

ONLY WAR™

HAMMER OF THE EMPEROR™



THE GUARDSMAN'S
HANDBOOK

WARHAMMER
40,000
ROLEPLAY

ONLY WAR™



ROLEPLAYING IN THE GRIM DARKNESS
OF THE 4TH MILLENNIUM

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INTRODUCTION

"We're going out there to fight the worst the universe can throw at us, and we've got nothing but the weapons in our hands and our wits to fight them. But do you know what that means, soldier? If you're clever and tough and lucky enough to survive it all, everything else will seem easy!"

—Unknown Imperial Guard Sergeant,
before the battle of Garhiv

HAMMER OF THE EMPEROR is a supplement for **ONLY WAR** focused on the soldiers of the line who protect the Imperium of Mankind from the countless threats posed by the unrelenting galaxy of the 41st Millennium. These heroes are men and women hailing from worlds across the galaxy, fighting with the resources they have been given and seizing victory through their wits and their determination. Imperial Guardsmen often fight and die unsung, their valour and their failures known only by their surviving squad mates or by none at all. But despite the odds, they serve, for such is the duty of the Imperial Guard.

WHAT'S IN THIS BOOK?

This volume contains a plethora of new options for Player Characters, including new regiments of legend and regimental options, Advanced Specialities for Guardsman characters, and a host of new Talents, Orders, and wargear. It also includes rules for creating Mixed Regiments and Mounted Combat, opening up even more new kinds of tactics and tales in **ONLY WAR**.

CHAPTER I: HEROES OF THE IMPERIUM

Chapter I: Heroes of the Imperium focuses on the regiments of the Imperial Guard, adding both famous regiments from the Warhammer 40,000 universe and new options to support the creation of original regiments. From the Attilan Rough Riders and Armageddon Steel Legion to the Tanith First-and-Only and Valhallan Ice Warriors, this chapter introduces some of the best-known regiments alongside supplemental Regiment Creation Rules to build these regiments and countless others. Further, this chapter contains rules for Mixed Regiment formations, allowing players to create diverse Squads that draw from two or more Imperial Guard regiments.

CHAPTER II: ADVANCED FIELD TRAINING

The second chapter introduces Advanced Specialities, new Specialities for experienced Guardsman characters that allow them to replace their starting Speciality, either to focus on enhancing specific skills they have already developed or cultivate new abilities to represent the incredible versatility of Imperial Guard troopers. This chapter contains such Advanced Specialities as Sharpshooter, Field Surgeon, and Sentry, each of which has access to different Comrade Advances, Aptitudes, and tools of the trade.



CHAPTER III: RULES OF WAR

The third chapter introduces new options for all characters, including a wide array of new Talents to suit all Specialities and expanded Comrade Orders that allow Player Characters and their Comrades to use new tricks and tactics on the field of battle. It also contains an Extended Armoury with weapons and wargear to equip regiments both new and old and rules for Variant Pattern Creation that aid with the creation of new versions of existing weapons and equipment. Finally, this chapter contains the rules for Mounted Combat to accompany the inclusion of cavalry regiments (such as the Attilans and the Death Riders of Krieg), allowing players to fight from the backs of mighty steeds chosen from a list of profiles or invented with the Mount Creation system.



HEROES
OF THE
IMPERIUM

- NEW REGIMENTS
-
- NEW HOME WORLDS
-
- NEW DOCTRINES
-
- REGIMENTAL DRAWBACKS
-
- MIXED REGIMENTS

CHAPTER I: HEROES OF THE IMPERIUM

"Sacrifice is the nature of service to the God-Emperor. Labourers offer up their toil, priests pledge of their faith, and Guardsmen give their lives."

—Scrivener Cellivar Gehan

In the **ONLY WAR** Core Rulebook, a number of pre-generated Imperial Guard regiments are presented for use by Players and Game Masters both. These are some of the most famous and well-respected regiments in the galaxy, such as the Death Korps of Krieg, the Mordian Iron Guard, and the vaunted Cadians. Along with these regiments, a comprehensive, point-based regiment construction system is included that allows for the construction of custom regiments to fill the needs and desires of Players and Game Masters alike. This chapter expands on both the pre-generated regiments and the available options for regiment creation, as well as introducing new rules for creating Mixed Regiments.

The new pre-generated regiments include Rough Rider regiments, fast-striking units mounted on sturdy beasts, and represented by the savage Attilan Rough Riders and the implacable Death Riders of Krieg. These regiments (and the option to build your own Rough Rider regiments) are complemented by the rules for Mounted Combat presented in **Chapter III: Rules of War** (see page 132). Other noteworthy regiments and organisations introduced in this volume include the Armageddon Steel Legion, the Valhallan Ice Warriors, the Tanith First-and-Only, the "Last Chancers," and the elite of Cadia, the Kasrkin. Finally, it contains two regiments local to the Calixis Sector serving in the Spinward Front: the Brontian Longknives, renowned for their deadly skill with the blade and harsh code of honour, and the Scintillan Fusiliers, an elite regiment from the Calixis Sector's major hive world, who first appeared in the adventure supplement **ELEVENTH HOUR**.

Along with these regiments are more regimental creation options, including new Home World options such as forge worlds, frontier worlds, and mining colonies, and new Regiment Types provide support for creating Rough Rider regiments, powerful artillery regiments, and deadly guerilla regiments. New Training and Equipment Doctrines allow for even further customisation and specialisation. Options such as Anti-Armor and Vanguard Doctrines grant access to a plethora of new abilities, equipment, and storytelling options. This section also contains rules for Regimental Drawbacks. These are penalties that players and Game Masters creating a new regiment can choose to take on in exchange for extra points toward regimental options. These Drawbacks can add an extra layer of depth and open up new roleplaying options for playing members of these blighted or unfortunate regiments, those who have disgraced themselves on the battlefield to warriors who hold themselves to an unrelenting code of conduct to Guardsmen who have lost their home world to the enemies of Mankind.

Finally, this chapter contains rules for creating Mixed Regiment formations, allowing players and Game Masters to create groups of characters from diverse backgrounds united under a single banner to serve the Imperium. These rules can be used to create numerous different formations, from "mongrel" regiments formed from the tattered survivors of multiple regiments to squads formed from various specialists pulled from across a battlefield to perform a specific task. Mixed Regiments open up a number of new options for Game Masters and players alike, allowing for new configurations and new stories of soldiers with diverse ideologies and methods serving the same cause on the brutal battlefields of the 41st Millennium.

