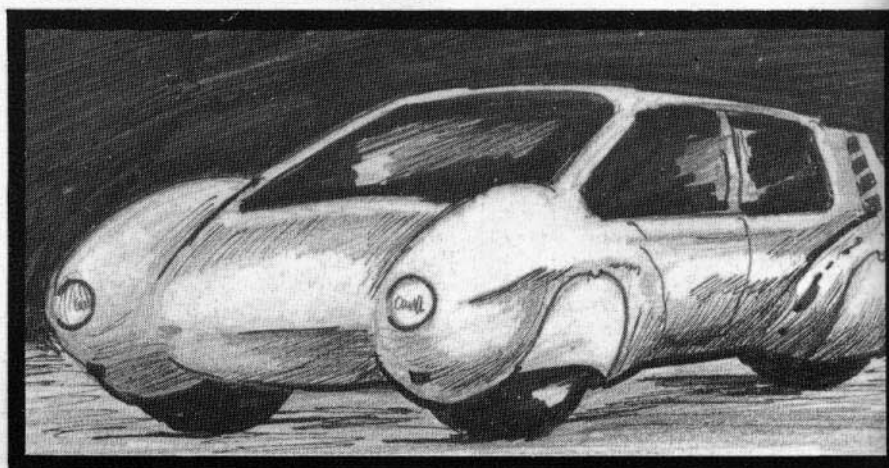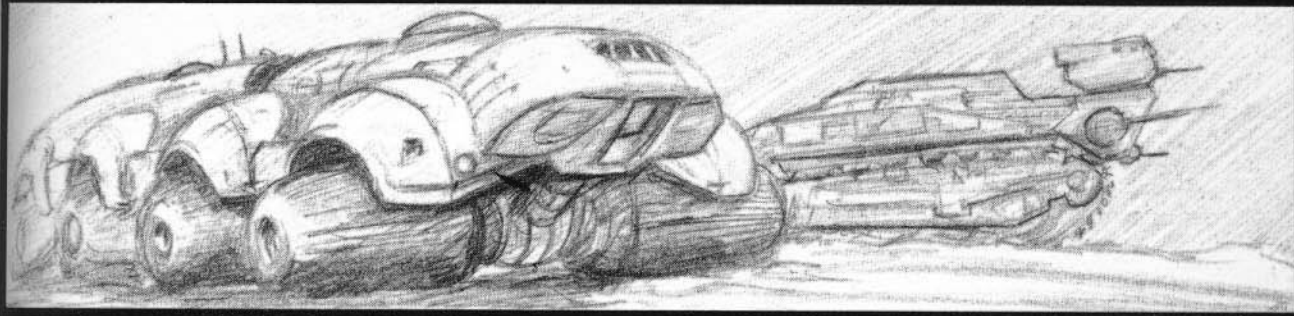
2. Woodland or equivalent terrain is impassable. A vehicle moving through bogs or very loose ground will become stuck on a D6 roll of a 6, and cannot then move unaided.

3. ...near obstables can be moved over ...vithout penalty, except for stone walls ...nd the equivalent. These can be crossed without risk at speeds of up to half maximum. At greater speeds the vehicle goes out of control for the duration of the following turn.

4. Streams and rivers can be crossed without penalty.

TYPICAL TRACKS

LAND		AIR			
Max speed	Acc/ dec	Max speed	Min speed	Acc/ dec	TRR
24	6				½
20	4				1
16	3				1

Cp	T	D	Sv	Eq	W
2	8	15	6	2	2
6	8	25	5-6	3	6
12	8	40	4-6	6	10

RANDOM TRACKS

LAND		AIR			
Max speed	Acc/ dec	Max speed	Min speed	Acc/ dec	TRR
2D6 12	D4+2	10% chance of flight			1*

Cp	T	D	Sv	Eq	W
2D6	D4 +5	6D6 +10	D3 +3	D6	D12

' There is a 1 in 6 chance of this being ½.
Otherwise as given.

A save is generated using a D3 (half the score of a D6 rounding up) plus 3.
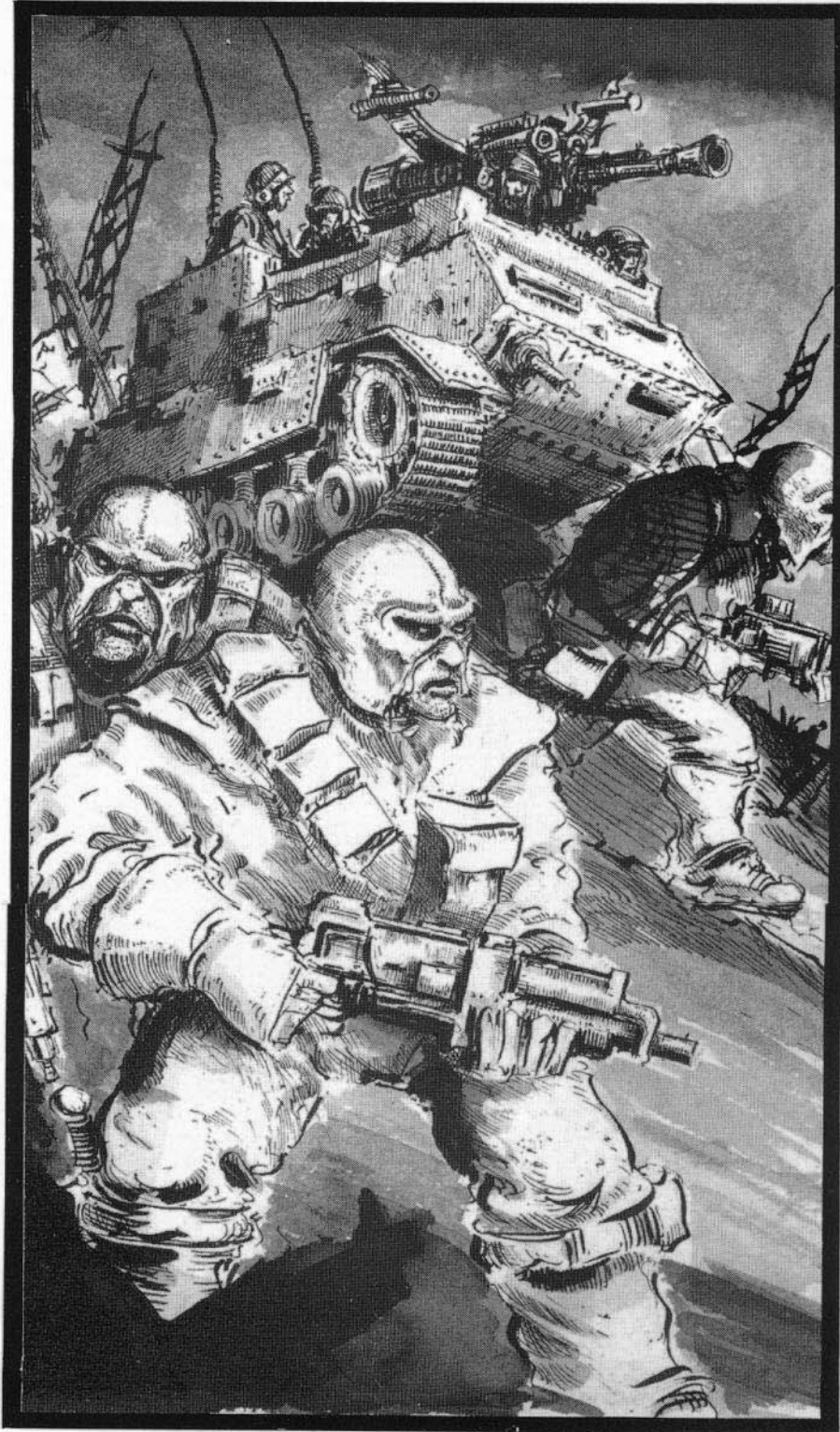
• THE LAND RAIDER

The land raider is a multi-role combat vehicle designed to cope with most situations that the galaxy can throw at it. Its wide tracks can move easily over loose or dangerous ground, while its plasteen encased body can hold up to 10 crew in relative comfort.

LAND		AIR			TRR
Max speed	Acc/dec	Max speed	Min speed	Acc/dec	
20	7				1

Cp	T	D	Sv	Eq	W
10	8	30	5-6	3	5

Weapons carried as standard are 2 las-cannons and 1 bolter. The las-cannons are mounted in ball turrets on either side of the vehicle. Each las-cannon is able to fire within an 180° arc measured from the centre-line. The bolter is forward firing. Equipment carried as standard includes targeters for the lascannons, and auto-drive.
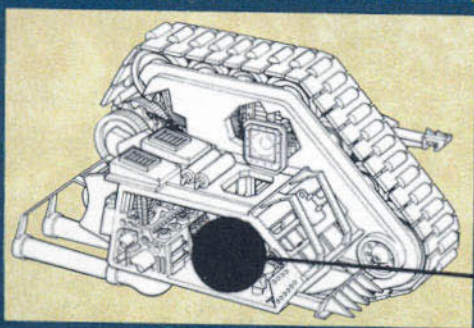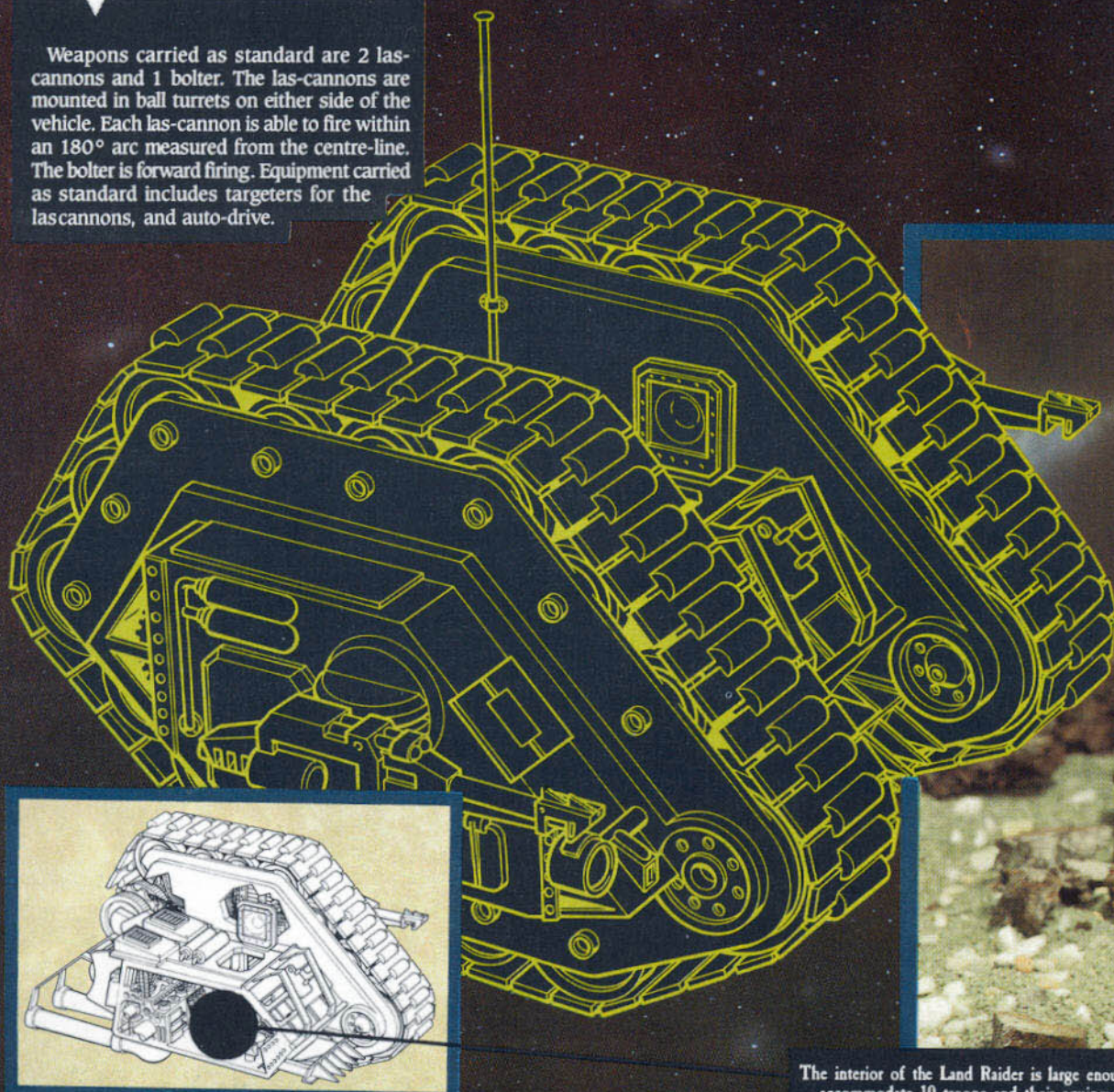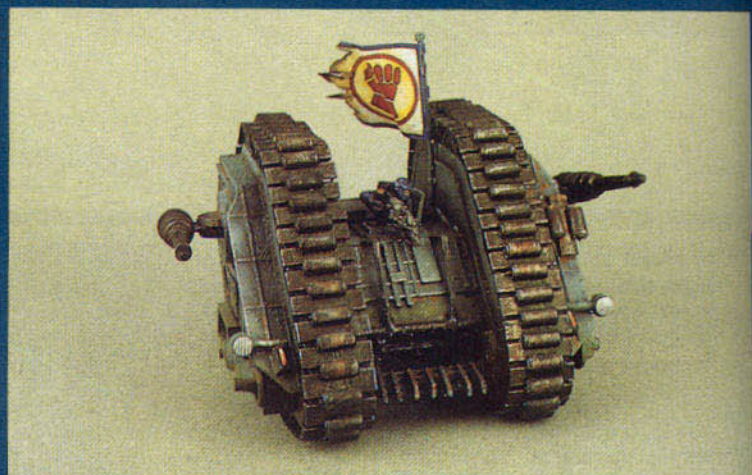
The interior of the Land Raider is large enough to accommodate 10 troops and their equipment.

These pictures show Land Raiders belonging to the Crimson Fist Chapter of Space Marines. The position of the battle flag indicates that this is a command vehicle.

Land Raiders are easily modified and may be variously armed. This adaptability of design, readiness to accept different sorts of power-plant, and wide ubiquity of purpose, is highly appreciated by fighting units. The example shown is typical of those constructed by humans and especially by Space Marines. Land Raiders of only slightly differing design are built by planetary governors and some aliens.

● WALKERS

Walkers are vehicles which have legs. These can be represented on the gaming table by many of the robot type kits. When selecting kits you will have to be discriminating - many of those available are far too humanoid to be credible. Walkers have two or more legs. They are mobile and can penetrate most forms of terrain.

1. Walkers ignore all types of terrain except for woods and deep water.

2. Walkers cannot walk on water, but they can walk along the bottom of sea-beds at half-rate. Streams and shallow rivers incur no penalty.

3. Woods, and equivalent terrain types, are passable at half-rate or less.

TYPICAL WALKERS

LAND		AIR			
Max speed	Acc/ dec	Max speed	Min speed	Acc/ dec	TRR
20	10				½
16	8				½
12	6				½

Cp	T	D	Sv	Eq	W
2	7	15	6	2	2
6	8	25	5-6	3	3
12	8	40	4-6	6	6
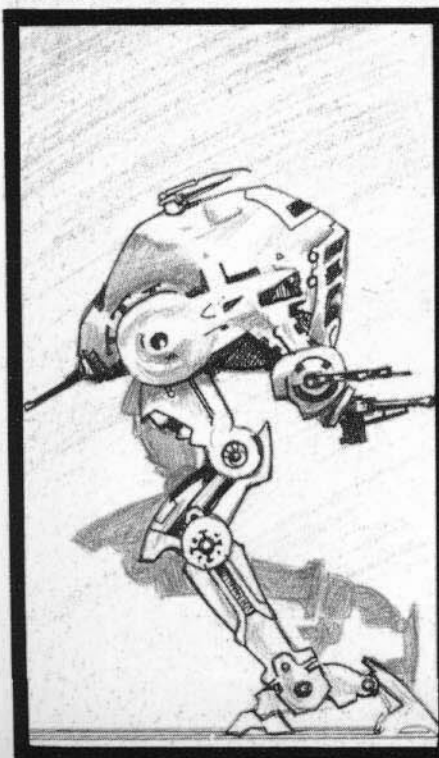
RANDOM WALKER

LAND		AIR			
Max speed	Acc/ dec	Max speed	Min speed	Acc/ dec	TRR
2D6 +8	2D4 +2	10% chance of flight			½

Cp	T	D	Sv	Eq	W
2D6	D4 +5	6D6 +10	D3 +3	D6	D6

● THE STEGATANK

This can be based on any multi-limbed plastic model kit. If you are an accomplished modeller you can even build your own!

Standard weapons are 2 forward firing las-cannon - firing together under a single auto-aim system. Standard equipment is 1

communicator, 1 auto-aim and 1 targeter for the las-cannons. The las-cannons must be fired together at the same target.

LAND		AIR			
Max speed	Acc/ dec	Max speed	Min speed	Acc/ dec	TRR
17	7				½

Cp	T	D	Sv	Eq	W
6	7	32	5	4	6
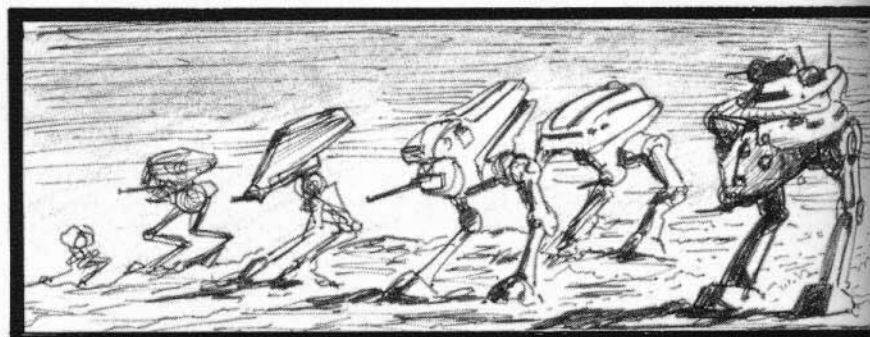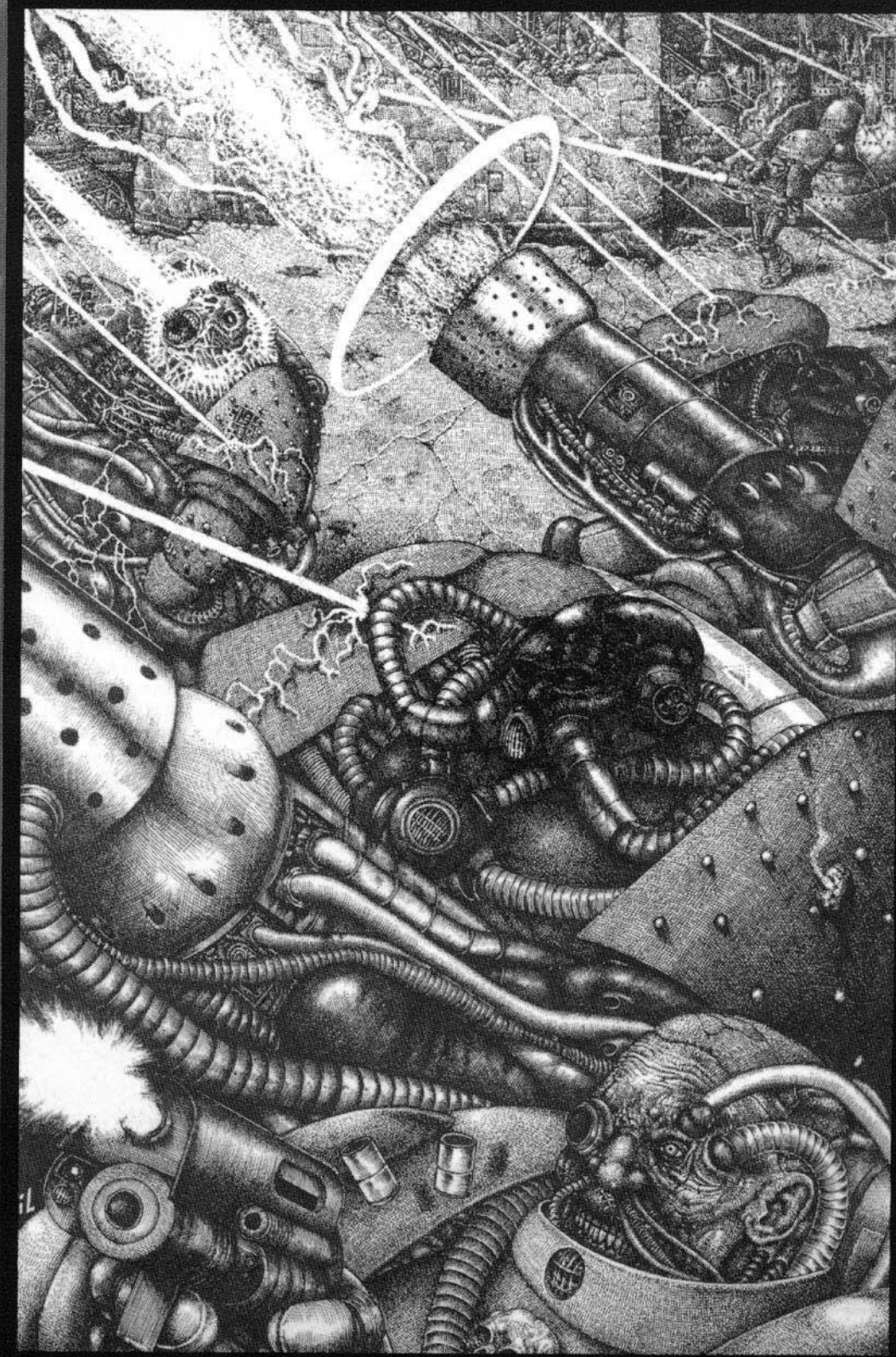
Do not waste your tears. I was not born to watch the world grow dim. Life is not measured in years, but by the deeds of men.

● ARMOUR PROFILES

The purpose of body armour is to protect the wearer from harm. Most armour takes the form of a physical barrier that absorbs or dissipates the energy of a blow or weapon hit. Other sorts of armour are more advanced, and operate on different principles. The most technically advanced types of armour are the various kinds of protective energy fields.

Energy fields can be combined with physical armour, but two or more energy fields cannot be used together at the same time. Nor can armour- energy fields be combined with other sorts of energy field generated by other equipment; models attempting to use both at the same time will destroy both items.

When the various types of armour are combined it is best to take saving throws separately in most cases. Where convenient the GM may combine the saving throws into a single saving throw equivalent.

● INDEX OF ARMOUR AND RANDOM GENERATION

1	01-15	Carapace
2	16-20	Chainmail
3	21-25	Conversion field
4	26-30	Displacer field
5	31-50	Flak
6	51-70	Mesh
7	71-75	Plate
8	76-85	Powered
9	86-90	Refractor field
10	91-95	Stasis field
11	96-00	Shield

● FIELDS

1	01-25	Conversion
2	26-50	Displacer
3	51-75	Refractor
4	76-00	Stasis

● PRIMITIVE

1	01-33	Chainmail
2	34-66	Plate
3	67-00	Shield

● MODERN

1	01-20	Carapace
2	21-45	Flak
3	46-70	Mesh
4	71-90	Powered
(5)	91-00	Shield plus pistol (optional)

Carapace body armour. Carapace armour comprises especially thick plates of flexible plastic reinforced by synthetic fibre or ceramic. Each plate is moulded to fit a part of the body. It gives very good protection, but is cumbersome. It offers a basic saving throw of 4, 5 or 6 on a D6.

Carapace armour counts as *heavy equipment* with a movement penalty of 1". It is not practical to combine carapace with other sorts of physical armour due to its bulk. The main advantage of this form of protection is that it is air-sealed, offering protection from gas weapons when worn with a respirator. Technical level 5.

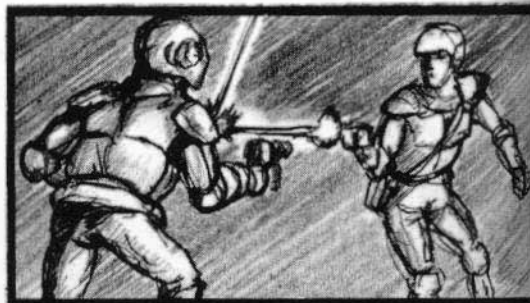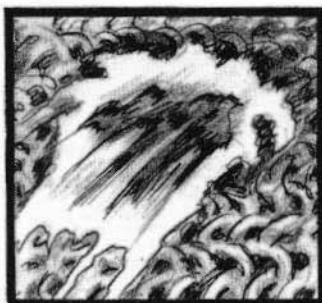**Chainmail.** Chainmail is a primitive type of armour consisting of inter-linked metal chains formed into a suit and worn over a thick padded jerkin. Against the weapons of the **Warhammer 40,000** universe these offer only minimal protection, and suffer from being *heavy* with a -½" movement penalty. A suit of chainmail gives a basic saving throw of a 6. Technical level 5.

Conversion field. This is an energy field, and except when actually taking effect it is invisible. The field converts all energy to light, including combat and shooting damage. A successful save causes a flash that illuminates a circular area with a radius equal to the *strength* of the attacker/weapon in inches. Within this area troops will be blinded on the D6 throw of a 4, 5 or 6 unless wearing some kind of eye protection. A conversion field will protect the wearer's eyes, so that no ill effects are suffered from his own light blast. This counts as a photo-chromatic visor to other blinding lights. Conversion fields are fairly reliable, giving a basic save (followed by a flash) on a 4, 5 or 6.

Blinded models remain blinded until the beginning of their next turn. While blind they cannot shoot, take part in hand-to-hand combat, etc, and count their WS as 1 for their own defence in hand-to-hand combat. Technical level 6.

Displacer field. This is an all-enclosing energy field, but is quite invisible until it takes effect. The field responds to any combat or shooting damage by activating a tiny warp-drive mechanism contained in a belt pouch. On a successful save the model is instantly transported D6 inches in a totally random direction. A safety mechanism prevents the model transporting into a wall or other solid object. This is accompanied by a flash of light, which although not harmful will expose hidden troops in the same way as shooting. The field is not totally effective - giving a basic saving throw of a 4, 5 or 6. Saving throws for displacer armour should be taken separately from normal armour saves, and should be taken first. Technical level 6.

Flak. This is a common type of body armour, it is often worn by civilians with dangerous manual jobs. It has an outer layer of ablative material. If struck by energy weapons this will burn away thus dissipating most of the damaging heat. The middle layer comprises a honeycomb of interconnected air bubbles, which absorb the energy of a physical blow. The inner lining is a special, thick plastic. Under normal conditions this is fairly pliable, somewhat like canvas, but it responds to physical pressure by becoming hard and tough. It is very effective at stopping shots already slowed down by the outer layers. Flak worn on its own gives a basic saving throw of a 6 on a D6. Its main advantage is that it does not restrict movement at all. Technical level 5.

Cat Ref 07394. ● 7333

Chapter Ref: Def: 0734500:1:3.977

NERVE ELECTRODE

MICROPHONE

ARMORED SOLAR PANELS

FOOD & DRUG INJECTOR

RESERVE AIR BOTTLES

BLOOD OXYGENATION CHAMBER
BLOOD PUMPED THROUGH HEART

SOLAR CONVERTOR
& CELL CHARGER

STABLISING JETS

0005

004   INTAKE PIPES

COMMUNICATIONS ARM

AIR PURIFICATOR

100 CELLS

TEMPERATURE
REGULATOR

SENOR
PICK UPS

AIR HOSE & MICROPHINE PICK UP
ELECTRONIC SEALANT
RELEASE STATION
MAGNIFICATION

EXHAUST
PIPES

ELECTRONIC
SEALANT STRIP

FOOD &
DRUG FILLER

SENSOR PICK UPS
& CONVERTORS

BREATHING REGULATOR

CABLE
ENTRIES
PLUGS
& SOCKETS

CABLES CONNECTED
TO INSIDE

FOOD MIXING
& PROCESSING
PLANT

AMMUNITION CLIP

CABLES IMBEDDED
IN RUBBER

All Praise to the Emperor   001

OUTER SKIN

OUTER RUBBER JOINT
CABLE CONNECTOR
INNER SKIN

INNER RUBBER
JOINT

RETRACTABLE SPIKES   0075-11-00

MAGNETIC SOLES   00127899:AAZ

Nº Ref ABD:794

Approved all chapters.

01.27.1

Defile not his presence

Mesh is very tough, and is quite heavy, counting as *heavy* equipment with a movement penalty of ½". Models wearing mesh have a basic saving throw of a 5 or 6 on a D6. Mesh can be worn in conjunction with flak to give a combined saving throw of 4, 5 or 6, but the added bulk increases the movement penalty to a total of 1". Technical level 5.

> Though silver in your palm weighs light
> Compared to death by blast and sword,
> Do not shy the hopeless fight,
> For endevour is its own reward.

Plate armour. Plate armour is another primitive type of defence, comparable to a suit of medieval armour. Such suits are usually worn over a thick padded undergarment, and sometimes chainmail as well. The saving throw already takes this into account. It is extremely *heavy*, with a movement penalty of -1". It offers quite good protection from light weapons, with a basic saving throw of 5 or 6 on a D6. Technical level 5.

Powered armour. Powered armour consists of an all-enclosing protective suit, life-support system, and many technically advanced features. The natural weight and cumbersomeness of the armour is overcome by a system of electrically motivated fibre-bundles which replicate in every way the muscular movements of the wearer. So, although heavy, the wearer is free to move

Mesh. Mesh armour is made from the same plastic material used in the lining of flak armour. This material is formed into very small shapes, usually hexagons or octagons about 2mm across. These are fastened together, or *meshed*, with further material to produce a flexible fabric. This gives the appearance of reptile scales, or old-fashioned mail armour.

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although heavy, the wearer is free to move without penalty. Auto-senses and communicator are included, together with respirators which enable the suit to be used in any atmosphere or hard vacuum. Controls are minimal, most of the suit functions are automatic. Control messages and hazard warnings can be given by the suit either audibly or visually, and the suit's built-in computer will respond to vocal commands.

The armour gives a saving throw of 4, 5 or 6 on a D6. It does not count as *heavy* equipment and confers no movement penalty. Like carapace armour it is air-sealed. Powered armour can be combined with flak (but not mesh) giving a save of 3, 4, 5 or 6 and a ½" movement penalty. Technical level 6.

Refractor field. This is an all-enclosing energy field powered from a small pack. When it is turned on, the wearer is surrounded by a hazy band of light. This gives away hidden troops in the same way as weapon fire. Weapon and hand-to-hand combat damage is partially refracted around the field, dampening its effects. The field offers a basic saving throw of a 5 or 6 on a D6. Technical level 5.

Shield. A simple shield will offer a degree of protection against attacks made from the model's front. It is no use at all against any area type of attack or against an attack made from the side or rear. A model carrying a shield has a basic save of a 6. This can be combined with any other form of physical armour, increasing the basic save by 1. Note that a model carrying a shield cannot use that arm for anything else, and can only use pistol type weapons accordingly.

Not all shields originate from primitive cultures. Advanced forms of the principle may even include a built-in pistol weapon (which can then be used as normal in hand-to-hand combat only). A shield can be slung on the back to free both hands, but then counts as a ½" move penalty. Shields must either be on the arm or slung for the whole turn - they

cannot be slung or taken up halfway through a turn. Technical level 4.

Stasis field. This is an all-enclosing energy field. It works on a similar principle to warp-drives as used on spacecraft. The field can be turned on at the beginning of the player's turn and remains active until the beginning of his next turn - approximately 10 seconds of real time. The effect is to generate a complete stasis around the wearer. The user becomes ethereal, and cannot be harmed in any way at all: he appears transparent and hazy. Whilst the effect lasts, the model can do absolutely nothing. As far as the wearer is concerned, time simply does not exist for that 10 second period. The armour cannot be used two turns in a row - if a character attempts to do so he is instantly transported into interstellar space and destroyed (most units have a safety feature which prevents this). Technical level 6.

● ROBOT PROFILES

Robot design varies every bit as much as vehicle design, so a similar system has been used to describe the various types. Humanity and robots have a long history, but the current trend towards superstition and scientific denial has led mankind to distrust robots and neglect their full potential. Human life is cheap, whereas the ancient sciences are practiced only by a few, principally by the members of the *Adeptus Mechanicus* - the so-called *Tech-priests* whose skills are mostly directed in other directions.

Robots have been classified into four basic types depending on their means of locomotion, each is sub-divided into three basic sizes - small, medium and large. Small robots are man-sized or smaller, medium ones between 2 and 4 metres tall, and large robots are taller than 4 metres. The descriptions include random charts for each type, typical profiles for each type, and an example of the class.

GMs should have no difficulty fitting any of the available plastic model kits into the rules.

● EQUIPMENT FOR ROBOTS

All robots have *auto-senses*, *infra-vision* and completely effective *photo-chromatic protection*. This is assumed, and does not occupy equipment points. Equipment points may be filled with other suitable equipment generated from the chart below.

01-10	Bio-scanner
11-40	Communicator
41-50	Field armour (random type)
51-55	Flight pack
56-65	Jump pack
66-70	Lascutter (3 points)
71-75	Phase field generator (2 points)
76-80	Rad-counter
81-00	Targeter

● INDEX TO ROBOTS AND RANDOM GENERATION

1	01-25	Hover robots
2	26-50	Tracked robots
3	51-75	Walker robots
4	76-00	Wheeled robots

● HOVER ROBOTS

These robots hover just above ground level propelled by hover-thrust jets, or by a combination of jets and anti-gravity fields. Maximum ground clearance is about 1 metre. Like hovering vehicles, robots can cross bogs, water and other marshy or loose ground with no penalty. Unlike vehicles, normal rules apply for movement within woods and over linear obstacles.

● RANDOM WEAPONRY FOR ROBOTS

Like vehicles, each robot has a number of weapon points which can be filled with appropriate weapons. Basic and close combat weapons are 1 point each, heavy weapons 2, and most very heavy weapons 6. In hand-to-hand combat robots never count as making an improvised attack, it is assumed that they have some sort of built in close combat impact weapon in addition to other weapons and taking up no points. Generate weaponry for robots using the weapon points table from the vehicle section, and the random weapons tables from the weapons section. You will find all useful charts summarised at the end of the book. Large robots (those with 6 or more *wounds/damage*) may mount their weapons in turrets, affording a wider arc of fire.

There is no right or wrong in our profession. The present changes the past from moment to moment. Only pray for the future to vindicate your action.
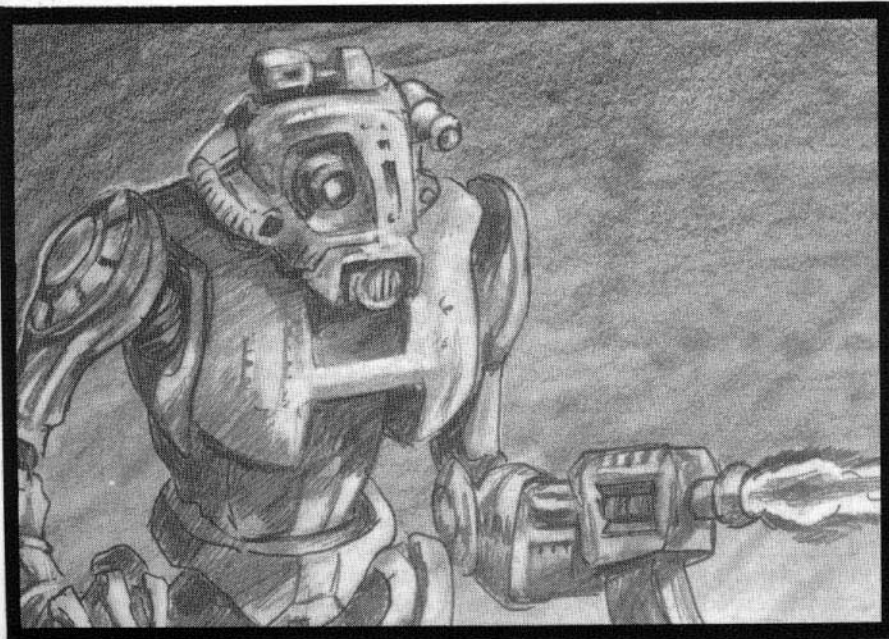
• TYPICAL HOVER ROBOT

	M	WS	BS	S	T	W	I	A	Ld	Int
S	4	5	5	5	5	1	5	1	10	10
M	6	5	5	5	5	5	5	2	10	8
L	8	5	5	5	5	10	5	3	10	5

Cl	WP	Save	Weapon	Equipment
10	10	5-6	2	1
10	10	4-6	4	2
10	10	3-6	6	3

• RANDOM HOVER ROBOT

	M	WS	BS	S	T	W	I	A	Ld	Int
R	2 D4	2 D4	2 D4	2 D4	2 D4	D10	2 D4	D4	-	3D6 W*

* (max 10)

Cl	WP	Save	Weapon	Equipment
-	-	D4 +2	D6	D3

• WHEELED ROBOTS

Wheeled robots are mostly confined to civilian usage, but rules have been included for those interested. Robots with multiple wheels, or especially large wheels, are considered in the same category as tracked robots.

Wheeled robots cannot cross linear obstacles at all, and cannot climb stairs. *Attempting to do so counts as a collision*, worked out in the same way as a vehicle collision.

Nor can these robots enter woods or comparable terrain features. Those doing so are considered to have hit a solid barrier, are halted, and damage is worked out as for a vehicle collision.

All *difficult ground* and *very difficult ground* is impassable at speeds greater than 4″. In addition roll a D6 every turn, a 6 indicating that the robot has become stuck and cannot move of its own accord.

• TYPICAL WHEELED ROBOT

	M	WS	BS	S	T	W	I	A	Ld	Int
S	6	5	5	5	5	1	5	1	10	10
M	8	5	5	5	5	5	5	2	10	8
L	12	5	5	5	5	10	5	3	10	5

Cl	WP	Save	Weapon	Equipment
10	10	6	2	1
10	10	5-6	4	2
10	10	4-6	6	3

• RANDOM WHEELED ROBOT

	M	WS	BS	S	T	W	I	A	Ld	Int
R	2 D6	2 D4	2 D4	2 D4	2 D4	D10	2 D4	D4	-	3D6 W*

* (max 10)

Cl	WP	Save	Weapon	Equipment
-	-	D4 +2	D6	D3

• TRACKED ROBOTS

This category also includes robots with special all-terrain wheels, multiple wheels, and very large wheels; all of which are designed to have a similar performance to tracks. A mixture of wheels and tracks can be combined on the same robot.

Movement through woods and equivalent terrain is not possible except by use of roads and trackways. A robot moving over a bog, or other very loose ground, will become stuck on the D6 roll of a 6 and cannot then move unaided.

Most other vegetation can be moved over without penalty, including loose scrub and hedges. Similarly, rivers and streams can be moved through (or under) with no movement reduction. Linear obstacles, other than stone or concrete walls, can be moved over without penalty. Walls can be moved over without causing damage at half-rate or less. At higher speeds work out damage as for a vehicle collision.
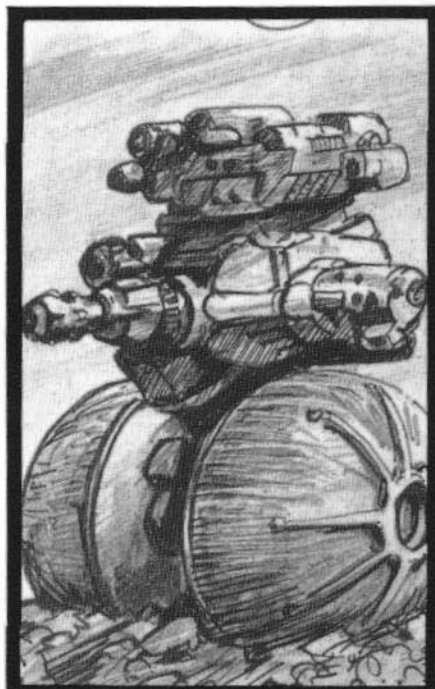
The beast of metal endures longer than the flesh of men. Those that tend the beasts of metal must labour long to learn its ways, for a single beast must suffer the mastership of many men until ready to shed its vorpal coils. Those that seek apprentiship must attended closely to the runes of mobilisation, the rites of maintenance, and the words-of-power that describe the parts of a beast. Nor must they neglect the tutilege of the Adeptus Prefects, nor the casting of the proper roboscopes.

Runic Mechanics an Introduction

TYPICAL TRACKED ROBOTS

	M	WS	BS	S	T	W	I	A	Ld	Int
S	6	5	5	5	6	1	5	1	10	10
M	8	5	5	5	6	5	5	2	10	8
L	12	5	5	5	6	10	5	3	10	5

Cl	WP	Save	Weapon	Equipment
10	10	5-6	2	1
10	10	4-6	4	2
10	10	3-6	6	3

RANDOM TRACKED ROBOT

	M	WS	BS	S	T	W	I	A	Ld	Int
R	2 D6	2 D4	2 D4	2 D4	2D4 +1	D10	2 D4	D4	-	3D6 W*

Cl	WP	Save	Weapon	Equipment
-	-	D4 +2	D6	D3

* (max 10)
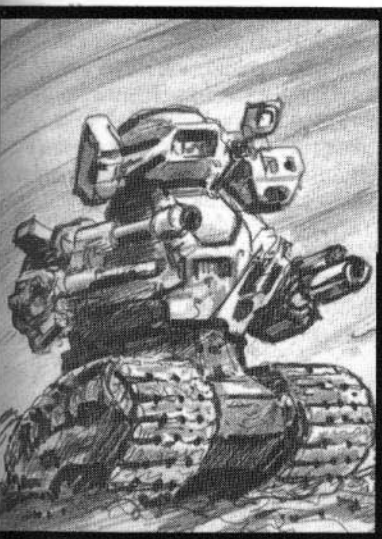
Life is a prison.

death shall be my release.

WALKER ROBOTS

Walker robots have legs - androids and other humanoid robots are of this type. Walkers are very mobile, and can move rapidly over most forms of terrain. Walking robots ignore all terrain penalties except for woods and deep water. They cannot walk *on* water, but can walk along the bottom of a sea-bed, or other deep water, at half-rate. Streams and shallow rivers incur no penalty. Woods and the equivalent terrain are passable at half-rate or less.

TYPICAL WALKERS

	M	WS	BS	S	T	W	I	A	Ld	Int
S	4	5	5	5	5	1	5	1	10	10
M	6	5	5	5	5	5	5	2	10	8
L	8	5	5	5	5	10	5	3	10	5

Cl	WP	Save	Weapon	Equipment
10	10	5-6	2	1
10	10	4-6	4	2
10	10	3-6	6	3

RANDOM WALKER ROBOT

	M	WS	BS	S	T	W	I	A	Ld	Int
R	2 D4	2 D4	2 D4	2 D4	2 D4	D10	2 D4	D4	-	3D6 W*

Cl	WP	S	Weapon	Equipment
-	-	D4 +2	D6	D3

* (max 10)

DREADNOUGHTS

Dreadnought suits are used by many races, although their size and general appearance is similar regardless of origin. Most intelligent creatures are man-sized, hence most dreadnought suits are between 3 and 4 metres high. Suits are complex, and rarely reliable. Constant battlefield repairs and improvision of spare parts means that few suits are alike. Although generically known as dreadnought suits in the Imperium, they are also called *battle suits/battle armour, mech suits/mech armour* or *mechs*. Other special rules relating to these suits can be found in the main Hand-to-hand Combat section.

1 Dreadnought suits have full auto-senses as standard, occupying no equipment points.

2 Dreadnought suits are completely sealed, life-supporting units, and are impervious to gas attacks and other atmospheric effects.

3 Pilots have very little space inside the suits and so may carry no personal equipment other than a single pistol weapon.

4 Dreadnoughts suffer no movement penalty for carrying *heavy* weapons or equipment.

5 A dreadnought may fire *all* of *its* weapons during the turn. *Slow loading* weapons may not fire and move.

TYPICAL DREADNOUGHT SUIT

Imperial battle armour is fairly common amongst the ranks of the imperial forces - marine chapters occasionally having several suits, armies having a pool of up to a half-dozen suits in various states of repair.

Fighting characteristics									Personal characteristics		
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
6	6	6	6	6	6	6	3	As pilot			

Saving throw	3-6
Technical level	8
Weapons	4 points
Equipment	4 points

The numbers of weapons carried and the types of equipment are described in the same way as for vehicles. So, the imperial battle armour can carry 4 *basic* weapons, 2 *heavy weapons* or 1 *heavy* and 2 *basic*. Roll up armour and equipment as for a vehicle.

RANDOM DREADNOUGHT SUITS

Fighting characteristics									Personal characteristics		
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
2D6	2D6	2D6	2D6	2D6	D4+1	2D6	D4	As pilot			

Saving throw	D4+2
Technical level	6+D4
Weapons	D4+2
Equipment	D4+2
Chance of flight	10%

Dreadnought suits capable of flight have characteristics in the same way as flying vehicles - use the flying vehicles chart to generate them.

● BIONICS

Although superficially similar to robotics, bionics are in fact quite different. True - both involve similar technology, but whereas robots are self-supportive, thinking machines, bionic implants are merely mechanical substitutes for biological organs or limbs. So, a human might have a bionic hand, arm, eye, etc, but still be essentially human, no matter what he looks like! Most technological races are capable of producing bionic parts, which may or may not be cosmetically designed to match original organs. Generally speaking, bionics are a rather special acquisition, and would not be available normally to the poor or even moderately well off. Personality models might conceivably have bionic parts, the higher ranking (and thus more experienced) a personality, the more likely he would be to have a bionic replacement. This can be done at the GM's discretion, allotting parts to characters when working out the scenario or, alternatively, the following chart can be used.

	Number of Bionic Parts					
Personality	0	1	2	3	4	4+D4
Champion	01-90	91-95	96-98	99	00	
Minor Hero	01-80	81-90	91-95	96-98	99	00
Major Hero	01-70	71-85	86-90	91-95	96-99	00

● INDEX AND RANDOM GENERATION OF BIONIC PARTS

1	01-10	Single arm
2	11-25	Both arms
3	26-35	Ear/s
4	36-60	Eye/s
5	61-85	Legs
6	86-00	Lungs

Arm. Each bionic arm allows the character to make a single hand-to-hand combat attack with a *strength* of +1 (not counting as an improvised weapon). Successful damage causes D6 *wounds/damage* with all saving throws at -1. The arm cannot be used to wield further close combat weapons, except for digital weapons. There is a 10% chance of a bionic arm having 1 inbuilt or close combat weapon with a 1% chance of D4 digital weapons in addition.

Ears. Bionic hearing is only useful when not wearing a full helmet, and allows a character to hear living creatures breathing, hearts beating, and so on. This functions as a *bio-scanner*. Excessive background noise may serve to block out this ability - this is left to the GM to decide at the time.

Eyes. Bionic eyes are immune to the effects of blinding flashes and have automatic infra-vision. There is a 50% chance of a bionic eye being able to function as a *targeter* - giving +1 to hit with all weapons. There is a 10% chance of an eye being able to function as a *bio-scanner*, allowing detection of hidden troops, and equal chance of an eye being able to act as an *energy-scanner*, allowing detection of functional devices, mines, etc.

Legs. Bionic legs allow extra speed, doubling a character's normal move rate. Characters with bionic legs may also deliver a single *strength* +3 hand-to-hand combat 'kick' in addition to their normal attacks. D6 *wounds/damage* are caused with a saving throw of -2. Characters may also leap fissures and other horizontal gaps of up to D4+2″ width, and the equivalent of 1 storey in height. Leaping takes the equivalent of a whole movement turn.

Lungs. Bionic lungs enable a character to avoid the effects of all poisonous or harmful gases, and will act as a complete respirator for 12 hours, permitting survival underwater or in severely de-oxygenated atmospheres.

● MISCELLANEOUS EQUIPMENT

This section gives details and rules for equipment not covered in the other sections. It incorporates as many useful items as possible - far more in fact than any single game could comfortably accommodate. Even so, there is nothing to stop the GM inventing further equipment. This is often a good idea, especially if your game has a technical setting in which certain items would be of value. For example, imagine that a game is being fought in a secret missile installation between a force of raiders and an assortment of scientists, civilian workers and other defenders. Wouldn't the raiders need special gadgets to force code-sequence locked doors, destroy or confuse missile control equipment, cut through bulkheads, etc? If the GM feels it is necessary, any extra equipment can be invented before the game and any special rules worked out.

● INDEX AND RANDOM GENERATION OF MISCELLANEOUS EQUIPMENT

This chart lists each item of equipment by index number. A random generation column has been provided, enabling players or GM to randomly select equipment.

1	01-03	Auto-sense	
2	04-06	Auto-systems	
		01-33	Auto-aim
		34-66	Auto-drive
		67-00	Auto-facilities
3	07-09	Bio-scanner	
4	10-11	Bombot	
5	12-14	Breathing apparatus	
		01-20	Artificial gill
		21-40	Filters
		41-60	Gill
		61-80	Mask
		81-00	Respirator
6	15-16	Cameleoline	
7	17-26	Communicator	
8	27-28	Ejector seats	
9	29-30	Energy-scanner	
10	31-32	Eye protectors	
		01-25	Photochromatic visor
		26-50	Photochromatic contacts
		51-75	Photochromatic drops
		76-00	Photochromatic injections
11	33-34	Flight pack	
12	35	Frenzon	
13	36	Gravity chute	
14	37-38	Immune	
15	39-41	Infra-vision	
		01-33	Infra-vision surgery
		34-66	Infra-vision visor
		67-00	Infra-vision contacts
16	42-44	Jump pack	
17	45-46	Las-cutter	
18	47-48	Medi-pack	
19	49	Needler chemicals	
20	50-52	Parawing	
21	53	Phase field generator	

22	54	Polymorphine drug
23	55-56	Porta-rack
24	57-59	Power-board
25	60-62	Power canopy
26	63	Power field generator
27	64-66	Rad-counter
28	67-69	Rad-suit
29	70-72	Sealed suit
30	73-75	Stimulant
31	76-78	Stumm antidote
32	79	Syn-skin
33	80-84	Suspensor
34	85-89	Targeter
35	90	Teleporter
36	91-93	Teleport homer
37	94-95	Tendril sensors
38	96-97	Web anaesthetic
39	98-00	Web solvents

Auto-sense. These are a combination of different artificial sensory organs that relay information directly into the brain, bypassing the creature's own natural sensory organs altogether. Characters wearing dreadnought suits receive information in this way. Auto-sense can be fitted into helmets, vehicles or almost any item of equipment, and have safety mechanisms that prevent extremes of sensory stimulation. This means that weapons designed to blind (such as a photon grenade) will have no effect. Auto-senses are not normally capable of infra-vision, but can be modified with suitable visors (see *infra vision*) Technical level 7.

Auto-systems. Auto-systems are simply robotic systems that negate the need for a human operator. They can be fitted to vehicles in the guise of auto-drive (replacing the need for a driver), auto-aim (taking the place of weapon crewmen) and auto-fac (which operates all other facilities - radios, doors, etc). Auto-systems can be fitted to any equipment, no matter how small or large. Automatic robotic defence guns featuring auto-aim are commonly used to defend all sorts of installations as well as public buildings, jails, etc. Auto-systems have no technical level because they are independently functioning machines, they require no operator as such.

Bio-scanner. A bio-scanner detects living matter of any kind within 4" of a nominated point not more than 10" away from the user. Readings will indicate abnormal concentrations of tissue, such as large creatures or close groups. The scanner can differentiate between animals and vegetation, and can read through rock or metal up to 5 metres thick. Technical level 7.

Bombot. A bombot is a simple robot. It is designed to move towards a target and explode. Bombots has a move of 4", subject to the usual modifiers, and are moved just like ordinary troops. During his own turn a player can elect to explode his bombot at any convenient (or inconvenient) moment. Bombots explode with the effect of any of the grenade types. Technical level 7.

Fighting characteristics								Personal characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	0	0	3	3	1	3	0	10	10	10	10

Breathing apparatus. There are several types of breathing apparatus allowing individuals to breath alien atmospheres or harmful gases. Most of the gases used as weapons are absorbed through the skin, and equipment of the type described here is not effective on its own. The exceptions are *choke*, *knock-out* and *scare* (modified save).

1 Artificial gill. An artificial gill extracts oxygen from oxygenated water or gas, enabling a character to breathe underwater or in any polluted or poorly oxygenated environment - such as a fire. It is worn as a backpack and counts as *heavy* equipment with a 2" move penalty. Technical level 6.

2 Filters. Filters are inserted into the nostrils. They filter out harmful gases but do not enable a character to breathe underwater or in a vacuum. Technical level 5.

3 Gills. Gills are an internal, bio-engineered implant that enable a character to breathe oxygenated water. The implantation has to be done in surgery. Technical level (implant) 10.

4 Masks. Masks are worn over the whole face and are conspicuous. They function in the same way as filters. Technical level 5.

5 Respirators. Respirators have a supply of oxygen contained in a canister. A character can breathe normally from one canister for up to 12 hours. Additional cylinders count as a ½" move penalty. Technical level 6.

Cameleoline. Cameleoline is a substance that can be woven into the structure of most fabrics. It is unusual in that it offers chameleon-like protection - appearing to merge into the background. The material is fashioned into cloaks, coverings, ponchos and canopies of all kinds. A stationary model wearing cameleoline presents a difficult target, giving a -1 to hit modifier. The spotting distance for detecting hidden troops is modified by -1" for targets wearing cameleoline.

Communicator. A communicator is a multi-purpose radio transmitter and receiver. Most communication is achieved using pre-set channels, and communication is instantaneous. Channels can also be 'closed' so that the signal can only be received on another communicator programmed with a pre-arranged descrambling code. Otherwise, a channel can be established between two communicators on the D6 roll of a 6. Maximum range is about 50 miles. High-powered versions have a longer range, but are larger and are carried as backpacks - these count as *heavy* equipment with a ½" move penalty for every additional 50 miles of range. Vehicle mounted units take up the equivalent of 1 equipment point and have planet-wide broadcast and reception capabilities, with a total range of about ten million miles - local conditions will usually moderate this maximum. Technical level 5.

Ejector seats. These can be fitted to any vehicle, taking up 1 equipment space for an entire system (sufficient to eject all crew and passengers). An ejector seat can be used as a saving throw on models caught inside destroyed vehicles. Roll a D6 for each individual, scores of 4, 5 or 6 indicate a successful eject to a random position within D6" of the vehicle.

Energy-scanner. An energy-scanner detects energy emissions within 4" of a nominated point not more than 10" away from the user. This will indicate the position of functioning equipment, vehicles, robots, weapons, etc. It will not detect ordinary life functions, but psychic activity will show up as an extremely high reading. Radiation sources will not show up as distinct from other emissions. Technical level 7.

Eye-protectors. There are several different types of visor, chemical and device that offer protection for the eyes against photon weapons and such like.

1 Photochromatic visors fit onto all forms of headgear or can be worn as goggles. They darken almost instantly, offering a 4, 5 or 6 saving throw against blindness. Technical level 5.

2 Photochromatic contacts are simple contact lenses that darken to protect the eyes against sudden light. They are invisible under normal conditions, and
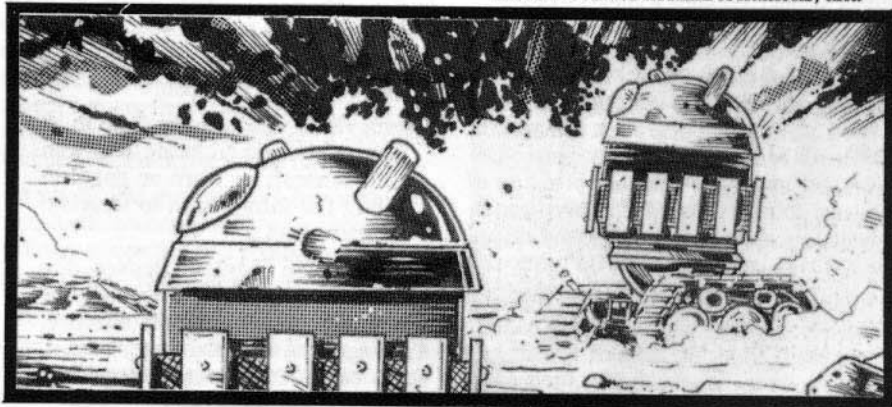
offer a 3, 4, 5 or 6 saving throw against blindness. A creature requires a technical level of 5 to wear contacts.

3 Photochromatic drops are a chemical that is dropped into the eyes and which is normally transparent. The chemical remains good for about 24 hours. Under a sudden light stimulus the chemical darkens dramatically, giving the user a save of a 5 or 6. Technical level 5 to apply the chemical.

4 Photochromatic injections are made into the eyes using a light sensitive chemical. This cannot be detected in any way and remains effective for about 28 days. It affords the user a saving throw of 3, 4, 5 or 6 against blindness. Technical level 7 to make the injection.

If any of these protective measures are combined, take each save in turn.

Flight pack. A flight pack is worn on the back. It can be controlled either by a manual control (which requires a free hand) or by direct mind-impulse link. The pack enables the wearer to fly, using a small thrust jet combined with suspensors. Minimum speed is 0 - so the wearer can hover at a dead standstill if desired. Maximum speed varies but is typically only in the region of 30″ with an acc/dec rate of 6″. Alternatively, this can be generated using 8D6 and 2D4 respectively. Turn radius ratio is 1. A flight pack will lift one man and a reasonable amount of equipment including one heavy weapon. If excessively loaded the GM should impose a suitable modifier on performance (two loads halve all details, three loads divide by three, and so on). Also, heavy loading is risky and should involve a chance of crashing every turn (two loads a 6 on a D6, three loads 5 or 6 and so on). Technical level 5.

Frenzon. Frenzon is the generic name given to a number of psychological control drugs that are available to high level officers of the Imperium. Comparable drugs may be available to other advanced races too. A single dose of one of the specific types can be used to induce a state of *frenzy, confusion, fear* or *hatred*. Effects are automatic and no test is made. A single dose of the antidote negates the psychological state. Frenzon drugs are favoured by some fighting units of the priesthood. They are administered by means of a device that resembles a wristwatch, but which actually contains a supply of frenzon drugs which are injected directly into the skin. The wearer can control his own mental state by use of these drugs. Repeated use, however, has a detrimental effect - every time the device is used after the first time a test is made. On the D6 roll of a 6 the character's metabolism gives out under the constant pressure of repeated doses, and the individual collapses, taking D4-1 *wounds*. Characters who are still alive remain unconscious for D4 turns.

Frenzon is used extensively amongst the penal legions; army units consisting entirely of convicted criminals, debtors, liberals and other social transgressors. In their case, however, the wrist despensers are permanently
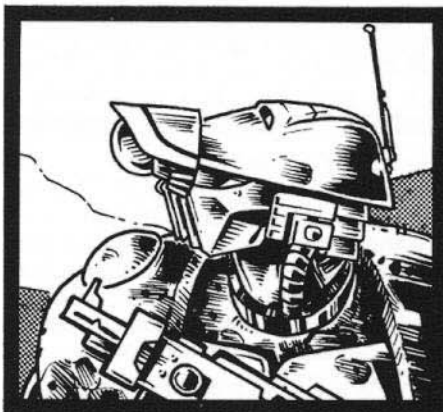
fastened to their bodies and controlled by an officer via a closed-channel communicator. Technical level 5.

Gravity chute. A gravity chute is a pack-sized suspensor that allows a character to float safely to the ground from any height. Such devices can be used to drop troops onto a battlefield, either from a low flying aircraft or from the upper atmosphere. Models dropped in this way land at a random position on the table. Models dropped from stationary flying vehicles land within D6″ of a point immediately underneath them. Technical level 4.

Immune. Immune is a broad spectrum immunisation that offers some protection against virus attacks, as well as from general disease and ill health. A single dose remains effective for about 100 days, offering a saving throw of 4, 5 or 6 on a D6 against disease and, specifically, from a virus grenade/shell/missile or mine. Technical level 4.

Infra-vision. This is a form of enhanced vision - it enables creatures to see heat, and to see through most forms of soft cover as if it weren't there. This means that an enemy can often be targeted even if it is otherwise hiding. Infra-vision enables a creature to see in the dark as if it were normal daylight. Engine exhausts, fires and other heat sources will all be blatantly visible, and the GM can intrepret this ability further if he wishes. Infra-vision can be gained in one of the following three ways (note - there is no infra-vision equivalent to the photochromatic chemical).

1 Infra-vision surgery is used to graft artificially cultured heat-sensitive tissue on or in the recipient's eyes. As the ability becomes a physical part of the creature there is no technical level, although the surgery would require a level of 10 to accomplish.

2 Infra-vision visors can be fitted to all forms of headgear (including those with auto-senses), or worn as goggles, giving full infra-vision to wearers. Technical level 5.

3 Infra-vision contact lenses are colourless and cannot normally be seen. They are not totally effective, giving only a restricted range of vision, this being 20″. A creature requires a technical level of 5 to wear contacts.

Jump pack. A jump pack permits its wearer to make a long, powered jump instead of a normal move. Unlike a flight pack, a model using a jump pack does not remain airborne, but takes off, jumps and then lands all as part of its movement. A trooper can jump into hand-to-hand combat if desired. This counts as charging, he is not considered to be an aerial combatant. A model may shoot from a position at any point during its jump. Grenades can be dropped at any point directly under the jump (even though they are *slow* weapons and moving and firing is not normally allowed). Reserve moves are not permitted.

A jump can be made up to a distance of 18″, reaching a maximum height sufficient to clear linear obstacles, vehicles and human-sized troops. Woods and single storey buildings can be cleared, but the horizontal distance jumped is reduced to 12″ to account for the greater vertical height. Higher buildings can be jumped over at the GM's discretion, typically reducing horizontal movement to 6″.

Before a model is 'jumped' the player must indicate the intended landing point and then roll for deviation as for area effect weapons. Jumpers deviate on the D6 roll of a 4, 5 or 6. Non-deviators are moved as indicated. Deviators are moved in a random direction from their target point within D6″. It is not possible to deviate by more than half the total distance jumped. Technical level 5.

Las-cutter. A las-cutter is an industrial tool that is used to cut through solid metal, rock, etc. It has a range of only 3″, but within this distance will automatically cut a hole into a building or spacecraft (or pretty much anything else!) sufficiently large to allow the passage of one human-sized creature per turn. Hits are automatic. The weapon could feasibly be used against vehicles or creatures (although this is not the intention). When used in this way the cutter automatically hits with a non-deviating area effect of ½″ radius, each target receives D10 automatic *wounds/damage* with a -6 save modifier. Las-cutters are large, counting as *heavy* equipment with a move penalty of 3″ or as 3 points of vehicle equipment. Technical level 6.

Medi-pack. A medi-pack is an advanced automatic medic-machine capable of ministering to a wounded or disabled character. It is contained in a case about the size of a portable typewriter. Allow a full stationary turn for a character to use a medi-pack either on himself or another model. It can achieve the following.

1 Negate or cause any of the psychological states (e.g. *confusion*).

2 Regenerate *1 wound* on any living character (models with only 1 *wound* to start with are beyond help!).

3 Instantly negate any temporary disability (primarily blindness, but also the effects of some gases, such as hallucinogen, and paralysing poisons from needle guns).

Permanent disabilities cannot be helped. Wounded models may only regenerate 1 *wound* from a medi-pack, never more no matter how many times it is used. Medi-packs are *heavy* equipment and there is a 1″ movement penalty. A vehicle-based unit occupies 1 equipment point and can be used to treat up to 4 characters simultaneously within the vehicle - if the vehicle also has auto-facilities the machine will function without an operator. Technical level 7.

Needler chemicals. The needle pistol and needle gun fire small slivers of chemical - a tiny toxic crystal that penetrates skin to kill or paralyse. Both effects are described along with the weapons themselves in the *Weapon Profiles*. Although a variety of toxins are available, and variable chemicals can always be developed, there are basically two types; the killers and the paralysers. Paralysing chemicals effectively take a model out of the game, but do not kill. The effects of the chemical will wear off naturally within 24 hours, or can be neutralised at any time by applying an antidote. Needler chemical antidote is generally effective against all formulations of the basic paralysing agent, and will work on any score of a 2 or more made on a D6. It takes a whole turn to administer by hand, or can be fired from a needle weapon. Technical level 7.

Parawings. Parawings are sophisticated versions of parachutes, with many of the handling characteristics of hang-gliders. They are used to drop from low flying aircraft, enabling their pilots to glide into battle. It is possible to control a parawing in flight, and landing can be accomplished with great accuracy. Pilots are free to fire their weapons from the air, and are only restricted in that they are unable to use weapons during their landing turn. Once landed the parawings are removed, and the troopers can fight on foot. A parawing has a maximum airspeed of 12″, a minimum speed of 6″ and an acc/dec of 3″. Turn radius ratio is ½. Parawings are not capable of carrying heavy weapons or equipment. Technical level 4.

Phase field generator. This useful tool was originally developed for use in the mining industry, being another technical spin-off from the warp drives employed on spacecraft. The machine projects a small area into warp space, and holds it there for a short period - possibly several minutes. Living creatures caught in the affected area will be killed. Solid objects literally disappear, opening up a gap or hole through which troops can move. Once the machine has stabilised the field, creatures or objects can move into the affected area without being affected themselves. The only problem with the device is that material can only be held in warp space for a limited amount of time. The unpredictability of the machine is a major drawback - individuals caught in the area during a sudden and unexpected re-materialisation of the warped material are killed instantly.

The phase field generator has a range of 6″. Within this range it can open up a hole in any solid material sufficient to allow entry by two human-sized models, or a single small or medium vehicle, per turn. This can be thought of as a 1″ radius area effect marker. The weapon takes a complete stationary turn to set-up and prepare for firing at a pre-selected area. It can then be activated during any of its following turns. During the activation turn, all material within the affected area is warped away, including models that move into the area during the turn. In following turns the area is safe, and models may be moved through the resultant gap. The generator must remain stationary at all times. If moved or turned off, the warp material will instantly reappear. At the beginning of each of his turns, the player using the generator must roll a D6 to establish that all is well. A score of 6 indicates that the field has broken down, and the warped material returns immediately. Models caught in the field are killed horribly as their primal atoms are crushed and blended with the returning material, producing a horrible, mutated conglomerate of the two.

A phase field generator is a *heavy* piece of equipment, counting as a 2″ move penalty for ordinary troops and as 2 points of equipment on a vehicle. Technical level 7.

Polymorphine drug. Polymorphine is a shape altering chemical that breaks down a creature's natural muscle structure for a few minutes, allowing new features to be moulded either by hand, or by use of a former of some kind. It can only be used by individuals who have undergone sub-muscular surgery to loosen their muscle structure. Even so, special training is required, and no ordinary creature could benefit from the drug. Only the Assassins of Earth can really make use of it. Any other creature attempting to use polymorphine would suffer tortuous agony whilst their facial and other muscles writhe out of control, settling into a disgusting and horrifying distortion of their original features. Technical level 7.

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Porta-rack. The porta-rack is an essential tool of the Inquisitor - it is used for extracting the truth from recalcitrant subjects. It resembles a small black box, from which protrude many hundreds of fine wires. Placed against the skin these extend, delving deep within the subject's central nervous system, enabling the Inquisitor to control the individual's emotions and state of mind. With a little fine tuning, uncooperative individuals soon become compliant.

The device takes a turn to operate, and the victim must then save against his *will power* every turn (rolling equal to or less than WP on 2D6). Once failed, the victim will automatically tell all. Technical level 8.

Power-board. A power-board is fundamentally a toy. It is used in the dangerous, but highly popular, sport of sky-surfing, in which athletes fly across the skies balanced on flying boards, controlling their flight with body weight and a pressure foot throttle. The boards also have a military use, although only amongst unbalanced, maladjusted and battle-crazed troops. A flight pack is a better, saner, alternative. Minimum speed is 0, so the board can hover at a dead standstill. Maximum speed varies …. but is always fast! A typical board has a top speed of about 60″, with an acc/dec rate of 12″. Alternatively, this can be generated using 10D10 and 5D4. Turn radius ratio is ¼. A board can carry one man and a reasonable amount of equipment, but no *heavy* items. If excessively loaded the GM should impose a suitable modifier on performance (two loads halve all details, three loads divide by three, and so on - a single *heavy* item counts as a full load). Also, over-loading is risky and involves a chance of crashing every turn (two loads will crash on a D6 roll of 6, three loads a 5 or 6, and so on). Technical level 5.

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Power canopy. A power canopy is a field generated screen that can be used to seal off a vehicle from the atmosphere - especially open-topped vehicles. It is a *heavy* piece of equipment, taking up 2 equipment points when installed. It can be turned on or off once during the player's turn. Once activated the vehicle is totally sealed off, and it is not possible for the crew to fire weapons out. The screen offers no protection for the vehicle from normal damage. Technical level 5.

Power field generator. This is a device which creates a barrier of pure energy around itself. The resultant field can be any size, depending on the amount of power fed into it. It is invisible, and takes the form of a spherical bubble centered on the generator. Any object encountering the field will feel a slight shock; this is usually sufficient to discourage animals. Any object or creature trying to force a way through the shield will be stopped, whether originating from within or without the enclosed area. It is impossible to destroy a barrier except by overloading its power source. Power sources are graded according to the radius of bubble they can maintain. For the sake of the game this is expressed in inches (6", 12", etc). However a bubble may be many miles in radius and encompass a considerable area. To cause an overload it is necessary to cause *wound/damage*. For each point of *damage* caused the field radius shrinks by D6" during that next turn only. A field which shrinks to 0 or less is destroyed permanently. A field reduced in size will automatically recover to full size during the following turn. Power fields have a *toughness* of 10. Power field generators are *heavy* items and occupy 1 equipment space for every 3" (or part) of field radius. Radius can be randomly generated as D6" for vehicle mounted units, a 4D6" for average units (usually emplaced). Larger fields are possible. Technical level 7.

Rad-counter. A rad-counter is a hand-held meter that allows a character to detect areas of harmful radiation. The range of the device is 18", and it will measure the *rad level* at any point within the range. The user indicates the point where he wants a reading and the GM can reveal any radiation hotspots present. Technical level 5.
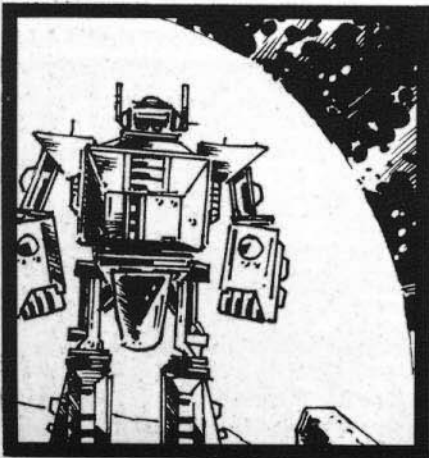
Rad-suit. A rad-suit is an all-enclosing sealed suit which will protect the wearer against all damage from radiation. It is very loose-fitting, and can be worn over armour or other clothing. Technical level 5.

Sealed suit. Sealed suits are simply self-sustaining life support suits. They are usually flimsy and transparent, and always include respirators. Such a suit isolates the wearer from all gases and harmful atmospheres. A sealed suit is very loose fitting and can be worn over armour or other clothing. Technical level 5.

Stimulant. A general purpose stimulant is a chemical that can be injected, ingested or inhaled. It takes a whole turn to administer and will awaken an individual who is unconscious. It can be used to counter the effects of web anaesthetic or knock-out gas, and will dispel *confusion*. Once it has taken effect, the individual can be knocked-out, webbed or confused again from that time on. Technical level 5.

Stumm antidote. Stumm antidote protects the nervous system against the confusing effects of stumm gas. It takes a turn to administer, but will remain effective for about 24 hours, during which time the character cannot be harmed by stumm gas. Technical level 5.

Syn-skin. Syn-skin is a spray-on second skin. It is airtight, watertight and proof against all gases. Syn-skin can be used to seal a character's natural skin, covering mouth, ears, eyes, etc, and will provide protection against hard vacuum or gas weapons. Syn-skin feeds the body with oxygen for up to 12 hours, after which the user will collapse and die if the material is not removed. If the character is to survive for move than 12 hours, some provision must be made for him to breathe. Internally worn oxygen/carbon dioxide exchangers can be inserted into the throat, and will keep a living creature alive for a further 12 hours. Speech and hearing is afforded by a small communicator inserted into the throat and at the base of the ear. Syn-skin takes 10 turns to spray on, including fitting the throat and ear insertions. It takes 1 turn to remove sufficient to prevent suffocation, 5 turns to remove the lot - syn-skin solvent is required for this.

As well as protecting the body against the atmosphere, the syn-skin layer also feeds in a booster chemical that heightens the wearer's senses, speeds his reactions and invigorates all of his physical functions. This has the effect of increasing WS, S, T and I by +1. Syn-skin also protects the eyes completely against all damage by blinding lights. Syn-skin can be any colour or transparent - it is usually black. Technical level 9.

Suspensors. Suspensors are small anti-gravity generators, similar to those used in hover vehicles, flight packs, power-boards, etc. They are quite small, usually no more than 10cm across, and are usually round and flat like a yo-yo. A single suspensor attached to a piece of *heavy* equipment will reduce the associated movement penalty. Each suspensor will 'lighten' the load by the equivalent of a ½" penalty, so an item with a normal 2" penalty will be reduced to 1½" by a single suspensor or to nothing by four. A model cannot be made to move in excess of its normal move allowance by means of a suspensor. In theory, with the use of sufficient suspensors any weight can be lifted. Each suspensor cancels out the equivalent to 10 kilos. An item under suspension will float freely, and will move around if pulled or pushed. Technical level 5.

Targeters. A targeting device enables a more accurate shot to be made, giving a +1 to hit score. These devices combine various optical and electronic sights, together with a guidance system in the case of missiles. Targeters are *heavy* items with a ½" movement penalty. As vehicle mounted equipment they occupy 1 equipment space. Targeters are specific to weapons - a vehicle mounting a las-cannon and a plasma gun can have a targeter for either or both, but they are not interchangeable. A single targeter can be used if two or more of the same weapon are mounted to fire in unison. Technical level 7.
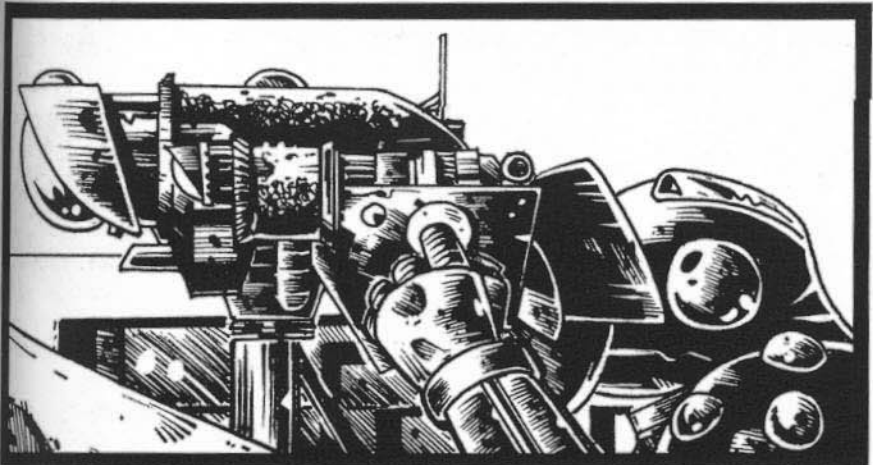
Teleporters. A teleporter is a large piece of equipment and must be built into a spacecraft or building. It comprises a set of central controls and a teleport chamber. Objects more than twice man-height can never be teleported, and any attempt to do so will always cause a malfunction. Teleporters will transport cargoes from ship to ship, ship to planet or vice versa. They cannot be used to move objects from one part of a planet to another. Teleport beams can penetrate only a limited amount of solid matter (about 5 metres) but always travel in straight lines. This is why planet to planet transport is not possible - the curvature of the planet imposes a significant blocking thickness.

Up to 6 man-sized objects or creatures can be teleported from the teleport chamber at once. A teleporter will rarely place its cargo 100% accurately, although safety features do prevent materialisation inside another object. The player must nominate his landing point on the games table and roll a D6. A score of 2 or more indicates that the landing position has deviated from the nominated spot by D6 " in a random direction. At the GM's discretion, large numbers of groups being teleported at once can be teleported onto the games table
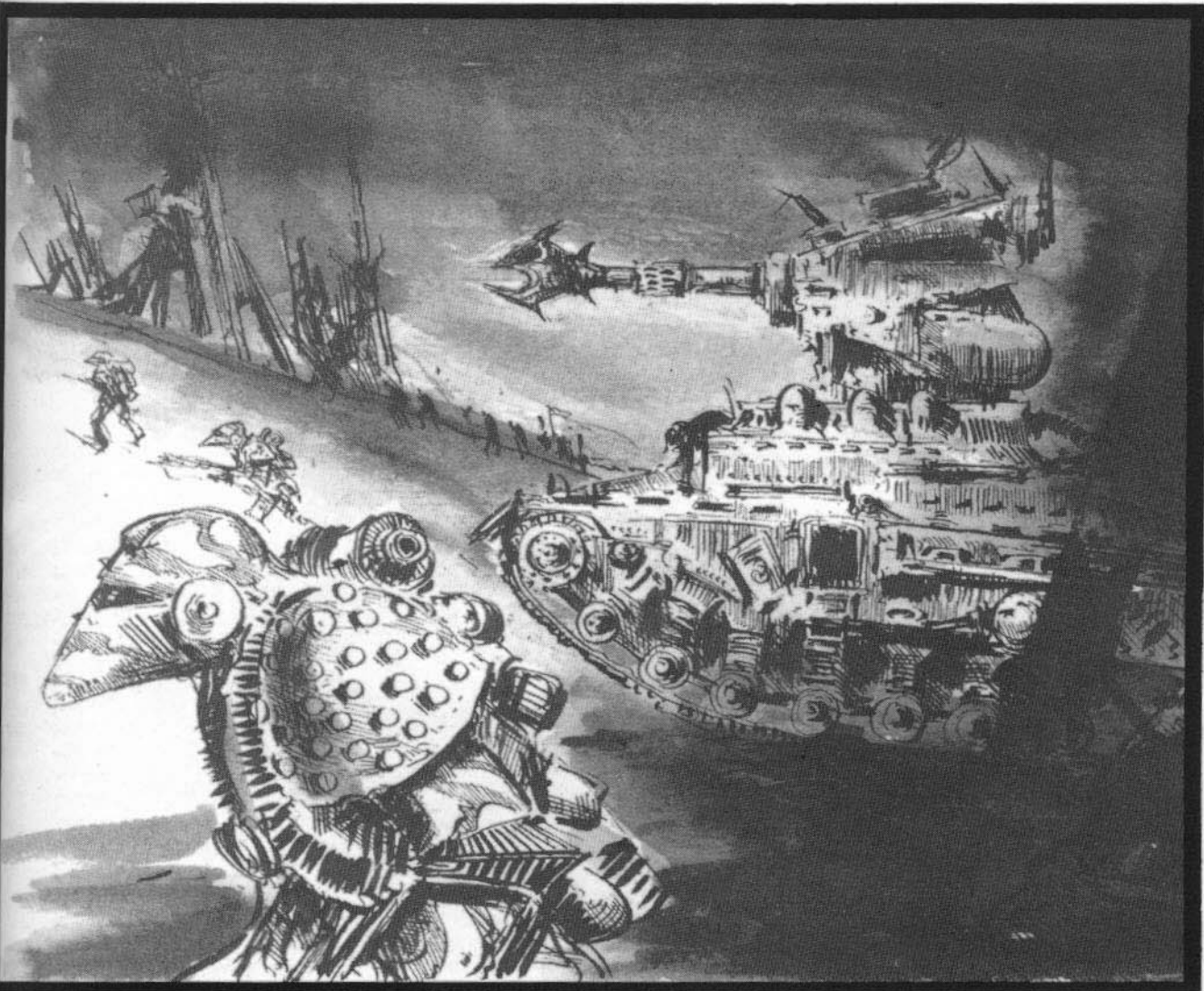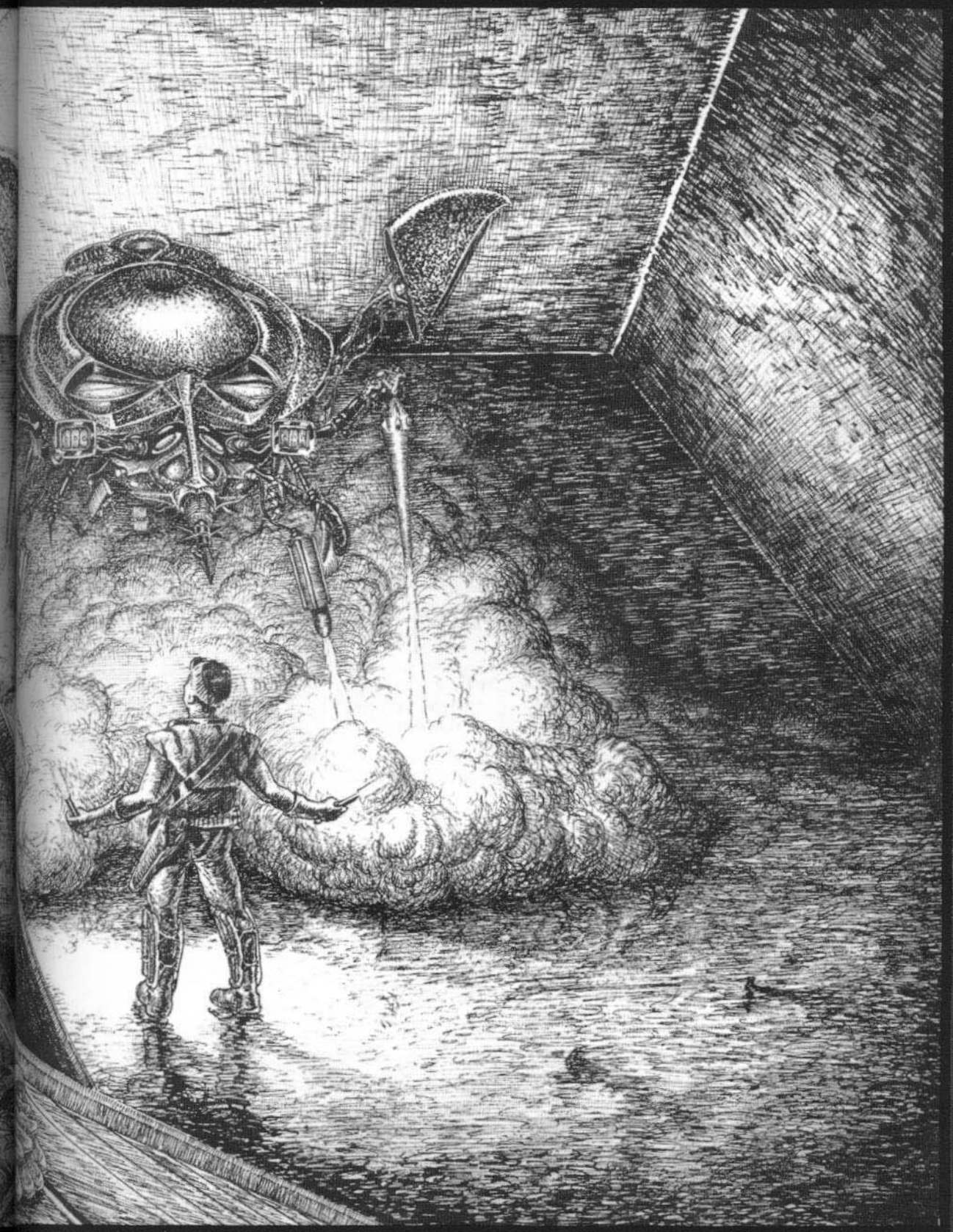
randomly - dividing the table into segments as appropriate. This is a useful method for staging large invasions, where the teleporters wouldn't be overly bothered about exact location anyway.

Teleporting back into the chamber is similar. The teleporter must be locked on with a homing signal (a communicator will provide a source). All creatures and associated objects within 3" of the signal source will be teleported at once. To properly locate a signal, the signal source must remain stationary for at least 1 whole turn. At the end of such a turn, a D6 is rolled a score of 5 or 6 indicating that the teleporter has successfully locked on and teleported its targets. A score of 2, 3 or 4 indicates that nothing has happened - the player may try again next turn. A score of 1 indicates a problem - the targets are not teleported but may try again next turn. Once a problem has been indicated the chance of a successful teleport from that signal source is reduced to a 6. However, if a further 1 is rolled on a subsequent attempt, this indicates a transporter accident. Roll a D6.

1 The subject/s are reduced to primal atoms and their substance scattered forever to the cosmic wind.

2 The subject/s are reduced to their primal atoms, and reconstituted as a single heaving mass of tangled flesh and other material. On arrival the protoplasmic mess expires more or less immediately.

3 Living creatures and material remain separate, but are twisted - limbs are misshapen and tissues scarred so that they form sickening parodies of faces and expressions. The individual does not die, but all characteristics are reduced by 1 (to a minimum of 1).

4 Living creatures remain generally intact, but suffer extreme localised damage to a single random limb, necessitating amputation.

5 Living creatures are fundamentally unaffected, but skin tissue is scarred so that flesh appears red and twisted as if badly burned.

6 A single creature is mutated into a bag of heaving protoplasm, but will not die or lose any characteristics other than A, WS and BS which drop to 0. Psionic powers remain as before, and the individual is still sentient and mentally unchanged. Senses will probably remain in some form, albeit badly mangled and damaged.

Multiple creatures are combined into a single, living organism with multiple limbs, heads and other organs but only a single (faintly disturbed) personality. Combine the highest characteristics from all the original creatures. The new creature always has at least 1 functioning manipulative limb from each component creature.

The maximum range of a teleporter is 100 kilometres (about 50,000 tabletop inches!). Teleportation is the standard method of moving fighting men onto a planet's surface quickly and with the least danger. Technical level (console use) is 8.

Note: - all teleporters are built so that a harmful weapon or creature teleported into the chamber can be safely dealt with, usually stunned by a chemical dart or picked off by an auto-aim controlled laser. Grenades and other explosives (apart from vortex grenades) are surpressed by an automatic power field and will not harm the teleporter - although they will affect creatures in the same cargo.

Teleport homer. A teleport homer is a trackable transmitter that remains in contact with its teleporter, giving a constant strong signal. The user can activate the teleporter using the homer. The source must remain stationary for 1 turn as usual, but the teleport is always successful and no dice is rolled. The user can choose to teleport either the whole 3" radius like a normal teleport, or just himself and his equipment. Technical level 7.

Tendril sensors. Tendril sensors are a special type of implant, similar to a bionic implant, but functioning in a radically different way to normal human senses. Each sensor is formed from a metallic trunk about half a metre long, 6cm thick, and terminating in a bulb of metal. These sensors are permanent implants, and are usually positioned around a creature's head in groups of 6 or more. All normal senses are destroyed, but the tendril senses allow the character to be aware of everything within 12", no matter whether hidden or obscured by solid objects, and everything within 60" as if normally sighted. Radiation, heat and all communication beams/waves can be perceived up to 60" as if visible. A psyker, or psychic force, can be detected by touch. Noises can be perceived if emanating within 12". Technical level 3.

Web anaesthetic. The web material used in the web gun can be augmented by an anaesthetic material that knocks out a target as it binds it. This chemical is absorbed through the skin, and will not take effect if the target is wearing a sealed-suit, syn-skin or airtight armour. The anaesthetic can be countered by a general stimulant. Technical level 7.