NEW IMPERIAL GUARD REGIMENTS

"The regiment is the basic building block of the Imperial Guard. It is its primary force projection vector and its standard formation for every type of unit from reconnaissance to heavy armour. The regimental structure defines both the mission and the man carrying out that mission, and it is in the regiment that the Imperial Guardsman finds his strength."

—From the *Tactica Imperialis*

The following regiments are presented here to add extra depth and more options to Players and Game Masters of **ONLY WAR**. Each entry outlines the important history of the regiment and its founding, if such information is known, along with standard equipment and training and a brief discussion of the regiment's current mission in the Spinward Front. These regiments were created using the Regiment Creation Rules found on page 16–35 of the **ONLY WAR** Core Rulebook along with new regimental options that can be found starting on page 36 of this volume.



I: HEROES OF THE IMPERIUM

Daily Investigation Data-Log (Inscribed) I

Today, I have been greatly honoured by the Departamento Munitorum. I have been provided with a rare opportunity to leave the comfortably bustling alcoves and passages filled with other scribes, tables for the sacred rites of transcription and tabulation, and countless reams of data to be processed. Oh, I knew this might happen, ever since the Emperor smiled upon me and I was moved from triplicating the records from the world of Dreah to the august task of secondary calculation of the flow of Imperial Guard rations to the regiments stationed on the world of Cępyrsk in the Spinward Front. As such, it was only natural that when I found what appeared to be a vast miscalculation on the part of the primary chronicler (a preponderance of supplies being sent to this world with a mere two active regiments and an enemy presence so minor it hardly appears on the records at all), I would be tasked with examining it. Of course, I did not expect to be so honoured as to be given the chance to explore the inconsistency in person, asking the very troopers of the Attilan Rough Riders 264th and Death Riders of Krieg 91st myself where these phantom supplies have gone! As I write this, I find myself aboard a void-ship bound for the warfront. I shall see for myself how the mighty warriors of the Imperial Guard comport themselves against the wretched foes of mankind. Indeed, how could such an amazing opportunity befall me?

—Cellivar Gehan, Secondary Chronicler of Calixis Supply Route 4754a to the Imperial Guard forces in the Spinward Front

ARMAGEDDON STEEL LEGION

"Heroes of Armageddon! You have withstood the evil savagery of the Orks, and they have left nothing for you to fear. So raise high the black banners of vengeance—now is our time."

—Commissar Yarrick during the Third War for Armageddon

Regiments of the Imperial Guard vary widely from one world to the next. Civilization, training, and technology levels are wildly varied from one culture to the next within the Imperium, resulting in forces mounted on horseback and carrying spears next to elite troops bearing advanced grav-chutes deploying from Valkyrie Assault Carriers. Within these parameters, large formations of mechanised infantry are very uncommon within the Imperial Guard.

The reason for this rarity is because the resources required to equip and maintain vast numbers of armoured vehicles are difficult to acquire, even for such personages as Imperial Commanders and Planetary Governors. Typically, gathering so many war machines also requires a pact or agreement with the Adeptus Mechanicus, for it is the Tech-Priests and Engineers of Mars who ensure that these vehicles can operate (and be repaired should they suffer damage) in the heat of battle.

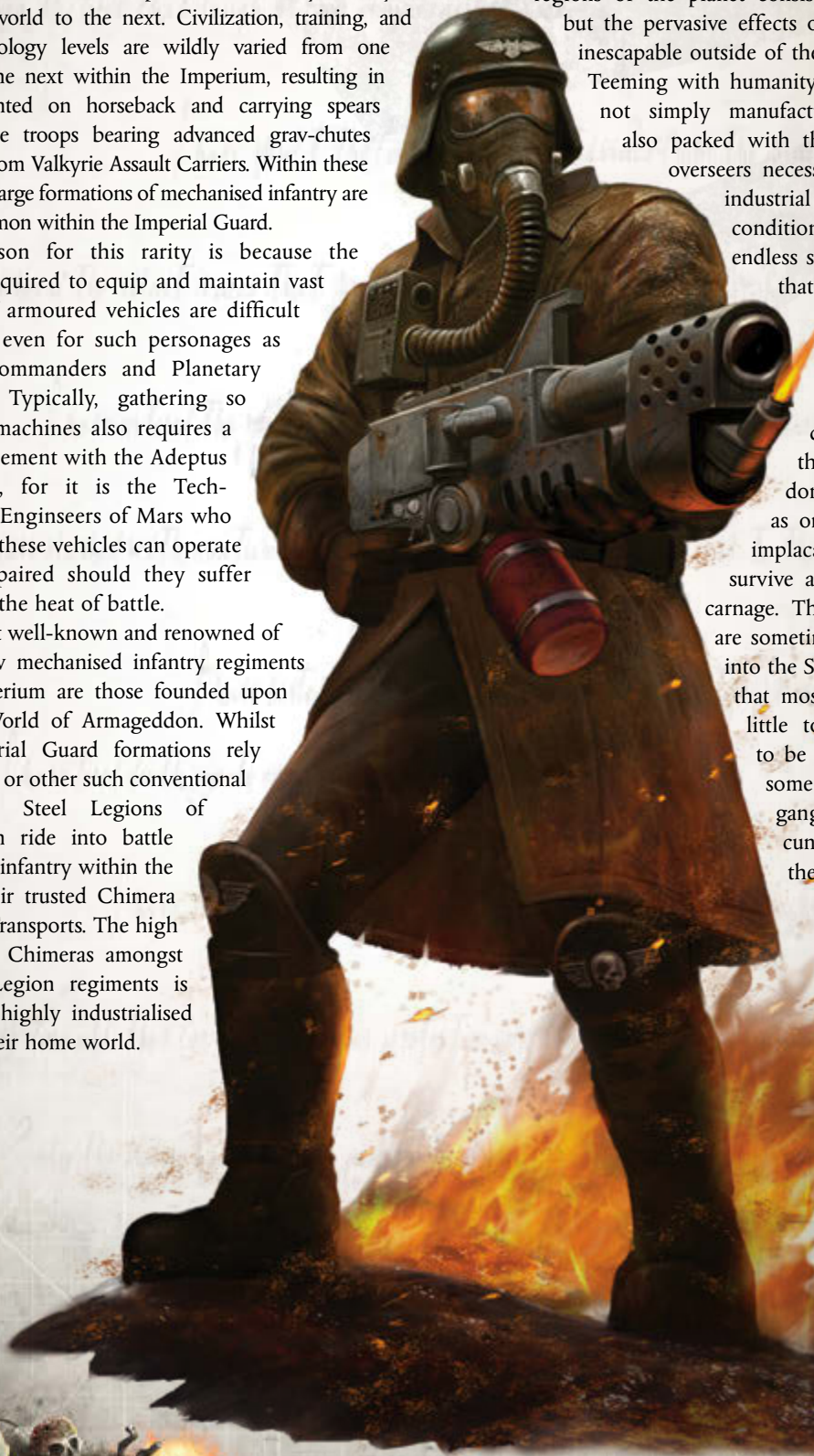
The most well-known and renowned of the rare few mechanised infantry regiments in the Imperium are those founded upon the Hive World of Armageddon. Whilst some Imperial Guard formations rely upon horses or other such conventional steeds, the Steel Legions of Armageddon ride into battle as mounted infantry within the hulls of their trusted Chimera Armoured Transports. The high numbers of Chimeras amongst the Steel Legion regiments is due to the highly industrialised nature of their home world.

Armageddon is one of the foremost manufacturing planets for Chimeras and produces vast numbers of this vehicle for use across the Imperium of Man. So great is Armageddon's output of Chimeras that an extremely high proportion of regiments raised from that world are mechanised infantry. These highly mobile forces are skilled at rapidly redeploying convoys of vehicles to engage the enemy. Often, the Steel Legion's vehicles simply overrun the enemy's front lines, allowing the infantry to dismount and sweep the area clear of aggressors.

The world of Armageddon consists of huge ash wastes choked with toxic pollutants and corrosive chemicals. Some regions of the planet consist of jungles and oceans, but the pervasive effects of industrial pollution are inescapable outside of the world's great hive cities.

Teeming with humanity, Armageddon's hives are not simply manufacturing centres—they are also packed with the crowded workers and overseers necessary to keep the massive industrial complex running. These conditions give rise to a seemingly endless series of savage gang wars

that erupt regularly amongst the underclasses on Armageddon. Many recruits into the Steel Legions are taken directly from veterans of these brutal struggles for dominance of the underhive, as only the fiercest and most implacable gangers manage to survive and even thrive upon the carnage. The gangs of Armageddon are sometimes conscripted en masse into the Steel Legions, and it is said that most of these gangs require little to no additional training to be effective soldiers. In fact, some squads that were formerly gangers excel at inventive and cunning small-unit tactics on the battlefield.



REGIMENT RULES

Characters belonging to the 808th Armageddon Steel Legion receive the following advantages.

Characteristic Modifiers: +3 Agility, +3 Fellowship.

Starting Skills: Common Lore (Imperium), Deceive, Forbidden Lore (Orks), Linguistics (Low Gothic), Operate (Surface)

Starting Talents: Hatred (Orks), Heightened Senses (Hearing) or Paranoia or Unremarkable, Rapid Reload, Resistance (Fear)

Surefooted: Armageddon is a cramped urban wasteland frequently ravaged by war, and its people have grown accustomed to moving efficiently through the wreckage of broken buildings and shattered streets. Rubble does not count as Difficult Terrain for Armageddon Steel Legion characters, and when Running or Charging through a such terrain, they take no penalty to Agility Tests to keep their feet.

Unused to the Open: The people of Armageddon spend their lives in the shadows of massive spires and the confines of a place filled with structures and human habitation. Though this makes them experts at moving in the labyrinth of a hive, it often leaves them disoriented when in the open or in other divergent environments. While outside of an enclosed or artificial environment (such as a hive city, starship, or similar place), they suffer a –20 penalty to **Navigate (Surface) Tests**.

Wounds: Characters from this regiment begin play with –1 starting Wounds.

Standard Regimental Kit: 1 M36 lasgun and four charge packs per Player Character, 1 knife per Player Character, 1 toxic-environment trenchcoat per Player Character, 1 Armageddon rebreather per Player Character, three frag grenades per Player Character, three krak grenades, uniform per Player Character, 1 set of field gear (rucksack, mess kit and water canteen, blanket and sleep bag, set of basic tools, rechargeable lamp pack, grooming kit, set of ident tags, Imperial Infantryman's Uplifting Primer, 4 weeks' rations) per Player Character, and a single Chimera Armoured Fighting Vehicle per Squad.

Favoured Weapons: Grenade launcher, missile launcher.

CREATING THE 808TH ARMAGEDDON STEEL LEGION REGIMENT

The rules for the 808th Armageddon Steel Legion Regiment were created using the Regiment Creation Rules in the **ONLY WAR** Core Rulebook and this volume. The following options were selected:

Home World: Hive World, but with the Accustomed to Crowds and Hivebound Traits replaced with the unique Surefooted and Unused to the Open Traits described in the Regiment Rules.

Commanding Officer: Maverick

Regiment Type: Mechanised Infantry

Doctrines: Favoured Foe (Orks)

Total Cost: 11 points

THE WARS FOR ARMAGEDDON

The citizens of Armageddon are no strangers to brutal warfare. Their world has suffered greatly during the 41st Millennium at the hands of invaders throughout no less than three devastating wars launched by the enemies of humanity.

THE FIRST WAR FOR ARMAGEDDON (444.M41)

Few records exist of this event, as much of it has been utterly purged by agents of the Inquisition. Fragments that remain describe a world gripped by a massive Daemonic incursion.

The foul Daemons of Chaos were defeated only at great cost by heroes such as Logan Grimnar of the Space Wolves Chapter and his valiant Space Marines. Some whisper that the world and many surrounding systems were purged in the aftermath of this invasion, and that the feared Daemonhunters of the Inquisition—the Grey Knights—were somehow involved.