Web solvent. Web material can only be dissolved by a special solvent. This comes in canisters and sprays onto the web, loosening it and turning it to liquid. A single can contains enough solvent to free 10 individuals. Technical level 7.
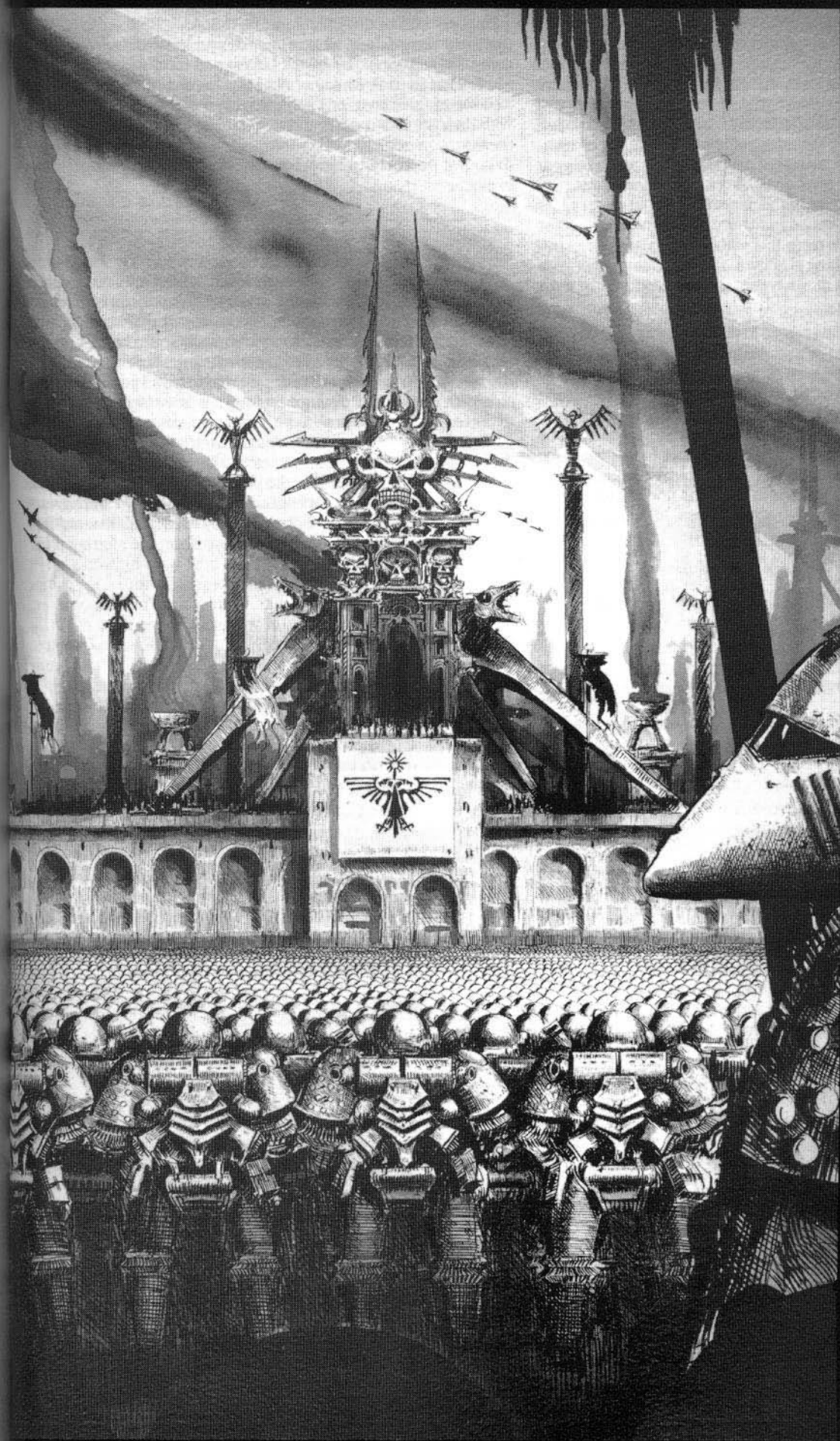
This section introduces the players to the **Age of the Imperium** - the background to the **Warhammer 40,000** game. Whilst the rules can be used to represent any film or book-based universe, the descriptions that follow have evolved along with the game itself. The scene is our own galaxy, a galaxy largely populated and dominated by humanity, although humans with very different attitudes and expectations to our own. In addition to the countless masses of mankind, there are intelligent alien races. Many of these are relatively timid, easily dominated, and worthy of only a brief mention in the pages that follow. Other races are as ambitious and ruthless as humanity itself, and are its most bitter enemies. All of these races live within our galaxy. Of extragalactic races virtually nothing is known, for the distances between the galaxies are so vast that they have so far defeated all but the most cursory examination.

The background material presented in this section of the book has been evolved during the author's games and campaigns over several years. In that time many of the races, their worlds, civilisations and attitudes have been worked out in considerable detail. Not least among these is humanity and the vastness of human controlled space known as **The Imperium**. Much of this information is presented here, while further material awaits publication in the form of individual game scenarios and supplements. It is for you - as gamesmasters and players - to use this information as you see fit. There is nothing to prevent you from expanding or altering the material given. In some cases this will be necessary if you are to derive the full benefit from the background, because - even within a single political body such as the Imperium - each planet has its own unique flora, fauna and distinct civilisation. Within the guidelines given you will be able to devise your own worlds, placing the stamp of your own imagination upon the game.
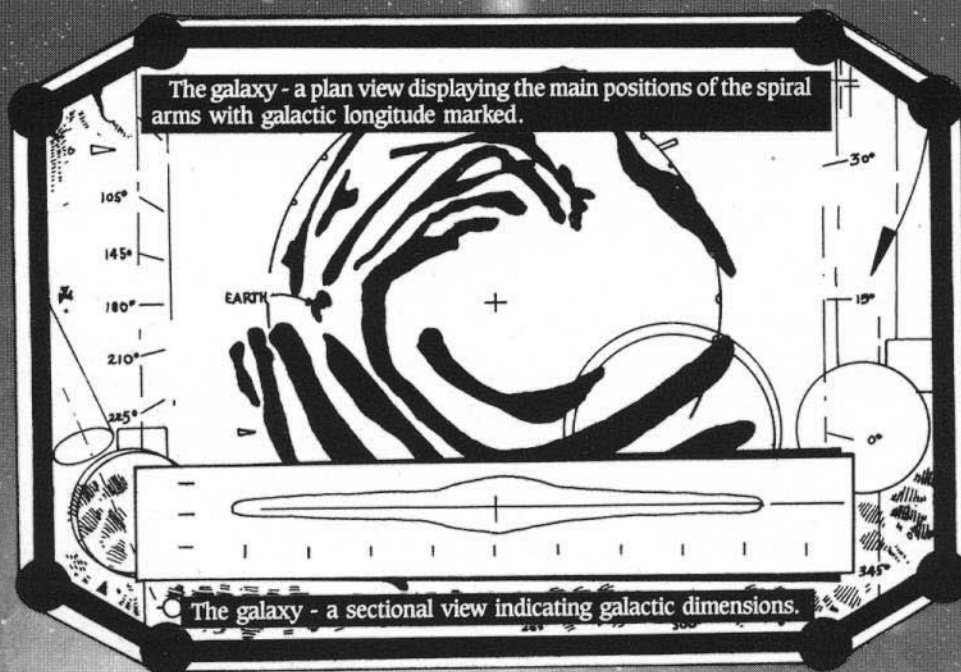
● THE GALAXY

The galaxy contains some four hundred thousand million stars of various types. Of these only a fraction are presumed to have habitable planetary systems, and only a fraction of these have been investigated. Most are situated within the spiral arms between ten and forty thousand light years from the galactic centre.

The very size of the galaxy means that, despite the use of faster than light **warp drives**, most of it remains unknown. Even the human controlled Imperium, by far the largest and most widely distributed of all stellar empires, contains only a tiny fraction of the galaxy's stars. New worlds are constantly being discovered and investigated, along with their attendant civilisations, creatures and resources. Even so, there is no possibility of either humans or aliens exhausting the galaxy's potential to provide new worlds for habitation and exploitation.

● WARP SPACE

Warp space is the medium through which faster-than-light spacecraft travel between the stars. It is, in a sense, an alternate reality or parallel dimension in which the laws of time and space are different from those of our own universe. Movement within warp space bears a distinct relationship to distance travelled in normal space, and this relationship can be manipulated to make faster-than-light travel possible. It is not strictly true to say that distances in warp space are 'shrunk' compared to those of normal space. A more accurate analogy would be to think of warp space as a dense fluid medium which is subject to constant movement, currents, undertows, etc. This is not perceptible in warp space itself of course, because the fluidity is only relative to our own reality. A spacecraft can exploit this phenomenon by entering warp space, allowing itself to be shifted along by its natural flow, and then re-entering normal space a distance away from the starting point. A metaphor commonly used to explain how warping works is that of the fast flowing stream. The stream represents warp space, moving rapidly along its motionless banks, representing real space. A leaf dropped into the water upstream will move along, floating on the surface of the water. The leaf does not move relative to the water, but is merely carried by it until it lodges at some point downstream from its original location. This is a useful metaphor as far as it goes, but it must be remembered warp space is far more complex in its movements than the linear stream, for it can move in all sorts of convoluted and bewildering patterns. Spacecraft are also able to make corrective movements in warp space and can enter or leave warp space at a chosen moment. Even so, warp travel is never totally predictable, either in its duration or eventual destination.

The galaxy - a plan view displaying the main positions of the spiral arms with galactic longitude marked.

The galaxy - a sectional view indicating galactic dimensions.

Warp space is closely linked to psychic phenomena. There is a school of thought which believes psychic powers to be an ability to tap energy from warp space. According to this theory, a psyker has a mental or spiritual link with a point or points in warp space. If this is true, then it explains how many psychically aware creatures are able to 'home-in' to psychic vibrations, or even to traverse warp space itself in some cases. Certainly the relationship between the two kinds of space is a complex one, and is not fully understood.

● WARP DRIVES

A warp drive, or warp engine, is a device that enables a spacecraft to enter and leave the medium of warp space. Warp drives incorporate their own navigational units, able to briefly glimpse into warp space in order to observe its current movements. From these movements it is possible to calculate a course, any corrective manoeuvres that may have to be made whilst in warp space, and the moment to return to real space. The distance travelled in this way is called a **jump**, and a jump may be of 1 to 4 light years depending on the conditions prevalent in warp space. Such a journey typically takes between 1 and 6 days of real space time, contracted into 1-4 hours of perceived time for the spacecraft. A spacecraft plunged into warp space at random will travel at 1-4 light years per hour of perceived time/36 hours of real space time. Whilst in warp space a craft is isolated from real space. However, psychics are able to maintain or establish telepathic contact if they are sufficiently strong, if they are human *astropaths* for example.

It is dangerous for spacecraft to leave warpspace close to the proximity of stars. The mass of a solar body possesses a comparable mass in warp space, and acts as an irresistible attractive force to bodies near it. This makes it almost impossible to leave or re-enter normal space within a solar system without being drawn inside the sun itself. Even with the utmost care, occasional accidents do happen, and this is one of the constant dangers of warp travel. The usual practice is to aim on breaking warp space well outside a solar system and complete a journey using conventional space drives.

● WARP GATES

A warp gate is a point in real space which is linked to another point in real space by a tunnel through warp space. The tunnel somehow avoids the normal disturbances of warp space, allowing a journey to be made within a fixed time and in perfect safety. The existence of warp gates represents something of a mystery; are they a natural feature or artificial? If artificial, who or what created them and for what purpose? Some warp gates have certainly been artificially enhanced, because their entrances are delineated by mechanical constructions whose exact function can only be guessed at. Other warp gates are mere black holes in space.

Warp gates occur in different sizes. They occur in the depths of space, at the boundaries of solar systems, within solar systems and even on planets. The largest are easily big enough to permit the passage of spacecraft, and are usually situated at the edge of a solar system, or amongst its outer planets. Other gates are only large enough to permit the passage of small vehicles, or perhaps human-sized creatures. These occur mostly on planet surfaces and lead directly to other gates on the surfaces of other planets. All gates are rare, the smaller types extremely so. Planetary gates are often disguised, or respond only to electrical, psychic or other signals, which would seem to indicate a certain amount of intended secrecy on the part of their builders.

All space-going races are prepared to utilise warp gates when they find them, although discovering where they lead can often be hazardous. Many gates appear to be defective, and can dump a ship randomly into warp space. Others can lead to places which may once have been stars or planets, but which are now no more than empty tracts of space. the possibility of emerging into a distant, hostile alien star empire also has to be considered. It may be that craft vanishing into warp space have been transported beyond the galaxy itself. Warp gates have the disadvantage of being pre-determined, permitting travel only within a fixed lane. They are also quite slow, taking 2D4 hours of perceived time and 2D6 days of real time to traverse distances of up to 4 light years. Most warp gates appear to be within the region of 20-30 light years apart.

● WARP PORTALS

The term warp portal is often coined to differentiate these warp space/real space interfaces from warp gates. A warp portal is simply an entrance into, and exit from, warp space. It does not lead to a tunnel, and a spacecraft entering a portal is cast to the chance currents of warp space. With careful manoeuvring it may be possible to re-enter normal space using the same portal from the other side. Again, the exact nature of the portals is not understood; are they mere accidents or natural occurences, or have they some secret purpose? Some aliens use warp portals to travel between warp space to real space, specifically the creatures known as *Enslavers* which live within warp space itself. Like warp gates, portals occur in all sizes and places and may appear on a planet's surface. Some have a definite physical constituent, whilst others are invisible or a mere hole in the ground.

Warp portals do have their use, for there are many recorded instances of spacecraft with damaged warp drives, trapped inside warp space and doomed to destruction, suddenly locating a warp portal enabling them to return to real space.

● WARP CREATURES

It has already been mentioned that the creatures known as Enslavers actually live in warp space. Enslavers are not alone in this, and many other creatures appear to have their natural homes in warp space. Some creatures seem comfortable in either type of space, or have limited abilities to transcend both. The linking factor between the two sorts of realities seems to be psychic, the creatures of warp space are closely associated with psychic power. Many of them actually feed on psychic energy, or the natural life-energy of living creatures, or are drawn to feed by emissions of such energy. All these creatures are a threat to the races of the galaxy, but especially to humans. Humans are not a developed psychic race, the Slann and Eldar are more likely to have psychic powers. However, humanity is undergoing a serious evolutionary change into a far more psychically capable race, and so the incidence of these powers is becoming increasingly common. To date, humans lack the ability to properly control their powers, especially as they are first developed in early adulthood. This causes profound, localised psychic disturbances, far greater than anything associated with a fully mature human psyker or any psychic alien. These disturbances attract psychically-attuned warp creatures like moths to a candle, except that these moths are often deadly carnivores, soul-feeders and highly dangerous. Using the psychic link established by the emergent psyker, many aliens are able to open up temporary warp portals and push their way into the real universe. Others are simply drawn against their will, but still cause problems once they are in real space.

● WARP STORMS

Warp space is an extremely volatile medium, and can represent a dangerous one for spacecraft within it. Occasionally, the normal current movements of warp space become amplified into raging storms of savage and destructive ferocity. Such storms may last for only a few moments, or they may last for many years. At best, a warp storm might throw a ship off course or delay it, at worst a warp storm can make warp travel impossible in some parts of the galaxy. Storms are constantly forming and dying down, at any time at least 10% of the galaxy's solar systems will be inaccessible because of storms. Half of these systems are cut off for less than a year, but many remain isolated for many years or even centuries. Indeed, some systems have always been isolated, and show no sign of becoming otherwise.

● THE HUMAN NAVIGATOR

Unlike the closely packed empires of other races, the Imperium is flung wide across the entire galaxy, its worlds are often hundreds if not thousands of light years distant. Normally it would be impossible to maintain such a vast area of space as a single political entity. What makes it possible to do so is the existence of human navigators. Navigators are a sub-species of humanity some of whom resemble humans so closely that they are indistinguishable, others are so physically alien that the relationship is hardly apparent. All navigators are capable of entering a trance-like dream state in which they are able to mentally steer a spacecraft through the medium of warp space.

Under the intuitive guidance of the navigator, a ship is able to traverse distances of tens of thousands of light years in a single jump. Perceived journey time is 1-4 days per thousand light years, equivalent to 1-6 months of real time. Even so, a journey from one edge of the galaxy to the other would take between 85 and 510 months of real time. For these reasons, worlds remain self-governing even within the Imperium.

● THE ASTRONOMICAN

In order to guide their spacecraft through warp space, navigators require a signal to steer by; a sort of real space reference point which can be perceived from warp space. As only psychic signals penetrate both real and warp space, this signal has to be a psychic one. Some psychics are capable of broadcasting a short range signal of this type (10 light years) but the principal signal is centered upon Earth and is called the Astronomican. Further details about the Astronomican and the psykers who maintain it (the Adeptus Astronomica) are discussed later. For the moment it is only important to bear in mind that the Astronomican permits navigators to utilise their powers. The range of the Astronomican is far greater than 10 light years although it is not infinite. Warp storm activity can also affect the total range, but about 50 thousand light years is the usual distance. As the galaxy has a diameter of about 85 thousand light years, with Earth approximately 30 thousand light years from the centre in the galactic west, this means that the Astronomican does not cover the eastern fringe of the galaxy at all. The Astronomican marks the effective boundaries of human space: human groups existing beyond it are rare, isolated and comprise an unknown quantity.
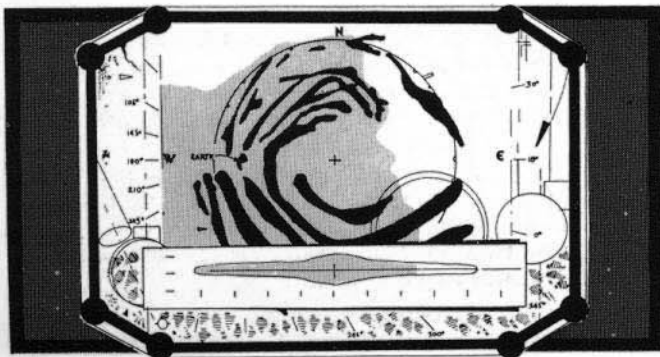
● HUMANITY AND THE IMPERIUM

The purpose of this section is to introduce the reader to the general history and organisation of the Imperium. In all the galaxy, the Imperium is the most powerful and influential political entity. Even the most prolific of alien races cannot compare in sheer numbers with the mass of humanity. Nor can any single alien race be said to wield even a fraction of the power available to mankind. Each of the organisations, factions and sub-races mentioned here are described fully later.

● THE IMPERIUM

Over ten thousand years ago the **Great Emperor of Mankind** ascended to the Golden Throne of Earth. Of the wars he waged to get there, of the countless agonies of battling worlds, there is no record. Only the Emperor remembers - if indeed even that strange and ancient creature can recall those distant times.
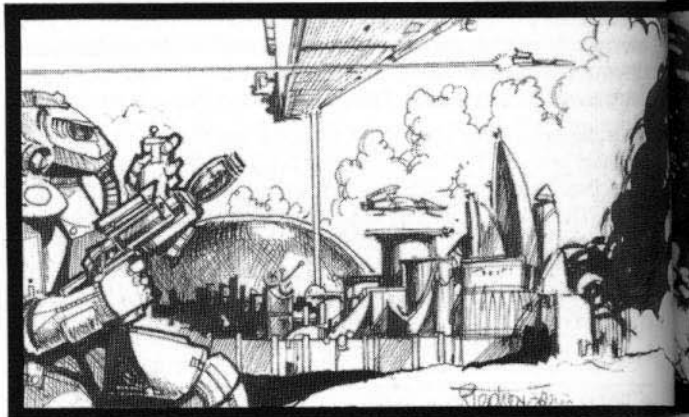
The ascent of the Emperor marked the end of a long era of human history, an age typified by inter-human warfare and a gradual decline of the accumulated knowledge of millennia. This was the **Age of Strife**. The high point of scientific achievement had occured thousands of years before, in the yet older age known now as the **Dark Age of Technology**. Through the Dark Age of Technology and the Age of Strife, mankind has come to the present age - that of the **Imperium**.

In many respects it is a time of superstition, in which a great and unfathomable technology has been enslaved to the forces of mysticism and madness. To the ordinary humans of these times, the peasants in the fields and the warriors amongst the stars, scientific thought represents an abhorrent perversity; a corruption of honour and religious virtue. Even to those few humans who deal with the material of technology, the science and the magic have become largely inseparable; the warp engine must have runes upon its side, the laser gun requires the blessing of the Gods of Battle.

This is a universe in which the gods, mysticism and magic are real. For this is a time of great change within humanity itself, a time when more and more humans are developing powers and a vision far beyond those of their ancestors. Humans developing these abilities are known as psychics, or psykers, and by many less flattering names - the most common being that of witch. Psykers are men and women who have the ability to transcend the normal laws of space, placing them in touch with great universal forces which lie far beyond the understanding of their kin. Their gifts defy explanation; telepathy, telekinesis, illusion, and countless others. Many ordinary humans attribute these powers to a divine origin. Some psykers claim their powers enable them to tap forces which lie under the control of entities existing outside of the real universe - beyond normal time and space. Others seek a rational explanation for these phenomena - but this is not a rational age and they are few and their voice is weak.

•THE IMPERIAL HIERARCHY

The Master of Mankind, the Emperor of the Imperium, has sat upon the Golden Throne of Earth for ten millennia. His body is kept alive by means of ancient technology and sheer effort of will, for the Emperor is the greatest psyker of all, an almost bottomless repository of psychic energy. He is no ordinary man - in many respects he is a god, and is worshipped as such by untold billions. Ultimately, the Emperor has absolute power within the Imperium. However, the Imperium is so vast and the task of directing the fate of humanity such an important one, that running the day-to-day business of empire is as beneath the Emperor as is the fate of a single planet or a mere handful of billions of people. For this reason the will of the Emperor is executed via two colossal organisations - the Adeptus Terra (also known as the priesthood) and the Inquisition.

The **Adeptus Terra** is commonly known as the priesthood, it comprises millions of devoted imperial servants, quasi-religious followers of the Emperor whose duty is to interpret and enforce the imperial will. It is the priesthood that actually controls the workings of the Imperium. This vast organisation is sub-divided into countless

The **Administratum** represents the bulk of administrative staff and the countless non-specific, faceless members of the priesthood. They administrate the Imperium at every level, from assembling war-fleets to levying taxes. The priesthood organisation as a whole is sometimes referred to as the Administratum.

The **Inquisition** is the only organisation in the entire Imperium that lies outside the power of the Adeptus Terra. The Master of the Inquisition is a very important person, so much so in fact that he is even granted automatic access to the Emperor - the only individual other than high-up members of the Adeptus Mechanicus, Adeptus Custodes and the Master of the Adeptus Terra himself who is so honoured. The Inquisition itself is answerable only to the Emperor, for its duties necessitate absolute loyalty and complete dedication. Like the priesthood, the members of the Inquisition are divided into various ranks, with defined areas of responsibility, but the ordinary Inquisitor is a free agent compared to the desk-bound priesthood scribe or record-keeper. Inquisitors are feared men. Their role is to investigate, to uncover dissent and inefficiency, to destroy hostile aliens and to protect humanity from the thousand perils that threaten its destruction. The chief threat to humanity is posed from within its own ranks, by

bureaucratic departments, the most important of which are the Adeptus Custodes, the Adeptus Mechanicus, the Adeptus Arbites, the Adeptus Astronomica, the Adeptus Astra Telepathica and the Administratum.

The **Adeptus Custodes** is the Emperor's inner guard, the members of which are privileged in being permitted to serve upon the Emperor, attending to his needs, receiving and recording his directions. These men never leave Earth and only rarely leave the Imperial Palace - an endless, black hive of forbidden technology and subterranean passages delving deep within the bowels of the planet.

The **Adeptus Mechanicus** are also known as the Tech-priests. They are the guardians of all the ancient arcane technology, the last remnants of what (in a more primitive age) would have been called science. Chief amongst their tasks is the servicing and maintaining of the machinery that gives the Emperor life.

The **Adeptus Arbites** are commonly called the Judges. Judges form both a warrior elite and a law-enforcement body with powers over all planetary governments and local police forces. The Judges are the troops of the priesthood - the soldiers and police of the Adeptus Terra.

The **Adeptus Astronomica** are the members of the priesthood directly responsible for maintaining the psychic homing-signal used by navigators throughout the Imperium - the Astronomican. The process of constantly transmitting mental energy eventually destroys them, but there are always more to take their place.

The **Adeptus Astra Telepathica** are commonly known as Astropaths, they are psychic servants of the Imperium, psykers who have undergone ritual soul-binding with the Emperor, the process that passes some of the Emperor's strength of will into his servant - thus protecting the servant from evil, psychically attuned enemies. Some, very few, Astropaths are judged strong enough to serve their Emperor without the soul-binding ritual - they are the lucky ones, for the ritual is agonising and results in blindness.

the continual emergence of mutants and pyskers. Left uncontrolled, free psykers represent a real and deadly threat - for they are vulnerable to the attentions of many strange, hostile aliens; creatures which will utilise the mind of an untrained psyker for their own purposes. The Inquisition works hand-in-hand with the priesthood, uncovering danger so that the full might of the Adeptus Terra may be turned against it.

Planetary Administration lies in the hands of governors called Imperial Commanders - a title which corresponds roughly to the term 'Lord'. The Commander is appointed by the Administratum to oversee a planet or, more rarely, a continent or a special project of some kind. The position is often regarded as an hereditary one, associated with an ancient title (Duke of Calaco, Baron of Ymgarl, Lord of Lambs World, etc). Although duty-bound to the priesthood, the Commander is essentially an independent governor, and so long as his taxes come through, his quotas are met and his planet kept in order, he is free to run things in any manner he chooses. Commanders can recruit and maintain their own armies and inter-planetary fleets, and may even be permitted access to inter-stellar spacecraft.

The **Legiones Astartes** is known always as the Space Marine, it comprises 1000 independent fighting units called Chapters, each of roughly 1000 fighting troops. Each Chapter has its own Commander, one of whom holds the title of Master of Marines. Each Commander is subject to the orders of top-ranking members of the priesthood - but only in a general, non-military sense. So, whilst a Commander may receive orders to destroy a target, the means to be employed are left to the Commander - his only duty is to succeed! The Space Marines represent the Imperium's main strike-force of mobile warriors, ready to travel anywhere at any time. Amongst men and aliens alike they are popularly called Angels of Death.

The **Imperial Army** constitutes a reserve of garrison troops which can be moved into major conflicts where needed, but which is

essentially an immobile defensive body. Army units are often allotted to Imperial Commanders for duties such as defending important installations. The army has its own system of organisation, but Army Commanders are ultimately responsible to the Adeptus Terra.

The Imperial Fleet. Practically all inter-stellar travel is administered through the priesthood, who sanction routine journeys and direct craft to suit their purposes. There are a few independent ships capable of inter-stellar flight but these are very rare indeed. The fleet moves cargo and personnel from system to system, according to the dictates of imperial need. The fleet also has routine duties to perform, such as patrolling frontier worlds and scouting for alien intrusion. In all, the fleet numbers many thousands of ships, and the Imperium has a considerable capacity to build and operate spacecraft.

The Rogue Traders fulfil a vital role within the Imperium as free-lance explorers, conquistadors and merchants. A Rogue Trader is a trusted imperial servant, he is given a ship, a crew, a contingent of marines and carte blanche to roam the worlds beyond the Imperium.

Other organisations. The priesthood also controls (either directly or otherwise) a number of permanent bodies and temporary commissions. The latter would typically involve the creation of task forces to undertake political missions. Many organisations are secretive, or secret, such as the Assassins - whose duties are to remove enemies of the Imperium including wayward and failed servants.

● WORLDS OF THE IMPERIUM

There are over one million worlds in the Imperium, all of which are inhabited by humans or human descended creatures such as *beastmen* and *squats*. The imperial administration may choose to consider these mutations as human or otherwise. In any case, they are all citizens of the Imperium - although citizenship confers no rights, only responsibilities.

The worlds of the Imperium are scattered throughout the galaxy; they are not confined to a specific area or territory. The distances involved are vast, and many human worlds will be inaccessible, or have been so in the past, due to warp storms or governmental apathy. For these reasons the Imperium includes a vast variety of cultural and technological levels. Planetary governors and other Imperial Commanders always maintain a fairly high level of personal technology, but the worlds they run may be inhabited by primitive savages, or overrun by mutants and native creatures. The worlds of the Imperium can be classified into the following broad categories:

Agricultural worlds are little more than farming planets on which a sizable part of the surface is given over to producing food for other, less fertile, worlds. They tend to be sparsely populated. The Imperial Commander of such a planet has the added responsiblities of protecting his harvests and meeting his quotas. Inter-commander rivalry often results in enemies attempting to destroy or steal crops or meat animals, often blaming raids on pirates or bandits. Such petty rivalries are of no concern to the Adeptus Terra - who only demand that quotas are met and conflict contained.

Civilised worlds are by far the most common of all the types of settlement in the Imperium. The people inhabit urban centres supplied by the planet's own natural resources and agriculture. These worlds are self-sufficient, and have reasonable, but not excessive, populations. The social and technological base varies from world to world, although access to fully-developed technology is usually possible. Although these planets are civilised - in that their inhabitants live in cities - the humans that inhabit them are as bound by superstition, mysticism and barbarism as are many others in the Imperium. In the cities, sophisticated urbanites pray to the same gods and incant the same rituals as dull peasants in isolated villages. For urban warriors and technological barbarians, rationality and science are as abhorrent as to the most hide-bound rural farmer.

Death worlds are planets on which the native flora and fauna has evolved into naturally aggressive and dangerous forms. These eco-systems are finely balanced between continual destruction and lightning-fast reproduction. Humans can, and do, live on these worlds, but it is a never-ending struggle. On many death worlds it is as if the entire bio-mass of the planet were consciously motivated against human settlement - concentrating forces against intruders to destroy them. Death worlds are not usually inhabited unless there is some good reason to do so - such as outstanding mineral wealth.

Feral planets are worlds which have reverted to savagery, either because of neglect, a naturally inadequate eco-system, or long isolation. Human groups roam the surface as wandering hunters, using primitive tools and weapons - these people have a barbaric and aggressive view of life that makes them ideal material for the Legiones Astartes. Imperial commanders on such worlds tend to live as isolated 'gods', perhaps in a single civilised city inhabited by outsiders, mostly military staff and their families. Apart from recruiting for the Space Marines, and keeping a check on emerging psykers, the Commander will usually leave his subjects alone.

Hive worlds are distinguished by vast, continent-spanning cities, often built high into the sky and deep below the ground. Their populations are enormous, and almost all food needs to be imported. A hive world rendered temporarily inaccessible through warp space will suffer a devastating famine within a very short space of time. It will become a vast catacomb of lunatics driven to excesses of anarchic, urban savagery by starvation and claustrophobia. Hive worlds are dangerous, being too large to monitor safely, and their citizens are typically unbalanced, if not utterly crazed. It has been known for the Adeptus Arbites to cull these planets in order to bring their populations down to manageable levels.

Industrial worlds are given over to industrial processes such as manufacturing and mining. They are only sparsely populated, as most work is carried out by machinery and robots. Most industrial worlds are developed only for mining and, even then, a planet must be extremely mineral-rich if the effort is to be justified. Normally, manufacturing of goods takes place on ordinary, inhabited planets, because the costs and hazards of inter-stellar flight are considerable.

Medieval worlds are feral planets in which a level of medieval technology has been reached, and the culture has stabilised. Imperial Commanders of such worlds will often stand aside from their subjects, and may even remain aloof in orbital space-stations or on a nearby moon. Medieval worlds are self-sufficient, but are of little use to the Imperium. The true position of their place in the universe may constitute something of a culture-shock to the inhabitants, a factor which makes them poor material for imperial service - although selective recruitment into the Space Marines is possible. Control of psykers has to be maintained - but this can be achieved in a clandestine manner; by infiltrating religious and social bodies, or by more blatant means such as kidnapping and assassination.

Paradise planets are worlds of outstanding natural beauty and abundance. rather than develop all of these planets, some are retained in an almost completely natural state and used as recreational bases for imperial servants. On such planets, warriors may train their minds and bodies for war, studying arcane battle-philosophy and practising martial arts.

Research stations are recently inhabited, often newly accessible planets in the process of being assessed for development and full

settlement. To this end, they initially become research stations, small farming centres, experimental settlements, test mines, etc. Mostly they are just wilderness - a whole planet awaiting exploration.

THE EMPEROR

The Emperor of the Imperium, Master of Mankind, Lord of Humanity and God of the human race, has ruled his vast spacial realm for longer than any living man can remember. Countless millennia ago he was born to mortal parents, growing into manhood little realising the fate awaiting him. As a youth he began to manifest strange powers, powers which intensified and multiplied as he grew older. Not least amongst these powers was that of longevity - a virtual immortality that gave him time to develop his abilities fully. For long ages he lived secretly amongst mankind, as empires grew and fell, and mankind discovered how to control and exploit the Earth. As his powers evolved he learned of the dangers beyond his own world, of the psychically attuned creatures that roamed the voids inbetween space, hungering and clawing for the life-stuff of living creatures. For countless ages he hid within humanity, nurturing his powers and waiting. At last, over ten thousand years ago he began his struggle, for he knew that humanity was on the verge of a revolution, a genetic revolution that would create a new psychically aware race, a race of which he was the first and most powerful. Without his guidance he realised the emerging race of psychics would fall prey to the dangers he had already faced, the perils of entities that fed upon psychic energy, or who used that energy for their own horrific purposes. So, the Emperor emerged from long hiding, creating the Age of the Imperium over ten millennia ago in a series of wars now remembered by none save their victor. His rule has been a long and harsh one, for there is much at stake - the life of humanity itself. The strain of his constant vigilance has taken a heavy toll upon the man that was once human, for now his body can no longer support life, and his shattered carcass remains intact only because it is held by a spirit itself sustained by the strangest of machinery - ancient artifacts constructed by the Emperor in an elder age.

It is ironic that this creature, whose will extends to over a million worlds, is now unable to leave the life-giving machinery of his imperial throne, unable to so much as lift a shrivelled finger or twitch a shrunken eye. The living carcass of the Emperor is immobile, held fast within the bio-machine that sustains his spirit. The mass of this machine is contained within the imperial palace; room upon room of twisted technology, pulsing with a life and will of its own - living, breathing, reproducing and writhing like a giant, mindless organism. Held within this perversion of science lies the Emperor himself, or rather what now remains of his carcass, the seat of his omnipotent will.

The Emperor understands the dangers that face his race, and has assumed the role which seems pre-ordained for him, that of its guardian. Perhaps he is a freak, or perhaps nature created him as the protector of her metamorphosis. Either way, the Emperor is now the custodian of his race, and he alone bears the knowledge of its fate. To this end the Emperor maintains strict control over the development of humanity and contributes directly to its survival by

utilising his powers. He plays a vital role in space travel within the Imperium. In order to steer a craft over great distances, a human navigator uses a mental homing signal, a sort of psychic beacon to guide him through warp space. To provide a mental signal throughout human controlled space would not be possible to any ordinary psyker. However, the Emperor is no ordinary psyker - his powers go beyond those of mortals. Even so, the strain of transmitting a continuous signal would prove far too strenuous, and he merely concentrates his powers on directing a signal created by others. These are the imperial servants known as the Adeptus Astronomica, psykers whose bodies and souls are leeched of energy. This energy is projected by the mind of the Emperor in the form of the psychic beacon known as the Astronomican. The sheer quantity of mental energy is vast, and only the mind of the Emperor is sufficient to handle so much raw power.

The fate of the Adeptus Astronomica is a sad one, for their efforts soon reduce them to empty husks of bone and dry flesh. Many die every day. They are not the only psykers who are asked to make the ultimate sacrifice, for the Emperor cannot eat as men eat, or drink fluids or breathe air. His life has passed beyond a point where such things can sustain him. For the Emperor the only viable sustenance is human life-force - soul - and he has a great and insatiable appetite. Nor will just any human suffice for this purpose, for the soul-donor must be a very special person in their own right, someone with psychic powers. The Inquisition scours the Imperium in a tireless search for emergent psykers, individuals too vulnerable to be left alone. Some of these men and women will be recruited into the Adeptus Terra (especially the Adeptus Astronomica and Adeptus Astra Telepathica) but many more will serve their Emperor in a more gruesome way. Given up to the weird machinery that surrounds the Master of Mankind, their souls will be gradually leeched from their bodies to feed the Emperor's spirit. Hundreds must die in this way every day if the Emperor, the Imperium and humanity are to survive.

It would be simple to think of the Emperor as an evil corruption of nature. Yet, as the Adeptus Terra teach, the sorrow and slaughter that feeds his divine corpse is a trifling price to pay for the survival of the race. Without the Emperor there would be little space travel and no protection in a hostile universe. Left uncontrolled, the emerging race of psychic humans would become the unwitting vehicle of humanity's destruction. For there are many foul aliens which not only feed upon the life-force of other races, but which use that life-force as a means of opening portals in warp space, infiltrating populated planets via the poorly protected minds of inexperienced psykers. The Master of Mankind knows that to protect his race he must survive, must live forever if necessary, or until such time as psychic humans have evolved sufficient strength to withstand the dangers they face. If thousands much endure pain and death for his sake, how considerable must be the agony of a creature whose body is all but destroyed, whose mind is encased inside a rotting shell and whose every thought is enslaved to the task of serving his race.

● HUMANS

Humanity is spread throughout the galaxy in untold billions, upon a million habitable worlds, even buried inside the very hearts of cold and airless planets. Within the realm of the Imperium are countless cultures, numberless levels of sophistication and barbarism, from the crowded technological jungles of the hive worlds, to the stone age hunter-gatherers of the feral planets. All of these worlds have one thing in common - humanity.

The humans of the Age of the Imperium differ in no fundamental way from the creatures that evolved on Earth in ages past. Physically and mentally they remain an adaptive race, capable of living in conditions as varied as arid deserts and freezing ice-wastes. Although time and exposure to alien environments has created many mutations amongst the human stock, the greater majority remain untainted.

Profile. The standard creature profile for a human is given below.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Fighting Characteristics									Personal Characteristics			
	4	3	3	3	3	1	3	1	7	7	7	7

Standard personality types have the following profiles.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Champion	4	4	4	4	3	1	4	1	7	7	7	7
Minor Hero	4	5	5	4	4	2	5	2	8	8	8	8
Major Hero	4	6	6	4	4	3	6	3	9	9	9	9

Human personalities can be created using any of the methods discussed in the *Personalities* section of the combat rules. Personalities have a basic 5% chance of having psychic abilities. This applies generally to all human personalities, with a few exceptions as noted in the descriptions of each human type.

Typical humans. With such a variety of culture and technology it is not strictly appropriate to talk in terms of a typical human.

The celebration of the Feast of Malediction by the Dark Angels Chapter of Space Marines. This great annual event takes place in the Seclusiam of the Dark Angels' space fortress which orbits the giant planet Delahon. The feast celebrates the founding of the Chapter by Lyyn Elgonsen at the beginning of the Imperial Crusades almost ten thousand years ago. The Dark Angels are honoured as the first Marine Chapter. They were founded by the Emperor at a time when he still lived in the conventional sense. Within the Chapter the title of the Dark Angels' leader is *Custodian*, an honour which acknowledges the Emperor as the Chapter's true leader. The *Cup of Retribution* used in the ritual is said to be the actual vessel from which the Emperor drank at the original founding of the Chapter. At the culmination of the feast, the Custodian takes a small knife and cuts his thumb so that a drop of blood falls into the cup. The cup is then passed around the all the assembled fighting brethren who each add a little of their own blood. Once every warrior has contributed, the contents of the cup are mixed with wine in a number of large open barrels. The cup is then passed from warrior to warrior, each filling it and drinking from the wine in turn. This ancient ritual is sacred to the Dark Angels and it is considered a bad omen if a long campaign or sudden battle delays the feast.

• THE ADEPTUS TERRA

In the vast, astral realm of the Imperium, the Adeptus Terra is all powerful. Known amongst mankind as 'the priesthood', its members rule humanity in the name of the Emperor. The organisation comprises myriad departments and branches, some of which are so secret their existence is known only to the Emperor himself. The principal of these divisions are described below.

The **Adeptus Custodes** forms the Emperor's inner guard whose duties are to serve and protect the Master of Mankind. A continuous rota ensures that there are always several hundred of these select warriors active within the palace, as well as a small elite of guardians who never leave the Emperor's side. Their uniforms are traditional but effective, leather breeches and boots with a long black cloak over naked torso. Their helmets are ancient works of art; all-enclosing and tall they impart a threatening, impersonal appearance as well as providing a battery of protective equipment and communicators. The weapons carried by these guards look very much like spears or spear-guns, but are in fact lasers built to resemble the traditional and symbolic guardian-spear which has long association with the Adeptus Custodes and which appears on their banners, badges and other regalia. The guards themselves never leave Earth, and only rarely leave the imperial palace where their duties lie - their place is by the Emperor's side.

The **Adeptus Mechanicus** are the servitors of technology, they are often known as the *Tech-priests*. Their organisation is monasterial and ascetic, their devotion to technical research is sustained by a driving dedication which may be likened to religious zeal. In the Age of the Imperium science and technology walk hand-in-hand with magic, mysticism and superstition - not least in the colleges of the Adeptus Mechanicus. Consequently, the Tech-priests are regarded by many as devilish wizards, dabblers in the *old sciences* left over from the Dark Age of Technology. The principal colleges of the Adeptus Mechanicus are on Earth, and most Tech-priests live on the imperial planet. Their chief duty is the servicing, maintaining and operating of the machinery that gives the Emperor life, a task which is becoming increasingly arduous as the millennia pass. Tech-priests wear a simple uniform that echoes their monastic life-style, comprising a habit (usually white and often double breasted) and sandals. Their hair is tonsured as a symbol of their status.

The **Adeptus Arbites** are commonly called the Judges and their organisation represents the martial arm of the priesthood - the soldiers and police of the Adeptus Terra. Although planets are mainly self-governing and self-policing this arrangement sometimes breaks down, or proves unsatisfactory for one reason or another - rebellious Commanders may be tempted to plot treason against the Imperium, or rivals may overstep the bounds of petty feud. There is still an important role for a universal law-enforcing agency, and the Judges fill that role ruthlessly. Their duties usually fall between those of the Assassins, who may be obliged to deal with a single troublemaker, and the Army, which would be called in to wage outright war. Without mercy and utterly dedicated, the Judges are feared throughout the galaxy - for they are the agents of a harsh law, where failure and incompetance are crimes, and the only punishment is death. Judges *are empowered to act as judge, jury and executioner - citizens have no rights*, only members of the priesthood or Inquisition could claim anything so elaborate as a trial. Judges work from their headquarters on Earth, but their very nature takes them all over human space (and beyond). Often a small Judge squad might be placed upon a planet to work with an Imperial Commander (sometimes to keep a close watch on his activities). Their uniforms are basically black leather breeches and jacket, with extra padding at the elbows, knees and shoulders - this helps to emphasise their already considerable bulk. Heavy gloves and boots protect the hands and feet, whilst the head is encased within a simplified and practical version of the helmet worn by the Adeptus Custodes. The uniform conceals an undervest of mesh armour, although some Judges may wear carapace or even powered armour instead. A cloak is worn as part of the full uniform but is often discarded in action. Always carried and displayed prominently is the Judge's badge - his symbol of office and power. Standard weaponry comprises of either a laspistol or bolt pistol, the ammunition for which is carried around the waist.

The **Adeptus Astronomica** is the section of the priesthood responsible for maintaining the psychic beacon known as the Astronomican. It is this psychic signal that allows navigators to guide their ships through warp space at immense speed. The organisation comprises an administrative elite and a vast pool of young trainees who will one day join the ten-thousand strong corps that actually powers the Astronomican. Trainees are taught how to release their

psychic potential by mental exercise, a process which takes but a few months. From that time onwards they are ready to join the ranks of the psychic battery in the Hall of the Astronomican, and can be called upon at any time, as old members fail and die. Few last more than two or three months in this state, up to 100 individuals die every day in the great spherical chamber where they sit, fastened into their chairs, arranged in circular tier upon tier, physically inert, their life-forces being slowly drained by weird apparatus at the focal centre of the spherical hall. Their ultimate sacrifice is sad but necessary if humanity is to survive. Members of the Adeptus Astronomica are rarely seen away from Earth, although its leaders (responsible for ensuring the continuance of the Astronomican) may travel the Imperium freely. Like the Adeptus Mechanicus, their organisation is monastic, and they also wear attire derived from that of religious devotees. Habits form the main item of clothing. usually blue and hooded. Fully trained members of the order have shaven heads - ready to receive the neural implants that will one day drain their life-forces.

The **Adeptus Astra Telepathica** are commonly known as Astropaths - their role within the Imperium is one of communication. As the Imperium is so vast the only practical means of communication is by telepathy, and telepathy over interstellar distances can be achieved only by the Astropath. This vast and supremely important organisation is too diverse to discuss fully here, and is described in more detail within its own section (see *The Adeptus Astra Telepathica p 147*).

The **Administratum** represents the vast bulk of the multi-million strong priesthood. Its members are stratified into countless ranks and sub-divisions, with responsibilities that extend to every aspect of life in the Imperium. At the lowest level are humble scribes and clerks, at the highest level are the mighty High Lords of Terra - an inner council whose task is to interpret the Emperor's instructions and formulate policies based on them. The most powerful of all Lords of Terra is the Master of the Adeptus Terra, chosen by the Emperor himself and the practical figurehead of the whole Imperium. Whilst the main administrative centre is Earth, the Administratum also have countless minor posts scattered throughout the galaxy - these are called *temples*, and each temple houses a staff comprising members from several divisions of the Adeptus Terra as well as the Administratum. These buildings combine the functions of church, fortress, barracks, jails and office for the members of the priesthood that inhabit them. Like other non-combatant servants, the members of the Administratum wear a monastic style of dress, but their habits vary in colour according to rank and, to some extent, area of responsibility. The basic colour for the lowliest scribe is black, whilst as an individual's standing increases so his clothing is lighter, various shades of grey and eventually pure white. Only the High Lords of Terra wear red robes, but they may wear pure white for informal occasions and daily use. Higher ranking members are likely to carry weapons, and even the lowest ranks may carry weaponry if they are away from Earth. Members of the Administratum are a common sight throughout the galaxy - gathering information, assessing taxation, productivity and making reports for appraisal back on Earth.

Other divisions are numerous and sometimes obscure. Of most interest are the Assassins, a group judged important enough to warrant their own descriptive section (see *Assassins* on page *170*).

Profile. Obviously the priesthood is such a large organisation that its members encompass the full spectrum of human profiles, from basic to major hero. The following stats are the minimum for divisions described.

Personalities can be generated from the standard profile for humans - note that the Adeptes Custodes and Arbites have minimum profiles as minor hero and champion, but personalities are still generated from basic human profiles.

Organisation. While the individual divisions have independent ranking systems all are subordinate to the High Lords of Terra, amongst whose ranks are the leaders of the major divisions. Members of the Adeptus Custodes are theoretically answerable only to their own leaders and the Emperor. The Judges are likewise not constitutionally responsible to other division members, but in practice no Judge would act against a high ranking member of the priesthood without good reason. A Judge has authority over other individual members of the priesthood as he has over all Imperial citizens, but at the higher levels no ordinary Judge would attempt to use that authority. Of the other divisions, the Administratum is regarded as the least prestigious, but high ranking members are probably among the most powerful men in the galaxy, and the Master of the Adeptus Terra is usually selected from amongst its members.

Equipment. With the exception of the Judges and the Guard, the members of the Adeptus Terra are not warriors. It is true that the most important amongst its ranks habitually carry weapons for their own protection (it is a hostile universe after all), but such weapons would generally be small, easily concealed pistols or hand arms. The only weapon carried by all members is the knife - and this is a utilitarian tool as much as a weapon. High ranking members of the Adeptus Terra would be at liberty to carry what weapons, armour and other equipment they liked.

A typical member of the Administratum is illustrated below; this scribe wears a sleeveless black habit with separate hood. At his waist he wears a broad belt carrying his long knife - encrusted with the mark of his department and office.

A typical member of the Adeptus Arbites stands beside our humble scribe, his uniform is considerably more threatening, and he is menacingly armed and armoured. His thick padded jacket conceals a protective 'mesh' vest, whilst his shoulders, elbows and knees have their own separate pads. The weapon is a 'bolter' - a rapid firing automatic gun with explosive ammunition.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Ad. Custodes	4	5	5	4	4	2	5	2	8	8	8	8
Ad. Mechanicus	4	3	3	3	3	1	3	1	7	7	7	7
Ad. Arbites	4	4	4	4	3	1	4	1	7	7	7	7
Ad. Astronomica	4	3	3	3	3	1	3	1	7	7	7	7
Administratum	4	3	3	3	3	1	3	1	7	7	7	7

Uniforms have been discussed under the specific description of each of the main divisions of the priesthood. In addition to these basic uniforms there are additional honour badges or merit awards which are sewn onto the habit. Older members of the priesthood might boast several such badges. The countless departments and sub-divisions of the Admiminstratum also have their own badges, including rank insignia and indications of responsibility. The chart below summarises the habit colours and badge markers for each of the major divisions.

Department		Habit colour
Adeptus Custodes	Black	
Adeptus Mechanicus	White	
Adeptus Arbites	Black	
Adeptus Astronomica	Blue	
Adeptus Astra Telepathica	Green	
Administratum	Black/grey/white	
High Lords of Terra	Red	

Adeptus Astra Telepathica · Adeptus Astronomica · Adeptus Mechanicus · Adeptus Arbites · Adeptus Custodes · Administratum
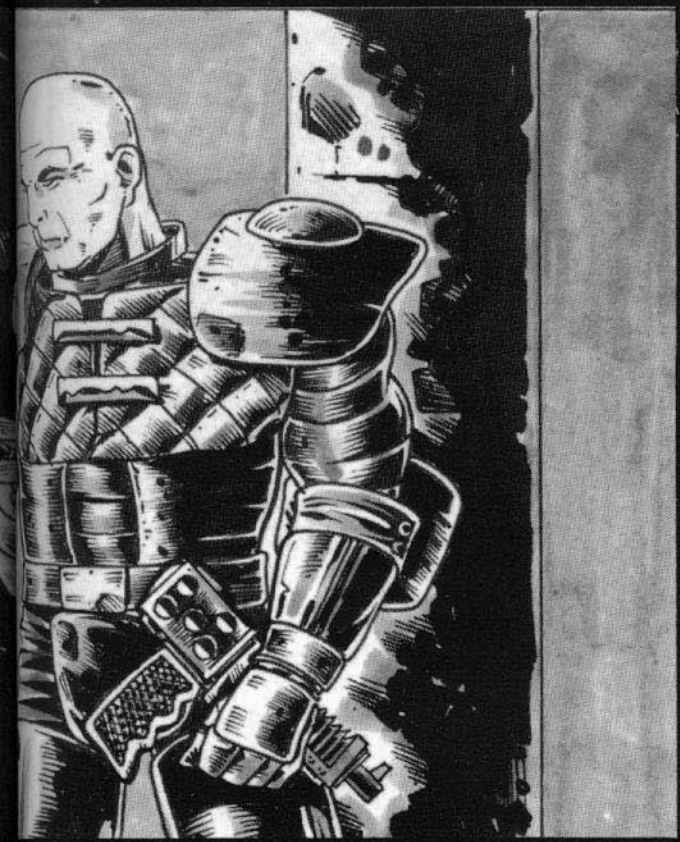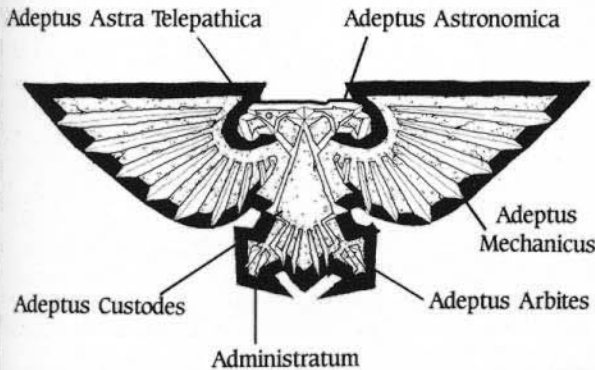
Weapon generation. This section contains charts which you can use to randomly arm and equip members of the various divisions.

Chart 1 - Low level Adeptus Mechanicus and Administratum

Knife/sword	Always

Plus 50% chance of 1 of the following

Laspistol	01-60
Needle pistol	61-85
Hand flamer	86-95
Webber	96-00

Chart 2 - Low level Adeptus Custodes

Knife/sword	Always

Plus 1 of the following
Plus a 50% chance of a second of the following

Lasgun	01-75
Laspistol	76-85
Bolt gun	86-90
Bolt pistol	91-95
Hand flamer	96-97
Plasma pistol	98-99
Webber	00

Chart 3 - Low level Adeptus Arbites (see also chart 6)

Knife/sword	Always

Plus 1 of the following

Bolt pistol	01-75
Bolt gun	76-85
Laspistol	86-90
Lasgun	91-95
Webber	96-00

Plus a 50% chance of 1 of the following

Hand flamer	01-20
Plasma pistol	21-40
Flamer	41-60
Plasma gun	61-80
Power axe	81-00

Plus 1 item of armour

Mesh armour	01-90
Carapace armour	91-95
Powered armour	96-00

Plus a 50% chance of refractor field armour

Chart 4 - Ordinary members of the Adeptus Mechanicus and Adeptus Astronomica

Knife/sword	Always

Plus a 10% chance of one of the following

Laspistol	01-75
Needle pistol	76-95
Bolt pistol	96-00

Individual high-level members of the priesthood have access to the full armouries of their division and could have almost any equipment. The chart below will enable you to generate such a character - but other weapon combinations and equipment variations are equally possible.

Chart 5 - High level members of the Adeptus Terra

Knife/sword	Always

Plus 1 of the following

Sword	01-50
Chainsword	51-60
Neuro-disruptor	61-62
Power axe	63-65
Power glove	66-70
Power sword	71-00

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Plus 2 of the following

Laspistol	01-50
Needle pistol	51-60
Hand flamer	61-80
Plasma pistol	81-90
Webber	91-00

Plus 1 of the following types of armour

Mesh armour	01-25
Carapace armour	26-50
Powered armour	51-00

Plus the following as indicated

Refractor armour	Always
Conversion armour	10% chance
Displacer armour	10% chance
Stasis armour	10% chance

Members of the Adeptus Arbites engaged on active service would carry a certain amount of military hardware in addition to the equipment indicated on chart 3. This can be generated for each individual as follows.

Chart 6 - Adeptus Arbites combat equipment

1 item from the following

Bionic part (random)	01-10
Chainmail armour	11-20
Crossbow	21-30
Frenzon	31-40
Hafted weapon	41-50
Jump pack	51-60
Plate armour	61-70
Power board	71-80
Shield	81-90
Shotgun	91-00

● INQUISITION

Inquisitors are special agents of the Imperium; free-roaming trouble-shooters bound by no laws or authority. Every Inquisitor is empowered to investigate any possible or potential threat to the future of humanity, whether that threat comes in the form of political aggression, administrative inefficiency or genetic deviation. There are no bounds to the Inquisitor's field of operation: alien plots, mutation, corruption, crime and incompetance all come under his jurisdiction. Inquisitors usually operate alone, but where necessary they will requisition, hire or purchase men and materials to help with their duty. Many Inquisitors maintain a small personal staff to aid them in their work. They may also request the cooperation of the Adeptus Terra in matters where their special forces are required.

The most common threat posed to humanity, and therefore the most common problem faced by the Inquisitor, is that of psykers. The Inquisitor must be on his guard not only for individual psykers (who are mostly harmless) but for organisations, secret cults and other, so-called revolutionary groups working to protect and hide emergent psykers. Although such groups might start with good intentions, they always fall under the sway of psychically attuned aliens - creatures that wish only to destroy or enslave mankind. Another great threat to humanity which the Inquisition labour to expose is that of mutation - the constant pollution of the human gene-pool. Although most mutations are harmless, if the race is to develop into the new, psychically aware creature envisioned by the Emperor, other sinister and potentially dangerous mutations must be destroyed. Mutations which affect psykers can produce creatures almost as great a threat as some of the psychically attuned aliens.

His work through the galaxy has earned the Inquisitor the name of *witch-hunter*, *torturer* and worse. Where necessary he is both of these, and things more terrible, for any means justifies an end so vital and so endangered.

Profile. Inquisitors often come from the ranks of the priesthood. They have human profiles, but only an extraordinary human could take on the responsibilities of the Inquisitor. Therefore, profiles correspond at least to minor heroes.

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	5	5	4	4	2	5	2	8	8	8	8

This represents a fairly average Inquisitor. Because Inquisitors are individuals they are best represented by personality models and it is better to generate their profiles randomly. Use the chart below to determine the number of *advance points* available - remember the maximum is still 23 points (the most for any human).

D10	Advance points (max 23)
1-4	4D6
5-7	5D6
8-9	6D6
0	7D6

Allocate points randomly as described in the *Personalities* chapter of the *Combat* rules.

Inquisitors are often drawn from the ranks of psychic members of the priesthood - so any Inquisitor has a 50% chance of having psychic powers. Psychic Inquisitors are also individuals who have been judged by the Adeptus Astra Telepathica as mentally strong enough not to require ritual soul-bonding with the Emperor (see the *Adeptus Astra Telepathica* for a full description of this process).

Organisation. Every Inquisitor is a free agent, operating independently of other Inquisitors or central authority. They would, however, regard it as a matter of honour to repond to fellow Inquisitors

A man may die yet still endure if his work enters the greater work. Time is carried upon a current incepted by forgotten deeds. Events of great moment are but the culmination of a single carefully placed thought. As all men must thank progenitors obscured by the past, so we must endure the present that those who come after may continue the greater work.

The Chime of Eons - Garba Mojaro Prefectus of Adeptus Mechanicus.

however, regard it as a matter of honour to repond to fellow Inquisitors in trouble or requiring assistance. Similarly, the first loyalty of every Inquisitor is to the Emperor, and an imperial command would be obeyed whatever the circumstances. Of all the Inquisition agents only one, the Master of the Inquisition, may be said to rank above the others. He works directly with the Emperor on Earth, and has direct access to the Emperor himself. His task is to report on the Inquisition's mission to the Emperor, and to communicate the Emperor's commands to scattered agents throughout the Imperium.
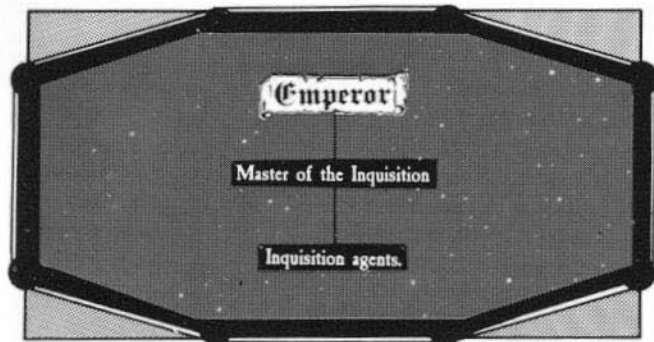
Equipment. There is no item of equipment which is unavailable to the Inquisition. Their very duty places them in constant contact with exotic, often alien, technology. Equipment carried by each agent is a matter of individual choice, and might be varied depending on circumstances. Most Inquisitors wear powered armour, often discreetly hidden under a tabard and worn without a helmet. An armour energy-field of some kind would feature on the equipment list of almost all agents. Weapons carried at all times would include at least one pistol (usually a bolter) and a sword (often a chain sword or power sword). Older, richer or luckier agents might even boast Jokaero digital weapons, even as many as ten, although 1-4 (D4) would be more usual.

A typical Inquisitor is represented here by the renowned Obiwan Sherlock Clousseau - a tireless exposer of psychic misdeeds and genetic deviance. He wears a suit of skin tight powered armour under a long, enveloping cloak. Like most Inquisitors, he distains the open wearing of a helmet in favour of civilian head-wear (Inquisitors tend to be eccentric in their dress as well as their life-styles). Under his cloak are hidden various energy-field devices - conversion field, stasis field and refractor field (only one can be used at once of course). His favoured weapon is the bolt pistol, although he also carries a power sword and three Jokaero digital weapons; hand flamer, laspistol and needle pistol. He has several grenades secreted about his person, including two each of blind, choke, haywire and knock-out, and one each of crack, plasma, stumm, tanglefoot and vortex. He also has a communicator, bio-scanner, energy-scanner, nose filters, photochromatic eye drops, an immune injector, infra-vision contacts, chemicals for the Jokaero needler, a porta-rack, a rad-counter, a stimulant chemical, a syn-skin applicator and sufficent chemical for three uses, three suspensors and a can of web solvent. As can be seen, Obiwan Sherlock Clousseau is equipped for just about anything - but then he *has* to be - he's an Inquisitor.

Uniforms. Inquisitors do not wear uniforms, instead they wear civilian dress - itself variable throughout the Imperium. They do wear a badge of office as a sign of authority, but as often as not they will be working under cover and would not display it.
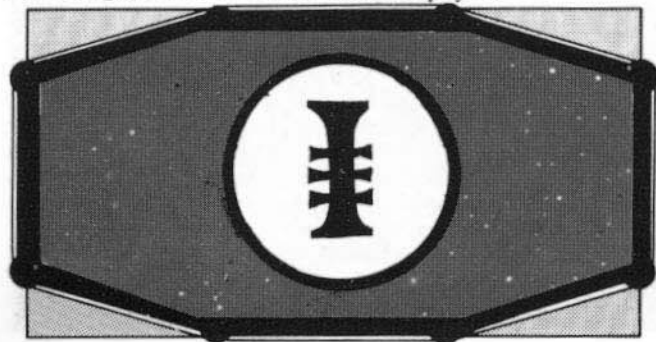
Weapon generation. Suitable personal equipment can be generated from the following chart.

Chart 1 - pistols

D4 pistols from the following

Auto-pistol	01-10
Bolt pistol	11-50
Hand flamer	51-60
Laspistol	61-70
Needler	71-75 + chemicals
Neuro-disruptor	76-80
Plasma pistol	81-90
Webber	91-00 + chemicals

Chart 2 - Jokaero digital weapons

D4 digital weapons with a 10% chance of a further D6

Needler	01-33
Laser	34-66
Flamer	67-00

Chart 3 - close combat weapons

D4 from the following

Chain sword	01-15
Power axe	16-20
Power glove	21-40
Power sword	41-80
Sword	81-00

Chart 4 - grenades

2D6 randomly selected grenades (see equipment lists)

Chart 5 - armour

1 of the following

Flak	01-10
Mesh	11-20
Carapace	21-30
Powered	31-00

Chart 6 - armour energy-fields

D4 of the following

Conversion	01-25
Displacer	26-40
Stasis	41-60
Distort	61-00

Chart 7 - additional equipment

The following chart states the chance of an Inquisitor possessing each item

Bio-scanner	90% chance
Breathing Apparatus	90% chance
	01-50 filters
	51-75 gills
	76-80 mask
	81-00 respirator (implant)
Cameleoline	10% chance cloak/tabard

Communicator	Always
Energy-scanner	90% chance
Eye-protection	90% chance
	01-10 visor
	11-45 contacts
	46-75 drops
	76-00 injection
Flight pack	10% - unlikely to be worn as a matter of course
Immune	75% - D6 doses
Infra-vision	75% chance
	01-50 surgery
	51-75 visor
	76-00 contacts
Porta-rack	95% chance
Power board	1% chance
Rad counter	75% chance
Rad suit	10% - usually packed away
Stimulant	95% - 5D6 doses (essential to most Inquisitors)
Stumm antidote	50% - D6 doses
Syn-skin	25% - D6 uses
Suspensors	50% chance D4
Teleport homer	1 if teleported down
Web solvent	Always if webber carried, otherwise 90% D6 uses

● PSYKERS

Psykers are humans, but humans who differ from the normal run of mankind in that they possess a strange and dangerous mutation - they manifest psychic powers. This mutation reflects a general trend amongst humanity and is becoming increasingly common, presaging the emergence of a new, psychically aware race. The mutation usually develops between the ages of ten and twenty, although it has been known for psykers to 'emerge' during infancy or even middle-age. On the countless different worlds of the Imperium psykers are known by many names, and their role in society varies greatly. On feral worlds they are shamans or magicians, on medieval worlds witches or warlocks, amongst more sophisticated societies telepaths or mediums. By whatever name they are known they are both a threat and a boon to the Imperium.

Psykers represent humanity's future, the ideal creature into which mankind will evolve, a more powerful, more intelligent and more capable life form. However, as yet the new race is weak, its members lacking the mental strength needed to face the dangers of the psychic universe. For there are many psychically attuned creatures living either in the galaxy or within the strange, fluid medium of warp space. Some feed upon psychic energy itself, others prey upon all of humanity - using psykers as the vehicles by which they infiltrate human society. The most dangerous of all are entities which can travel through space, homing in to the mind of a psyker and coming to rest within his personality and, in effect, taking him over. Were the new race of psykers permitted to develop free and unprotected, the whole of humanity would soon be destroyed.

For this reason, the forces of the Imperium ensure that psykers are tracked down by whatever means are necessary. Once detected they must be protected. Those strong enough to stand alone will be recruited into the Adeptus Terra, the army or other Imperial service. Of the remainder the most able will receive the protection of the Emperor and join the ranks of the Adeptus Astra Telepathica, the rest are doomed to serve their fellow man as members of the Adeptus Astronomica or as nourishment for the Emperor himself. Death may seem a harsh form of protection, but is often the only alternative, even those protected by the Emperor are not 100% safe and his powers are too precious to waste on any but the most deserving.

Psykers. The following profiles are for humans as psykers, including members of the Adeptus Astronomica but not Astropaths (who are described fully in their own section). Profiles can be as given, or randomly generated as normal. If randomly generated, remember that a psyker may have *personal characteristics* of up to 10 (the limit for non-psychic humans being 9).

Fighting Characteristics									Personal Characteristics		
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	3	3	3	3	1	3	1	7	7	7	7

Standard personality types have profiles as follows.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Champion	4	4	4	4	3	1	4	1	7	7	7	7
Minor Hero	4	5	5	4	4	2	5	2	8	8	8	8
Major Hero	4	6	6	4	4	3	6	3	9	9	9	9

Weapon generation. Psykers will have weapons and equipment typical of their position - ie as Space Marines, Inquisitors, Navigators, etc. A psychic character operating independently, or as an individual agent of the Imperium can be allotted equipment from the following charts.

Chart 1 - Pistols

Always 1 with a 25% chance of a second

Auto-pistol	01-10
Bolt pistol	11-30
Hand Flamer	31-40
Laspistol	41-70
Needler	71-75 + chemicals
Neuro-disruptor	76-80
Plasma pistol	81-90
Webber	91-00

Chart 2 - Close combat weapons

75% chance of 1 of the following with a 25% chance of 1 additional

Chainsword	01-10
Force sword	11-15
Force rod	16-20
Power axe	21-25
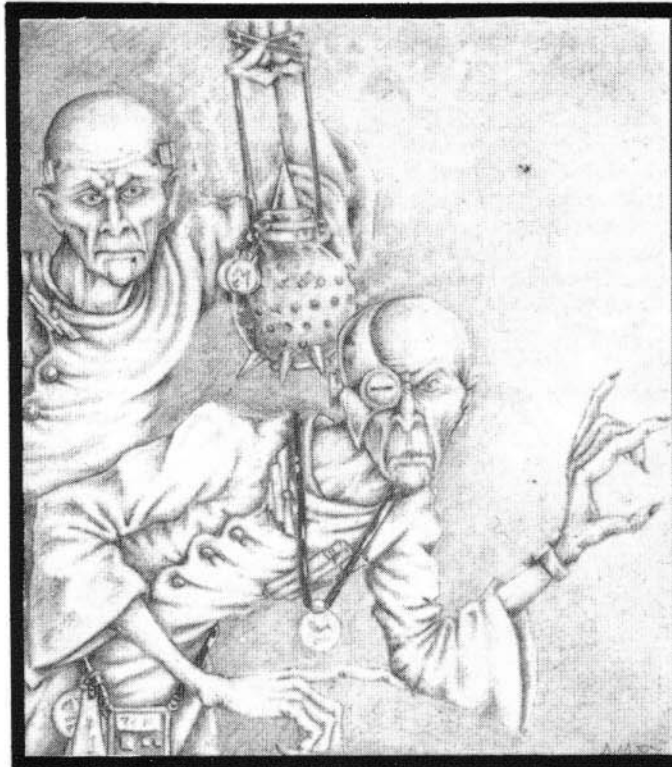
The Adeptus Mechanicus is the guardian body of Earth's ancient technological past. Its ranks comprise thousands of servants, researchers and technicians entrusted with knowledge of the commonly feared 'old science'. Whilst the more senior ranks are permitted to experiment and revise their inheritance, the mundane task of conducting those routine functions which successfully maintain the status quo are the preserve of the *Technomats*. Technomats do not require any special training because all their knowledge is implanted directly onto their cerebellum by means of a conductive mesh called an *electrograft*. The electrograft completely changes the recipient's personality and memory. This has the effect of enforcing the technomat's loyalty as well as 'programming' the servant with selected information. Unfortunately the electrografts tend to degenerate in time, causing memory loss, personality disorders and even mental breakdown.

Powerglove	26-40
Power sword	41-80
Sword	81-00

Chart 3 - Grenades

10% chance of D4 grenades determined from the following

Frag	01-50
Crack	51-75
Blind	76-90
Random	91-00

Chart 4 - Armour

25% chance of 1 of the following

| Flak | 01-50 |
| Mesh | 51-00 |

Chart 5 - Armour energy-fields

25% chance of 1 of the following

Conversion	01-25
Displacer	26-40
Stasis	41-60
Distort	61-00

Chart 6 - additional equipment

Bio-scanner	50% chance
Breathing apparatus	50% chance
	01-50 filters
	51-75 gills
	76-80 mask
	81-00 respirator (implant)
Cameleoline	10% chance cloak/tabard
Communicator	90% chance
Energy-scanner	90% chance
Eye protection	50% chance
	01-10 visor
	11-35 contacts
	36-75 drops
	76-00 injection
Flight pack	10% - unlikely to be worn as a matter of course
Immune	75% - D6 doses
Infra-vision	50% chance
	01-50 surgery
	51-75 visor
	76-00 contacts
Rad counter	50% chance
Rad suit	10% - usually packed away
Suspensors	10% chance - D4
Teleport homer	1 if teleported down
Web solvent	Always if webber carried - otherwise 90% D6 uses

• THE ADEPTUS ASTRA TELEPATHICA

Psykers are vigorously controlled by the Imperium, some may escape detection, but the vast majority are fated to serve the Imperium in one way or another. Many are given up to the Emperor as sustenance, whilst countless others are executed because they are too dangerous to live. The remainder are recruited into the imperial organisation in some way, but only a tiny proportion of the very best are judged strong enough to survive without some form of psychic protection. So psykers can be found throughout the Adeptus Terra, the Inquisition, the Legiones Astartes, the army and the fleet. However, over 90% of psykers in imperial service are members of the Adeptus Astra Telepathica, known commonly as Astropaths. Astropaths are created from those psykers who have considerable powers, but who are not mentally strong enough to withstand the attentions of psychically attuned warp creatures. Were they simply allowed to develop without interference they would quickly find themselves in serious trouble,

endangering the rest of humanity as well as themselves. However, the Imperium has a use for them. An Astropath is an Astro-telepath, an individual capable of communicating with others of his kind over vast interstellar distances. In the Age of the Imperium, where worlds are light-years apart, this is the only practical means of communication. For this reason the network of Astropaths is very important to the Imperium, and every spacecraft, research station, outpost, etc, has its own Astropath. Even small planets need hundreds of these useful servants, while large worlds may have thousands and Earth itself is home to tens of thousands.

All Astropaths undergo a special process which moulds their powers and at the same time strengthens them against pyschic danger. This is called the *soul-binding* ritual and only the Emperor has the power to perform it. It takes place in the great palace, where the psykers are led before the Emperor one hundred at a time. Knelt before the Emperor they must endure several hours of agony whilst the Emperor uses his powers to reshape their minds - mingling a little of his immeasurable power with their own. Unfortunately, the Emperor's mind is so powerful that not all candidates survive the ritual. Some are driven insane, and all have their personalities altered to some extent. The raw energy of the Emperor's will also has another effect, so powerful are the forces involved that many of the more delicate nerves can be damaged, especially the optic nerves. Consequently

all Astropaths are blind, whilst many may also lack any sense of smell, touch or hearing.

Profile. Astropaths have the same basic profile as other humans.

	Fighting Characteristics							Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	3	3	3	3	1	3	1	7	7	7	7

Personality types can be any of the standard profiles, or randomly generated. Randomly generated characters differ from normal non-psychic humans only in that the upper limit for an Astropath's *personal characteristics* is 10 and not 9 as normal.

Special rules

1 An Astropath is psychically strengthened to withstand the attentions of warp creatures. This doesn't affect the rules of play, except in that most of the psychically parasitic creatures can only warp into normal space through a non-protected psyker. This is indicated in the creature's description. Astropaths are psychically protected and thus cannot be utilised by creatures in warp space. They can, however, still be harmed by psychic attacks made from normal space.

2 Astropaths are blind but have a form of near-sense which allows them to sense normally visible objects within 20 metres (10 tabletop inches). Up to this distance they may shoot, fight etc normally.

Organisation. The Adeptus Astra Telepathica is a vast organisation whose central administrative core is based upon Earth. It exists purely to serve the needs of the Imperium, its leaders have no task to perform other than ensuring the network operates as smoothly and efficiently as possible. Because of their very nature, Astropaths often work in cooperation with the other branches of the Adeptus Terra, the Inquisition, fleet, army and Imperial Commanders. Every priesthood temple would have its own staff of Astropaths, relaying and receiving the messages of their masters, gathering and disseminating information throughout the galaxy.

Equipment. Astropaths carry no equipment as a rule - their ability to use most types of equipment is hindered by the fact that they are blind, but they do carry a long white stick or staff. One of the abilities gained during the soul-binding is *near sense* - an awareness that allows the Astropath to detect nearby objects, to sense (if not exactly see) the world about him. Some Astropaths have mechanical eyes connected directly into their brains, but this is not common - few Astropaths have the money or influence to restore their sight.

Uniforms. Astropaths wear a hooded robe or habit, belted at the waist. Personal possessions are kept in a sling bag, often ornamented with religious motifs. The colour adopted by Astropaths as a symbol of their status is green, although a robe will often incorporate several shades of the colour, ranging from pale near-grey to almost black.

Astropath Abilites. Astropaths have psychic abilities in exactly the same way as other psykers. In addition they have between 1 and 5 other abilities conferred during the soul-binding. Astropaths always have the *Astrotelepathy* ability with a 50% chance of having D4 other abilities generated on the following chart. Note that many of these abilities relate to spacecraft and warp travel, and so have little direct relevance to the tabletop game. They are given here to illustrate the sort of powers available to these powerful psykers.

01-25	Locate Warp Gate/Portal
26-50	Psychic Beacon
51-75	Resist Warp Creature
76-00	Warp Space Trail

Astrotelepathy

Level	Special
Psi-points	4
Description	This is an extremely long-range telepathy that permits Astropaths to receive and transmit

messages over distances up to 50 thousand light years. The message must be brief, taking a single turn to transmit and receive, and being no longer than 10 words. The use of this ability is successful only 50% of the time. Messages are often distorted or lost.

Locate Warp Gate/Portal

|	
Level	Special
Psi-points	4
Description	This ability allows the Astropath to locate the position of any warp gate/portal within 10 light years. Within warp space this ability can be used to locate warp portals through to real space 10% of the time. Otherwise the ability is always successful, assuming a gate/portal is present.

Psychic Beacon

Level	Special
Psi-points	4
Description	An Astropath with this ability is able to broadcast a psychic beacon similar to the Astronomican but far less powerful. The range of the signal is a 10 light year radius around the position of the Astropath. Within this sphere of space a Navigator can guide a ship even without access to the Astronomican, beyond the galaxy for example. The ability cannot be used from inside warp space, so an Astropath on board a spacecraft is unable to provide a signal (although if two ships were making alternate jumps it would be possible for each to derive coordinates from the other).

Resist Psychic Attack

Level	Special
Psi-points	4
Description	This ability can be used at any time, during either your own or the enemy's turn. Astropaths using this ability may discount damage from any psychic attack that turn, whatever form it takes, whether from a normal ability or a special attack from a warp creature. Examples include: catatonia caused by Astral Hounds, possession by an Astral Spectre, life-force drain from a Soul-stealer or Vampire, enslavement by an Enslaver and influence by a Warp Demon.

Warp Space Trail

Level	Special
Psi-points	4
Description	This ability allows an Astropath to place a psychic homer into the mind of a member of a spacecraft crew. It doesn't matter which crewman is affected, the victim wouldn't even be aware of his predicament. The homer can only be placed from a short distance away (up to 1000 kilometres in clear space, but as little as 10 kilometres in a busy spaceport). Once placed the homer lasts for D6+4 days and its signal can be detected within 1000 kilometres by the Astropath. If during this time the ship makes a warp jump the Astropath will be able to sense its destination. Of course, to successfully trail a ship through warp space the trailing craft must remain within 1000 kilometres in real space, otherwise the signal will be too weak to follow.
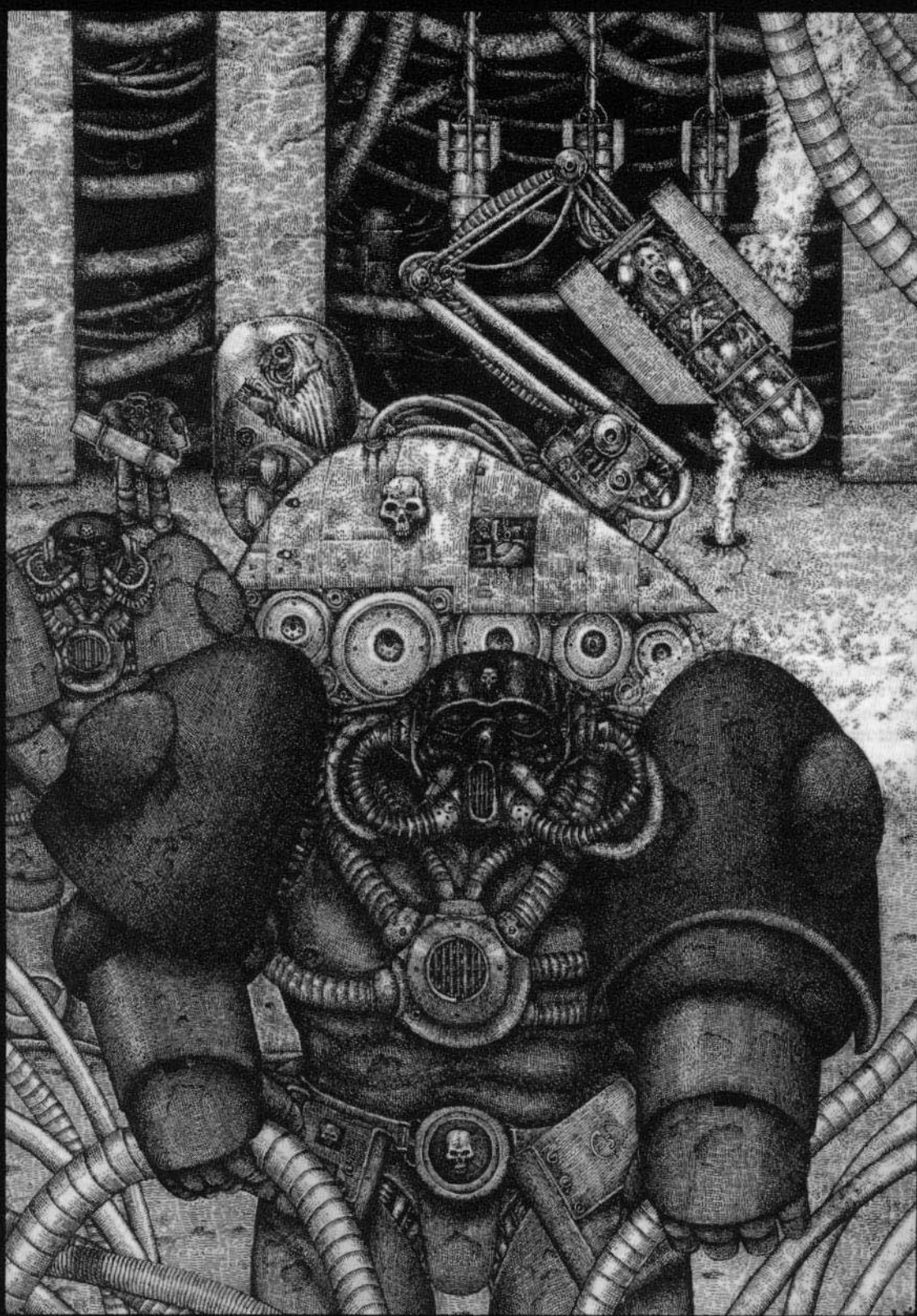
In the catacombs beneath the Emperor's palace members of the Adeptus Terra go about their daily routine of maintenance and servitude.

● NAVIGATORS

Navigators are mutants of a very special kind, and although their appearance can vary a great deal they always have the power to navigate through warp space. Although this is a psychic ability, navigators never have other psychic powers and are no more vulnerable to psychically attuned warp creatures than any normal human. The origin of navigators goes back to the Dark Age of Technology, to a time of genetic experimentation when many kinds of mutants were engineered to fulfill roles envisaged by their creators. Whether navigators were created deliberately or by accident matters little in the Age of the Imperium, they are a fact of life and an important resource.

The mutation is a consistent one and is passed down from generation to generation. The gene is only transferable when both parents are navigators, so navigators tend to intermarry, forming a number of powerful and influential navigator families. These families are mostly resident on Earth. These is no imperial control over navigators, and many pursue civilian careers as traders. Most gravitate into the ranks of the imperial network however, for these families have a long history of service to humanity. Many past Masters of the Adeptus Terra have come from their ranks, and they occupy positions throughout the Imperium as members of the priesthood, Inquisition, army, fleet, etc. It is in the fleet that their powers can be put to full use, working aboard spacecraft as warp pilots.

The physical appearance of navigators can vary a great deal, although families tend to resemble each other. Some are identical to ordinary humans and cannot be told apart. However, there is a tendency for navigators to be tall and spindly, and their flesh may have a peculiar transparent quality which is rather disturbing. Eyes may be extremely large and may lack the iris, while other facial features are often small and under developed. Hands and feet can appear ridiculously large and are frequently webbed. Body hair is commonly absent altogether. Only an extreme form of navigator would exhibit all of these characteristics, but most have some traits.

Profile. Navigators have profiles identical to other humans and may be any of the personality types described for ordinary humans.

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	3	3	3	3	1	3	1	7	7	7	7

As well as the standard personality types, navigators may also be Space Marines in which case they have appropriate profiles. The chart below summarises the basic human personalities.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Champion	4	4	4	4	3	1	4	1	7	7	7	7
Minor Hero	4	5	5	4	4	2	5	2	8	8	8	8
Major Hero	4	6	6	4	4	3	6	3	9	9	9	9

As with Inquisitors, navigators are very much individuals, and it may be more appropriate to generate personalities randomly. You can determine the number of *points of advance* available on the chart below. 50% of navigators have normal unmodified profiles - otherwise roll a D10.

1-3	D6
4-5	2D6
6	3D6
7	4D6
8	5D6
9	6D6
10	7D6

Allocate the points randomly as described under *Personalities* in the *Combat* section. Navigators never have psychic powers.

Organisation. Navigators are more of a sub-species than an organisation, and they can be found throughout the Adeptus Terra and other imperial bodies. However, each family is very close (and often very large), and different families are often allied by marriage. As such the family organisation can be very important - and a navigator

may feel entitled to call upon a relative to 'pull a few strings' where possible. Conversely, some families are deadly rivals and open hostilities (away from Earth) are not infrequent.

Equipment. Navigators are individuals, and the equipment they carry will reflect their personal fortune and success as much as anything. Navigators from the more influential families would be on the whole more wealthy and better equipped. Those in imperial service would be equipped accordingly of course.

Navigators wear civilian clothes, but, as they spend a great deal of time in space, often wear a sealed suit. Their weapons reflect their environment too - powerful blasting weapons could easily damage a spacecraft and are generally avoided. The most convenient weapon to carry, and thus a weapon typically used by the navigator, is the laspistol. Navigators are not usually fighters by inclination.

A typical navigator. The lot of the independent navigator is typified by our friend Lustram Locarno. Lustram has been travelling the spaceways for a decade. Although only 27 he looks far older (years of deep space travel often causes premature ageing). Like most spacers he wears a sealed suit, the helmet of which is fully equipped with auto-senses. He packs a standard laspistol in a conspicuous holster, and another one less obviously tucked into his right boot. His remaining boot is home to a knife. Aside from the communicator built into his helmet, he has another in one of his suit pockets.

Random generation. Profiles can be generated as described above. personal equipment can be generated as follows.

Chart 1 - Pistols

Always 1 with a 50% chance of a second

Auto-pistol	01-10
Bolt pistol	11-20
Hand flamer	21-30
Laspistol	31-70
Needler	71-75 + chemicals
Neuro-disruptor	76-80
Plasma pistol	81-90
Webber	91-00

Chart 2 - Jokaero Digital Weapons

25% chance of 1 from the follow chart

Needler	01-33
Laser	34-66
Flamer	67-00

Chart 3 - Close Combat Weapons

75% chance of 1 from the following chart
Plus a 25% chance of a second

Chainsword	01-15
Power axe	16-20
Power glove	21-40
Power sword	41-80
Sword	81-00

Chart 4 - Armour

25% chance of 1 of the following

Flak	01-20
Mesh	21-40
Carapace	41-60
Powered	61-00

Chart 5 - Armour Energy Fields

25% chance of 1 of the following

Conversion	01-25
Displacer	26-40
Stasis	41-60
Distort	61-00

Chart 6 - Additional Equipment

The following % chance as indicated

Bio-scanner	50% chance
Breathing apparatus	50% chance
	01-50 filters
	51-75 gills
	76-80 mask
	81-00 respirator (implant)
Cameleoline	10% chance cloak/tabard
Communicator	Always
Energy-scanner	50% chance
Eye protection	50% chance
	01-10 visor
	11-45 contacts
	46-75 drops
	76-00 injection
Flight pack	10% - unlikely to be worn as a matter of course
Immune	75% chance - D6 doses
Infra-vision	50% chance
	01-50 surgery
	51-75 visor
	76-00 contacts
Rad counter	90% chance
Rad suit	90% - usually packed away
Sealed suit	Always - plus helmet with auto-senses and communicator
Suspensors	25% chance D4
Teleport homer	1 if teleported down
Web solvent	Always if webber carried - otherwise 90% D6 uses

● THE LEGIONES ASTARTES

The Legiones Astartes is the official title of the warrior organisation more commonly known as the Space Marines. It is the most powerful and most feared fighting arm in the Imperium. Most of its troopers are recruited from the feral planets, where traditional warrior castes compete for the honour of becoming a 'warrior of the gods'. Because the feral planets are rough, primitive and untamed, their inhabitants make excellent fighting material. For true aggression and psychotic killer-instinct, however, few recruits can best the murderous followers of the city-scum that roam the darkest pits of the hive-worlds. Driven to extremes of insanity by the colossal pressures of hive-world living, these merciless killers are usually ignored by the authorities (indeed their warrens are so vast it would be impractical to eradicate them completely). They make ideal Space Marines, and whole gangs of city-scum are sometimes hunted and captured for this purpose. Some recruits come from the civilised areas of the Imperium - but not very many.