THE SECOND WAR FOR ARMAGEDDON (941.M41)

Warboss Ghazghkull Mag Uruk Thraka, quite possibly one of the most charismatic and dangerous Ork warlords in the galaxy, led a massive Waaagh! of Orks to invade Armageddon, starting the Second War for that planet. Warp storms prevented Imperial reinforcements from reaching the embattled world, forcing Armageddon's defenders to fight alone against the green onslaught. Making things exceptionally worse for the defenders was the incredibly dangerous incompetence displayed by the planet's Imperial Commander, Overlord Herman von Strab. The war was costly, causing enormous casualties amongst the planet's population, and it was only due to the heroic efforts of the legendary Commissar Yarrick at Hive Hades that the forces of Armageddon were able to hold the line. Fortunately, other valiant forces were eventually able to make planetfall and support Commissar Yarrick and the Steel Legions. Space Marines from the Blood Angels, Salamanders, and Ultramarines Chapters threw back the Orks in several engagements, and the Titans of the Legio Metallica fought bitterly with Ork Gargants across Armageddon's surface. In the end, the Warp distortions blocking access to Armageddon abated, and fresh reinforcements arrived to help secure the planet's warzones. Warboss Ghazghkull left Armageddon to gather his strength and plan a new invasion, vowing revenge against Commissar Yarrick.

TIMELINES AND THE STEEL LEGION

ONLY WAR takes place in 817.M41, well before the second or third wars for Armageddon. However, much of the defining history and character of the Steel Legions is tied into the wars they have fought against the Orks and Ghazghkull Thraka. The Steel Legions presented here represent the most iconic elements of the regiments, including the effects of their battles during the second and third war for Armageddon. The Game Master is the final arbiter of whether and how the Armageddon Steel Legion should be presented in the Spinward Front.

THE THIRD WAR FOR ARMAGEDDON (998.M41)

More than fifty years after the second war for Armageddon, Ghazghkull Mag Uruk Thraka launched a new onslaught against the planet. This time, Ghazghkull had made alliances with other notable Orks, such as the fierce Nazdreg Ug Urdgrub and the diabolically clever Mekboy, Orkimedes. An enormous Ork fleet soon arrived in the sector, smashing into the heroic but hideously outnumbered ships comprising Battlefleet Armageddon of the Imperial Navy. While the Ork fleet arrived in the Armageddon system, Commissar Yarrick had taken command of the Imperial forces on Armageddon itself and hastily organised a plan to prepare for the coming invasion. The Imperium was not without its defenders—Titan Legions, Space Marines, and the Sisters of Battle reinforced Armageddon's existing defences alongside the forces of the Imperial Guard. Ork Roks (hollowed-out asteroids with crude steering mechanisms) smashed into Armageddon's

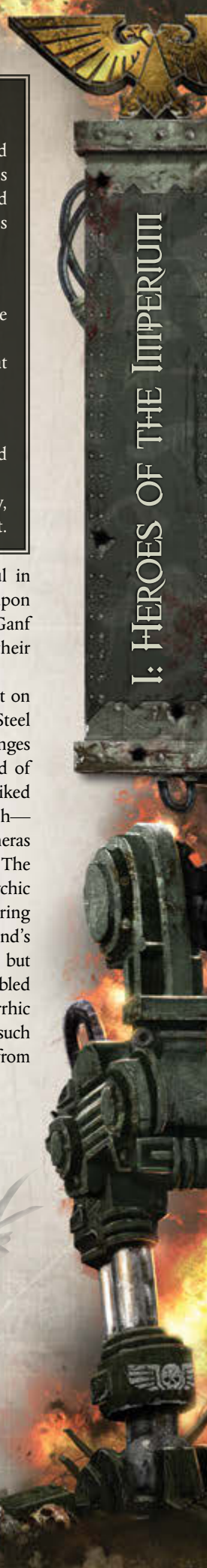
surface and disgorged massive hordes of Orks. Meanwhile, alien forces and heavy equipment—including many Ork Gargants and other massive war machines—arrived directly on the planet via the Orks' "tellyporta" technology. After the initial assault, the Third War for Armageddon bogged down into a large number of individual clashes between the Orks and the Imperials. Frustrated by the growing stalemate result of the war, Ghazghull left the planet to seek other, greater battles, closely pursued by Commissar Yarrick. Battles still rage upon the surface of Armageddon, with no end in sight.

GEAR AND TRAINING

So toxic are the ash wastes of Armageddon that a man breathing its air freely would feel his lungs begin to melt and rot away. It is for this reason that the Armageddon Steel Legions are heavily protected against toxic and polluted environments. Each Steel Legion soldier wears a protective trenchcoat, gloves, and a visor to keep his exposure to the corrosive atmosphere at a minimum. Possibly the most iconic piece of gear for the Steel Legion is the rebreather unit carried by every trooper. These units are capable of filtering out the worst effects of any airborne poisons and are the primary reason that many Steel Legion Guardsman have survived doing battle upon the ash wastes. Senior officers have rebreathers that are often shaped into a mask similar to that of a grinning skull. The Guardsmen of the Steel Legion are not the only things protected from venomous environments. Throughout the Steel Legions, all vehicles are fully enclosed and possess airtight seals to ward passengers from the foul and acidic atmosphere encountered by convoys traversing the ash wastes. The Steel Legion takes special care to protect their mighty banners, each one hung with trophies of honour and no small amount of Ork kill markers. These banners are coated with highly resistant materials in an attempt to preserve them from the wastelands' acidic decay.

The troopers of the Armageddon Steel Legion are particularly skilled in the arts of mechanised infantry and have a special expertise at battling Orks. In addition, Guardsman from Armageddon make fine assault troops for fighting urban and hive environments as well as heavy industrial zones, chemical sumps, and other such toxic regions. Their equipment and experience with such acrid environments make them invaluable for trudging through all sorts of polluted or otherwise noxious wastelands, from underhives filled with the toxic residue of ancient atomic generators to ruin-filled swamps rife with hallucinogenic flora, quicksand, and near-invisible pockets of lethal gas.





EQUIPMENT OF THE 808TH ARMAGEDDON STEEL LEGION REGIMENT

The Armageddon Steel Legion uniform consists of a chemically-treated toxic-resistant trenchcoat, usually worn buckled along the chest, a helmet with special straps and lockplates for the Armageddon-pattern rebreather that every soldier is issued. Additionally, soldiers of the Steel Legion wear thick, toxic-resistant gloves and boots, a basic set of trousers and an undershirt. Unusually, the fabric and condition of these uniforms are quite standard, thanks to the standard resources of their highly industrialised home world.