Young recruits are subjected to many hours of intensive training and indoctrination, leading to physical and mental changes. Their bodies are toughened by bio-chem, and their resolve is hardened by psycho-surgery. A special black plastic carapace is merged with their natural flesh, forming a sort of identity tag as well as permanent protection. All this preparation is intended to turn the prospective Marine into a disciplined killer, or at least a controllable one.

The Space Marines differ from the ordinary army in many respects: its organisational base and mode of operation are totally different. The basic unit, called a Chapter, is led by its own Imperial Commander. Each Chapter is like a small army in itself, and, although it contains only a thousand fighting Marines, the Chapter has the fighting potential of many times that number of ordinary troops. Chapters have their own uniforms, transport, non-combatant staff, etc and are fully capable of travelling to their destination using their own spacecraft. Because they are mobile, the Space Marines are usually the first troops to arrive at a scene of conflict, and they are used to mount strikes, raids and surprise attacks. Their reputation for savage ferocity and complete lack of mercy has earned them the nickname *Angels of Death*.

Each Chapter has a home base, which may be an imperial planet, or possibly a deserted moon or asteroid. Some Chapters go to great lengths to keep the location of their home base a secret, whilst others are quite open. The preferred location is an imperial planet, where the Chapter's leader will usually make a bargain with the planet's governor, paying a tithe in return for being allowed to build and occupy their own fortresses. Governors often appreciate having a Marine Chapter right on their doorstep. It certainly discourages unwelcome visitors.

· And they shall know no fear ·

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	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
	4	4	4	4	3	1	4	1	8	8	8	8

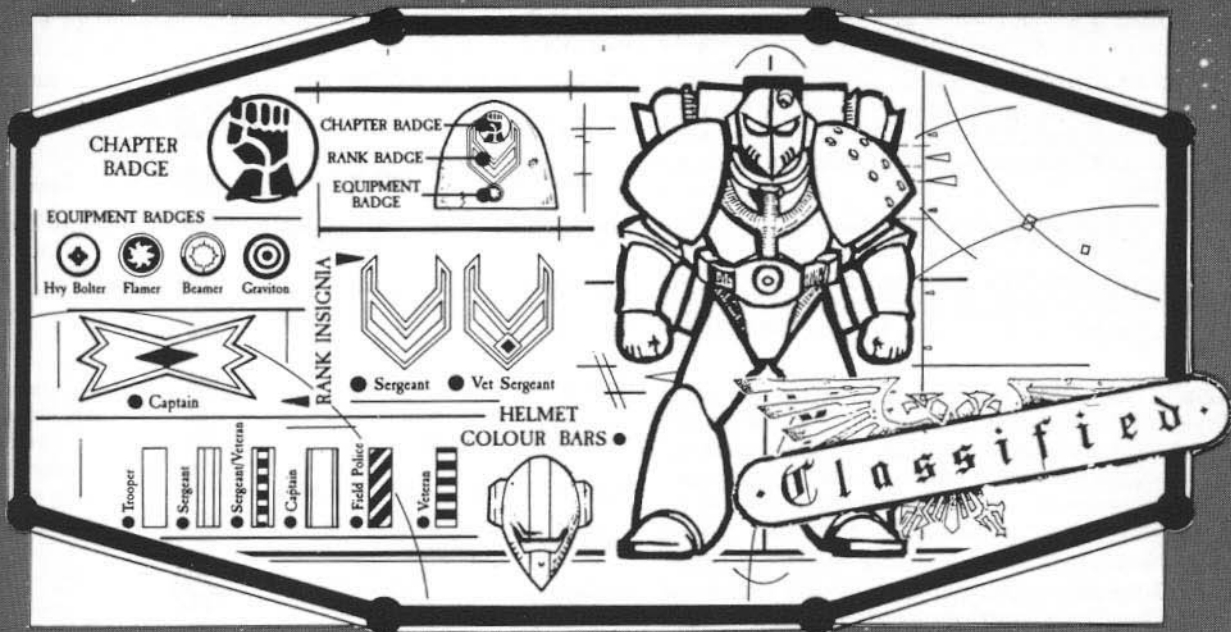Fighting Characteristics ... Personal Characteristics

This is the basic creature profile for Marines. Personalities can be generated from this in the same way as for other humans. Normal human maximum values apply (so *S* never goes above 4, for example).

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Marine	4	4	4	4	3	1	4	1	8	8	8	8
Champion	4	5	5	4	3	1	5	1	8	8	8	8
Minor Hero	4	6	6	4	4	2	6	2	9	9	9	9
Major Hero	4	6	6	4	4	3	6	3	9	9	9	9

Organisation. Marines belonging to the same Chapter are called battle-brothers or battle-kin. Each Chapter comprises administrative staff, maintenance teams, transport teams and about a thousand Space Marines. Each Chapter is led by a veteran Marine with the rank of Imperial Commander. The warriors themselves are divided into fighting squads of 10 troopers, each led by a Sergeant. 10 such squads make up a Company led by a Captain. Non-combatant staff perform all the support roles and are organised accordingly into mechanics, spacecraft crew, etc. Each Chapter has its own associated Astropaths and Navigators. Medical and Communications officers are organised at Chapter level, but operate as individuals on the battlefield (corresponding to *minor heroes*. Each Chapter would have between 4 and 8 medical officers and communications officers.

Emperor
Chapter Leader
Imperial Commander
Medical   Communications
4-8 of each
Ten Companies
- Astropath, Scribe
Physician and Technician
with each
Ten Squads
- Sergeant
9 Marines

CHAPTER
BADGE

CHAPTER BADGE
RANK BADGE
EQUIPMENT
BADGE

EQUIPMENT BADGES

Hvy Bolter   Flamer   Beamer   Graviton

RANK INSIGNIA

● Captain

● Sergeant   ● Vet Sergeant

Trooper   Sergeant   Sergeant/Veteran   Captain   ● Field Police   ● Veteran

HELMET
COLOUR BARS ●

Classified

Each of the thousand Chapters has its own history, rituals and traditions. Many have been in existence since the Age of the Imperium began and their names are associated with legendary battles and heroic deeds. Each Chapter has its own banners, and some chapters even take them into battle - although this is becoming less common. Chapter leaders frequently have their own banners, especially if they come from worlds where such things are usual, and these too may be carried into battle. Individual Chapter Commanders are free to organise or augment their regular troops in any way they see fit, and a variety of musical instruments may be brought into the fray.

Equipment. The Marines' favoured weapon is the bolt gun, preferably with some sort of close combat fighting accessory - such as an axe blade. In addition, all Marines carry a long knife or short sword, and most employ a bolt pistol as well.

Heavy weapons and other specialist equipment are evenly spread throughout each company. Occasionally, a Chapter Leader may wish to instigate the formation of heavy-weapons companies, but this is rare. Such a company would be formed from the weapon teams normally distributed throughout the ten companies of a Chapter.

The Space Marines wear a standard form of armour, which, although varying in appearance a great deal, is basically the same for each Chapter. This corresponds to *powered armour* as described in the *Armour profiles*. The suit helmet includes *auto-senses, communicator* and *respirators*. The suit is totally insulated from the atmosphere and functions as a space suit as well as battle armour.

Typical Squad. A typical Marine squad comprises a Sergeant, two special weapons Marines and 7 others (total 10). The Sergeant and ordinary Marines are equipped with a knife, a bolt pistol and a bolt gun. The two special weapons marines have no bolt gun but instead substitute a flamer (or graviton gun) for one, and missile launcher (or beamer or heavy bolter) for the other. All are equipped with powered armour, including built-in communicator and auto-senses.

Specialist staff. Specialist combat staff are essentially medical and communications officers. These are equipped in the same way as standard Marines, but carry additional equipment appropriate for their job. Medics carry a *bio-scanner, immune, medi-pack, rad-counter, stimulant,* and *web solvents*. Two *suspensors* are usually carried to negate the move penalty associated with the *medi-pack*. Communications personnel carry the same equipment as the ordinary Marines plus *energy-scanner, bio-scanner, infra-vision visor* (which operates through the normal helmet auto-senses) and a high powered *communicator* with a range of 320 kilometres and associated move penalty of 1½". This is offset by three *suspensors*.

Uniforms. Each Chapter has its own distinctive variation of the basic Marine powered armour. Armour is fabricated by the Chapter's own weapon-smiths, who are not above embellishment and improvisation. Marines also consider it a matter of honour to acquire trophies in the form of equipment, armour and even weapons from their conquered enemies. This tends to give the Marines a non-standard appearance, although in reality their basic equipment is the same.

Nevertheless, an approximate uniform of sorts exists for each Chapter, although often this will specify nothing more that a general overall colour or distinguishing badge. Colour is the main identifying mark. There are 1000 Marine Chapters, so it would be impractical to list all of their uniforms and idiosyncracies. The Whitescars, for example, wear white armour; the Blooddrinkers wear a dark reddish-brown; and the Dark Angels wear only black. The Crimson Fists have red glove armour. Other Chapters have colours with no relevance to their names. Additional distinctive 'uniform' features may arise from the particular initiation rites of each Chapter - for example, the Whitescars bear the long facial scar running from forehead to chin, whilst the Ironhands have their right hands replaced with a robotic limb.

Uniforms are also decorated with runes and devices, often traditional within a Chapter. A selection of these decorative emblems are illustrated below. In most Chapters, Sergeants are distinguished by stripes of office - but these can vary in design and positioning, often acording to the wearer's taste.

Battle standards reflect insignia and often have some relevance to the Chapter's name. The banner and badge of the Spacewolves, for example, illustrates the head of a snarling wolf; the Dark Angels carry an all black banner, and the Crimson Fists have a clenched fist device.

The chart below summarises the main colour, banner and badge for eleven Space Marine Chapters. As there are 1000 such Chapters in the Imperium it would be futile trying to list them all, so gamers should feel free to invent their own.

Chapter	Colour	Badge
Blood Angels	Red	
Blooddrinkers	Red-brown	
Crimson Fists	Blue and red	
Dark Angels	Black	
Flesheaters	Red	
Fleshtearers	Black	
Iron Hands	Black	
Rainbow Warriors	Multi-coloured	
Silver Skulls	Steel	
Spacewolves	Grey	
Ultramarines	Blue	
Whitescars	White	

Weapon generation. To randomly generate a Marine squad of 10 men first roll to determine how many *special weapons* it contains. Roll a D6.

1	1
2-5	2
6	3

The squad contains 1 Sergeant, the number of special weapon Marines indicated and ordinary Marines making a total of 10.

Generate the weaponry for each ordinary Marine as follows. Alternatively, assume all are identically armed (as would usually be the case). It is assumed each trooper has sufficient grenades of the type generated to last him the entire battle - these grenades are very small and dozens can be carried quite effortlessly.

Chart 1 - Ordinary Marines

Knife	Always
Bolt pistol	90% chance

Plus 1 of the following

Bolt gun	01-95
Lasgun	96-98
Auto-gun	99-00

Plus a 25% chance of 1 of the following grenades types

Blind	01-15
Crack	16-40
Frag	41-90
Random	91-00 **not** psyk-out or vortex

Chart 2 - Sergeants

Knife	Always
Bolt pistol	Always

Plus 1 of the following

Bolt gun	01-50
Bolt pistol	51-90
Hand flamer	91-00

Plus the % chance of each of the following

Chainsword	25% chance
Power axe	5% chance
Power glove	5% chance

Plus a 25% chance of 1 of the following grenade types

Blind	01-15
Crack	16-40
Frag	41-90
Random	91-00 **not** psyk-out or vortex

Chart 3 - Special weapon Marines

Knife	Always
Bolt pistol	Always

Special weapons can be either *basic* or *heavy*. Roll for each in turn using a D6.

1-3	Basic
4-6	Heavy

Basic		Heavy	
Flamer	01-25	Beamer	01-10
Graviton gun	26-40	D-cannon	11-20
Needler	41-50	Grenade launcher	21-30
Melta-gun	51-60	Heavy plasma gun	31-40
Plasma gun	61-80	Heavy Bolter	41-50
Shuriken catapult	81-00	Las-cannon	51-60
		Missile launcher	61-80
		Multi-laser	81-90
		Multi-melta	91-00

A Marine squad would not normally carry additional close combat weapons other than as given above. However, that is not to say that the Marines are not trained in their use, or able to call upon such weapons as necessary. A Marine unit equipped for close combat will substitute its normal main armament for a weapon generated from the table below. A squad would normally be equipped in the same way throughout (75% chance), otherwise roll for each individual in turn. As 90% of Marines carry bolt pistols anyway, this will mean a typical armament of two such weapons.

Chart 4 - Additional close combat weapons

1 of the following

Bolt pistol	01-50
Chainsword	51-60
Hand flamer	61-65
Laspistol	66-70
Needle pistol	71-72
Plasma pistol	73-75
Power axe	76-85
Power glove	86-87
Power sword	88-91
Sword	92-98
Webber	99-00

Chart 5 - Additional equipment

The following % chance of each of the following

|	
Powered armour	Always
Bio-scanner	50% chance of 1 per squad
Cameleoline	10% chance - all troops or none
Energy-scanner	50% chance of 1 per squad
Flight pack	Specialist missions only - all troops or none
Infra-vision	25% chance of a squad's leader having suitable visor attachment operating through the helmet auto-senses.
Phase field generator	Specialist missions only - all troops or none
Rad counter	50% chance of 1 per squad
Rad suit	Specialist missions only - all troops or none
Suspensors	10% chance of D4 per squad
Targeters	50% chance for each *heavy* weapon
Teleport homer	1 per squad if teleported down

Auto-senses and communicator are built into the standard armour and helmet, and the complete suit includes respirators and is proof against poisonous atmospheres and gas weapons. Specialist mission weapons are subject to the GM's interpretation and may be allowed or not depending on circumstance. Other equipment can be distributed amongst the troops, but small hand-held devices, such as *bio-scanners*, are typically retained by the Sergeant.

Transport. Every Chapter has its own transport pool (as well as its own spacecraft), and several types of vehicle are generally available. However, there are obviously limits on resources, and Marines favour a general purpose, medium-sized vehicle for troop transport. This is typically driven by one of the Marines. Each Chapter also has one medium or small vehicle for medical and communication staff use. Generate type as follows.

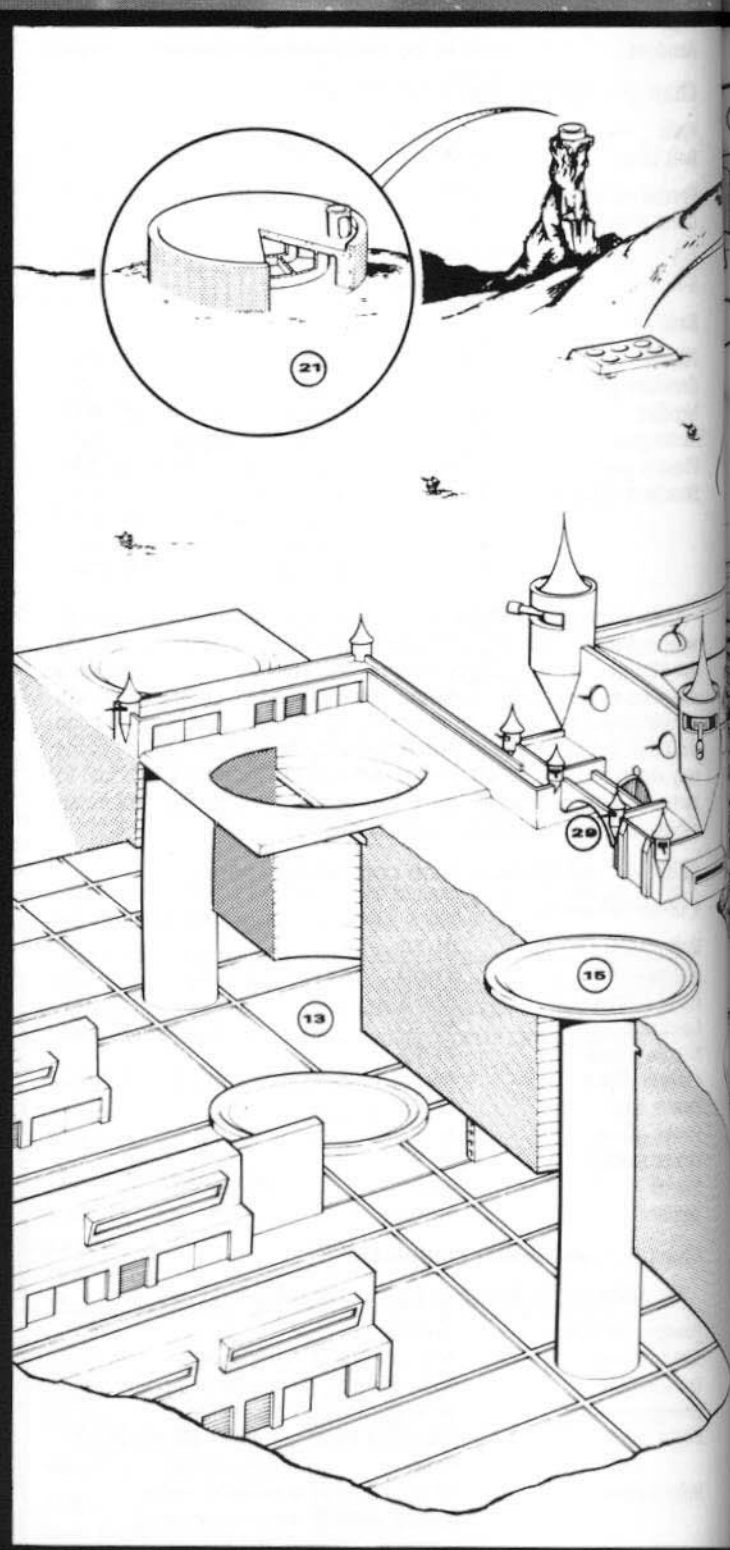|	
01-25	Hoverer
26-75	Tracked/wide-wheeler
76-00	Walker

Road-wheelers are not used. Crawlers are reserved for special missions when approximately 10 (or 3D6) are available per Chapter. Large vehicles are also not generally used - although each Chapter will typically keep a pool of D4 of each of the three types; hoverer, tracked and walker. Small vehicles are used extensively, one of the three main types being attached to each company as standard, and often used by the Captain. In addition, each Chapter could call upon 35 (10D6) such vehicles at one time. Medical vehicles always include a vehicle sized *medi-kit* as part of their equipment, communications vehicles always include a large communicator with planet-wide broadcast and reception capability.

Tactics. The tactics adopted will vary according to the situation faced. If the situation demands a headlong rush the Marines are always willing, for they desire nothing more than to lay down their lives for the *Gods of Battle*. The basic 10 man squad is the main element in any battle, but can prove unwieldy in small skirmishes. In these situations it is usual for the unit to split into two groups of 5 - often before the actual fighting starts. Each 5 man group can be regarded as a separate unit, and each can be further split if desired.

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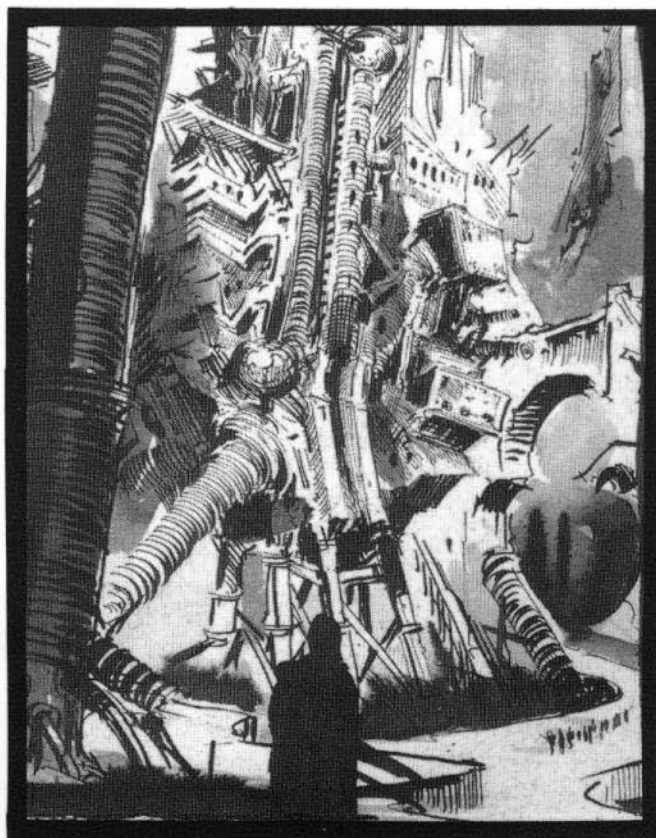
1. Assimularum
2. Reclusiam
3. Refectory
4. Oratorium
5. Librarium
6. Cells
7. Company Chapel
8. Penitorium
9. Private Chambers
10. Communal Dormitories
11. Guest Chambers
12. Foundries
13. Shuttle Silos
14. Teleportorium
15. Launcher Pads
16. Armoury
17. Apothacarion
18. Hydro-culture
19. Terrarium
20. Scriptory
21. Solitorium
22. Dungeon
23. Generatorum
24. Defence Laser
25. Local Defences
26. Missile Silos
27. Catacombs
28. Great Hall
29. Barbican

THE FORTRESS-MONASTERY OF THE SPACEWOLVES
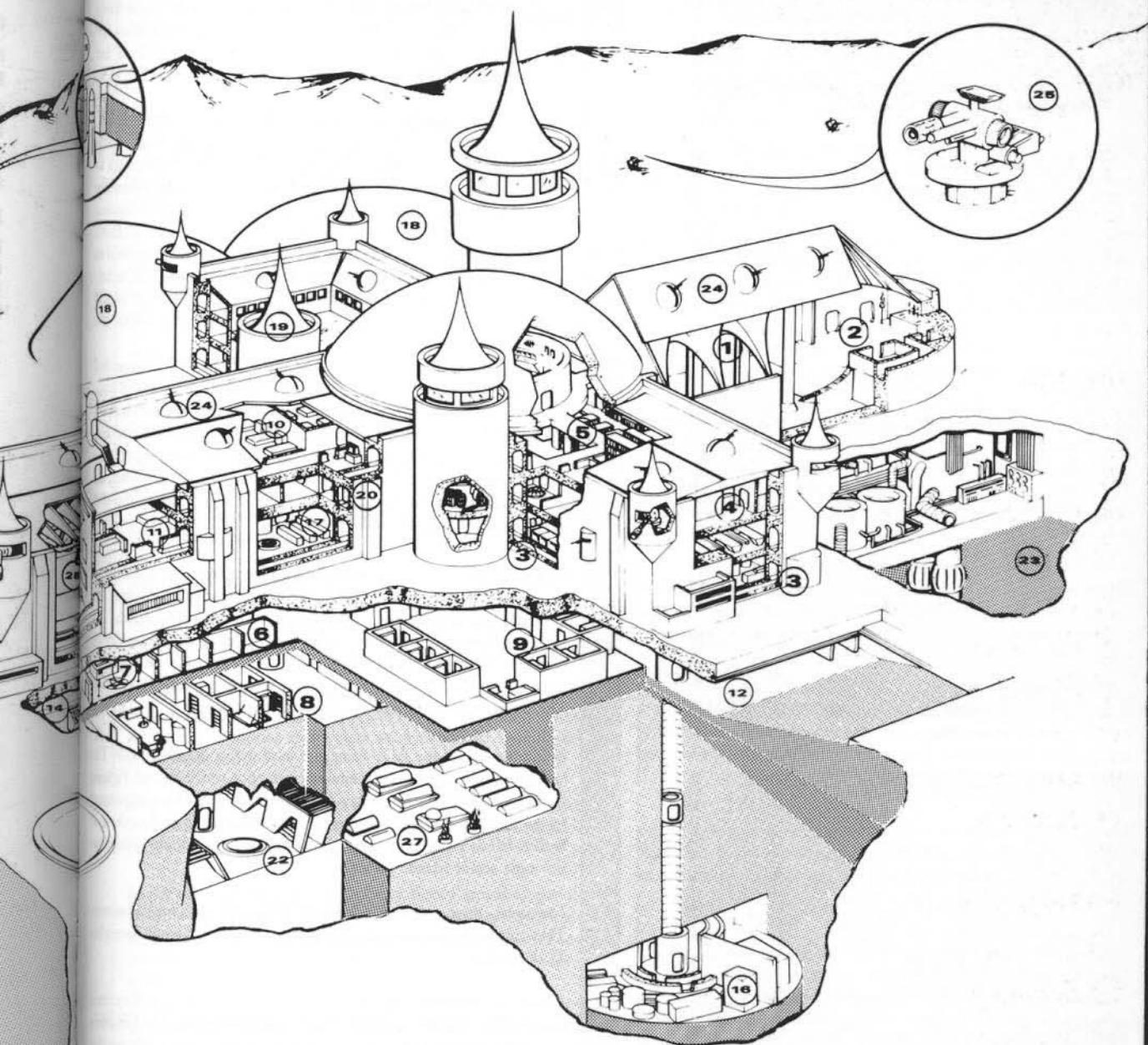
· Chapter Information ·

Company Chapel - every company has its own chapel attached to its company block. This is the most commonly used place of worship. Here the battle-brothers recite liturgies, and incant the battle-prayers that form part of their régime of discipline.

Penitorium - brothers guilty of any kind of transgression undergo remedial confinement and penitence in the penitorium.

Private Chambers - these private offices and rooms are used by the various Masters of the Order. The Master of the Ships, the Master of the Forge, and the Master of the Ordinance have offices here.

Communal Dormitories - this is where the servants, administrators, technicians, naval personnel and other non-combatant staff live and sleep. These areas are far less spartan than the cells of the battle-brothers themselves.

Guest Chambers - these comparatively luxurious appartments are reserved for important visitors. A private chapel is attached. Visiting members of the administratum would stay in rooms such as this.

Foundries - this is where the Marines manufacture and repair their weapons and equipment. The foundries of the Space Wolves are large and well provisioned. The skilled workers are special Marines called Brother Artisans. The man in charge of the weapon-shop is the Master of the Forge. Beyond the foundries are the testing and weapon grounds where equipment is evaluated.

Shuttle Silos - the Space Wolves' large and well-equipped fleet is maintained in orbit around Lucan. The monastery-fortress has only a small number of ships. These are used as courier vessels and as transports between Lucan and the fleet.

Teleportorium - there are four separate teleporter rooms in the Space Wolves' base. They are the primary means of moving between the fortress-monastery and the fleet. Teleportorium One is use for the reception of guests and has numerous secret defences.

Launcher Pads - twenty-four aircraft are housed in underground hangars beneath the launcher pads, including four large transports and eight high-speed scouts. The maintenance hanger and fuel tanks are surrounded by diamantine armour casing.

Armoury - the armoury is a large but crowded underground complex. Its main lift shaft is shielded by double-thickness ceramite-cored doors. Ammunition is stored in four separate magazines, each wrapped in an individual stasis field and protected by seven layers of laminated armour. Even if an accident were to destroy one magazine the damage would be contained. The security of the armoury is the reponsibility of the Master of Ordinance. The armoury may only be entered in his presence, the doors opening to his gene-print and coded signal. Only the Commander of the Chapter knows the secret spoken formula which will open the doors in an emergency.

Apothacarion - the apothacarion is an advanced medical facility combining all the resources of a hospital, research establishment and bio-lab. The Doctors and Surgeons have private quarters on the upper levels. Servants, nurses, and other supernumeraries share a dormitory on a lower level. In charge of the facility is the Master of the Apothacarion. He is a very important member of the Chapter. It is here that the warriors are surgically altered into super-human warrior using sophisticated bio-chem and psycho-surgery.

Every Chapter of the Adeptus Astartes has its own headquarters or base. The locations of some are widely known, such as the Crimson Fist fortress-monastery on Rynn's World. The exact locations of many Chapter bases are closely guarded secrets. Many are so secret even the imperial authorities have no idea where they are. Some are not situated on planets at all, but take the form of orbiting spacecraft or hollowed-out asteroids.

A typical Marine base is that of the Space Wolves on the planet Lucan. The leader of the Space Wolves, Imperial Commander Enoch, also holds the governorship of the planet. The Space Wolves' leader is known as Lord Lucan, or Lucan, for this reason. The base is a giant fortress-monastery dedicated both to battle and worship. As in all Marine Chapters, the fighting troops of the Space Wolves are warrior-monks. Ordinary Marines are *Battle Brothers* whilst Sergeants, Captains and the Commander are spiritual as well as martial leaders. The exact nature of Marine religious ritual, belief, and expression, varies from Chapter to Chapter, but is centred around the tenets of the Imperial Cult and the spiritual hegemony of the Ecclesiarch.

Assimularum - aside from the Great Hall itself, this is the largest hall in the base. The entire Chapter can be gathered inside this vast and high-vaulted room. The assimularum is used for mass meetings, religious festivals and special feasts. Speakers address the assembly from the raised dias in front of the alter. During feasts the *high table* is placed on the dias where Commander Enoch and the Masters of the Chapter sit. When the assimularum is used for cult ceremonies, the screens covering the alter are removed revealing the reclusiam behind.

Reclusiam - the reclusiam is normally partitioned from the assimularum by a screen. This is an area reserved exclusively for cult activities. The reclusiam is looked after by a religious officer called a Reclusiarch. The Chapter's holy relics and many of their most precious battle-trophies are kept here. The Reclusiarch has an office off to one side, and there are three private chapels dedicated to Leman Russ (the Chapter's founder), The Emperor Deified, and The Emperor Oracular.

Refectory - this is the main dining area used during ordinary meals. The kitchens, store-rooms, disposal units and purification vats lie beyond. Fighting members of the Chapter follow a strict and simple diet. This is augmented by the complex bio-chem necessary to maintain their physically enhanced bodies. Meals are eaten in silence following prayers of thanks offered by the most senior Marine present.

Oratorium - there are several such rooms throughout the fortress-monastery. They are used for private meetings, briefings, lectures and small assemblies of all kinds.

Librarium - the library is more than a collection of books, it is the central record office and also the main seat of communications. The Chapter's Astropaths spend many hours here, monitoring and broadcasting the psychic messages that allow Lucan to communicate with the rest of the Imperium. The Chief Librarian is an important figure. He is responsible not only for maintaining the Chapter's historic written, micro, and holo records, but also for communications within the base and with the outside world. He is also responsible for the base's defence systems. These are controlled from a special armoured room in the Librarium. The Chapter's Communications Officers are based here too, as well as a a sizeable staff of librarians, astropaths and technical assistants.

Cells - each of the fighting brethren has his own cell, a simple room in which he sleeps. The cells are arranged in blocks of ten corresponding to the members of a fighting squad, each ten blocks represent the contingent of a company. Each company block incorporates a small administrative office and private chambers for the Captain.

Hydro-culture - Lucan is a productive world. The Space Wolves take a tithe of food grown on the planet and always have a supply of fresh local produce. In addition, exotic or seasonal vegetables are grown in the hydro-culture vats. Many other Chapters maintain far larger hydro-culture facilities.

Terrarium - the terrarium comprises several large rooms given over exclusively to the maintenance and propagation of plants from all over the galaxy. As well as providing a pleasant area, showpiece, and reference collection, the terrarium also provides the raw ingredients for several of the potent drugs used in the apothacarion.

Scriptory - this small room is one of several such scattered around the base. Scriptories provide instant access to unclassified codices from the librarium files. A computing terminal allows the user to select and consult files and record entries in the main library itself.

Solitorium - the solitorium is situated a short distance from the fortress-monastery itself. In this retreat battle-brethren may spend days or even years in private contemplation. Marines seeking promotion are expected to undergo weeks of self-deprivation and soul-searching in the solitorium.

Dungeon - the dungeons of the Space Wolves lie deep below the Apothacarion. Prisoners may be safely installed in the diamantine reinforced cells of the dungeon, from where they may be taken to the apothacarion for subsequent interrogation.

Generatorum - the fortress-monastery derives its power from the deep layers of Lucan itself. Four huge crystal-piles penetrate many miles into the planet's core, converting subterranean heat to conventional energy via a phased crystal interface.

Defence laser - the base is protected by a formidable array of defence lasers mounted in armoured turrets. Thirty-two lasers remain permanently on line. The remaining eighty-eight weapons may be brought to a state of readiness within four days.

Local defences - the base perimeter is protected by an auto-system controlling three hundred and seventeen separate weapon turrets. Each turret houses four laser cannon and a missile launcher.

Missile silos - the main punch of the Space Wolves' ground-to-space defence system is housed in a complex of missile silos situated beyond the perimeters of the base itself. There are over four hundred silos like this scattered over the surface of Lucan, each controlled from an armoured defence room in the librarium.

Catacombs - the burial ground of the Space Wolves and last resting place of many heroes of old.

Great hall - the main entrance to the base leads directly into the high-vaulted great hall. The hall is intended to impress. It is the largest single-room structure on the entire planet. Inside are arrayed many of the battle-trophies of the Chapter. Paintings of famous battles line the walls. Ancient weaponry and armour shines from plexi-glass cases. From the ceiling, spanning the full length of the hall, hangs the spacecraft 'Medusa' flown by Leman Russ the founder of the Space Wolves.

Barbican - before visitors may enter the fortress-monastery they must pass through the gate-house or barbican. This is always guarded so that visitors may be properly received. Not all visitors come overland, so the barbican has its own landing and lauch pads to facilitate the reception of airborne craft.

Penal Legion troops advance under close supervision

Eldar mercenaries

Trooper of 'Army *Retribution* IX' Hamburgerwald campaign

● WARRIORS OF THE ARMY

The army is the backbone of imperial might, numbering millions of fighting warriors. Unlike the Marines, these warriors are recruited on human worlds by draft. The draft, administered by the priesthood, is a hated and feared institution. Almost anyone outside of the imperial administration may find themselves drafted into the army. Service is always for life, often in some far-flung corner of the galaxy. The role of the army is to garrison human worlds, and to form the main fighting force in prolonged conflicts.

Warriors are nowhere near as tough or ruthless as the battle-brothers of the Legiones Astartes, nor are they as insanely dedicated as the Adeptus Arbites who form the fighting arm of the priesthood. Nevertheless, they are highly trained and usually, well equipped and led.

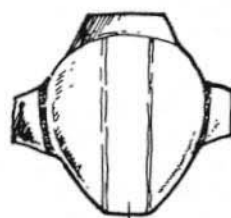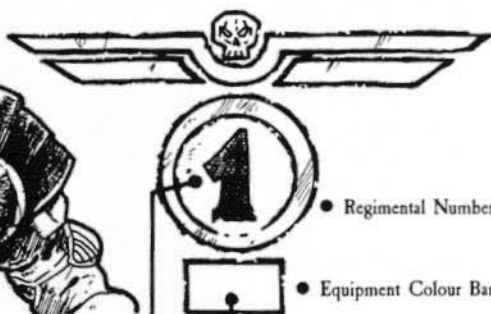**Profile.** Warriors have standard human profiles as follows:

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Fighting Characteristics / Personal Characteristics	4	3	3	3	3	1	3	1	7	7	7	7

Standard personality types have the following profiles.

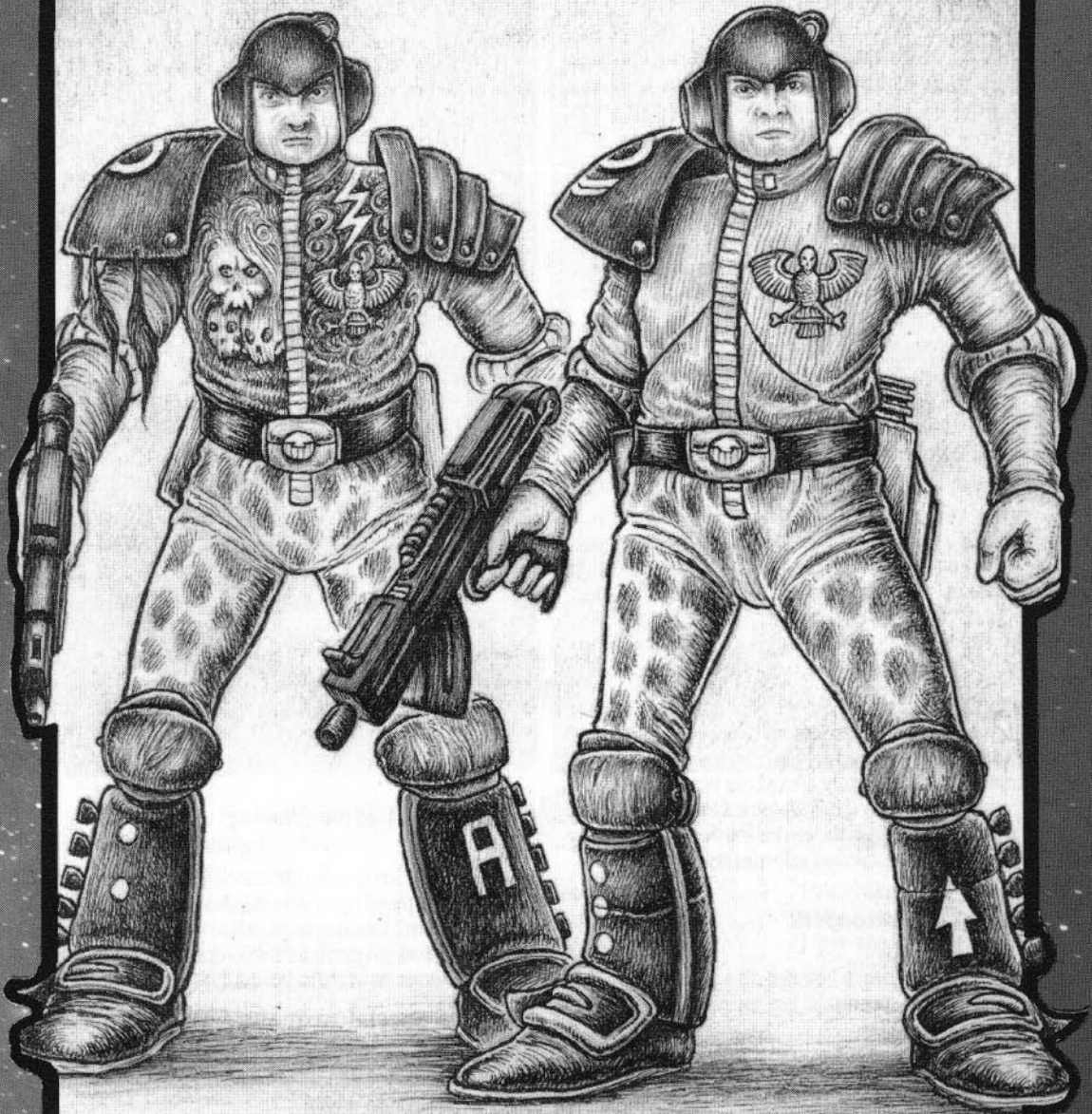|	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Champion	4	4	4	4	3	1	4	1	7	7	7	7
Minor Hero	4	6	5	4	4	2	5	2	8	8	8	8
Major Hero	4	6	6	4	4	3	6	3	9	9	9	9

Human personalities can be created using any of the methods discussed in the *Personalities* section of *Combat*.

Organisation. Warriors are organised into squads of 10 men including a special weapon trooper and Sergeant. 10 such squads comprise a company led by a Captain. Any number of companies can be combined to make an army, approximately 100 being about average (10,000 troops). Ancillary non-combatant staff are integral to each company, and each army has its complement of coordinating non-combatant staff. Additional officers forming intermediate levels of command are included as required. The army leader would be an Imperial Commander and he and his personal staff would usually be appointed from the ranks of the priesthood. The disposition, supply and command of the imperial armies lies totally within the hands of the Administratum, forming a further tool of the all-powerful priesthood. Non-combatant staff include a number of Astropaths, maintenance crews, and such like, but no spacecraft crews. Armies never have their own inter-stellar spaceships (unlike Marines) and rely totally on the fleet for transport. This is a deliberate policy of the priesthood, aimed at curbing the individual power of army commanders and discouraging potential rebels.

- Regimental Number
- Equipment Colour Bar
- Helmet Bar
  Corresponds to Regimental Colour

- The Big One
- Penal Legion
- 22nd Regt
- Striker Squad
- 55 Regiment
- Military Police

Red 1 — Yellow Blue — Red Yellow Blue

Black Arrow — Yellow — Black & White

CAPTAIN
◀ SERGEANT

Red

RED	● Flamer
BLACK	● Graviton Gun
YELLOW	● Beamer
GREEN	● Plasma

Vehicle ID
Wheeled
Tracked
Hooverer
Walker

Regimental Colours detailing all Combats won by Regiment

- Religious Fervour Badge
- Wound Stripe
- Awarded for Acts of Insane Valour

Although armies are the basic unit of organisation, smaller task forces of 1 or more companies may be detached to fight independently under a senior Captain.

Equipment. Lasguns are favoured by the army because they are simple to maintain, operate and produce. Imperial Commanders can, and do, keep varied stocks of weapons for special use as the occasion demands. Ordinarily, however, a trooper will carry a lasgun and a short-sword or knife. Laspistols are considered to be officers' weapons, and are employed by Sergeants and Captains.

Special Equipment is distributed evenly throughout the squads. each squad usually employing a single special weapon - either a *basic* or *heavy* weapon. On occasions special weapons squads can be improvised, or even special weapon companies, although these instances would be rare.

Flak armour is standard. A helmet may be worn, or a hood, although often head protection is altogether absent. Eye protection and breathing devices are not carried as standard. Communicators are carried by Sergeants and high ranking officers, but not by the rank and file.

Typical squad. A typical squad of imperial warriors comprises a Sergeant, a special weapon trooper and 8 others. The sergeant and ordinary warriors are all equipped with a knife, lasgun and flak armour. The Sergeant also carries a laspistol. The special weapon equipped warrior substitutes his lasgun for a flamer or missile launcher. Other special weapons are less common.

Uniforms. Armies have their own armourers, weapon-smiths and technicians (drawn from the ranks of the priesthood). These individuals do not manufacture all equipment by any means, most being obtained from planet-based suppliers, but their personal vagaries and preferences do shape the overall appearance of the army. Equipment is individualised by its users to some extent, and no exact control is maintained over a squad's appearance.

The badge of the army is displayed prominently upon the chest or right breast. Basic clothing comprises a sturdy pair of breeches and jacket, often of leather but occasionally canvas or other suitable synthetic. Civilian clothing is frequently substituted by the troops in any case. Honour badges, religious motifs and personal ornamentation abound amongst the superstition ridden peoples of the Imperium.

Weapon generation. A squad comprises a Sergeant, a special weapon warrior and 8 ordinary warriors and may be generated randomly. Generate the weaponry for each trooper as follows. Alternatively, assume each is identically armed (as would usually be the case). Where grenades are carried it is assumed each trooper has sufficient of the type indicated to last the entire battle - grenades are quite small and dozens could be carried effortlessly.

Chart 1 - Weaponry for all troopers

Knife	Always

Plus 1 of the following

Auto-gun	01-05
Bolt gun	06-10
Lasgun	11-00

Plus a 15% chance of 1 of the following grenade types

01-15	Blind
16-40	Crack
41-90	Frag
91-00	Random **not** psyk-out or vortex

Chart 2 - Additional weaponry for Sergeants

1 of the following

Bolt pistol	01-10
Hand flamer	11-20
Laspistol	21-95
Plasma pistol	96-99
Webber	00

Plus a 25% of 1 of the following

Chainsword	01-75
Power axe	76-80
Power glove	81-85
Power sword	86-90
Hafted weapon	91-95
Hand weapon	96-00

Chart 3 - Special weapons

Warriors with special weapons substitute their basic weapon or either a *basic* or *heavy* weapon generated from the following charts. Roll a D6 to determine which.

1-3	Basic weapon
4-6	Heavy weapon

Basic		Heavy	
Flamer	01-25	Beamer	01-10
Graviton gun	26-40	D-cannon	11-20
Needler	41-50	Grenade launcher	21-30
Melta-gun	51-60	Heavy plasma gun	31-40
Plasma gun	61-80	Heavy bolter	41-50
Shuriken	81-00	Las-cannon	51-60
		Missile launcher	61-80
		Multi-laser	81-90
		Multi-melta	91-00
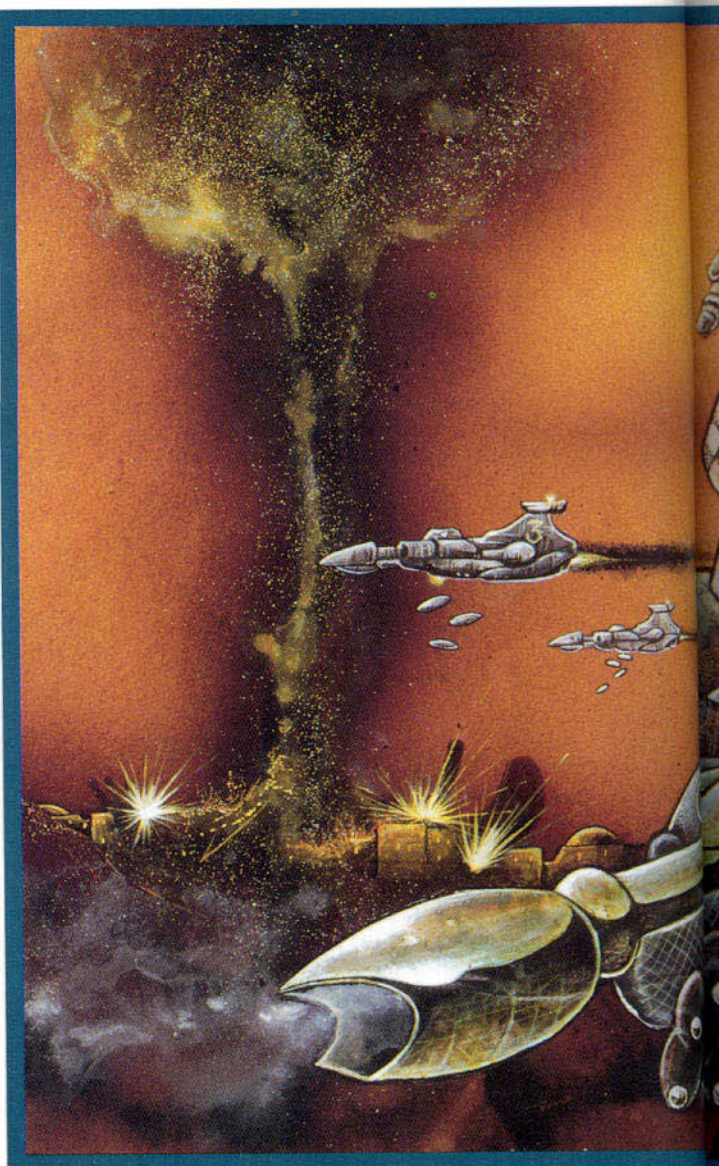
Mesh armour	10% chance - worn in addition to flak
Bio-scanner	50% chance of 1 per squad
Cameleoline	10% chance - all troops or none
Communicator	Always - 1 per squad
Energy-scanner	50% chance of 1 per squad
Eye-protectors	25% chance of photochromatic visors - all troops or none
Flight pack	Specialist missions only - all troops or none
Phase field generator	Specialist missions only - D4 per army
Rad counter	50% chance of 1 per squad

Chart 4 - Additional close combat weapons

A squad would not normally carry additional close combat weapons other than as already given. However, a unit may be equipped for close combat by substituting the normal main armament for a weapon generated from the table below. A squad would normally be equipped in the same way throughout (75% chance), otherwise roll for each individual in turn.

1 of the following

Laspistol	01-50
Chainsword	51-60
Hand flamer	61-65
Bolt pistol	66-70
Needle pistol	71-72
Plasma pistol	73-75
Power axe	76-85
Power glove	86-87
Power sword	88-91
Sword	92-98
Webber	99-00

Chart 5 - Additional equipment

The given % chance of each of the following.

Flak armour	Always

Rad suits	Specialist missions only - all troops or none
Suspensors	10% chance of D3 per squad
Targeters	25% chance per heavy weapon
Teleport homer	1 per squad if teleported down

Equipment can be distributed amongst the troops, but small hand-held devices, such as bio-scanners, are typically retained by the Sergeant.

Transport. Transport is held in an army pool, and several types are available. However, with limited resources, and supply often erratic, the army prefers to maintain a number of multi-purpose, medium sized vehicles for troops transport. Generate type as follows.

01-25	Hoverer
26-75	Tracked/road-wheeler
76-00	Walker

Road-wheelers are not used. Crawlers are reserved for special missions where approximately 10 (or 3D6) are available per army. Large vehicles are also not generally used - although each army will usually keep a pool of D4 of each three types; hoverer, tracked and walker. Small vehicles are used extensively, one of the three main types being attached to each company as standard, and often used by the Captain. In addition each army could call upon up to 35 (10D6) such vehicles at one time.

Penal legions. Military service as a warrior of the Imperium is a common sentence for minor criminals. Their offences might include filling out tax returns incorrectly (wilful fraud, however, is a capital offence), overdue library books, failure to maintain drains, littering, etc. Service is for life. Soldiers in penal legions suffer an even harsher existence than the ordinary warriors - officers are sadistic and uncompromising. In some legions the warriors are deliberately controlled by use of *frenzon* injectors fastened around their wrists. Officers carry control equipment, and can induce various psychological states in their troops. A penal unit has a 25% chance of being so controlled.

Tactics. The army is ready to modify its approach depending on the calibre of opposition, the environment and the nature of the equipment they have at their disposal. On the whole they prefer a more cautious approach than the elite Marines, being less ready to lay down their lives for a cause they probably don't understand and would care little about if they did. Aliens are a different matter. With typical human bigotry and xenophobic blood-lust, the army can be relied upon to vigorously attack and destroy alien life forms.

The 10 man squad is the basic fighting unit - with special weapons often detached early during a battle to hold important positions or give covering fire. A cautious advance into close range is preferred, but hand-to-hand combat is generally avoided.

● THE ROGUE TRADER

The Imperium is a vast, scattered realm, extending over almost the entire galaxy, impinging itself upon the more compact areas of alien settled space. The Imperium contains a million inhabited worlds, but even this is but a tiny fraction of the galactic whole. Then there is the eastern fringe, the remote area of the galaxy where the Astronomican does not reach, and where the only human settlers are renegades or pioneering groups whose ancestors were forgotten millennia ago. Most of the galaxy remains unexplored, unknown and dangerous.

The potential of new worlds, alien civilisations and unimaginable resources has stimulated the growth of free-ranging imperial agents known as Rogue Traders. Licensed and equipped by the priesthood, the Rogue Trader is free to explore the far regions of the galaxy, the areas where the Astronomican does not reach, and those areas within its range as yet unvisited. Rogue Traders have even attempted to cross the voids of inter-galactic space, but over such distances even the Astropaths' powers of communication are useless, and whether such missions have succeeded is unknown. Operating in isolation from the central authority of the Imperium, the Rogue Trader must decide how to react to alien cultures, new discoveries and threats. If he judges a race to be potentially dangerous he may attempt to destroy it, or gather as much information about it as he can so that others may do so. If he decides a race may be of use to humanity he may attempt to make contact and establish relations. If merely technologically or minerally rich, a planet may be plundered, and the Rogue Trader will return to Earth laden with the treasure of space; alien artifacts, rare and precious minerals and undreamed of technology.

Needless to say, the Rogue Trader requires a fair compliment of spacecraft, troops and other staff if he is to complete his mission. His total responsibility may extend to a dozen spacecraft, often huge, lumbering cargo vessals crammed with a small army, a full crew of technicians and volunteer settlers to establish colonies on new worlds. Most important, however, are the fighting troops, for it is they who will have to deal with any potential threat.

Profile. Rogue Traders are individuals who have reached a position of power within the imperial hierarchy. They come from the ranks of the Adeptus Terra, the Inquisition, army or fleet - a few are influential civilians, amongst whom the navigator families are the most famous. Politics sometimes obliges this course, for free of imperial command the Rogue Trader is also conveniently out of the way, beyond the centre of real power. Rogue Traders have a reputation as outcasts, many are people whom the priesthood deems better kept at a safe distance; vociferous Space Marine leaders, influential Navigators, liberal-minded

Inquisitors and rebellious Imperial Commanders. A Rogue Trader's profile reflects his status as an experienced individual. The profile given may be regarded as typical of the level of advancement.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Fighting Characteristics / Personal Characteristics	4	5	5	4	4	2	5	2	8	8	8	8

A better way of representing a Rogue Trader is to generate his profile randomly. The minimum number of *advance points* available is 4D6 ranging up to the full 7D6 (or 23 points) for the most highly advanced characters. To create a Rogue Trader decide the number of points using a D4.

1	4D6
2	5D6
3	6D6
4	7D6

Then allocate the points randomly as described under *Personalities* in the *Combat* section. Rogue Traders are frequently possessed of psychic powers, 30% are psykers compared to 5% of normal human characters. Non-psychic Rogue Traders may be Navigators, there being a 5% chance of this.

Organisation. The Rogue Trader works under instruction from the priesthood - but his brief is a wide one. Furthermore, once contact with Earth has been lost, the Rogue Trader is effectively independent.

Equipment. Equipment can be of any type, often alien or otherwise unavailable within the Imperium. In battle a Rogue Trader would typically appear in powered armour and some sort of armour energy field. Weaponry carried at all times would be at least one pistol weapon, usually a bolter, and a power sword or chainsword. Digital weapons are regarded with high favour too.

A typical Rogue Trader. Jan Van Yastobaal enjoyed a successful career in the Administratum before reaching the supreme position of High Lord of Terra. It was old age that finally spurred this tireless warrior into the outer galaxy, where he quickly gained a reputation of being particularly successful at finding and plundering alien worlds. His suit of powered armour is worn underneath a sleeveless tabard. His helmet is moulded into a horned skull. He carries a stasis field and refractor field defences, and his weaponry includes a bolt pistol, auto-pistol, laspistol, power sword and three Jokaero digital weapons (1 each of laser, needler and flamer). Additional equipment includes a communicator, bio-scanner, nose filters, photochromatic eye drops, an immune injector, infra-vision contacts, chemicals for the Jokaero needler, a rad-counter, a stimulant chemical, a syn-skin applicator and sufficient chemical for 3 uses, 3 suspensors and web solvent.

Weapon generation. A Rogue Trader's personal equipment is likely to be extensive and can be generated as follows.

Chart 1 - Pistols

D4 of the following

Auto-pistol	01-10
Bolt pistol	11-50
Hand flamer	51-60
Laspistol	61-70
Needler	71-75 + chemicals
Neuro disruptor	76-80
Plasma pistol	81-90
Webber	91-00 + chemicals

Chart 2 - Jokaero digital weapons

D4 of the following with a 10% chance of a further D6

Flamer	01-33
Laser	34-66
Needler	67-00
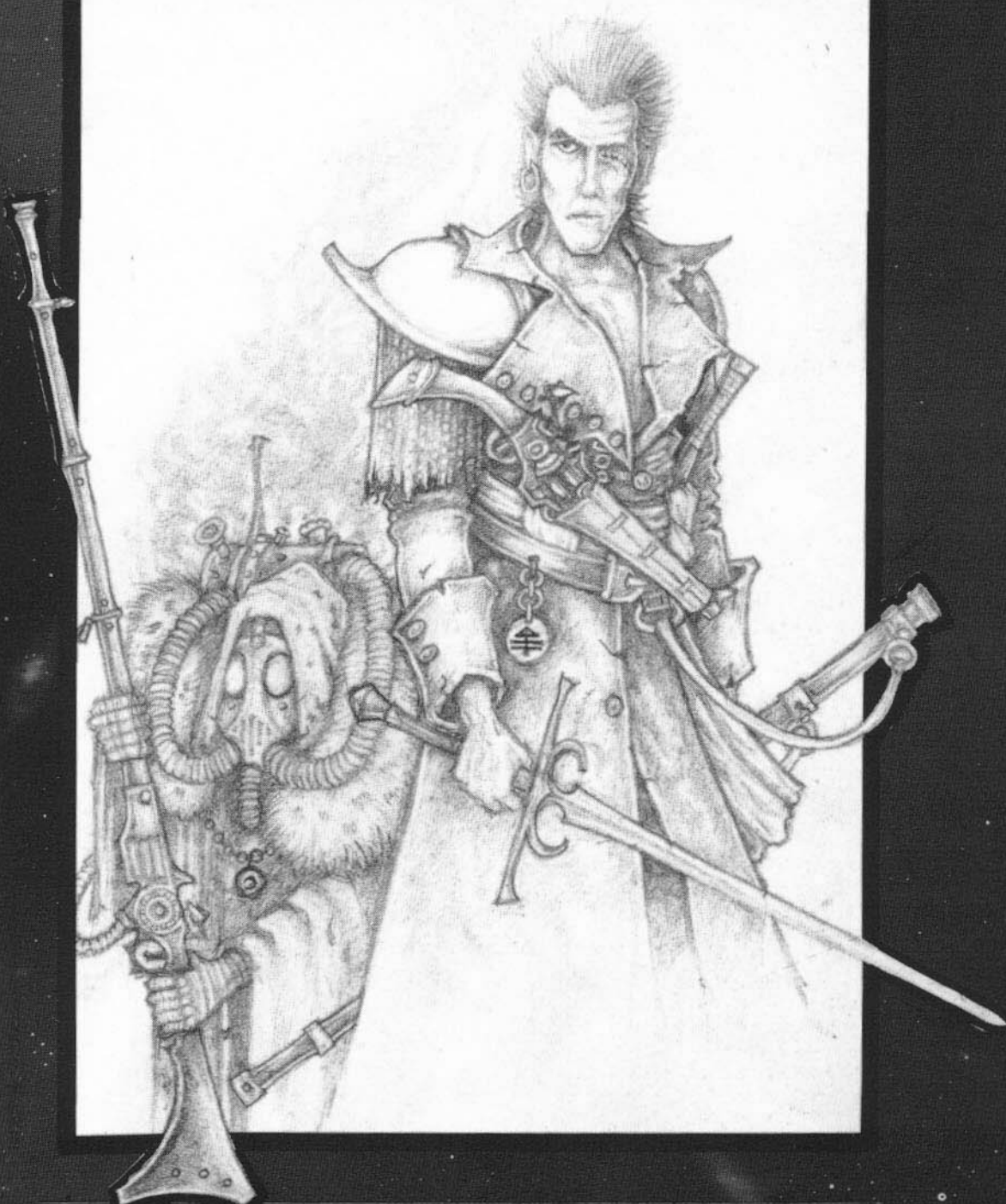
BEWARE!

Citizens of Logans World be warned that, during a brief lull in the warp-storm, the renegade *Myron Jubalgunn* arrived upon your planet in concert with a dangerous alien of unknown origin. The presence of these criminals upon Logans World constitutes a threat to all its inhabitants and to true men everywhere. Citizens withholding information about these enemies of the Imperium shall suffer the undiminished wrath of the Master of Mankind.

Inquisitor Toulon Hess
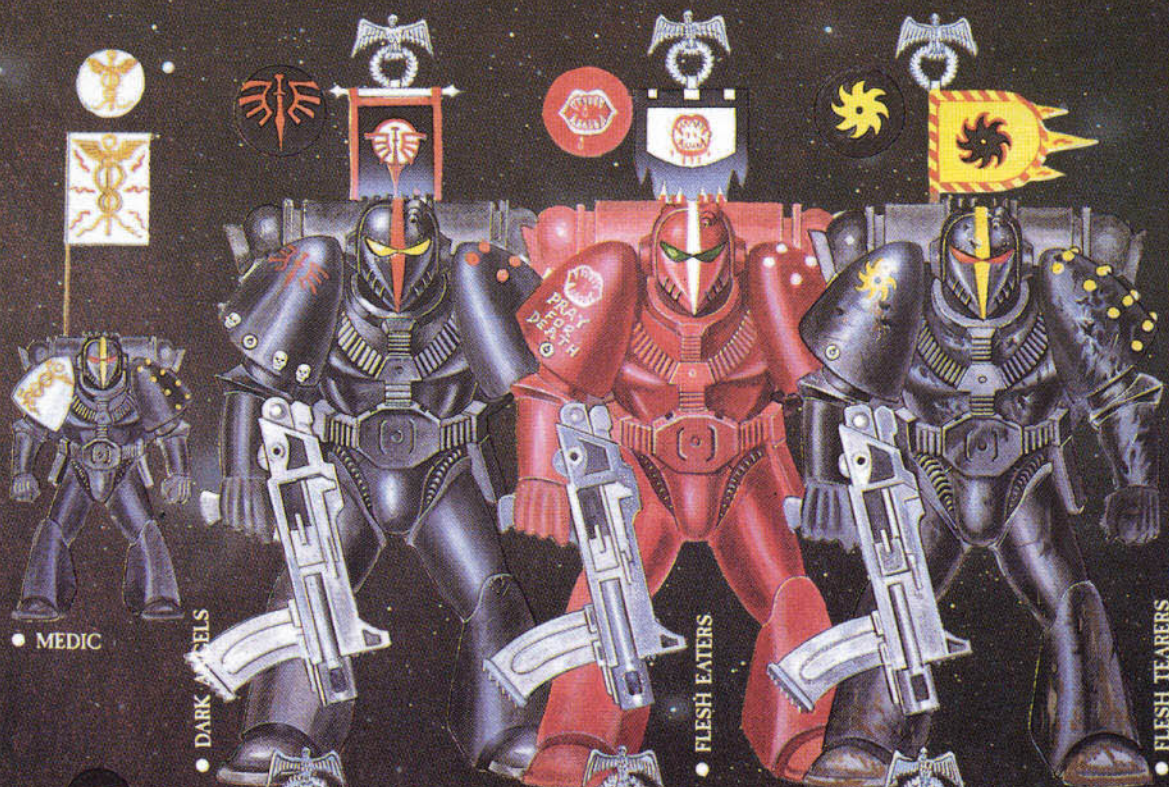
● MEDIC

● DARK ANGELS

● FLESH EATERS

● FLESH TEARERS
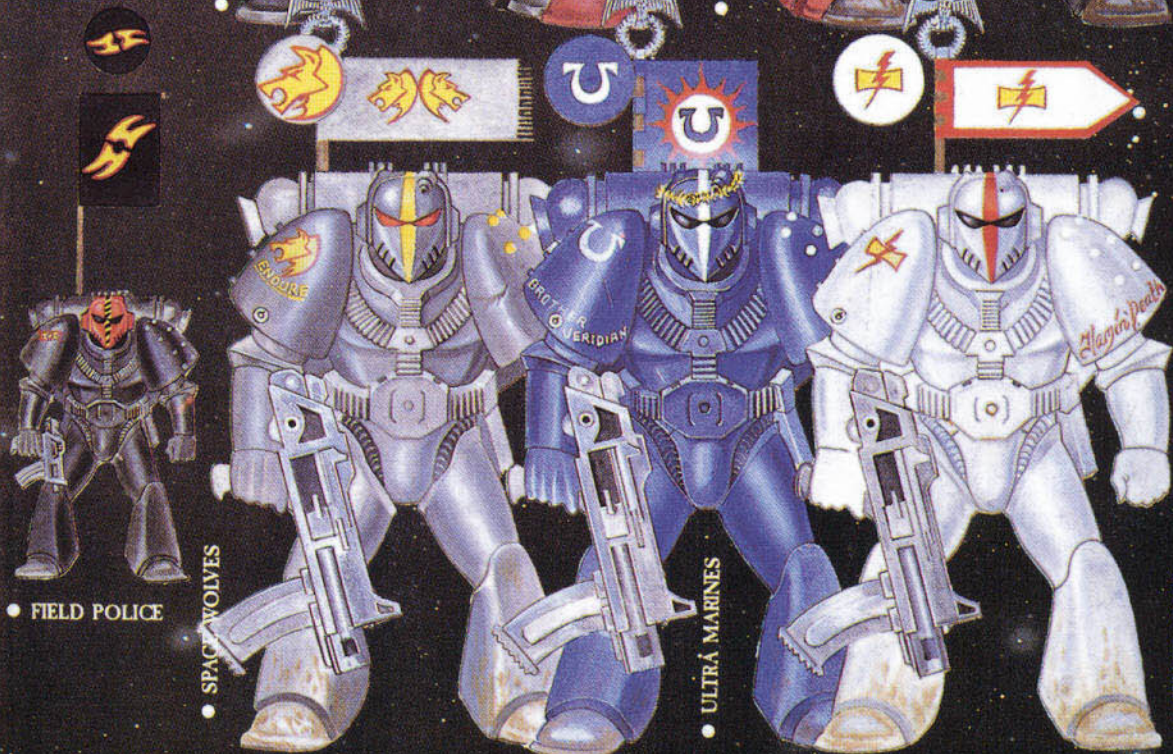
● FIELD POLICE

● SPACE WOLVES

● ULTRA MARINES

● WHITE SCARS

● Implanted studs indicated 10 years service per stud.

| ● Trooper | ● Trooper Veteran | ● Sergeant | ● Sergeant Veteran | ● Captain | ● Captain Veteran | ● Field Police |

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BLOOD ANGELS

BLOOD DRINKERS

CRIMSON FISTS

CHAPLAIN

IRON HANDS

RAINBOW WARRIORS

SILVER SKULLS

• SERGEANT

• Chapter Badge

• Rank

• Equipment

• Bolter

• Hvy
Bolter

• Flamer

• Beamer

• Graviton

• VETERAN

• IMPERIAL COMMANDER

• CAPTAIN

Chart 3 - Close combat weapons

D3 of the following

Chainsword	01-15
Power axe	16-20
Power glove	21-40
Power sword	41-80
Sword	81-00

Chart 4 - Armour

1 of the following

Flak	01-10
Mesh	11-20
Carapace	21-30
Powered	31-00

Chart 5 - Armour energy fields

D4 of the following

Conversion	01-25
Displacer	26-40
Stasis	41-60
Distort	61-00

Chart 6 - Additional equipment

The stated % chance of each of the following

Bio-scanner	90% chance
Breathing apparatus	90% chance
	01-50 filters
	51-75 gills
	76-80 mask
	81-00 respirator (implant)
Cameleoline	50% chance cloak/tabard
Communicator	Always
Energy-scanner	90% chance
Eye protection	90% chance
	01-10 visor
	11-45 contacts
	46-75 drops
	76-00 injection
Flight pack	Unlikely to be worn as a matter of course - but always available
Immune	75% chance - D6 doses
Infra-vision	75% chance
	01-50 surgery
	51-75 visor
	76-00 contacts
Rad-counter	75% chance
Rad suit	10% chance - usually packed away
Stimulant	95% chance - 5D6 doses
Stumm antidote	50% chance - D6 uses
Syn-skin	25% chance - D6 uses
Suspensors	50% chance - D4
Teleport homer	1 if teleported down
Web solvent	Always if webber carried - otherwise 90% D6 uses

This is personal equipment. The equipment carried aboard ship would include at least one example of every item of equipment, including vehicles.

Retinue. Rogue Traders do not take to the empty voids of space alone - each commands a small fleet, a contingent of warriors, settlers, and all manner of support personnel. With them go supplies to last for several years, vehicles, prefabricated research stations, housing, transport, weaponry, etc. A typical retinue would be an entire company of Space Marines (100 warriors) plus two companies of ordinary imperial troops all with standard vehicles and auxiliary equipment. These can be generated in the normal manner should you wish.

● THE ASSASSINS

The very size of the Imperium means that planetary government is frequently left to its own devices, often for centuries. The imperial administration may call in perhaps only every ten or twenty years to collect taxes or tithes. Sometimes even this becomes impossible due to warp storms, or pressing business elsewhere. As a result planetary government sometimes breaks down, or a planetary governor may start to think he can do without the protection of the Imperium, sometimes standard anti-psyker routines are allowed to slip, and imperial taxes are forgotten. Bringing wayward planets back into the imperial fold can be achieved in many ways. Outright war is one (much favoured) method, extermination is another. At the other end of the scale it may sometimes be beneficial to court a governor by diplomatic means, perhaps support his rivals or infiltrate anti-government, pro-imperial organisations. If a planet can be restored to the Imperium by clever diplomacy an expensive, troublesome and destructive war will be avoided. Imperial agents are fully versed in all the tricks of diplomacy, including clandestine ones such as bribery, popular agitation, economic sabotage, terrorism, torture, murder and assassination.

The Assassin is one of the most useful of these diplomatic agents. His job is simple, he is there to eliminate key individuals among the opposition. Sometimes a rebellion centres around a single personality, and a planet can be brought to heel by that person's death or disappearance. If done cleverly, a rebel leader can be quietly slain and replaced by an exact duplicate. Assassins may even provide such a duplicate themselves, as they are able to change their physical appearance using the shape changing drug *polymorphine*. Assassins are masters of disguise, and can assume almost any human shape as well as that of some aliens. They are trained to use the protective black syn-skin, the synthetic skin layer that protects the Assassin from the environment as well as feeding sense enhancing chemicals into his body.

Assassins are recruited from the feral worlds as infants and undergo ten years extensive training at the School of Assassins on Earth, from then on they continue to live at and operate from the secret headquarters of the Assassins said to lie somewhere on the imperial planet. This is one of the Imperium's better known 'secret' divisions of the Adeptus Terra. Here the prospective Assassin is put through a decade of gruelling tests, receiving psychic implants to heighten senses and strengthen resolve, as well as sub-muscular acoustic surgery to enable him to survive the use of the shape-altering drug polymorphine. Every Assassin must master the weaponry and equipment of his trade, he must know how to drive and maintain all kinds of vehicle from a bike to a spaceship, he must be a technological expert, and he must have professorial knowledge of the Imperium's history, organisation and languages. This is a tall order by anybody's standards, and not all young recruits survive their training.

Profile. Once he has emerged from training, an Assassin will have characteristics equivalent to at least a *minor hero*.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Fighting Characteristics									**Personal Characteristics**			
	4	5	5	4	4	2	5	2	8	8	8	8

A basic level Assassin can also be randomly generated with 4D6 *advance points*. Most Assassins would be more powerful than this, however, and can be randomly generated. Roll a D4 to determine *advance points*.

1	4D6
2	5D6
3	6D6
4	7D6

Then allocate the points randomly as described under *Personalities* in the *Combat* section. An Assassin has a 25% chance of having
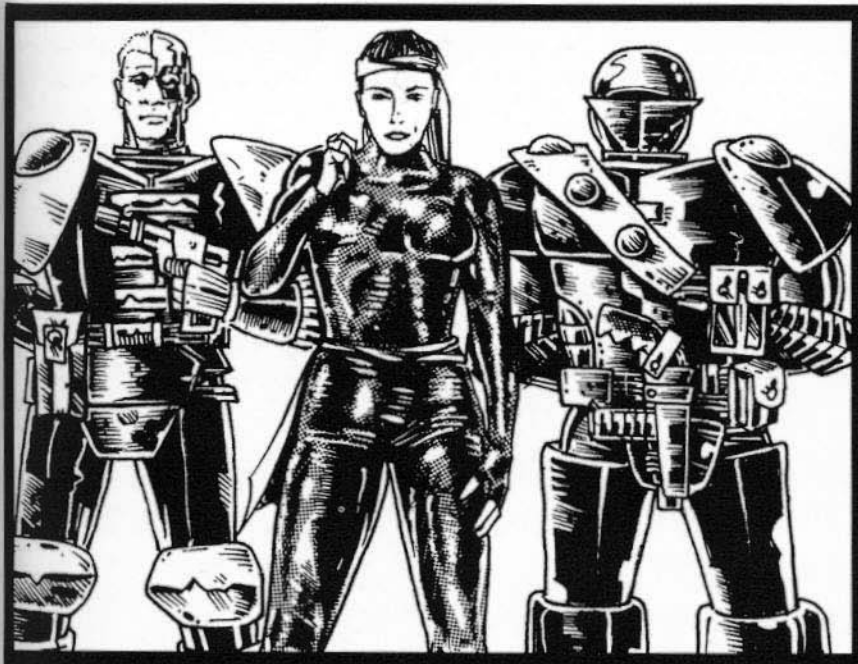
psychic powers (always considered to be protected from psychic aliens). Navigators are sometimes recruited into the Assassins and there is a 5% chance of an Assassin being a Navigator.

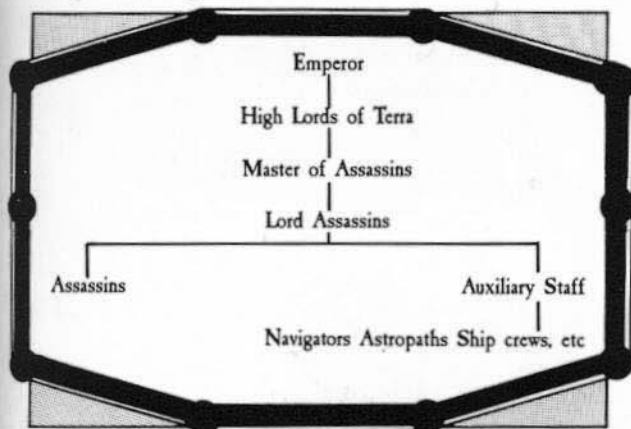**Organisation.** The Assassins are based at their secret headquarters somewhere on Earth. Their leader is the Master of Assassins, a mysterious figure, never seen by ordinary members of the priesthood, but rumoured to have personal access to the High Lords of Terra, if not the Emperor himself. His loyalty to the Emperor must be beyond doubt, for he single-handedly controls an organisation that could feasibly topple even the Imperium should he so wish. The organisation includes a number of ancillary staff, as well as Astropaths, Navigators and other servants. Although not Assassins as such, these characters live entirely within the organisation, and have no contact with the outside world. The Assassins themselves are stratified into Lord Assassins who are no longer involved directly in their work, but plan, organise, research and watch over missions for the younger Assassins. The bulk of Assassins are unranked, although some are obviously more experienced agents than others.

```
                    Emperor
                       |
              High Lords of Terra
                       |
              Master of Assassins
                       |
                 Lord Assassins
                 |            |
    Assassins                    Auxiliary Staff
                                      |
                  Navigators Astropaths Ship crews, etc
```

Equipment. Assassins have access to all equipment. Jokaero digital weapons are much favoured, polymorphine and syn-skin are almost mandatory. Armour is not usually worn because it is inappropriate to most of the situations in which an Assassin operates. Where needed, armour is available.

A typical Assassin. Camaru was taken from her parents at the age of three, and now only vaguely recalls her early life amongst the stone-age hunters of the Cristo system. Distinguishing herself amongst her fellow would-be Assassins, she quickly progressed to the full status of a trained Assassin, undertaking her first mission at the age of sixteen. She was part of a three-man hit squad aboard an imperial transport. Their mission was to make sure the craft disappeared, taking with it certain junior members of the priesthood suspected of being under alien domination. Thanks to Camaru's quick thinking and fast reactions, all three of the Assassins managed to escape the spacecraft once it was discovered that a Vampire was on board and all the crew were under its evil influence. Taking to a life raft only moments before exploding a melta-bomb, the trio drifted helplessly in space for almost a month before being picked up. Only self-induced hibernation saved their lives. Camaru is tall, well muscled and, like all Assassins, extremely strong and athletic. She is pictured here as she appeared before the rebellious Lord of Okku, a treacherous Imperial Commander who was selling his subjects to the Ork stellar-slavers for personal wealth. The Lord of Okku did not benefit from the meeting, his tongue cut from his head, he was the last Okkurian to be sold to the Ork slavers. Camaru wears black syn-skin, around her waist she has wound a scarlet sash concealing a knife, bio-scanner, communicator, sufficient phials of polymorphine for 3 uses, syn-skin solvent, and a garrotte. She carries ten Jokaero digital weapons (1 on each finger); 3 flamers, 3 needlers and 4 lasers. The needlers are all loaded with deadly poison. Around her head Camaru wears a white scarf secreting yet another garrotte.

Weapon generation. An Assassin's armament can be randomly generated from the charts below. This will provide a variety of weapons, some of which can be discarded at the player's discretion.

Chart 1 - Pistol

D4 of the following

Auto-pistol	01-10
Bolt pistol	11-50
Hand flamer	51-60
Laspistol	61-70
Needler	71-75 + chemicals
Neuro disruptor	76-80
Plasma pistol	81-90
Webber	91-00 + chemicals

Chart 2 - Jokaero digital weapons

D4 of the following plus a 10% chance of a further D6

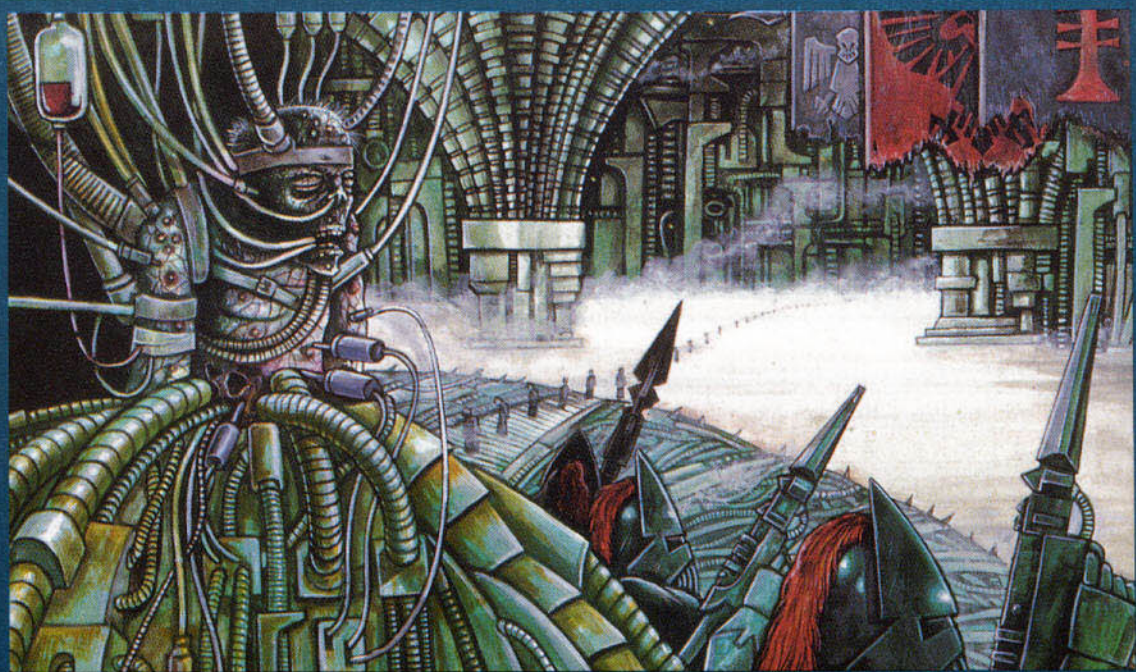|	
Flamer	01-33
Laser	34-66
Needler	67-00

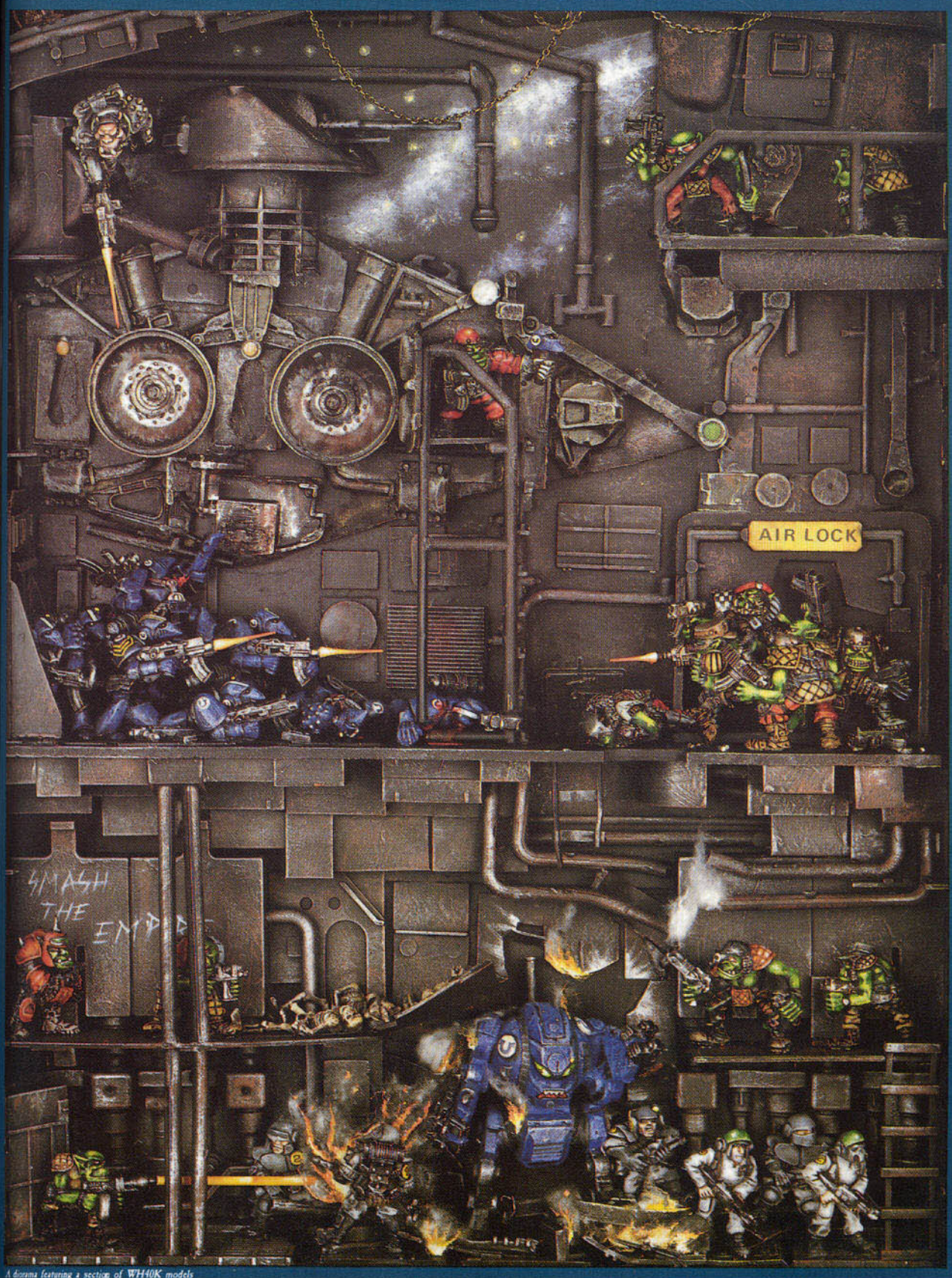A Space Marine stalks his prey

Marines are humanity's toughest warriors

Human renegades

The Emperor's Palace

A diorama featuring a section of WH40K models

Chart 3 - Close combat weapons

D4 of the following

Chainsword	01-15
Power axe	16-20
Power glove	21-40
Power sword	41-80
Sword	81-00

Chart 4 - Grenades

2D6 randomly generated grenades (use chart in *Profiles* section).

Chart 5 - Armour

25% chance of 1 of the following

Flak	01-25
Mesh	26-40
Carapace	41-60
Powered	61-00

Chart 6 - Armour energy fields

D4 of the following units

Conversion	01-25
Displacer	26-40
Stasis	41-60
Distort	61-00

Chart 7 - Additional equipment

The following % chance of each item

Bio-scanner	90% chance
Breathing apparatus	90% chance
	01-50 filters
	51-75 gills
	76-80 mask
	81-00 respirator (implant)
Cameleoline	90% chance - cloak
Communicator	Always
Energy-scanner	90% chance
Eye-protection	90% chance
	01-50 surgery
	51-75 visor
	76-00 contacts
Polymorphine drug	90% chance - D6 uses
Rad counter	75% chance
Rad suit	10% chance - usually packed away
Stimulant	95% chance - 5D6 doses
Stumm antidote	50% chance - D6 uses
Syn-skin	Always - D6 uses
Suspensors	50% chance - D4
Teleport homer	1 if teleported down
Web solvent	Always if webber carried - otherwise 90% chance of D6 uses

● ABHUMANS

Abhumans are creatures evolved from human stock, but changed or mutated to a greater or lesser degree. They differ from ordinary mutants in that they conform to a recognisable physical standard, breed true, and are no more prone than normal humans to further mutation. There are many millions of these creatures living within the Imperium, and they are tolerated or exploited by the authorities very much like the rest of the population. It is rare for abhumans to reach positions of great power within the imperial hierarchy, and many forms are subject to popular derision, fear or prejudice. They are recruited into the armies, fleets and other imperial services (although not the Marines). In the army they are often placed in companies, or squads, along with other abhumans, and segregated from human warriors.

Abhumans have their own distinct profiles. However, their equipment, dress and other details will tend to follow the standard for the organisation to which they belong, be it the army, the priesthood, Inquisition, etc.

● BEASTMEN - HOMO SAPIENS VARIATUS

The popular term *Beastman* is used to describe mutations of the human stock which combine the physical appearances of humans and animals, usually goats. Beastmen do not necessarily look alike, and different animal traits can manifest themselves, but apart from this they are genetically fairly stable, and are considered to be a form of abhuman rather than an unpredictable mutation. In temperament as well as appearance they are often bestial, having a reputation for crudity, aggression and indiscipline. Companies of Beastmen in the imperial army are regarded as useful fighters, and are ideal for suicidal assaults where brawn rather than brains is required. Other warriors dislike them as they are rowdy and insanitary.

	Fighting Characteristics								Personal Characteristics			
	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
	4	4	3	3	4	1	3	1	7	6	7	6

This represents an average Beastman. Personalities can be generated from this in the same way as for other humans and aliens. The standard profiles for Beastman personality types is given below.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Champion	4	5	4	4	4	1	4	1	7	6	7	6
Minor hero	4	6	5	4	5	2	5	2	8	7	8	7
Major hero	4	7	6	4	5	3	6	3	9	8	9	8

Beastmen personalities can be created using any of the methods discussed in the *Personalities* section of *Combat*. The maximum values for non-psychics is that of the *major hero*. Beastmen personalities have a 3% chance of having psychic abilities.

● HALFLINGS - HOMO SAPIENS MINIMUS

Halflings are the smallest of all abhumans - their ancestors having become stunted by thousands of years of inbreeding upon worlds with naturally soporific climates and abundant harvests. They rarely reach 1.3 metres in height and tend to be dumpy, although not especially strong or muscular. They are idle, hedonistic, gregarious, over-friendly and sexually promiscuous. Their size and temperament does not accord well with the warrior ideal, though they do fight in the armies of the Imperium where necessary. Most of their home worlds are agricultural planets or small, self-supporting, medieval worlds. Their lives are spent eating until sick, drinking copious amounts of intoxicating liquid, and procreating uncontrollably. These small, loud, hungry and lecherous creatures call themselves Halflings - but other humans know them as Runtlings, Stunties and Ratlings (amongst other things). They have earned themselves a role amongst the stars working on spacecraft as cabin crew and runarounds, in which capacities their size and ability to live happily in cramped conditions make them ideally suited.

	Fighting Characteristics								Personal Characteristics			
	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
	3	2	4	2	2	1	5	1	6	7	6	8

This is the profile for an average Halfling. Personalities can be generated from this in the same way as for other humans and aliens. The standard profiles for Halfling personalities are given below.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Champion	3	3	5	3	2	1	6	1	6	7	6	8
Minor hero	3	4	6	3	3	2	7	2	7	8	7	9
Major hero	3	5	7	3	3	3	8	3	8	9	8	10

Halfling personalities can be created using any of the methods discussed in the *Personalities* section of *Combat*. The maximum characteristic values are those of the *major hero*.

Halfling personalities can be created using any of the methods discussed in the *Personalities* section of *Combat*. The maximum characteristic values are those of the *major hero*.