TOXIC-RESISTANT TRENCHCOAT

Each Guardsman of the Armageddon Steel Legions is equipped with a toxic-resistant trenchcoat, boots, and gloves. The specially-treated gear protects a Guardsmen from the most polluted or chemically toxic environments.

A character protected by a toxic-resistant trenchcoat gains the Resistance (Poisons) Talent and reduces all Damage that he would suffer from the effects of the Toxic Quality by 2 (to a minimum of 1).

ARMAGEDDON-PATTERN REBREATHER

Designed to keep the wearer alive in even the most noxious atmosphere, the rebreather consists of a mask (often shaped like a skull for senior officers) connected by hose to a small air supply.

A character wearing an Armageddon-pattern rebreather is immune to the effects of gases and issues of air quality, and can even survive underwater at limited depths. The air canister lasts for two full hours before requiring replacement.

THE ARMAGEDDON STEEL LEGION IN THE SPINWARD FRONT

So far, Lord Marshal Ghanzorik has deployed Armageddon Steel Legion regiments into only a handful of warzones in the Spinward Front. These regiments have mustered at Cyclopea to assist with the tithe preparations there to muster new Imperial Guard forces, and from there they were sent to the Departamento Munitorum Depot on Ganf Magna to assist with operations against the feral Ork tribes plaguing that world. The Armageddon Steel Legion regiments operating on Ganf Magna recently received an unexpected benefit. Due to a bureaucratic error somewhere in the byzantine organisation of the Departamento Munitorum, a large number of Deathstrike missile launchers were mistakenly routed to the Steel Legion mustering areas on Ganf Magna. The Guardsmen from Armageddon have embraced this addition to their nominal strength and are relishing the opportunity to use such devastating weapons.

ARMAGEDDON STEEL LEGION 808TH

The Armageddon Steel Legion 808th is known for its aggressive and hard-charging officers, whose leadership style has earned the regiment a considerable reputation for trying unusual—and often quite risky—manoeuvres to approach the enemy by surprise or at great speed.

This regiment first attracted attention when it became engaged in a bitter and violent battle against a group of Orks on Ganf Magna. Despite the primitive weapons and equipment of the local Ork mobs, they won several victories over the 808th through surprisingly cunning use of terrain, stranding the regiment's transport vehicles in a series of narrow passes and overwhelming the soldiers within with their characteristic brutality. The 808th

recovered from their losses and proved more successful in later engagements, swearing to avenge themselves upon the Greenskins by seeing every Ork expunged from Ganf Magna—only to be redeployed shortly thereafter, their tempers still unquenched in the black blood of the Orks.

The 808th recently saw action in a bizarre engagement on the planet of Sisk. Originally meant as a training exercise, a Steel Legion convoy of Chimeras was on patrol in the outer fringes of the northern continent when they encountered a band of rogue psykers and mutants led by a hulking figure in spiked power armour. The battle that followed was nightmarish—dramatic seismic upheavals rendered many of the Chimeras useless, and the Steel Legion was forced to dismount. The Armageddon troopers fought through the enemy's psychic projections, crossing trenches of living fire and enduring assaults by ambulatory slime. The mutants and the warband's commander inflicted severe casualties on the Steel Legion, but the regiments' ability to withstand toxic environments enabled them to survive the onslaught and press on to claim a pyrrhic victory. Few other Guardsmen could have accomplished such a feat, and the banner of the 808th received a blessing from Sisk's high cleric in honour of their bravery.



ATTILAN ROUGH RIDERS

"A soldier afoot is no soldier at all."

—Common saying among the Attilan Rough Riders

Hailing from the feudal world of Attila, an ancient colony located in Ultima Segmentum, the Attilan Rough Riders are one of the most famous Imperial Guard regiments, alongside the likes of the doughty Cadians, the intractable Valhallans, and the stoic Krieg. Attila's society was once composed of fractured, scattered nomadic tribes who spent their lives herding their animals and warring with one another for food, land, horses, and dominance. For centuries they existed like this, perfecting both their ways of war and the breeding of their unique horses, until the Imperium rediscovered them and began bringing them back into the Emperor's fold.

Attila is a rugged and striking world, slightly smaller than Terra, dominated by broad, arid steppes. Its single continent spans nearly half of the planet, with the rest being deep, impenetrable seas. At the centre of Attila's single continent is a vast desert. Brutally extreme in its temperature variations and weather patterns, it is a baking desert during the summer season and a howling, icy expanse of sand, snow, and wind in the winter. The steppes and savannah for which the planet is known ring this central desert, and are home to nearly all of the planet's population.

This scant habitable area is defined by a stunning array of rolling plains, soaring mountain ranges, deep inland seas, and powerful, rushing rivers. At the very extremes of the continent, all along its long coastline, are dense forests of tall evergreens. There is only one city on Attila, the bustling metropolis of Khanasan. It is here that the Attilans have their government, their main trading centres, and the small, barely tolerated Imperial and Ecclesiarchy missions.

The Attilans themselves are a hardy, passionate, small-framed, people with nut-coloured skin, black hair and eyes, and striking, weather-beaten features. Some Attilans sport long braids or tangles of hair, and many Attilan men sport impressive moustaches that fall across their craggy faces. Attilans of both genders tend to be bandy-legged and long armed, with broad shoulders and piercing eyes. They move with the loping, bow-legged gait of lifetime riders, and are graceful and elegant in the saddle. Some undergo ritual scarification as a part of their coming of age ceremony—long, deep, vertical cuts are made in their cheeks, into which ashes are rubbed to encourage scars that mar the Attilans' faces.

Attilan life is innately tied to various animals. Two species are of particular importance to them: the Ovigor, a herd animal that provides critical sustenance and, of course, the mighty horses that the Attilans ride into battle. Horses serve as the faithful companions and mounts, and Ovigors make up the core of the Attilans' staple diet on their home world.



REGIMENT RULES

Characters belonging to the Attilan Rough Riders gain the following advantages:

Characteristic Modifiers: +3 Agility, -3 Ballistic Skill, +3 Toughness, +2 Weapon Skill.