It is rare, though not unknown, for Halflings to develop psychic powers. A Halfling personality has a 1% chance of having psychic powers.

OGRYNS -
HOMO SAPIENS GIGANTUS

On many worlds the human stock has mutated into a larger, bulkier, but less intelligent form. This is especially common on high gravity worlds but can occur anywhere, apparently as a standard variant on the human type. These creatures are always large, 2½-3 metres being average. Appearance varies from world to world, some forms being large, rotund and flabby, others equally large but well-muscled and tough. Generally, their appearance is one of obese stupidity, factors which have earned them the names of Fats, Flabs and Slobs. Although Ogryns rarely reach the heights of imperial administration, they have their uses, especially in the army where their large size and lack of intellectual curiosity make them ideal warriors.

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
6	3	2	4	5	3	3	2	5	4	5	7

This is the profile for an average Ogryn. Personalities can be generated from this in the same way for other humans and aliens. The standard profiles for Ogryn personalities are given below.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Champion	6	4	3	5	5	3	4	2	5	4	5	7
Minor hero	6	5	4	5	6	4	5	3	6	5	6	8
Major hero	6	6	5	5	6	5	6	4	7	6	7	9

Ogryn personalities can be created using any of the methods discussed in the *personalities* section of *Combat* - the maximum characteristic values are those of the *major hero*.

Ogryns are notoriously prosaic creatures and do not, as a rule, develop psychic powers.

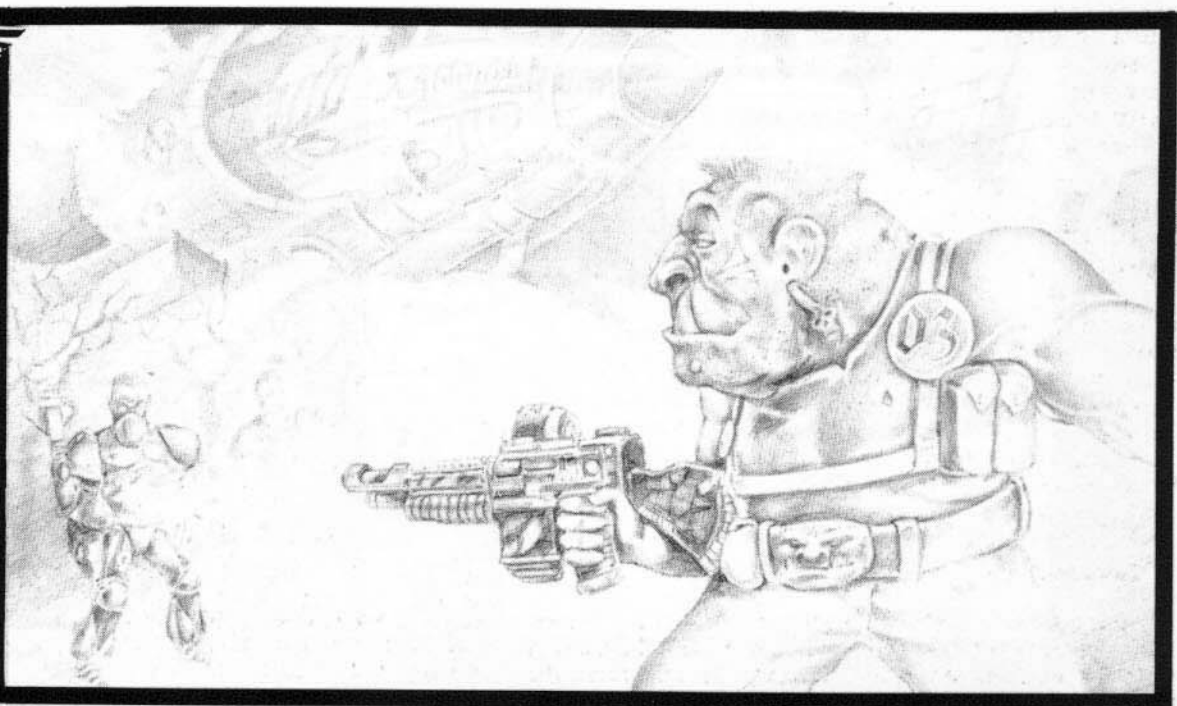# SQUATS -
HOMO SAPIENS ROTUNDUS

Generations of life on high-gravity worlds has caused changes in the physique of long-established humanoid populations. They have a tendency to become short (averaging 1.4 metres), but also very squat, bull-necked and generally muscular. Humans of this appearance are known as Squats - but also as Dwarfs and by other often less than complimentary names. Along with physical changes, Squats have associated psychological adaptations which make them extremely practical and skilful with weapons and technical equipment. They are also very abrupt, taciturn and difficult to befriend, preferring the company of other Squats. They are especially intolerant of aliens, especially Orks who they loathe and despise. In the Imperium, Squats are the only abhuman type commonly seen occupying positions of authority, even entering the priesthood and the ranks of the Inquisition. They are tough fighters, and are regarded by many as the most reliable warriors in the army.

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
3	4	3	3	4	1	2	1	9	7	9	9

This is the profile of an average Squat. Because Squats are small, but extremely tough and resilient, they are able to carry a considerable weight without it affecting them. So, a Squat can carry up to 2" *movement penalty's* worth of *heavy* equipment without penalty. A Squat carrying equipment with a normal penalty of 2½", for example, will only suffer a penalty of ½", giving an actual move of 3 - ½" = 2½".

Over the years Squats have developed a distinct racial dislike for Orks and Gretchins - feelings generated as a result of numberless wars and atrocities by the races concerned. Their natural aggression and lack of patience has caused them to become involved in many long and arduous conflicts, especially against the Orks. Squats are subject to psychological *hatred* of Orks and Gretchins. Selected units can be subject to *hatred* against other alien types too. This is left for the GM to decide before the game, or can be regarded as a 10% chance of *hating* the enemy to be fought.

Personalities can be generated from the basic profile in the same way as for other humans and aliens. The standard profiles for Squat personalities are given below.

175

Dib dib dib,
dob dob dob.

Army sentries from a Squat unit

Squats are a common human variant or 'morph'

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Champion	3	5	4	4	4	1	3	1	9	7	9	9
Minor hero	3	6	5	4	5	2	4	2	10	8	10	10
Major hero	3	7	6	4	5	3	5	3	10	9	10	10

Squat personalities can be created using any of the methods discussed in the *Personalities* section of *Combat* - the maximum characteristic values are those given for the *major hero*.

Squat personalities have a 3% chance of having psychic powers, but they have a marked tendency to be less powerful than other human psykers. This is reflected in their *psi-level*, which is only half that of a standard human.
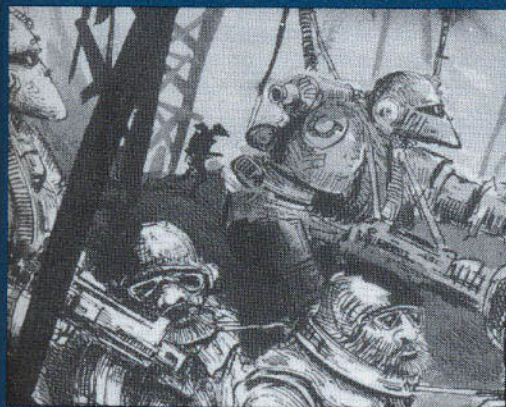
Mastery	Psi-level	Random Psi-level
Mastery 1	5	D6+1
Mastery 2	10	3D6
Mastery 3	15	4D6
Mastery 4	20	6D6

Squats make taciturn warriors

The spoils of war - slaves

A selection of Squat models

● THE ELDAR RACE AND THE CRAFT-WORLDS

Of all the galaxy's ancient races the Eldar most closely resemble mankind. Averaging just over two metres they are a little taller than humans, more slightly built and more delicately featured. In human terms most Eldar are radiantly beautiful. Skin colour is pale, in some cases almost white. Their ears are delicately pointed, but otherwise there is little physical difference between Eldar and humans. Indeed, the two races are genetically so close that it is even possible for them to interbreed. Viable offspring are rare but not unheard of, combining the physical appearance and mental attributes of both races. Several theories have been advanced to explain the physical traits shared with humans, the most commonly held of which is that the two share a common ancestor. The truth will in all probability never be known.
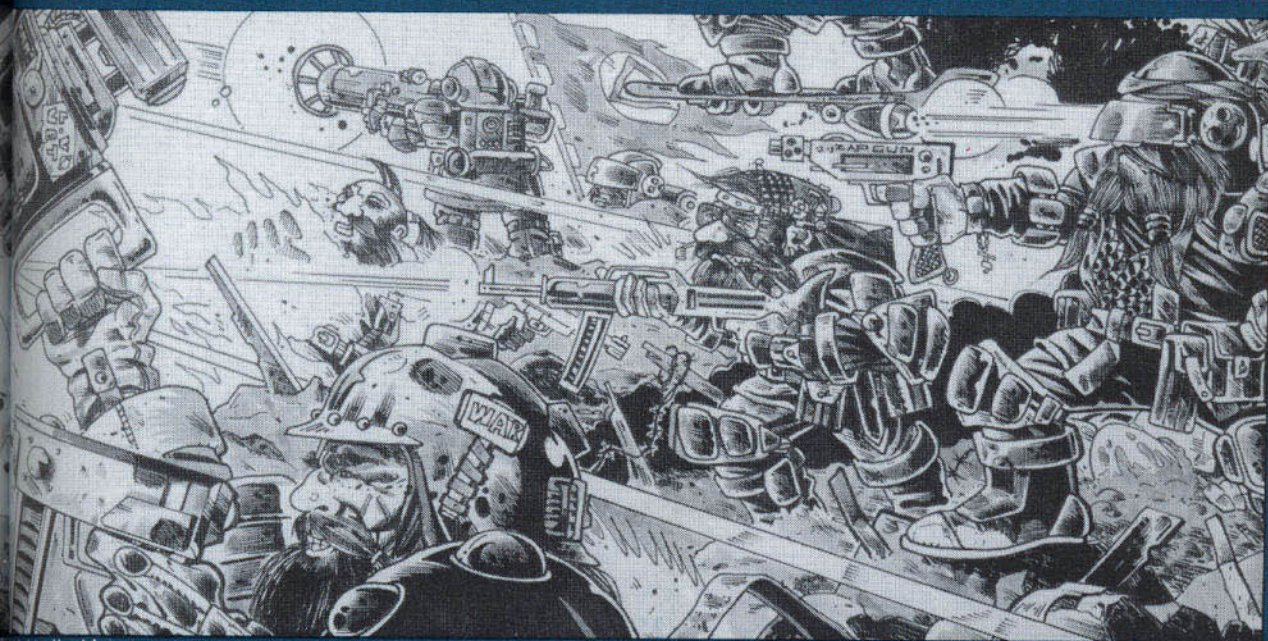

Squats defend a vital bridge

the stubborn behaviour

The Eldar are almost unique in that they inhabit no worlds. Instead they live in great craft-worlds, huge spacecraft tens of miles across and usually circular in shape. Each craft is an independent Eldar nation, with its own culture, leaders, history, traditions and attitudes to other races. Each is home to several thousand Eldar - often as many as ten thousand individuals. Craft-worlds travel only very slowly, drifting the currents of space or running before the solar winds, their great sails billowing before them. Inside the craft-world thousands of miles of tunnels and passages connect palaces, huge artificial gardens, wilderness caverns miles across and sealed factory areas where material goods are produced, and air and wastes recycled. Sometimes a craft will orbit a star for years, or journey to a planet for some specific reason; mostly, however, craft-worlds drift aimlessly through the voids of space, self-sufficient and altogether heedless of other races and worlds. Although craft-worlds do have their own spacecraft these are incapable of faster than light travel and are used only for investigating local planetary bodies or inspecting the fabric of the craft's solar sails. Yet the Eldar do travel throughout the galaxy and are frequently encountered as traders and merchants on human worlds. They are able to move from world to world by means of an amazing system of warp-gates. Gates are hyper-spatial tunnels leading directly from one part of the galaxy to another. All Eldar craft-worlds are known to have warp-gates situated inside, leading to worlds throughout the Imperium and beyond. Some gates connect to other craft-worlds, or to void areas of space. A typical craft-world has thousands of these gates - although not all may be functional at any given time. Normally it is only the Eldar who are able to use these gates, most of which must be opened by a special 'key' or series of keys carried by Eldar travellers. The extent of the warp-gate system is a matter of conjecture, but it must be very vast to enable the Eldar to move so freely from one place to another.

The Eldar are clever traders and are unusual in that their craft-world societies need very little from the rest of the universe. Many trade not out of necessity but simply as entertainment or as a means to travel amongst alien societies. For many Eldar the peaceful, idyllic monotony of the craft-worlds becomes so dull and uninspiring that they are driven to associate with other, younger and more hot-blooded races. Aside from the traders and merchants, there are some Eldar who throw themselves wholeheartedly into alien society, becoming adventurers or mercenaries.

Adventurers, as individuals or small groups, are not uncommon in the Imperium. They are tolerated by most authorities, and always attract a good deal of attention. Occasionally they will take employment as bounty-hunters, treasure seekers or warriors. Larger groups of Eldar sometimes organise themselves into mercenary bands, which are both feared and respected. Mercenaries are unwelcome on peaceful, well-ordered planets, but are often sought and employed by malcontent factions, warring Imperial Commanders, or even as protection against alien raiders. The most famous, or rather infamous, mercenaries are composed of renegades from Eldar society; the psychotic, the malcontent, murderous or evil; characters at odds with their kin and shunned by other Eldar they may meet. Such groups may even turn to piracy, becoming enemies of the Imperium and humanity.

Relations between the craft-worlds are sometimes good, sometimes non-existant and occasionally hostile so that Eldar from one craft-world will ignore or even attack Eldar from a rival craft. All this can appear very mysterious to humans. Eldar are usually secretive about their homes and history, and are generally unwilling to discuss details of their society with aliens. Whilst they share a common heritage and language, the social aspects of each craft-world vary a great deal. Eldar legends tell of craft worlds lost for millennia, and who is to say what direction these societies may have taken? However, most Eldar societies seem to be aristocratic. Many of the Eldar adventurers encountered in human space claim titles of one sort or another whereas malcontents often claim to have been disinherited or cheated of a rightful title.

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	4	4	3	3	1	6	1	8	9	9	8

This is the basic profile for Eldar. Personalities can be generated from this in the same way as for humans and other aliens. The chart below summarises the standard personality profiles. These can be used instead of randomly generating characters if you wish.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Champion	4	5	5	4	3	1	7	1	8	9	9	8
Minor hero	4	6	6	4	4	2	8	2	9	10	10	9
Major hero	4	7	7	4	4	3	9	3	10	10	10	10

Eldar are a psychically sensitive race, and a fair proportion of them develop psychic powers as they mature. The chance of an Eldar personality having psychic powers is 75%.

All Eldar share a racial trait called *infra-vision*. This functions in exactly the same way as an infra-vision visor, allowing an Eldar to perceive radiation from a wider spectrum than other creatures. This enables them to see in the dark as if it were normal daylight.

Organisation. Few craft-worlds have armies as such, and the most common organisation amongst mercenary bands is based around squads of 5 warriors, ten squads making a company led by a Captain. The size of a company can vary a great deal, however, including more or less squads. Company leaders are the highest recognised rank. The natural aristocratic ranking provides leaders of various levels.

Equipment. The Eldar have access to every manner of equipment, including much of the rarer and more expensive gear generally unavailable to most aliens. Eldar tend to be self-equipped or equipped by a patron in the case of mercenary units. For defence they favour a combination of mesh armour and refractor fields, sometimes a shield is carried in addition. Helmets are frequently very ornate, and include a built-in communicator, breathing mask and photochromatic visor. Weaponry usually includes at least one long knife and one other weapon, often a shuriken catapult. Other favoured main armament includes lasguns, melta-guns and needlers. Some Eldar are especially fond of flamers and plasma guns.

Typical squad - mercenary Eldar. A typical squad of mercenary Eldar comprises five warriors including a squad leader. All are equipped in finely decorated mesh armour and carry a refractor field device. Their helmets include photochromatic visors, communicators and breathing masks.

The squad leader carries a shield with built-in laspistol, an additional laspistol at his belt and a shuriken catapult. Of the remaining troops, three carry shuriken catapults while the fourth carries a special weapon, typically a las-cannon or a melta-gun. All have long knives and carry laspistols.

Typical squad - Eldar pirates. Eldar who turn to piracy often include the worst elements of the race; misfits, lunatics, sadists and the seriously disturbed. A typical squad of pirates numbers 5 warriors equipped with mesh armour and carrying a refractor field defence device. Some piratical groups adopt deliberately awesome dress, with all kinds of weird, convoluted and distorted designs. Each pirate's dress may also echo some theme, for example a screaming face, a howling wolf or throttling hands. The helmet includes a communicator, photochromatic visor and breathing mask.

Weaponry includes long knives throughout. The squad leader may carry a brace of laspistols, or hand flamers, in addition to his main armament of a plasma gun or flamer. Three warriors have shuriken catapults, and the remaining warrior carries a special weapon. Favoured special weapons are the flamer, melta-gun, heavy plasma gun and multi-melta.

Uniforms. Uniforms are not common, although in some cases a company will be equipped by a single patron and will then present a fairly homogenous appearance. Although uniforms in the strict sense are rare, racial taste does dictate colours to some extent. Eldar clothing and equipment is often bright and features an amazing variety of texture and pattern. Mercenary and pirate groups prefer dark colours - black, dark blue, dark green, purple, etc.

Weapon generation - Eldar adventurer. An Eldar adventurer wouldn't launch himself upon a hostile universe without taking along a few precautionary measures. As individuals, their equipment can include anything - but the charts presented here will give a typical range of weapons and gear.

Chart 1 - Pistols
2 of the following

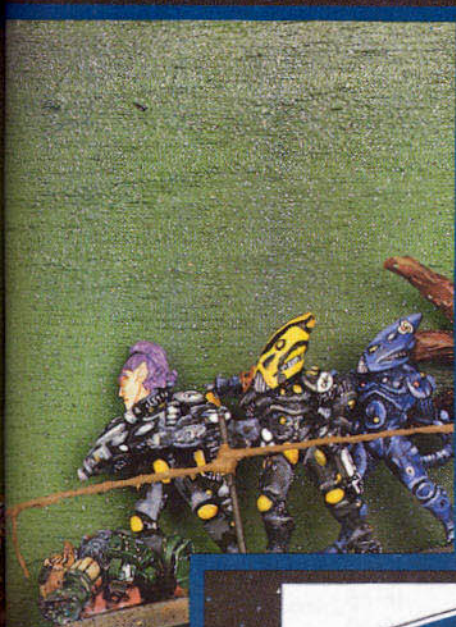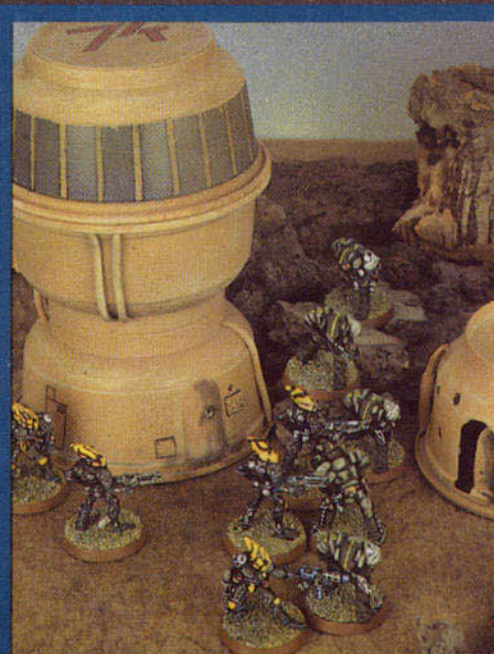|	
Auto-pistol	01-10
Bolt pistol	11-50
Hand flamer	51-60
Laspistol	61-70
Needler	71-75 + chemicals
Neuro disruptor	76-80
Plasma pistol	81-90
Webber	91-00
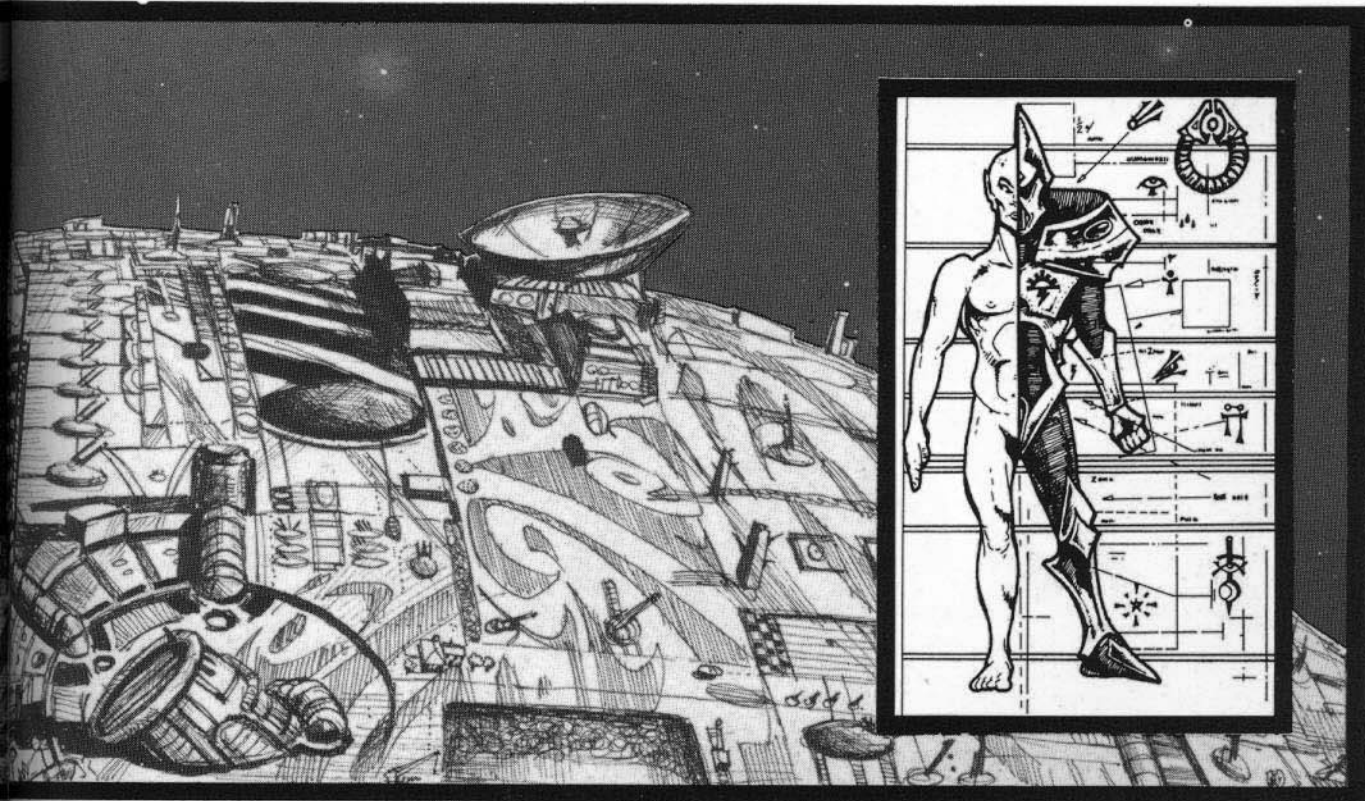
Eldar buccaneers in action against a contingent of imperial

Eldar mercenary warriors showing typical armour and equipment

Eldar mercenaries can be hired by any human governor or rebel with sufficient money and no scruples. These inhuman warriors are renegades amongst their own kind: murderers, psychotics, criminals and anarchists. Only desperate men would stoop to employing Eldar mercenaries. Those who do so inevitably come to have regret their action. These sell-swords owe nothing to anyone, and are quite happy to switch sides or pursue their own objectives when the opportunity arises.

Communicator

Company Symbol

Company Leader

Breathing Mask

PIRATE

MERCENARY

1 VOID DRAGONS
2 WARP HUNTERS
3 SUNBLITZ BROTHERHOOD
4 ELDRITCH RAIDERS
5 STEELEYE REAVERS

NOW

KIL KIL KIL

Eldar skirmishing around a small building complex

Better crippled in body than corrupt in mind.

Chart 2 - Jokaero digital weapons
1 of the following

Flamer	01-33
Laser	34-66
Needler	67-00

Chart 3 - Close combat weapons
1 of the following

Chainsword	01-15
Power axe	16-20
Power glove	21-40
Power sword	41-80
Sword	81-00

Chart 4 - Grenades
D6 randomly generated grenades from the following list

Anti-plant	01-02
Blind	03-05
Choke	06-10
Crack	11-20
Frag	21-30
Hallucinogen	31-35
Haywire	36-40
Knock-out	41-45
Melta-bomb	46-55
Photon	56-60
Plasma	61-63
Psyk-out	64-65
Rad	66-68
Scare gas	69-73
Smoke	74-80
Stumm	*81-85*
Tanglefoot	86-93
Toxin	94-96
Virus	97-99
Vortex	00

Chart 5 - Armour
1 of the following

Flak	01-10
Mesh	11-70
Carapace	71-90
Powered	91-00

Chart 6 - Armour energy fields
1 of the following

Conversion	01-20
Displacer	21-30
Refractor	31-80
Stasis	81-00

Chart 7 - Additional equipment
The given % chance of each of the following

Bio-scanner	90% chance
Breathing apparatus	90% chance
	01-50 filters
	51-75 gills
	76-80 mask
	81-00 respirator (implant)
Cameleoline	50% chance cloak/tabard
Communicator	Always
Energy-scanner	90% chance
Eye-protection	90% chance
	01-10 visor
	11-45 contacts
	46-75 drops
	76-00 injection
Flight pack	50% - unlikely to be worn as a matter or course

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● ORKOID SPACE AND THE ORK DOMAINS

The savage race known as Orks, and their underling slave-race of Gretchins, were probably the first extra-terrestrial civilisation encountered by humanity. That was a long time ago (quite when, no-one remembers). People say on their first meeting Man and Ork exchanged a long, hard look, didn't much care for what they saw, and began the long interstellar conflict that has gone on ever since. Orks and their servants are mankind's principle enemies. Ork spacecraft ravage and plunder the Imperium, and Ork armies bring death and destruction to human worlds. Similarly, humans crusade against Orks on their own worlds and in the depths of space. A continual state of war exists between them and shows no sign of abatement.

Orks are large humanoids, averaging 2 metres tall, with long, powerful limbs. Their heads are bald and brutish, with strong thrusting jaws and beetling brows. Their noses are puggish and flat, and their ears large and pointed (except where they have been bitten off during some brawl or other). Orks are basically carnivorous, with huge, pointed teeth - often forming vicious tusks of considerable size and ferocious appearance. Their skin is greenish, ranging from a sickeningly livid green to a drab olive colour.

Orks are an extremely violent race, they have a deep, irrational dislike of all other life forms. They despise weaklings, respecting only power and insane courage. No Ork ever learned to be patient. They speak in short bursts, swear continuously and laugh hysterically whenever something strikes them as funny (sudden accidents, news of terminal illness, struggles of a doomed victim, etc). Orks always appear angry, their faces twisted into a permanent snarl, their eyes stabbing resentment and loathing, their teeth continually chomping and grinding. Orks are difficult to befriend; they even fight amongst themselves. When an Ork kills another in a brawl it is not regarded as a crime, rather the victim is blamed for being careless, stupid or just weak.

Ork space comprises a large compact area to the west of the galactic pole. In all it probably numbers as many as ten thousand habitable solar systems. Humans and Orks share a similar physiology, and require the same sort of worlds on which to live. Orkoid technology is not particularly sophisticated or reliable, but they have warp drives of a standard alien type. They have no central governing body, and

Personal Motif of Ork Warrior Rynns World Invasion

Observation Unit 32/101 ref. RN017

Photo-Cell Redication of Ork Invader Rynns World

(Imperial Observation Unit 32/101 ref. RN107)

Loggubs Drop Legion Part of the Rynns World attack forces (Imperial Observation Unit 32/101

Personal insignia of Snagrod the Arch Arsonist of Charadon

Ork Equipment the Rynns

Detai Ork

(Imperial Record CHARA 302/1)

Ritual Scarring and Tatoos are common amongst Ork Warriors. (Imperial Record Ork 01/023/files 19-27)

shouldn't be considered as representing a single nation in any sense. Instead, their worlds are divided into rival inter-warring empires, most comprising only one or two planets, with the largest about twenty worlds. There are thousands of these small empires, each ruled over by a strong warlord. Territories change hands continuously, alliances are made, pacts signed and broken (often on the same day), and old rulers displaced by young, ambitious warriors. The power of a warlord is represented by the size of his fleets, and by the strength of his armies. The sole purpose of every self-respecting Ork warlord is to fight, especially when the battle is against the despised humans.

As in the Imperium there are many levels of civilisation throughout the Ork domains. Most of their worlds are self-sufficient semi-medieval planets where technology is largely ignored or reserved purely for the arts of war. Orks regard technological competance as unbecoming a real warrior, preferring to rely on brute force wherever possible.

Fighting Characteristics   Personal Characteristics

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	3	3	3	4	1	2	1	7	6	7	7

This is the basic creature profile for Orks. Personalities can be generated from this in the same way as for humans and other aliens. The chart below summarises the profiles for the standard personality types. These can be used instead of randomly generating characters if you wish.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Champion	4	4	4	4	4	1	3	1	7	6	7	7
Minor hero	4	5	5	4	5	2	4	2	8	7	8	8
Major hero	4	6	6	4	5	3	5	3	9	8	9	9

Orks are so quick tempered and hot blooded that they are considered to *hate* all enemy on the games table. This can be waived at the GM's discretion, but Orks **always** *hate* Squats no matter what. Squats and Orks have a long history of rivalry and animosity.

Orks can develop psychic powers, although this is relatively rare compared with humans. An Ork personality has a 2% chance of having psychic powers.

Organisation. Each Ork realm is controlled by its own Warlord and is effectively independent. Occasionally two Warlords will combine forces against a common foe. The Warlord's most trusted servants are his Captains. These powerful individuals form a lesser nobility whose influence depends on their personal following and courage. Warlords and Captains maintain their own independent fleets and armies, and most Warlords rely on the support of allied Captains or factions to stay in power. Needless to say, Captains are always rebelling and toppling Warlords. Most Ork worlds remain in a state of perpetual civil war. Every Captain has his own warrior officers or commanders, each responsible for a force of warriors and non-combatant functionaries. The size of each force may vary - few captains would trust their underlings with too big a force! Individual forces are divided up into squads led by squad leaders. Squads are usually 10 strong, but in practice any size between 4 and 10 is possible.

```
                    Warlord
                       |
                    Captains
                       |
                   Commanders
                    ___|___
                   |       |
      Non-combatants     Squad Leaders
                             |
                          Warriors
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Equipment. Ork warriors prefer to wear mesh or flak armour, their favourite weapons are bolt gun types. Other weapons are used too, including missile and grenade launchers. Their equipment is very

similar to that used by humans, and they are quite prepared to cannibalise or copy equipment manufactured by other races.

Typical squad. A typical Ork squad consists of 10 Orks, including a squad leader and at least 1 special weapon trooper (usually a missile launcher or heavy blaster). They are all equipped in mesh armour, formed in bizarre and barbaric shapes, and often including patches
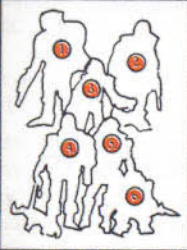
A column of penal warriors led by an astropath

1. Eldar Adventurer
2. Adeptus Mechanicus - technomat
3. Adeptus Mechanicus - test-bed slave
4. Navigator Patriarch
5. Army - trooper of Gian's Legion
6. Army - Squat trooper

Land raider assault!

There are over a thousand different Chapters of Space Marines

Each Ork trooper is presumed to have sufficient grenades of the type generated to last the entire battle - these grenades are quite small and dozens could be carried without causing encumbrance.

Chart 1 - Warriors

The stated % chance of each of the following items

Sword/knife	Always
Bolt pistol	50% chance

Plus 1 weapon generated from the following list

Bolt gun	01-95
Auto-gun	96-00

Plus a 25% chance of 1 of the following grenade types

Crack	01-25
Frag	26-75
Melta-bomb	76-80
Random	81-00 but **not** vortex or psyk-out

Chart 2 - Leaders

The stated % chance of each of the following items

Sword	Always
Bolt pistol	Always
Chainsword	50% chance
Power axe	25% chance
Power glove	5% chance

Plus 1 weapon generated from the following list

Auto-pistol	01-40
Bolt gun	41-60
Hand flamer	61-80
Plasma pistol	81-00

Plus a 25% chance of 1 of the following grenade types

Crack	01-25
Frag	26-75
Melta-bomb	76-80
Random	81-00 **not** vortex or psyk-out

Chart 3 - Special weapons troopers

Special weapons troopers can have either basic or heavy weapons. Roll a D6 to determine which.

1-3	Basic
4-6	Heavy

The stated % chance of each of the following weapons

Knife	Always
Bolt pistol	Always

Plus 1 of the following special weapons

Basic		Heavy	
Flamer	01-40	Auto-cannon	01-10
Graviton gun	41-60	Grenade launcher	11-25
Melta-gun	61-80	Heavy bolter	26-40
Plasma gun	81-00	Heavy plasma	41-50
		Las-cannon	51-60
		Missile launcher	61-80
		Multi-laser	81-90
		Multi-melta	91-00

Chart 4 - Close combat alternatives

Many Orks prefer close combat to shooting. 25% of all troops will substitute their main armament for a close combat weapon. This frequency may be increased during street fighting or spacecraft boarding actions.

1 of the following

Auto-pistol	01-10
Bolt pistol	11-30
Chainsword	31-40
Hafted weapon	41-45
Hand flamer	46-50
Hand weapon	51-65
Laspistol	66-75

of pure metal. As well as their main armament they have a short sword or knife and, usually, a bolt pistol.

Uniforms. Orks are not really impressed with uniforms - every Ork likes to do things his own way. They proudly wear the armour of slain enemies (even when it doesn't fit too well), and also like to wear scalps or other bits of their defeated foes - which can make Ork units look rather frightening and messy. Warlords and raider captains often issue clothing in a standard colour or design, but most Orks prefer to stick to their traditional tribal patterns of plain reddish colours.

Weapon generation. To randomly generate an Ork squad of 10 troops first roll to determine how many special weapon troopers its contains. Roll a D6.

D6	Number of special weapon warriors
1	1
2-5	2
6	3

The squad contains 1 leader, the number of special weapon warriors indicated and troopers to make a total of 10.

Generate the weaponry for each ordinary trooper using the charts below. Alternatively assume all are identically armed and equipped.

Plasma pistol	76-80
Power axe	81-83
Power glove	84-85
Power sword	86-88
Stub gun	89-94
Sword	95-00

Other equipment can be generated from the charts below.

Chart 5 - Armour
1 of the following

Mesh	01-60
Flak	61-80
Carapace	81-90
Powered	91-95
None	96-00

Chart 6 - Additional equipment

Bio-scanner	25% chance of 1 per squad
Cameleoline	5% chance - all troops or none
Communicator	1 per squad
Energy-scanner	50% chance of 1 per squad
Flight pack	Specialist missions only - all troops or none
Jump pack	25% chance - all troops or none
Phase field generator	Specialist missions only - 1 per *Empire*
Rad counter	25% chance of 1 per squad
Rad suit	Specialist missions only - all troops or none
Suspensors	5% chance D4 per squad
Teleport homer	1 if teleported down

Powered armour includes communicator, life-support, etc. Specialist missions are subject to the GM's discretion. Other equipment can be distributed amongst the squad, but small hand-held devices such as bio-scanners are typically retained by the leader. As Orks have typically low *intelligence* some items may have to be restricted to personalities.

Transport. Orks favour rugged, tracked vehicles. Often these are captured rather than manufactured by the Orks, but they do make their own crude and ugly vehicles.

01-15	Hoverer
16-75	Tracked/wide-wheeler
76-00	Walker

Road wheelers are not used. Crawlers are reserved for special missions when approximately 10 (3D6) are available within each empire. Large vehicles are used quite commonly, and 25% of all vehicles will be of this type. Small vehicles are also used to some extent, with approximately one available for every 3 squads. They are intended as scouts, pursuit and hunting vehicles.

Tactics. Orks don't like tactics. Their minds are usually just on the point of boiling with anger, hatred and blood-lust, and this makes it difficult for them to concentrate. All they can really manage is a blood-curdling scream and a headlong charge. In the slaughter that follows, blood flows like water and the air fills with insane battle-laughter. That's about as tactical as Orks ever get.

● GRETCHINS

Gretchins are a smaller breed of Ork, but are otherwise very similar. They share the same general skin tones, physical characteristics and psychological traits as their larger cousins. It is likely that the two races evolved on a common world from the same distant ancestor, and they can interbreed to produce intermediate types. Gretchin vary in height from 1 to 2 metres but most are around 1.7 metres. They are thin and wiry, agile and quite athletic but not particularly strong or resiliant. They are also cruel and sadistic, perhaps even more so than their larger relatives. They have no respect for life, and enjoy torturing, maiming, slaying and eating their captives. Although cannibalistic, they will eat any meat but relish the taste of human flesh above all others.

Gretchin live almost entirely within the Ork domains, frequently as slaves, workers, vassals or underlings of some kind. In any case, they form the lowest rank of Orkish society. Orks use Gretchins with the same readiness with which a human might use a draught animal, with the added bonus that Gretchin make quite passable warriors if lashed often enough. Every Ork warlord recruits warriors from amongst his Gretchin workforce, although they are regarded as untrustworthy (and expendable). There are a number of Gretchin worlds, and even small empires, actually controlled by the Gretchin, and these ape the empires of the Orks in almost every respect. Like Orks, Gretchin are extremely quarrelsome and will rarely co-operate with others of their kind.

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	2	3	3	3	1	2	1	5	5	5	5

This is the basic creature profile for Gretchins. Personalities can be generated from this in the same way as for humans and other aliens. The chart below summarises the profiles for standard personality types, these can be used instead of random generation if you wish.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Champion	4	3	4	4	3	1	3	1	5	5	5	5
Minor hero	4	4	5	4	4	2	4	2	6	6	6	6
Major hero	4	5	6	4	4	3	5	3	7	7	7	7

Gretchins rarely develop psychic powers. The chance of a Gretchin personality having psychic powers is 1%.

Organisation. Gretchins follow the standard Orkish administrative pattern. Every warlord has his own court of followers and sub-ordinate captains controlling a variable number of warrior squads. Squads are made up of 10 warriors, including a squad leader and, usually, 1 special weapon trooper. Gretchins serving under Ork masters will have Ork rather than Gretchin leaders, and these can be generated in the standard way for Ork leaders.

Equipment. Equipment also follows the Orkish mould. Gretchins prefer to wear mesh or flak armour. Because of their low intelligence they prefer to use shotguns, bows, crossbows and simple close combat weapons rather than bolt guns. More exotic weaponry is usually carried only by personalities (as they are the only ones capable of understanding it). Their favoured weaponry includes missile and grenade launchers.

Typical squad. A typical squad consists of 10 warriors including 1 squad leader who may be an Ork. Some squads have either 1 or 2 special weapon troopers who are usually armed with a missile launcher or heavy blaster and must have at least *minor hero* status. All troops are equipped with crude mesh armour. Their main armament is supplemented by a short knife and antique pistols.

Uniforms. Gretchins wear what they find, steal or fabricate from their fallen comrades/enemies. They present little uniformity - even less than Orks. Scalping is common, teeth necklaces are prized, and the sexual organs of some aliens also hold a peculiar fascination for these creatures. Clothing is generally drab, often brown and always dirty.

Weapon generation. To randomly generate a squad of 10 Gretchins first roll to determine how many *special weapon* warriors it contains. Roll a D6.

D6	Number of special weapon warriors
1-3	0
4-5	1
6	2

The squad contains 1 leader, the number of special weapons warriors indicated and troopers making a total of 10. Special weapons warriors must have at least *minor hero* status.

Generate the weaponry for each ordinary trooper using the following charts. Alternatively, assume all are identically armed. Each trooper is assumed to have sufficient grenades of the type generated to last the entire battle - grenades are small and easily carried and concealed.

Chart 1 - Warriors
The given % chance of the following

Sword/knife	Always
Antique pistol	01-50%

1 of the following

Bow	01-10%
Crossbow	11-30%
Handbow	31-35%
Musket	36-50%
Shotgun	51-00%

Plus a 25% chance of 1 of the following grenade types

Crack	01-25%
Frag	26-75%
Melta-bomb	76-80%
Random	81-00% not including vortex or psyk-out

Chart 2 - Leaders of Hero status
The given % chance of the following

Sword	Always
Bolt pistol	Always
Chainsword	50% chance
Power axe	50% chance
Power glove	5% chance

1 of the following

Auto-pistol	01-40%
Bolt gun	41-60%
Hand flamer	61-80%
Plasma pistol	81-00%

Plus a 25% chance of 1 of the following grenade types

Crack	01-25%
Frag	26-75%
Melta-bomb	76-80%
Random	81-00% not vortex or pysk-out

Special weapon troopers have either *basic* or *heavy* weapons. roll for each in turn using a D6.

1-3	Basic
4-6	Heavy

Chart 3 - Special weapon warriors
The given % chance of the following

Knife	Always
Bolt pistol	25% chance

1 of the following

Basic		Heavy	
Flamer	01-40%	Auto-cannon	01-10%
Graviton gun	41-60%	Grenade launcher	11-25%
Melta-gun	61-80%	Heavy bolter	26-40%
Plasma gun	81-00%	Heavy plasma	41-50%
		Las-cannon	51-60%
		Missile launcher	61-80%
		Multi-laser	81-90%
		Multi-melta	91-00%

Like Orks, Gretchins prefer close combat to shooting, and will often substitute their main armament for a close combat weapon (25% chance), especially during close street fighting or spacecraft boarding actions (when the percentage chance can be increased at the GM's discretion).

Chart 4 - Close combat alternatives
1 of the following

Hafted weapon	01-50%
Hand weapon	51-75%
Power axe	76-78%
Power sword	79-80%
Sword	81-00%

Chart 5 - Armour
1 of the following

Carapace	01-10%
Flak	11-30%
Mesh	31-90%
Powered	91-95%
None	96-00%

Chart 6 - Additional equipment
The given % chance of each of the following items

Bio-scanner	25% chance of 1 per squad
Cameleoline	5% chance - all troops or none
Communicator	1 per squad
Energy-scanner	25% chance of 1 per squad
Flight pack	Specialist missions only - all troops or none
Jump pack	25% chance - all troops or none
Phase field generator	Specialist missions only - 1 per empire
Rad counter	25% chance of 1 per squad
Rad suit	Specialist missions only - all troops or none
Suspensors	5% chance of D3 per squad
Teleport homer	1 if teleported down

Powered armour includes communicator, life-support, etc. Specialist mission weapons should only be included at the GM's discretion. Other equipment can be distributed amongst the troops, but small hand-held weapons, such as communicators, are typically retained by the squad leader. As with Orks, some equipment must be carried by personalities whose *intelligence* is sufficient to use it.

Transport. Vehicles are crude copies of Orkish ones (themselves often crude copies of human or other vehicles). 'Crude' is a adjective that describes most aspects of Gretchin accomplishment (and social behaviour).

01-15	Hoverer
16-75	Tracked/wide-wheeler
76-00	Walker

Road-wheelers are not used. Crawlers are reserved for special missions when approximately 10 (or 3D6) are available per empire. Large vehicles are used, approximately 20% of the vehicle stock being of this type. Small vehicles are also used to some extent, with 1 per 3 squads. As with Orks, these vehicles are used for scouting, hunting and pursuit.

Tactics. Gretchin are disadvantaged in almost every military situation in that they are utterly cowardly. Once seriously threatened, they cannot be relied upon to stand their ground. Orks frequently use Gretchin troops to clear mine fields (by forcing the Gretchin to walk on them) and for other undemanding but terminal duties.

● THE ANCIENT SLANN AND THEIR INHERITANCE

Of all the races in the galaxy the Slann claim to be, and may actually be, the oldest. The days of their bright empire are waning, but still they remain amongst the most enigmatic creatures of known space. The Slann evolved, matured and spread throughout the galaxy many hundreds of thousands of years ago. During the heyday of their empire they discovered and nurtured many primitive creatures, encouraging the evolutionary process on countless worlds, eradicating or moving dangerous species, and seeding many planets with promising stock. For millennia they experimented and played with the galaxy, possibly creating many of the races of modern times in the process. But their empire dwindled, the pace of their civilisation slowed, and their genetic experiments were largely abandoned. The Slann retired from an active role in galactic affairs, falling into a long dream of indolence and introspection. They do not seem to have suffered from any physical conflict, there are no records of destructive wars or disasters. Instead, their racial motivations appear to have undergone a sudden and drastic change, so that they have lost interest in material conquest and power. Perhaps the Slann discovered something yet unknown to other races, some secret of the universe, a spiritual truth or supreme mystical insight. In the realms of psychic-philosophy and mystic-technology the Slann certainly have no equals, fulfilling themselves by study of spiritual life-forces and the secret powers of other realities.

The Slann originally evolved from amphibian stock, and even today traces of their ancestry are not hard to distinguish. Their hands and feet are long and webbed, their skins cool and moist, and their heads large with protruding eyes. They are quite at home in the water, and are capable of breathing oxygen from water (or other poorly oxygenated atmospheres) directly through their skin. Slann vary in colour a great deal - green and blue are common, yellow is fairly well represented, and there is a scattering of other, rarer colour morphs as well as albino and melanistic forms. Brightly pigmented Slann are often extrovert, talented or especially noteworthy in some way. Skins are sometimes mottled, striped or otherwise marked. On some Slann worlds, and especially amongst primitive Slann, these markings represent tribal divisions. Height is fairly constant, with adult Slann reaching 2 metres, females are slightly larger and bulkier.

The Slann inhabit an area to the north of the galactic pole, living upon a number of proximate, prosperous worlds. Their society remains closed to other races, but appears to be homogenous throughout, with a similar technical base, language and culture on each planet. Exceptionally, groups of Slann live as primitive savages on a number of worlds beyond Slann space, including planets of the Imperium. Strangely enough, these primitive Slann are scattered throughout the galaxy, and probably comprise the remnants of what was once a much larger pattern of Slann settlement. These primitives have little or no contact with their technologically advanced kin. The Slann are a curious people, rarely trading with other races and unpredictable when dealing with territorial disputes or any form of rivalry. There is little that the Slann want or need, and traders often get the feeling that they are being watched and studied, and that the exchange of goods is of no importance to the Slann.

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	3	2	3	4	1	3	1	8	7	9	9

This is the basic profile for Slann, personalities can be generated from this in the same way as for humans and other aliens. The chart below summarises the profiles of the standard personality types for Slann. These can be used instead of randomly generating characters if you wish.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Champion	4	4	3	4	4	1	4	1	8	7	9	9
Minor hero	4	5	4	4	5	2	5	2	9	8	10	10
Major hero	4	6	5	4	5	3	6	3	10	9	10	10

Slann personalities have a 90% chance of having psychic powers.

Organisation. Slann warriors are called *braves*, and a number of braves plus a leader makes up a warband. The number of warriors in a band varies, but is usually between 6 and 8, although it can vary between 2 and 12. This can be randomly determined using 2D6. A senior officer called a warleader commands a group of warbands. Where armies are large it will have many warleaders, all of whom will meet before a battle to make plans and exchange ideas with experienced warleaders, chiefs and mages. The warleader in overall charge is the warchief - selected from and by the other warleaders. The greatest and most respected individuals in Slann society are the Great Mages. Their aid would be sought in battle, for their knowledge of magic, philosophy and the arcane sciences is formidable. The Great Mages remain aloof from society, although their advice is constantly sought by the social leaders. Slann society is tribal, and the leader of each tribe is known as the Mage Chief. Except amongst primitive Slann, tribes never fight each other and tribal relations are peaceful. A schematic diagram of Slann society is reproduced below.

Great Mages
|
Mage Chiefs and other social leaders
|
Warchiefs
|
Warleaders
|
Warband
Leader   **Braves**

The concept of the warband is important to the Slann attitude to life. Every Slann is expected to live its life according to a strange, mystic and largely unfathomable ritual, as part of which the individual passes through life-stages. The calling to a life-stage would seem a real and almost unstoppable thing to a Slann, and can happen at any time, so that a peaceful technician may become a wanderer, a warrior, a hermit, etc. Once a Slann feels the call to become a warrior it joins one of its tribe's warbands, or forms a warband of its own. Because of this unpredictable recruiting method, warbands change all the time.

Equipment. Every tribe maintains a huge stock of weapons and equipment - tribes often exchange items as gifts, and many pieces are of incalculable age. Some equipment kept in this way derives from ancient alien cultures now dead or forgotten. However, very little of this equipment ever filters through to the braves, most of whom use weapons similar to those employed by humans and other races. A typical warband will be equipped with lasguns, and may include up to three individuals with special weapons. Favoured special weapons are beamers, D-cannon and graviton guns, although heavy lasers and other weapons are used too. Slann braves all carry some sort of close combat weapon, often a simple hand weapon such as a mace or club. Leaders have neuro-disruptors and may have a power axe or glove. The Slann prefer to rely on energy field armour rather than physical protection. Armour is worn, but has mostly a mystic rather than practical function. This takes the form of a padded chestplate, similar to flak armour and giving the same protection (a D6 save of a 6). Displacer field armour is standard amongst Slann braves. In addition all Slann carry communicators, and warriors are given photo-chromatic injections.

A typical warband. A typical warband comprises 7 warriors including leader, 2 special weapon braves and 4 others. The leader is equipped with lasgun, neuro-disruptor and power glove, and wears displacer field on top of flak armour. The braves have lasguns, displacer field and flak armour. The special weapon braves replace their lasguns with a beamer and a graviton gun. All carry a hand weapon, such as an axe or club, and all carry crack and frag grenades. Communicators and eye protection are standard throughout.

Uniforms. Slann costume is very exotic. At first glance this makes them look very primitive, with fur skins, feathers and religious tokens hanging from their bodies and equipment. The impression is reinforced by the skin paint with which they decorate their bodies, and by ritual tattooing and scarring. In fact, all of these practices are connected with the esoteric Slann philosophies and are somehow meshed up with their whole attitude to life, the universe and their part in it. Individual warbands adopt colour schemes. As braves will often fight only for a short time, before being called to some other activity, warbands are always in a state of flux and uniforms are impermanent.

Weapon generation. A warband comprises 2D6 warriors. Each warband contains a leader, the number of special weapon braves indicated and additional braves making up the total already established. Roll a D6 to determine the number of special weapon braves.

D6	Number of special weapon braves
1-2	1
3-5	2
6	3

Generate the weaponry for each brave using these charts. Alternatively, *assume* all are *identically* armed. Each warrior is presumed to have sufficient grenades of the type/s generated to last the entire battle *except* vortex and psyk-out. Where generated a warrior only has 1 of these grenade types.
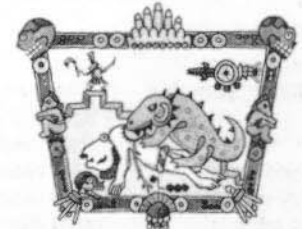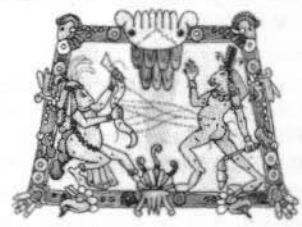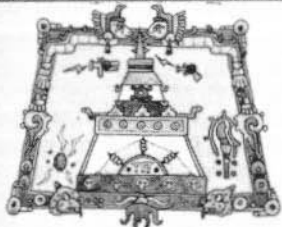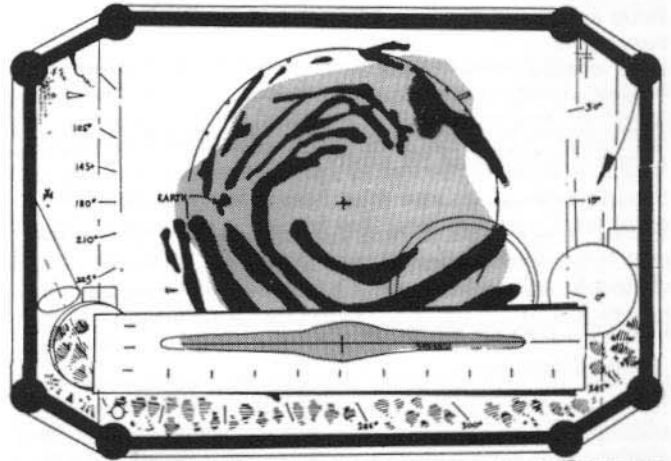
Chart 1 - Leaders and braves

All braves carry a hand weapon plus 1 of the following

Auto-gun	01-10
Bolt gun	11-15
Lasgun	16-90
Shuriken catapult	91-00

Plus the following grenades

01-50	1 random type excluding pysk-out
51-90	2 random types excluding psyk-out
91-00	D6 random types

Chart 2 - Additional weapons for leaders

D3 weapons generated from the following

Hand flamer	01-25
Laspistol	26-35
Neuro disruptor	36-60
Plasma pistol	61-70
Power axe	71-80
Power glove	81-85
Power sword	86-95
Webber	96-00

Slann with psychic powers always carry a forcesword, and may carry a forcerod (10% chance per mastery).

Special weapon braves have either *basic* or *heavy* weapons instead of the usual main armament. Roll for each in turn using a D6.

1-3	Basic weapon
4-6	Heavy weapon

Chart 3 - Special weapons

1 of the following

Basic		Heavy	
Crossbow	01-15*	Auto-cannon	01-10
Flamer	16-30	Beamer	11-35
Graviton gun	31-55	D-cannon	36-65
Melta-gun	56-75	Grenade launcher	66-75
Needler	76-80	Heavy plasma gun	76-85
Plasma gun	81-00	Heavy webber	86-90
* with explosive bolts		Laser-cannon	91-00

Chart 4 - Armour

1 of the following

Carapace	01-05
Flak	06-80
Mesh	81-95
Powered	96-00

Chart 5 - Armour energy field

1 of the following

Conversion	01-25
Displacer	26-75
Refractor	76-90
Stasis	91-00

Chart 6 - Additional equipment

The given % chance of each of the following items

Bio-scanner	Always - 1 per warband
Breathing apparatus	Masks or filters are always available. Artificial gills are available 10% of the time, respirators 10% of the time
Cameleoline	25% chance cloak - all or none
Energy-scanner	90% chance of 1 per warband
Flight pack	10% chance - unlikely to be worn as a matter of course
Eye protection	Always - injection (D6 save of 3)
Jump pack	25% chance - all troops or none
Las-cutter	Specialist missions only - usually 1 in any game
Phase field generator	Specialist missions only - usually 1 in any game

Rad counter	Always - 1 per warband
Rad suits	Always available
Suspensors	50% chance of D4 per warband
Targeters	All heavy weapons have targeters
Teleport homer	1 per warband if teleported down

Transport. Slann use vehicles entirely of their own design, most of which are walkers or combined hoverer/flyers. As with weapons, the Slann maintain a vast reserve of vehicles which are available to those forming warbands. The type of vehicle a warband might be permitted to requisition depends upon the leader's standing in society, various aspects of his life so far, and, most importantly, upon mystic divination. Selecting a vehicle which will bring the warband luck necessitates careful calculation similar to that of casting a horoscope. The Slann regard the vehicle as a member of the warband, and have a ritualistic regard for all of their equipment. Determine the vehicle type as follows.

01-50	Hoverer/flyer
51-60	Tracked or wide-wheeler/flyer
61-85	Walker
86-00	Walker/flyer

Crawlers are reserved for special missions but are not regarded as appropriate for normal warband use. The size of the vehicle must accommodate the warband, and so will usually be medium or occasionally large (take the crew capacity as equal to the warband size). Individual personalities may have their own vehicles (50% chance) - which will always be small. All Slann vehicles have auto-drive, auto-aim and complete auto-facilities, making them independently operating members of the warband. Vehicles are always painted or decorated in a manner similar to the warband uniform, making them look extremely barbaric.

Tactics. The Slann fight for reasons beyond the understanding of other races. A warrior is fulfilling an important part of its life-cycle; it sees the immediate goal as fighting, and wouldn't think it appropriate to consider why this is. A Slann would no more think of tactics than it would question the act of war, and a player controlling Slann should use his forces in a way that would fulfil the 'warrior code'. If troops are obviously doomed they should die fighting, attacks should be decisive and not half-hearted. Defeat is not a Slann concept. Slann fight for the love of fighting not to win or lose, and a gallant defeat is just as good as a glorious victory. Many Slann believe that they are fated to die as warriors and are perfectly happy to do so.

● JOKAERO

The Jokaero are a fascinating race. For one thing, no outsider has ever decided whether they are intelligent. They are certainly capable of tremendous feats of engineering, construction and problem-solving, yet they have no language, culture or motivation higher than survival. Their physical appearance is of a heavy, orange-furred ape, similar to the orang-utang which roamed ancient Earth. This may or may not be coincidence, for it is an established fact that the Slann created and modified many races at the dawn of time, and appear to have visited the Earth on numerous occasions. The most amazing thing about the Jokaero is their technical brilliance - they appear to have an innate, genetically structured understanding of technology. Given sufficient pieces of battered machinery, a group of Jokaero can make almost anything, from a spaceship to a las-cannon. Their comprehension of astro-physics is baffling, they seem able to tap power-currents which flow imperceptibly through the galaxy. Their understanding of such matters goes far beyond that of even the most advanced of other known races, with the possible exception of the Great Mages of the Slann. Jokaero spacecraft are a case in point. A Jokaero spacecraft looks like no other form of space transport, consisting entirely of an open framed lattice structure, forming a unique polyhedral shape. This structure draws energy from the galactic power-currents simply by virtue of its shape, in a similar way to which force weapons channel psychic energy by virtue of their spiral patterns. Jokaero spacecraft move, manoeuvre, and transcend warp-space by means of making physical changes to the ship's shape, thereby altering

the craft's relationship to the universal powers it employs, and modifying its place in the natural galactic order.

Jokaero live in large family groups, roaming the galaxy at random, concentrating on survival. They frequently land on inhabited worlds, usually to scavenge for oddments or specific components they require. If necessary they will band together and attack other creatures in order to gain what they need. Because of their extraordinary talents, they use weapons, equipment and tactics in a similar way to intelligent creatures, and are capable of mounting coordinated and complex attacks. Usually they will single out a lone station, a farmstead or a distant mining ship as their target, attacking, looting and making good their escape before they attract retaliatory action. It is impossible to argue or reason with a Jokaero. Even giving them what they want is difficult, since they are incapable of communicating.

If the Jokaero could be controlled they would be very useful to other races. However, this has proved largely impossible. They tend to build things which meet their own immediate needs. Attempts at capturing Jokaero and compelling them to work can have disastrous effects - they build things with which to escape.

Fighting Characteristics | Personal Characteristics

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	1	3	2	3	1	3	1	9	?	7	7

This is the basic profile for Jokaero. Note that the characteristic score for *intelligence* has not been given. Any necessary rolls made against *intelligence* may assume a score of 10. Jokaero are communal creatures, and personalities take the form of patriarchal or matriarchal leaders, elders, and especially strong or forceful individuals. Personalities can be generated from the basic profile in the same way as for other creatures. The chart below gives the standard values for personalities. Jokaero never develop psychic powers.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Champion	4	2	4	3	3	1	4	1	9	?	7	7
Minor hero	4	3	5	3	4	2	5	2	10	?	8	8
Major hero	4	4	6	3	4	3	6	3	10	?	9	9

The Jokaero ability to build complex devices is represented by allowing them to rebuild weapons and equipment during the game. To do this there must be a personality model present to act as coordinator and designer, whilst the other Jokaero concentrate on the work itself. The Jokaero may attempt to build any weapon, any vehicle, any item of equipment, etc - they can try to build a spacecraft if they wish! They are limited only by the resources at hand and the time available - on a games table both are likely to be in short supply.

Weapons may be rebuilt as follows. Any *basic* weapon can be rebuilt into any other basic weapon. Pistol type combat weapons can be rebuilt into other pistol weapons. Heavy weapons can be built into other heavy weapons. Very heavy weapons can be rebuilt into other very heavy weapons. It is possible to break weapons down into smaller weapons. It is also possible to combine some weapons to make larger or more powerful versions. The chart below shows the ratios of the various categories. When building heavier weaponry, component weapons cannot be more than one level lighter. So, for example, combat pistols can only be used to build basic weapons, not heavy or very heavy weapons.

Combat	Basic	Heavy	Very Heavy	Defence laser
½	1	2	6	10

Note that the defence laser is especially large, it requires more than the ordinary amount of components. Defence lasers can only be built from other very heavy weapons and/or las-cannon.

Vehicles can be rebuilt in a similar way to weapons. 1 heavy vehicle equals 2 medium vehicles equals 4 light vehicles equals 16 bikes. Vehicles of a given size category can be rebuilt into other vehicles of the same size. This may involve a change in traction, weaponry, equipment, etc. This can be represented by allowing the Jokaero player

to either leave a vehicle characteristic unchanged or generate it anew using the vehicle profiles. So, for example, a player might elect to leave a vehicle's equipment and weapons unchanged, but to randomly determine its new toughness, speed, etc. large vehicles can be built from smaller vehicles so long as the component vehicles are not more than 1 level smaller.

Equipment can be rebuilt into any other equipment, but always requires at least 2 items to make 1 new item. If the new item is especially large, the GM may rule that more components are necessary. The GM may also rule that specific components are needed, which may or may not be available.

Rebuilding is worked out as follows. In addition to the personality, at least 2 other Jokaero are needed. At the end of each turn spent stationary and working, roll a D6. For each additional Jokaero working on the project add 1 to the dice, up to a minimum requirement of a 2 on the dice. Rebuilding items larger or more complex than a heavy vehicle is possible, but would take longer than the average game. GMs are at liberty to improvise additional rules for exotic or especially large rebuilds.

Organisation. Jokaero live in family groups averaging about a dozen individuals. Related families often travel and work together, and band together where there is fighting to be done. Each family is headed by a patriarch or matriarch. In combat, families form the basic units. It is usual for each family to have its own vehicle as well as a stock of equipment.

Equipment. Equipment is no real problem to the Jokaero .... if they need it they build it. If specific parts are required they search them out, scavenge or steal them. Equipment is, therefore, completely random - Jokaero are not known to favour any one type of weapon or vehicle.

Uniforms. Jokaero are capable of manufacturing sealed suits and other essential items of equipment, but normally they go around naked; their thick fur protecting them against the cold and wet. Jokaero spacecraft, although open to space, retain a breathable atmosphere by virtue of a surrounding power-field, and so protective clothing is unnecessary.

Generation. A Jokaero family group can be generated as follows. A group comprises D4-1 personalities (minimum 1) and 3D6 other Jokaero. Personalities can be determined as follows using a D6.

1-3	Champion
4-5	Minor hero
6	Major hero

Weapons carried tend to be random. Generate the weapons for each individual in turn. It is possible for a Jokaero to be unarmed. Weapons for personalities are generated in the same way as for other Jokaero. Each is presumed to have sufficient grenades of the type generated to last the entire battle, as these are very small and easily carried. Where Vortex or psyk-out are generated only D3 are carried.

Chart 1 - Jokaero weapons and armour

75% chance of 1 random pistol weapon
75% chance of 1 random basic weapon
25% chance of 1 random grenade type
25% chance of 1 random armour type

Jokaero without basic weapons have a 75% chance of 1 random heavy weapon

Chart 2 - Jokaero personal equipment

Equipment carried is generated for each individual as follows

Bio-scanner	25% chance
Breathing apparatus	25% chance
	01-50 filters
	51-75 gills
	76-80 mask
	81-00 respirator (implant)
Cameleoline	10% chance cloak
Dreadnought armour	5% chance
Energy-scanner	25% chance
Eye protection	25% chance

	01-50 visor
	51-75 contacts
	76-90 drops
	91-00 injection
Flight pack	25% chance
Power board	5% chance
Rad counter	25% chance
Rad suit	5% chance
Suspensor	75% chance
Targeters	75% chance of 1 if heavy weapon carried
Web solvent	Always if webber carried - otherwise 90% - D6 uses

In addition the family has D6 random items of equipment which may be distributed as the player sees fit.

Transport. Vehicles can be generated randomly for their type. Roll a D10.

1	No vehicles
2	D6 bikes
3	1 small vehicle
4	2 small vehicles
5-8	1 medium vehicle
9	1 medium and 1 small vehicle
10	1 large vehicle

The type of vehicle can be randomly determined as follows. Roll a D10.

1-2	Crawler
3-4	Hoverer
5-6	Road-wheeler
7-8	Track/wide wheeler
9-0	Walker

Tactics. Jokaero have a natural aversion to close combat, preferring to fight from a safe distance. They dislike to endanger members of their family group, and will rarely fight unless they desperately need something, or are acting in self-defence.

● TYRANIDS AND THE HIVE FLEETS

The inhabitants of the Hive Fleets are amongst the most strange, enigmatic and dangerous of all creatures known to the Xenobiologers of the Administratum. No-one knows how many Hive Fleets there are buried deep within the darkness of interstellar space. The best efforts of the Imperium to scout out the Hive Fleets have so far revealed thirteen scattered throughout the western part of the galaxy. However, the galaxy is uncompromisingly large, and there may be many more which remain undetected. The movements of the Hive Fleets are of great interest to all other life-forms. Each fleet comprises millions upon millions of craft, resembling a huge cloud of cosmic locusts. Like locusts, every world within their path is laid waste, every star-system stripped and all resistance crushed. The motivating force behind the Hive Fleets are the Tyranids. These creatures together with their numerous biologically cultured slave races have no use for the worlds they ravage and make no permanent settlements. A world is nothing more than a resource to the Hive Fleets, a mine of minerals, fuel and biological material. The Tyranids find a use for everything - from each tiny living creature to the very atmosphere of the planet, nor do they leave a world until it is reduced to a bare core of airless rock.

Tyranids are weirdly distinctive creatures. They have evolved over countless millennia within their Hive Fleets. They are centauroid in appearance, with six spindly limbs. The rear limbs have webbed appendages which serve as both hands and feet, helping to stabilise the creature in the low-gravity conditions aboard Hive Fleet ships. The front limbs are manipulative with double-thumbed hands, whilst the middle legs are hooved and form the primary locomotory limbs. A Tyranid can move using its central legs alone, although when moving slowly they tend to use any free limb to grasp onto the irregular walls of the Hive Fleet ships. All Tyranids have excellent vision afforded by their secondary eyes which grow from stalks along their neck. These are often mistaken for ears by ignorant humans, but the creature's real ears are set into deep 'canals' along the Tyranid's neck. Having evolved in a low-gravity, low density atmosphere, the Tyranid's sense of hearing is extremely poor, but they are remarkably sensitive to changes in atmospheric pressure and vibration. Tyranids are entirely carnivorous, extremely intelligent, and totally merciless.

Most advanced races utilise bio-engineering to some extent, creating creatures/machines from biological components. Tyranids, however, use very little conventional mechanical technology. Almost all of their needs are met by cultured biological components. Equipment, weapons and even spacecraft are organic. Many are grown from specially engineered slave creatures raised aboard the largest Hive ships or even in surrounding space itself. Many simple artifacts are plant derived. Complex devices require more biologically complex raw material, often in the form of higher animals. The most sophisticated of all constructions require sentient life-forms such as humans and the other intelligent races. Both plants and animals can be reduced to maleable protoplasmic components before being tailored to specific uses, such as extending the hive fleet. From piles of raw and heaving flesh the equivalents of computers, lasers, control systems and even warp engines are created. Many components can only be made from specific creatures. Specialised items such as warp engines, hull material, communications systems and life-support units for example. Component creatures are merged and reformed to produce the desired result - in the process of which the individual consciousness of the component creatures is almost destroyed. What remains of the component's identity is vital to its functioning - allowing a spacecraft to draw power from warp space.

Because of their singular technology, Tyranid equipment, vehicles and spacecraft have an oddly biological appearance. Being inside one of the spaceships of the hive fleet is rather like exploring the innards of some gigantic living animal. Exposure to Tyranids tends to cause insanity amongst other races.

The Tyranid threat to the universe is impossible to measure but is potentially very great indeed. Their whole attitude to other races can only result in war wherever they are met, a war which only the Tyranids can win.

Fighting Characteristics   Personal Characteristics

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
5	4	4	3	3	2	4	2	7	10	8	8

This is the basic creature profile for Tyranids. Personalities can be generated from this in the same way as for humans and other aliens. The chart below summarises the profiles of the standard personality types, these can be used instead of randomly generating characters if you wish.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Champion	5	5	5	4	3	2	5	2	7	10	8	8
Minor hero	5	6	6	4	4	3	6	3	8	10	9	9
Major hero	5	7	7	4	4	4	7	4	9	10	10	10

Tyranids are moderately psychic and personalities have a 5% chance of having psychic powers.

Organisation. Hive fleets are like huge mobile worlds, comprising hundreds, sometimes thousands of ships of all shapes and sizes. The hive is ruled over by a Hive-tyrant. Tyranid society is similar to that of social insects (such as ants and termites) and the Hive-tyrant represents the hive in more than name, for all the Tyranids of a hive are the children of the Hive-tyrant. Hive Tyrants are hermaphrodites, other Tyranids are sterile. The death of a Hive-tyrant means the dispersion of the hive itself, and the propergation of new Hive-tyrants from infant Tyranids. Hive-tyrants are always psychic with a mastery of 4. Hugely bloated with eggs, the Hive-tyrant is largely immobile, the day-to-day affairs of the hive are conducted via a sub-strata of Hive-lords. Hive Lords function as army and unit leaders in times of
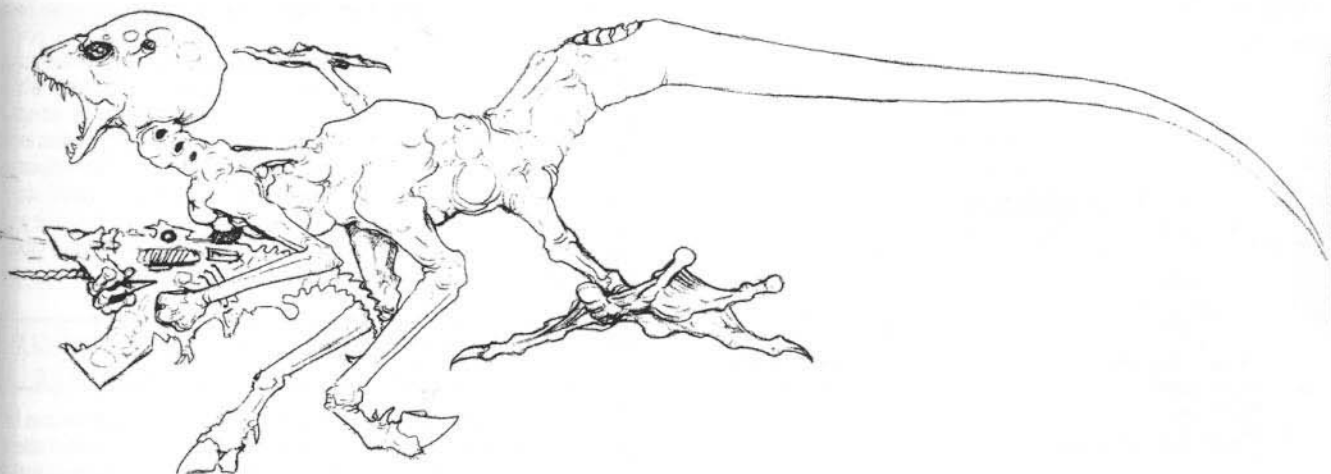
war, as ship commanders, sectional administrators, etc. Warrior units are based on fours, with a squad of three warriors and a leader.

Tyranid armies always include a fair number of slave races, the most common of whom are the genetically engineered Zoats. Any Tyranid force must have at least half its numbers made up by Zoats.

Equipment. Tyranid equipment is manufactured from biological components - however, it functions in the same way as mechanical equipment, and is easily as effective. Functions performed by electrical or mechanical devices are replicated by their biological equivalents; talking orifices for communicators, muscles for levers, etc. The equipment tends not to have hard edges or precise angles, but is not totally dissimilar in appearance to normal equipment, and simpler devices may look superficially the same. Armour of all types is worn, including powered armour and the various field devices. Favoured weapons are blasters - these having the unique ability to grow their own ammunition! Combat weapons are frequently carried in shreaths attached to a straps along the creature's side.

Typical squad. A typical squad comprises four individuals including 1 leader and, usually, 1 special weapon warrior. Clothing takes the form of a harness providing holter positions for various weapons. The basic weapon carried is a bolter, the special weapon in a heavy bolter. The officer also has a bolt pistol.

Uniforms. Tyranids do not normally wear clothing, although they may have a complex harness containing pockets and equipment pouches. Belts are often worn in a purely decorative mode and are carefully grown from cultured skin or fur. A unit usually has the same kind of armour throughout (where present, forming a kind of uniformity, although officers may vary to some extent.

Weapon generation. To randomly generate a squad of 4 Tyranids first roll to determine how many special weapons it contains. Roll a D6.

1-2	0
2-6	1

The squad contains 1 leader, the number of special weapon troopers indicated and warriors to a total of 4.

Generate the weaponry for each ordinary warrior as follows. Alternatively, assume all are identically armed (as would usually be the case). Each warrior is presumed to have sufficient grenades of the type generated to last the entire battle - these grenades are very small and dozens could be carried without penalty.

Chart 1 - Tyranid warriors

The given % chance of the following

Sword	10%
Bolt-pistol	30%

Plus 1 of the following

Auto-gun	01-25
Bolt gun	26-75
Shuriken catapult	76-00

Plus a 25% chance of 1 of the following grenade types

Crack	01-25
Frag	26-75
Melta-bomb	76-80
Random	81-00 **not** pysk-out or vortex

Chart 2 - Tyranid leaders

The following

Sword	10
Bolt pistol	Always

Plus 1 of the following

Auto-pistol	01-10
Bolt pistol	11-50
Hand flamer	51-60
Laspistol	61-65
Needle pistol	66-70
Neuro disruptor	71-80
Plasma pistol	81-90
Webber	91-00

Plus the given % chance of each of the following

Chainsword	50% chance
Hafted weapon	10% chance
Power axe	25% chance
Power glove	5% chance
Power sword	10% chance

Plus a 25% chance of 1 of the following grenade types

Crack	01-25
Frag	26-75
Melta-bomb	76-80
Random	81-00 **not** psyk-out or vortex

Special weapons troops have either basic or heavy weapons instead of the normal main armament. Roll for each in turn using a D6.

1-3	Basic
4-6	Heavy

Chart 3 - Special weapons

Basic		Heavy	
Flamer	01-25	Auto-cannon	01-10
Graviton gun	26-35	Beamer	11-15
Melta-gun	36-50	D-Cannon	16-20
Needler	51-60	Grenade launcher	21-30
Plasma gun	61-00	Heavy bolter	31-50
		Heavy plasma gun	51-60
		Las-cannon	61-70
		Missile launcher	71-90
		Multi-laser	91-95
		Multi-melta	96-00

Chart 4 - Armour

An 80% chance of 1 of the following

Carapace	01-25
Flak	26-60
Mesh	61-90
Powered	91-00

Chart 5 - Additional equipment

The given % chance of each of the following

Bio-scanner	25% chance of 1 per squad
Cameleoline	5% chance - all or none
Communicator	1 per squad
Energy-scanner	25% chance of 1 per squad
Flight pack	Specialist missions only
Jump pack	10% chance - all or none
Phase field generator	Specialist missions only - D6 per hive
Rad counter	25% chance of 1 per squad
Rad suit	Specialist missions only - all or none
Suspensors	5% chance D4
Targeters	25% chance per heavy weapon
Teleport homer	1 if teleported down

Powered armour includes communicator, life-support, etc. Specialist missions weapons are subject to the GM. Other equipment can be distributed amongst the troops, but small hand-held devices, such as bio-scanners, are typically retained by the squad leader.

Transport. Tyranid vehicles are usually of the hover type or walkers, and have the typically Tyranid biological appearance. Determine type randomly.

01-75	Hoverer
76-80	Tracked/wide-wheeler
81-00	Walker

Crawler type vehicles are reserved for specialist missions and are readily available. Vehicles of all sizes are employed and can be generated as follows using a D6.

1	Small
2-5	Medium
6	Large

Tactics. Tyranids prefer to use shock tactics to quickly subdue their enemy, ensuring as high a surrender rate as possible. Wars are fought for prisoners whho will go to form the raw material for the fleets and further equipment.

● ZOATS

Zoats are the most common of all the Tyranid's many specially engineered slave races. Other slave races are little more than animals, mere blobs of protoplasm dedicated to cleaning and maintaining the Hive Fleets of which they are a part. Even the hulking spacecraft that compose the Hive Fleets are in a sense races as they are grown and nurtured from a common, albeit much modified, biological stock. Spacecraft are mindless mostrosities and the vast majority of other slave races are so dedicated to a single purpose it would be inappropriate to think of them as creatures. Zoats, on the other hand, are completely independent living creatures much like their masters.

The Xenobiologers of the Administratum believe that Zoats were created purely for combat. Tyranids, being creatures of space, suffer discomfort if they spend too long on a planet. Zoats, however, are stocky animals that feel quite at home in a wide variety of atmospheric and gravitational conditions. Like Tyranids, Zoats are centauroid. Their two rear sets of limbs are heavily built and muscular providing the creature with its means of locomotion. The front limbs are manipulative organs of great strength and are used to wield a variety of weapons. Unlike Tyranids, Zoats will eat anything although they largely subsist on a daily diet of three reconstituted protein based woven biscuits called Zoatibix. Zoats are common Hive-Fleet inhabitants, often equalling the number of Tyranids themselves.

Although they are a slave race, Zoats occupy important positions throughout the Hive Fleets and individual Zoats can gain great power. Rebellion from Tyranid control is not unknown, but is extremely rare. This is because Tyranids secrete a special slave-hormone which supresses the Zoats' natural sense of independance. However, renegade Zoats do exist throughout the universe, where they have broken away from the Hive Fleets or have become lost during scouting or exploration missions. Without the inhibiting influence of the Tyranid slave-hormone, Zoats are able to develop strong psychic powers. The path of independent Zoat civilisation is incredibly diverse, with small groups isolated from each other on widely scattered planets.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Zoat	7	5	3	4	5	3	5	2	10	9	9	9

This is the basic creature profile for Zoats. Personalities can be generated from this in the same way as for humans and other aliens. The chart below summarises the profiles of the standard personality types, these can be used instead of randomly generating characters if you wish.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Champion	7	6	4	5	5	3	6	2	10	9	9	9
Minor Hero	7	7	5	5	6	4	7	3	10	10	10	10
Major Hero	7	8	6	5	6	5	8	4	10	10	10	10

Zoats of the Hive Fleets are never psychic. Independent Zoats are too diverse to include here in any detail, but a typical population might result in personalities having a 50% chance of psychic powers. Some populations are more psychic than others.

Organisation. Zoats fight in military units of four. Their unit leaders are Zoats, although the higher ranks and more technical positions are likely to be filled by Tyranids. Any Tyranid force must have at least half its numbers made up by Zoats.

Equipment. Zoats use standard Tyrand equipment. Zoat units and leaders can be equipped using the same charts as for Tyranids.

Typical squad. A typical squad comprises four individuals including 1 leader and, usually, 1 special weapon warrior. Clothing takes the form of a harness providing holter positions for various weapons. The basic weapon carried is a bolter, the special weapon in a heavy bolter. The officer also has a bolt pistol. This is exactly as for Tyranids.

Uniforms. Zoats wear the same harness as Tyranids.

**Weapon generation.** Generate weapons and equipment using the Tyranid charts.

Transport. Generate vehicles using the Tyranid charts.

Tactics. Zoats form the warrior-corps of the Hive Fleets and are found in the capacity of guards and police as well as fighting warriors. They are extremely potent fighters and fit well into the Tyranid ethos of the fast, hard strike.

● WARP CREATURES

This section is concerned with the many different creatures existing wholly or partially within the medium of warp space, or which have special abilities, powers or interests derived from there. These creatures may be of an altogether different order to those of the material universe, or they may be essentially normal creatures with limited warp space access. The number and variety of warp creatures can only be guessed at, and those presented here represent only a useful core of beings for inclusion in the game. Others may be invented by imaginative GMs as desired. Because warp creatures present players with special problems, it is a good idea to occasionally invent new ones, or to modify the powers of existing types. In this way players will remain unsure of exactly what they are facing, and that's an important part of the game!

Many of the creatures described in the following section prey upon or exploit psychic creatures in some way. In particular many are
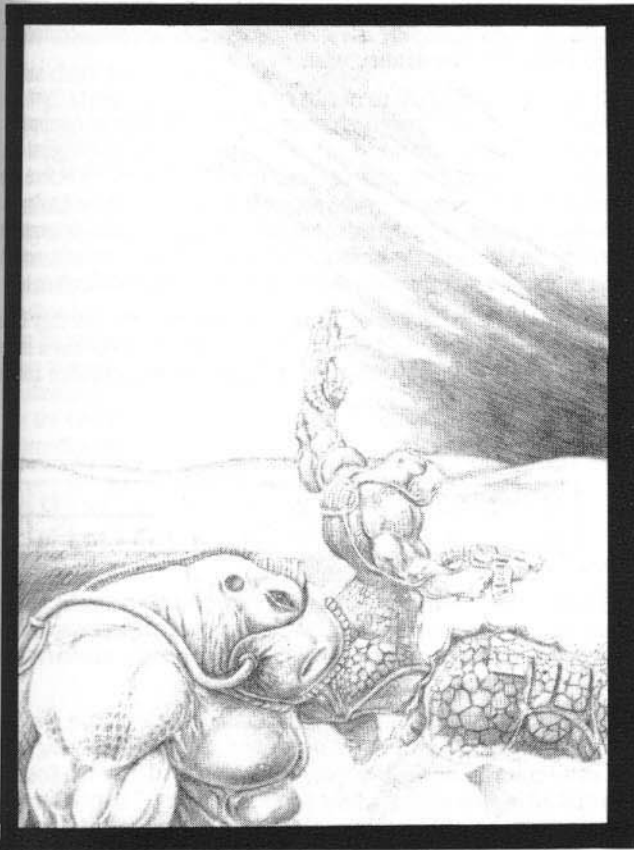
described as being able to use an **unprotected** human psyker in certain ways. Unprotected psykers are human psykers whose uncontrolled psychic emanations act like a beacon in warp space. Some human psykers are strong enough to control their powers, and these do not count as unprotected, such psykers are often recruited into the imperial services in some form. Only about 10% of all psykers are this strong. The remainder count as unprotected unless they undergo the *soul-binding* ritual with the Emperor and become Astropaths. As a rule, psychic characters controlled by the players will not be unprotected.

● ASTRAL HOUND

Astral hounds resemble large, dark, shadowy dogs. They are carnivorous and extremely predatory, but are not intelligent. Brute instinct allows them to track the psychic aura of their prey through warp space. Although hounds can track the psychic aura of any creature with psychic abilities, the strongest and most attractive scent is that of the unprotected human psyker. So strong is their compulsion to seek out the source of this aura that the Astral Hound is the single most dangerous foe of the emergent psyker. They use the psyker's own powers to take form within the material universe. Astral Hounds attack with a numbing bite, paralysing their victim. Once helpless, unfortunate victims are taken back into warp space, where the hounds feed upon their psychic energy. The poor psyker simply disappears,
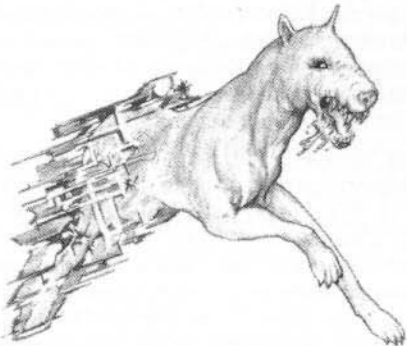
confounding friends and neighbours. Astral Hounds are ferocious combat opponents, and are capable of making short warp space jumps of several metres, suddenly appearing behind or beside their enemy.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Astral Hound	6	4	0	4	4	1	5	2	9	3	9	9

Astral Hounds hunt in packs of 1-6 animals. For a pack to manifest itself within the material universe, the GM or controlling player rolls 2D6 and compares the score to the pysker's WP characteristic. If the score is more than the WP the Hounds materialise. If not, the psyker resists their intrusion, and the Hounds will try again in the following turn. Once in the material universe, the Hounds appear within D6+4" of their prey and attack in a pack (equivalent to a unit). In combat, any hits from an Astral Hound cause paralysis unless the standard armour saving roll is made. Once disabled the victim can be removed to warp space along with its attacking Hound. If there are then no psykers (unprotected or otherwise) within 100 metres, the entire pack returns to warp space to share in the feast. Psykers within 100 metres will be attacked as before, the hunt continuing anew!

Astral Hounds have the ability to shift themselves momentarily via warp space. The controlling player nominates his aiming point anywhere within 12" of the Hound's current position. The Hound will land within D6-2" of this position - Hounds not landing bang on target are positioned randomly at the specified distance from it.

● ASTRAL SPECTRE

The term Spectre covers a variety of entities which have no physical bodies, but which exist primarily within the medium of warp space. They are able to impinge upon the material world only through the activities of psychics, following the psychic trail either deliberately, or being drawn to it unintentionally. Unprotected human psykers cannot help but attract these creatures, giving rise to *poltergeist* activity, apparent insanity, etc. Spectres have intelligence, but of an order very different from humans, and in many ways incomprehensible. They have no respect for living creatures, utilising psykers only to survive. Once divorced from warp space a Spectre needs a constant supply of psychic energy or else it is destroyed. They only way a spectre can obtain this energy is to occupy the body of an intelligent living creature (*Int* 5 or more). Every day that the Spectre occupies a body D6 points of the victim's WP are drained, until the body is completely drained and then useless. Abandoned bodies do not die, but become mindless shells. The body of a psyker is more useful to the Spectre because *psi-points* can be drained as well as WP. The host cannot replenish psi-points lost to the Spectre, and will eventually be drained and abandoned as with other creatures.

To manifest within the body of an unprotected psyker a Spectre must score more than the psyker's WP on 2D6. A spectre failing to take over a psyker in this way would normally seek a new victim, and may make one such roll a turn until a suitable host is found. Once installed in a material body, the Spectre may transfer to a new victim by physical contact, new victims need not be unprotected psykers but can be ordinary psykers or even non-psykers. A further 2D6 test is made against the new victim's WP for success. A combat hit will suffice for transfer to take place. A Spectre acquires a certain amount of knowledge from its host, enabling it to speak the same language and accomplish the same daily routine. Only close friends and relatives would easily spot the change in character. A Spectre cannot survive in the material universe without a body, and a bodiless Spectre will be destroyed on the D6 roll of a 6 made every turn. A Spectre without a body cannot be harmed in any way.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Astral Spectre		+2	+2	+1	+1	+1	+1	+1	10	10	10	10

The Spectre's *fighting characteristics* are derived from its host with the modifiers as indicated.

Every day a Spectre will draw D6 points of *WP/Psi-points* from its host. If the host has insufficient resources left for the Spectre a new host must be found. Disembodied Spectres are destroyed on the D6 roll of a 6 made every turn. If a host body is slain the Spectre is automatically slain too.

● ENSLAVERS

The origin of these creatures, known to humanity only as Enslavers, is a complete mystery. Their ability to transcend normal space enables them to move easily throughout the galaxy and perhaps beyond. They have physical bodies, although unlike any other known life form. Enslavers are basicially spheroid or barrel shaped, approximately 2 metres tall, with tough leathery skin. At the very top of their bodies is a single large sensory organ sometimes called an eye, although its exact function can only be guessed at. Around the top of the creature's body is a cluster of tentacles, typically from 8 to 12, each about 1½ metres long, often two of these tentacles are longer than the others and end in suckered pads. These tentacles function as both sensory and manipulative organs. Enslavers have no legs but move by floating, sometimes assisted by their tentacles for fast or precise movement. They can move quite rapidly by this means and can change direction and speed in a way comparable to humans and other more orthadox creatures. Enslavers will float at up to 3 metres above the ground or floor surface, but cannot fly as such. They can climb using their tentacles. Enslavers can change their colour at will, but the normal colouration is a leathery brown with paler, sometimes white, tentacles. The eye organ is red, orange or pinkish.

In human terms it is impossible to say whether Enslavers are intelligent. They certainly act in a rational manner, and seem able to make reasonable decisions about their actions. However, if they are able to communicate with other races they make no attempt to do so, and they use no tools or equipment of any kind. Even though they may theoretically be physically capable of using weapons, they never do. Manual work is conducted by their slaves, it being their ability to enslave other creatures that gives them their name. These creatures enslave other races by mental control, each Enslaver can take over and control the minds of up to 10 other creatures. Victims retain all of their knowledge, abilities and physical attributes, but are directed by the will of their Enslaver. This mind control ability has a range of up to 50 metres.

Enslavers travel through warp space by utilising the psychic vibrations of other creatures. As usual, the strongest and most easily tracked psychic emanations come from unprotected human psykers. Enslavers can detect such vibration from tens of light years distance, and can home in to and exploit unprotected psykers in a particularly gruesome way. Once they have traced a victim, three Enslavers band together to form a mental bond. The victim may be unaware of this at first, but gradual changes are forced upon his body chemistry, he becomes tired and lethargic and his skin begins to discolour. After a period of 50-75 hours the victim swells as his body tissues disintegrate and reform into the shape of a living, pulsing gate of ruptured flesh. This is the end of the victim to all intents and purposes, he has been transformed into a special form of warp gate, a physical link through warp space between the pysker's world and that of the Enslavers. Because the gate has been formed by three specific Enslavers, only they may use it, although they are unrestricted and may enter and exit as they wish.

Once on a world Enslavers can create more warp gates from any psyker that they enslave - even protected psykers such as Astropaths. These new warp gates are identical in appearance to the orignal one, and will permit the passage of three more Enslavers. As before, the new portal will permit only the passage of a specific three Enslavers. The three Enslavers permitted to use a warp gate may include creatures already on the planet's surface, such as its creator. Clearly, once it has begun, an infiltration of these creatures is very difficult to halt.

Enslavers are incapable of using weapons or tools, but they have a natural weapon in the form of a psychic shock. This has a range of 50 metres. Normally, however, Enslavers remain hidden and let their slaves do their fighting.

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
6	3	3	5	5	3	4	1	10	10	10	10

Enslavers are a remarkably uniform race, and it is doubtful whether individuals ever attain any significant advance on their characteristics. Therefore, profiles remain as given, and personality Enslavers have basic characteristic scores.

Psychic shock. This has a range of 24 tabletop inches, it is an area weapon with a radius of 1″ but never deviates from the aiming point. In close combat the area template may be placed over the Enslaver, so that all models in contact are potential targets. The psychic shock attacks with a *S* of 5 and ignores all armour. Psychic characters, but no others, receive a saving roll based on their *WP*, needing equal to or more than their *WP* on 2D6 for success.

Enslaving. It is possible to enslave enemy within 12″. Each Enslaver may enslave up to 10 creatures at one time. If the Enslaver has less that 10 thrall creatures, it may attempt to enslave the difference - i.e. if it controls 8 creatures it may attempt to enslave 2 more, if only 3 it may attempt to enslave a further 7. The Enslaver may not attempt to take over any one victim more than once in any turn. To take over a creature (whether psychic or otherwise) the Enslaver player must roll more than the victim's *WP* on 2D6 - roll separately for each attempt. Once taken over, a slave must remain within 24″ of its master, otherwise the psychic link is broken and the victim returns to normal. Enslavers may release slaves at any time they wish. A slave released from control for whatever reason may do nothing for 1 whole turn.

Note for GMs. The movement of slaves is not easy to control and requires good, adaptive gamesmastering on your part. Once an individual has been enslaved the Enslaver player may declare that the model is now 'on his side'. From that moment the slave is moved and controlled by the Enslaver player. Slaves may continue to act in the other player's turn for so long as this is convenient, but should be switched over to the Enslaver player's turn at an opportune moment. They do not miss a turn to compensate, so the Enslaver player has the opportunity to exploit a brief period of hyper-activity. As Enslavers often remain safely hidden, it may be necessary to make enslaving dice rolls in secret (so as not to give away positions). Because of this, the Enslaver player may find it a good idea to secretly take over models, allowing them to remain under the control of his opponent until needed. In this way, the opposition remain unsure whether their troops have been taken over or not, and are unable to work out exactly where the Enslavers are hiding.

Gate creation. This can be effected using any enslaved psyker. The controlling Enslaver must have no other slaves at the time, and must remain within 12″ of the psyker until the gate is formed. The psyker will instantly be transmuted into a gate on the D6 roll of a 6, the roll may be repeated each turn until successful. A gate created in ths way allows the passage of three more Enslavers during a following turn on the D6 roll of a 4 or more. These gates are fleshy repositories of psychic force, directing and drawing the Enslavers through the medium

of warp space. They cannot be used to transport anyone or anything else. Gates can be destroyed but are very tough.

Gate characteristics

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
0	0	0	0	10	10	0	0	0	0	0	0

Enslavers in games. are tricky creatures to use, it is not always easy to regulate movement, combat, and firing once models have been taken over. It is recommended that GMs steer clear of these creatures until used to the game mechanics. Then introduce them in a small, easily controlled and short scenario. Enslavers played properly will remain hidden, usually inside buildings. This means that the GM may have to record hidden movement, and will have to oversee the various enslavement rolls and record their results. All this poses problems for the GM and players, but, properly controlled, makes for a very interesting game that really challenges both sides.

● PSYCHNEUEIN

The Psychneuein resembles a huge, spindly wasp: it is not intelligent, and is a voracious hunter and killer. It is also possessed of unique, sickening, reproductive habits. Like many other warp creatures, the Psychneuein is sensitive to psychic emanations. Although capable of responding to any such emanations, the most attractive and powerful come from the unprotected human psyker. Female Psychneuein use these emanations to materialise a clutch of eggs directly into the mind of their victims. The normal range of this ability is only a 100 metres, but is increased to ten light years in the case of unprotected human psykers. Each egg is tiny, and no initial discomfort is felt by the psyker, but, as the eggs grow into larva, they begin to feed upon the psyker's brain. So rapid is their growth from that point, the victim may suffer no more than a mild headache in the morning, yet by evening he would be dead, his skull writhing with plump maggots. Insanity, agony and death follow in rapid succession. Within hours the grubs will have picked the carcass clean, and will seek a safe, dark refuge in which to pupate. By the following day they are ready to emerge as adult Psychneuein - carnivorous winged predators. Once in adult form they are relatively easy to destroy, having no compulsion to hide. However, they are still dangerous because they are capable of breeding more of their kind within the minds of nearby unprotected psykers. Over short distances (of up to 100 metres or 50 tabletop inches) all pyskers are vulnerable whether protected or not, and any psyker exposed during a game will be infected on the D6 roll of a 6.

The adult Psychneuein is vividly coloured in yellow and black, its wings are transparent. Grubs are white and generally maggot-like in appearance. The adult is 2½ metres long, grubs reach a maximum size of ½ a metre before they pupate.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Adult	4	6	0	5	6	2	6	3	10	3	10	10
Grub	2	3	0	2	2	1	3	1	10	3	10	10

The Psychneuein is a creature that can easily be played by the GM as part of a scenario, although it has potential to be run by a player, perhaps with a group of the creatures being attacked in a cavernous nest site.

A typical clutch will raise D6 creatures split 50/50 male and female. Adult Psychneuein take D6 days to reach sexual maturity and mate, the chances of finding a receptive unprotected psyker for egg-laying will depend upon the general population of the planet. On human planets there will generally be sufficient unprotected psykers about for this to be no real problem. Victims will usually be close by.

● VAMPIRES

The ancient legends of Old Earth were for long ages discredited as invention, folk-lore and myth. The reality, however, was to prove far more disturbing. Vampires are polymorphic entities able to change their metabolism in order to resemble the creatures amongst whom they live. Their natural shape (if such it can be called) is bat-like, although approximately human sized. Vampires exist within the societies of most established intelligent races, and often assume positions of authority. They naturally crave for power amongst the intelligent races, regarding even fellow Vampires as threatening rivals. They have no home world. Where they evolved and why they have come to occupy a parasitic position within alien societies is unknown.

Vampires live amongst their chosen race after the manner of that race, and cannot easily be singled out. They have psychic powers of a level comparable to humans. Vampires maintain their lives by absorbing the life-force of other creatures, achieved by prolonged physical contact (a simple combat blow will not suffice). Life-force is drained in the form of *WP* and, if the victim is a psyker, *psi-points*. Victims drained of all *WP* will die. *Psi-points* may be recovered as normal, but *WP* may only be recovered if the host is permitted D10 days complete rest, after which 1 point is recovered for each subsequent day's rest. Fortunately, Vampires can derive some sustenance by normal eating and drinking, and so only require a little stolen vitality to survive.

If a victim is completely drained of *WP* it can be revived as a Zombie - a will-less servant completely under the Vampire's control. Zombies

are corpses, and will slowly rot and decay until their usefulness becomes somewhat limited. Creating a Zombie is not something casually undertaken.

Fighting Characteristics | | | | | | | | Personal Characteristics | | |

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	6	6	5	5	3	6	3	10	10	10	10

The Vampire must drain at least 1 point of *WP* or *psi-points* from a living host every day. If this is not done Vampires will lapse into a catatonic state and can only be revived by the sacrifice of a member of the host race conducted over their sleeping form. To drain its victim a Vampire must establish close physical contact with the host over a period of at least a minute. The Vampire must them roll greater than his victim's *WP* to drain up to D6 points of *WP* or *psi-points*. Points cannot be stored from day to day, at least 1 point must be drawn every day. A Vampire drawing more than 1 point may add the surfeit to his own psi-points, which may increase the total to over the normal psi-level.

Vampires have psychic powers. Determine mastery, psi-level and details of powers in the same way as for humans and other psychic races. Vampires may recover *psi-points* in the normal way, as well as by draining energy from their victims.

Shape changing is a natural ability of Vampires, they are able to assume the shape of any familiar human sized creature. The transformation takes D6 turns to complete. Once transformed the Vampire gains physical abilities associated with the creature, such as being able to fly, swim, hover, etc. The Vampire does not gain any of the creature's psychic powers or special attacks. The Vampire's characteristics remain unchanged.

● WARP ENTITIES

Many entities exist within the medium of warp space, creatures of an altogether different order from those of the real world. Spectres represent one such group of creatures, and are described elsewhere. Only a powerful psychic link enables a warp entity to enter the real universe, and even then few warp entities come willingly. Such a link may be provided intentionally by the combined efforts of sick-minded psykers combined with the sacrifice of living souls. More often, the link is provided unintentionally by unprotected human psykers. To survive in the real universe, the warp entity needs to assume a phsyical shape, which is achieved via the mind of the linking agent. On many worlds, and in many times, the manifestation of such entities has given rise to religions, demon worship and other supernatural beliefs. Once it has been manifested in this universe, the warp entity is effectively marooned, stranded in an unfamiliar body in an unfamiliar reality, amongst strange and barbaric creatures. Small wonder that many of these entities are very angry indeed.

The only chance a warp entity has of returning to warp space is to amass psychic energy from the creatures around it. Such energy

is released only as a psychic creature dies. Warp entities will manipulate the creatures around them, playing upon their superstitions and fears and forcing them to help gather victims. Amongst primitives cooperation is usually absolute, in more sophisticated societies the entity may have to resort to using influential psychic powers. Warp entities will often be drawn into the real universe in groups, the largest and most powerful becoming their leaders. Entities will often cooperate if they can derive mutual advantage.

Profile. A Warp Entity's profile reflects general size and power. It is most convenient to generate these randomly, although GMs may invent suitable characteristics if they wish.

Fighting Characteristics | | | | | | | | Personal Characteristics | | |

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
D6+4	D6+4	D6+4	D6+4	D6+4	D6+4	D6+4	D6+4	10	10	10	10

This will give a fairly powerful creature. A smaller, servile entity can be generated as follows.

Fighting Characteristics | | | | | | | | Personal Characteristics | | |

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
D6+4	D4+2	D4+2	D4+2	D4+2	D4+2	D4+2	D4+2	10	10	10	10

Warp Entities have a 50% chance of being winged, with a maximum flight speed of 24″, acc/dec of 8″ and turning radius ratio of 1.

All Warp Entities have psychic powers. Servile entities are equivalent to mastery 1 psykers with psi-level and abilities generated randomly. Larger creatures are of random mastery (1-4). Psi-points can be regained in the normal manner up to the maximum levels.

Influence. Warp Entities can exert influence over creatures. They will remain loyal to the Entity at all times irrespective of distance or circumstance. Only the death or return of the Entity to warp space will break the link. To establish influence, the victim needs to be within 6″, and the player must roll higher than his victim's WP on 2D6. Only one attempt may be made per turn. Creatures acting under influence retain all their knowledge and personal identity, but perceive their interests as lying with their master.

Energy draining is automatically achieved upon the death of a psyker within 6″. The psyker's psi-points pass directly into the Warp Entity. This may take the Entity's store of psi-points over the normal psi-level.

Return to warp space can be achieved by any Warp Entity who has a surfeit of 100 psi-points over and above his normal maximum psi-level. Entities may delay returning in order to help other stranded Entities, but would be unwilling to do so for very long.

Warp Entities may choose to cause *fear* or *terror* in any intelligent living creature should they so wish.

● ZOMBIES

A Zombie is essentially a mindless corpse of any race or creature, animated by the psychic power of a controlling entity, such as a Vampire. Zombies continue to decay, their bodies gradually disintegrating over a period of time. Having no will of their own, Zombies need to be controlled at all times. The range over which they can be controlled is just under 50 metres (24 tabletop inches), at greater distances the Zombie is destroyed forever.

Profile. Zombies have profiles as for their creature type. Zombies lose any psychic or special powers they had when alive, and are unable to speak (except perhaps for a strained rattle or two). Zombies are *automatons, and never make rout or psychological tests. It is not* necessary to retain unit formation with Zombies, and they may be split and regrouped at any time.

● ALIEN CREATURES

The galaxy is a big place - it includes over a million known habitable planets with developed ecological systems. Each is unique and populated by countless creatures of all shapes and sizes. For the GM running a **Warhammer 40,000** game or campaign, there is no reason to limit the scope only to creatures described here. However, you'll find plenty in the following pages to provide you with many novel and challenging games. And, if necessary, you can invent new creatures or change existing ones as you go along. A cunning variant of an old monster will be just as unexpected and worrying for the players as a brand new creature, perhaps more so, as they may be tempted to underestimate its true powers.

● AMBULL

Ambulls originate from the dangerously hot polar rock-deserts of Luther McIntyre IX. They can survive extremely hot temperatures for long periods, a factor which has led to attempts at domestication on several desert planets. As a consequence, Ambulls can be found on many planets throughout human space. Ambulls have huge barrel-chested bodies and an ape-like stance. Two arms reach almost to the ground whilst two legs are crooked and short. Both arms and legs end in iron-hard claws used for tunnelling through the soft stone that covers their native land. Ambulls will excavate tunnels in which to live, spending much of their time underground, sheltering from the direct heat of the sun. This subterranean lifestyle is shared with many of Luther McIntyre's inhabitants, including the Ambull's favourite food, the Crawler. Ambulls will pursue Crawlers and other prey through the soft rock by tunnelling at considerable speed. The Ambull's huge expandable jaws are then used to grab and yank the food from the loose rubble. These jaws make the creature look extremely ferocious and are its most characteristic feature. The Ambull's eyes are adapted to sense heat, giving infra-vision at all ranges. The creatures live in family groups, often occupying the same tunnel system for years on end, slowly excavating a vast underground network many miles long. While specially evolved to live below the surface, they adapt well to most environments and will eat all manner of living creatures.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Ambull	6	5	0	5	5	3	5	3	8	4	8	8

Ambulls have 2 claw attacks and 1 bite. They can be employed by the GM as random monsters if desired. In a similar way to Crawlers, they can be positioned randomly on the table, tunnelling up through underground passages to attack models on the surface. See the section on Crawlers for suggestions on possible ways of accomplishing this.

Ambulls in games can be used as standard Death World monsters. A more interesting idea is to exploit their underground tunnels to form the basis for a scenario. For example, bandits are hiding out in a series of Ambull tunnels. The authorities must go in and flush them out.

A map of the area can be retained by the GM, and defenders moved around in secret, enacting out individual fights as they occur. The Ambulls are still around of course, and may well be attracted by the noise of battle!

● BOUNCERS

Bouncers are an unusual life-form from the planet Chbal. They are spherical, 1-2 metres in diameter, red with yellow viens, and have no organs or limbs apart from their normally invisible claw-like feet. A bouncer's body is light, its skeleton being formed from inflated sections of tissue. In the windy atmosphere of Chbal, Bouncers travel vast distances, following the wind patterns, floating across oceans and bouncing their way from continent to continent. They are lively and inquisitive creatures with playful natures and alert minds. They have an intelligence somewhat lower than any truly sentient race, but can mimic speech and take great interest in the activities of other creatures. Bouncers are not hostile unless provoked, when they will attack by bouncing onto their victim and delivering an attack with their long, taloned claws. These creatures are quite fragile and any rupture in their skin will usually deflate and kill them.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Bouncer	12	3	0	3	1	1	6	1	7	4	7	7

Bouncers have a single stomp attack. They move and attack rather differently to most creatures. Bouncers literally bounce about, each bounce being up to 12″ long and sufficiently high to reach a second storey window. In appropriate wind conditions this bounce can be extended considerably. When attacking, the Bouncer simply bounces onto its victim and straight off again, fighting a single round of combat.

Bouncers in games. Bouncers make a good random creature, suddenly appearing on the battlefield, bouncing about and disappearing. For a more involved game two sides could be battling it out. one side defending a cliff-side cave site. Unknown to either side. this is a Bouncer nesting site, and the creatures (naturally) choose just that moment to return.

● CARNIVOROUS SAND CLAM

This creature evolved on the mostly aquatic world of Salutation, where it lives on the wide coastal margins, preying on the many forms

of semi-aquatic animals that inhabit them. The clam is about 2 metres across, with two large serrated valves. It spends most of its life submerged in the sticky mud... waiting. If a small aminal strays within its grasp, the clam feels the vibrations of movement above and rapidly opens, drawing sand and victim into its shell. Although too large to be fully drawn inside, man-sized creatures can easily be trapped, and can then only escape by destroying the creature. A sand clam is a powerful animal, and its jaws can crush a leg or sever an arm.

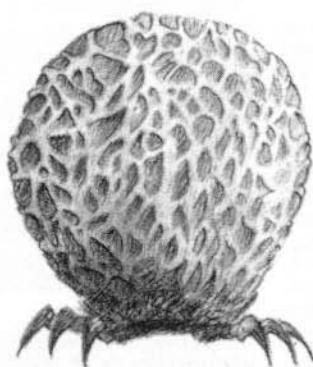|	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Sand Clam	0	6	0	4	4	1	3	1	0	0	0	0

Sand clams are immune to all psychological effects and, because they are immobile, cannot be routed or otherwise driven away. They attack automatically should anything pass over them, trapping a victim if they score a hit. Should victims be hit but not killed, they will remain trapped until the clam is destroyed. Although in theory the clam and victim are in close combat, any available weapon can be used against the clam. The use of area weapons, however, is not recommended, lest the victim suffer further damage. Once it has a victim trapped, the clam attacks once per turn until the prey is dead, when it will re-submerge beneath the sand.

Sand Clams in games can be positioned along any sandy stretch just like mines - the GM can either plot their position or simply make a note of the area in which they lurk. Any models wandering over the area are attacked on the D6 roll of a 5 or 6. The problem becomes even more interesting as two sides clash over possession of a valuable object lying smack in the middle of clam community - a spacecraft wreck for example. Even better - your teleport homer was attached to your commander - your commander has been eaten by a sand clam - but which one?

● CATACHAN DEVIL

These ferocious animals are large, territorial carnivores. They originate from the Catachan system, but have been introduced onto several worlds. Catachan Devils are superbly adapted to life in the hot, damp jungles of their home planet. Their bodies are segmented, the mid-sections each having a pair of legs, and the number of sections, legs, and the creature's overall size varies according to the creature's age. Large individuals can have twenty sections, twenty pairs of legs, and reach over thirty metres long. The rear section is modified into a long tail and poisoned barb which curves over the creature's back in the manner of a scorpion. On older, male Catachan Devils, the front pair of legs becomes grossly enlarged, taking on the appearance of crab claws. Often one claw will be much larger than the other, and locals refer to such creatures as *fiddlers*. The Catachan Devil's head is small and pointed, with luminous green eyes. In front of the eyes, and surrounding the creature's mouth is a ring of short tentacles. Ecah tentacle is studded with stinging cells which subdue the prey. The mouth itself is extendable, comprising two rasping mandibles. Although the creature has no teeth as such, bony hooks lining the mouth serve the same purpose and can leave an extremely ugly wound.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Small	4	3	0	5	5	4	8	a*	10	2	10	7
Medium	5	3	0	6	6	6	8	b*	10	2	10	7
Large	6	3	0	7	7	8	8	c*	10	2	10	7

a* 2 stomps, 1 tail attack, 1 tentacle attack, 1 bite - total 5
b* 4 stomps, 1 tail attack. 1 tentacle attack, 1 bite - total 7
c* 6 stomps, 1 tail attack, 1 tentacle attack, 1 bite - total 9

There is a 50% chance of a large Catachan Devil being an adult male with 2 additional claw attacks. There is a 10% chance of a male being a fiddler with a more powerful claw. Stomps and bites cause 1 point of damage each. Tail attacks cause D6 points of damage against living targets, 1 point otherwise. Claw attacks cause D4 points of damage (D6 for fiddlers). Tentacle attacks cause D4 points of damage.

Catachan Devils in games are rather powerful creatures. They make excellent Death World creatures and can be guaranteed to give the players a hard time.

● CATACHAN FACE-EATER

This is a creature native to the Death World of Catachan, but has colonised several other worlds, though whether by accident or design is unknown. The Face-eater is one of the most unpleasant species on this generally rather dangerous world. In its natural environment the creature hangs from trees, or lies in wait by trackways and watering holes. When a likely looking victim approaches, the face-eater pounces, a powerful muscle spasm propelling the animal several metres towards the head of its victim. Powerful digestive enzymes combine with the creature's rasping body surface, enabling the Face-eater to feed whilst suffocating its victim. Once dead, the victim becomes the repository for a clutch of several hundred eggs which hatch within a matter of hours. The emerging offspring pass through a maggot-like larval stage during which they feed upon the body of their host. Face-eaters have been known to turn up even on civilised worlds, and their rapid life-cycle can lead to an outbreak which takes weeks to bring under control. They naturally seek warm, damp conditions, hence their propensity to turn up in bathrooms where their resemblance to a face-flannel has led to several unpleasant and well publicised accidents.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Face-eater	4	3	0	3	1	1	5	1	10	2	0	0
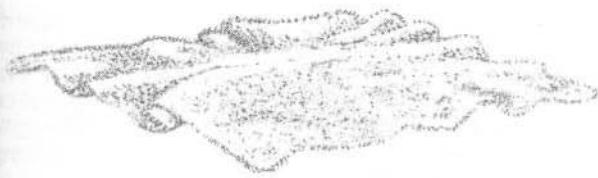
Face-eaters attach t' ͏ selves in close combat on a successful hit, and then cause an automatic hit every turn unless removed. Once attached they can only be hit by an *improvised attack* and can only be removed once killed. Weapons, whilst effective, will always cause damage to the victim as well as the Face-eater. The creature can move 4" per turn but may not *reserve move*. They can leap 8" into close combat and the target may not run-away. No creature is too big for a Catachan Face-eater, but its low S will prevent it harming especially large creatures. Once a Face-eater has positioned itself the victim can do nothing other than attempt to remove it, though large, non-intelligent creatures (such as dinosaurs) may panic and move about randomly, possibly causing damage accidentally. Creatures wearing fully enclosed helmets are immune.

Face-eaters in games can be positioned by the GM, or a general area can be noted as being infested with the creatures. Any models moved to within attack range of the Face-eater will be attacked on the D6 roll of a 4 or more. A blob of plasticine can be used to represent the Face-eater. Once on the table, Face-eaters can be moved by the GM, always moving towards and attacking victims with 8" or otherwise moving randomly.
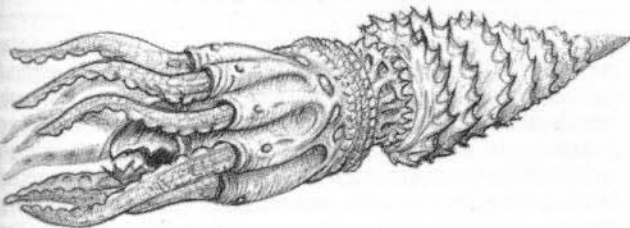
● CRAWLERS

Crawlers are subterranean burrowing creatures that live in soft dry sand and other loose soil. They evolved in the extensive polar deserts of Luther McIntyre IX, but were subsequently transported to many other desert worlds in an attempt at domestication. Crawlers feed on sub-soil micro-plankton, but will also attack and eat larger animals, including humans and similarly sized creatures. Farming these strange animals proved fairly easy, however, the effect on the ecology of their host worlds was often disastrous, and all experiments ceased after a few decades. Unfortunately, many Crawlers ran wild, and have since developed thriving colonies on several hundred worlds. They resemble squids or cuttlefish, whose rear body section has been formed into a single driving screw. This propels the Crawler underground, or along the surface of loose soil. Crawlers feed by grasping their prey with their tentacles and drawing their victims into their gaping, beak-like, maw. They can detect vibrations on the surface from a considerable distance, and will home on to unusual or excessive vibration.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Crawler	4	3	0	3	3	1	3	1	4	1	4	

Crawlers are most often employed by the GM. One way of introducing them into the game is to position a specified number every turn (D4, D6, D8, etc) and randomise the position at which they enter play. Obviously, as Crawlers can move underground, they can enter the table at any point. Alternatively, decide which of all potential targets the crawlers might attack and position them randomly within D6-1" of this point, a score of 1 indicating that they emerge directly

underneath their target and attack immediately. Crawlers forced to retreat in combat will immediately tunnel underground and remain inactive for 1 turn. Crawlers have a single bite attack.

Crawlers in games are a standard Death World creature, providing the GM with a fine, and rather unusual, monster. Their ability to tunnel up through the soil is particularly disconcerting, and can provide the basis for a special scenario in which players are never quite sure whether they are safe. One side could be defending an installation in the middle of a desert (an oil refinery perhaps). They know about the Crawlers and so live entirely in buildings raised above the ground. The attackers arrive in landing pods, only to discover that they must face enemies from below as well as above.

● CROTALID

The Crotalid is a semi-aquatic carnivore that lives in large tropical and sub-tropical rivers. In appearance and general habits it is very much like a crocodile, except that it is considerably larger. Crotalids live in large numbers along river banks and mud-flats, feeding on fish, other aquatic animals and creatures drinking from the river. Crotalids are prolific and will quickly come to dominate any area they inhabit. Once populations reach saturation point they become subject to a lemming-like migration, a subconscious instinct to move on. Crotalid migrations are unique in that they move through the medium of warp space, drawn by the instinctive need for food and room. A migrating group seems able to excercise a collective ability to transcend warp space, making a jump of up to 10 light years from world to world. What controls this ability, and what mechanisms enable it to occur, are completely unknown. However it is apparent that the power is not consciously manipulated, and the creatures frequently end up on worlds not entirely suitable for them. A typical migrating group is about 100 individuals. Migrations occur only once every few decades, and once a group has migrated it will not do so again for several generations. The ability seems to be generated by population pressure alone. Crotalids occupy many planets in a compact cluster, which would seem to indicate an origin somewhere in the region of the Lost Hope Death World.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Crotalid	4	3	0	4	5	3	2	2	8	2	10	10

Crotalids have 2 bite attacks. The creatures are fierce predators, but are unlikely to stray far from their river homes. In games based around rivers, water travel or similar circumstances, they provide a useful hazard to both the combatants.

Crotalids in games are useful antagonists providing yet another variant on the encountered monster theme. Their migratory instincts also present the possibilities of a short, enjoyable scenario in which a group suddenly migrate onto an occupied planet. The creature was inspired by the availability and relative cheapness of toy zoo crocodiles.

● CTHELLEAN CUDBEAR

The Cudbear is a vicious carnivore originating from the Cthelle Death World. Its natural habitat is cool woodland and mountain, and its shaggy coat is ideal for keeping out the cold and wet. The same coat also gives the creature the appearance of a large, purple, excessively furry bear with gaping tooth-filled mouth and long rending talons. Cudbears are highly territorial and ruthless killers, and think nothing of attacking even large numbers of well armed troops.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Cudbear	6	6	0	7	7	3	5	3	10	3	10	10

The Cthellean Cudbear is a useful example of a typical Death World carnivore. Any number of similar creatures can be represented with the same profile and habits. It can be controlled by the GM, moving towards and attacking the nearest models at all times.

The Cudbear in games is a powerful creature, strong and difficult to kill. Its most appropriate use is simply as a Death World nasty. An interesting scenario could involve a Cudbear sneaking aboard a spacecraft prior to take off and falling asleep in a remote corner. Unnoticed by the crew, the Cudbear wakes in deep space and instantly starts looking for food, finding and eating the navigator before rampaging through the ship!

● DINOSAURS

Giant reptiles are a common life-form throughout the galaxy, especially on Death Worlds where they are often the main predator type. The similarity of these creatures to various kinds of ancient Earth

reptiles has prompted the generic title of *Dinosaurs* to be used to describe them. This is, however, a mere convenience, and no biological relationship is implied. Dinosaurs vary in size from animals no larger than a cat to monsters well over 30 metres long. Profiles are given for small, medium and large Dinosaurs, corresponding to beasts up to 5 metres, up to 10 metres, or more. Whatever their exact dimensions, Dinosaurs tend to be dim and unpredictable. To reflect this they move at a random rate, but never receive a reserve move, nor any bonus for charging. In combat they are allotted a random *initiative* score, and so may strike prior to, or after, their opponents. They also have a random number of attacks, making them potentially very dangerous indeed.

Before moving a Dinosaur - roll the dice indicated to give your move rate. This is the maximum distance that will be moved (since the Dinosaur may move less if its progress is halted by close combat, impassable terrain, etc). Once in close combat, the player (or GM) controlling the Dinosaur will determine its *initiative* and the number of *attacks* for that round. This is repeated for every round of combat.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Small	2D4	6	0	5	5	2	D6	D3	9	1	9	9
Medium	2D6	6	-	6	6	3	D6	D4	9	1	9	9
Large	2D6	6	0	7	7	4	D6	D6	9	1	9	9

Dinosaurs fight with stomp attacks, which means they can fight all round. They have a basic saving throw of a 5 or 6 on a D6 to account for their tough, scaly skin.

Dinosaurs in games are always something of an unknown factor, their random habits posing a real problem to all sides. Apart from using them as a standard *heavy* monster for Death Worlds, they can also be introduced into scenarios in the guise of 'farm animals'. Dinosaur meat is a valuable commodity, making farming practical, if rather dangerous.

● FERRO-BEAST

The Ferro-beast originates from the world of Yimbo-bim, a planet generally poor in minerals of all kinds and ferric minerals in particular. So acute is this deficiency that one form of native animal has evolved specific feeding mechanisms to enable it to digest ferric metals directly from mineral ores. The Ferro-beast is about 2 metres long, quadrupedal and armadillo-like with a tough knobbly shell. Its mouth is surrounded by short tentacles covered in suckers, these secrete acidic juices and allow the creature to turn metal ores into digestible 'soup'. The Ferro-beast has evolved complex sensory organs that enable it to smell metal ores over a distance of many miles. The presence of pure refined metals,

such as are commonly used on spacecraft and as component parts on vehicles and equipment, will attract Ferro-beasts from many miles around. Crazed by the nearness of refined metal, the normally placid Ferro-beast becomes insanely heedless of danger, fighting its way through almost any obstacle to feed. At such times the creatures are aggressive and dangerous.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Ferro-beast	6	3	0	4	6	2	3	2	9	3	9	6