Starting Aptitudes: Agility.

Starting Skills: Athletics, Common Lore (War), Survival.

Starting Talents: Ambush or Skilled Rider, Catfall, Champion *or* Double Team, Die Hard, Street Fighting.

Fluency: As with most feudal worlders, few Attilans take the time to learn to read and write, consumed as their lives are by warfare. Written language is largely the domain of scribes, and even many of the elite see little reason to concern themselves with this specialised task. Because of this, Attilans do not start with the Linguistics (Low Gothic) Skill at character creation, although they are still capable of engaging in any verbal communication in Low Gothic that does not require a Skill Test.

Suspicious of Machine Spirits: While the Attilans possess the understanding of technology required to wield their weapons and sufficient knowledge of august tech-rites to maintain their own equipment, life on Attila does not prepare them for many of the arcane machines and devices that they encounter in service of the God-Emperor. Attilans suffer an additional -10 penalty on Common Lore (Tech), Medicae, and Tech-Use Skill Tests unless they are trained in that Skill.

Sanguinary Bond: The Attilan's have lived alongside their mounts for millennia. Their entire cultural identity is centred around these tough, compact, and reliable horses, and the creatures are used not only as mounts and work animals, but for food, materials, and in the Attilan's various religious rites. The Attilans and their horses share a deep bond of culture, tradition, service, and affection. When in the field, far away from Imperial Logistics, Attilans can even drink small portions of the blood of their mounts to sustain them, draining off small amounts of blood at a time and mixing it with foraged plants to create a nourishing slurry that they heat over a fire. When in the field with their mounts, members of Attilan Rough Rider regiments never suffer penalties for hunger or thirst brought on by deprivation.

Skirmishers: When member of a this regiment hits a Surprised or Unaware target as part of a Strike and Fade Mounted Special Action, he increases the distance his Mount can move after the attack by a number of metres equal to his Mount's Agility Bonus.

Pride Over Life: Members of this regiment must pass a **Difficult (-10) Willpower Test** to refuse any formal challenge or ignore any other major slight to their honour. If a character from this regiment succeeds on the Test, he sees the bigger picture and ignores the challenge or attempt to goad him into action. If he fails on the Test, however, he must engage the individual in question (either in a duel to settle matters in a formal and stylised fashion or simply in a brawl to express himself with his fists) or suffer a -10 penalty to Willpower Tests for the remainder of the session. This penalty is cumulative should he refuse multiple challenges to his dignity over the course of a single session. The Game Master can modify the difficulty of the Test—and the scale of the effects of failing it—as he deems appropriate to the situation.

Wounds: Characters from this regiment gain +1 additional starting Wound.

Standard Regimental Kit: 1 Good Craftsmanship hunting lance (Main Weapon) per Player Character, 1 Good Craftsmanship laspistol and 4 charge packs per Player Character, two frag grenades per Player Character, 1 Mono knife per Player Character, two krak grenades per Player Character, two smoke grenades per Player Character, 1 flak jacket and flak helm per Player Character, 1 set of field gear (poor weather gear, rucksack, mess kit and water canteen, blanket and sleep bag, rechargeable lamp-pack, grooming kit, dog tags, Imperial Infantryman's Uplifting Primer, 2 weeks' rations) per Player Character, 1 gas mask per Player Character, 1 horse per Player Character (see page 139), 1 saddle per Player Character, two saddlebags per Player Character, 1 set of riding tack (reins, harness, etc) per Player Character.

Favoured Weapon: Hunting lance, bolt pistol.

The Attilan's native variant of the Imperial Creed uses iconography of the horse and rider to represent many aspects of the holy. Work, play, and the passage of seasons all centre on herding the Ovigor, as the Attilans move them to the centre of the continent during the summer for the good grazing into the temperate lands near the forests for the winter. Their deep bond with the horse as both working and fighting animals is one reason that so many Rough Rider regiments are raised on this planet.

The Attilans excel at raiding and skirmishing, and are used by the Imperial Guard as guerrilla fighters to great effect all across the galaxy. Their cavalry charges are in part terrifying and in part inspiring for their allies to behold, a striking testament to the will of the Attilans and the unyielding might of the Imperial Guard. To their enemies, these roaring walls of horses, soldiers, and volatile speartips are must seem nothing less than the hammer of the God-Emperor himself, smiting those who have woken his ire by provoking the Attilans.

CREATING THE ATILAN ROUGH RIDERS

The rules listed for the Attilan 264th "Swift Lances" have been created using the Regiment Creation rules included in this chapter and on page 58 of the **ONLY WAR** Core Rulebook.

Home World: Feudal World, but with the addition of the unique Sanguinary Bond Trait listed in the Regiment Rules above.

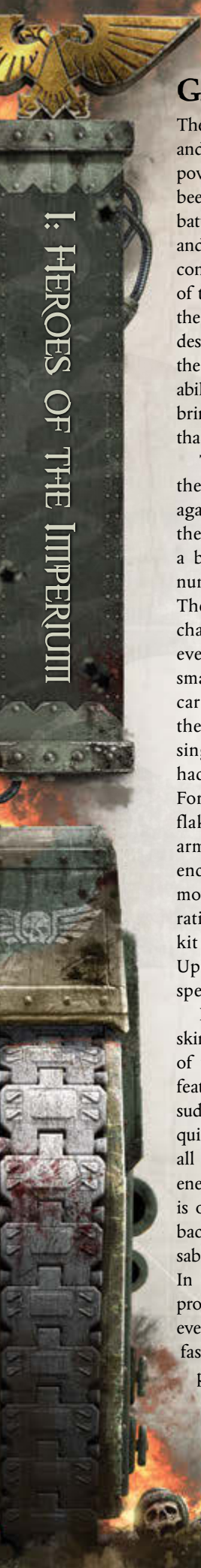
Commanding Officer: Sanguine

Regiment Type: Rough Rider

Doctrines: Hardened Fighters, Skirmishers

Drawback: Honour Bound

Total Cost: 12



GEAR AND TRAINING

The most important component of both the Attilan's training and wargear loadout is the redoubtable warhorse. Compact, powerful, and generally ill-tempered, these creatures have been bred for centuries for intelligence, fearlessness in battle, and incredible endurance. Their powerful muscles and impressive stamina grant them the ability to travel at a consistent and moderately quick pace across the kilometres of trackless steppe that make up the Attilan landscape. While the creatures obviously cannot actually fly, some riders describe a mounted charge as being akin to airborne, and the comparison is not entirely inapt. These creatures have the ability to cover short distances in surprisingly fast sprints that bring their riders within striking range much more quickly than their foes typically expect.