The GM should consider all creatures carrying any equipment, all vehicles, and all artificial structures to contain at least some ferric metal. Ferro-beasts are best controlled by the GM, moving towards and feeding upon the nearest source of ferric metal at all times. Ferro-beasts will always try to eat the most exposed metallic parts from buildings, vehicles and other structures - often such parts will be doors, weapons, or other convenient items. A Ferro-beast will automatically damage any ferric metallic object it is in contact with - a D6 is rolled every turn and a score of 4 or more indicates the item is useless. The Ferro-beast can eat a hole big enough to allow passage of a human-sized creature by making three successful eat-damage rolls. Damage from eating metal is additional to any normal close combat attacks - the Ferro-beast defends itself by stomping opponents.

Ferro-beasts in games are a definite nuisance monster, although their unique habits lend them to interesting situations. A Ferro-beast can easily render a spacecraft unspaceworthy, or destroy an important weapon or installation. Imagine the havoc caused at a spaceport should a group of Ferro-beasts be purposely let loose by some irresponsible individual!
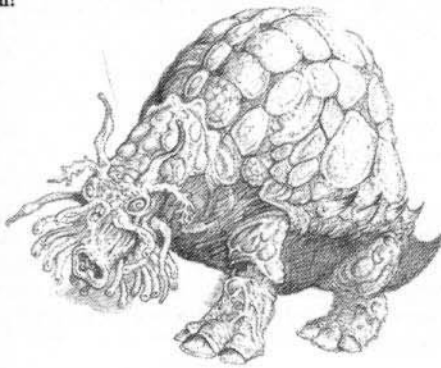
● GENESTEALER

This enigmatic monster originates from one of the moons of Ymgarl, but has spread throughout space and is threatening to become a real menace. In its native state it is blue, has two pairs of clawed arms, a long muscular tail and a tough leech-like body. Its head is a simple tube full of slobbering tendrils and sharp inward-pointing teeth. What makes the Genestealer truly unique is its deadly and extremely rapid reproductive cycle. Genestealers are of a single gender, and are incapable of reproducing amongst themselves. To reproduce they require another creature, any creature will suffice, of any gender. For all the Genestealer requires is the basic genetic material which is contained in every living cell of the mate. A Genestealer implants its own genetic material in the form of an egg capsule, which is forced into the body of the host by an extendible ovipository normally secreted inside the head. The implantation does not kill the mate immediately, but the implanted egg quickly grows until ready to burst out as an immature Genestealer. Needless to say, this kills the parent/host. Interestingly enough, newly born creatures, although fundamentally Genestealers, will have characteristics inherited from the host parent. Thus a Genestealer/human may have a vaguely humanoid head, or only two arms instead of the usual four, and perhaps its tail will be shortened or missing. A Genestealer of four or more generations consistent human parentage would pass for a human on cursory inspection, although a closer look would reveal a bluish skin, sharp pointed teeth and rather disturbing stare. On their home world,

Genestealers exploit a large leech-like creature called a *Csith* which is the usual mate. Matings with a Csith always produce natural Genestealers, no matter what its parentage otherwise.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Genestealer	6	6	0	5	4	2	5	2	10	3	10	8

The profile given is that of a pure Ymgarl Genestealer. A Genestealer of human or other parentage will have characteristics which are a cross between the pure form and the alien parent. This means that Genestealers may even acquire a degree of intelligence. Depending on the type of Genestealer, the GM should run the creature as either a random monster, or as an intelligent, weapon-using creature. Genestealers can be represented by a third player, and are an interesting creature to play as part of a campaign, or series of games, because they change all the time.

A Genestealer landing a blow in combat can implant an egg capsule instead of doing damage. The egg will hatch in any subsequent turn on the D6 roll of a 6. Immature Genestealers are incapable of breeding, but otherwise act like their parents. A Genestealer matures only once it has killed and eaten three human-sized creatures (taking 1 full turn to eat each).

Genestealers in games lend themselves to all sorts of interesting situations. Their vampirish habits can be exploited to enact games with vampiric plots, in which, for example, a human/genestealer lordling is being attacked in his castle by outraged peasants supported by an Inquisitor and imperial troops. The Genestealer has a few of his offspring to help him defend his home, perhaps including a few curious cross-breeds such as Wolf-Genestealers, Razorwing/ Genestealers, etc. Remember - Genestealers are not necessarily evil or stupid, cross-humans will have many human traits, may socialise with humans, and may even help humans in some circumstances. There is a chance of Genestealers developing powers if they are crossed with normally psychic races. A pure Genestealer has a 0% chance of developing powers, but in creatures of mixed parentage the chance is an average of their parents.
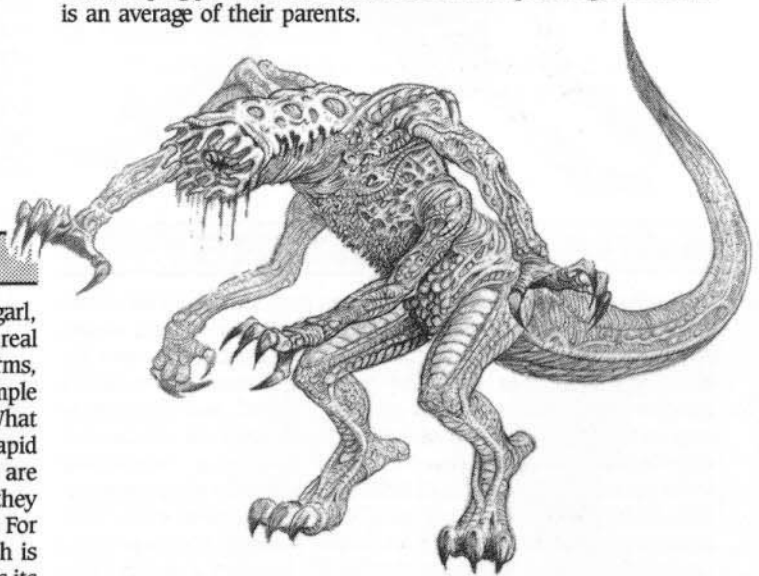
● GIANT INSECTOIDS

Insectoid creatures are common on many worlds, often reaching large sizes and dominating the planet's fauna. Although their exact appearance may vary a great deal, such creatures are typified by their bony exoskeletons, multiple limbs, and remarkably small brains. They may be carnivorous hunters or simple vegetarians, but most will fight if pressed. They are cold-blooded, and require a well oxygenated, warm environment, such as is common on many Death Worlds. Profiles are given for small, medium and large sized creatures of up to 1 metre, up to 2 metres and over 2 metres respectively.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Small	4	3	3	3	3	1	3	1	8	2	8	8
Medium	5	3	3	4	4	2	3	2	8	2	8	8
Large	6	3	3	5	5	3	3	3	8	2	8	8

Insects may have a missile attack in the form of a poisonous, acidic or otherwise lethal 'spit'. There is a 10% chance of this, range 6" and *strength* as the creature. There is also a 10% chance of insects being able to fly with the following characteristics.

Maximum flight speed	24"
Minimum flight speed	6"
Acc/dec	6"
Turn radius ratio	1

Insects have hard, chitinous skins, giving a basic saving throw of 5 or 6 on a D6. They have a mixture of bite and gore attacks. Voracious insects will act cooperatively, moving towards and attacking the nearest target. They can be controlled by the GM, or moved randomly once there are no targets within charge reach.

Insects in the game make a good standard Death World monster. They are not amazingly powerful, but are sufficiently dangerous to warrant a certain amount of consideration on the part of the players.

● GIANT SPIDERS

Giant Spiders, and other similar creatures, are another common Death World life form. They are extremely large, with bodies often 2 metres in diameter and legs many metres long. Unlike insects, they have the ability to spin webs in which they trap their victims. A web from a creature of this size is no mere gossamer thread, and creatures as large as the spider itself may become entangled. Spiders can also use web-thread to parawing upon the wind, this works in a similar way to the parawing equipment used by humans and some other creatures. This gives them a degree of mobility, making them even more dangerous. Profiles are given for small, medium and large sized creatures of up to 1 metre, up to 2 metres and over 2 metres body diameter respectively.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Small	4	3	3	5	4	1	3	1	10	2	10	10
Medium	5	3	3	6	5	2	3	2	10	2	10	10
Large	6	3	3	7	6	3	3	3	10	2	10	10

Spiders have stomp attacks. Unlike insects, spiders are territorial individuals and will rarely intrude upon the space of another. When using them in games it is best to site their homes amongst trees, debris, or some other likely spot. The GM should then allot a chance (e.g. 4 or more on a D6) of a Spider emerging and attacking any model within this area. Once a Spider has attacked a victim other Spiders will not intrude, although they might attack someone else. Spiders can be controlled by the GM who can designate web areas, possibly in secret. Models moved within web areas become stuck on the D6 roll of a 6, and can only release themselves on a further D6 roll of a 6. Webs can be burned by a successful hit from a flamer or plasma gun, and this will release trapped characters. Webbed creatures are automatically attacked by a single Spider during the following turn.

Spiders can use web strands to parawing from tree tops or other high spots, such as roofs. When working out this movement, nominate a target point within 12", the Spider will deviate from this position on the D6 roll of a 4 or more - reposition in a random direction within D6" of the target point.

Spiders in games are another good Death World creature. Because they tend to stay in their own areas they can be used to infest patches of the table, producing a tactical problem for anyone who wants to get through. Players should always be given a chance of going around a spider-den.
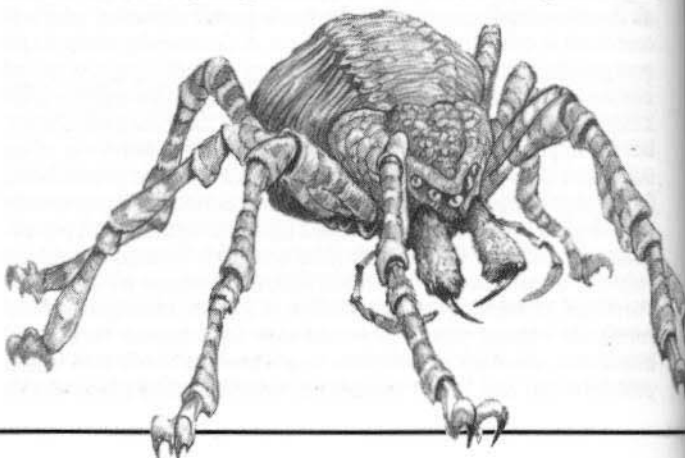
● GROX

The Grox is a large, reptilian creature native to the Soloman system. Many years ago this system was absorbed into the Imperium, and it was quickly discovered that the animal possessed several remarkable and potentially useful qualities. Grox proved extremely palatable and nutritious, and experiments at farming were largely successful, since Grox thrive on just about any food, no matter how poor or indigestible. Apart from being able to eat vegetable or animal matter, Grox are capable of digesting minerals directly from rocks and soil, and can survive for a good many weeks on such a diet. The only drawback discovered to wholesale exploitation of the grox was their temperament. Grox were mean! An adult averages approximately 5 metres long, is well muscled, fast, aggressive and likes its privacy. By nature territorial and loners, it was difficult to keep the animals together without driving them into a rage in which Grox and their handlers were likely to lose life or limb. The solution to the problem was to lobotomise most of the stock, while keeping breeding animals supressed by using electro-pulsers wired directly into their rather small brains. Chemical sedation is also used, but is less predictable. Even with these sensible precautions accidents still happen and it is usual for Grox to be kept on isolated agricultural worlds, or as far as possible from human settlement.

|	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Grox	6	4	0	5	5	3	6	3	7	0	7	9

Grox have a basic saving throw of 5 or 6 on a D6 to account for their tough skins. They have 3 attacks in total, 2 claw attacks and 1 stomp.

Grox have very low intelligence and should be moved by the GM as animals. They are moved randomly, but always towards the nearest creature within 12", charging if possible. Grox will only move towards and attack other Grox if no other creatures are in sight. On the D6 roll of a 6 a Grox will do nothing for the entire turn, but will simply stand motionless, glaring around stupidly. Grox are simple creatures

and occasionally get overwhelmed by events going on around them. Lobotomised, sedated or wired-up Grox will adopt a passive state on the roll of a 2 or more on a D6.

Grox in games. An unexpected alien attack on a Grox breeding station might leave the aliens in control and a lot of Grox wandering about - the sedated and wired ones becoming more dangerous as the drugs wear off and the batteries on the electro-pulsers wear down. Imagine the resultant game when a group of Space Marines are diverted to investigate the disturbance. In such a situation, and most games for that matter, Grox are best controlled by the GM and exploited for their (considerable) nuisance value.
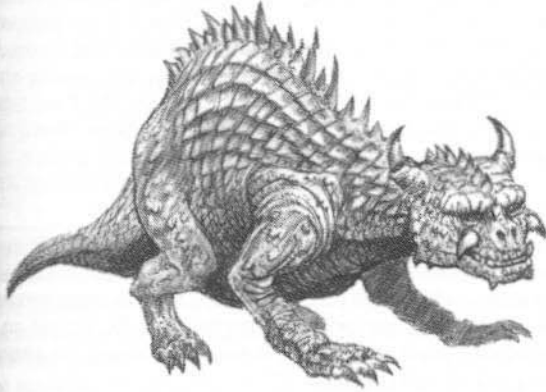
● GYRINX

A Gyrinx resembles a large cat, with very thick and fluffy ginger or orange fur and bright blue eyes. They can grow to as much as a metre in length. Gyrinx are not intelligent as such, but they have an astounding ability to empathise with other creatures, forming a mental bond with their owner which is comparable to true friendship. This mental empathy is of great benefit to the creature's owner, whose own speed of thought and action are actually improved whilst the Gyrinx is in close proximity. What benefit the Gyrinx obtains from the relationship is unclear, but there is plainly some deep-seated need being fulfilled, because an ownerless Gyrinx will actively seek out and adopt some other creature. Oddly enough, Gyrinx show a slow metabolic change so that they come to resemble their owner physically, temperamentally and in habit.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Gyrinx	4	3	0	3	2	1	5	1	As owner or 7			

Gyrinx have personal characteristics derived from their owner, or, if they have no owner, of 7. They have a single claw attack.

Gyrinx are moved and controlled by the player representing their master. They are capable of understanding instructions given by their master, and can communicate simple messages. Unless ordered away, they will remain perched on their owner's shoulder or at his heels. So long as the Gyrinx remains within 6", its owner receives a +1 to hit bonus for shooting and close clombat, and may add +1 to *initiative*. Psychic owners can use telepathy to make contact with their Gyrinx and expend no psi-points in the process. Psykers may also use their Gyrinx as a store for psychic energy, placing up to 5 psi-points in the Gyrinx and retrieving them at a future time. For purposes of storage and retrieval, the Gyrinx and owner must be within 2". If a Gyrinx's owner dies it will defend the body for D6 turns, and will then either run away or allow itself to be adopted by one of its former owner's friends or associates. It takes a period of several weeks to establish a complete relationship with a new owner; this can be taken as D6 weeks, but might be less if the old and new owners were close friends or relations.

Gyrinx in games are a very useful means of making powerful characters more so. Obviously, these are creatures of great value, and unlikely to be owned by ordinary people. Typically they would be owned by Inquisitors, Rogue Traders, high-level members of the priesthood

and the like. Even evil aliens might own Gyrinx - the creatures inherit their morality from their owner so they can be pretty mean! GMs can allow players to befriend Gyrinx if they are patient. A successful 2D6 roll against their *Cool* (needing to score equal or less) can be taken as a favourable indication.

● HORSE

With the spread of humanity throughout the galaxy many of mankind's domesticated animals found new roles amongst the stars. Horses and other equines were to prove invaluable on worlds where fuel resources were not always available whilst natural animal fodder was abundant. Natural selection and mutation were to play a part too, and horses quickly adapted to the atmospheres and foods of many different habitats. Riding animals were developed that were faster and had more endurance than any earth-bound horse. Draught animals grew to great sizes so that they would have dwarfed ancient Shires or Percherons. At the other end of the scale horses the size of cats came to be bred as meat animals and pets. Nor are horses restricted to human space, for they have been adopted as riding or draught animals by other races too, especially by the Orks (who also like to eat them).

Either draught or riding animals may be ridden, although the former are rather slow and large to negotiate some types of terrain. Draught animals are more commonly used to pull carts or carriages.

|	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Riding	8	3	0	4	3	1	3	0/1	2	2	2	2
Draught	8	2	0	5	4	3	2	0/1	2	2	2	2

Horses are usually under the control of a rider or, in the case of carts, a driver. In both cases pyschology follows the rider/driver, there is no need to make separate tests of this kind for riding animals. Where the GM considers a test should be made (if someone were deliberately trying to scare a horse) then any tests are made on the rider/driver's *personal characteristic*. Horse and rider combinations are subject to the following shooting rules.

1   At short range either horse or rider may be selected as the target. At long range the shot will hit either rider or horse randomly. Area effect weapons may hit both.

2   A mounted character may only fire a weapon from short range and is then subject to the additional -1 modifier for firing from a moving platform (see page 20 for full details).

3   Horses may carry one human-sized rider plus a reasonable amount of non-heavy equipment and/or weapons without penalty. Heavy equipment and/or weapons may be added with the usual movement penalty. Each additional rider halves the move rate for riding animals and deducts a quarter for draught animals.

4   A harnessed animal pulls at half rate. No specific ratio to burden is given for pulling loads, and the GM should ensure that models look reasonable (i.e. 1 riding horse cannot pull a triple-carriaged road-juggernaut).

5   The characteristics given for *attack* is 0/1. Most horses have no *attack* but will defend themselves if specifically struck. However, a specially trained warhorse has 1 *attack*, an all-round stomp that represents kicking and biting. Such animals are rare, and should be introduced by the GM only with due consideration.

Horses in games are used as prime movers in primitive societies, frontier worlds and on some advanced planets where motorised transport is undesirable for some reason. Human planets with histories of protracted isolation often come to rely on the horse, and sometimes develop a religious or deeply-felt taboo against mechanical transport. Orks are especially enthusiastic horse users, and on most Ork worlds they form the usual mode of transport. Ork horses tend to be hot-bloodied and bad-tempered (as would anyone who was forced to endure an Ork sitting on them). On the tabletop mounted models give a fast moving game not entirely unlike a 'western' movie! Riding horse models are provided by any of the standard sized Citadel horses. Draught horses are far larger, in a similar way to Ogrons and humans. It is recommended that the toy model horses are used, requiring only minimal remodelling and a coat of paint.
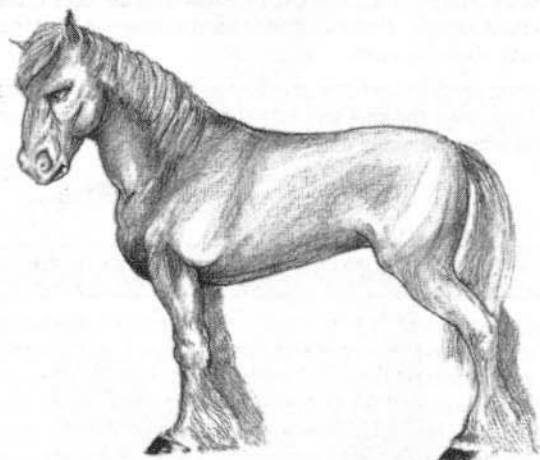
● LASHWORMS

Lashworms are Death World monsters and have become common on many planets following accidental introduction along with other cargo. They originate from the Lost Hope Death World where they live amongst boles of trees, rock crevices and anywhere they can gain a footing. They are very adaptable and, as well as living in natural fissures, will settle quite readily into the corners of buildings and spacecraft. The creature has two distinct parts - the main part, or 'anchor', comprises all of the vital organs including mouth and stomach, the second part is the long tongue-like lash and is normally kept tightly wound. The creature secretes itself safely within a crevice, and normally only the sensitive tip of the lash, known as the trigger, protrudes outside. The trigger looks like a bundle of lichen or fine plant growth, but is in fact a sensory organ that can detect vibration in the immediate vicinity. As a creature passes the Lashworm's lair, the trigger picks up the vibrations and activates the lash. The lash

is up to 5 metres long (compared with the body which is about the size of a cricket ball). It is thin, whip-like and saw-edged. With astounding accuracy it strikes the target, rasping away a portion of flesh and vanishing back into its hole. There the meal is digested and the Lashworm will not attack again for several hours.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Lashworm	0	3	0	1	3	1	-	1	0	0	0	0

A Lashworm is immobile by nature and cannot be forced to retreat or rout in combat. It is essentially mindless and reacts only by instinct. Its attack is so quick that it always strikes first irrespective of relative *initiative* scores. Its victims may only strike back if the Lashworm misses. Once the turn is over the Lashworm cannot itself be attacked as it is safely hidden inside its lair. Because lashworms are one-strike, immobile creatures, the best method of introducing them into a game is for the GM to mark out an area infested with them. Then, every time a model is placed within 2" of a potential hiding place, roll a D6-3, - the score indicating the number of Lashworms that attack the model during the turn.

Lashworms in games are rarely deadly, but will keep players on their toes. They can be used as described above to provide dangerous areas, or a group of Lashworms can be placed so as to cause maximum inconvenience at an unexpected moment (such as around an old abandoned door entrance, along the walls of a tunnel, or around a valuable piece of equipment).

● MIMICS

Mimics are small, ape-like creatures from the planet of Yamnan. They resemble gibbons, are inquisitive, fairly intelligent and friendly...at least, most of the time they are. Mimics have developed an unusual survival mechanism whereby they can shape-change to resemble any other creature of comparable size and bulk. A mimic can shape-change into a human, Ork or other man-sized alien, but will always be rather small compared to the real thing. They can even make their skin resemble clothing or equipment - although the deception would not pass close examination. As well as mimicking a creature's appearance, they can mimic its behaviour, even going as far as to use weapons and tools. Mimics just can't help copying creatures around them, reverting to their normal form only when the copied creatures go away.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Yamnan Mimic	4	3	3	2	2	1	3	1	6	3	6	6

In copied form mimics have as many *attacks* as the creature they are copying (not counting as improvised), have the same *movement*, and can accomplish the same general things (flying, tunnelling, etc). They do not have any special powers, chemical attacks, psychological attacks, etc. Mimics will automatically copy the appearance and general behaviour of creatures with 6", but will always revert to type if there is nothing to copy within 12". Mimics will always try to steal or obtain any equipment that their copied creature is using, also successfully wresting weapons from creatures they push back in combat. Similarly, if they observe troops driving vehicles, entering buildings or sneaking about in hiding they will attempt to do the same. They never act aggressively unless attacked, but will try and take equipment (which usually provokes a fight). They scavenge abandoned and dropped equipment from casualties too, and the GM can allow for this if he wishes. Mimics are 'fun' creatures, and should be controlled by the GM. How mimics act will always depend on circumstances, it is best for the controller to simply pretend he is a mimic and try to imagine what they would do.

Mimics in games are not just light relief, but can help make a game especially interesting for the players. The problems of having a troop of fascinated mimics following you around can be exasperating! This is especially true when trying to conduct secret undercover work, move from hidden positions or indulge in nerve-wracking espionage.

PTERA-SQUIRREL

The Ptera-squirrel was once thought to be a peaceful and harmless animal - its cute furry appearance making it a popular pet throughout the Imperium. Then the truth emerged ... the Ptera-squirrel is merely one stage in the life-cycle of the creature. Ptera-squirrels live for generations as soft-furred bundles of fun, and then for another cycle of generations as dangerous blood-drinking carnivores. What prompts the change between the two forms is not known, as a result of which Ptera-squirrels have become a common pest throughout the Imperium. They resemble a fluffy squirrel, but have thin membranes between their extremely long fore-limbs and their rear-limbs enabling them to fly.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Ptera-Squirrel	4	4	0	2	2	1	5	1	5	3	8	8

Maximum flight speed	18"
Minimum flight speed	6"
Acc/dec	6"
Turn radius ratio	1

Ptera-squirrels can be treated as individuals for the purposes of movement, always moving towards and attacking the nearest target. Ptera-squirrels will not attack other Ptera-squirrels.

Ptera-squirrels in games make excellent nuisance creatures and can be controlled by the GM. They can even form part of the game plot. For example, anarchists release a flock of Ptera-squirrels at a crowded spaceport, in the ensuing confusion they mount a daring attack on a refuelling spacecraft.

RAZORWINGS

'Razorwing' has become accepted as a generic term for a number of genetically unrelated species which are otherwise similar in appearance and habit. These are bird-like animals, usually no more than 3 feet long, with carnivorous appetites. Prey are grasped with beak and talons, but the creature's main attack comes from its wings. Razorwings have modified wings, forming a sharpened, serrated edge which can be compared to a saw. They attack by swooping down on the target, aiming to slice or seriously cut with a sweep of the wings. A strike from one of these creatures can easily kill a man-sized target.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Razorwing	2	5	0	3	3	1	4	1	6	2	7	7

Maximum flight speed	24"
Minimum flight speed	6"
Acc/dec	6"
Turn radius ratio	1

Razorwings are gregarious birds and will flock together, acting as if in units on the tabletop. They will not attack other Razorwings, but will otherwise attack targets as they present themselves, moving towards the nearest if possible.

Razorwings in games are best suited to Death Worlds, although they could provide an interesting basis for a scenario. Imperial troops might be sent on a desperate mission to collect Razorwing eggs for scientific research. Perhaps the eggs are required by an alien trade delegation for food, or maybe a whimsical Imperial Commander wishes to add them to his collection.

RIPPY-FISH

The Rippy-fish is a pirahna-like aquatic creature with pirahna-like habits. It comes from the Lost Hope Death World, though many similar creatures exist on other planets. It is not large, rarely more than 30 cm in length, but its uncompromisingly carnivorous appetite and fearless disposition make it deadly. Rippy-fish form shoals of several hundred creatures. They can live in salt or fresh water, and are immune to most poisons, extremes of temperature and pollution.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Rippy-fish	4	3	0	3	1	1	3	1	10	2	10	10

Rippy-fish are usually found in huge shoals, numbering hundreds or even thousands of individuals. Because of this, the most sensible method of representing them is for the GM to work out a rough area where they are gathered - usually a stretch of river. Models moved into the river will automatically be attacked by D6 fish every turn. A shoal cannot be forced back from combat, routed or otherwise halted. Frag or crack grenades thrown into the water will kill or drive off some of the fish, reducing the chance of being attacked to a score of 4 or more on a D6.

Rippy-fish in games can be just a hazard for the players, or worked into the scenario as the guardians of a defensive moat, small island, etc.

SWARMS

There are many small creatures that congregate together for defence, hunting or to gather food. Examples include voracious insects, rodents, birds and fish. Such swarms are common on many worlds, often comprising hundreds, thousands or millions of creatures, occasionally reaching plague proportions and posing a threat to settlement.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Swarms	3	0	1	1	-	1	-	10	2	10	10	

Swarms are represented by a number of models attached by means of a temporary adhesive to a circular card base 50mm in diameter. Each model represents between 100 and 1000 individual creatures

rather than just 1, and the scale of the model isn't too important - it's just there to indicate the type of creature making up the swarm. Swarms are always made up of a single creature type, never mixed. The swarm is moved and fights as if it were a single model, with 1 *wound* and 1 *attack* for each model fixed to it. As casualties occur, the number of *attacks/wounds* drops, and models are removed from the base to indicate this. Swarms are immune to all psychology and can never be forced from combat or routed. Swarms can move through troops, obstacles, houses and most forms of scenery without penalty. Aquatic or flying swarms can move over water. They have stomp attacks.

Swarms in games are moved randomly by the GM and attack all creatures they come into contact with. They move D6" per turn.

● SUNWORM

Sunworms are native to Luther McIntyre, an extremely arid planet largely covered by barren desert. These creatures resemble nothing so much as large, fat and somewhat oily maggots, with no eyes and only a rudimentary sense of hearing, touch and smell. What little food a Sunworm requires is absorbed directly through the skin, waste products being excreted in the same way. They are adapted to feed directly upon solar energy. In daylight each creature assumes a position partly in direct light and partly in shadow, utilising its body as a photo-electric cell. A considerable charge is built up over a short time, and this allows the creature to survive the hours of darkness. Sunworms use their electric energy for defence, instinctively directing a burst of power towards any creature that gets too close. Depending on the size of the worm it can deliver more than one attack per turn.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Sunworm	1	3	0	4	4	3	6	-	4	4	4	4

Sunworms are creatures of brute instinct, and will not be affected by any compulsion to retreat from close combat. They will not follow a retreating opponent, for they are essentially peaceable creatures which attack only to defend themselves. Their habit of hiding under rocks means that they are difficult to see except at the last moment, by which time it is too late of course! They have 1 attack in combat for each 30cm of body length (this can be determined for each creature as D6x30cm or D6 attacks).

Sunworms in games can be reserved as a nasty surprise - especially for troops desperately seeking cover behind rock formations. A Sunworm's natural abilities must interest the authorities, and perhaps an expedition to capture some examples might provide the basis for a game. Can the power of the Sunworm be used to supply equipment, life-support systems and living quarters? Perhaps it could, but having the creatures around for pets would prove less than comfortable.

● ALIEN PLANTS

As with animals, plants take many and varied forms throughout the galaxy. While similar forms have evolved independently on widely separated worlds, none are absolutely identical. The plants given here can be regarded as a stock of common types which occur throughout the galaxy in various guises. You can use these as part of your own games, or you can modify specific details, or you can invent wholly new alien plants. GMs shouldn't be afraid of inventing new material, as this will help to keep the game fresh and the players on their toes!

● CATACHAN BRAINLEAF

This plant is unusual in that it is possessed of what appears to be animal-like intelligence, albeit of a fairly low, instinctual level. The plant itself is a small tree, not particularly conspicuous amongst the other flora of Catachan, the plant's home planet. What makes this plant remarkable is its ability to detach its leaves, which are capable of flying through the for many metres, propelled by a wing-like undulation. Each leaf is a macro-cell, and part of the plant's overall intelligence. Equipped with rasping hooks and intrusive nerve bundles, a leaf aims to attach itself to a living creature, injecting fibres which grow throughout the host's nervous system until it becomes a mere tool of the plant. Whilst incapable of high intellect, a Brainleaf can direct its victims in a sensible and rational way, enabling them to utilise weapons and equipment.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Brainleaf	0	0	0	4	4	3	0	0	0	0	0	0

The Brainleaf attacks animals coming within 12", but can discriminate between various creatures and may choose not to attack if it so wishes. Attacked creatures will be successfully taken over on the D6 roll of a 4 or more, but basic armour saving throws are allowed. Once taken over a creature comes completely under the control of the Brainleaf and cannot be freed from its domination unless the plant itself is killed.

Brainleaves in games have a certain potential to be controlled by a separate player, but can be run by the GM quite easily. Because they are inconspicuous amongst the general flora there is no need to have them represented by models, although the GM should know exactly where they are. A character would certainly recognise a Brainleaf if he saw one. Although not intelligent, the Brainleaf should be allowed to utilise some (although not all) of the knowledge of its victim - allowing psykers to continue using their powers, navigators to fly spacecraft, etc.

● CREEPERS

Creepers are plants possessed of an animal-like ability to move their long, sinuous limbs. This response is not consciously exercised, but is a basic reaction to the presence of animals. A likely victim will be seized, dragged towards the immobile main part of the plant and crushed to death by its powerful limbs. There the body will quickly rot, dissolved by powerful enzymes secreted from the trunk.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Creeper	0	3	0	5	5	3	3	-	0	0	0	0

The creeper will automatically attack a maximum of 4 animals within 6". Each target is attacked only once in the turn. Roll to hit as normal, any hit indicating that the target has been entwined and dragged onto the trunk. Unless the captured creature can score a wounding hit in the following turn it will be crushed to death irrespective of size. If a wounding hit is scored the creature escapes, but may be hit and recaptured.

Creepers in games are a powerful plant monster and make an interesting feature in a game. On a Death World the creeper may be kept hidden, unrecognised amongst the background foliage until it begins to attack.

● FLOATERS

Floaters are plants which synthesise hydrogen, store it inside their cellular tissue and, by virtue of their extreme lightness, float through the air on the prevailing wind currents. They are basically spherical and are covered with a number of short, sensitive trigger nodules. Should one of these nodules come into contact with a physical object, the Floater bursts, scattering seeds which form new Floaters within a few days. Bursting Floaters can be quite explosive, and form the chief danger associated with these otherwise harmless plants.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Floaters	-	0	0	0	1	1	0	0	0	0	0	0

Floaters move D6″ in the direction of prevailing winds. This can be established before the game or when necessary. Provision for a change in wind direction can be made, say on the D6 roll of a 6, or as the GM sees fit. Floaters coming within 1″ of any object are assumed to explode, causing an automatic *strength* 5 hit. Floaters hit by any weapon explode automatically and are destroyed. Floaters hit by a flamer, plasma gun, bolter, laser, or any explosive or heat based weapon will explode violently, causing a *strength* 8 hit on any target within 3″.

Floaters in games can be used by the GM to give either or both sides a few extra problems, especially if the wind is deliberately allowed to veer randomly from turn to turn. A good way of randomising wind movement is to allow it to veer D6 points clockwise and D6 points anti-clockwise, the points difference corresponding to changes of position on the clock face. So, 3 clockwise and 6 anti-clockwise = 3 anticlockwise, such as from 9 to 6 o'clock.

● GAS FUNGUS

This is a fairly widespread type of fungus, occuring in various unrelated but essentially similar forms throughout the galaxy. It generally appears as a mushroom and is often quite large and may reach over 2 metres in height. The Luther McIntyre IX version is purple with livid red spots. A Gas Fungus has a simple but effective defence against predation by hungry animals. Should an animal approach too closely (6 metres) the fungus releases a store of poisonous gas. This store is built up within the plant's tissues and once released takes several hours to regenerate. The gas persists for about an hour, leaving the fungus unprotected only for a short time. The gas itself is deadly, although the specific toxicity varies from species to species.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Gas Fungus	0	0	0	4	4	1	0	-	0	0	0	0

The gas is released as soon as any creature, vehicle or anything likely to cause detectable vibration, approaches within 3″ of the plant model. The gas covers an area with a 3″ radius centred on the fungus, all creatures within this area receive an automatic *strength* 4 hit unless they are wearing some sort of breathing apparatus. Once the gas is released it lasts for an hour - which can be taken as the rest of the game in normal circumstances.

Gas Fungus in games can be mixed in with other types of fungus to provide an unexpected hazard. It is not important that the fungus looks any different from other types, in fact it is better if the players remain uncertain about the various kinds of fungus as this makes them more careful. Gas Fungus models can be made from Fimo, Milliput or any similar modelling compound.
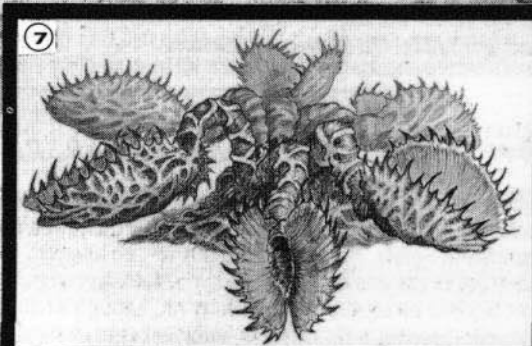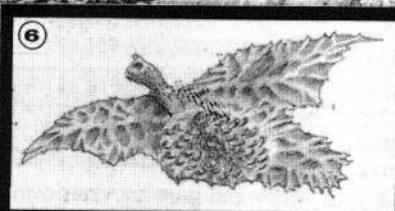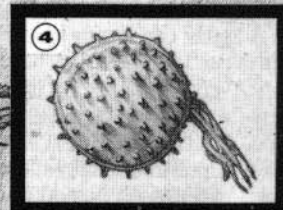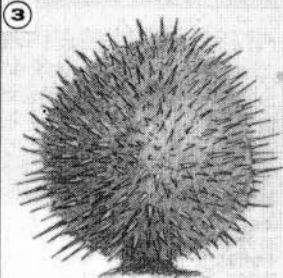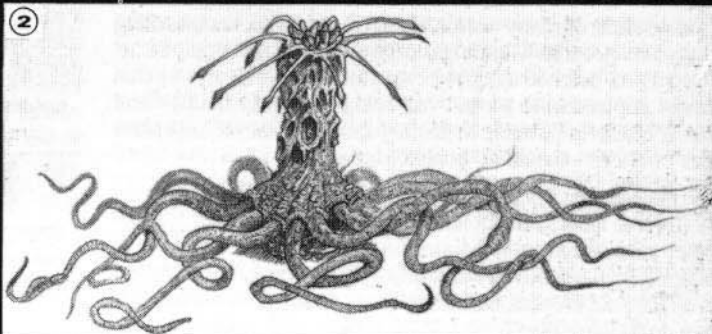

1 GAS FUNGUS

2 CREEPER

3 SPIKER

4 FLOATER

5 RAIN SPORE FUNGUS

6 A SINGLE BRAINLEAF

7 VENUS MANTRAP

RAIN SPORES

Rain Spores are a type of fungus, looking much like a giant mushroom. Their unique attribute is to lie in the ground throughout periods of drought and desiccation only becoming active once it starts to rain. With the first sign of water, the fungus erupts from the ground in a frenzy of uncontrolled growth, reaching maturity and releasing fresh spores within a matter of moments, quickly settling into the ground to produce new fungus or await the next cycle of drought. Spores are poisonous to living creatures if breathed in.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Rain Spore	0	0	0	4	4	1	0	0	0	0	0	0

Rain Spores respond only to water, and so can be used either in conjunction with the special rules for atmospheric disturbance, or as part of a general scenario background featuring rain, flooding, irrigation, etc. Once the rain begins roll a D6 every turn to establish how many of the fungus pop up. These are positioned randomly on the table. Any creatures with 3" of an emergeant fungus will be hit by spores unless they have breathing apparatus. Creatures who are hit receive an automatic *strength* 4 hit. Not only will fresh fungus appear every turn, but the the old ones will remain, and continue to produce spores so long as it is raining.

RUBBER MOSS

Rubber Moss is a very dense, resilient moss-like plant growth. It carpets large areas of many worlds, its microscopic spores travelling the galaxy on spacecraft, amongst cargo, on personal equipment, clothing, etc. Its defence against being eaten by herbivores is that it is almost impossible to move over, being incredibly bouncy and unstable. It is also impossible to destroy except by use of anti-plant grenades or shells - hence no profile is given.

Models moving over Rubber Moss may move up to 1" a turn without penalty (reserve moves are not allowed). Models attempting to move at a faster pace will start to bounce on the D6 roll of a 4, 5 or 6. Bouncing models are moved randomly D6" per turn until they are thrown off the Rubber Moss. Bouncing troops and vehicles are helpless and may do nothing else.

SPIKER

The Spiker is one of the most dangerous plant forms in the entire galaxy. A Spiker can be any size, but tends to be man-sized, about 2 metres tall and upright. They have a vaguely cylindrical shape, and are covered with a thick layer of hair-like leaves, out of which protrude countless thin, sharp spikes. These spikes are what make this plant dangerous. Piercing the skin of an animal, they release a genetically intrusive chemical that literally starts to reform the victim's body tissue into that of a Spiker. A human taking a spike in the arm will soon find his arm becoming hairy and immobile, and within a short time his whole body will be covered in spikes. Although the victim remains mobile for some time, the physiological changes destroy the mind, so that the victim wanders aimlessly. Eventually all mobility is lost and another Spiker will have been created.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Spiker	0	0	4	4	4	2	0	0	0	0	0	0

A Spiker can fire spikes up to 6" at any available animal target. Spikes have a *strength* of 4 and any hit initiates the physical change from animal to Spiker. Normal saving throws are allowed, stopping the spikes before any damage is done. Anyone foolish enough to engage a Spiker in close combat is automatically hit, though saving throws are allowed. Once hit a character is liable to begin changing at any time, a D6 roll is made every turn and a score of a 5 or 6 means that the change has started. Affected creatures move randomly, cannot

take intelligent actions, cannot fire weapons, etc. A further score of a 5 or 6 indicates that the change is complete and another mature, immobile Spiker plant has been formed. Whilst mobile the Spiker/creature cannot fire spikes, but any creature touched or engaged in combat is infected. Mobile Spiker/creatures have the same profile as their creature component. Once mature a Spiker takes on the approximate size and shape of the creature from which it was formed.

Spikers in games are a good surprise plant, they can be hidden amongst foliage and revealed only at a vital moment. Once a creature begins to transmute it is a real pest! Often a player may deem it better to slay his own model rather than let the transformation begin. GMs will find it best to move transforming Spikers before other models - and then any physical contact will be apparent. Models touched by the Spiker may be allowed a discretionary chance of moving out of the way (perhaps a 4,5 or 6 on a D6).

SPINETHORN

The Spinethorn is a bush that grows in dense clumps or long rows. It is black, tough and extremely thorny with no leaves. If left alone it is harmless, but is almost impossible to move through. Once touched its horny branches begin to writhe and constrict, causing the sharp thorns to slash and stab at anything amongst them.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Spinethorn	0	-	0	5	5	1*	3	-	0	0	0	0

Spinethorns count as difficult ground. Any creature attempting to cross a patch of Spinethorns takes 1 automatic *strength* 5 hit for every turn spent within the spiny mass.The Spinethorn can be cleared by causing damage, 1" of bush being destroyed for every *wound* caused.

Spinethorns in games make good defensive barriers, whether natural or planted deliberately to discourage visitors.

SPONGE WEED

Sponge Weed is adapted to survive periods of drought by shrinking. Once rehydrated the plant expands rapidly, scattered clumps expanding into a single dense clump covering a considerable area.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Spongeweed	0	0	0	0	4	1*	0	0	0	0	0	0

*The Sponge Weed has 1 *wound* per square 1". The presence of water causes the plant to expand, doubling its size every turn until clumps unite into a single body. Movement over the newly formed sponge carpet is at ½ rate, vehicles are automatically trapped and cannot move.

TANGLE FUNGUS

Tangle Fungus grows over the surface of the ground in a mass of entangling hyphae which may be several feet thick. It is not dangerous, but counts as *very difficult terrain* reducing movement to quarter pace.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Tangle Fungus	0	0	0	0	4	1*	0	0	0	0	0	0

*Tangle Fungus has 1 *wound* for every square 1" but can only be destroyed by flamers, plasma guns, melta-guns or other heat/flame based weapons (but not lasers). Anti-plant has normal effect.

THERMOTROPIC VINE

These fast growing vines come from cold worlds where heat is a valuable resource. Accordingly, they are adapted to find heat. A vine will respond to any heat source within 6" by sending out a tendril

which seizes the target, grows rapidly around it and creates another clump of vine. The vine does not kill or harm its target other than making it immobile and unable to do anything. Models have a D6 saving throw or 4 or more on a D6, vehicles have a save of 3 or more. This represents the chances of avoiding the vine in the first place.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Thermotropic Vine	0	0	0	0	4	1*	0	0	0	0	0	0

*Thermotropic vine has 1 *wound* for every 1" square of area.

VENUS MANTRAP

The Venus Mantrap is named not after its planet of origin but after the venus flytrap plant of Earth which it so closely resembles in all but size. Its size is considerable, often reaching twenty or thirty metres in height. Venus Mantraps are rampant on steamy, jungle infested Death Worlds, where they prey on various types of animal life. Its leaves are modified into the form of a powerful toothed trap. Traps are activated by careless creatures wandering onto the sensitive hair triggers. Unlike the static flytrap of Earth the Mantrap can move its leaves to attack.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Venus Mantrap	0	6	0	7	7	4	5	6	0	0	0	0

The standard Mantrap's 6 *attacks* come from each of six leaves, although a Mantrap can have any number of leaves, and always has 1 *attack* with each leaf. Because the leaves are mobile they are represented by a separate model, made out of card and suitably painted. Each leaf moves D6" towards the nearest prey every turn, but may not move further than 18" from the main body of the plant to which it is connected. Each leaf has 1 *attack*. Any victim taking a wounding hit is trapped and cannot escape unless it or another model causes a wounding hit on that leaf or the adjoining stem.

Venus Mantraps in games are extremely powerful - having more than one in a game is certainly a real teaser. Positioning on the tabletop will determine whether the plant will be a hazard or simply something to be avoided. At the beginning of the game it is a good idea to have the leaves 'hidden', only revealing them to make an attack.

DEATH WORLD

What is a Death World? For starters there are many different sorts, and no two Death Worlds are the same. But they all have one thing in common - they are dangerous! A game featuring a Death World can be very entertaining for all concerned. From the GM's point of view they are easy to run, as well as providing constant things to do - randomly determining the actions of the plants, animals and weather. Several types of Death World are described below, together with generation details for flora, fauna and atmospheric conditions.

DEGENERATIVE TERRA-FORMING

During the *Dark Age of Technology* humanity evolved techniques of terra-forming and astro-engineering that enabled hitherto barren worlds to be turned into habitable planets. Since those times many of these worlds have become environmentally unstable; creatures, plants and landscape have undergone changes not anticipated by their designers. On these planets vegetation is often patchy, and may be dispersed between areas of bedrock, lava-flow or desert. The animals and plants are not usually extremely dangerous, but the weather is subject to continuous disturbance and the atmosphere may be dangerously thin, allowing radiation and meteors to penetrate to the surface.

Animals. Animals for the planet can be generated from *animal chart 1*. The chance of animals appearing on the table is 1 in 6 per turn.

Plants. There is a 75% chance of there being dangerous plants on the planet. If present D2 types can be generated from *plant chart 1*.

Environment. The weather is unstable and subject to constant change. There is a 1 in 6 chance of a weather feature every turn.

DEATH WORLD FAUNA

Many Death Worlds are dangerous because their creatures are extremely ferocious or powerful. Where the eco-system is finely balanced, as in a tropical rain forest, such creatures may be hard to eliminate. Such worlds are best left unsettled. Dangerous creatures can be of many types, from small but deadly rodents and insects to huge *dinosaurs. Where settlement is necessary for reasons of research*, defence or exploitation, hostile animals can often be kept at bay by *power screens* and other defences.

Animals: Animals for the planet can be generated from *animal chart 3*. The chance of animals appearing on the table is 1 in 6 per turn.

Plants: There is a 25% chance of there being a dangerous plant present. Generate the type of plant from *plant chart 1*.

Environment: There is a 10% chance of the weather being subject to change. Where this is the case there is a 1 in 6 chance of a weather feature every turn.

DEATH WORLD FLORA

Plants can be easily as dangerous as animals. On some Death Worlds plants have evolved into competitive, aggressive killers, ready to take advantage of other life forms be they animal or vegetable. Often a world of this type can be cleared by chemicals or exposure to radiation, but in some situations this is not possible - the plants are simply too resilient! A Death World jungle may be able to grow up literally overnight, reaching a height of several hundred metres within days. Some worlds are so choked by plants that it is impossible to reach the planet's surface, the vegetation forms a multi-layered series of habitats with lakes, rivers and other features contained within or upon the plants themselves.

Animals: There is a 75% chance of the planet having dangerous animals. If present there is a 1 in 6 chance per turn of animals making an appearance. Use *animal chart 1* to generate details.

Plants: A games table can be populated with D6 types of plant generated from *plant chart 3*.

Environment. There is a 5% chance of the weather being subject to change. Where this is the case there is a 1 in 6 chance of a weather feature every turn.

MIXED DEATH WORLDS

The majority of known Death Worlds combine deadly plants with perilous animals. This makes for a lethal combination of danger. Worlds of this kind are usually densely forested, virtual jungles from pole to pole. Every life form is competitive, and may have evolved complex relationships with its fellows. Such worlds are very difficult to settle, although research stations, military installations and other vital bases may be set up and defended against the planet's inhabitants. These settlements will last only for a while and are almost always associated with heavy attrition among men and material.

Animals: There is a 1 in 6 chance per turn of animals making an appearance. use *animal chart 2* to generate details.

Plants: A games table can be populated by D6 types of plant generated from *plant chart 2*.

SENTIENT DEATH WORLDS

It has been demonstrated on several occasions that the animals, even plants, inhabiting a Death World can form part of a collective or group consciousness. This is often combined with an ability to evolve

rapidly and consciously, so that an apparently tranquil world might suddenly spawn a generation of hitherto unknown animals and plants. The most deadly feature of these worlds is that their inhabitants can act co-operatively against what the collective consciousness perceives as an external threat. With the resources of an entire planet to fight, such a threat stands little chance of survival - whatever it may be!

Animals: There is a 1 in 6 chance per turn of animals making an appearance. Use *animal chart 3* to generate details.

Plants: A games table can be populated with D6 types of plant generated from *plant chart 3*.

Environment: There is a 50% chance of the weather being subject to change. Where this is the case there is a 1 in 6 chance of a weather feature every turn.

Note: On a sentient Death World the creatures do not simply wander about, and never attack each other. They may be represented by the GM or by an additional player whose job it is to 'defend the planet and destroy the invaders'.

• ENVIRONMENTAL CHANGES

A weather feature occurs from the beginning of a turn in which the GM rolls the appropriate *environment score* on a D6. The feature lasts until it disperses, which may not be for several turns, and so several weather features may co-exist on the board at the same time. The GM should excercise discretion in allowing some combinations of weather features. Determine the feature from the chart below.

01-15	Cyclone
16-29	Earthquake
30-43	Fog
44-57	Lava flow
58-72	Meteor
73-86	Radiation
87-00	Rain storm

Cyclone: A cyclone is represented by a card circle D4+2" in diameter. This whirling vortex of destruction enters the board at a random position from one side, moving randomly about the table D10" per turn. It will not move off table during its first turn, but may do so subsequently and will not return. Cyclones cause an automatic *strength* 10 hit on all targets within their area, including targets passed through during its movement. Damage equals D6 points and any saving throws are made at -1. Models inside buildings or vehicles are not affected unless structures collapse on top of them. Models not killed outright by a cyclone are picked up and deposited randomly within D6" of their present position. They may do nothing during their following turn. Moving vehicles automatically go out of control during their following turn.

Earthquake: An earthquake is a brief tremor lasting 1 turn. During this turn all movement is at half rate, and moving vehicles automatically go out of control in their following turn. In addition D4 fissures open upon the table, each D10" long and 1" wide. These are placed randomly by the GM. Models occupying these spaces are killed unless they can make a basic 4, 5 or 6 saving throw - this includes vehicles unlucky enough to be caught. Fissures are impassable, bottomless and very, very black. Buildings undermined by fissures collapse immediately without a saving throw.

Fog: Sudden temperature changes and humidity levels cause dense fog to cover the table, persisting until a 6 is rolled on a D6 at the beginning of a subsequent turn. Normal visibility is reduced to 6" in fog. Troops with infra-vision can see as normal. Reserve moving is no longer possible, and the GM may introduce hidden movement by mapping if he wishes.

Lava flow: Eruptions beneath the planet's surface force molten magma onto the games table, forming small, rapidly expanding pools of searing death. Lava flows can be represented by a 1" diameter card which has been painted red. Unless the eruption ceases, the diameter of the card circle increases by 1" per turn, potentially covering the whole table. Once it has been determined that a lava flow has occured, place a single marker on the table in a random position. Models within

the area of a marker are automatically hit at *strength* 10, causing D10 damage with any saving throws at -3. Vehicles become stuck on the D6 score of a 4, 5 or 6 (except for hoverers), while foot troops simply may not cross. Buildings undermined by lava will collapse automatically. A lava flow exploding into a river bed, or other natural depression, will follow it at the GM's discretion - typically advancing by 1" per turn along a channel. Lava will continue to erupt for D6 turns, after which it will continue to erupt until a D6 score of a 6 is rolled at the beginning of a subsequent turn.

Meteor: Where a planet's atmosphere is thin, meteors can pose problems for its inhabitants. Once it has been established that meteors have struck, roll a D4 to determine how many. Each strike is represented by a card circle 2" in radius and positioned randomly on the table. Within the area of each card marker, each target receives an automatic *strength* 10 hit, causing D10 damage with any saving throws at -3. Vegetation is automatically destroyed and a crater is created with a rim which will serve as hard cover. Models within 6" of a meteor impact are affected too, and will not be able to do anything else during their following turn (they are too surprised!). All vehicles within 6" of impact (including those which survive a direct hit) automatically go out of control in their following turn.

Radiation: A thin or structurally unstable planetary atmosphere is frequently unable to protect the surface from the effects of harmful radiation. Once it has been established that this has occured roll a D6, this indicates the *strength* of the radiation. Every exposed living creature takes an automatic hit at the *strength* indicated. Vehicles and troops in vehicles or buildings are unaffected, as are troops wearing radiation suits. Otherwise normal physical armour saving throws apply. The effect lasts for one turn only.

Rain storm: A sudden squall reduces visibility to only 12", except for troops with infra-vision who may see normally. Roll a D6 each subsequent turn, a 6 indicating that the rain has lessened by 1 level. A 1 indicates that the rain has worsened by 1 level. 2 to 5 indicates that it stays the same.

Stops	Resume normal rules
Initial level	Visibility reduced to 12"
1	All movement half-rate
2	All movement ¼ rate. Wheeled vehicles and walkers become bogged down on a roll of 5 or 6. Tracked vehicles become bogged down on the roll of a 6. Rivers double their width and become uncrossable save by medium or heavy vehicles, medium vehicles attempting a crossing are swept away on the D6 roll of a 6 (moving 6" per turn downstream).
3	No movement is possible. All vehicles sink in mud and become permanently immobile. Laser, flamer, melta and plasma fire are reduced to short range only.

Once a rain storm has stopped conditions are assumed to be pretty normal, except that vehicles stuck in level 3 cannot move for the rest of the game.

• CREATURE CHARTS

These charts provide the GM with a useful tool whereby he can randomly determine a type of creature and its numbers. There are three sets of charts corresponding to progressively more dangerous situations. Each chart has two columns for random generation; the first includes every creature/plant on the chart, the second excludes creatures which are specific to certain planets such as the Cthellean Cudbear. The GM may include planet-specific creatures onto an unknown world if desired, indicating a wider range for the creature than originally thought, either because of accidental or deliberate introduction either recently or in ages past. Parallel evolution might also produce a creature comparable to one of those given, and the same rules could be used for it. As well as coming from specific worlds, some creatures are specific to certain habitats, and may be

inappropriate for your game. For example, Carnivorous Sandclams will be rare on desert worlds being basically aquatic (although a similar non-aquatic version could theoretically exist on such a world). Creatures restricted to specific environments are indicated in the column to the right of the chart. The GM should bear in mind that modifications to the rules, or minor changes to the creature's description, may be needed under some circumstances.

Once it has been determined that creatures will appear, roll on the appropriate chart to find which kind and how many. The GM can alter charts to suit individual games, or add new creatures as required. Creatures can be placed randomly either at the edge of the table, or at the edge of cover (forest, etc) behind which they might have been hiding. Flying and tunnelling creatures may be placed anywhere randomly. Unless creatures are described as being hostile to others of their kind, models appearing together do so in a loose *pack* and move together as a unit. They will not attack each other, but will always move towards the nearest target and attack it, be it a model belonging to a player or another Death World creature. On sentient Death Worlds the creatures never attack each other and can be moved by the GM in any manner he sees fit. On these worlds creatures are assumed to have a sense of purpose and intelligence that goes far beyond the intelligence of individual creatures.

CREATURE CHART 3

Random 1	Random 2	Creature	Number	Environment type
01-07	01-07	Ambull	D 8	Desert
08-14	08-15	Catachan Devil - small	D 4	Jungle
15-21	16-22	Catachan Devil - medium	D 3	Jungle
22-28	23-30	Catachan Devil - large	1	Jungle
29-35		Cthellean Cudbear	D 3	Cold
36-42	31-37	Dinosaur - small	D 6	
43-49	38-45	Dinosaur - medium	D 3	
50-57	46-53	Dinosaur - large	1	
58-64	54-60	Genestealer	D 4	
65-71	61-68	Giant Insect - medium	2D6	
72-79	69-76	Giant Insect - large	D 6	
80-86	77-83	Giant Spider - medium	2D6	
87-93	84-91	Giant Spider - large	D 6	
94-00	92-00	Grox	2D6	

CREATURE CHART 1

Random 1	Random 2	Creature	Number	Environment type
01-06		Bouncer	D 10	
07-12		Carnivorous Sandclam	D 6	Aquatic
13-19	01-09	*Catachan Face Eater*	D 4	*Jungle*
20-26	10-18	Crawler	D 6	Desert
27-33	19-27	Crotalid	D 6	Aquatic
34-40		Ferro-beast	D 3	
41-47	28-37	Giant Insect - small	D 6	
48-54	38-46	Giant Insect - medium	D 4	
55-61	47-55	Giant Spider - small	D 6	
62-67	56-64	Lashworm	D 20	
68-73		Mimic	D 6	
74-80	65-73	Ptera-squirrel	D 10	
81-87	74-82	Razorwing	D 10	
88-93	83-91	Rippy-fish	Area	Aquatic
94-00	92-00	Sunworm	D 3	Desert

CREATURE CHART 2

Random 1	Random 2	Creature	Number	Environment type
01-07	01-07	Ambull	D 4	Desert
08-14	08-15	Catachan Devil - small	1	Jungle
15-21	16-22	Crotalid	D 8	Aquatic
22-28	23-30	Dinosaur - small	D 4	
29-35		Ferro-beast	D 6	
36-42	31-37	Genestealer	1	
43-49	38-45	Giant Insect - small	D 10	
50-57	46-53	Giant Insect - medium	D 6	
58-64	54-60	Giant Insect - large	D 3	
65-71	61-68	Giant Spider - small	D 10	
72-79	69-76	Giant Spider- medium	D 6	
80-86	77-83	Grox	D 6	
87-93	84-91	Ptera-squirrel	2D10	
94-00	92-00	Razorwing	2D10	

● PLANT CHARTS

Death World plants can be rolled up before the game and positioned on the table or marked on a map and kept hidden until needed. The tables below can be used to populate your table and will give a good spread of low, medium and powerfully dangerous vegetation. Most plants remain stationary, or move only limbs, vines, etc. The only exception to this is the Spiker, which moves during its early stages. This can be done randomly by the GM.

Many plants grow in patches covering an area rather than in numbers of individual plants. Where applicable this has been noted and the extent of the area is left to the GM to determine.

PLANT CHART 2

Random 1	Random 2	Creature	Number	Environment type
01-14		Creeper	D3	
15-28		Floater	D6	
29-42		Gas Fungus	D6	
43-57		Rubber Moss	Area	
58-72		Spiker	1	
73-86		Tangle Fungus	Area	
87-00		Thermotropic vine	1	

PLANT CHART 1

Random 1	Random 2	Creature	Number	Environment type
01-07		Rain Spore	See text	See text
08-34		Rubber Moss	Area	
35-51		Spinethorn	Area	
52-68		Sponge Weed	D6	Desert
69-84		Tangle Fungus	Area	
85-00		Thermotropic vine	D3	

PLANT CHART 3

| Random 1	Random 2	Creature	Number	Environment type
01-17		Catachan Brainleaf	1	
18-34	01-20	Creeper	D3	
35-51	21-40	Floater	2D6	
52-68	41-60	Gas Fungus	D8	
69-84	61-80	Spiker	D3	
85-00	81-00	Venus Mantrap	1	
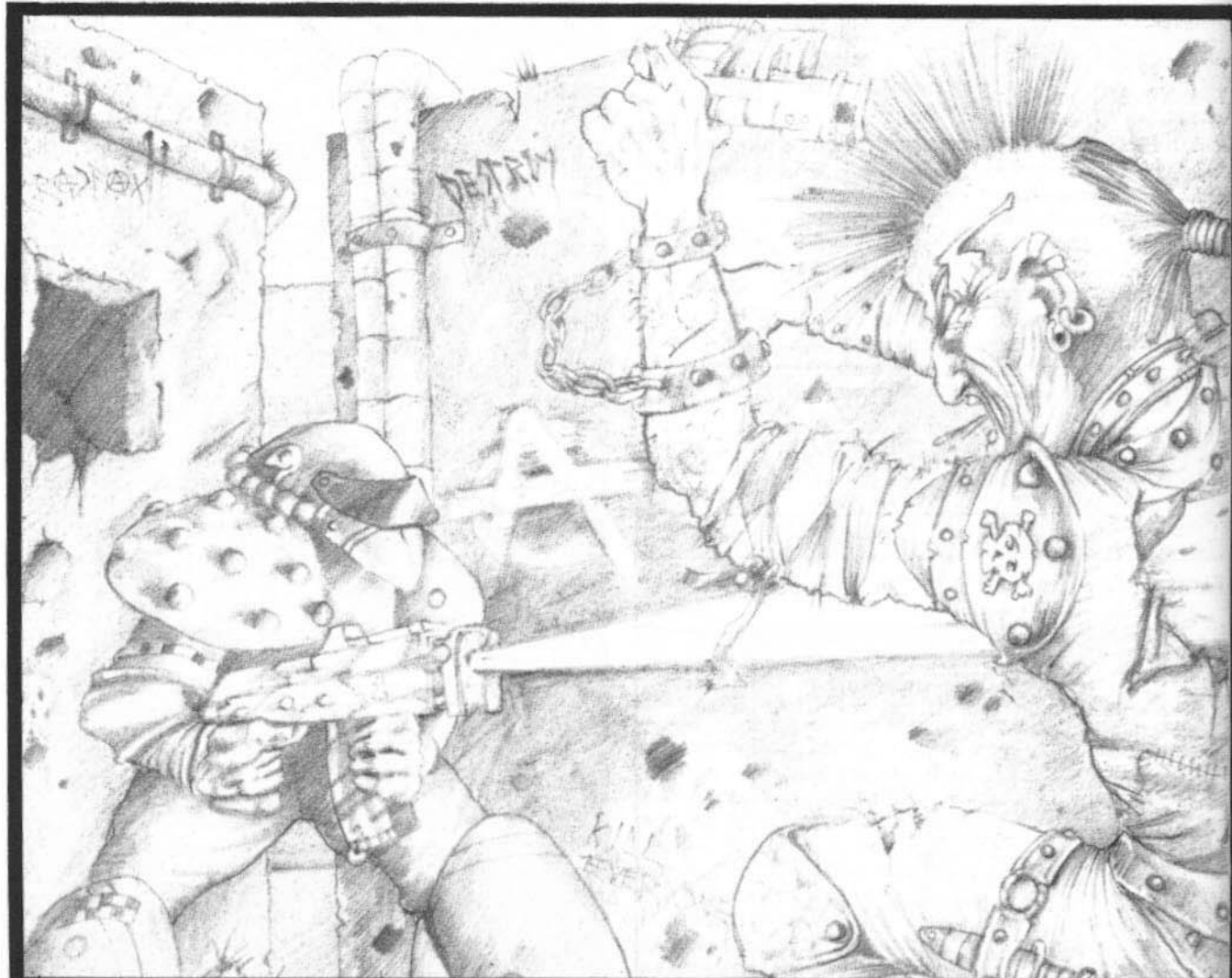
Mercenary warriors hire their services to the mining and bus gangs in Helsreach.

Isolated for up to eight years at a time, technological atrophy and improvisation is the order of the day on Logans World.
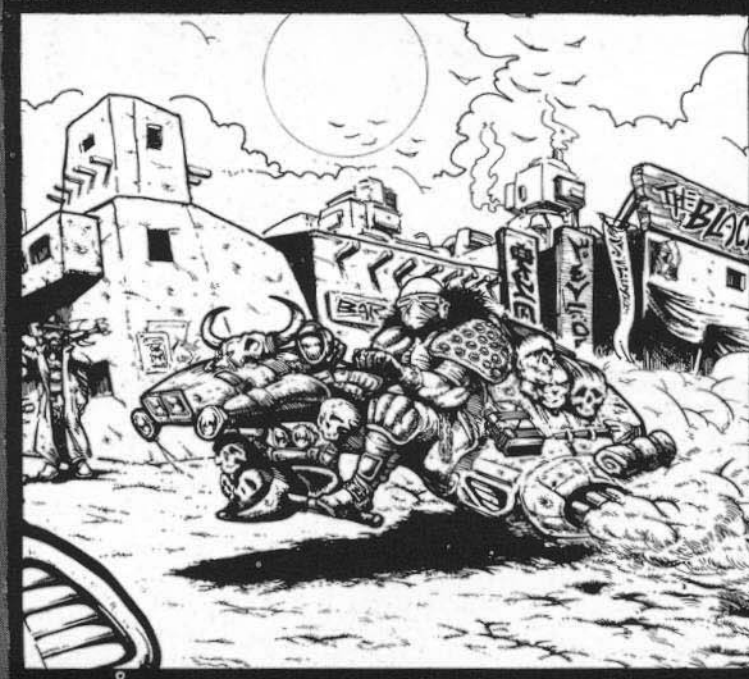
The tides of warp-space blow in unpredictable ways. Sometimes, settlements become isolated by impenetrable warp storms, denying access or escape for their inhabitants. At other times, worlds isolated for millennia are suddenly and inexplicably freed from the grip of the storm.

The Lost Worlds lie deep within the epicentre of a persistent warp storm known to Navigators as the 'Eye of Terror'. For years this raging storm halts all travel within its warp-space boundaries. Then, once every four to ten years, the eye blinks, and for a few days only, ships of all races fly to and from the Lost Worlds. Many Imperial planets lie deep within the Eye of Terror, and so too do many alien, and anarchic planets. The

Imperium holds back from these lawless worlds, unwilling to risk entrapment within the unpredictable warp storms.

Where Imperial Order has no meaning, humans and aliens co-exist in societies moulded by anarchy, violence and self-interest. Fortunately the very warp storms that keep out Imperial agents also keep out psychically dangerous warp-entities.

Logans World is a typical example amongst the Lost Worlds. Upon its barren and waterless surface live men and Orks, often fighting, sometimes trading, at times even cooperating to overcome the hostile environment.

· Chapter Information ·

· Update ·

When the Eye of Terror blinks, ships fly between the Lost Worlds and the rest of the galaxy. Miners ship their ores and slavers play their loathesome trade. Where chance permits, the forces of the Imperium make their mark, bringing to the Lost Worlds the brutal order of the Imperium, if only for a few days.

The bus gangs operate armoured hover-buses between Helsreach and the mines. Passengers are expected to help defend bus convoys during the inevitable raids by hill bandits.

Helsreach is the largest settlement on Logans World. Within its boundaries the rival Ork and Human gangs hold to the peace ... most of the time.

Mining is the life-blood of Logans World, and the routes between Helsreach and the mines are controlled by the corporate bus gangs. Bus gangers are tough racketeers, making their money by serving the scattered mine heads. Even the toughest mine gangs wouldn't dream of risking the journey without the protection of the bus gangs.

The mountains surrounding Helsreach are inaccessible and bleak. Unfortunately the only route to the mines lies through them, and also through the territories of the hill bandits.

Mercenaries indicate their status by a white patch or band from eye-to-eye. All the mine and bus gangs hire mercenaries in addition to their own men.

Beyond the generally neutral ground of Helsreach every creature is at the mercy of slavers. Slavers raid buses for human slaves which they sell to the Orks.

HOVERBUS GANGMEN
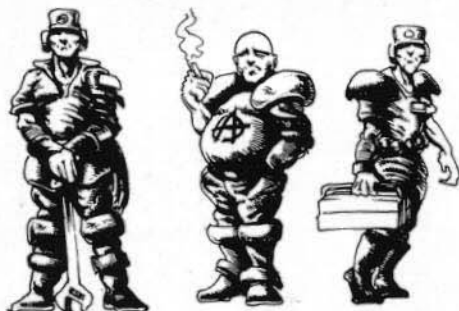
HELS REACH STREET PUNKS

ORC SLAVERS

HILL BANDITS

MERCENARY-GANG WARRIORS

WATER SELLER & GUARDS

MINERS AT WORK & RELAXING

ow you've read, played and, hopefully, enjoyed the **Warhammer 40,000** game. If you've taken the role of the GM in any of the games, you will have made on-the-spot decisions - perhaps modifying the existing rules slightly, or maybe inventing a new rule of your own to cope with some unforseen situation. You will have noticed how the inclusion of vehicles and buildings makes the game faster and more exciting, and have had the opportunity to try out some of the more unusual weapons, armour and alien races. Of course, it is important to walk before you can run; **Warhammer 40,000** is not an easy game to master all in one go, and if you start with too many weapons, different vehicles and all kinds of aliens, you may well find your initial games rather slow and unsatisfying. You may also miss some of the subtleties of the game if you dive in headfirst without getting used to the basic rules. However, once you've become used to the procedures and responsibilities of gamesmastering it is time to consider developing the game further. I have no doubt you will have already come up with some good ideas of your own, and maybe you have formulated additional rules to cover some of the things discussed in this chapter. For this reason, the rules that follow are not hard and fast, but are presented as ideas for you to experiment with as you wish.

THE UPPER HAND

In a competitive environment, players may try to force your hand over some point, hoping for a judgement in their favour. Often, their minds clouded by lust for victory, players attempt to get away with things they would never permit were they running the game. As a general rule, the GM must be tough - but fair. Try not to let a player's obstinacy prejudice your decision. It is important that you, as GM, keep the upper hand, and that the players know it!

An especially good way of resolving a dispute is to put the matter to the Gods of Chance - roll a dice. Players will accept a decision backed up by a dice roll far more readily than an arbitary judgement. For example, if you're not quite sure whether a model is caught by a grenade blast, why not simply roll a dice, giving the model a fifty-fifty chance of being hit. Dice can be rolled to decide most points of dispute, but **never** roll dice to resolve a procedural problem. For example, if your game includes an open type of fence, you must decide whether it can be seen through or not (I would rule that it could be seen through and cannot be hidden behind, but does count as soft cover).

When improvising rules you must use common sense and be reasonable. It is a good idea to write down rules you make up and discuss them with players before or after the game. Does the new

rule work? Can rules be improved? Are more rules needed? Try to reach a consensus with your players - it helps if everyone is playing the same game!

RANDOM DIRECTIONS

As we have said, dice can be used to resolve argument amongst players, the GM allotting suitable probabilities depending on the situation. One of the most useful applications of this idea is **random direction**. Often, you will want something or someone to move, fire, etc in a random direction. This can easily be done using a D12, conveniently corresponding to the 12 positions on a clock face. All the GM has to do is nominate one direction as 12 o'clock and roll the dice. Where this is not accurate enough the direction can be further refined using other dice, but this is rarely necessary.

If you are randomising a direction of fire, the basic 12 positions may prove too restrictive - all too often a shot goes in between two models without hitting either! To compensate for this, the shot automatically targets upon the nearest model within 2″ of the line of fire.

FAST DICE THROWING

Players often like to roll one dice at a time - choosing their targets and rolling to hit, checking damage and then making any appropriate saving throw. However, in a game of any size this is too slow, and dice must be rolled in batches. For example, a squad of 5 troops are firing at an enemy squad at long range. The dice roll needed to hit is the same for each trooper, so there is no point in rolling one dice at a time. Roll all five dice to hit, pick out any successful hits and roll again for damage, then make any appropriate saving rolls. This will establish the number of enemy killed and these models can then be removed. Occasionally, some firers may be armed with different weapons, at a longer range, or need a different to hit score for some reason. In such a case you can either roll separately or use a different coloured dice to represent that particular shot. If the target unit incorporates variously armed or equipped individuals then you can dice randomly to determine which are removed.

RANDOM TARGETTING

Games will tend to become bogged down if players insist on targetting every shot at specific enemy models. If this is to be allowed, the player nominates the target for each firer **before** rolling any dice. It is not acceptable to fire each model in turn, re-selecting targets every time. In reality everyone would open up more or less simultaneously, probably going for the nearest opponent rather than 'the man with the las-cannon because if I don't kill him he'll blow up my transporter'.

The larger the game the more inconvenient it becomes to nominate targets for every firer. A far better idea is to roll for entire units (as described above) and randomise hits or casualties amongst eligible targets. It is preferable to randomise casualties amongst the front rank of a target unit, only going on the rearward models once the closest ones have been eliminated.

For example, in the illustration below, a squad of Space Marines is being attacked from right and left by two enemy squads. The player decides to split fire between the two enemy units (he is allowed to do this so long as the targets are within his 90° fire arc). Three Marines fire bolters at the attackers on the left, two fire at the attackers on the right - the first using a bolter, the second a plasma gun. The three bolters need a 2 to hit (short range, *BS*4). They roll 1, 4 and 5 scoring 2 hits. They need 3s to cause damage (*S*4 vs *T*3) and roll 2 and 6 which equals 1 kill - the enemy have no armour and consequently no saving throw. There are three enemy within the first wave of attackers - including one who is an officer, so a D6 is used to determine which is hit. There being a 1 in 3 chance of killing the officer, represented by a score of 5 or 6. The dice turns up a 6, and the officer is duly removed.

On the right flank the plasma gunner and bolter both require 2s to hit, but the plasma gun has a *S* of 5, so it is important to differentiate on the dice roll. A green dice is used for the plasma gun and a red
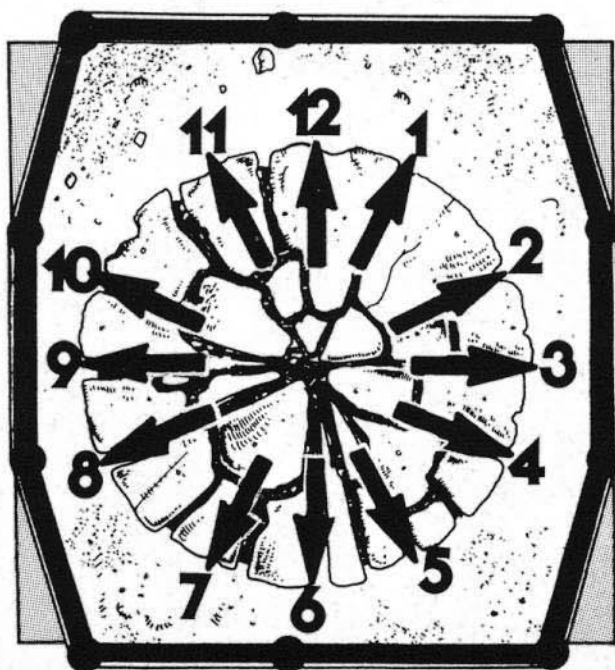
one for the bolter (the dice could equally well have been rolled individually). The results are green 5 and red 1 - a hit for the plasma gun. A 2 is needed to cause damage (S5 vs T3), a score of 5 indicates that the target is well and truly plasmered! There are three potential targets: an ordinary trooper, an officer, and a trooper carrying a heavy-bolter. To determine which has been slain a D6 is rolled allotting scores of 1-2, 3-4 and 5-6 to each target in turn. A score of 4 indicates the middle model, and the officer is removed amidst an imagined inferno of super-heated flame.

To what extent you allow your players to select targets, and to what degree you should insist on randomising fire is up to you. The author prefers to randomise all fire. Personality models, however, should always be allowed to choose their own targets, representing as they do a part of the player - his own initiative, instinct and thought. It is fairly easy to allow specific targetting with special weapons (such as the plasma gun in the example above) whilst randomising the greater mass of fire.
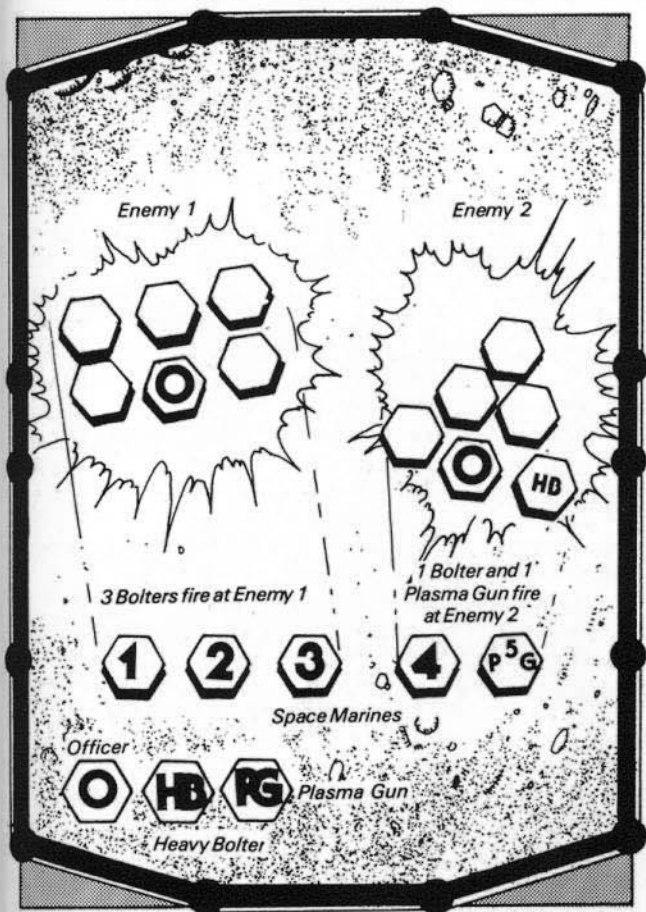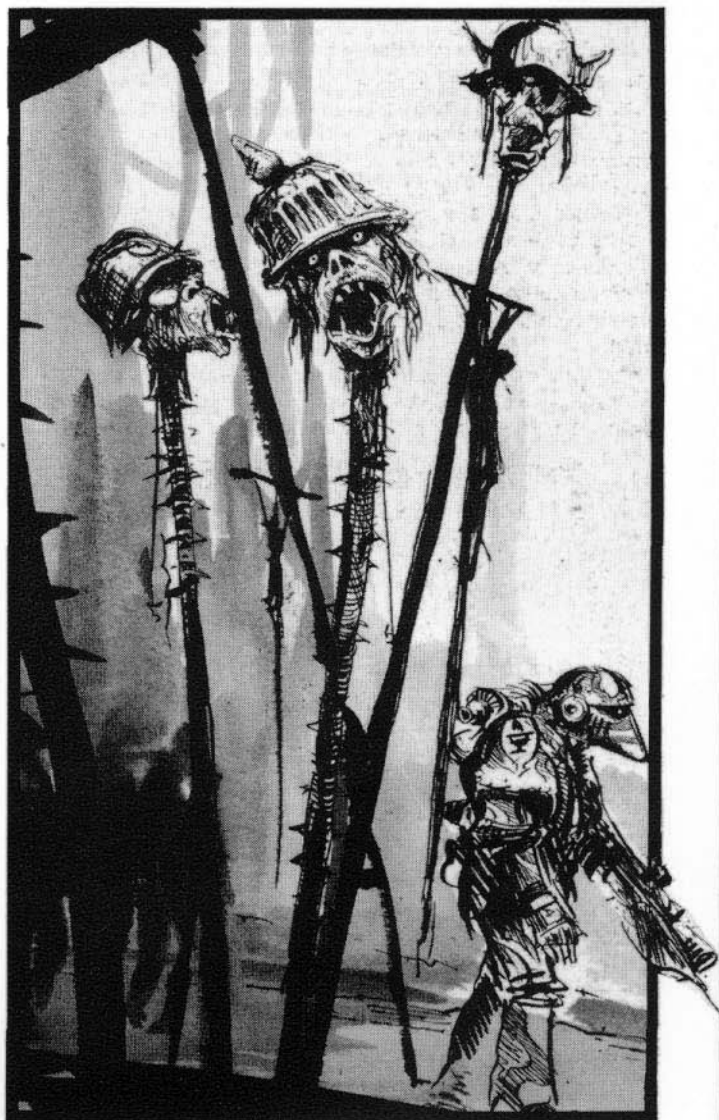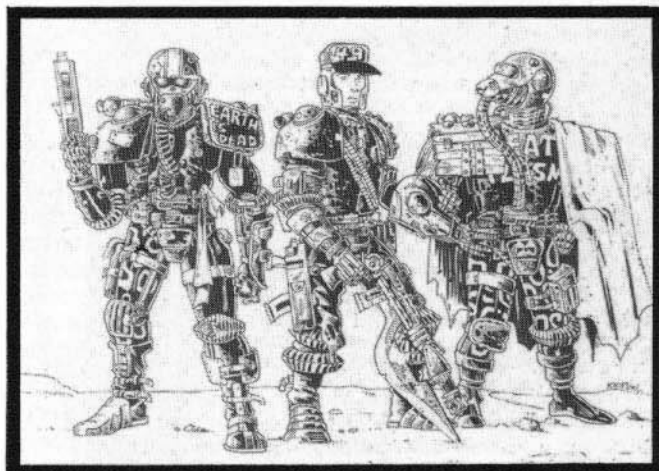
PERSONALITIES AS TARGETS

The rules don't prevent a player from bringing all of his guns to bear on enemy personalities. In small games this doesn't matter: after all, troops would probably have orders to shoot at unusual or powerful-looking individuals. In large games this tends to have the unfortunate result that personalities spend all of their time skulking behind screens of lackies, or curled up inside some building or vehicle. All this is most unbecoming in a real hero - but then what choice does the character have if every gun on the table is pointing between his eyes?

It is a good policy to ban models which are not personalities from specifically targetting at enemy personalities, unless the target personality is more than 2″ away from any other model and is the closest target. Otherwise, personalities can only be hit randomly, taking their chances along with the rest of the troops.

For example: Giovani Clemp, rabid inter-planetary bank robber, is leading his gang of thugs against a squad of bank-guards. Clemp

screams for his men to follow and they leap out at the guards, forming two rows of four men. The guards fire scoring two hits, there being a 1 in 4 chance of Clemp being hit by each shot. The GM resolves this by using two D4s - scores of 4 indicating a hit on Clemp. The dice turn up a 3 and 2 - and the shots are resolved against two of Clemp's henchmen.

Note that in the example above we have allowed for the possibility of both shots striking the personality model. Alternatively, this could have been resolved as a single fifty-fifty chance. Both methods are equally valid.

Enemy 1   Enemy 2

3 Bolters fire at Enemy 1   1 Bolter and 1 Plasma Gun fire at Enemy 2

Space Marines

Officer   Plasma Gun

Heavy Bolter

Within the silent walls of stone that constitute their vast monastic fortresses the Adeptus Astartes, known to normal men as 'Angels of Death', study the arcane arts of physical and mental fortitude. Like medieval monks they read and re-read their sacred scriptures, memorising the sayings of the Emperor and chanting timeless liturgies from the Warrior's Catechism of Worship. Cunning tests of physical and mental endurance are undertaken by young initiates, while older brethren practice the skills honed during a lifetime of fighting. Many embark upon training in special disciplines, studying arcane levels of philosophy, researching into the history and physiology of alien creatures. Renowned amongst these learned brethren are the Doctors and Surgeons of the Apothacarion: the Marines' equivalent of a hospital built inside their fortress. As Marines are frequently hurt in battle, it is essential that good medical care is available, so the Apothacarion is a very important part of the Chapter's monastery-base. Similarly the chief physician, the Master of the Apothacarion is a very important person and is considered to hold a rank equal to the Masters of the Forge and Ships. He would be answerable only to the Master of the Chapter himself. In times of war those brethren trained in the healing arts assume the vital role of field-medics, in which capacity they are able to both save lives and, sometimes, to administer a painless death to brethren beyond their help.

HIDDEN MOVEMENT

A game in which one side is advancing upon positions held by another will be greatly enhanced by the use of **hidden movement**. This is not overly complex to work out, and does add a novel dimension to the game - one in which the attacker and defender are forced to predict the strategy of their opponent.

Before the game the defender makes a map of the table. The GM then describes in general terms the nature of his opponent's forces and expected direction of attack. This information need not be accurate of course! The defender than marks the positions of his troops on the map, checking with the GM to make sure they both appreciate where models are.

The attacker then places his troops onto the the table in accordance with his own instructions from the GM (usually starting at the table edge). Defending models which would be visible to the attackers are now placed on the table, the rest of the models remain hidden.

Models which are not visible will usually be hiding inside buildings, behind cover or behind terrain features such as hills. These models may be moved by the player on his map, remembering to inform the GM of his moves at all times. Secret written notes can be used for this, or the GM and player can leave the room to discuss their plans. Any models which would become visible for any reason must be placed on the table immediately, including models which become visible because they fire. Models firing *needle guns* may fire and remain hidden - these weapons are silent and emit no noise or flash.

Once placed on the table, models are usually left in view. However, if the player wishes, they can be re-hidden, and once more moved secretly using the map.

DUCKBACK AND SHOCK

This is an optional rule that simulates how difficult it is to move and fight when being shot at! Any individual hit during the turn, but not slain, will be so taken aback by their scrape with death that they may not fire the following turn. In addition the model becomes subject to **fear** against any enemy for the duration of its following turn, and will have to make the appropriate test if charged or wishing to charge. A small 'shocked' counter can be placed against the model to indicate its condition.

If a model is 'shocked' whilst behind cover it becomes subject to the additonal 'duckback effect'. This means the model gets its head down and stays down! The model may not do anything during its next turn, but remains stationary and inactive. The other 'shock' rules apply as described above.

Models may attempt to save against the effects of shock by rolling equal to or less than their *Cool* characteristic. One roll is made irrespective of how many times the model has been hit.

● SCENIC INSANITY

Scenery of various types is described in the sections entitled *The Field of Battle* and you have probably experimented by using the different terrain, buildings, linear obstacles, etc. However, there are many worlds in the galaxy, each with its own type of terrain and special hazards. You can introduce all sorts of weird and interesting scenery into your games, often allowing these features to form an unpleasant surprise or a tactical trap for the players. Here are some ideas.

Boiling mud. Lakes or rivers of boiling mud provide the players with the combined possibilities of drowning and being scalded to death. Lakes are deep, and can be crossed only by hover-vehicles or specially protected boats. Rivers can be crossed at half-rate. Models falling into or moving through the mud must make their basic saving throw every turn or die.

Crumble rock. Crumble rock is extremely porous and crumbly - the slightest pressure causes it to collapse into a relatively small quantity of dust. A surface of crumble rock counts as *very difficult ground* reducing movement to quarter rate. Vehicles become trapped and cannot free themselves except by aerial movement. Boulders of crumble rock can be destroyed by any area effect weapon, and can be tunnelled through with any weapon or even bare hands. A heavy rainstorm will destroy it. On some planets crumble rock crystalises and grows during dry spells and is destroyed by periodic rain.

Crystal forests. Super-heated magma forced to the surface under pressure and suddenly cooled can form geometric patterns of huge crystals. These are obstacles comparable to forests or scrubland, reducing movement to half rate.

Dust seas. Fine dust flows almost like water, forming a surface that looks solid, but which is actually no more so than a river or lake. For movement penalties treat the dust as water.

Fluff beast. This is a creature that resembles a giant ball of fluff, weighs almost nothing, and moves about by floating on gentle air currents. Each creature is about 1-2" in diameter, and counts as soft cover, enabling troops to hide behind it. It is impossible to destroy by normal weapon fire with the exception of flamers and plasma guns, which cause them to instantly rocket skywards emitting a loud whining noise. The GM can allow these creatures a 1 in 6 chance every turn of moving D6" in the direction of the prevailing wind.

Glass plain. Under even pressure molten rock can solidify into the form of a perfectly smooth plain with a surface as frictionless as glass. Glass plains provide poor traction for vehicles, and are difficult for all troops to move over, reducing movement to half rate as they skid over the surface. Models hit but not killed are knocked to the ground, and may only rise on the D6 score of a 4 or more. These features may be difficult to see, often being covered by a layer of fine dust.

Honey lake. A honey lake is created by bee-like insects which store their 'honey' in great open pools (sometimes underground caves). This forms lakes of sticky, sweet yuk. Movement is reduced to quarter pace in the shallows of these lakes, and they are impassable at any greater depth.

Lava crust. As magma reaches the surface and solidifies, a crust may form, beneath which the rock is still molten. Such crusts may be difficult to detect from above. Troops passing over them will fall through the crust on a D6 roll of 6, and must make their basic saving throw or die. Vehicles and heavy items always fall through and are destroyed. Crew may attempt to escape as normal.

Magnetic fields. These are areas of extreme magnetic disturbance in which not only metallic objects but also the body's composite cell structure is affected. Models are affected on the D6 roll of a 6, or a 5/6 if they are wearing powered armour, and must then spend an entire turn inactive. Vehicles, dreadnoughts and robots are affected on the roll of a 4, 5 or 6 and must then roll for special damage as if they had suffered 1 damage point (an unmodified roll on the special damage chart).

Morpho-rock. Morpho-rock is rock under normal circumstances, but liquifies under the slightest pressure, resolidifying again once the pressure is removed. A surface of morpho-rock will appear perfectly solid, but becomes liquid as soon as it is trodden on or moved onto. Models blundering onto morpho-rock will usually be lost, but can be permitted a single D6 saving throw of 6 to represent their chances of scrambling away at the last minute. Boulders will be destroyed in the same way as crumble rock, and can be moved through by troops equipped with suitable breathing apparatus.

Pancake amoeba. This is as much a life form as it is a scenic feature, being, in fact, a vast single-celled creature spread across the landscape like a pancake. The amoeba will entrap anything that moves over it, reducing movement to half rate and causing 1 automatic *wound* every turn - normal saving throws apply.

Rubber moss. This naturally rubbery foliage is difficult to move over, anyone attempting to do so will find that, unless they are very careful, they bounce around totally out of control. Models may move up to 1" a turn without penalty (reserve moves are not allowed). Models attempting to move at a faster pace will start to bounce on the D6 roll of a 4, 5 or 6. Bouncing models are moved randomly D6" per turn until they are thrown off the rubber moss. No damage is caused as the moss acts as a huge cushion. Bouncing troops and vehicles are unable to do anything until they bounce off the moss.

Spacecraft wreck. Scattered wreckage can make a good battlefield, with interesting bits of engine, exposed cabins and semi-intact sections. Generally speaking, an area of scattered wreckage can be counted as *difficult terrain*, reducing movement by a half.

Spawn soup. Spawn soup is literally the spawn of frog-like creatures which congregate in their millions to fill whole lakes (if not seas!) with floating eggs or spawn. This stuff can be moved over, counting as *difficult terrain*, but vehicles and comparably heavy items will fall through never to be seen again.

Sponge weed. Ordinarily, sponge weed can be considered in the same light as other hedges and undergrowth. Rainfall, however, initiates a frenzy of unreasonable and uncompromising botanic growth, doubling the size of the weed every turn until clumps unite to form one huge plant mass. Movement over the clumps is at half rate, vehicles are automatically trapped and cannot move.

Tangle fungus. This fungus grows on the surface in a tangle of hyphae several feet thick. It is not dangerous, but counts as *very difficult terrain*, reducing movement to quarter rate.

Thermotropic vine. These fast growing vines crave heat - engine exhausts, weapon fire, body heat - they love it! A clump of vine will respond to any heat source within 6" by sending out a tendril, seizing hold of its target and then growing around it, creating another clump of vine. This rarely kills or destroys the target, but does make it impossible to move or actually do anything. Models have a D6 saving throw of a 4, 5 or 6; 3, 4, 5 or 6 in the case of moving vehicles.

Travel tubes. A travel tube is a futuristic version of a lift or moving pavement. It is a hollow, clear plastic tube, running either horizontally along the ground, between buildings, or vertically up the side of a building. A model stepping into the tube is instantly moved along

Feature	Modelling ideas
Boiling mud	Plastic scenic boards, brown flock
Crumble rock	Not really needed - carpet tiles perhaps
Crystal forest	Slottabases arranged into patterns or stood projecting into the air
Dust sea/marsh/river	Grey flock, carpet tile or card
Fluff beast	Cotton wool
Glass plain	Plasticard or perspex
Honey lakes	Honey coloured card
Lava crusts	Cardboard or slottabases
Magnetic fields	Invisible!
Morpho-rock	Cork, rocks, kitty litter
Pancake amoeba	Plastic bag, shrink-wrap
Rubber moss	Flock, green carpet tile
Spacecraft wreck	Model kits, scratch built
Spawn soup	Dried tapioca or peas
Sponge weed	Sponge
Tangle fungus	Shredded loofa
Thermotropic vine	Wool, string
Travel tube	Plastic tube or pipe
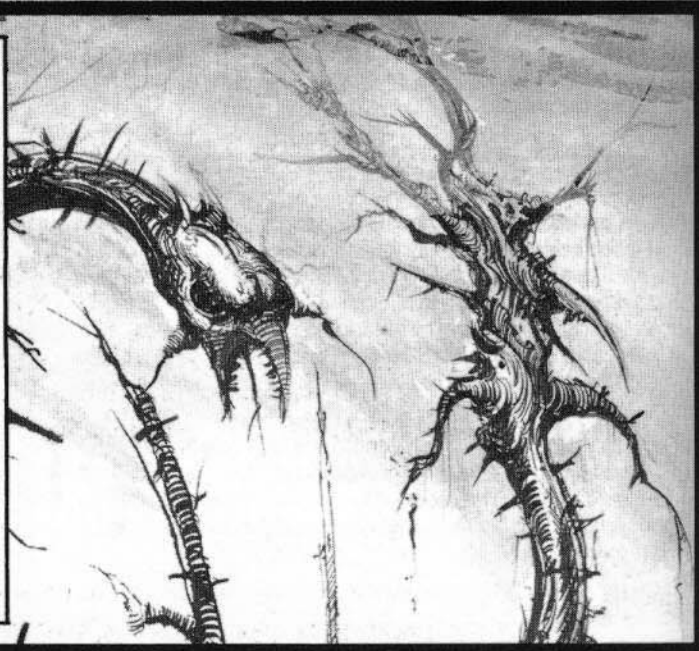
or upwards by up to 4 building levels vertically or 16" horizontally per turn. Horizontal tubes usually have entry/exit points every 12" vertical tubes at every level. Tubes have a *toughness* of 8 - if any 4" section takes 10 points of damage or more it is destroyed, and all travel beyond that point is stopped.

Entering or leaving a travel tube counts as moving through a doorway, and the number of models permitted to use a tube during a turn is restricted in the same way as models moving through a door (usually 4). Entering a tube takes a half move, leaving takes a half move. A model entering and leaving a tube during the same turn has made all of its movement.

INDIRECT FIRE

So far, shooters have been restricted in what they can target at by what they can see. Whilst this is perfectly reasonable for line-of-sight weapons, it isn't entirely satisfactory for high-trajectory weapons. High trajectory weapons are the futuristic equivalents of mortars and howitzers, which 'lob' shots over the tops of buildings, woods and other scenic features, at targets beyond. This is called indirect fire.

Obviously, a trooper wouldn't have to be able to see into, say the middle of a wood, in order to fire a high trajectory weapon into it. Of course, the chances of hitting anything are fairly remote, but this shouldn't preclude trying.

High trajectory weapons include thrown objects, grenade launchers, auto-cannon, macro-cannon and most large missiles. The firer takes his effect radius and places it anywhere within his maximum range - he doesn't have to be able to draw a line-of-sight to hit the target. If a line-of-sight can be drawn work out the shot as normal. Otherwise roll for **high trajectory** deviation - high trajectory shots deviate on the D6 score of a 2 or more, by 2D6 inches in a randomly determined direction. Work out hits and damage as normal. Shots never deviate by more than half of the total range - irrespective of the dice roll.

CORRECTIVE AIMING

Shooters who do not move, and continue to fire on the same stationary target may add +1 to their chances of hitting for the second and subsequent shots. This does not apply to area effect weapons, but these may, instead, subtract -1 from their deviation dice. This only applies to high trajectory fire if the shot is observed by the shooters, or by another friendly model who can communicate information to them.

COMPULSORY MOVING

Models subject to some compulsory movement, such as a hatred reaction, routing, pursuit or a vehicle which goes out of control, are best moved **before** other models. This is not an unbreakable rule, but it will allow you to work out potential damage from collisions, etc.

MULTI-SIDED GAMES

A game in which there are three, or even more, opposing sides, or factions, can be extremely fascinating for all involved. Imagine the
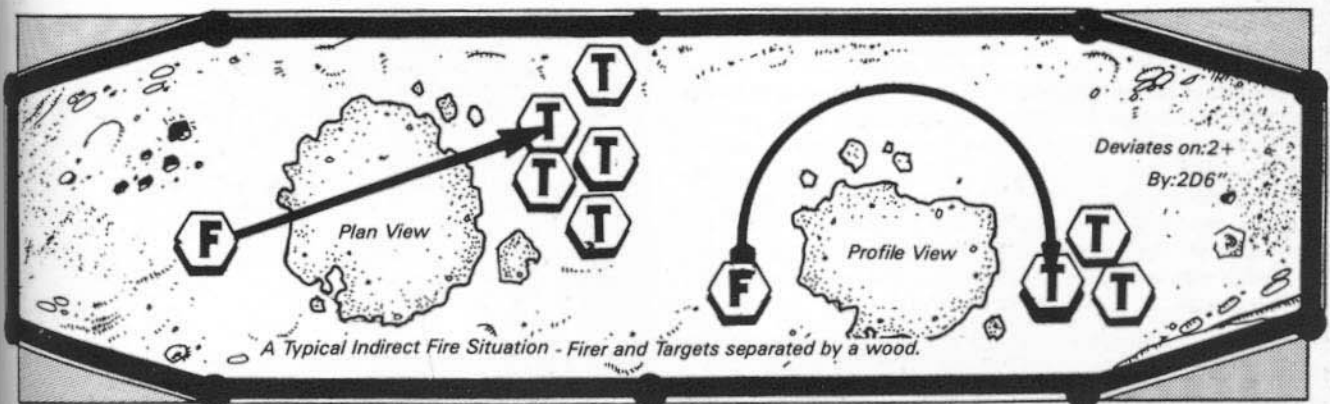
chaos as two rival gangs turn up to rob the same bank or hijack the same spacecraft! Such a game will need to be run very carefully, because the normal turn sequence is suited only to games between two sides.

The normal turn sequence must be modified somewhat for multi-sided games. Each side takes a turn in order just as if fighting a two-sided game. The order of play should be determined by the GM beforehand (by rolling dice if necessary). During the **hand-to-hand combat** part of each side's turn, hand-to-hand combats are only fought by and against troops from that side. So, for example, in a three-sided game (sides A, B and C) during side A's turn, a unit of A troops are in hand-to-hand combat with a unit of C troops, hand-to-hand combat takes place as normal. If during the same (A's) turn, a unit of B troops are in hand-to-hand combat with a unit of C troops then there is no hand-to-hand combat fought.

> Though my guards may sleep and ships may lay at anchor, our foes know full well that big guns never tire.
>
> The Tyrant of Badab

Deviates on: 2+
By: 2D6"

Plan View

Profile View

A Typical Indirect Fire Situation - Firer and Targets separated by a wood.

In the diagram below three units marked A, B and C are in hand-to-hand combat. Those models eligible for hand-to-hand combat during each player's turn are shaded.

A turn	B turn	C turn
A, B and C fight	A and B fight	A and C fight
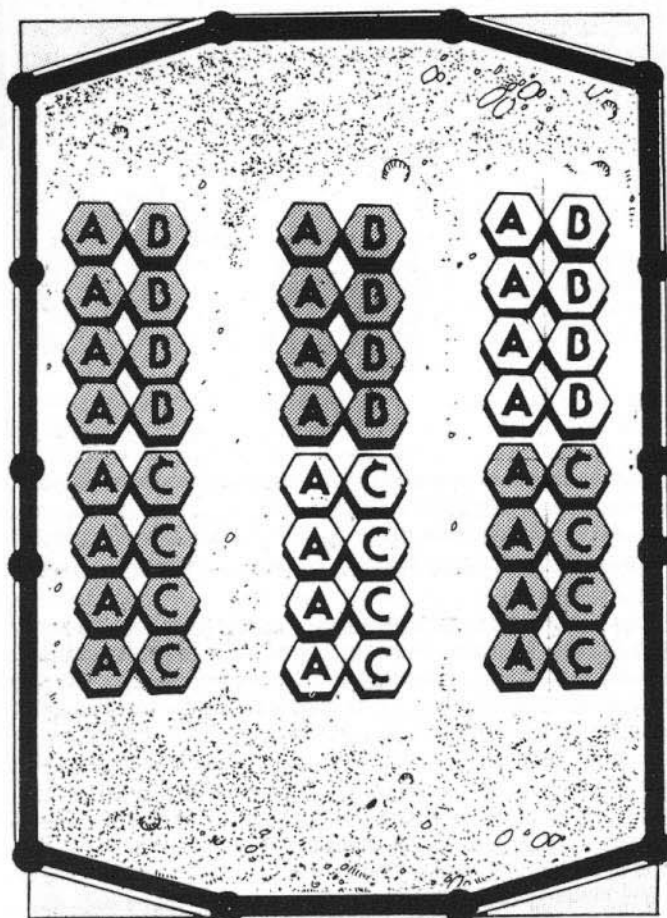
This rule allows the GM to run games with three or more sides. It is worth noting that the more sides are involved the slower the game will become from the point of view of the players.

An alternative method of fighting multi-sided games is possible in situations where each player is controlling only a few models (say 4 or less). Instead of each side taking a turn in order, every model gets to move, shoot and fight within the turn. The turn sequence would be as follows.

1	Movement	All models move
2	Shooting	All models shoot
3	Hand-to-hand combat	All models fight
4	Reserves	All models reserve move
5	Psionics	All models employ psionic powers
6	Rallying	All routers try to rally

Within each of the six phases each model takes its turn in the order determined by its *initiative* score. During shooting, combat, psionics and rallying, models with high *initiative* always go first. If models have the same *I*, dice may be thrown to determine who goes first. During the movement and reserve movement phases, models with high *I* may move before models with lower *I* **or** they may defer until after models with lower *I* have moved. In effect this usually means that models with lower *I* are forced to move first, thus giving away their intentions.

*For example. A fight has broken out at **Greasy Kim's Bar and Diner** where a group of asteroid miners are having a little trouble with a freighter crew. The bar is packed, but most of the other customers have made a break for it, leaving only a half-dozen solo-truckers,*

drunken salesmen and bar staff. The following models are involved: the miners (4 players with 1 character each), the freighter crew (4 players with 1 character each), and the bystanders (6 characters all played by the GM). The situation is made more interesting by secret orders given to the players by the GM. During the fight the freighter pilot will try to kill the captain, hoping to blame the incident on the miners and earn a quick promotion. Meanwhile, the captain nurses a secret grudge against one of the other crew members, who he feels sure is stealing cargo. If he comes within 2" of the thief, and there are no miners within 4", he will attack his own crew member. Also, unknown to anyone other than the GM, one of the miners will go crazy as soon as anyone hits him, lashing out indiscriminately and attacking those in his way. To further complicate matters, Greasy Kim the proprieter has a laser pistol secreted under the counter and intends using it if anyone gets within 5" of her.

● PLANETARY LANDINGS

This system allows the GM to regulate a planetary assault without fighting a space battle. A future **Warhammer 40,000** supplement will deal with war in space. Only weapons capable of firing out of the planet's atmosphere are considered - these being *defence lasers, barrage bombs* and *plasma bombs* (if fitted with space drives). The availability of such weapons to a defending player is left to the GM to decide. The defences for a typical imperial world are 1 defence site per 1000 miles of planetary diameter. Each site houses ten defence lasers, or ten launchers capable of firing plasma or barrage bombs. The chances of more than a single site being able to bear on an assault force at one time are remote.

The attacker will try to make an assault either by using landing-pods or spacecraft. No ship would remain in teleporter range of a hostile
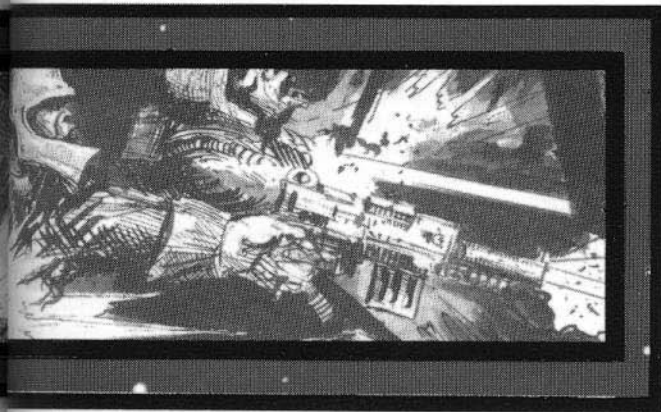
world - the risks are too great. Players may try, but this isn't recommended. Small card counters are used to represent each of the assaulting player's landing-pods and spacecraft. As spacecraft are much larger than pods a different sized or coloured counter is used, but all pods and all spacecraft look the same. Each counter is numbered and its contents secretly recorded by the attacking player. Once this is done the attacker simply places his ships and pods in a row on the table.

The defender may shoot once with each of his weapons - each weapon may be targetted against any one of the enemy's counters. Hits are scored on the D6 dice roll of a 4 or more, and damage is worked out as usual. Most hits will totally destroy their target - even spacecraft. The profiles for spacecraft can be worked out in the same way as for other flying craft, and they can be small, medium or large in the same way as vehicles - although physically they will tend to be larger than a corresponding vehicle. Really huge spaceships don't land because they have no landing gear - they may stand off and teleport troops as described later.

Once the defender has made his attacks he may roll to see if a second defence site can be brought to bear - requiring a 6 on a D6 for success. If this proves to be the case the routine is repeated. Once the defender has finished, the surviving pods and ships may be landed in the normal way. Spaceships enter play like other flying vehicles. Pods may land off-table or be lost altogether (see the *Equipment* section).

An assault may be launched from a spacecraft, with the troops being beamed down via a teleport. A teleport chamber can beam down up to 6 troops a turn, and the defence site/s may fire once per turn. For purposes of an assault, spacecraft too large to land can be treated as juggernauts.

EXTENDED BATTLES AND CAMPAIGNS

At first players and GMs will want to fight simple encounter battles in which the whole action is over during an evening's play. It is quite easy to invent a plot for a short battle, and the GM doesn't have to work too hard to balance forces and set up terrain. Games of this kind can always be rewarding and are ideal for initiating new players.

However - as players and GM gain experience they will inevitably yearn for greater challenges. When this happens it is time to start some sort of campaign.

CAMPAIGNS

A campaign is a means by which you can fight several battles, testing the player's strategic as well as tactical skills. Players will have to learn how to conserve their forces, how to make the best of defeat and how to select specific objectives when presented with a choice. In the single battle it may be alright to let a whole unit die horribly if it will achieve your aim - but in the campaign troops must be conserved to fight again.

Campaigns must be organised and run by a GM - it's hard work too! Not only will the GM have to think of a suitable plot, but he must select and balance forces, make sure he has enough participants and that players are reliable. Campaigns involve a lot of paperwork for the GM - each player must be presented with a brief sheet at each stage of the campaign and a constant record is needed of troop losses and achievements.

STARTING A CAMPAIGN

To begin with you must think of a plot - the plot or story behind the campaign should be compatible with models at the disposal of the players, and must aim at providing two or more games. If fighting your first campaign don't make it too long or complex. Thinking of a plot doesn't mean inventing every trivial detail, only a general outline is needed, specific details can be made up as the need arises - campaigns work best if the GM is flexible. The special **Plot Generator** described later may help to inspire you.

A typical plot would take a shape something like the following. A planetary governor has become over ambitious and has overthrown the imperial authorities on his planet. He has declared himself the sole King of the planet and surrounded his royal palace with a *power field*. An imperial Inquisitor was on the planet together with other representatives of the priesthood. The Inquisitor tried to lead a counter-revolution, but this was a complete failure. The Inquisitor and his supporters are now in a maximum security jail some miles from the