The Attilans carry a long and lethal hunting lance as their primary weapon. The hunting lance is roughly half again as tall as a man, is balanced and reinforced to absorb the shock of charging and thrusting, and is tipped with a bayonet-style mount that allows the trooper to use a number of speciality tips depending on their mission. These tips range from anti-armour tips using shaped charges or melta technology to mono-edged blades and even deadly plasma tips that rely on the detonation of a small plasma core to inflict their damage. In addition, they carry either laspistols or bolt pistols, which they use once their initial charge is complete, along with heavy, curved, single-edged sabres designed for the kind of heavy hacking and slashing that fighting from horseback entails. For protection, the Attilans wear a specially designed light flak armour based on their traditional lamellar riding armour that gives them adequate protection while not encumbering them overmuch or limiting their range of movement. Aside from a few grenades, their riding tack, rations, a few odds and ends from the standard regimental kit assigned from the *Departemento Munitorum*, and their *Uplifting Primer*, the Attilans carry little, relying on speed, surprise, and ferocity to protect them.

For the most part, the Attilan Rough Riders are raiders and skirmishers. They use guerrilla tactics honed over thousands of years of tribal warfare. They specialise in using terrain features and light cover to hide their movements, appearing suddenly over a rise or from behind a ridge and riding quickly down on their enemies, lances levelled and screaming all the while. This shocking spectacle rarely fails to shake enemies and scatter their formations. Once the initial charge is over, the Attilans wheel their mounts around and charge back into the thick of the enemy, using their sidearms and sabres with shocking efficiency to cut the enemy to ribbons. In the middle of these melees, the horses themselves also prove devastating weapons, biting, kicking, and trampling everything around them. The Attilans are also well trained in fast attack anti-armour tactics where their speed, agility, and pinpoint accuracy with the hunting lance can disable all but the most powerful armoured vehicles.

THE ATTILAN ROUGH RIDERS IN THE SPINWARD FRONT

Attilan Rough Rider regiments operating in the Spinward Front have been used to shockingly good effect by Lord Marshal Ghanzorik. Recognizing their aptitude for guerrilla fighting and both anti-infantry and anti-armour warfare, the Lord Marshal has deployed the Attilans under the command of the implacable Commander Tenzing, a protégé of the famous Attilan war chief Mogul Khamir. Under the leadership of Tenzing, the Attilans have spent most of their time in theatre battling Orks and human rebels, using their knowledge of skirmish warfare to cut a swath through the Ork and human forces alike, and sowing much discord throughout their enemies' armies.

THE ATTILAN ROUGH RIDERS 264TH

The Attilan Rough Riders 264th are a regiment that have won some note in the Spinward Front battling the various renegades and marauders who have struck at the flanks of Imperial supply lines and worlds left vulnerable by the major push against the Severan Dominate. Although they have participated in few of the major operations against the separatists in the Spinward Front, the populations of several Imperial worlds owe their continued existence to the swift reactions of the 264th. Commander Khutulun, one of Tenzing's most prominent pupils, has led the 264th on the worlds of Sisk, Sinophia, and Oriad, using the mobility of her force to harry and intercept groups of raiders as they land and before they can strike at vulnerable targets. Currently, the 264th is on the world of Cepyrsk, where it has been assigned with purging a larger group of renegades who have entrenched themselves in Garhive, the world's main hive.

Unfortunately, in recent months, the campaign has ground to a halt thanks to a number of aircraft possessed by the renegades. Without a dedicated core of anti-aircraft weapons, the Attilans, and Krieg stationed on Cepyrsk have been forced to fight a defensive battle, holding on until the proper support arrives. Commander Khutulun and her Attilans have been particularly aggravated by this turn of events. The Attilan Rough Riders favour the offence, using swift Rough Riders to throw the enemy into confusion before decisively crushing them with the bulk of their forces. As such, Khutulun has made targeting the airfields a priority, and hopes to rout the renegades defending these key locations with a set of rapid, aggressive strikes by her vanguard units while the aircraft engage the rest of the Imperial Guard at Garhive.





Daily Investigation Data-Log (Inscribed) CLXI

After months in the void, the journey is over. Or perhaps I should say, after months in the void, the journey begins. For as soon as the creaking craft bearing its load of lasguns (and myself) reached the ground and I could wrench myself from my appeals to Him on Earth for safe passage, I found myself in an even stranger realm of open ground and endless sky, a hive visible only in the vaguest distance.

The commander of one of the Imperial Guard regiments arrived at the drop site soon thereafter. Though I had never met a member of the Emperor's anointed warriors before, I had seen members of the proud Scintillan Fusiliers parade across a portion of the hive, their colours resplendent and their formation flawless.

Commander Khutulun, the leader of the Attilan 264th on Cephyrsk was not at all what I had expected. She and a small cadre of her elite approached on large, quadrupedal riding beasts. The Commander slid casually from her steed and approached one of the crates, carrying herself with a casual air of confidence utterly devoid of the Scintillans' formality. She drew a long knife from a scabbard at her belt and slashed open the bindings on one of the crates, then hefted the lid. Inside were rows of lasguns. Dropping the lid, she rounded on me harshly, and I could not help but step back.

"More lasguns? We did not request more lasguns. We need specialist equipment to bring down aircraft." Her tone carried an accusation, and I cast my eyes about before realizing that I was alone. Finding myself utterly without support, I pulled upon all of the pride of my noble calling and blustered.

"The *Departamento Munitorum* does not make mistakes."

At this, the commander cast her head back and laughed. I feared for a moment that the rough peals of her laughter might be my death knell. But she sheathed her knife and stuck me a blow on the back that I can only hope was intended to be friendly despite knocking the wind from me.

"Very well. I did not expect an ink-handed scribe to have a sense of humour."