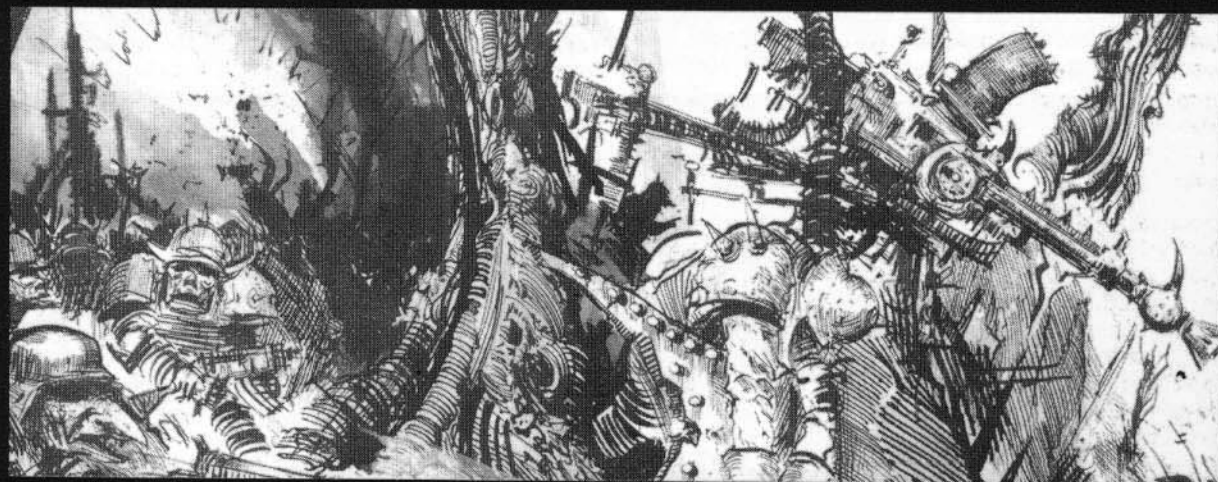
palace and may or may not be alive. Before he was captured the Inquisitor got a message to the imperial authorities through an Astropath. The message is fragmented and reads: '...Commander Baal is now in sole authority and we await the final assault. Cannot now reach secret tunnel under palace, but have memorised the palace plans and made a tape copy which I am placing in the Temple vaults.' The reference to a secret tunnel clearly refers to a previous message which was not received. The Temple is the HQ of the planet's priesthood and appears to have formed the last bastion of defence against Commander Baal's rebels.

There are two sides in this campaign - Commander Baal's rebels and a force of Space Marines sent to put down the rebellion. Baal has control of the planet's small habitable area, including the capital with the palace, the distant jail and the Temple building (now much battered). The Baal player has imprisoned the Inquisitor and a number of rebels in the jail. Baal is reluctant to kill the Inquisitor because he wants access to the Temple vaults containing scientific manuals and other technical treasures belonging to the priesthood - he knows nothing of the secret tunnel that leads from the Temple building to the palace. Only the Inquisitor knows the code words that will open the sound-sensitive vault, and it is likely only the Inquisitor's voice will open the lock (true although Baal cannot know this for sure). The Baal player has his own household troops (which can be any models - if the planet was feral it might include natives of any technological stage as well as properly armed warriors). The player is free to distribute his forces between any of the three points - the jail, palace and Temple.

The Space Marines are equipped with landing-pods for a planetary landing, but cannot bring their ships too close to the planet because of its extensive defences (teleporters are therefore out). The controlling player must decide what he wants to do. His options are: go straight for the palace and try to destroy the power field, rescue the Inquisitor and his captive army and gain access to the secret tunnel, go for the Temple and try to open the vaults. The attacking forces should include a few weapons which stand a chance of penetrating the power field - but only a remote one. The jail or Temple option should be more attractive. The vaults can be opened by the Inquisitor. If anyone else tries it the vault computer says, 'Bleep! Correct authorisation required for entry - this unit will self destruct in the event of physical assault'. The Marine Chapter leader has authority to override the system - but must be present! There is a chance of finding the tunnel without the map - but this should be a last resort only - perhaps taking several days of searching the Temple and grounds (the Marines don't *know* the tunnel leads from the Temple in any case, and would be unlikely to waste so much time looking for it).

The campaign will probably start with an assault either on the jail or Temple. Depending on the results of the first battle, the Marines may wish to make a further assault, either to rescue the Inquisitor or to take him to the Temple. Once the Marines have taken the Temple and opened the vault, they have access to the secret tunnel which takes them straight into the Royal Palace for a final shoot-out. The player controlling Commander Baal may be given the option of moving

some or all of his units between games. Further features could include - the vault contains weapons which could be used against the power field, the vault contains extra equipment, the Marines meet friendly natives at some stage and thus gain reinforcements, ditto - but the natives are unfriendly and an extra ambush is fought during the march.

The GM would have to prepare brief sheets for each player explaining the situation as he finds it. Forces would need to be carefully worked out - the Marines mustn't be too strong or too weak. They must not have weapons that could easily destroy the power field - the weapons in the vault must be worth having - perhaps they could tip the balance in favour of an open assault onto the palace. The Inquisitor and the Marine Commander are essential if the vault is to be opened. The vault is the key to success. If both characters are killed the Marines have almost certainly failed - although if either one is alive the vaults can be opened or the tunnel used. If the jail is assaulted the local commander may wish to kill the Inquisitor - this requires a contradiction of his orders from Baal himself, and will take time. A suitable time should be allowed for this. If things are going too badly or too well for the Marines the friendly/unfriendly native encounter can be added as the GM thinks best (see what I mean about keeping things fluid! - the players needn't know that this wasn't planned all along).

● KEEPING THE NARRATIVE GOING

Between each battle the GM should prepare new brief sheets explaining the situation to each player, perhaps outlining current options and summarising the 'story so far'. It is important to maintain a sense of continuity. This can be used to extend the campaign even more. At the close of a campaign the victors might be suddenly faced with a new peril - a further assault, a new mission, etc. Suitably reinforced, the victor starts a new campaign - but the sense of continuity is maintained, the same characters and the same troops are launched upon another adventure. If the advancement system is used, characters will gain in power during each game, and each new campaign can be made tougher and more exciting.

Players will readily identify with characters they have nurtured through a whole campaign, and will usually be very careful how they use them. This makes the game more realistic - characters start to behave like real people...carefully!

● CASUALTIES IN THE CAMPAIGN

Models removed as casualties during the game are assumed to include the dead, injured and temporarily disabled. It is highly likely, therefore, that some models may in fact still be alive, and will be ready to fight in the next battle. A simple way to represent this is to assume that half the models removed are in fact only slightly hurt, knocked out or otherwise temporarily disabled. A side which wins a battle may recover all of these troops and deploy them in the next battle. Of the remainder, half are assumed dead, whilst the rest are suffering from injuries. Injuries can be generated from the chart below. If a player

For a warrior the only crime is cowardice.
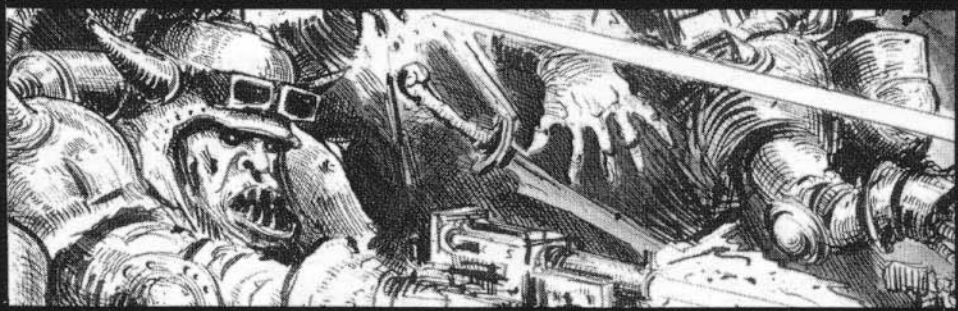
wishes to delay action during a campaign to allow for recovery, his opponent should be given the option of making further plans, re-disposition or even counter-assault. It is quite important to decide what has happened to character models - so roll as follows.

01-50	Knocked out - ready for action next game and fully fit barring scratches and bruises.
51-75	Injured - roll on chart
76-00	Dead

A side which loses a battle will recover casualties in the same way - but these will become prisoners of the victors. Their fate, therefore, lies in the hands of the opposing player.

Recovery times assume advanced technological medication - at the very least the availability of a medi-kit. Multiply all times by D10 if untreated, by D6 if only primitive or emergency medication is available. It is assumed professional troops carry a personal emergency kit as part of their standard equipment (even if it's only a bit of sticky plaster). **Light injuries** are bruises, sprains and lacerations of one kind and another. The GM may wish to elaborate on specific injuries to add colour to the game.

Severe injuries have permanent effects and usually involve broken bones, ruptured organs and other traumatic injury. Limbs affected in this way become useless, and may be torn away, crushed or may require amputation (50%) otherwise they are useless. A figure with both legs affected cannot move of its own accord. Severe head injuries may involve loss of eyes, ears, etc as detailed below (50% chance).

D100	Organ	Effect
01-20	Eye	One random eye is blinded. All shooting is at a -1 to hit modifier. Spotting hidden troops is reduced to half range.
21-40	Ear	One random ear is deafened - a character may be deaf in one ear without suffering any additional penalty, but a character deafened in both ears cannot communicate.
41-60	Nose	The character's nose is smashed in and looks really awful. This doesn't affect the game but it certainly spoils the character's good looks.
61-80	Mouth	Terrible injuries to the mouth and teeth make it difficult for the character to speak - there is only a 75% chance of anything the character say being understood. Looks fairly nasty too.
81-00	Face	The character's skin is horribly scarred, hair missing, the face terribly disfigured. This is not a pretty sight by any means, but has no effect in the game itself.

# LOSS OF VEHICLES AND EQUIPMENT IN THE CAMPAIGN

As it is possible to recover living casualties it is possible to recover equipment and vehicles. Weapons carried by models will usually be destroyed if their user is slain, but players may roll separately for special weapons. There is a 50% chance of a weapon or other item of equipment surviving the death of its user. This basic figure can be modified by the GM to reflect the circumstances - for example a weapon might well survive if its operator was slain by a poisoned dart, but would be far less likely to emerge unscathed from a vortex blast.

When rolling for vehicles deal with each in turn. If the first is destroyed beyond recovery its parts can be used to repair other vehicles, so add 10% to further vehicle rolls. The more vehicles are consigned to the scrap pile the greater the opportunity for cannibalisation - adding 10% for each wreck. A vehicle suffering only local damage at the end of the game can always be made fully mobile, but specific damaged systems must be treated separately. The +10% per wreck rule applies only to vehicles of comparable size or greater - a wrecked bike is of little use in repairing a juggernaut.

INJURY CHART

Roll a D100 and consult the following chart. All injuries require a certain recovery time; this has been given in days (24 hour periods) which is a generally convenient unit of time when dealing with campaigns. If a player choses to wait a day whilst troops recover, his opponent has a day in which to reposition troops and make plans.

D100 score	Injury	Non-combatant time (days)	Penalty during non-com time	Permanent effects of injury
01-10	Light- left arm	1	May not use arm	None
11-20	Light- right arm	1	May not use	None
21-30	Light- left leg	1	Halve move	None
31-40	Light- right leg	1	Halve move	None
41-50	Light- head	1	All character-istics reduced by 1.	None
51-60	Severe- left arm	D6	May not use arm	May not use arm
61-70	Severe- right arm	D6	May not use arm	May not use arm
71-80	Severe- left leg	D6	Quarter move	Halve move
81-90	Severe- right leg	D6	Quarter move	Halve move
91-95	Severe- head	D10	Comatose	-1 on all characteristics
96-00	Severe- body	D10	All character-istics reduced to 1	-1 on S and T
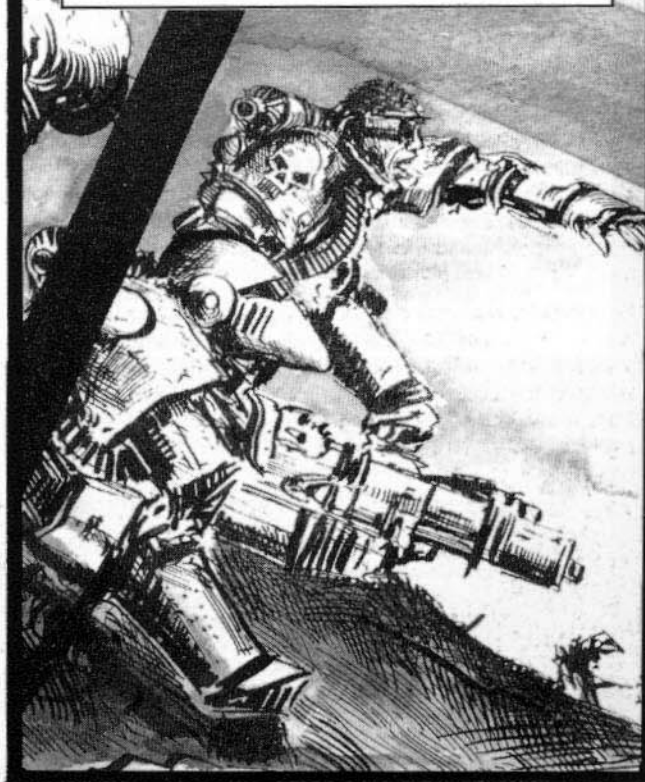
Alien vehicles and weapons may be recovered, but the chances of being able to use them are less. Instead of the basic 50% chance, there is only a 25% chance of an alien enemy vehicle being usable. Alien vehicles can only be repaired using other alien vehicles, but equipment and weapons can be substituted where opportunity permits.

● PLOT GENERATOR

The charts below have been designed to help the GM invent plots for games and campaigns. These are only starting points of course - and it is up to the GM to let his imagination take over, filling in gaps and inventing extra detail to complete the story. Two or more plotlines can be merged together, the number of possible combinations is thus very large indeed.

Forces have only been referred to in general terms, as it would be pointless to try and cover every permutation of alien type and force size. The GM must adapt the plot specifically to utilise the models available to players. The points system can be used as a basis for providing fair sides, although any special plot related objectives or problems should be born in mind.

Chart 1 Player Motives
A roll on this chart will give a broad motive which acts as the starting point of the plot.

01-10	Reprisal
11-20	Investigate new world
21-30	Investigate oddity on imperial planet
31-40	Quell a rebellion on imperial planet
41-50	Support a rebellion on imperial planet
51-60	Raid and destroy an important target
61-70	Raid and kill an important person/people
71-80	Raid and capture/rescue an important person or item
81-90	Capture and hold an installation or site
91-00	Oddballs and special operations

Chart 1 Reprisal
Aliens, pirates or somebody who is definitely out to get you has succeeded. Redress the balance by an act of petty revenge!

01-10 The governor of a farming world has lost most of his crop/herds to a raiding party from a rival imperial world. The authorities on Earth are not interested in local squabbles or excuses and will replace the governor unless his quotas are met. A counter raid must be mounted to recover the stolen stock.

11-20 Relations between the human and alien farmers of the newly settled planet have never been good. The Imperium has promised to send forces to deal with the problem but so far nothing has happened. This morning the humans awoke to find 'Hairless apes eat Grox dung' sprayed across the compound wall. It just so happens the aliens have just erected a statue to their founding member - if the settlers could capture this it would really put the aliens' backs up!

21-30 The governor's daughter has been held-up, robbed and maliciously assaulted by a gang of outlaws on a recent trip to visit her mother on the other side of the slime-jungle. The outlaw band are known to be collaborating with some of the local villagers. As the outlaws spend all their time in the inaccessible slime-jungle they are difficult to root out, but the villagers who cultivate the jungle clearings are vulnerable. A small force of household troops has been sent to raze the village and take prisoners - with the villagers as hostages the outlaws may be compelled to surrender. If the outlaws dare to put in an appearance the household troops should have no difficulty in defeating them - should they?

31-40 The imperial governor of a stone-age feral world has just witnessed the completion of a mighty tubeway connecting the capital to an important military station. The local primitives are aghast at the desecration of their sacred 'stomping grounds' (no-one thought to ask them). They are resolved to slay the great white worm that has appeared on their soil using whatever means they can muster.

41-50 The scattered homesteaders of a newly settled farming world are not getting on too well. There is only one bar and it is the scene of constant brawling as the Joneses argue with the Smiths over whose turn it is to use the autoplough, and the Brangwens bicker with the Jamesons over who makes the best Yam Scotch. The surplus of Yam Scotch is not helping matters. The Brangwens, hoping to finish their competitors, have recently wrecked the Jamesons' stills. The Jamesons are out for revenge, and have hatched a cunning plot to poison the algae in the Brangwens sewerage plant.

A midnight raid should be easy, although how the Brangwen's neighbours the Joneses will react to the resultant stench is anybody's guess!

51-60 The world is new and unexplored - the small team of scientists have so far uncovered nothing of any interest. You, Lucan Dork - technical assistant third class - could run things better on your own. The others hate you, that's why they locked you in the steel room and put you in a straight-jacket - but they didn't know you had programmed all the unit's robots to obey only you. It was foolish of them to leave the base unguarded, and you have easily taken control. When the others try to get back inside they are in for a shock!

61-70 An alien attack has just destroyed the capital's hydroponic gardens, condemning its inhabitants to eating reconsituted jungle-slime for yet another year. The planet is inhospitable and the settlers are not doing too well, alien attacks such as this are not helping. A small force has been assembled to mount an attack on the alien controlled moon/local world or city. Their main settlement is heavily defended, but its fresh water comes from holding tanks in the mountains to the north. The tanks are only lightly guarded and a sudden attack would leave the city without water for several weeks.

71-80 On a medieval world a local King has just refused a cranky old wizard (psyker) his daughter's hand in marriage (he's got to be four times her age and ought to have been burnt at the stake years ago). The wizard is put out, and plans to invade the castle and kidnap the girl.

81-90 Abdul Goldberg stole your ship off you - the poker game was rigged and you're sure he put something in your drink. Your crew are unhappy - having been turfed from their ship together with their possessions. The ship and its new crew leaves tonight - unless you can steal it back!

91-00 As the governor of a hive-world you find it difficult to keep order at the best of times. Things have been getting worse since a madman started a new religion based around the premise that a vast floating pudding would appear to make life better for everyone - the people have stopped working, even the military has been affected and you can't rely on your own staff anymore. Yesterday you caught your mother reading a pamphlet entitled, 'The Pudding is coming - ten reasons why you should believe'. Today the prophet of this insane religion, the Rev. Jeronimo Kipling, will be conducting a whistle stop tour of the run-down city bottom district of Tumbletown. You have positioned a special unit to attack and kill him. The troops are dressed in civilian gear as you intend blaming the whole thing on a rival religious group (possibly the Anadentists or The Church of the Lucid Shirt Button). The target will be surrounded by the usual bodyguards and mobs, and his vehicle may be well protected.

Chart 2 New Worlds
The new world corresponds to the following type.

01-10 A lost human group occupying a small self-sufficient world (technical advancement can be decided by the GM bearing in mind available models). The Imperium has decided to conquer the world and establish a planetary government.

11-20 The new world is rich and fertile, but unfortunately already occupied by aliens. Troops are required to aid colonisation and protect settlers against alien attack.

21-30 The planet is a Death World. Troops are needed to protect a group of scientists whilst they take air/soil and mineral samples.

31-40 Imperial troops and settlers arrive at a new world only to find a rival settlement of hostile aliens (such as Orks). Human troops must protect their own settlers whilst attempting to destroy enemy settlements and troops.

41-50 The new world is occupied by aliens in a medieval state, but living amongst the ruins of a great technologically advanced civilisation. Troops are required to fight hostile natives while a scientific team makes preliminary investigation.

51-60 The world is occupied by primitive aliens who resist your attempts to build a landing base. Troops must fight constantly whilst engineers struggle to build the planet's first spaceport.

61-70 The world is already the subject of several colonisation attempts by different aliens - as an additional force you may make any temporary alliances necessary to establishing eventual domination of the planet.

71-80 The world is home to a lost human or isolated alien group who have reverted to a technically low level (decided by the GM according to figure availability). However, the inhabitants have become totally dominated by warp creatures (GM decides which type) and only a war of extermination can make this world fit for re-colonisation.

81-90 There is definitely something odd about this planet. Within its atmosphere and on its surface all technical equipment fails to work. Communication is impossible, ships crash and only lucky landing pods make it to the surface. Once landed all technical equipment fails to function. The planet is inhabited by a lost human (or alien) group whose complex religion is based around a great mountain spirit. This spirit is in fact a powerful warp entity whose ability to use a planet wide psychic 'jinx' is the root of the problem. The entity lives in a temple fortress surrounded by guards, priests and worshippers. Without technical aid the marooned invaders must battle the entity if they are ever to escape. The invaders should have at least 1 psyker with a jinx ability - this can be used as normal (1 item 24" range) or over a 6" area to counter the effect of the planet-wide jinx for a single turn.

91-00 Close examination reveals the world to be home to a secret alien base - furthermore the base is heavily stocked and provisioned, with evidence of many troops and ships. Clearly this is an advanced force up to no good. Until reinforcements can be rushed to the world you must do your best, attempting to do as much damage as you can to installations and ships.

Chart 3 Investigate

Something odd is happening on an imperial planet - the player has been given the task of investigating and dealing with any threat.

01-10 Pirates have landed on a feral/medieval world and enslaved a community. The governor has requested assistance in destroying them.

11-20 Aliens have destroyed or seriously reduced the government on a medieval/feral world and have effectively taken over. The governor has requested assistance in overcoming the aliens and establishing order.

21-30 A popular rebellion on a feral/medieval world has destroyed all forms of planetary government and reduced the planet to chaos. Clear and secure government buildings to make way for a new administration.

31-40 Disease or disaster some decades past, has destroyed the orbital government on a medieval world. Left uncontrolled, psykers have grown in numbers and power and have established control of the world. The current governmental system is dominated by warp entities which must be hounded and destroyed.

41-50 The governor of a small feral/medieval/research or farming world is in fact a Vampire (substitute other warp entity if you wish). This fact was discovered by some individuals and a brief, but non-specific request for help was broadcast. Unfortunately, before further details could be supplied, clashes between the human and alien-dominated factions destroyed the former. The warp entity is now in control, recent fighting being put down to rebellion.

51-60 The governor of an imperial planet has requested aid in dealing with an outbreak of psykers. These have suddenly started to appear in great numbers, forming open groups which ravage the countryside/city-bottom. Groups may already be under the influence of psychic aliens.

61-70 A farming world is under alien attack and its governor has requested aid in dealing with the aliens before vital crops are destroyed.

71-80 A research station has failed to make its regular report and troops are sent in to investigate. The station's Astropath has been turned into a warp gate by Enslavers, three of whom now have total control of the station's remaining 30 staff. Armed and dangerous, the enslaved staff will open fire on and attempt to destroy any invaders.

81-90 Civil war has broken out on a hive-world and a state of anarchy prevails. The planet's governor has requested help in ridding vital areas of insurgents.

91-00 A small research station has reported findings of a dead civilisation. Investigate the ruins and make sure they are safe for scientists to explore. The ruins can be populated with any alien, pirate or robotic danger.

Chart 4 - Quell Rebellion

Rebels are a constant threat within the Imperium. Dissatisfaction and insanity are rife amongst the hive-worlds, and independently minded farmers often get a little too independent for their own good. Throw in a few mentally unstable governors and it is easy to see why keeping order is a full time occupation.

01-10 A popular/religous or nationalistic rising on a feral/medieval world has driven the planet's governor, his small staff, guards and members of the priesthood into the imperial compound. The imperial forces are under siege and the locals look sure to win, but luckily a force of Space Marines were nearby and have been diverted to help restore order.

11-20 A shortage of food on a hive world has sparked off widespread rebellion - factions are fighting factions and everyone is fighting the government as billions of psychotic citizens go on the rampage. Government troops have secured most of the military establishments, but the planet's governor and his personal staff are trapped in his palace. The surrounding hordes must be destroyed and the palace secured as the first stage in restoring order.
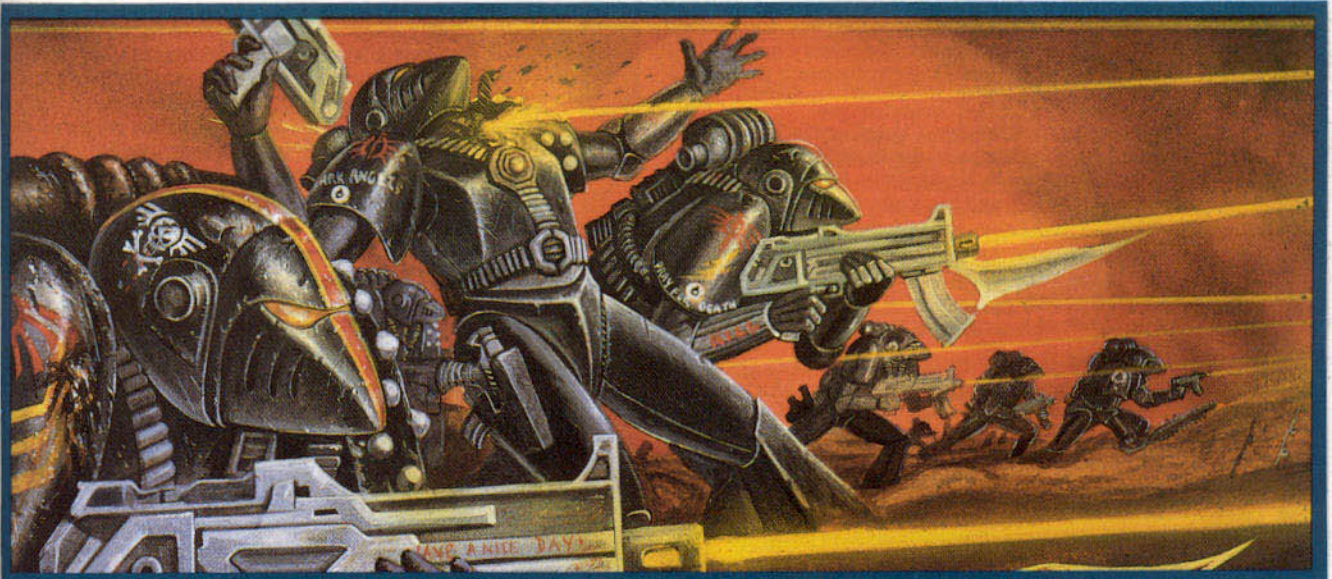
21-30 A popular rising on a small agricultural world/research station has divided the population. The workers feel aggrieved and are determined to overthrow the management and establish a co-operative. At the moment each side controls half of the planet's few settlements, but the workers at the water-recycling plant remain uncommitted. Control of the plant means control of the planet, so a three cornered battle ensues for its possession.

31-40 Political rebels have taken control of the spaceport hours before the arrival of an important member of the priesthood from Earth. Delaying this important person would be unthinkable, any sign of inability to control the planet would be tantamount to resignation (at the every least!). Recapture the spaceport quickly.

41-50 A long civil war is drawing to a close, with the last rebel stronghold now located and under attack. The rebels are entrenched in an old ruined building deep in an inhospitable forest and only direct assault will win the war for good.

51-60 Anti-imperial forces have almost succeeded in taking control, their liberal policies concerning freedom of speech, human rights, and especially the rights of psykers have won much sympathy amongst the soft-bellied populace. The governor is dead, and only a small force of mixed troops led by surviving members of the Adeptus Arbites is left to oppose the new regime. To make matters worse, the survivors now know that the whole rebellion was engineered by warp-entity controlled factions, and that the planet is almost certainly doomed now that the customary anti-psyker laws have been relaxed. From their hideouts in the sewers the survivors decide to launch a last desperate attack against the headquarters of the main rebel group - the prime architects of the revolt now known to be aliens or alien-controlled.

61-70 A rebel faction of dubious political/religious background has broken into the governor's palace and is holding the whole household prisoner. The planet is also a Marine base, and the Marine commander has resolved to mount a full assault in the sure knowledge that the governor wouldn't want consideration of his own safety, or that of his family, to stand in the way of law and order.

71-80 Discipline amongst the household troops of the planet's governor has broken down, with many of the military bases now lying totally under the control of a coalition of army officers. The planet's governor, loyal troops and a small force of Marines must try to wrest control of the principle bases before a full scale civil war begins.

81-90 The unexpected death of the planet's governor has initiated a civil war between the military commander and social leaders backed by secretly pro-alien factions. The military control the bases and most of the weapons, but the planet's population is behind the rebels who therefore have control of the food and water supplies. The military must secure vital food and water producing installations if they are to defeat the civilians.

91-00 The planet's governor has flipped, declaring himself completely independent of the Imperium and seeking support from aliens. By relaxing laws controlling psykers, the imperial draft and tax collecting he has gained considerable popularity - although the danger from psychic aliens is great and is undoubtedly growing. A force of Space Marines has been despatched to take the governor's headquarters and kill/capture the rebellious commander before the world is completely lost.

Chart 5 - Support Rebellion

Often a world gains independence from the Imperium as a result of rebellion, enemy action, alien invasion, etc. The Imperium is vast, and it is not always possible to divert troops or ships to avert disaster. Pro-imperial elements amongst the planet's population may struggle on, and help from the Imperium may tip the balance.

01-10 The world has been conquered by aliens, and the human population enslaved. Human rebels have gained access to secret plans of the alien governor's headquarters, and together with a squad of Space Marines they gain access via the sewers in an attempt to secure the building and initiate a full scale rebellion.

11-20 An anti-imperial government has taken control of the world. At first the population rejoiced under an enlightened regime, but after a few months the liberally minded goverment was infiltrated by psychically hostile forces. Facing decay, chaos and certain death, many humans realised the danger in time and took to the hills as rebels. Pro-government factions threaten to destroy their bases, and only reinforcements in the form of Space Marines can turn the tide in favour of the rebels.

21-30 Religious/nationalist forces have overthrown the government and taken control of the planet. Pro-imperial troops and sympathisers have been killed or await death in one of the high security camps built by the new rulers. A force of Space Marines is despatched to liberate friendly troops and help lead a resistance force.

31-40 Pro-imperial rebels await an imperial landing pod bringing supplies and troops. The rendezvous point is a deserted forest glade. As the pod approaches government troops spring from the forest edge and a battle promptly ensues (suspect treachery!).

41-50 Imperialist rebels wait in ambush alongside an exposed section of roadway. A government supply column is due any minute, containing food and weapons needed desperately by both sides.

51-60 A rebellion on a feral world has established a new anti-Imperium government. Pro-imperial rebels have taken to the hills where they are trying to persuade a stone age tribe to help them. Only by helping the primitives overcome the fearsome dinosaur that has destroyed their village can their support be gained. The dinosaur is tracked down to a complex cave system where it lives with others of its kind - this cave would make a good headquarters once its current occupiers have been evicted.

61-70 An extreme religious faction has taken over an imperial world, resulting in widespread carnage, persecution of minorities and a strictly enforced religious code based around being nice to people. Thousands have been stoned to death as unbelievers, critics or deviants. Thousands more have been maimed or inprisoned for failing to observe the scriptures. The pro-imperial rebels have considerable support from amongst the farming communities, on whom they depend for food and shelter. The government has started to destroy villages as a result, and a column of government troops is even now heading towards one of the larger villages. The rebels must help the villagers to defend their homes if they are to keep their trust.

71-80 The anti-imperial government has grown weary of fighting the numerous rebels and has decided to launch a huge virus missile into the atmosphere. As the world's cities are enclosed and therefore protected, this will destroy the rebels living amongst the forests and farmlands, but leave the government intact. The missile is currently being assembled at a secret launching site whose whereabouts has been leaked to the rebels by an infiltrator. Today the specially engineered virus is being delivered by an armed convoy disguised to look like a routine supply delivery. The convoy and its cargo must not reach the missile site. If it does, only a desperate assault against heavy defences can possibly save the cause.

81-90 Government troops have cornered a pro-imperial rebel force in an old building. Amongst the rebels is one of their top leaders, so both sides are rushing reinforcements into the area in an attempt to capture/rescue him.

91-00 A pro-imperial rebel force has penetrated a munitions factory and has only a brief time to plant vortex charges and destroy it before reinforcements arrive. The plant's own guards continue to put up a stiff fight, but only by planting a certain number of charges in vital locations can the whole factory be brought down.

Chart 6 - Raid and Destroy

A special target is posing a threat to the Imperium's plans and must be dealt with immediately.

01-10 A world has been identified as a base of an infamous pirate group which has plagued the locality for many years. A force of imperial troops has been sent to destroy the pirates' headquarters, ships and/or landing facilities.

11-20 An Imperial planet is in a state of civil war, with government troops besieged in the capital. The rebel siege train includes a number of mighty *defence lasers*, torn from their concrete silos and arranged in great earthworks surrounding the city. They have already done much damage, and only a daring midnight raid by a party of government troops can save the day. Their objective is simply to destroy the guns - their own survival is irrelevant.

21-30 A routine cargo vessel has just landed at the spaceport but is making no attempt to unload cargo or communicate. Psychic investigation has revealed a crew of aliens and a hold containing sufficient explosives to destroy the surrounding city. The aliens clearly intend to blow up the ship, and any delay must be put down to inoperative equipment. A party of troops must storm the ship before the aliens can activate their bomb.

31-40 A secret installation on an alien world is rumoured to be involved in new weapon research. You must destroy the whole installation and any secrets it may contain.

41-50 An alien race is building a huge war fleet, almost certainly for use against human planets. The situation is too dangerous to continue, and you have been asigned to raid the building yards, causing as much damage as possible.

51-60 An especially large and powerful spacecraft has been landed on a alien world to undergo re-fitting in a specially constructed yard. This ship has already claimed the lives of countless humans and is one of the single most powerful craft in the galaxy. The chance to destroy it is too good to miss, the yard must be raided and the ship destroyed if possible.

61-70 An alien world is preparing for war against the Imperium. Troops and resouces are being assembled at a huge launching site via the planet's over-land travel tube system (enclosed motorways). The terrain is dangerous desert/jungle, etc, so the enclosed travel tubes are vital in connecting the scattered areas of settlement. The main site is too well protected for assault, but the travel tubes are vulnerable, and a force has been despatched to cause as much damage as possible, hopefully disrupting the aliens' plans.

71-80 Aliens warring against the Imperium are engaged in a bitter space battle in the solar system. Ground based spaceports are a vital link in the alien's strategy, and if these can be destroyed their fighting ships would be deprived of a safe base. The bases are scattered and of varying sizes.

81-90 An alien planet is about to be invaded by a mighty flotilla of human ships and troops. However, the world's defences are formidable, and the flotilla would be shot to pieces if an immediate assault were launched. A small force of elite troops must try and destroy as many missile and defence laser sites as possible before the main force goes in - they will land by landing-pod and must hold out until the invasion starts.

91-00 Aliens engaged in a bitter war with the Imperium have built a doomsday device designed to destroy their planet in the event of defeat. The Imperium would like to take the planet, as it occupies an important strategic position and is rich in minerals. The device is housed in a military bunker in the middle of nowhere, suitably protected by a large force of well armed troopers. As yet it is incomplete, but unless it can be destroyed it will soon be finished.

Chart 7 - Raid and Kill.

The future of the Imperium is threatened by an individual. The elimination of the threatening person is vital to the well-being of humanity.

01-10 An alien leader (Ork Warlord) has succeeded in uniting several planets and is poised upon further expansion. The activities of this individual do not present an immediate threat, but left unchecked may be of long term harm to the Imperium. The leader is travelling to a newly conquered planet and will arrive at its principal spaceport within hours. Imperial troops have invaded the spaceport and now lie in wait for the unsuspecting leader and his bodyguards.

11-20 An important member of the Adeptus Terra is behaving oddly and shows sure indication of being under alien dominance. Today he travels via spaceship on an inspection tour of imperial worlds. Amongst the ship's crew is an Assassin squad with orders to kill the official and his bodyguard - no-one must know about the incident.

21-30 A planet's governor has been showing recent signs of incompetence. Taxes have been late, and it is rumoured that laws controlling psykers and the imperial draft have been relaxed. The planet has a presence of officials from the Adeptus Terra, including members of the Adeptus Arbites and an Inquisitor. In the interests of the planet's future and inhabitants it is decided to storm the governor's palace and replace him with a more loyal individual. The governor's palace is in fact guarded by a secret alien/psyker force who have taken control of/replicated the governor.

31-40 An alien technologist is developing important new space drives, devices which could conceivably give them the edge in a battle. The individual and his staff are working deep in a secret bunker, but the Imperium has learned of its existence and plans to invade the complex and kill the alien. This is a suicide mission for a force of Space Marines and Assassins armed with vortex grenades.

41-50 An imperial Inquisitor has uncovered an alien attempt to invade the Emperor's own palace on Earth. The Inquisitor and a group of other powerful characters (Inquisitors, Psykers, Navigators, etc) have successfully thwarted the plot - but in the process the Inquisitor gained access to a detailed plan of the Imperial palace. The plan was immediately destroyed, but the possibility of the Inquisitor remembering even part of it is too dangerous to risk. A force of Assassins has been sent to kill the Inquisitor and any who try to aid him.

51-60 A friendly agent/important leader has been captured by enemy authorities and is being taken for interrogation at a secure prison. Once inside, the character's knowledge will endanger the rebel cause. The character is being transported to the prison in an armoured convoy via a covered tubeway. Rebel forces ambush the tubeway and try to destroy the vehicle containing the agent/leader before the superior government force can act to prevent it.

61-70 The governor of a medieval world has discovered that one of the local aristocrats is a Vampire. The planet's inhabitants know nothing of the Imperium, although imperial agents are active within society promoting anti-psyker propaganda and ensuring mutants and other undesirables are properly controlled. A force of imperial troops dressed and equipped in local manner (but with the advantage of communicators, teleport homers and similar low profile equipment) assaults the aristocrat's castle with the intention of slaying the Vampire.

71-80 A mysterious spacecraft has suddenly appeared on an imperial planet, how it got there is a mystery. Its inhabitants are either members of a vastly superior alien race from another galaxy or time travellers from the far future. In either case they are lost. The Emperor has decided that the threat they pose to the stability of the Imperium is too great to risk, and the insurgents should be destroyed and their remains reduced to molecular components. Failure to eradicate the target could result in widespread panic and rebellion. The secrets of the future and of advanced aliens are best left unknown.

81-90 A small group of loyal troops are holding out against a rebel army - it is only a matter of time before the rebels destroy them. The imperial troops are composed of the planet's force of Adeptus Terra, which includes Astropath. The rebels must kill the Astropath before he is able to broadcast details of the rebellion to Earth (total time required could be 2 or more broadcasts).

91-00 Abdul Goldberg has crossed you for the last time - it was pure luck that your paths should cross on this isolated planet outside of imperial control. He and his crew are relaxing

down at Greasy Kim's Bar and Diner, unaware that you and your crew are ready to pounce. The Diner is mostly deserted, with only a few lonely vac-heads and spacers to witness the fight.

Chart 8 - Raid and Capture.

Sometimes it is necessary to possess an important person or item in order to achieve your aims.

01-10 The solar system supports two imperial farming worlds, perhaps satellites orbiting a gas giant. Each world has its own governor, and rivalry between them is keen. There have been numerous skirmishes between household troops from both worlds, and rights over an uninhabited third world containing an important mineral/water supplies etc remain a bone of contention. One of the governors has succeeded in developing a fast growing, extra-large and reputably very tasty Grox. The other is furious, and prepares a raiding squad to land on a small farm, slay any workers and capture at least one pair of the new Grox. Their efforts are impeded by the fact that none of the Grox are sedated or controlled.

11-20 An unusual character has appeared in the city - a grinning maniac with strange habits and clothes. His questions and talk have caused considerable disturbance - especially as he claims to be a time traveller from the far future. The governor is unsure how to deal with the problem and send a detachment of his guards to capture the time traveller and any friends he might have.

21-30 An alien race has just completed a vast spaceship of undeniable potency. The Imperium is keen to obtain the ship, both to remove it from the arsenals of their enemies and to study its method of construction. The spaceship is still undergoing tests, and the plan is to steal it from the top secret research station before it can be launched into space. A team of undercover agents led by an Assassin/navigator/psyker makes a desperate bid to steal the ship right from under the noses of technicians and guards.

31-40 Two spacecraft have crashed on a barren waterless world - one a human craft and the other alien. Each crew regards the other with a degree.of hostility. Each ship is badly damaged, but with parts from the other may be made spaceworthy. The humans' water recycling equipment has broken down and they must capture the aliens' solar-still (set up near their ship) within 10 days or they will die. The aliens' are suffering from an allergic reaction to the atmosphere which they could alleviate if they could capture a human medi-kit - until they do there is a 5% chance of each dying every day. Cooperation would solve their problems - but if players attempt it one or more ordinary warriors/crew members will always spoil things by sabotaging gifts, shooting or fighting during negotiations, etc.

41-50 An imperial Assassin has successfully taken the place of a planetary governor hostile to the Imperium. The real governor, a rabid nationalist bitterly opposed to imperial rule, was captured and placed aboard a freighter bound for Earth. Unfortunately, he escaped from the specially prepared crate used to transport him, and is now at large in the spaceport terminal. It is vital that he is recaptured at once - the Assassin/governor is able to control the security guards, and there are several imperial agents ready to recapture the miscreant. However, the governor has a gun and there is a chance of his being recognised by security in which case they could easily switch loyalties.

51-60 A spacecraft carrying documents or scientific data of great importance has crashed on a Death World. Two factions (say humans and Orks) arrive simultaneously to claim the prize and a battle ensues. Survivors may wish to pitch in, and then there are the planet's own inhabitants of course. Should the ship have crashed on a marsh and be slowly sinking the whole thing acquires a suitable sense of urgency.

61-70 A planet's governor sends a force of troops to raid a museum on another world and steal an important work of art. Is the governor an enthusiastic collector of objet d'art or does he know something? Could the item contain secret plans, a treasure map, or some unfathomable secret. If so, is the

governor the only interested party, or will the thieves find themselves persued by other collectors? Strange writing in forgotten languages has power to summon or dispel demons (so they say) and a man who could control the demons of warp space would be a very powerful man indeed.

71-80 Recently government forces captured a number of rebels, one of whom is undoubtedly their leader - although they remain silent and it is impossible to say which it is. Before they could be properly interrogated they escaped into the jungle when the hover vehicle transporting them to a high-security prison crashed. Each prisoner had an open communicator bracelet fitted to his right wrist (impossible to remove except by coded signal) and it is known the group is heading into the jungle. The rebels must be recaptured. The rebel leader has vital information and should be interrogated as soon as possible, the others are unimportant - but it is impossible to say which is which. The jungles are dangerous and inhabited by hostile natives as well as
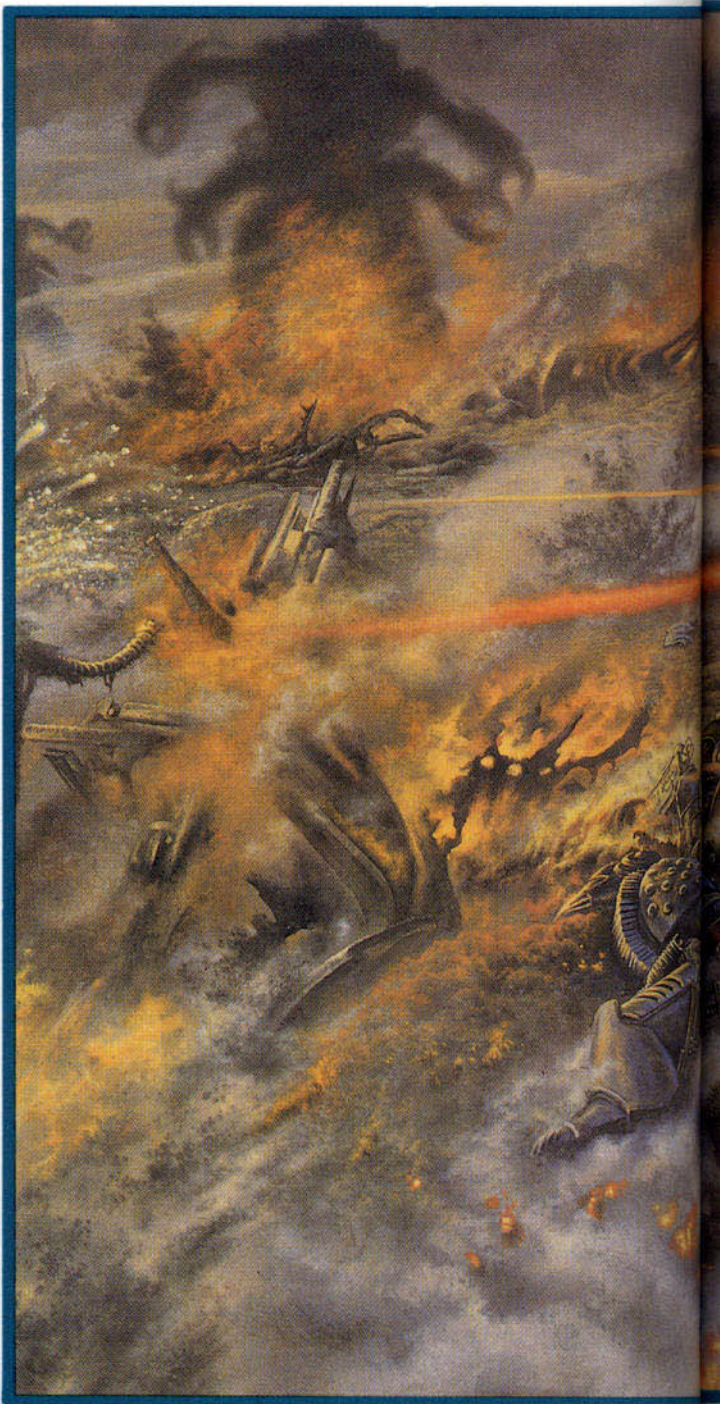
animals and plants. Rebel forces are known to be looking for the escapees too.

81-90 The governor has captured members of an outlaw gang, their leader's friends, mother, favourite pet alsatian or innocent villagers. Unless the rebels surrender to the governor the hostages will be slain. Chortling evilly, the governor awaits the rebels' surrender. As an outlaw group moves towards the prison compound pretending to give themselves up, others gain entrance into the prison by a secret tunnel - their objective to find and free the captives and make good their escape.

91-00 The mission to destroy an alien infested research station went smoothly until Sergeant York strayed a little too close to the jungle and ended up as a Tyrannosaur's dinner. If only he wasn't wearing the teleport-homer, if only the ship's communicator wasn't out, if only warp storms weren't about to isolate the planet for good - if only they could find that *%?! dinosaur before its digestive system deposited the

homer at some random point in the jungle. Are you sure all those aliens are dead - didn't trooper Douglas say something about a green slimy thing with a big gun crawling into the bush?

Chart 9 - Capture and hold.

A large scale invasion often necessitates a preliminary action to secure vital strongpoints or defences.

01-10 A mighty river lies between a retreating army and its homeland. The enemy are pursuing, and it is only a question of time before the army is cut off from the last bridge. The bridge commander has orders to destroy it, cutting off the army but denying possession to the enemy. However, his personal inclination is to use his small garrison to keep the bridge open for as long as possible. A small enemy spearhead is meanwhile heading towards the bridge - with orders to capture it. When the crunch comes the bridge commander decides to mine the bridge but his equipment proves faulty.

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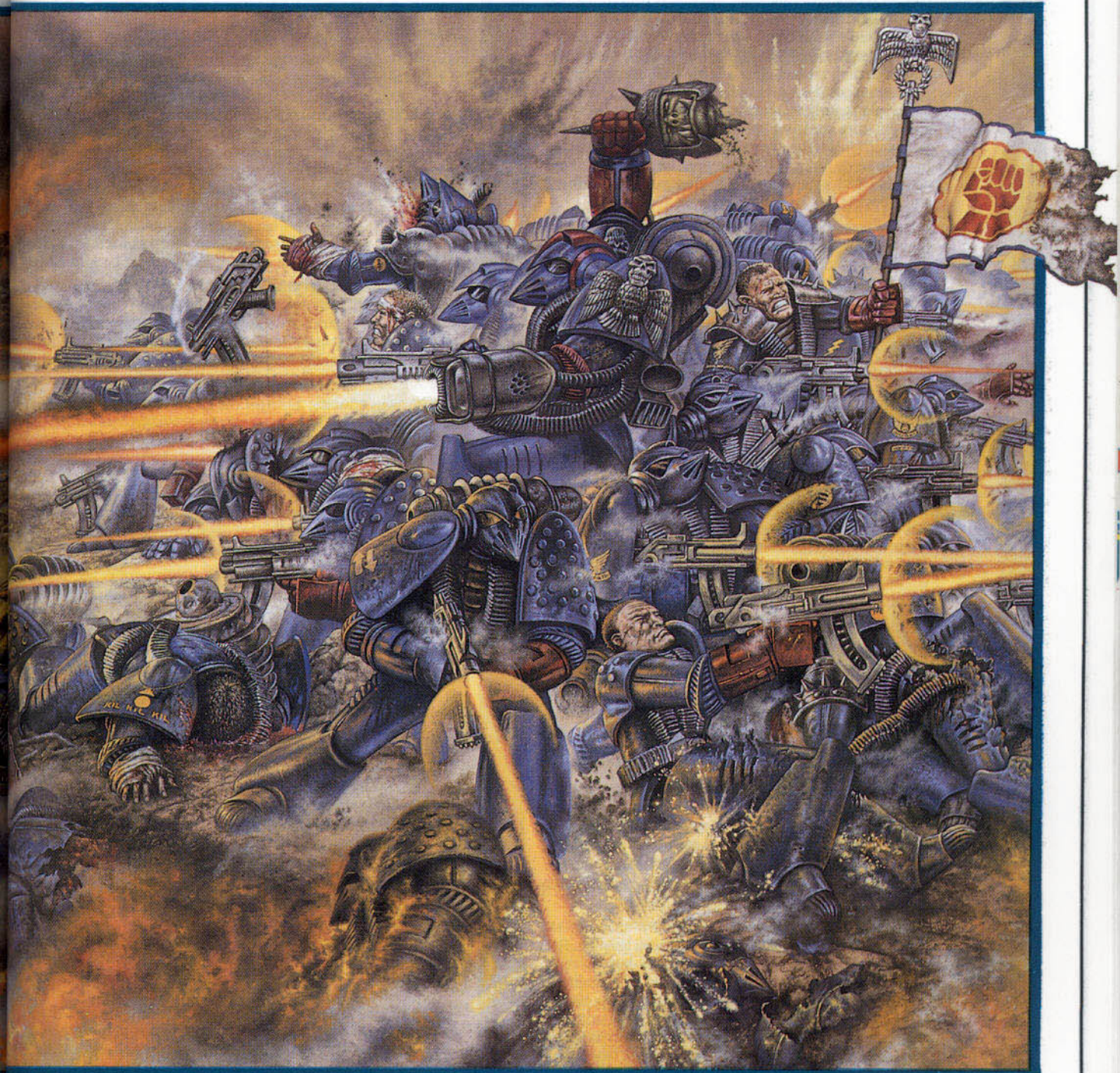
decides to mine the bridge but his equipment proves faulty. Can the attackers take the target before the commander activates his mines?

11-20 The enemy are almost defeated, but as a last desperate act of revenge have developed a virus strain which they intend launching at your settlement/world. There is only one missile, in a secluded silo deep in the desert. As a large force would alert the enemy to the fact you know about the missile, a small well-equipped team has been assigned to land and hold the weapon/base until relief arrives.

21-30 The war has reached a large city which houses important weapon building factories. Now, a Dreadnought factory is under attack. Although its besieged workers are turning out Dreadnoughts at the rate of 1 every game turn, can the attackers overwhelm the factory and destroy the defenders ability to build reinforcements? Or can the defenders hold out until troops can be diverted from an adjoining city sector?

31-40 The raid was a success and your crew of hardy outlaws/pirates/rebels managed to get away with substantial quantities of money and/or other goodies. The authorities chased you all the way to the spaceport where Abdul Goldberg was waiting with the getaway ship, however, the double-dealing rat had done a bunk leaving you and the gang stranded. You did the only logical thing - jumped into a ship being refuelled. One of you needs to activate the ship's systems from inside whilst others guard the fuel pumps. How much fuel will you need? How long will it take to get the ship ready for space? Is it empty - what does the hold contain? The authorites are closing in. Has Goldberg panicked and left, or has he betrayed you?

41-50 Weird cultists worship warp entities in an old cellar complex deep beneath the city. These insane psykers make regular sacrifices of young psykers, observing strict rituals which they believe necessary to their perverse religion. A group of imperial agents has tracked the group down, only to find them involved in attempts to summon more warp entities using ancient artifacts and human sacrifice. You don't know if this is possible - but their power is considerable. Now, one of your own agents has been captured and is being prepared for sacrifice in a final ritual that will summon an entity of supposedly world destroying power. The cultists are ready to make the sacrifice at a specified time important to their ritual - your objective is to rescue your fellow agent, or at least to prevent the accomplishment of the ritual within the appointed time.

51-60 Travelling the galaxy in search of salvage isn't the easiest way to make a living, so when the opportunity to obtain the wrecked alien spaceship came along you were there like a shot! The planet is a Death World, but the ship must be worth a fortune - so you quickly landed nearby and set up a dismantling yard. The robots were busy hacking the ship to pieces and crating it when you were attacked by a bunch of Jokaero. What are they after? One thing's for sure they're not getting your scrap, and you hastily prepare defences. Can you and your robots defend the scrap, dismantle the ship, load it aboard your freighter and take off before the Jokaero over-run your camp?

61-70 The natives are converging on the ancient pyramid even as your exploration team reaches the inner chamber. Buried deep inside is the object of your mission - the alien time capsule that has lain in the darkness for almost 50 thousand years. The teleport homer has been lost, and a spacecraft has been dispatched to pick the team up. But unless the natives can be kept away from the entrance they will re-seal the pyramid, trapping the explorers inside forever. Are there other entrances, and if so could the explorers face greater dangers than they anticipated?

71-80 The convoy is heading straight for the city, unaware that a battle rages over possession of the terminal building. Few people realise that the governor is on board, but somehow rebels have found out and have captured the terminus - where the convoy is due to arrive any minute. Having planted explosives, the rebels have only to wait for the arrival of the convoy before destroying themselves and their enemy - if they can hold out against the government troops that oppose them.

81-90 A force of troopers is sent to capture an enemy water processing plant and poison the water that it pumps to the nearby city. It will take quite a while to poison each of the holding tanks, and the base is heavily guarded. To make sure the poison is fully effective the attackers must ensure the defenders do not reach the tanks for a specific time (say 3 or 4 turns after the poisoning starts). All tanks must be dealt with, and any reserve water located and similarly treated.

91-00 The planet's atmosphere is highly corrosive and protective suits must be worn outside - even so they offer only a few hours protection. The life-supporting bubble housing the research team is the only safe place, it is divided into numerous sealed sections and is quite large. An enemy force lands whilst most of the team are away, and must penetrate the building, overcome the remaining defenders, and prepare to defend the base against the original inhabitants as they return. Entrance to the building must be gained within a set number of turns by each side, and any building sections damaged in the siege may lose their protective ability.

Chart 10 - Oddball situations and special operations.

01-10 Preliminary investigation of a newly accessible planet reveals a lost human group which has somehow developed a mysterious physical or mental trait (for example - almost all the population are psykers, but they are invulnerable to pyschically attuned alien domination). Back on earth, the Adeptus Mechanicus are fascinated and require a few hundred samples for experimentation. Unfortunately, the planet's population also suffers from another mutation - they are all psychotic axe-wielding maniacs with an intelligence somewhat less than a Chthellean Jumping-jelly. A force of imperial troops is sent to escort scientists as they select and capture samples for shipment back to Earth.

11-20 A robot building factory has gone crazy for some reason. The robots are wandering about killing people, and some have escaped into the city where they are causing considerable panic. Enter the factory, destroy any rogue robots and shut down the production lines before the whole city is flooded with them.

21-30 Your crashing amongst the Death World jungles couldn't have happened at a worse time. Within hours the whole planet is due to be sterilised by a potent virus bomb which you have no way of escaping - the blast alone will almost certainly kill you and your crew. Your only hope is to reach the equatorial station and dismantle the bomb before it goes off. To reach the station you'll have to fight your way through the jungles, and once there the robot defences must be overcome before you can deal with the bomb.

31-40 It was a daring escape from the high security jail, but you managed to reach the spaceport and steal a ship before the authorites realised you or your gang were gone. First stop was to travel to your secret hideout and recover the hoard of stolen money/goodies you hid before your capture. Your betrayal by Abdul Goldberg cost you your liberty, but he'd never get his hands on the loot! As you begin to recover the stash from its burial place in the jungle ruins you are suddenly attacked. It is none other than the treacherous Goldberg who probably engineered your escape just so he could follow you and steal your loot.

41-50 A member of the ship's crew is a Vampire/Genestealer or other unpleasant alien and has taken over most of the crew. The remaining crew must destroy this menace before it destroys them!

51-60 An Inquisitor has discovered that strange alien artefacts have been found in the old ruins. These artifacts have an unusual power (which the GM can invent - for example they could bring back the dead if used within a day). Some artifacts have fallen into the hands of brigands, others are owned by religious groups, private collectors, etc. Aliens or other hostiles are reported to be interested and have landed amongst the jungle to search the ruins. You must use local forces to capture/buy/steal or otherwise repossess these objects whilst denying them to enemies of the Imperium. The local natives are primitive - do they know anything about the objects and do they have any? Are they hostile to this

desecration of the sites of their ancestors, or can they be persuaded to help in the mission?

61-70 An admistrative error has dispatched two identical forces to an alien controlled world. Both have identical orders - to destroy all armed resistance on the planet. The planet's inhabitants might be mimics or have hallucinogenic powers or its atmosphere might produce comparable effects. As a result each force has orders to maintain strict communications silence, to distrust everything they see, and to totally destroy the opposition. Not only has each human force got to deal with aliens, but they will naturally regard the other as part of the alien threat. To make matters worse, the aliens could be given powers which enable them to appear like human troops, this could take the form of an illusion generator or it could be a natural mutated-ability associated with the planet's inhabitants.

71-80 The Ambull tunnels seemed like a good place to hide out. Little did you imagine that they were still inhabited, a fact which became apparent only when the gun battle attracted the attention of the creatures. Your rebels/outlaws know the tunnels inside out, but now they're infested with Ambulls, and the authorities have penetrated the outer defences (are they in for a surprise!). Perhaps some of the western exits are still open? Can you fight your way through before the authorities or the Ambulls get you? Have you time to visit the stores, vaults and other chambers to rescue important artifacts/loot/secrets or get more weapons?

81-90 A wealthy imperial official is keen to bag some of the local wildlife for his office wall - as the planet is overrun with all manner of large and predatory creatures this should be no problem, and he hires a team of experienced locals to guide him to the heart of the jungle where the biggest and most ferocious creatures live. Natives worshipping the largest and meanest of these creatures ambush the party, but from them the official learns of the existence of this King Kong sized creature - he wants it! Meanwhile a team of animal conservationists have discovered the whereabouts of the hunters and are searching for the creature. As hunters, natives, conservationists and creature converge the official's resolve hardens into an insanity that becomes his primary obsession.

91-00 A mysterious stranger has hired a party of disreputable types to break into the fortress/home of an important Navigator family and kidnap its head. Supplied with a map of the fortress and several means of entrance, the adventurers set off. Once inside, however, their task becomes complicated, as not only is the fortress well guarded, but there appear to be several characters identically dressed and answering the description of the target. The mysterious stranger is in fact the jealous brother of the family head, who has confessed his misdeeds to his brother's wife with whom he is conducting a secret affair. Not wishing to alert her husband to his brother's treachery (or her own infidelity), she has drugged the family head (asleep in his room) and has disguised herself to resemble him. She has also ordered several young maidservants to do likewise, and has compelled her treacherous lover to adopt similar garb. Her plan is that the adventurers will kidnap the wrong person, and that either she or her lover will then rendezvous with the adventurers as arranged and 'collect' the victim in return for the promised reward. Most of the servants have been given the day off, and any casualties amongst the guards will be put down to an attempted burglary. The journey to and from the fortress involves potential battles with creatures living in sewers, local police, mobs, etc.

● SUB-PLOTS

A main game plot can be enhanced by a sub-plot, the ramifications of which are known only to the GM. Sub-plots are put into effect by the GM and often involve the GM taking over a player's models or introducing new opponents. Any plot can be livened up by the addition of a sub-plot, minor incidents of this kind can suddenly become pivotal to the success of a mission.

You can randomly generate a sub-plot from the following chart if you wish - or you can substitute an original idea of your own.

01-05 One of the players' models has unknowingly contracted a dose of MACS (Mysteriously Acquired Crazy Syndrome). The disease take hold instantly and without warning, causing the victim to act in a totally uncontrolled, murderous and unpredictably dangerous manner until mercifully slain. MACS may be mysteriously transmitted through any sort of protective clothing, walls, armour plating etc. Any creature of the same race has a 1 in 6 chance of contracting the disease if it comes within 2" of the victim. This manifests itself at the beginning of any following turn on the D6 roll of a 6.

06-10 A military unit is unhappy with its leader, who is brutal, incompetant, stupid, dishonest or otherwise subject to some defect which makes him extremely unpopular. If asked to draw a line of fire that passes within 2" of their leader, there is a 50% chance of a firer targetting against him 'accidentally'. The player remains unaware of the situation and rolls to hit his intended target - the GM makes a secret 50% roll and if the player's dice score is enough to hit the officer the shot is retargetted. Unless the shot hits the leader the attempt will go unnoticed and the shot will be discounted as an ordinary miss. The player controlling the troops will be unaware of any problem or redirected shots until the officer is hit.

11-15 A vehicle is subject to mechanical problems and will break down becoming immobilised on the secret D6 dice roll of a 6 made every turn. It will start to work again on a further D6 roll of a 6 made whether mechanical attention is given or not, but will continue to break down/recover throughout the game. Weapons and equipment are unaffected.

16-20 Unknown to either side unexploded mines litter the area of the battle.

21-25 One of the characters taking part in the conflict is the subject of a personal vendetta - perhaps he is blamed for causing someone's death, perhaps he is an unconvicted drug dealer, or has fled owing money. Whatever the reason his enemies have hired free-lance killers to track him down and kill him. This they do at any opportune moment during the game.

26-30 One of the player's main characters meets someone from the past - an old girlfriend, wife, relative, fellow conspirator, enemy, long-lost Gyrinx, etc. Their presence causes an interesting problem or introduces new possibilities for the player.

31-35 The scene of the battle has been unexpectedly chosen by a criminal gang as a place to conduct a secret deal of some kind - meet fellow smugglers, exchange hostages, swap money, drugs, weapons, etc.

36-40 One character bears a previously unexplained grudge against another and becomes subject to hatred as soon as he recognises his enemy. These can be characters from the same side or opposing sides, ordinary troopers, personalities or any models. Suitable reasons might be killing a friend or relative, stealing a valuable item, treachery, or anything the GM thinks appropriate.

41-45 Once every 30 thousand years a huge comet emerges from deep space and unexpectedly wreaks havoc on the planet. The comet chooses just that moment to arrive, producing atmospheric effects, as described for Death Worlds, every turn.

46-50 Creatures or plants of which the players were previously unaware attack, creating additional problems for both sides. Perhaps a herd is due to make its annual migration, the battle lies inbetween creatures and their waterhole, or maybe a group of predatory creatures are just attracted by gunfire.

56-60 Whilst the players battle it out a further alien force lands and enters the fray - perhaps hoping to take advantage of the disorder to fulfill some mission of their own.

51-55 One or more of the characters is in fact controlled by or actually is a warp entity and may choose to take advantage of this at some point during the game. The controlling player is disorder to fulfil some mission of their own.

61-65 One player has been supplied with a batch of malfunctioning weapons. Any natural to hit roll of a 1 means the weapon is now useless.

66-70 Any buildings or artifacts belonging to an ancient civilisation have unexpected powers. Characters entering buildings or touching artifacts gain/lose characteristic score, become totally passive/subject to hatred against everyone else, their minds are taken over by the non-material minds of an ancient race, they become mutated, receive special abilites not covered by the rules, etc. The GM can choose or invent any suitable effect.

71-75 Refugees from the wars are trapped in the conflict, individuals amongst them may wish to fight, others simply run around and obscure the field of fire.

76-80 Prior to the outbreak of hostilities the area was visited by Dr Gostello's Amazing Intergalactiac Psycho-circus. The circus has now got caught up in the fight, and its collection of dangerous creatures, weird aliens, frightening mutants and psychic clowns are trying to defend their circus/escape/survive.

81-85 The fighting zone is unexpectedly riddled with a maze of tunnels just below the surface. Vehicles, heavy equipment and even models can unexpectedly fall in, where they may find themselves facing not only enemy models, but whatever built the tunnels in the first place.

86-90 Unknown to either side one of the personality models on the battlefield is an experimental android (a construction of the Adeptus Mechanicus if human). The android functions exactly like a human until hit, when there is a 50% chance of it going crazy - moving, shooting and attacking in a random manner. At the same time its power circuits go out of control increasing all characteristics by +1. After D10 turns the android explodes with a 2" blast radius causing a S5 hit any anyone in the blast zone.

91-95 A camera crew belonging to a local media company has somehow arrived on the battlefield and is wandering around trying to interview the troops and film their activities. All troops within 4" of the crew will be distracted and suffer a -1 penalty on all dice rolls. Unit leaders and personalities may shoot these troublemakers - other troops would be reluctant to do so.

96-00 Unknown to the players a building on the table houses a collection of antique vehicles - all are in working order, and can be studied and activated in the same way as other unfamiliar equipment.

The publishers of **Warhammer 40,000** invite you to send in your own ideas for plots or sub-plots suitable for inclusion on these charts. If you've got a real hum-dinger winner of an idea please send it in, using a separate envelope from any other correspondence and enclosing a stamped S.A.E if you want your submission returning.

● COLLECTING AND PAINTING YOUR FORCES

The subject of collecting, painting and converting metal and plastic figures is a vast one, and one which could quite easily fill a whole book. This chapter covers the basics of buying, assembling and painting models, be they metal or plastic. **Citadel Miniatures** have long been known as the foremost producer of metal gaming miniatures - combining the talents of some of the world's best miniature sculptors and the most advanced production techniques. Citadel's excellent range of **Warhammer 40,000** figures has been produced in close co-operation with the game's designers and contributors - in fact some of the sculptors are avid **Warhammer 40,000** players and have helped to design and test the game. As well as the metal models, Citadel have produced a limited number of plastic models which are available at greatly reduced cost compared to their metal counterparts. Once painted they cannot be told apart until picked up.

● BUYING MODELS

Although it is very easy to buy a new model on impulse (and I know of no-one who doesn't!), it is more efficient to think about your forces and plan your purchases carefully. If you are a member of a regular gaming group it is a good idea for each player to stick to a particular theme or race - one player concentrating on Space Marines whilst another dedicates resources to Eldar or Orks, for example. Of course, most of your battles will involve humans, so several (or all) members of a group could collect some human troops. There are lots of human types to collect anyway - varying from medieval feral worlders to imperial troopers, the household troops of planetary governors, pirates, etc. One player might like to concentrate on monsters and 'weird' aliens - it always seems to be the GM who ends up collecting these more way-out creatures!

Players should try to build up a comprehensive force of their chosen race. The best way to do this is to buy a whole unit at once - usually ten models. In the case of most races this will mean 6 or 7 basic troopers, an officer and 2 or 3 special weapons. The variety in weapons
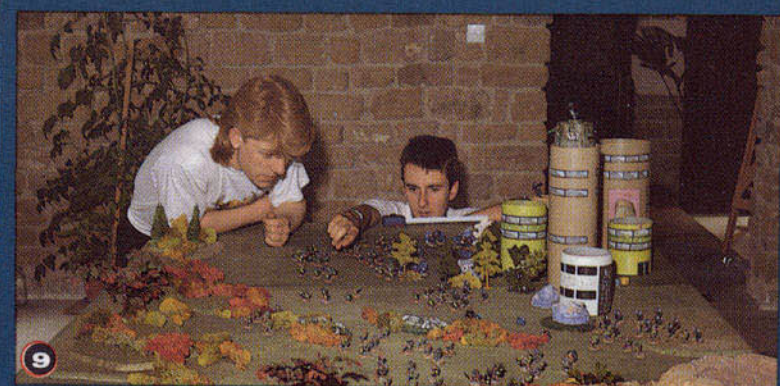
1 Warriors of the penal legion
2 The imperial army clashes with Eldar
3 4 5 A selection of Squat troopers
6 A game in progress
7 A long tape is useful when it comes to awkward measuring
8 Eldar mercenary warriors
9 The edge of a city is the setting for this fast-paced assault

Sealed
Data

and poses will make painting more interesting, and once finished you will have a useful unit. It is also quicker to paint lots of models at once, so your armies will grow faster than they would if you were buying in dribs and drabs.

Citadel figures are now widely available, and any good model shop and even some High Street retailers will be able to offer you a wide selection. Wherever you obtain models, try to choose those which are the cleanest and most perfect castings. Because rubber moulds are flexible and soft they do not last forever, and the models they produce may vary slightly from batch to batch - although all those offered for sale should have crisp detail and no malformities. Some degree of excess metal originating from air vents in the mould, or from metal seepage within the mould, is unavoidable and such models can be easily cleaned up before painting.

● PREPARATION - METAL MODELS

Before painting, all metal models should be cleaned up with a small modelling file and/or modelling knife. The moulds used to make metal figures come in two halves, and seepage between them will result in a slight 'mould line' - a thin ridge of metal running round the model from top to bottom. If this seepage is extensive it may form a film of foil-thin metal between the model's extremities and it is then called 'flash'. Both mould lines and flash can be dealt with using your modelling knife - the singlemost useful tool you can own! Thin strands of metal sometimes adhere to models and should be cut off - these are where air vents have been cut or drilled in the mould to let air escape, they are easily removed with knife and file. These venting strands are not imperfections in the model but a good sign - if the air vents fill with metal this means no air has been trapped in the mould to produce a little bubble or cavity. If you find any little cavities of this kind you know it is due to a tiny bubble of trapped air in the mould - but small holes may be acceptable as they are easily filled in or painted over.

As Citadel models come with a separate plastic base, they will have to be fixed before you can start painting. Use a fast setting two part epoxy resin glue such as Araldite for this - spread the glue in the prepared slot and on the corresponding tab before pressing the model home. If the figure won't stand up in the slot you can support it with plasticine for a few minutes to give the glue a chance to work. Don't worry about getting glue on the top of the base, as any excess will be covered over at the next stage.

Once the figure has been attached to its base a decorative ground coating can be applied. The base should match in with your gaming set up, and must be done so that it won't appear incompatible whether your game is fought in a jungle or on the streets. This is a matter of taste - you can make your bases look like paving slabs but this will look funny amongst jungles, you can make you bases look like foliage but this will look odd amongst the city streets. A good compromise is to apply a rough texture finish to the base and paint

in a neutral shade of grey or brown. This will look reasonable in most circumstances. The texture is applied by mixing PVA glue with sand or fine grit - this gummy mixture can be pasted onto the base's upper surface using a cocktail stick or something similar. Try to avoid getting the glue mixture onto the model itself. An alternative finish can be obtained by using a ready mixed filler, such as Tetrion. This can be left plain or sprinkled with sand, grit or fine modeller's flock when wet. If you like, patches of flock or sand can be glued to the Tetrion surface once it is dry - this gives the effect of sparse vegetation or broken ground. Whatever method you adopt it is best to leave the sides of the base plain and undecorated.

● PREPARATION - PLASTICS

Plastic models are moulded in high-resolution rigid polystyrene and come as kits for the modeller to assemble. This format allows a certain latitude in poses and equipment, so that no two models need look exactly alike. Firstly wash the whole kit with warm water and a little washing-up liquid to remove any grease remaining from the steel moulds. Before construction separate the pieces from the supporting frame using a modelling knife and clean up any mould lines in the same way as for metal figures. Assembly is easy using standard polystyrene cement - the liquid sort is recommended. Carefully apply a small amount of glue to both parts to be joined, wait a few seconds for the glue to take hold, and firmly press both parts together. If the parts remain loose or spongy you are using too much glue - only a tiny amount is necessary for a firm grip. The model can be glued to its base at any convenient stage, and the base textured in exactly the same way as for metal figures. Plastic models will feel somewhat lightweight compared to those made from metal, and may be weighted with plastiscene pressed underneath the base. This will stop them falling over quite so much and gives a much nicer feel.
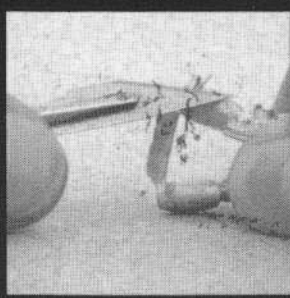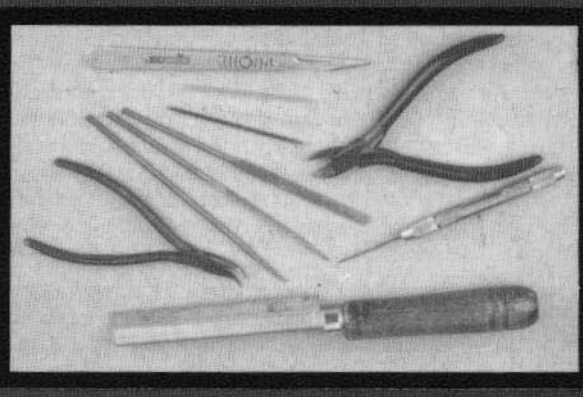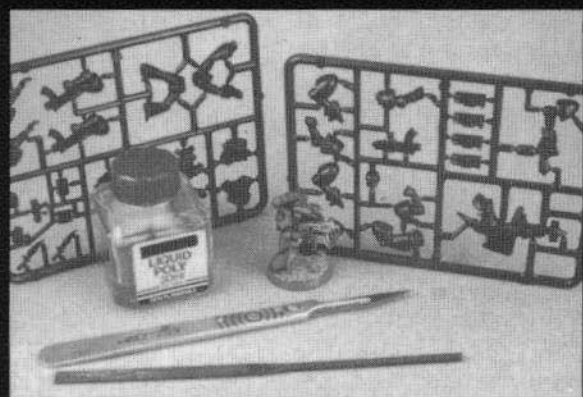
UNDERCOATING

Whether models are metal or plastic they will accept paint much more readily if properly undercoated first. If this is not done the colours won't show up properly, the bare surface may show through, and the paint will wear away very quickly. An undercoat is simply an all-over covering of white paint. Experienced painters will know that special effects can be achieved using coloured undercoats, but for most purposes white is the best. It is most convenient to undercoat a whole

batch of models at once as this will save time, materials and effort. Almost any white paint will do for the job - enamel, acrylic or Plaka. This can be applied with a largish brush (a size 3 for example) and the aim should be to completely cover the model with a thin coat. If the undercoat is too thick it will obscure the underlying detail. If the paint is too thick straight from the pot dilute it so that it produces a nice thin white coat.

Perhaps the most efficient way to undercoat a batch of models is to use a car repair spray can of matt white primer. Place the models in a tray or box to contain the spray and go outside (spraying indoors is definitely out - the fumes are horrible and it is impossible to fully contain the spray). When spraying out of doors remember your box will not contain all of the paint - so whatever you place your box on will end up with a nice white ring! It is best to lay down paper - and avoid spraying onto patio paving and concrete floors at all costs. Making sure there is no wind (or rain, snow, volcanic eruptions, etc) hold the can about a foot from the models and spray with light, smooth strokes. Don't aim to soak or completely cover the models at one go. Then turn your box around and spray the other side. Once dry you can reposition figures to catch undercuts and awkward angles - each coat will build up the overall covering without drenching the models. Any difficult bits can be filled in with a brush later.

PAINT

Old fashioned oil and enamel based colours are rarely used these days, since there are many excellent water based paints now available. These are thinned with water and brushes can be cleaned with water - avoiding the need for smelly, brush-destroying, turps and white spirit. Readers who are familiar with and used to using enamel paints and

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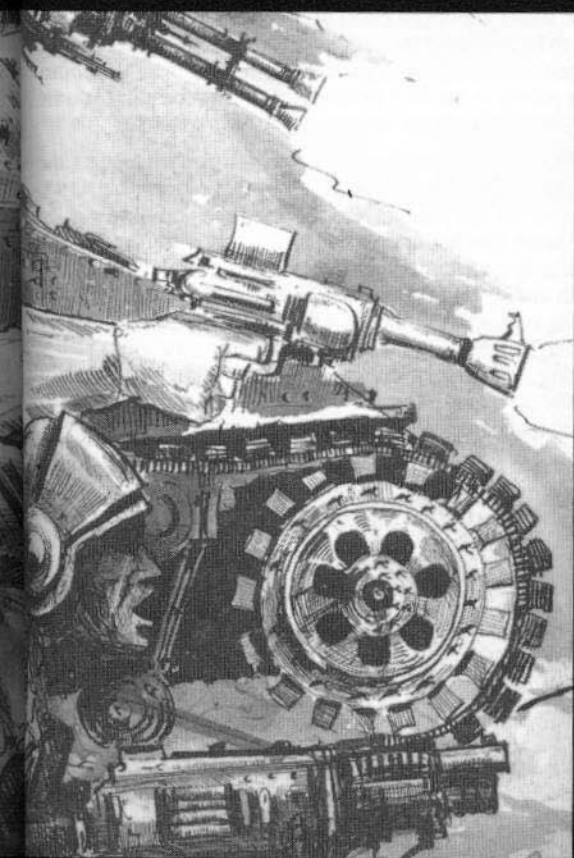
turps will find these are perfectly good for metal models, and all the techniques described for water paints can be applied to enamels. Most gamers will wish to use water based paints, however, and so only types of this kind have been described.

Acrylic paints are based on water but are waterproof once dry. All the hobby paints are of this type, including Citadel Colour which is specially made for painting Citadel models. All acrylics are mixable and interchangeable - so if you find a shade you like from one manufacturer it will mix perfectly easily with paints produced by someone else. As well as the modelling paints sold in hobby shops, you can buy acrylics in tubes from art shops. These are generally thicker than modelling paints and may lose covering power if thinned, but are useful all the same.

Plaka is a special craft paint sold in art shops - it comes in large jars which work out at good value if you need lots of paint. It is water based like acrylic and can be intermixed with it. If you undercoat by brush a large pot of white Plaka is the best material to use. Like acrylic it is waterproof once dry.

Gouache is an old-fashioned sort of water colour with a 'glue' base. It can be bought in art shops and usually comes in small tubes. Until recently gouache provided the best colour range for water based paint. However, as this is no longer quite as true, gouache is best avoided as it is not waterproof when dry and tends to rub off if handled too much. Some gouache mixes with other water based paint.

Poster paints are a little coarse for our purposes and, like gouache, are not waterpoof when dry and handle badly. However, the metallic paints from these ranges are often excellent and well worth buying.

Your choice of colours will depend on your subject matter, but you will need a minimum of black, white, red, blue, yellow, green, and brown. The Citadel Colour Paint Set 1 provides all of these colours at a bargain price and is highly recommended. By mixing the various colours you can produce different shades, and you can always add more colours at a later date. Difficult colours to mix (and therefore good ones to buy) are dark blues, dark reds/crimson, and all strong shades of brown. Flesh is worth buying if you find yourself mixing this colour a lot.

● BRUSHES

Brushes are the single most important item in the painter's armoury, - all paint is pretty much the same, but you can't expect to produce a good paint job with an 'orrible bit of Yak's tail on a stick. A good brush makes painting easier, faster and more fun. A good brush should be made from sable, it should come to a nice point when moistened between finger and thumb, and it shouldn't have any odd, sticking out or overlong bristles. Examine your brush carefully in the shop - art shops will often provide a dish of water so that buyers can point brushes: artists take buying a brush seriously and so should you. Good brushes don't come cheap, so choose carefully. You will need a number 1 for general work and a number 0 or 00 for fine detail. However, a good number 1 should come to a fine point and will give as good detail as the smallest brush - it's just that a small brush is easier to handle when painting unusually fine or recessed detail.

Painting textured bases, applying undercoat, varnishing and dry-brushing are very hard wearing on brushes - so use an old brush or buy a cheap one for these purposes. A cheap number 2 or 3 will prove useful for large areas and brush undercoating.

It goes without saying that having spent a king's ransom on brushes you will want to look after them! Never leave brushes standing in water as this will bend the bristles completely out of shape. Clean brushes after use with soapy water and stand them points upwards in a jar. Make sure the bit where the bristles meet the metal ferrule is clean, and tweak off any rogue bristles as they appear.

● BASIC TECHNIQUES

You will need a steady flat surface such as a table, good light (daylight is best), at least 1 jar of water and a mixing palette (an old plate or tile is ideal). Protect your work surface with a thick layer of newspaper and place your paints and water around you so that they can be reached comfortably. Water should be clean to avoid fouling paint, and it is a good idea to have a separate jar for cleaning and thinning metallic colours (otherwise metallic bits will start appearing in all your other paints). The palette is used for mixing and storing the paint you are using, and should ideally be white to show the colours.

It is easier to paint several figures at once rather than to start and complete one at a time. Work through your batch of models painting all the blue bits, all the red bits, etc. By the time you have worked through the batch the first figures will be dry and ready for the next colour. It is usually easiest to paint a figure from the inside out - starting with the skin and working outwards through the layers of clothing, finishing with equipment. Initially, just concentrate on getting the paint in the right places and don't worry too much about shading or highlighting. By painting outwards from the skin you'll make it easier to cover up mistakes as you go along - but only practice will improve your technique.

The last thing to paint is the base - which can be any neutral shade of grey, brown or even green. The edges of the base are best painted black, which will show the model off against the terrain.

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Helmet - housing communication, respirator and auto-senses
Base colour - blue
Shade with - dark blue
highlight with - pale blue

Back pack - providing the power for suit functions and storage for extra equipment
Base colour - blue
Shade with - dark blue
Highlight with - pale blue

Powered armour - individual flexplas sheets automated by fibre bundles replicating the wearer's muscle structure, extremely powerful.
Base colour - blue
Shade with - dark blue
Highlight with - pale blue

Cable - some of the suit's power and control systems are housed in protective cabling outside the suit.
Emphasise - by painting cable black
Base colour - light grey (leaving black outline)
Highlight with - white
Super-detail - by painting evenly spaced rings in grey

Outline - black
Ground - Yellow
Device - black

Sergeant's stripes indicate squad leaders.

Outline - black
Stripe Yellow

PAINTING

1 Finished model awaiting base treatment
2 Bare metal
3 Undercoat
4 Base colours
5 Base colours + black lining
6 Base colours + black lining + highlighting
7 Base colours
8 Base colours + darker wash
9 Base colours + darker wash + drybrushing
10 00, 0, 1 and 2 brushes
11 Brushes should come to a nice point like those on the left
12 Painting directly from the pot is a sure way to ruin your brush. Far better to use a palette.

• IMPROVING YOUR PAINTING TECHNIQUES

There are many 'tricks of the trade', those interested are best referred to the many articles that appear in the Citadel Journal and White Dwarf magazines.

Black lining is a simple form of shading used to emphasise contrast. Basically any change in colour or material is marked by painting a black line (or very dark shade of some other colour). For example, where a model's hand appears from its cuff a black line is painted where the two join, and where a hand grips a gun a black line painted to separate the flesh from the metal. This technique looks very good if done carefully and can be combined with other shading techniques discussed below.

Shading creases in clothing and recessed detail can be painted with a darker shade of the surrounding colour to represent shadow. Where a progressive gradation is required two or more darker shades can be used, each shade representing a deeper area of shadow. Painting areas of shadow is time consuming and most painters prefer to use washes as described below.

Highlighting raised areas will catch the light and so appear lighter than their surroundings. This can be represented by painting such areas with a lighter shade of the base colour, in exactly the opposite way to shading. As this takes rather a long time many artists prefer to use drybrushing to achieve the same result.

Washing is a quick and effective way of representing shadows. A wash is prepared by using a dark shade of the base colour and diluting this with water. The ideal consistency is very dirty water rather than thin paint - but you must experiment to obtain the right consistency for your needs. This wash is painted all over the area to be shaded, and the paint naturally falls into the cracks and detail forming a realistic, graded shadow. Raised areas can be wiped with tissue or finger to remove any residue of paint - but this is not necessary if your wash is sufficiently thin. Some artists use water based inks to make washes as these give a harsher shadow, but these are expensive and only recommended for the experienced.

Drybrushing is a quick and pleasing way of representing highlights. Prepare a lighter shade of the base colour and dip the brush into the paint. Then wipe away most of the paint, leaving only a slight residue of the light colour. Drawing the brush across the whole area, pigment is deposited only on the raised areas producing instant highlights. It is important to experiment to find the right amount of paint to use. Successively lighter shades can be built up if you are careful.

Emphasising detail such as buttons, buckles, and other small raised items can be accomplished by painting the whole item, plus a small area around it, black. The item can then be painted a different colour, leaving a very fine black line around it. This technique can be applied to larger areas before painting, providing a similar finish to black lining.

Metallics and difficult shades may need a special undercoat. Metallic paint and some light shades of brown and yellow do not sit well on top of white paint. The white will show through and the finish is patchy. To compensate for this another colour is painted onto the area first as a sort of second undercoat. In the case of silver the best colour is black or grey, in the case of red metals the best colour is brown. Light yellows will go over pale browns or darker shades of the same colour. Paint varies and you may be able to find better colours to suit your purposes.

● SHADING CHART

This chart shows how you can use lighter or darker shades to produce highlights and shadows - it can be used with all the techniques described above. When mixing shades remember lighter tones are lighter not whiter, and darker tones are deeper not blacker. Adding white and black will work to some extent, but if overdone will simply produce a shade that looks either washed out or dirty.

BASIC COLOUR	DARK SHADE	LIGHT SHADE
White	Grey, blue-grey or pale brown	White
Black	Black	Dark blue
Grey	Black	White
Red	Crimson	Scarlet, orange or yellow
Blue	Dark blue or black	Pale blue or white
Yellow	Yellowish browns pale red-browns or orange	Pale yellow or white
Green	Dark green, blue or black	Light greens and yellow
Flesh	Most red-browns	Add white or pale yellow
Yellow-brown	Darker red-brown	Lighter brown, yellow or white
Red-brown	Darker red-brown	Yellow-brown

Darker shades of red may be obtained by adding a small amount of green to the base colour. Similarly a darker shade of green may be produced by adding a small amount of red. Neither will give as pure a tint as a real crimson or bottle green pigment. Blue is difficult to darken and it is best to buy a separate dark blue colour (such as an artist's cobalt or prussian blue or an equivalent hobby paint).

Space Marine assault squads are equipped with hand-to-hand combat weapons such as chainswords, power-swords and bolt-pistols. Entry into buildings, or through the reinforced hulls of spacecraft, is gained using a las-cutter or phase-field generator. As the first wave of attackers goes through, casualties are always very high. The first troopers into the breach are almost inevitably shot dead instantly. Inclusion in an assault squad is a great honour. There is never any shortage of volunteers for suicide missions such as this. Survivors of assault-squads are entitled to wear the special badge, are excused certain menial duties, and are likely to gain rapid promotion.

● MODELLING

Enthusiastic fantasy modellers can easily be told apart from the rest of humanity - the signs are all too plain to see. The first indications may go unnoticed - a tendency to hoard pieces of polystyrene packaging under the bed, a marked and irrational preference for yogurt in oddly shaped pots, unexplicable urges to collect deodorant bottle tops - but by now the disease has a firm hold. To the deranged mind of the modeller the world takes on a strange and different appearance, pieces of polystyrene packaging become buildings and bunkers, dessert and magarine tubs are components for towers, tins and cardboard tubes assume the proportions of mighty buildings. It is doubtful whether there is any cure for this condition, the author has been a sufferer for many years and knows several other individuals with the same malady (some occupying important positions of authority in society, professional people and even one or two rumoured to be freemasons). Clearly the impulse bridges social classes and generations.

This section is devoted to modelling. Mention has already been made of some modelling techniques during the descriptions of terrain, but in the pages that follow specific techniques and methods of construction and embellishment are discussed in detail. This information is solid practical stuff - you won't need any special skills or experience to attempt most of the projects. You probably will need a few special modelling tools, and you'll definitely need access to a basic tool kit including pliers, screwdrivers and a sturdy craft knife. As with any handycraft or construction hobby you must be careful and sensible, both with regards to your own safety and that of others. You must also be considerate of work surfaces and environment - some of the processes are fairly destructive, produce copious waste products or cause unpleasant smells. If you share your home with others you must also think about how you're going to store your creations - it's surprising how much space scenery takes up and how much dust it collects just sitting on a shelf.

● THE HOARDING IMPLUSE

The author tries **not** to just store any and every interesting looking box and packet that enters the household - tries - but somehow never quite manages to throw away the offending item. There is a definite boomerang effect, just when one is about to throw away a piece of polystyrene it suddenly become apparent that this is **just** what you've been looking for to make that much needed refuelling point (etc, etc). If you are lucky enough to have almost infinite space to store household junk then this is fine. You'll be amazed just how quickly your spare rooms, outhouses, cellars and attics fill up with expanded polystyrene, cartons, boxes, bottle tops and assorted junk. If, however, you are unfortunate enough to have to share your habitation with other (possibly *normal*) people compromise may be necessary. In such a situation it is important to plan your projects carefully, trying to acquire the various components without taking over the whole house. Expanded polystyrene is definitely the worst offender on this point, and it is necessary to develop an iron will when it comes to throwing out whatever the washing machine/central heating/cooker/cleaner/stereo/etc arrived in.

Apart from polystyrene packaging, almost every plastic pot, package and container can be made to serve a purpose. Even the most mundane and unconvincing bit of plastic will be found to have its uses. The sturdier the container the more suited it will be for our purposes - but even quite flimsy packaging can be re-inforced where necessary. Small tubs containing margarine, desserts, cream, etc, make quite excellent little towers if stacked together. If made from clear plastic you have ready made windows! Plastic drinks bottles can also be pressed into service as buildings or covered 'tubeways'. Other household debris which may prove useful includes cardboard tubes from kitchen towelling, toilet rolls, foil, etc. Sturdy card or metal tins (of the kind used for some milky bedtime drinks, milk shakes and dried milk) make the basis for good towers (modellers are advised to develop a taste for milk if they want to take full advantage of such

containers). If you buy toothpaste, soap or other toiletries in rigid plastic dispensers these will make excellent building features or the basis for defence towers, etc. Tops are often more useful than the actual containers. Pressurised metal containers are best avoided, but their tops make perfectly good turrets and observation domes. Soft plastic washing up bottles are a bit too pliable and light-weight (unless you fill them with plaster of paris!) and rigid detergent bottles usually take unpleasing or difficult shapes.

Small plastic components are easier to store and collect and can include bottle tops, caps and packaging. Some superglue bottles are ideally shaped like large missiles, whilst the ubiquitous toothpaste cap can be used for engine vents. When throwing away electrical equipment don't forget to gut it of interesting looking internal components, put them all in a shoe box somewhere and start a collection - you'll be surprised how little bits and pieces can inspire a whole model.

RAW MATERIALS

Many of your raw materials can be supplied by household junk as described above. The disadvantage of using other materials to make your models is that they cost money! However, if you want to build a complete mega-city over a weekend the only really practical way to do it is to buy what you need. Some you will have to buy anyway - glue, pins, nails, paint, etc, so there is no way you can avoid making at least a minor investment to satisy your needs. Fortunately, most of the items needed are quite cheap, and those which are expensive can often be substituted by household junk. The list below represents just about every material the author has used over the years, and modellers shouldn't feel obliged to use all of these materials (at least not on the same model!).

Buildings and artificial constructions usually have flat slab-like sides, curved or cylindrical surfaces or are amorphous and ill-defined. Flat surfaces are the easiest to construct and a variety of materials can be used.

Card   Thick card is perhaps the easiest material to work with. The best sort to use is **mounting board** which you can buy from any art shop. Card can be cut cleanly and without distorting using a steel ruler and

craft knife. Card walls can be joined using adhesive tape, and joints can be strengthened using triangular butting sections glued into place. Sections of balsa wood add rigidity and can be fixed in place with PVA glue and pins. Any contact adhesive will glue card adequately. A base will considerably add to the general strength of the structure. Edges tend to fray if left exposed, and can be taped over or covered at the 'texture' stage (see later).

Hardboard   Hardboard is more difficult to work than cardboard but more durable. It can be bought in sheets from any DIY store in sizes of up to 4' x 8'. The main disadvantage of working this material is that it is far tougher than card. It is cut using a steel ruler and craft knife, first marking out the section to be cut, then lightly scoring the line and then repeatedly scoring until a cut is made. This doesn't take long, but does involve some effort. Joins can be made in the same way as for card, wooden batons will be needed to hold the walls in place. Cut edges tend to look tatty, and the unfinished side will always look bad. This material also has a nasty habit of warping if it gets wet or hot.

Ply   Plywood is probably the most hard wearing material to use as a basis for construction. It is available from DIY stores and in the same sizes as hardboard. Ply is quite rigid and won't warp in the same way as card or hardboard, but using it does require a few woodworking skills. Although ply can be cut with a craft knife this isn't recommended for large sections, and a jig-saw or hack-saw will be needed. On the plus side, quite small and intricate shapes can be cut, and there is no danger of the edges fraying. The actual finish is quite rough, and requires the addition of a proper texture, but the result is well worth the effort. Ply can be joined with PVA glue and pins, supporting batons will help to keep walls in place.

Polystyrene Sheet   Expanded polystyrene intended for insulation can be bought from large DIY stores in 8' x 4' sheets about 1½" thick. Ceiling tiles can be used too, although these are much thinner, usually about 1cm. Polystyrene is a devil to cut - bits go everywhere! It is also delicate and inclined to break exactly where you don't want. A special polystyrene cutter is available (using a hot wire to cut the material), this makes a very neat job and will save you a lot of effort. Otherwise the best tool is a bread knife. Joins are made using PVA glue and cocktail sticks as pins, most glues melt expanded polystyrene so be careful. Because this material is so light a base may be needed to stop the construction falling over. It is necessary to put a proper finish on polystyrene, otherwise it has a
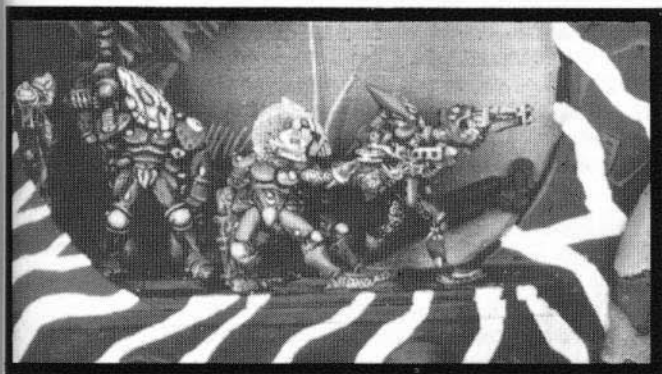
nasty habit of looking like polystyrene! A proper finish will also prevent bits falling off and help to lengthen the model's life.

Sheet Plastic
Most modellers will be familiar with 'plasticard' the thin plastic sheeting used by vehicle enthusiasts to make their own tanks, trucks, etc. This is too expensive and flimsy to use for buildings (although it can be used for detail), but the larger, thicker sheets, sold at DIY shops are ideal. Plain, clear, unpatterned sheets are sold for temporary double glazing and making light-weight partitions and doors. Coloured plastic is also available, and some is heat resistant (important if you are contemplating rigging out your buildings with electrics!). This material can be cut by scoring and snapping or by cutting with a suitable saw - a modelling saw or small hacksaw is ideal. It can also be drilled like wood and cut into curving shapes if you have a suitable saw attachment for an electric drill. Joins are made using plastic glues, and additional plastic batons or triangular fillets can be used for increased rigidity. The finish does not readily accept further paint or texture, although holding power is improved if sheets are sanded or scored before construction.

Plastic Boxes
Plastic kitchenware is available in all sorts of shapes, including squarish lunch boxes, freezer tubs and the like. Although it is relatively expensive to buy in quantity, these do provide an almost ready made basis for your building. Unfortunately the plastic is soft and difficult to glue, but can be cut easily with a craft knife. Supposedly, 'Tupperware' provided the basis for much of the scenery in at least one SF TV series - who am I to argue. A cheaper alternative is freezer ice-cream tubs. Cat litter trays and pet food dishes are cheap, convenient and come in various sizes.

Round, cylindrical or curved surfaces can often look more pleasing than a simple flat surface. Styles of architecture vary tremendously throughout the Imperium, so anything goes really. It is almost impossible to make a cylinder from flat sheets, so only ready made cylinders are considered.

Card
Heavy duty card cylinders are used to store many industrial items such as shrink wrapping, paper and cloth. If you know someone who works anywhere where such materials are used they may be able to acquire the waste cylinders for you. Otherwise you are restricted to the lighter versions used for toilet tissue, kitchen towel, etc.

Drainpipe
Plastic plumbing can be bought from building suppliers, and from some of the larger DIY stores. The different diameters of the pipes can be exploited to give varied building shapes. Large soil pipes are the best (these are the ones that connect the toilet to the sewerage system). This material is fairly tough, and you will need a saw to cut it. Drainpipe is difficult to glue, and sections will need to be drilled and well supported if they are to stay in place.

Cans
Metal or plastic bottles, cans or containers are ideal for most purposes and readily obtainable as junk. Epoxy adhesives may be required to join pieces together.

Bins
A plastic garden bin or domestic dustbin provides the basis for a good, big building. The bottom can be cut off to a height of about 12" and inverted to form the base of the building, whilst the remaining sections can be put to use as terracing. Better still, although expensive, are water butts and brewing bins. The same goes for regularly shaped waste paper bins, paint tins and other large cans, buckets, tins and pans.

Plant pots
Plastic plant pots are cheap and readily available. They don't glue too well, but are fairly easy to cut using a craft knife and can be drilled to take supporting structures. There are now available some rigid plastic planters, which are either cylindrical or square, but these are rather expensive. As well as the actual pots use can be made of drip trays (shallow plastic dishes) and window trays (very shallow, usually large dishes which are usually long and thin). Whilst buying your plant pots at your local gardening centre you might also find some seed trays, which make excellent low buildings.

Kitchen items
Drying racks and cutlery trays and drainers may sound unpromising, but some are quite suitable for conversion. Washing up bowls can be used for larger buildings in the same way as buckets and bins. Cheap plastic storage jars are very good, often coming in a rigid plastic that is easier to glue and which will bear more weight.

Amorphous shapes can often be produced by using unexpected pieces of standard containers, cutting cylinders off at strange angles, etc. The following materials are all useful.

Plaster
Plaster of paris is an excellent material for making buildings of any shape. It can be bought fairly cheaply from larger chemists and only requires mixing with water before it is ready for use (add the plaster to water rather than the other way round). Solid plaster buildings have the disadvantage of being relatively heavy, and all plaster constructions damage easily. It is impossible to avoid chips and scratches, but a proper wooden base will help. To make a plaster building you will need some sort of mould or former. The easiest method is to cast the piece into damp sand. A bucket or other container of damp sand is the basis of this method. Hollows and various shapes are carved into the sand by pressing in differently shaped objects until a negative image of your building is formed. Children's toys are ideal for this, differently sized balls are especially useful for making domes. The plaster mixture is poured in and allowed to dry. The completed casting can be mounted on a base and painted - further texturing is not necessary as the grain of the sand leaves a naturally roughened surface.

Modelling compounds
There are several materials on the market which can be used to make smaller buildings or features. These include the two-part epoxy putty Milliput, Das modelling clay (which hardens on exposure to air), Fimo (which is oven baked to harden) and good old fashioned plasticine. Plasticine cannot be hardened, but is still useful for making small improvised items on the battlefield - it can of course be reused almost indefinitely. All the other materials are relatively expensive and their use is best confined to detailing your creations.

Papier mache
Papier mache is rather messy but finished buildings are light. Used over a wooden, wire or paper and card former it gives an irregular surface. This means it can be used to make irregular shapes otherwise impractical or difficult. Similar results can be obtained by wrapping plaster soaked cloth around a former. Buildings made in this way look somewhat like termite mounds and are ideal for representing the artificial accretions of insects or similarly minded creatures.

● THE FINISH

The secret of making a mundane tin or tub into a convincing building is finish and detail. Finish refers to the actual texture of the surface, whereas detail refers to the various bits and pieces that represent doors, pipes and other paraphanalia. Many of the modelling materials discussed above give a totally featureless or 'flat' finish, especially is they are plastic based. This never looks right and the illusion of scale is destroyed by the way the flat, shiny surface reflects light. To overcome this a separate finish is applied, the aim of which is to provide a roughened texture. Even a slightly roughened texture will improve the model, and all surfaces should be treated in this way, even vehicle hulls and other metallic surfaces.

Texture is usually applied with a fairly large and old brush - brushes subjected to this treatment won't last long anyway. The texture mixture can be varied from fine to coarse, depending on the required finish - experiment until you find a finish you like. The basis for the mixture is a ready mixed plaster such as Tetrion, but any comparable product will do. This can be thinned to an almost paint-like consistency or thickened with anything from fine dust to sand, scouring powder is ideal. Mix your chosen components and test the mixture out on a piece of scrap before deciding on a final finish. Finer mixtures can be prepared with ordinary modelling paint and scouring powder, this gives the best finish for vehicles and smooth surfaces. Covering a large area will require a lot of paint, however. Areas which are to form windows can be left untextured, and the slight depth of material surrounding them will help to make the window look recessed.

A good finish makes the job of painting easier and the final model far more convincing. Rough textures are ideal for dry brushing. Dense textures will overcome faults in construction or unwanted finishes on raw materials.

● DETAIL

Adding detail to your basic shape will transform it from a tub or can into a building. Lots of detail also helps cover up any modelling mistakes and untidy construction. Collecting materials for detailing is a bit like collecting the basic components - a full time profession! Fortunately parts required for detailing are generally small and don't take up so much space.

Drinking straws	Possibly the most useful things ever invented - use them for all kind of piping. Assorted sizes are available, and some have flexible bends which look good.
Flexible hosing	Small bore flexible air-line can be bought from pet shops which sell aquatic supplies together with interesting connecting bits. Larger bore piping can be carefully scavenged, bits of garden hose for example. Being flexible these items don't take finishes too well. This can be overcome by using wire inside the tubes, which also keeps them in shape.
Wire	Wire is absolutely essential for most modelling projects, and can be used both as a construction aid and for detail. Modelling shops sell wire in assorted sizes, fuse wire can be bought from electrical shops, and welding rod is available from some DIY and hardware shops. Wire is useful for making smaller pipes, catches, handles, aerials, roll-bars for vehicles, gun barrels, etc.
Model kits	Model construction kits are a ready source of bits and pieces - professional model makers use existing kits in just the same way (look carefully next time you watch an SF film or TV series). You may be able to pick up discounted kits from your local model shop or you may have old models that can be cannibalised. Buying new models just for

the bits is rather expensive, so choose your model carefully. Warships are probably the most useful, especially if they have large turrets and lots of deck equipment.

Plasticard, card and paper	Can be used to scratch build surface features of all kinds, panels, doors, hatches, vents, etc. A simple scattering of oblong panels on the surface will make a plain building or vehicle look more interesting. If your building is of an old fashioned type, a scattering of slab shapes will give the impression of brick or stone. Key stones at corners will help to disguise where walls join, and will neaten doorways and windows. Individual pieces of card, paper or plasticard can be used to make roofing tiles for rustic buldings, and can be made regular or irregular depending on the effect you want. Paving slabs can also be represented in this way. All slabs and panels should be finished in the same way as the general surface. Clear plastic can be used for windows if glued on the inside of holes cut into the building walls.
Pins and ball bearings	Many pins have decorative heads which are ideal for representing small knobs, buttons or rivets. Ball bearings come in various sizes and can be used in a similar way to provide extra detail. Beads can be used too and are easier to fasten using wire. Drawing pins make excellent ventilation covers if pushed half-way into the surface.
Spoons	The spoon part of plastic spoons make excellent domes or cockpits. Medicine spoons are best (save 'em) and any clear spoon can be used to make a clear dome. Plastic cutlery picnic sets are cheap.

● PAINTING

Buildings, vehicles and other scenery can be painted using ordinary modelling paint - although large buildings may require so much paint it is a better idea to invest in a tin of emulsion or a car body spray. Paint the model in the basic colour and let the whole thing dry. Shading and highlighting can then be applied, simulating the natural fall of shadow and light on the construction. Shadows are applied using a thinned down dark version of the basic colour. This can be painted around doors, panels and any bits that stick out, representing shadows that appear on such surfaces. Complex grills and detail can be shaded by painting the whole area with thinned dark paint, and then quickly wiping the raised areas with a clean cloth or tissue. The effect is to leave dark pigment in the recesses, but the detail is the same colour as before and will stand out. A similar idea is lining. This is best explained by painting a white number or logo onto your model and then carefully outlining the white with a thin line of black or other dark colour. The contrast between the number and the wall is now much more obvious, correctly simulating the way large areas of colour contrast with each other in real life. Once you have finished any dark shades you can apply the light shades - or highlights. This is done by drybrushing. Prepare a light shade of the basic colour. Take a good

sized brush and dip it into the paint then wipe away most of the pigment - leaving only a suggestion of the colour on the brush. Now draw the brush across raised areas of the building, and you will see how particles of paint stick to the surface, giving a feeling of depth to the model. The same process can be used on a textured surface to improve the impression of solidity. Using progressively lighter shades, a correct simulation of depth can be built up. Even vehicles will benefit from this treatment and will take on the appearance of real model, rather than toys or kits.

Extensions of shading and highlighting can be used to add detail to a building - dark areas will look recessed and light areas will look raised even if they are not. In this way you can paint on a bas relief frieze, building stones and even doors and windows. Practice and experience will be needed before you become an expert.

● PROJECT ONE – CONTROL TOWER

This simple project shows how an attractive control tower can be made from junk components. The tower can be used as part of a complex or as a building component, its actual height can be varied by adding more or less sections.
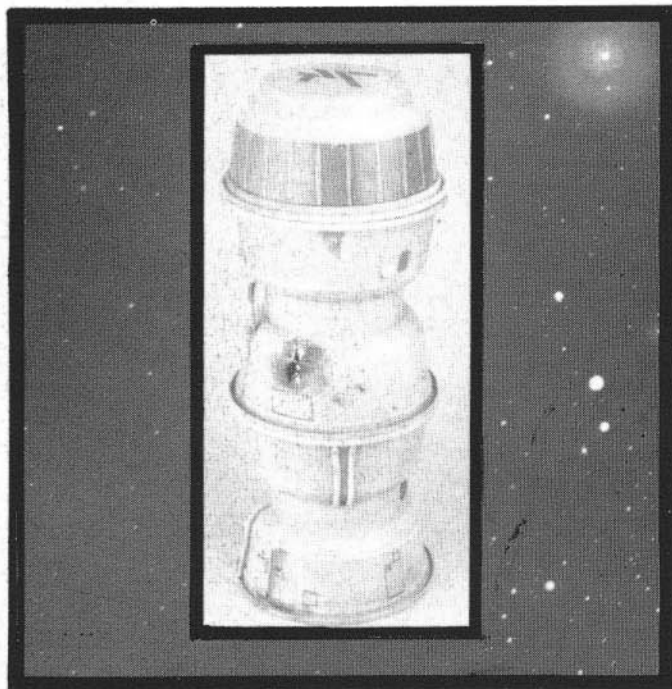
(1) First assemble your raw materials. In this case 5 dessert tubs - but any 5 tubs of comparable kind will do. These are clear plastic, a fact that will be exploited later to make windows.

(2) The tubs are glued one on top of the other as shown. Ordinary contact adhesive was used, with care taken to ensure a strong bond at each stage.

(3) Extra detailing was added in the form of wire piping - the tubs are pierced to take the pipes and the whole thing secured using epoxy glue. A door is made by cutting a suitable aperture and gluing a plasticard door behind.

(4) The whole surface was lightly textured using a mixture of paint and scouring powder - leaving sections in the top of the building clear to represent windows.

(5) The windows were painted over a basic black, and the rest of the building given a coat of tan. The building was then suitably embellished with numbers and coloured banding before shading and highlighting were applied. Further decoration was then added in the form of bullet holes and blast scars (as we wanted the tower to look war torn).

● PROJECT TWO – A PLASTER DOME

This building is made entirely from plaster with additional detail provided only by painting.
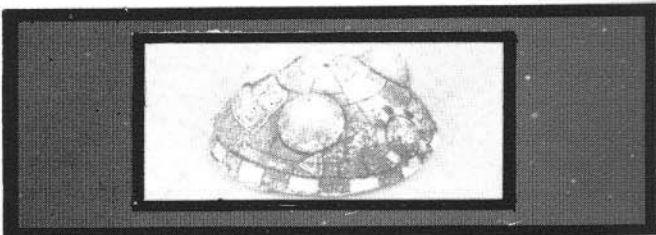
(1) A bucket of damp sand, plaster and variously shaped formers are needed. In our case the formers were two small balls and a cereal packet.

(2) Using the larger ball a dish shape was pressed into the sand, then the corner of the cereal packet was used to make an 'entrance tunnel' and the small ball was used to make a small dome on top.

(3) The plaster was mixed and poured into the mould - the plaster is allowed to slightly overfill the mould.

(4) Once dry the piece is removed - it is quite solid, rather heavy and the sand has left a nice grainy texture.

(5) The piece is painted with shading and lining used to represent hatches and panels. The rough surface is ideal for highlighting, and careful use of this is made to accentuate the building's shape.

● PROJECT THREE – A RESIDENTIAL BLOCK

This building block is constructed from 6″ radius plastic piping and is intended to form part of a larger residential block comprising several such constructions.

(1) The pipe is cut to a suitable length using a saw. Additional materials are a sheet of mounting card and milliput.

(2) The roof is cut from the mounting card using the inside of the pipe as a template. This fits inside the building leaving a low wall around the top. To make sure the roof stays in place it is supported by milliput from underneath.

(3) The whole building is textured leaving the areas for windows clear.

(4) Windows are painted black and the rest of the building a basic colour with shading, lining and highlighting to accentuate the window frames. A decorative vertical band is given an additional heavy texture and painted in a contrasting colour before decorating with 'advertising sign'.

● TURN SEQUENCE

Each side takes a turn alternately - First side 'A' then side 'B', then 'A', 'B', 'A', etc.

MOVEMENT	Pieces are moved in the player's own turn
SHOOTING	Models may shoot in the player's own turn
HAND-TO-HAND COMBAT	All models in close combat fight
RESERVES	Uncommitted troops may be moved in the player's own turn
PSIONICS	Psychic models may use abilities in the player's own turn
RALLYING	Routers may be rallied in the player's own turn

Compulsory movement and actions precede the normal turn sequence

● MOVEMENT

The standard move distance is the *movement allowance* of the creature in inches. *Heavy* equipment or weapons reduce a model's move by ½" or more. Terrain reduces a model's move distance as follows.

Difficult ground	Reduces movement to half rate
Very difficult ground	Reduces movement to quarter rate
Impassable ground	Is impassable except by flying/tunnelling etc
Obstacles	Reduce the total move distance by half
Turns	The first turn up to 90° is free. Each subsequent turn reduces movement by ½" per 90° or part thereof.

● HIDING

Troops may hide in or amongst the following scenic features.

Linear obstacle	If the obstacle lies between target and firer and the target is within 1".
Woods	All models inside woods count as in cover.
Craters, holes and ditches	Models inside count as behind cover to those outside.
Building windows and doors	Models inside count as behind cover to those outside.

Hidden models may not be targetted upon in the enemy's following turn. Hiding models may not fire without coming out of hiding. As hidden troops are always within cover they may not reserve move.

● SHOOTING TO HIT CHART

The following chart gives the D6 score needed to score a hit. Memory aid - each point of *weapon skill* equals 1 'pip' on the dice.

WS	1	2	3	4	5	6	7	8	9	10
D6	6	5	4	3	2	1	0	-1	-2	-3

+1	Large target (+3m)
-1	Small target (-30cm)
-1	Firing from a moving surface
-1	Moving target (per full 10" tabletop distance)
-1	Firer wounded
-1	Target in soft cover
-1	Improvised weapons
-2	Target in hard cover

● TO WOUND CHART

The following chart gives the minimum score needed on a D6 to convert a hit into wounds/damage.

Memory aid - equal S and T needs a score of 4; if S is higher the required score is 4-1 per level higher, down to a minimum of 2; if T is higher the difference is 4+1 up to 2 higher and if T is 3 higher a 6 is needed. If T is 4 greater than S it is impossible to cause damage.

	Toughness									
Strength	1	2	3	4	5	6	7	8	9	10
1	4	5	6	6						
2	3	4	5	6	6					
3	2	3	4	5	6	6				
4	2	2	3	4	5	6	6			
5	2	2	2	3	4	5	6	6		
6	2	2	2	2	3	4	5	6	6	
7	2	2	2	2	2	3	4	5	6	6
8	2	2	2	2	2	2	3	4	5	6
9	2	2	2	2	2	2	2	3	4	5
10	2	2	2	2	2	2	2	2	3	4

● HAND-TO-HAND COMBAT TO HIT CHART

The following chart gives the minimum D6 score needed to score a hit in hand-to-hand combat. Compare the *WS* of the attacker with the *WS* of the defender.

Memory aid - If the WSs of two antagonists are equal, the score needed is 5. If the defender's WS is 1 higher the score is also 5; 2 or 3 higher 6; 4 or 5 higher 7; 6 or 7 higher 8; 8 or 9 higher 9. If the defender's WS is 1 or 2 lower the score is 4; 3 or 4 lower 3; 5 or lower 2.

Attacker's Weapon skill	Defender's Weapon Skill									
	1	2	3	4	5	6	7	8	9	10
1	5	5	6	6	7	7	8	8	9	9
2	4	5	5	6	6	7	7	8	8	9
3	4	4	5	5	6	6	7	7	8	8
4	3	4	4	5	5	6	6	7	7	8
5	3	3	4	4	5	5	6	6	7	7
6	2	3	3	4	4	5	5	6	6	7
7	2	2	3	3	4	4	5	5	6	6
8	2	2	2	3	3	4	4	5	5	6
9	2	2	2	2	3	3	4	4	5	5
10	2	2	2	2	2	3	3	4	4	5

+2	Frenzied	-1	Crossing defended obstacle
+1	Charging	-1	Using more than 1 weapon
+1	Uphill	-1	Using a weapon wrong handed
+1	Following up	-2	Improvised attack

● ROUT TESTS

Make a 2D6 test against *Ld* when indicated below.

Unit has just lost a round of combat.
Unit suffers more than 1/3 of current strength as shooting/psychic casualties in a single turn.
GM's discretion and as otherwise indicated in the rules

● RESERVES

To reserve move a model must meet the following requirements.

The model must belong to a unit with no members within 4" of an enemy.
The model must not shoot in its own turn.
The model must not be in or behind cover
The model must not be hiding.

● VEHICLES

LAND		AIR									
Max speed	Acc/dec	Max speed	Min speed	Acc/dec	TRR	Cp	T	D	Sv	Eq	W

This is the fastest risk-free move possible to the vehicle
The amount the vehicle can accelerate, x2 to give the deceleration rate
The vehicle's maximum safe flight speed
The slowest possible flight speed
The amount the vehicle can accelerate in flight, x2 to give the deceleration rate
The ratio of turning circle radius to current speed
The maximum number of human sized crew that can be carried
Used to calculate damage
Used to record damage
Basic D6 saving throw against damage
The amount of equipment 'points' the vehicle can carry
The amount of weapons 'points' the vehicle can carry

● GENERATING WEAPONRY FOR VEHICLES

A vehicle's armament can either be decided by the GM before the game, chosen by the player, or generated randomly using the generation charts for weapons. It is recommended that where a GM has designed a scenario, he actually decides prior to the game all details of vehicles including armament. In this way the GM can be sure the scenario will work, and that there will be no unbalancing element introduced by the players or a random dice throw. However, for those who like to generate details randomly, the chart below gives details of how a vehicle's *weapon points* are divided up between *very heavy, heavy* and *basic* weapons. Basic weapons are worth 1 point, heavy weapons 2 points and very heavy weapons 6 points (except for defence lasers which are 10 points).

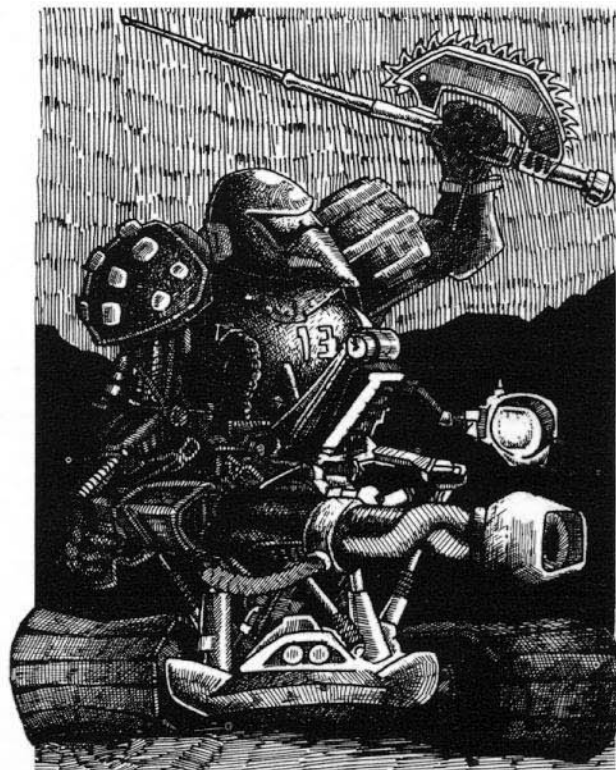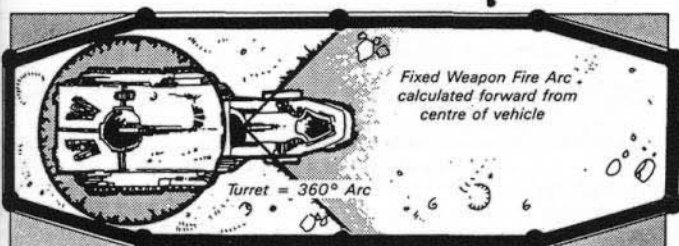| D6	1	2	3	4	5	6		7	8	9	10	11	12
									Weapon points				
1	1b	2b	3b	4b	5b	6b		7b	8b	9b	10b	11b	12b
2	1b	2b	1b1h	2b1h	3b1h	4b1h		3b2h	4b2h	3b3h	4b3h	3b4h	4b4h
3	1b	2b	1b1h	2b1h	1b2h	2b2h		1b3h	2b3h	1b4h	2b4h	1b5h	2b5h
4	1b	2b	1b1h	2b1h	1b2h	3h		1b3h	4h	1b4h	5h	1b5h	6h
5	1b	1h	1b1h	2h	1b2h	1v		1b1v	2b1v	1b4h 1v	2h1v *	1b2h 1v*	3h1v *
6	1b	1h	1b1h	2h	1b2h	1v		1b1v	1h1v	1b1h 1v	2h1v *	1b2h 1v*	2v *

b=basic, h=heavy, v=very heavy, *=only vehicles of this size are permitted to mount a 10 point defence laser - in which case the remaining points are made up in basic weapons.

Roll randomly on the weapons charts to determine the weapons carried. When rolling for vehicles capable of mounting a defence laser, it is best to roll for the very heavy weapon first, as the installation of this weapon will reduce the number of other weapons that may be carried. If a roll indicates the presence of a defence laser on any other vehicle ignore the result and roll again.

● FIRE ARCS ON VEHICLES

Generally speaking, fire arcs should make sense relative to the model itself - so, a vehicle with a weapon mounted to its front may fire to its front, a vehicle with a turret on top can fire all round, and so on. A fire arc from a fixed weapon should be 90° calculated from the exact centre of the vehicle and facing straight forward, backwards or directly to either side.

Fixed Weapon Fire Arc calculated forward from centre of vehicle

Turret = 360° Arc

● GENERATING EQUIPMENT FOR VEHICLES

As with armament, additional equipment may be selected by the GM or randomly generated from the equipment tables. Much of the equipment has little or no significance when applied to vehicles, in which case the vehicle either has an empty *equipment space*, or the equipment indicated is carried in stowage and may be used by the crew if they wish.

Alternatively, this shortened chart can be used to determine a vehicle's equipment. The list includes only items which would most likely be carried by a vehicle, plus a cover-all category for more exotic equipment. Rolls which indicate other equipment can be re-rolled on the random equipment charts. If the same equipment is rolled more than once it may be taken or re-rolled as the player wishes.

01-10	Auto-aim
11-30	Auto-drive
31-40	Auto-facilities
41-45	Bio-scanner
46-65	Communicator
66-70	Ejector seats
71-75	Las-cutter (3 points)
76-80	Phase field generator (2 points)
81-85	Power canopy (2 points)
86-95	Targeter
96-00	Other equipment (random)

● INDEX AND RANDOM GENERATION OF VEHICLE TYPES

1	01-10	Bike
2	11-20	Crawler
3	21-25	Flyer
4	26-40	Hoverer
5	41-45	Juggernaut
6	46-60	Landing pod
7	61-65	Road-wheeler
8	66-85	Track/wide-wheeler
9	86-00	Walker

● ARMOUR

Type	Save	Heavy	Tech	
Carapace	4,5,6	1"	5	
Chainmail	6	½"	5	
Conversion field	4,5,6		6	Blinds on 4+ radius = S
Displacer field	4,5,6		6	Displacement of D6"
Flak	6		5	
Mesh	5,6	½"	5	
Mesh plus Flak	4,5,6	1"	5	
Plate	5,6	1"	5	
Powered armour	4,5,6		6	
Powered + Flak	3,4,5,6	½"	6	
Refractor field	5,6		5	
Shield	6	½"slung	4	
Stasis field	invulnerable 1 turn		6	

● BIONICS

Arm	1 close combat attack +1 S, D6 damage, saves -1.
Ear	Detects slightest noise over area radius 4". Range 10".
Eyes	Immune to blinding. *targeter* +1 to hit. *bio-scanner* as ear. *energy scanner* detects energy emissions over area 4" rad. Range 10".
Legs	Double move. 1 close combat attack +3 S, D6 damage, saves -2. Leap D4+2".
Lungs	Immune to harmful gases. Acts as respirator for up to 12 hours.

● MISCELLANEOUS

Auto-senses	Mechanical senses which bypass natural organic senses, making it impossible to blind (etc) a creature so equipped. Also standard sensory fitting to robots, etc, replicating normal organic senses. Tech level 7.
Auto-systems	Robotic systems negating the need for an operator. *Auto-drives* replace drivers, *Auto-aims* replace weapon crews, *Auto-facs* replaces general functions such as communicator and equipment operator - doors, hatches and all other facilities.
Bio-scanner	Detects living matter over 4" radius of nominated point within 10". Reads through rock/metal up to 5m (2½") thick.
Bombot	A simple walking bomb that can carry any of the grenade types.

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	0	0	3	3	1	3	0	10	10	10	10

Breathing Apparatus	*Artificial gills* extract oxygen from poorly oxygenated air/water or other dangerous or polluted atmospheres. 2" move penalty. Tech level 6. *Filters* are inserted into the nose or upper respiratory tract and filter out harmful substances. Tech level 5. *Gills* are bio-engineered implants that enable a creature to breathe underwater. *Masks* function as filters but are conspicuous. *Respirators* supply oxygen from a canister, each lasting for 12 hours. Additional canisters have ½" move penalty each.
Cameleoline	Fabric additive with chameleon like abilities. Wearers are difficult to see -1 'to hit' penalty for shooting. Spot hidden distance reduced by 1".
Communicator	General purpose multi-band device max range 80 kilometres (50 miles). Contact is established on D6 roll of 6. Larger versions have greater range but are heavy (+50 miles range +½" penalty). Tech level 5.
Ejector seats	A complete system ejects each occupant on D6 roll of a 4, 5 or 6, conferring an additional saving throw on vehicle crews, etc.
Energy-scanner	Detects energy emissions within 4" of a nominated point within 10". Tech level 7.
Eye-protectors	*Photochromatic visors* darken to protect the eyes from danger. 4,5 or 6 save against blinding weapons. Tech level 5. *Photochromatic contacts* are more efficient than visors and easily concealed. Save on a 3, 4, 5 or 6. Tech level 5. *Photochromatic drops* are impossible to detect and offer protection for 24 hours. Save on a 5 or 6. Tech level 5 to apply.

Photochromatic injections are impossible to detect and protect the eyes for 28 days. Save on a 3, 4, 5 or 6. Tech level 7 to inject.

Flight pack	Backpack fitted with gravitic reactors and hover jets affording flight. Min speed 0, max speed 30", acc/dec 6". Turn radius ratio is 1. Tech level 5.
Frenzon	Drugs causing *frenzy, fear, hatred* or *confusion*. Effects are automatic. Drugs may be administered by any med-pack, needler weapon, or by special injector. Second and subsequent use causes creature to collapse for D4 turns on score of 6, taking D4-1 wounds.
Gravity chute	Gravitic reactors that lower creatures or objects slowly to the ground. Models dropped from moving aircraft land randomly on table, models dropped from stationary craft land within D6" of point underneath.
Immune	Broad-spectrum immunisation offering protection against disease and virus weapons. Saves on a 4, 5 or 6. Lasts 100 days. Tech level 4.
Infra-vision	Enhanced vision devices permitting creatures to see heat and other broad spectrum radiation. May see through soft cover and in dark. *Infra-vision surgery* is used to graft heat sensitive tissue on or in the eyes. *Infra-vision visors* may be fitted to headgear or worn as goggles. Tech level 5. *Infra-vision contacts* give less effective vision than visors but are difficult to detect. Total range of heat-vision is 20". Tech level 5.
Jump pack	A gravitic motor enabling its user to make a long powered leap. Worn as a backpack. Max jump is 18", 12" if woods or single storey buildings are to be cleared. Nominate landing point and deviate D6" on a roll of 4, 5 or 6 (max deviation is ½ total distance). Tech level 5.
Las-cutter	An industrial cutter with a range of 3". Used to cut holes in buildings (etc) permitting entry of 1 creature per turn. Used against vehicles hits automatically with non-deviating area effect of ½" radius. Each target receives D10 wounds/damage with a -6 modifier. Large and bulky, these items count as *heavy* equipment with a 3" move penalty and occupy 3 vehicle equipment spaces. Tech level 6.
Medi-pack	A small portable 'cure-all' device that takes a turn to use. Can be used to negate or cause any pyschological effect. Will regenerate 1 wound (only) on living creatures. Will negate any temporary disability including blindness, effects of hallucinogen and non-lethal needle gun chemicals. Although small medi-packs are heavy and count as *heavy* equipment with a -½" penalty. Medi-packs installed in vehicles occupy 1 equipment space and can treat up to 4 casualties simultaneously. Tech level 7.
Needle	Needle guns may fire lethal or non-lethal chemicals - models suffering from the effects of the latter are removed from play but considered alive. Needle guns may also be used to fire any of the *Frenzon* chemicals, or any chemical antidote or immunisation.
Parawings	Sophisticated one-man gliders permitting controlled flight. Max speed 12", min speed 6", acc/dec 3", turn radius ratio ½. Tech level 4.
Phase field Generator	Temporarily warps away a 1" radius sphere of ground/wall, etc. Range is 6". Originally developed as a mining tool, it takes a complete turn to set up and prepare for firing. All models and material in target area are warped away and destroyed. Creates a hole in solid objects sufficient to allow 2 creatures or a single small/medium vehicle to pass per turn. The device must remain active to maintain any hole, and will collapse on the D6 roll of a 6, destroying anyone/thing using the hole at that time. *Heavy* equipment with a 2" move penalty counting as 2 points of equipment space on vehicles. Tech level 7.
Polymorphine	Shape altering drug used by the Assassins of Earth. Tech level 7.
Porta-rack	Emotion manipulation device used by the Inquisition (and others). Victims failing a 2D6 test against *WP* will reveal information as required.
Power-board	Sports toy turned war machine - a gravitic reactor and jet driven surf-board that permits fast flight. Max speed 60", min speed 0", acc/dec 12", turn radius ratio is ¼. Tech level 5.
Power canopy	Energised barriers with T of 10. Each point of *damage* reduces radius by 1" for that turn only. Fields reduced to zero size are destroyed. Generators are *heavy* equipment

	occupying 1 vehicle space per 3″ or part maximum field radius. Usually emplaced - not man-portable. Tech level 7.
Rad-counter	Measures the rad level of any point within 18″. Tech level 5.
Rad-suit	Offers protection against radiation. Tech level 5.
Sealed suit	Offers protection against harmful atmospheres. Tech level 5.
Stimulant	General purpose stimulant taking 1 turn to administer. Counters web anaesthetic and knock-out gas and wakens unconscious characters. Will dispel *confusion*. Tech level 5.
Stumm antidote	Protects the nervous system against stumm gas. It takes one turn to administer, lasts 24 hours. Tech level 5.
Syn-skin	Spray-on second skin which acts as a life-supporting symbiote for up to 12 hours. It takes 10 turns to apply, can only be removed with special solvent. Chemical layer boosts body functions increasing WS, S, T, and I by +1. Protects the eyes against all blinding weapons. Tech level 9.
Suspensor	Small anti-gravity generators as used in gravitic reaction motors, in flight-packs, power boards, etc. Each suspensor negates ½″ movement penalty. Tech level 7.
Targeter	An electro-visual target enhancing and aimer guided probability modifying system functioning so as to **make it easier to hit!** Weapons so fitted add +1 to their to hit dice scores. *Heavy* equipment with a ½″ move penalty, occupying 1 equipment space on vehicles. Tech level 7.
Teleporters	Large ship or ground based devices used to transport men and/or materials a distance of up to 100 kilometres. Maximum single load is 6 men/comparable volume of objects. Load deviates from nominated target position on D6 score of 2 or more by D6″. Loads may be picked up by communicator contact on the score of a 5 or 6. Loads are all creatures/items within 3″ of the signal source up to maximum load quantity. Scores of 1 on attempted pick up imply potential problems as described in main rules.
Teleport homer	Permits instant and trouble free pick ups by associated teleporter. Loads can be individuals or the usual 3″ radius.
Tendril sensors	Artificial sensory organs providing extra-ordinary sensory abilities. Normal senses are destroyed. Creatures so equipped can see as normal within 60″ and hear as normal within 12″. In addition they can sense everything within 12″ irrespective of barriers. radiation, heat and communication/teleport/etc beams are perceived as if visible within 60″. Psychic forces can be detected by touch. Tech level 3 (to use - 10 to fit)
Web anaesthetic	An anaesthetic material used in some web guns. Targets are knocked-out as the web tightens, enabling struggling creatures to be taken undamaged. Tech level 7.
Web solvent	A spray solvent that will dissolve web material. One can will free up to 10 models. Tech level 7.

● AUTHOR'S NOTE ON LANGUAGE

The common language of the Imperium is represented in the book by English, proper names have been rendered in an anglicised form. Many of the titles of ancient institutions and organisations are presented as Latinised English (such as the Adeptus Terra). This represents an older tongue, itself a development of Twentieth Century languages, not necessarily Latin as such.

This older tongue is known in the Imperium as 'Tech', being a version of the language in which technical manuals and ancient works are recorded. This language developed during the Dark Age of Technology (in fact a golden age from the point of view of science - it is only dark in the minds of the men who now fear it). It derives from the common tongue of the time, an assimilation of English, European and Pacific languages which developed over many centuries in the American/Pacific region. This was the universal medium of written record until the Age of Strife, and was spoken as a first language by many and as a second language by almost everyone. Its idioms and vocabulary now appear archaic and mystic, many of its words have acquired religious significance over the years. It is the language of the Tech-priests and of forbidden books.

The common tongue of the Age of the Imperium is spoken as a first language on almost all civilised planets, and is accepted as a second language on planets within Imperial control with the exception of some medieval and feral worlds. This is a bastardised version of Tech, combining additional elements from several of the oriental languages of ancient Earth. Over the millennia it has changed greatly, and now bears almost no resemblance to the tongues from which it derived. Although a common language, it varies from planet to planet (and even from region to region), so that it is not always easy for two characters to communicate if they are from different worlds.

Medieval, feral and worlds suffering from long periods of isolation may have several indigenous languages derived either from Tech or one of the ancient Earth tongues. It was quite common during the Dark Age of Technology for worlds to be settled

by small communities of 'isolationists'. These eccentric groups were often self financed and their journeys unrecorded, many were of racial minorities attempting to recreate a sense of national identity away from the overpopulated Earth. Some of these groups made a deliberate attempt to revive long dead or moribund languages, perceiving them as a source of national identity and communal strength.

● AUTHOR'S NOTE ON TECHNOLOGY IN THE AGE OF THE IMPERIUM

Except on the occasions where a technical explanation or description was felt useful to an understanding of the rules, such explanations have generally been avoided. The book contains few descriptions of how specific items are used or function - it is enough within the context of the game that the item has the effects attributed to it. This has been a deliberate policy throughout the rules. The main reason for this is simply that the Age of the Imperium is not a technically inclined age, to have included descriptions of 'head-up displays', 'computer links', etc, would have given the wrong impression entirely. This is an age where problems are solved by brute force and ignorance, where dangers are either too gross or too unthinkable to elicit any other response. The other reason why technical description has been avoided is that the Age of the Imperium lies more than forty thousand years in the future - at a stage in history when those *head-up displays* and *computers* are about as innovative as stone circles. What scientific knowledge persists from the Dark Age of Technology is far above and beyond anything we can imagine from the perspective of the Twentieth Century. That understanding lies only with a select few - the Adeptus Mechanicus - the Tech-priests of the Imperium. Even their knowledge is somewhat debased, and the popular image of technology can be compared with that of witchcraft in medieval times. Those who come into contact with technology use it with reservations and a reverence that are almost religious. The Space Marines, for example, treat their equipment and armour as if it were imbued with a Will of its own - a fine chest-plate, well looked after and constantly maintained may reward its wearer by saving his life; whereas a Marine who neglects his equipment may be struck down by a leaking suit or malfunctioning weapons. Such is the will of the Gods.

While it is impossible to speculate with any certainty on the technical developments of the next forty millennia, it has obviously been necessary to make assumptions during the construction of this game. The greatest assumption has involved the creation of a broad history and a universe populated by a variety of dangers. The people of the far future are mentally very different from those of today - they have a way of looking at things in which twentieth century ideas of efficiency and morality are irrelevant. Their technology reflects both their past (an age of discovery and achievement) with their future (an age of danger and survival).

● TRANSMISSION SYSTEMS

Electricity formed the single most important form of transmissible energy for a very long time, and still plays a role in the Imperium. It is one of the primary motivating forces in nature, and has applications which make it ideal as an interface between the biological and physical worlds. The most significant advance in the field of electronics was the development of Stacked Atomic Chains - or 'stacks'. Atoms within a small piece of material are arranged in rows and patterns, forming the basis for molecular level circuitry. Using this technique miniaturisation reached its ultimate form - so that few devices have to be any larger than necessitated by controls or aesthetics. Stacks use an extremely low voltage, depending on perfect refining techniques for their raw materials, and perfect insulation during operation. The natural electricity radiated by a human would destroy an unprotected stack based system.

Photon lines are an extremely refined development of the fibre optic principle. Flexible hair-fine strands made from ceramic based materials are used to transmit laser light signals to photon-powered actuators. A single strand can handle a lot of information, but most systems are so complex they require a bundle of cables to function.

Phased Crystals use crystal technology to transmit a signal - although they provide no power. The conductive material is crystalline, exploiting the way in which a chain of crystals change shape when subjected to varying heat/pressure or energy fields. Phased crystals are the chief components in monitoring devices, and act as regulators of other systems.

Hydroplastics transmit power directly by pressure, or activate other systems by the same means. Hydroplastic lines of a suitably small bore are highly efficient, yet technically simple, means of powering a system. Bore diameters are on the molecular level. Hydroplastic actuators (small motors which transmit energy into physical movement) are perhaps the most common type.

Sucrosol is the usual abbreviation for Sucrose based solution. It is a synthetic blood designed to feed cultured bio-tissues by means of osmotic pressure. Sucrosol is used by all mechanisms incorporating bio-engineered parts, including robots. It is usually white.

Radio signal is essentially the same as in prior ages, although equipment now has the ability to utilise far narrower wave bands.

The Emperor is a being of god-like powers. Indeed, it is common for citizens of the Imperium to honour their Emperor as a god, especially upon primitive or degenerate planets. This deification of the Emperor is not officially recognised but is accepted and even encouraged within the Adeptus Terra. The Emperor, for his part, suffers from no illusion about his humanity and sees himself only as the first servant of mankind. However, even those who work close to the Emperor, members of the Adeptus Custodes and the Adeptus Mechanicus, are riddled by superstition and fervour. This has led to a general acceptance of the Emperor's deification, and the establishment of the Imperial Cult. The cult was envisaged as a means of reinforcing loyalty amongst primitives, feral worlds and the uneducated levels of society. However, over the centuries the cult has become more generally accepted and even its administrators have become 'believers'.

The cult organisation, sometimes known as the Adeptus Ministorum, is a division of the Administratum. The 'Ministry' is run by the Holy Synod of Terra whose members all hold the rank of Cardinal. The chief, known as the Ecclesiarch, is elected from amongst their number by the Synod. The organisation is also known as the Ecclesiarchy for this reason. Although technically subordinate to the Master of the Administratum, the Ecclesiarch is extremely influential and is almost invariably included amongst the High Lords of Terra as an Administratum representative. The working priests of the Ecclesiarchy are fully initiated members of the Imperial Cult known as Preachers. Senior Preachers may be placed in charge of a Mission of up to several hundred Preachers and despatched to spread the word amongst unenlightened worlds. The principal tenets of the Imperial Cult are the persecution of mutants, the abhorrence of aliens and the worship of both the Emperor and Imperial ideals. By increasing the awareness of these dangers, albeit in a relatively unsophisticated way, the Adeptus Ministorum makes the job of the Inquisition that much easier. However, missionaries do sometimes come into conflict with Inquisitors as their fields of responsibility overlap.

Trained Preachers administer the rites of the Imperial Cult to devotees all over the Imperium. The army, navy, and all branches of the Adeptus Terra have Preachers within their ranks. As well as common Preachers there are special officers empowered to conduct the most important Cult rites. The most common of these are the Confessors. Confessors are highly experienced individuals whose success as Preachers has led to their elevation to Confessors. They travel from planet-to-planet, spreading the faith and holding evangelical rallies. New cult recruits are encouraged to 'confess' personal mutations as well as mutations or strange behaviour amongst their friends and relatives. Confession is not necessarily good for the soul... but it does help the process of mutant control which is vital to the future of humanity.

As the power of the Adeptus Ministratum has grown, so a multitude of sub-organisations have developed within the compass of the Ecclesiarchy. An interesting example of this is the Adepta Sororitas, an order of devotional warrior women. The Adepta is organised along similar lines to the Space Marines. The Sisterhood, as it is generally known, is led by an Abbess and includes many lesser ranks and offices in a similar way to the Adeptus Astartes. There are two convent-fortresses; the Sanctorum on Earth and the Prioris on Ophelia 4. The personnel and fleets of each fortress are commanded by a Prioress under the direct supervision of the Abbess on Earth. The Adepta Sororitas is a penitent organisation where constant hardship, deprivation and arduous work are part of an unrelenting devotional regime. The slightest deviation from approved stricture results in the severest chastisement. Unquestioned loyalty to the Imperial Cult is vital because the Sisters are expected to maintain a close eye upon all servants of the Imperium. Every single day, squads of battle-sisters descend upon unsuspecting departments of the Adeptus Terra, administering genetic and psychological tests in order to expose wrong doers, mutants and malcontents. Whole companies of battle-sisters travel out to war-zones, to the fortress-monasteries of the Adeptus Astartes, to the fleets and to the scattered worlds of the Imperium. No-one is free from their vigilance.

And they shall know no Fear
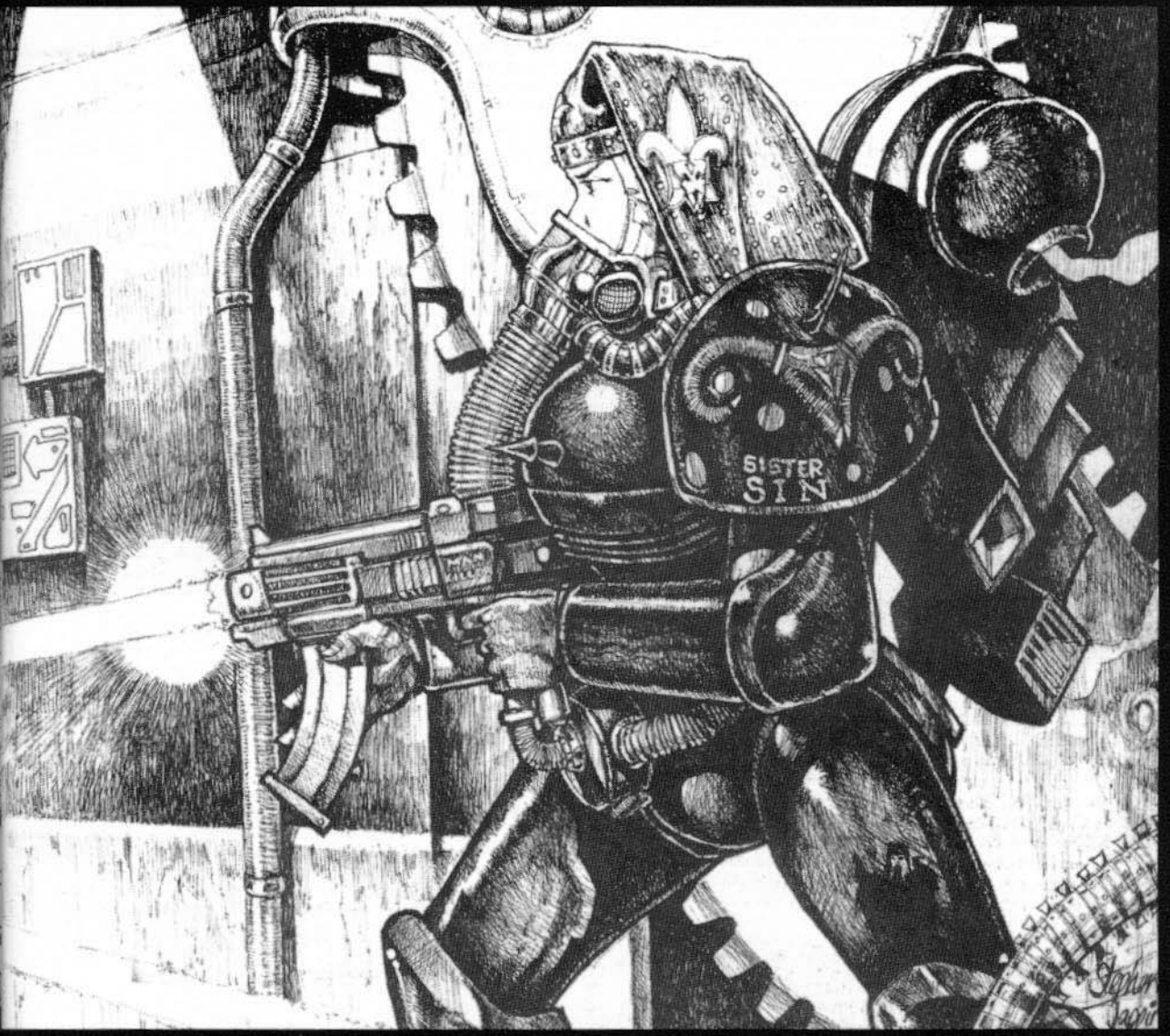
● GENERATION SYSTEMS

Crystal Batteries are based on specially engineered crystal structures with the ability to absorb energy modifying their crystalline form in the process. The absorbed energy is released slowly as the material's structure reverts back to its original form. Units of such crystals may be recharged almost indefinitely. Some units can be recharged by heating (even exposure to daylight), whilst the most powerful are designed to hold an electric charge and must be recharged from an electric generator.

Plasma is the purest form of energy it is possible to generate - essentially the component material of stars. It is completely ionized matter consisting of free sub-atomic particles maintained at incredibly high temperatures. Plasma must be transmitted along armoured coils and contained within a magnetic field. Plasma is little used in the Age of the Imperium, the safety margins necessary for its containment are too tight. Regarded as old fashioned, it is still used to power steam or photon based generators and is used for space drives.

Conventional - on most worlds electric or photon power is generated by wind, tide, photo-cell or by burning something. On many of the remoter worlds machinery is powered directly by wind, steam, combustible fuels or good old animal power. Isolated settlements make the best use of local resources.

● MOTORS AND ACTUATORS

Hydraulic actuators rely on hydroplastic pressure to power components. These are commonly used in robotic systems and to power sub-systems on vehicles, in buildings, etc.

Electrically Motivated Fibre Bundles are made from a fibre that contracts under the influence of an electric charge, replicating the actions of living muscles. They form the chief components of bionic parts, and are used in many robots. Powered armour and Dreadnoughts use this technology almost exclusively, as it is far more efficient and faster than equivalent hydraulic or mechanical systems - it is also difficult to produce and therefore rare.

Gravitic Reactors are powered from a surrounding magnetic field - such as a planet. They have the ability to counteract gravitational affects, and form the basis for gravity based motors and suspensors. The technology used in their manufacture belongs to the past. Fortunately a vast reserve of raw material still remains on Earth, from which gravitic reactors can be made utilising conventional technology. Once this store of material is used up, however, further production will be impossible.

● CONTROL SYSTEMS

The actual appearance of equipment is as variable as the populations of the different planets. With over a million worlds in the Imperium, local tastes and materials will inevitably produce a riot of different forms. Some worlds favour an archaic pattern of instrumentation, believing that the arrangements of buttons and levers form part of a runic pattern itself important to proper functioning. Other worlds prefer to mimic the higher technical achievements of their ancestors, utilising the more advanced (although no more effective) pure crystal or holographic control systems. When it comes down to it, all are forms of pushing a button, and are equally effective. Only if characters encounter a system radically different from one they are used to will problems arise.

Archaic controls are basically buttons, levers, switches and dials set into a panel and monitored by video, digital or dial display. This is the sort of thing anyone from the Twentieth Century could easily understand and use.

Pure Crystal Technology and stacked atomic chains have no visible components - control panels often take the form of either black slabs of material or transparent sheets like glass. Held by suspensors, an inactive control panel could appear as a floating pane of glass or slab of stone - the same panel could be recessed into floor or ceiling and might float into position by vocal command, radio-signal, pressure sensors, presence detectors, etc. A panel is activated by coded radio-signal, voice or simply by touch. An active panel displays information visually like a vid-screen. Its equivalent of buttons are differently coloured lights which are touch or heat sensitive.

Holographic Projection envelops the user in holographic images somewhat like a three-dimensional wrap-round vid-screen. Activation is usually by presence, or by any of the methods used for crystal technology - so the operator simply sits in a control seat to activate the 'panel'. The projection can be manipulated to provide monitoring or control functions. Projectors sense the movement of the user's eyes and limbs and translate these into instructions - the user only has to press imaginary buttons! This is the most specialised type of tactile panel, being almost impossible for the uninitiated to use. The slightest gesture will change the entire set-up, and unique arm/hand/finger and eye movements form the basis of the operating procedure.

Mind Impulse dispenses with any sort of panel or control gear, allowing the user to control and monitor a system by thought alone. These systems are technically complex and producing them is difficult. Consequently they are rare. Their most common application is in Dreadnought suits: some spacecraft employ mind impulse links but this is not usual. Such devices require considerable training to use at all, and a great deal of practice if they are to be used efficiently. The physical component is a headring which picks up and amplifies the wearer's instructions. A cruder, but equally effective, version is the spinal tap. This is engineered into the wearer's spinal cortex and works in the same way as the headring but is difficult to remove without causing physical or mental damage.

● SKINPLANTS AND ELECTOOS

A development of crystal technology is its use for personal ornamentation. Many races apply paint or tattoos and within the Imperium the practice is common. This is true of all levels of society, from the lowly city-scum of the hive-worlds to the most sophisticated of the Adeptus Terra. Amongst government servants and employees of the Navigator families these marks serve as identification as well as ornament. Devices are also used as secret signs by governmental and anarchist agents, psychic covens and pirates. Tattooing is commonly achieved using materials and technology of a very ancient kind - although the inks used can be of any colour (including fluorescent) and can be removable, temporary or degenerative when exposed to sunlight, laser light, heat. etc.

Skinplants are sophisticated tattoos - very sophisticated. The miniaturisation possible using crystal technology makes it possible to create a functioning device between layers of skin. The device cannot include mechanical components or utilise large amounts of power. The most popular application of this idea is to power and control an electrically sensitive tattoo. So, any citizen with sufficient credit can have a device or logo on their forehead which actually lights up and flashes! This can be either controllable, light-sensitive or a permanent fixture. The subcutaneous wristwatch is a standard way of carrying the time - light pressure on the wrist activates the digital display beneath the skin. A character could even go to the lengths of having an entire limb or his whole body glow if he wanted! A light emitting patch on the palm will illuminate a small area within 10cm and is popularly known as the 'thief's light', providing sufficient light to pick locks, operate switches, etc.

Electoos also utilise crystal technology, but involve a lot more work and a great deal of skill to create. An inert layer of conductive material is inserted beneath the skin, sometimes it is injected and allowed time to form before the process can continue. Crystal stacks are built up on this film and waste material is dissolved out. The Electoo can then be programmed to function as any control or monitoring device. On Earth everyone carries an electoo containing personal details, credit ratings, security grades and details of social record - these act as police files and automatic credit facilities. Sensors at building entrances read the details of every electoo carrying individual that passes them - so a constant record can be built up of anyone's movements. Similarly when an individual buys anything, a till-sensor automatically modifies the credit rating of the electoo accordingly. The system is also used throughout the Adeptus Terra and on some imperial worlds either generally or within specific social levels. As electoos are invisible they are ideal for carrying secret messages - information is coded so as to be almost useless except to the intended recipient. A character carrying a Electoo need not be aware of the fact, and certainly wouldn't be aware of its contents. Electoos carrying secret messages can be split between several people and only work when joined.

Electrografts are a special form of electoo engineered directly onto the recipient's cerebellum. This involves cutting away a portion of skull and creating the electoo directly on the brain tissue before (usually) replacing the section of cranium or covering with synthetic material. An electrograft reacts with the brain to alter a creature's memory, personality and knowledge. Many of the Imperium's technological secrets are passed on by this means, and it is certainly a quick and easy way to learn how to speak new languages, operate machinery, etc. On the other hand, interference with the mind tends to cause personality disorders, problems with memory recall and occasionally total mental breakdown. Once inserted an electrograft can be reprogrammed almost indefinitely, although repeated re-use accelerates the degenerative process.

● STANDARD TEMPLATE CONSTRUCTS

During the Dark Age of Technology humanity travelled throughout the galaxy, founding new colonies and exploring new worlds. Many of these colonies failed to establish themselves, others were lost, whilst a few grew into independent civilisations with distinctive cultures. Most however, established a subsistence economy and simply stopped. In such an environment the impetus for change was very low; everything the citizens needed was at hand, their new world supplied them with food, and the store of knowledge brought from Earth enabled them to maintain a high technological base without a technological society. In part this was a result of the Standard Template Construct system carried by every colony.

The heart of the STC system was an evolved computer program designed to provide construction details for the colonists. Its prime function was to enable the colonists to build efficient shelters, generators and transports without any prior knowledge and using almost any locally available materials. The user simply asked how to built a house or a tractor and the computer supplied all the necessary plans - in short it was idiot proof. Many humans attribute the entire Orkish civilisation to early STC systems - but the truth will never be known.

The Age of Technology ended in inter-human war and anarchy. The STC systems that had helped to build it either lapsed into disuse or decayed so that they became increasingly unreliable and quirky. On some worlds they were maintained, but most suffered damage by enthusiastic software specialists or subsequent jury-rigging. Hard copies of the information they contained survived much longer, and were frequently copied and passed down from generation to generation. Today, in the Age of the Imperium, the familiar designs of the STC are still discernable in the shapes of vehicles, spacecraft and buildings. The Adeptus Mechanicus on Earth make it their business to collate and utilise STC material - it is their equivalent to a holy text, a font of all knowledge (which is exactly what it was intended to be).
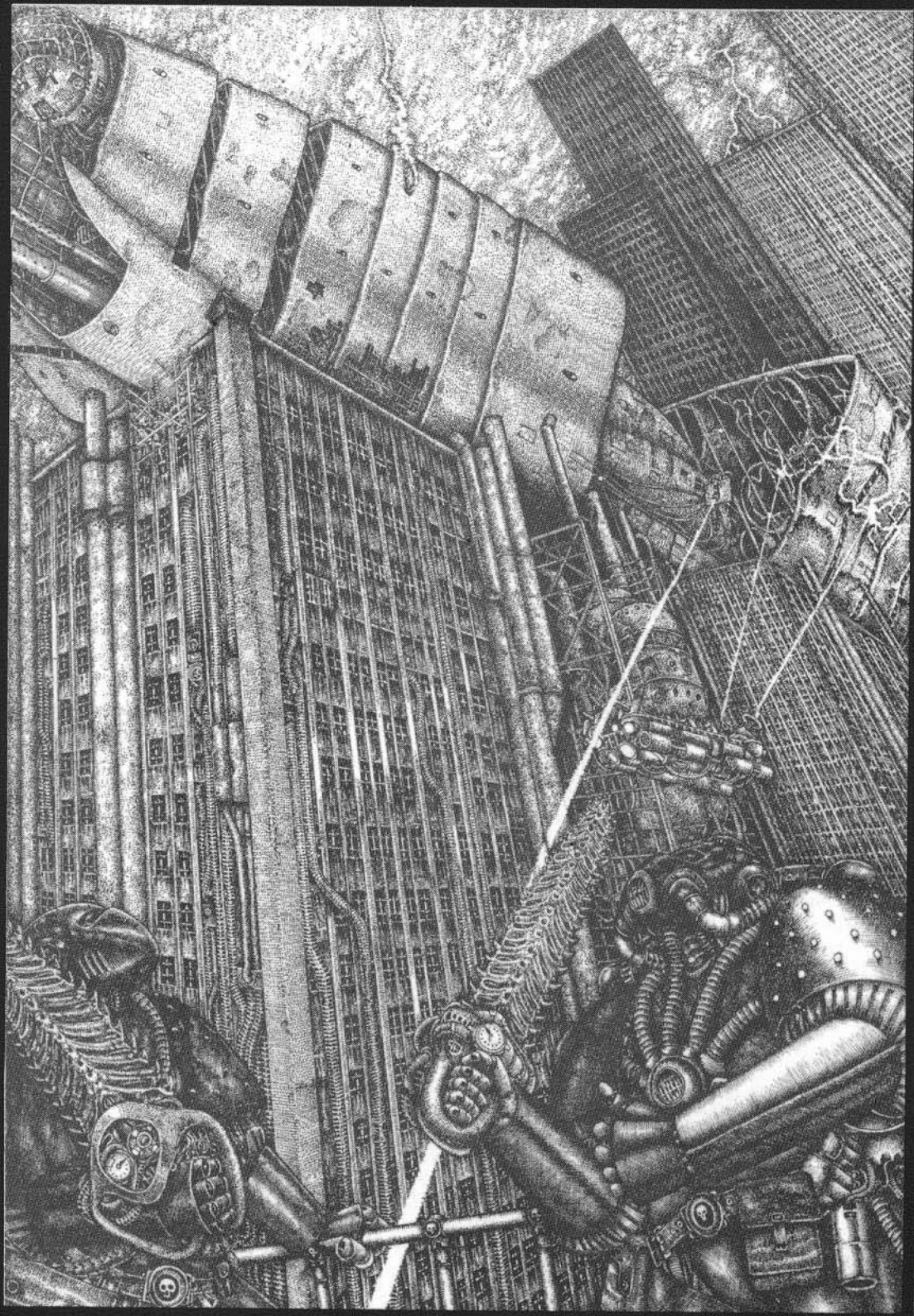
One result of the STC system and its pivotal place in human development is that many worlds now utilise designs and machinery of a similar type. Of course, the millennia have wrought changes in the basic utilitarian devices proscribed by the STC, but many humans adhere religiously to the old designs. STC designs were intended to be able to cope with anything - by the standards of the day they were rough and ready, big and brutish, hard to damage and easy to repair. Because they were intended for use by unqualified people their power-plants were based around commonly obtainable materials, employing steam power, wind power, water power and combustion engines. High-tech material was described too (although rarely used) and designs were provided for full-scale nuclear power-grids and fission processors. However, few people understood these, and the need for power was supplied quite easily by conventional means. Consqently hard copies were rarely taken and gradually written texts became lost or hopelessly distorted.

The weapons, vehicles and much of the equipment described in this book have their roots in the STC system. Fighting vehicles often look like tractors and prime movers because that's exactly what they were copied from! STC designs can be produced in almost any material; wood, plastic, concrete, steel, plastic, etc, and can be replicated on almost any world that has raw materials of some kind. Uncorrupted STC systems are unknown and after so many years will probably remain so. Nonetheless, finding such a system is regarded by many Tech-priests as their ulitmate goal - a sort of quest for the holy grail. Legends surround the existence of lost, functioning STC systems, but whether they have any basis in truth is anyone's guess.

● TIMELINE OF THE ROGUE TRADER UNIVERSE

Years	Age	
The present	**I M P E R I U M**	Humanity is bound within the organisations and societies of the Imperial administration. The Emperor has now reached the end of his natural life, his existence is maintained only by artificial means and human sacrifice. Imperial servants work for the furtherance of humanity and its survival against the myriad perils that threaten to destroy it. Psykers and the horrors of Warp Space are controlled by the vigilance of Inquisitors, planetary governors and other imperial servants. Psykers continue to emerge in growing numbers, anarchic, anti-governmental and predatory groups associated with warp creature domination are steadily gaining ground in spite of the best efforts of the Emperor.
10 millennia before present		From amongst the chaos of the Age of Strife one faction emerges as the victor. Slowly all the galaxy is taken within its before present fold and the Imperium is founded. The leader of the Imperium is known only as the Emperor - at this time still capable of independent life. With the founding of the Astronomican, a psychic navigational beam directed by the Emperor himself, interstellar travel becomes easier and quicker. The repression and control of psykers and warp creatures releases much of humanity from its hellish bondage.
15 millennia before present	**A G E O F S T R I F E**	Terrible wars tear human civilisation apart. Localised empires and factions fight amongst themselves as well as against the countless aliens who now flock to take part in the sacking of human space. Many worlds fall to the dominance of Warp Creatures whilst others revert to barbarism. Humans survive only on worlds where psykers are suppressed or controlled. During this time Earth becomes embroiled in terrible warp storms, isolating the home world for several thousand years and further adding to the ruin of humanity. Human cultures diversify and many mutations appear including the ancestors of Homo Sapiens Gigantus, Rotundus and Minimus.
		Humanity reaches the far edges of the galaxy completing the push to the stars begun over five thousand years before. Human civilisation is now widely dispersed and divergent - with countless small colonies as well as many large, overpopulated planets. Wars with alien races continue, but pose no

threat to the stability of human space. All at once two things happen simultaneously - humans with psychic powers begin to appear on almost every world, and civilisation begins to crumble as a result of widespread insanity, demonic possession and anarchy. At this time the existence of Warp Creatures and the dangers they pose to the human mind are not fully understood.

20 millennia before present	**D A R K A G E T E C H N O L O G Y**	Humanity explores and settles the galaxy encountering many of the races of space at the same time. A golden age for scientific achievement and expansion, perfection of the STC system now permits an almost explosive expansion as humanity heads for the stars and a new beginning.
		Development and subsequent cultivation of the *navigator gene* allows human pilots to make longer, faster warp jumps than previously thought possible. Navigator families, initially controlled by industrial and trading cartels, eventually become independent forces in their own right.
		Discovery of warp drives accelerates the colonisation process, early independent or corporate colonies become federated to Earth. The first alien races encountered. The first alien wars begin.
15 millennia before present		Humanity begins to colonise nearby solar systems using conventional sub-light spacecraft. At first progress is slow and the new colonies must survive as independent units isolated from the mother world by up to ten generations of travel.

WARHAMMER

ROGUE 40,000 TRADER

PLAYSHEET
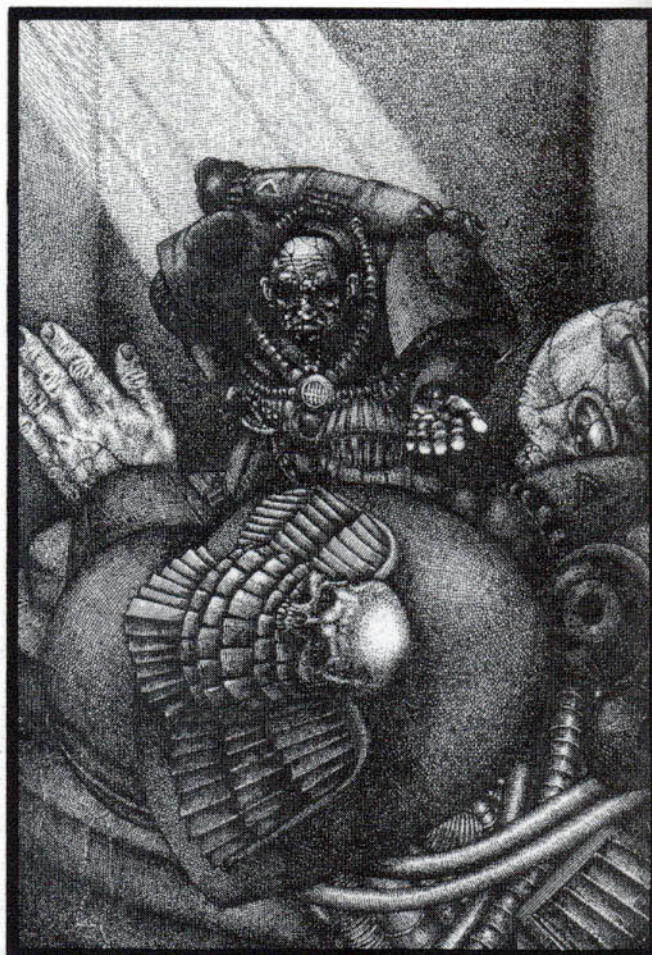
● TURN SEQUENCE

MOVEMENT
SHOOTING
HAND-TO-HAND COMBAT
RESERVES
PSIONICS
RALLYING

Compulsory movement and actions precede the normal turn sequence

● MOVEMENT

Difficult ground	Movement is at half rate.
Very difficult ground	Movement is at ¼ rate
Obstacles	Crossing an obstacle loses a model half distance
Turning	The first 90° is free - each additional 90° or part is -½".

● HIDING

Linear obstacle - if it lies between target and firer target within 1"
Woods - inside
Craters, holes and ditches - inside
Building windows and doors - inside

Hiding models may not fire or reserve move without coming out of hiding

● SHOOTING TO HIT CHART

WS	1	2	3	4	5	6	7	8	9	10
D6	6	5	4	3	2	1	0	-1	-2	-3

+1	Large target (+3m)
-1	Small target (-30cm)
-1	Moving surface
-1	Moving target (per full 10")
-1	Firer wounded
-1	Target in soft cover
-1	Improvised weapons
-2	Target in hard cover

● ROUT TEST

A unit must make a rout test when:

The unit has lost a combat round
The unit suffers more than 1/3 of current strength as shooting and/or psychic casualties in a single turn.
GM's discretion and as indicated in rules.

● TO WOUND CHART

		Toughness								
Strength	1	2	3	4	5	6	7	8	9	10
1	4	5	6	6						
2	3	4	5	6	6					
3	2	3	4	5	6	6				
4	2	2	3	4	5	6	6			
5	2	2	2	3	4	5	6	6		
6	2	2	2	2	3	4	5	6	6	
7	2	2	2	2	2	3	4	5	6	6
8	2	2	2	2	2	2	3	4	5	6
9	2	2	2	2	2	2	2	3	4	5
10	2	2	2	2	2	2	2	2	3	4

● HAND TO HAND COMBAT TO HIT CHART

Attacker's Weapon Skill	Defender's Weapon Skill									
	1	2	3	4	5	6	7	8	9	10
1	5	5	6	6	7	7	8	8	9	9
2	4	5	5	6	6	7	7	8	8	9
3	4	4	5	5	6	6	7	7	8	8
4	3	4	4	5	5	6	6	7	7	8
5	3	3	4	4	5	5	6	6	7	7
6	2	3	3	4	4	5	5	6	6	7
7	2	2	3	3	4	4	5	5	6	6
8	2	2	2	3	3	4	4	5	5	6
9	2	2	2	2	3	3	4	4	5	5
10	2	2	2	2	2	3	3	4	4	5

+2	Frenzied
+1	Charging
+1	Uphill
+1	Following up
-1	Crossing defended obstacle
-1	Using more than 1 weapon
-1	Using a weapon wrong handed
-2	Improvised attack

● RESERVES

To reserve move a model must:

Belong to a unit with no members within 4" of an enemy
Not shoot in its own turn
Not be in or behind cover
Not be hiding

● BASIC WEAPONS

	Short Range	Long Range	Shooting to Hit S	L	Strength	Damage	Save Mod.	Type C	H		Area	Tech
Auto-gun	0-12"	12-32"	+1		3	1	-1		H			6
Bolter	0-12"	12-24"	+1		4	1	-1					6
Bow	0-12"	12-24"		-1	3	1						5
Crossbow	0-16"	16-32"		-1	4	1				x		5
Flamer	0-6"	6-12"	+2	-1	4	1	-2				1½"	6
Graviton Gun	0-8"	8-16"	+1		special						1½"	6
Handbow	0-8"	8-16"			4	1				x		5
Lasgun	0-12"	12-24"	+1		3	1	-1					6
Melta-gun	0-6"	6-12"	+1		8	D6	-4			x	1"	6
Musket	0-6"	6-24"		-1	3	1	-1			x		5
Needler	0-16"	16-32"	+1		3	1	+1			x		7
Plasma gun	0-8"	8-24"	+1		7	1	-2			x		6
Shotgun	0-4"	4-18"		-1	varies	1	varies			x	½"	5
Shuriken Catapult	0-12"	12-24"	+1		4	1	-2			x		7
Sling	0-12"	12-18"		-1	3	1				x		5

● HEAVY WEAPONS

	Short Range	Long Range	Shooting to Hit S	L	Strength	Damage	Save Mod.	Type C	H	S	F	Area	Tech
Auto-cannon	0-20"	20-72"			8	D6	-3	2"	x			1"	6
Beamer	0-20"	20-40"	-1		varies	D6	varies	1½"	x			varies	7
D-Cannon	0-16"	16-32"		-1	see text			2"	x			2"	8
Grenade Launcher	0-20"	20-60"			as ammo			1½"	x				6
Heavy Plasma Gun: sustained	0-20"	20-40"			7	D4	-2	2"	x	x		1"	6
maximal	0-20"	20-72"			10	D10	-6	2"	x			1"	6
Heavy Bolter	0-20"	20-40"			5	D4	-2	1"	x	x			6
Heavy Stub Gun	0-20"	20-40"			4	1	-1	1"	x	x			6
Heavy Webber	0-12"	12-24"						2"	x			2"	7
Las-cannon	0-20"	20-60"			9	2D6	-6	2"	x				6
Missile Launcher	0-20"	20-72"			as ammo			1"	x				6
Multi-laser	0-20"	20-60"	+1		6	D4	-1	2"	x	x			6
Multi-melta	0-12"	12-24"	+1		8	4D6	-4	2"	x			2"	6

● CLOSE COMBAT WEAPONS

	Short Range	Long Range	Shooting to Hit S	L	Strength	Damage	Save Mod.	Type C	F	S	Area	Tech
Antique Pistol	0-6"	6-12"	-1	-2	3	1	-1	x				5
Autopistol	0-8"	8-16"	+2		3	1	-1	x				6
Bolt Pistol	0-8"	8-16"	+2		4	1	-1	x				6
Chainsword		Close combat only			4	1	-1	x				6
Combat Accessory		Close combat only			as user	1		x				4
Force Rod		Close combat only			see text			x				4
Force Sword		Close combat only			as user	1		x				4
Hafted Weapon		Close combat only			as user	1	-1	x				4
Hand Weapon		Close combat only			as user	1		x				4
Hand Flamer	0-4"	4-8"	+2		4	1	-2	x				6
Improvised Weapon		Close combat only			as user	1		x				1
Las pistol	0-8"	8-16"	+2	-1	3	1	-1	x				6
Needle Pistol	0-8"	8-16"	+2	-1	2	1	+1	x				6
Neuro Disruptor	0-6"	6-12"	+2		see text			x				4
Plasma Pistol	0-6"	6-18"	+2	-1	6	1	-1	x				6
Poweraxe		Close combat only			6	1	-3	x				5
Powerglove		Close combat only			8	1	-5	x				6
Powersword		Close combat only			5	1	-1	x				6
Sawn-off Shotgun		Close combat only			varies	1	varies	x		x	½"	5
Stub Gun	0-8"	8-16"		-1	3	1		x				6
Sword		Close combat only			as user	1		x				4
Webber	0-4"	4-8"	+1		see text			x				7

● GRENADES AND MISSILES

	Short Range	Long Range	Shooting to Hit S	L	Strength	Damage	Save Mod.	Type C	H	S	F	Area	Tech
Anti-plant	0-4"	4-8"								x		1½"	4
Blind	0-4"	4-8"								x		1½"	4
Choke	0-4"	4-8"		-1	3					x		1½"	4
Crack: basic	0-2"	2-4"		-1	6	D6	-3			x		½"	5
missile					8	D10	-6					½"	5
Frag	0-4"	4-8"		-1	3					x		2"	4
Hallucinogen	0-4"	4-8"		-1						x		1½"	8
Haywire	0-4"	4-8"		-1	2	1				x		1½"	8
Knock-out	0-4"	4-8"		-1						x		1½"	5
Melta-bomb	0-4"	4-8"		-1	8	D6	-4			x		1"	5
Photon	0-4"	4-8"								x		1½"	5
Plasma	0-4"	4-8"		-1	5	1	-2			x		1½"	4
Psyk-out	0-4"	4-8"								x		1½"	4
Rad	0-4"	4-8"								x		1½"	5
Scare Gas	0-4"	4-8"								x		1½"	4

All ranges and to hit modifiers apply to grenades only. For missiles see details of launcher.

RADIUS EFFECT
TEMPLATES

$1\frac{1}{2}''$

$1''$

$\frac{1}{2}''$

$2''$

$3''$

ORKS

For a thorough description of Orkoid space, Orks and their slave race of Gretchins, see page 186 of the *Background* section. Orks are large, powerful, vulgar, aggressive and one of humanity's greatest enemies. Their inability to get on with each other prevents them overrunning the Imperium (fortunately they're not too bright either). Thrugg and Hruk lead a force of typical Ork warriors. The drawing below illustrates their equipment and general appearance (nasty isn't it?). Of course, Orks like to embellish their equipment, steal other people's gear and add interesting bits of their own, so no two Orks ever look exactly the same. Most of their equipment is looted from human worlds and is often quite tatty. (Orks think nothing of bashing a helmet into a crude shape to fit their misshapen heads; some Orks think nothing of bashing their heads to fit helmets...)

Helmet - Orks don't really need helmets because their skulls are very thick and their brains rather tough and difficult to damage. On the other hand, helmets are a symbol of warrior status, so most Orks wear them. Some Orks even carry spares!

Flak armour - Flak armour combines energy-absorbent material with pneumatic padding and a good layer of impact-reactive plastic (a material which is normally soft and pliable but which goes rock hard if struck by a high impact blow). Orks can make this stuff themselves, but mostly they steal it from humans and modify it to fit.

Backpack - Backpacks may be made from cloth, hide, metal or just about anything. Space Marine issue packs are favoured - although parting the pack from its owner is a task no Ork would relish. What does an Ork keep in his backpack? Packs are used to carry personal effects, momentos, food and assorted brik-a-brak. In short, as far as Orks are concerned, it is better not to ask.

Bolter - Orks are unsophisticated creatures. They prefer weapons that make loud bangs and large holes. Such a weapon is the bolter! It has a fairly short range, but fires a hail of explosive bolts. Each bolt is like a tiny powered missile, the effects of which meet fully with Ork preferences. You can find a full description of the Bolter on page 70 of the *Equipment* section. Its stats are as follows.

Short range	Long range	Shooting to hit		Strength	Damage	Save Modifier	Type				Area
		Short	Long				C	H	S	F	
0-12"	12-24"	+1		4	1	-1					

Skin - an Ork's skin is usually greenish, although the actual shade varies from almost black to a sickening bright yellowish colour. Apart from being very warty and greasy, Ork skin is extremely rough - somewhat like sandpaper...sandpaper with stubble.

Dentition - impressive. Orks are carnivores by nature and cannibalistic by inclination. Humans rank high on their list of favourite food, whilst Halflings are considered a great delicacy, but cause flatulence.

Eyes - small, beady and red, but comparable in efficiency to those of humans.

Stance - An Ork's arms are rather long, legs distinctly bent and back stooped. This results in a shambling gait and makes the head appear to stick out in front (rather than on top) of the shoulders.

Sartorial taste - Orks have a retarded sense of hygiene and considerable tolerance of holes, tears and stains. Most of their clothes are made from crudely woven natural fabrics, leather or fur. The rest are stolen from other races and modified to fit.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Troopers	4	3	3	4	4	1	2	1	7	6	7	7
Hruk	4	4	4	4	4	1	3	1	7	6	7	7
Thrugg	4	5	5	4	5	2	4	2	8	7	8	8

Orks have a different profile to humans - reflecting their individual strengths and weaknesses. As you can see, the average Ork trooper is slightly tougher than the average human with a *toughness* of 4 rather than 3. He is a bit slower though, with an *initiative* of only 2 rather than 3. As we have noted before, Orks are not all that bright - with an average *intelligence* of only 6 as opposed to the average human score of 7.

Hruk and Thrugg are far better than average Orks - Hruk has been given the profile for an Ork *champion* whilst Thrugg has the profile for an Ork *minor hero*.

Gamesmaster's Information
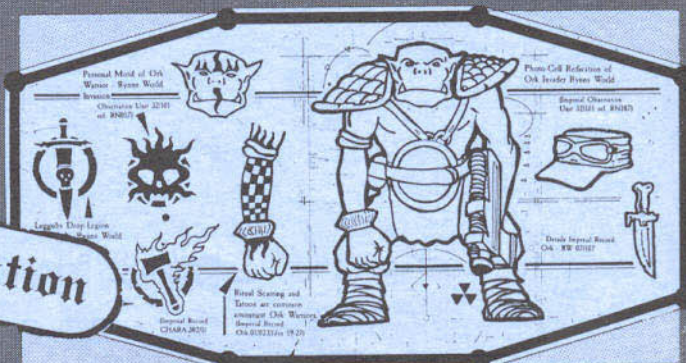
SPACE MARINES

Space Marines are the ultimate human warriors - specially selected from amongst the galaxy's toughest psychopaths, trained for years to ignore all feelings of pity, surgically altered to be stronger and faster than any normal man, and equipped with the finest weapons in the Imperium. They live in warrior clans called Chapters - and every Chapter has its own traditions, its own home base and an independent commander. Chapter leaders owe allegiance to the Emperor directly and it is their warriors that form the sharp cutting edge of the Imperium's war machine. For further details see page 153 of the *Background*.

Powered Armour - All Marines wear an all-enclosing fighting suit. Suits not only provide protection, but are also self-powered, containing neuro-fibre bundles and intricate sensors that enable them to function as mobile exoskeletons. The suit contains its own air supply and environment, and offers protection against gas weapons, poisonous atmospheres and even the vacuum of space.

Helmet - the Marine helmet is part of his powered suit, and incorporates the following items. *Auto-senses* are special sensors that bypass the normal senses, relaying information directly to the brain. This makes it impossible to blind, deafen or otherwise damage the wearer's own senses. *A Communicator* allows Marines to talk to each other at all times. It has a range of 50 miles and can also be used to try and contact other communicators. *Respirators* are built directly into the helmet, permitting the wearer to breathe good clean air, irrespective of local conditions.

Bolter - the standard Marine weapon is the bolt gun or bolter - a short ranged weapon that fires a burst of self-propelled explosive bolts. Bolters are efficient weapons, they make lots of noise and cause lots of damage.

Bolt Pistol - as well as the ordinary bolter, Marines carry an additional pistol version called a bolt pistol. This is a useful weapon because it can be used in *close combat*. Note that the +2 to hit modifier is for shooting only - it does not apply in hand-to-hand combat.
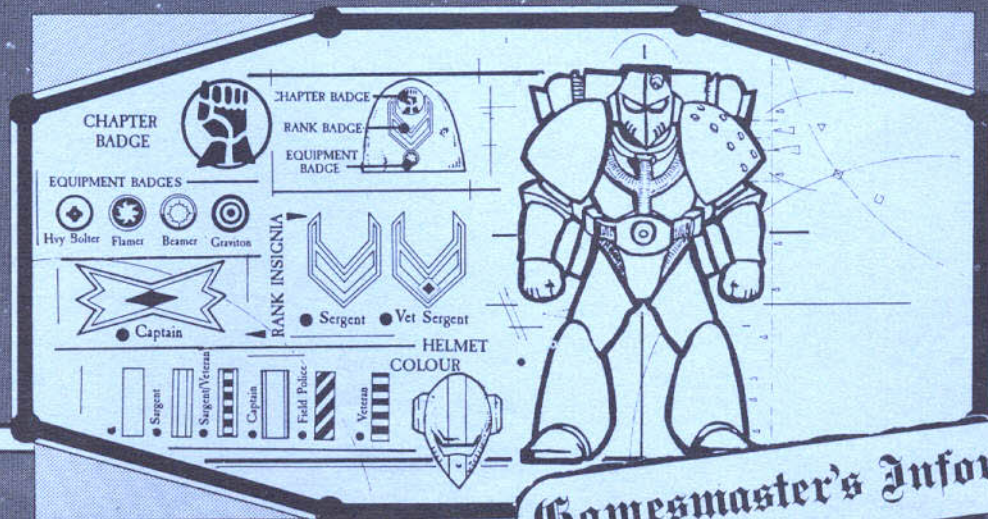
Knife - you can't be too well armed! Marines always carry a knife or short sword for emergencies.

Insignia - the Crimson fists are easily recognised because the gauntlet of their power armour is red. The basic suit is dark blue - and further detail is red to match the gloves. The red fist emblem is carried on the Chapter badge and banner.

● PROFILES

As we have already said, Space Marines are far tougher and meaner than ordinary men - even normal soldiers. Their profiles reflect this fact, whilst Marine Commander Pedro Cantor has the characteristics of a Marine *major hero*.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Trooper	4	4	4	4	3	1	4	1	8	8	8	8
Pedro Cantor	4	6	6	4	4	3	6	3	9	9	9	9

CHAPTER BADGE

CHAPTER BADGE
RANK BADGE
EQUIPMENT BADGE

EQUIPMENT BADGES
Hvy Bolter Flamer Beamer Graviton

Captain

RANK INSIGNIA
Sergent Vet Sergent

HELMET COLOUR

Sergent Sergent/Veteran Captain Field Police Veteran

Gamesmaster's Information

MARINES BRIEF

Introduction. The planet of Rynn's World lies on the edge of human space, within easy striking range of the countless Ork Warlords that rule the neighbouring systems. Orks are loathesome and disorganised aliens, creatures with little intelligence and no sense of pity. Until now Rynn's World has been left in peace. The main reason for this is almost certainly that it is the home of the Crimson Fist Chapter of Space Marines - whose fortress/monastery has stood on the rocky soil of Rynn's World for over a thousand years. However, last week the planet was invaded by a force from the Ork Empire of Charadon. The insane Ork Warlord, one Snagrod the Arch-arsonist, has already conquered the human world of Badlanding, not to mention several minor Ork Empires. Rynn's World is only sparsely populated, but (prior to the invasion) had a complete and effective missile-defence system designed to deter would be invaders. Confident in the power of their defences (and forgetting the irrational behaviour of Orks) no-one anticipated the invasion. Even so, all would have been well were it not for the freak accident that caused a defence missile to glance off-course and plunge down right on top of the Space Marine Arsenal. The Marine base and its complement of fighting men and machines was completely destroyed. The only survivors were the Chapter leader Commander Pedro Cantor and fifteen Marines. Without the Marines the human settlers were quickly slain and their townships overrun. Now only the planet's capital, New Rynn City, remains in human hands.

The situation. You are Commander Pedro Cantor - and also tired, hungry and somewhat dispirited. Of your originally awesome command only fifteen warriors remain. Since the disaster at your base you have been making your way towards New Rynn City, travelling quietly at night to avoid the numerous patrols of Orks. As long as New Rynn holds out there is still hope - the planet's governor and his household troops are still a formidable fighting force, and there is always an outside chance of help from nearby systems. Although you are few, fifteen Marines represent a force far more powerful than mere numbers suggest, while you are an experienced warrior and commander of inestimable value. If you can reach New Rynn your aid might well make all the difference. Now it is dawn, and you have reached a small burnt-out farmstead. You decide to call a halt, posting sentries while the remainder try to rest. For hours you cannot sleep, and then, just as your eyes begin to grow heavy, a crackling warning signal from your helmet communicator tells you something is wrong....'All - All - Station one - Ork patrol approaching from the east - 21 strong, lightly armed, intercept 3 minutes - Commander - Commander - request instruction - End'. Your troops are already on their feet awaiting your command.

Your forces comprise fifteen Space Marines plus you - Commander Cantor. Profiles are as follows.

Troops

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	4	4	4	3	1	4	1	8	8	8	8

Armour: Power Armour.
Equipment: Bolt gun, bolt pistol and knife

Marine with Launcher

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	4	4	4	3	1	4	1	8	8	8	8

Armour: Power Armour
Equipment: Missile launcher w/ plasma shells, bolt pistol, knife.

Pedro Cantor

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	6	6	4	4	3	6	3	9	9	9	9

Armour: Power Armour.
Equipment: 2 bolt pistols, power glove, refractor field armour.

The Marines are organised into three squads of five men - but each squad has contributed a sentry to the watch. Each squad has a leader with the same profile as his men. One squad includes the missile launcher. The sentries may try to rejoin their units or may remain split throughout the game.

Powered Armour is standard protection for Marines offering a basic saving throw of 4, 5 or 6 on a D6. Because this armour is self-powered there is no movement penalty despite the high degree of protection. Armour includes full respirator (the wearer breathes pure air and cannot be affected by gas/poison/vacuum/etc), auto-senses (a link into the wearer's brain bypasses his own sensory organs making him invulnerable to blinding weapons) and communicator (so every Marine in a force can communicate with any other at all times).

Bolt gun - bolt guns or bolters fire a hail of explosive bolts rather like small missiles. They are favoured by most 'serious' warriors, causing a great deal of damage and noise.

Short range	Long range	Shooting to hit		Strength	Damage	Save Modifier	Type*				Area
		Short	Long				C	H	S	F	
0-12"	12-24"	+1		4	1	-1					

As you can see the bolter is a powerful weapon. It has a total range of only 24", but at short range (up to 12") there is a +1 'to hit' to take into account the concentrated hail of shells. Any hits are resolved at a *strength* of 4, whilst any opponents receiving damage have their *saving throw* reduced by 1.

Bolt pistol. This is a pistol version of the ordinary bolter, and has the advantage that it can be fired in hand-to-hand combat as well as at a distance. Its range is limited - but within this distance it is a very deadly weapon indeed.

Short range	Long range	Shooting to hit		Strength	Damage	Save Modifier	Type*				Area
		Short	Long				C	H	S	F	
0-8"	8-16"	+2		4	1	-1	x				

The bolt pistol uses the same ammunition and has similar characteristics to the bolter - except that its range is shorter (16″ rather than 24″). Like most pistols is is very 'handy' and because of this is easier to use at very close distances (+2 to hit at the short range of up to 8″). The mark against the 'C' column indicates that the weapon can be used in hand-to-hand combat. Note that the +2 to hit modifier only applies to shooting and does not apply in hand-to-hand combat.

Knife. Every Marine carries a knife or comparable weapon, ensuring that they will never be caught defenceless in close-combat.

Missile launcher. This is an advanced form of launcher capable of firing a variety of different missiles. Normally this is a *heavy* weapon, and there is an associated move penalty, but this particular weapon has built in *suspensors* - anti-gravity devices that offset the weight. The weapon is loaded only with *plasma shells* - shells which energise on contact producing a burst of ionised matter - very hot stuff indeed!

Short range	Long range	Shooting to hit		Strength	Damage	Save Modifier	Type*				Area
		Short	Long				C	H	S	F	
0-20″	20-72″			5	1	-2		1″	x	1½	

This weapon has a very long range and is more powerful than the normal bolters. Not only do plasma shells have a *strength* of 5, but there is a -2 save modifier too! The normal 1″ move penalty is discounted. The mark against the 'S' column means this is a *slow loading weapon* - so it cannot be moved and fired during the same turn. This weapon also has an area effect - shells having an area effect marker of 1½″ radius.

Refractor field armour is a special sort of armour - comprising an all-enclosing energy field that protects the wearer. It is powered by a small belt-pack and adds +1 to a character's basic saving throw. Commander Cantor already has a save of 4, 5 or 6 because of his powered armour, with the refractor field in addition this becomes 3, 4, 5 or 6.
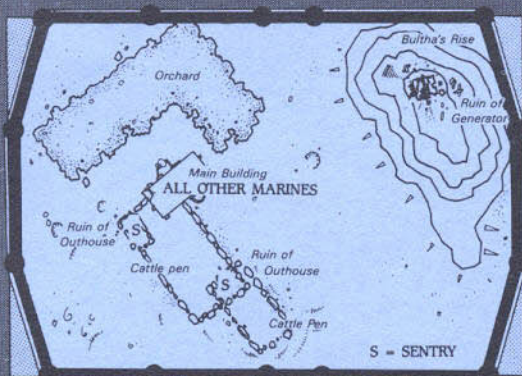
Power glove. This is an extremely powerful and very desirable hand-to-hand combat weapon. It takes the form of a glove surrounded by an energy field which disrupts anything the wearer touches. So equipped, a man can punch through the thickest walls or armour, tear vehicles apart and cause considerable panic amongst combat opponents!

Power glove											
Short range	Long range	Shooting to hit		Strength	Damage	Save Modifier	Type*				Area
		Short	Long				C	H	S	F	
close combat only				8	1	-5	x				

Dispositions. At the start of the game your forces are hidden by their cover, and are not placed on the table. As soon as a model shoots or exposes itself to the sight of the enemy it is placed on the table. Until that time models may be kept aside and any movement recorded using your map. You must make all your hidden moves known to the GM, who will verify the position of models when they are finally placed on the table.

Objectives. Your objective is to survive. If you can lie low and avoid the Ork patrol so much the better - but your instincts tell you this isn't going to happen. If a fight breaks out you will have to ensure that no Orks escape to warn their friends. Equally important, you must try to make sure the patrol doesn't communicate your position and bring down reinforcements. As an experienced commander you know that only Ork leaders carry communicators. Your forces are already depleted - any further loss of life would seriously reduce your chances of reaching New Rynn.

Battle no   GM   Players   Date

Result

Notes

Note: **Type** refers to (C) a close combat weapon - the weapon may be used in hand-to-hand combat, (H) a heavy weapon - the amount shown is the movement penalty in inches, (S) a slow loading weapon - the weapon may not move and fire in the same turn, (F) a following fire weapon - if damage is caused the weapon may be fired again until it either it misses or fails to cause damage.
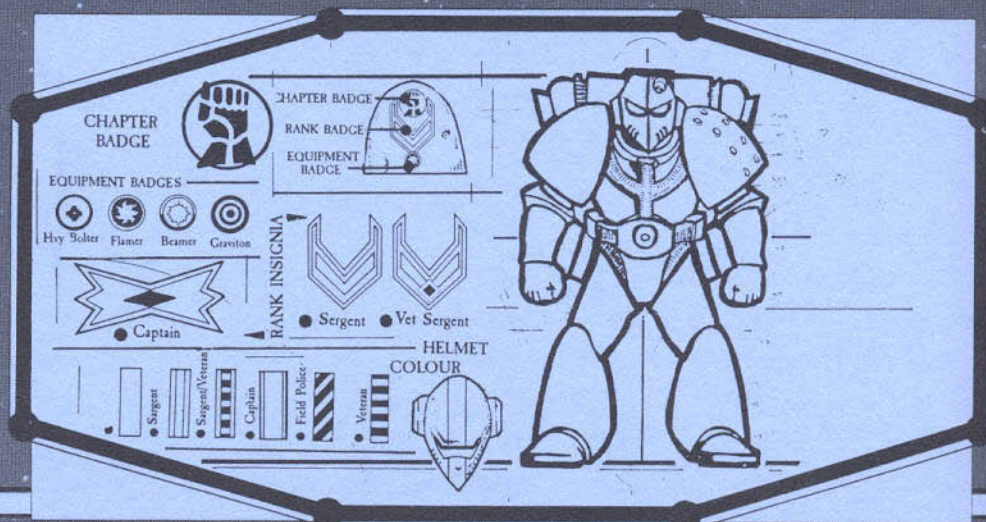
ORK PLAYERS BRIEF

Introduction. You are Thrugg Bullneck - an Ork Commander of the Charadon invasion force. Only last week The Warlord of Charadon, one Snagrod the Arch-arsonist, launched his army (including you) at the human planet of Rynn's World. During the initial fighting you led your troops against a small farm where you slaughtered the human defenders before firing the buildings. During that fight, you and one of your squad leaders (an Ork called Hruk) discovered a cache of jewels. Not wanting to alert the rest of your command about this highly desirable loot, you buried the jewels in a black metal box underneath the floor of the main building. There the jewels would be safe until you could go back and get them. You don't trust Hruk and, to be fair, he doesn't trust you. You have both spent the past week watching each other very closely indeed.

Now you have been ordered to take your troops on a sweeping patrol of the area. The farm lies close to the main fighting around the last human stronghold - the planet capital New Rynn City - so you must keep a good look out for stray humans. A small diversion takes you past the burnt out farm, where, with any luck, you will be able to retrieve the jewels without causing undue suspicion among your quarrelsome troops.

The situation. As you approach the farm something strikes you as being not quite right. Your keen nose has smelt that faint smell before - humans! Perhaps their stench lingers around this place even though its inhabitants are dead. Whatever the reason, it's making your troops restless. You can see no obvious signs of life, but a cautious advance would be a good idea.

Your forces. Your forces are comprised of the following troops and equipment. As this is a small foot-patrol you are not heavily armed or equipped - worse luck! If there's any fighting to be done you'll probably be at a disadvantage. Normally you'd use your communicator to call for help, but under the circumstances that might be unwise - after all you never know when you'll be back this way again.

Troopers

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	3	3	3	4	1	2	1	7	6	7	7

Armour: Flak
Equipment: Bolt gun, knife.

Hruk

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	4	4	4	4	1	3	1	7	6	7	7

Armour: Flak
Equipment: Bolt gun, bolt pistol and knife.

Thrugg

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	5	5	4	5	2	4	2	8	7	8	8

Armour: Flak
Equipment: Bolt pistol, plasma pistol and chainsword.

Your troops are organised into four squads of five - each squad has a squad leader with normal characteristics except for Hruk's squad. Each squad leader has a communicator linked directly to that of Thrugg - only Thrugg is able to use his communicator to call back to base for reinforcements.

Bolt gun - bolt guns or bolters fire a hail of explosive bolts rather like small missiles. They are favoured by most 'serious' warriors, causing a great deal of damage and noise.

Short range	Long range	Shooting to hit Short	Long	Strength	Damage	Save Modifier	Type* C	H	S	F	Area
0-12"	12-24"	+1		4	1	-1					

As you can see the bolter is a powerful weapon. It has a total range of only 24", but at short range (up to 12") there is a +1 'to hit' to take into account the concentrated hail of shells. Any hits are resolved at a *strength* of 4, whilst any opponents receiving damage have their *saving throw* reduced by 1.

Bolt pistol. This is a pistol version of the ordinary bolter, and has the advantage that it can be fired in hand-to-hand combat as well as at a distance. Its range is limited - but within this distance it is a very deadly weapon indeed.

Short range	Long range	Shooting to hit Short	Long	Strength	Damage	Save Modifier	Type* C	H	S	F	Area
0-8"	8-16"	+2		4	1	-1	x				

The bolt pistol uses the same ammunition and has similar characteristics to the bolter - except that its range is shorter (16" rather than 24"). Like most pistols it is very 'handy' and because of this easier to use at very close distances (+2 to hit at the short range of up to 8"). The mark against the 'C' column indicates that the weapon can be used in hand-to-hand combat. Note that the +2 to hit modifier applies only for shooting and does not apply in hand-to-hand combat.

Plasma pistol. This a very powerful weapon indeed - it fires a ball of super-heated plasma (ionised matter at incredible temperature - the stuff of which stars are composed). Its range is not very great, and it is difficult to use except at close range, but most targets are instantly vapourised!

Short range	Long range	Shooting to hit Short	Long	Strength	Damage	Save Modifier	Type* C	H	S	F	Area
0-6"	6-18"	+2	-1	6	1	-1	x		x		

Special rule - because plasma pistols use vast amounts of energy to convert matter into plasma they must be allowed to cool down and regenerate every time they are fired. Once the gun has been fired it

must be allowed to regenerate for the following turn and cannot be used for this period. So, once fired the weapon will not be ready again until the beginning of the player's turn after next.

The plasma pistol is a deadly weapon, but its unpredictable nature means it is difficult to hit at long range (over 6"). It can be used in hand-to-hand combat (as indicated by the mark against the 'C' column), and can also use the 'following fire' rules (as indicated by the mark against the 'F' column). See the relevant rules sections for details. Note that the +2 and -1 to hit modifier and the following fire rule apply only for shooting and do not apply in hand-to-hand combat.

Flak armour is a lightweight protective material much favoured by light troops. It offers a basic saving throw of 6 on a D6.

Communicator. This is a small device used to transmit/receive radio waves. Each squad leader has a communicator linked directly to Thrugg's. Thrugg and his leaders are therefore in constant communication, and anything one can see is assumed to be known by all. It is therefore possible to send one leader ahead as a scout (guinea pig!). Thrugg can communicate back to base - it takes an entire turn to attempt this followed by a D6 roll of a 6 for success.

Knife. Every Ork carries a knife or comparable weapon, ensuring that they will never be caught defenceless in close-combat.

Chainsword. The chainsword is a motor driven saw-edged sword with mono-molecular cutting surfaces. That means it can cut through most things fairly easily! It is a close combat weapon and can only be used in hand-to-hand combat.

| Short range	Long range	Shooting to hit Short	Long	Strength	Damage	Save Modifier	Type* C	H	S	F	Area
Hand-to-hand combat only				5	1	-1	x				

Your objective is to recover the hidden jewels from the main building without any of your troops finding out. You are supposed to be on patrol - your orders are to eliminate stray enemy troops or report their presence if they are too powerful to deal with. However, bringing in more troops would make it almost impossible to recover your jewels, so this should be avoided if at all possible. To recover the hidden loot both Thrugg and Hruk must spend an entire inactive turn alone in the main building - or any one of them must spend two turns.

Battle no   GM   Players   Date

Result

Notes

Note: **Type** refers to (C) a close combat weapon - weapon may be used in hand-to-hand combat, (H) a heavy weapon - the amount shown is the movement penalty in inches, (S) a slow loading weapon - the weapon may not move and fire in the same turn, (F) a following fire weapon - if damage is caused the weapon may be fired again until it either misses or fails to cause damage.
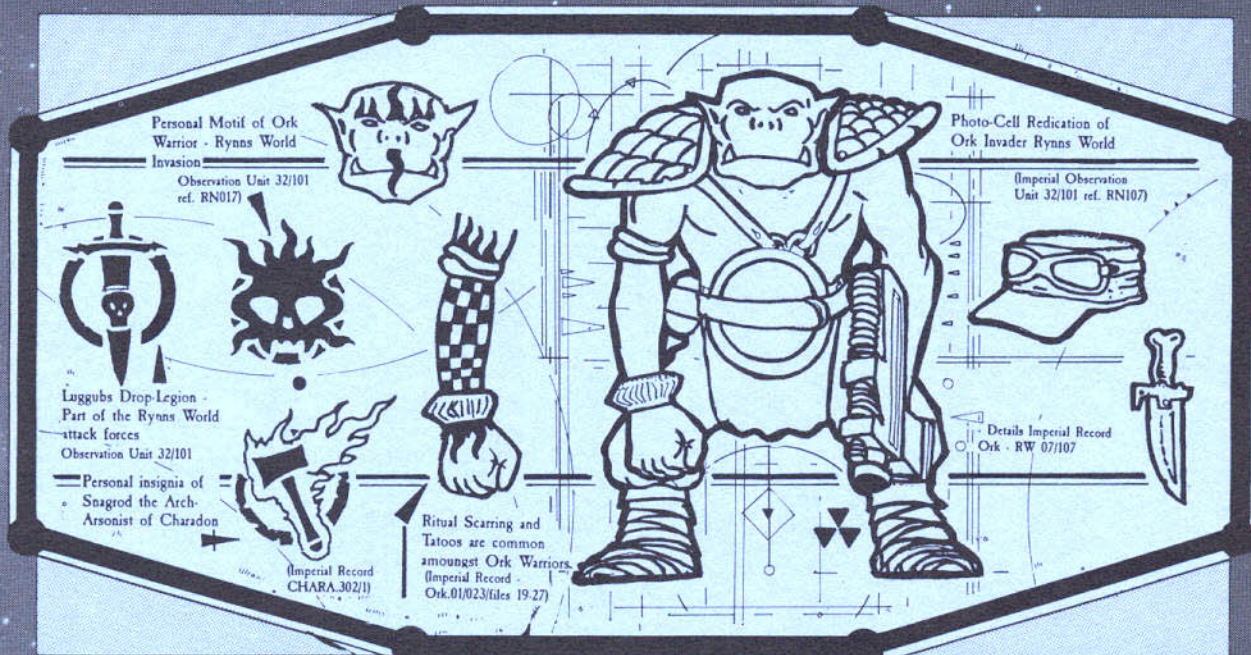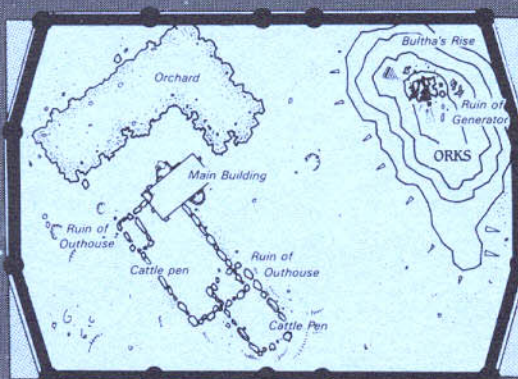
COUNTERS

Unit Record Sheet

GAMES NOTES:

ARMY/CHAPTER	OVERALL COMMANDER	COMPANY											SQUAD/UNIT			UNIT LEADER	
	M	WS	BS	S	T	W	I	A	Ld	Cl	Int	WP	Armour	Save	Weapons	Other Equipment	Points
TROOPER																	
TROOPER	M	WS	BS	S	T	W	I	A	Ld	Cl	Int	WP	Armour	Save	Weapons	Other Equipment	Points
TROOPER	M	WS	BS	S	T	W	I	A	Ld	Cl	Int	WP	Armour	Save	Weapons	Other Equipment	Points
TROOPER	M	WS	BS	S	T	W	I	A	Ld	Cl	Int	WP	Armour	Save	Weapons	Other Equipment	Points
TROOPER	M	WS	BS	S	T	W	I	A	Ld	Cl	Int	WP	Armour	Save	Weapons	Other Equipment	Points
TROOPER	M	WS	BS	S	T	W	I	A	Ld	Cl	Int	WP	Armour	Save	Weapons	Other Equipment	Points
TROOPER	M	WS	BS	S	T	W	I	A	Ld	Cl	Int	WP	Armour	Save	Weapons	Other Equipment	Points
TROOPER	M	WS	BS	S	T	W	I	A	Ld	Cl	Int	WP	Armour	Save	Weapons	Other Equipment	Points
TROOPER	M	WS	BS	S	T	W	I	A	Ld	Cl	Int	WP	Armour	Save	Weapons	Other Equipment	Points
TROOPER	M	WS	BS	S	T	W	I	A	Ld	Cl	Int	WP	Armour	Save	Weapons	Other Equipment	Points
TROOPER	M	WS	BS	S	T	W	I	A	Ld	Cl	Int	WP	Armour	Save	Weapons	Other Equipment	Points
TROOPER	M	WS	BS	S	T	W	I	A	Ld	Cl	Int	WP	Armour	Save	Weapons	Other Equipment	Points

The unit record sheet can be used to record troop profiles/equipment and casualties during the game. Ideally you will require a separate sheet for each unit. Old sheets can be filed as a permanent record of your game. This page may be removed and photocopied to provide additional record sheets for your own use.

Thought for the day.
To err is to invite retribution.

Unit Record Sheet

GAMES NOTES:

ARMY/CHAPTER	OVERALL COMMANDER									COMPANY				SQUAD/UNIT			UNIT LEADER	
	M	WS	BS	S	T	W	I	A	Ld	Cl	Int	WP	Armour	Save	Weapons	Other Equipment	Points
TROOPER																	
TROOPER	M	WS	BS	S	T	W	I	A	Ld	Cl	Int	WP	Armour	Save	Weapons	Other Equipment	Points
TROOPER	M	WS	BS	S	T	W	I	A	Ld	Cl	Int	WP	Armour	Save	Weapons	Other Equipment	Points
TROOPER	M	WS	BS	S	T	W	I	A	Ld	Cl	Int	WP	Armour	Save	Weapons	Other Equipment	Points
TROOPER	M	WS	BS	S	T	W	I	A	Ld	Cl	Int	WP	Armour	Save	Weapons	Other Equipment	Points
TROOPER	M	WS	BS	S	T	W	I	A	Ld	Cl	Int	WP	Armour	Save	Weapons	Other Equipment	Points
TROOPER	M	WS	BS	S	T	W	I	A	Ld	Cl	Int	WP	Armour	Save	Weapons	Other Equipment	Points
TROOPER	M	WS	BS	S	T	W	I	A	Ld	Cl	Int	WP	Armour	Save	Weapons	Other Equipment	Points
TROOPER	M	WS	BS	S	T	W	I	A	Ld	Cl	Int	WP	Armour	Save	Weapons	Other Equipment	Points
TROOPER	M	WS	BS	S	T	W	I	A	Ld	Cl	Int	WP	Armour	Save	Weapons	Other Equipment	Points
TROOPER	M	WS	BS	S	T	W	I	A	Ld	Cl	Int	WP	Armour	Save	Weapons	Other Equipment	Points
TROOPER	M	WS	BS	S	T	W	I	A	Ld	Cl	Int	WP	Armour	Save	Weapons	Other Equipment	Points

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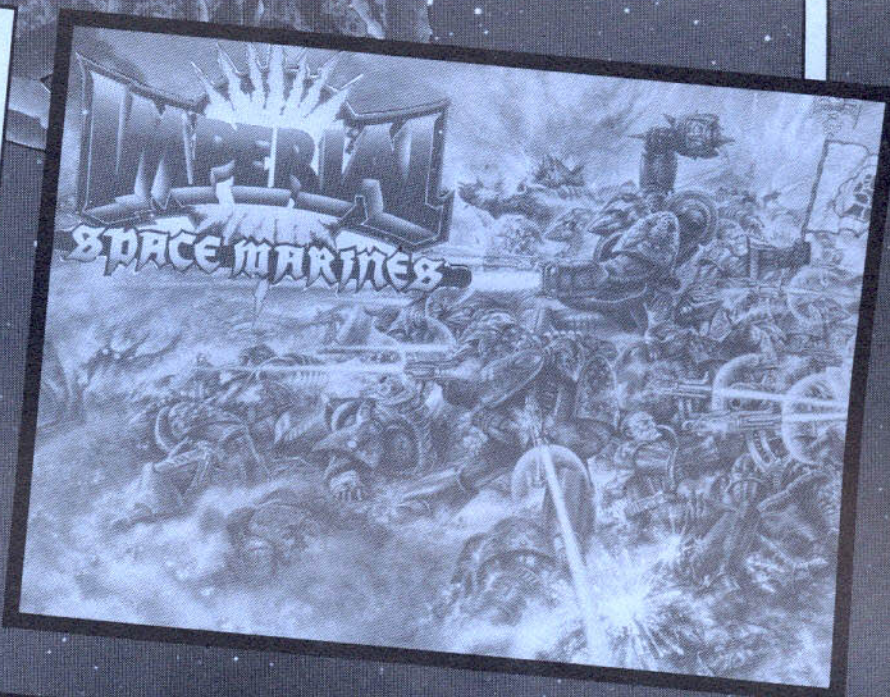
Thought for the day.
To err is to invite retribution.

WARHAMMER
ROGUE 40,000 TRADER
MINIATURES

To launch the **Warhammer 40,000** range of miniatures and tabletop accessories **CITADEL MINIATURES** have produced two exciting boxed sets and the first models in a comprehensive blisterpacked range that will ultimately cover all the major military and racial warriors of the far-future.
THE IMPERIAL SPACE MARINES boxed set is the ultimate in miniatures kits. Each box contains 17 sprues of incredibly detailed, hard styrene plastic components. There are enough pieces to construct a veritable army of the Empire's major troopers, 30 complete models in fact! There are suitable components for building special weapon and personality models as well as standard troopers and the range of possible variations is almost endless, as evidenced by the numerous photographs of these models throughout this volume.
THE SPACE ORK RAIDERS boxed set provides a selection of models of the most popular alien race - the ORKS! Perfect antagonists for the Space Marines Set, the box contains 17 expertly crafted metal models including four personality models and thirteen Ork troopers armed with bolters. Troopers are supplied with randomly assorted head variations and again the complete set has been featured in various of the battle photographs throughout this book.

THE WARHAMMER FAMILY OF GAMES

Warhammer 40,000 is the third member of the Warhammer family, joining the best-selling **Warhammer Fantasy Battle** and **Warhammer Fantasy Roleplay** rules. Both games share a highly-detailed fantasy world, and the **Warhammer Fantasy** range is constantly being updated - watch the news page of **White Dwarf** magazine for the latest news.

WARHAMMER FANTASY ROLE-PLAY

Warhammer Fantasy Roleplay established itself as Britain's best-selling fantasy roleplaying game within a year of its release. the 368-page hardback contains complete rules for roleplaying in the world of **Warhammer Fantasy**, and is supported by the highly-acclaimed **Enemy Within Campaign**, and by frequent articles and adventures in **White Dwarf** magazine.

WARHAMMER FANTASY BATTLE RULES

Warhammer Fantasy Battle has been the world's most popular fantasy wargame for almost five years, and the hardback third edition rulebook includes information on new races, weapons and troop types gathered together for the first time. **Warhammer Fantasy Battle** is supported by a number of boxed scenario packs as well as by the extensive ranges of **Citadel Miniatures**, the **Citadel Journal** and **White Dwarf** magazine, and is without rival in the fantasy battle games market.
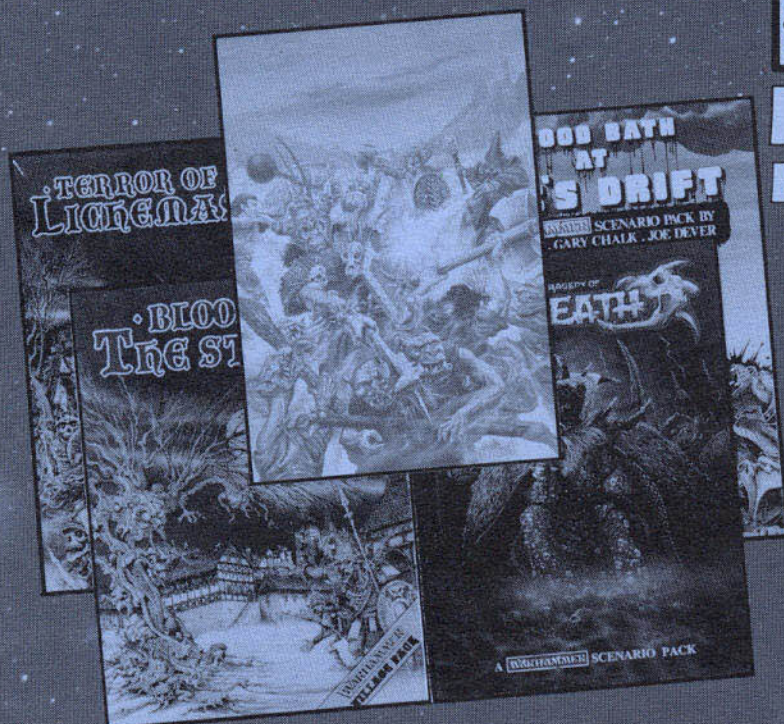
WARHAMMER
40,000
ROGUE TRADER

In the nightmare future of the fortieth millennia, only the superior psychic mind of the Emperor shields humanity from certain extinction. Dedicated to his service are the warriors, agents and myriad servants of the Imperium. Foremost amongst them stand the Space Marines, men strengthened by advanced bio-processing techniques to create the ultimate human warrior.

The galaxy is a hostile place. There are alien forces, even unwitting humans, that would enslave or destroy mankind if they could. The struggle continues unabated. Wars rage over airless planets, in the city-bottoms of hive-worlds and within the Imperium itself. From the dark regions of warp-space, chaotic entities spin webs to ensnare the weak and beguile the innocent. Everywhere, soulless spectres and slavering monsters are poised to extinguish the life of humanity.

**There is no time for Peace
No respite, No forgiveness.
There is only WAR.**

Warhammer 40,000 Rogue Trader is a miniatures based tabletop game designed for two or more players. You represent the forces of the Imperium or of any one of the many enemies ranged against its borders. Warhammer 40,000 Rogue Trader is suitable for games varying in size from shoot-outs and simple skirmishes to full-scale battles! Inside you will find rules and description covering -

- **Combat**
  - Rules for warfare in the distant future.
- **Equipment**
  - The technology of conflict described.
- **The Age of the Imperium**
  - full details of history, background and warriors.
- **The Advanced Gamer**
  - A further selection of rules and information for advanced play.
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DATA:
Number of Players: 2 or more
Age: 16 to Adult
Playing Time: 1 or more hours
Cover Art: John Sibbick

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