-Cellivar Gehan, Secondary Chronicler of Calixis Supply Route 4754a to the Imperial Guard forces on Cephyrsk

BRONTIAN LONGKNIVES

"Call that a blade? I'd sooner march before an Ork horde naked than trust my life to so insignificant a shard of steel."

—Sergeant Uan Shaill, 5th Brontian Longknives

The hive world of Bront, located within the Golgenna Reach sub-sector, is known to be a particularly violent place, yet possesses a level of order and discipline not found in many other hive worlds. One of the younger hive worlds in the Calixis Sector, Bront was founded almost a decade after the end of the Angevin Crusade, a reward to the 33rd Army Group, the last of the Crusade's forces to be demobilized as the sector established itself. While not originally a hive world, Bront was swiftly industrialised, and was reclassified as a hive world within a mere thousand years of its founding.

Bront's populace was formed from the descendants of countless thousands of Imperial Guardsmen and their families from dozens of worlds, who had been brought together by the shared experience of conflict. As such, the population of Bront have strong traditions of military discipline and ancestral ties, with old regimental affiliations forming a system of clan-houses. These clans form the heart of Brontian society, maintaining ancient traditions from distant worlds and instilling a deep sense of loyalty and duty in its people. However, the military tradition that defines Brontian culture also ensures that the clans work tirelessly to be ready to defend the Imperium as their ancestors once did. Disputes between clans are resolved through ritualised mass battles, favouring an assortment of blades over pistols, rifles, and other ranged weapons.

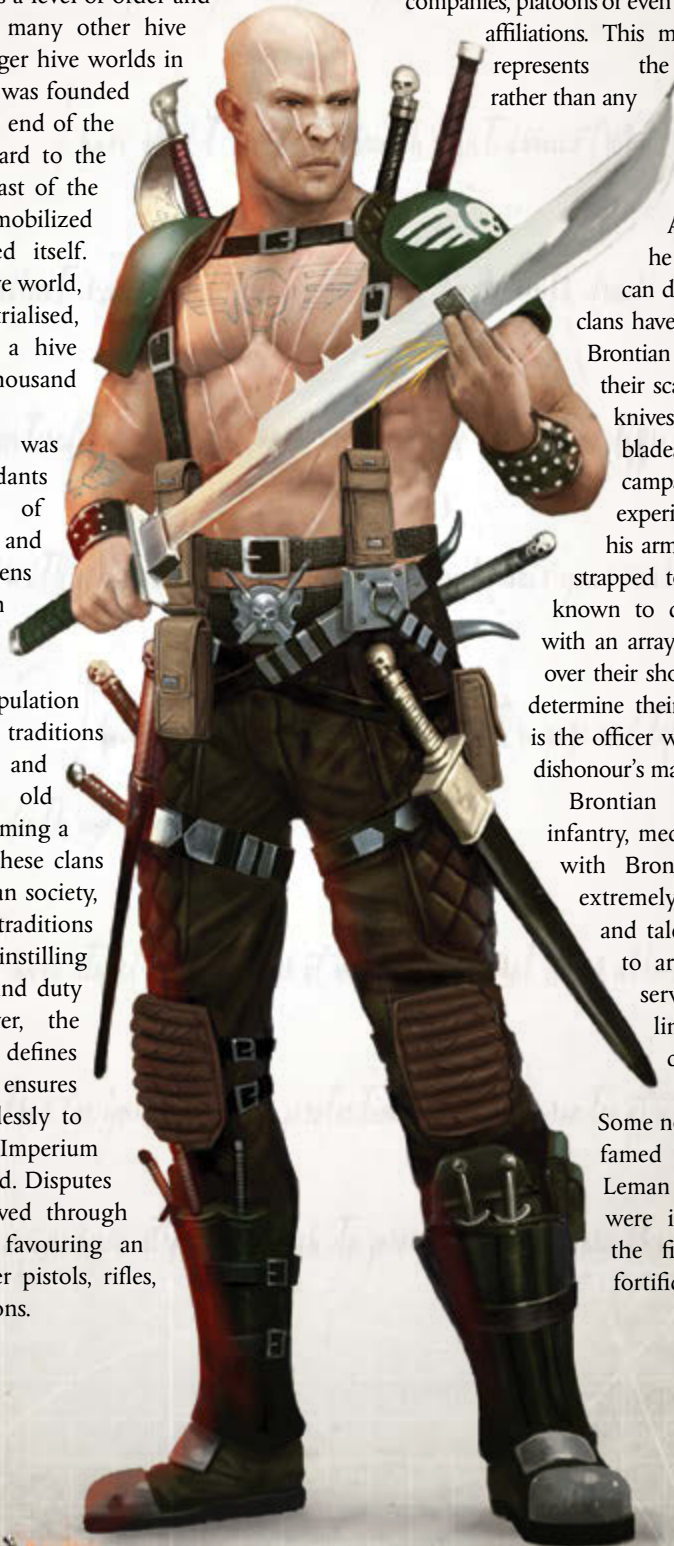
These ritual battles typically leave little more than scars, which are worn openly where possible to display a warrior's victories and losses, and every warrior knows and can recount the history of every one of his scars. While most scars are regarded as a sign of experience and honour, a few are viewed with scorn: scars upon a warrior's back are universally regarded as dishonourable, whether from the bite of a lash to punish a criminal, or from the edge of a blade when fleeing from battle. Ne'er-do-wells and cowards are ill-favoured in Brontian society, and seldom rise to achieve any worthy status once marked as such.

When recruited into the Imperial Guard, Brontian regiments are deliberately drawn from multiple clans, with individual companies, platoons or even squads all holding different ancestral affiliations. This means that each Brontian regiment represents the world and its people as a whole, rather than any one element of it, and the bonds of bloodshed formed during ritual battle hold these disparate groups together in spite of their differences.

A Brontian knows to respect those he faces in battle for the death they can deliver, and the warriors of the other clans have been faced many times. Individual Brontian Guardsmen are still known to bear their scars openly, and carry their favoured knives about their person, adding new blades to their collection with every campaign survived—a Brontian soldier's experience can be seen in the scars on his arms, torso and face, and in the knives strapped to his armour. Brontian officers are known to carry the tradition a step further, with an array of swords worn at their belts and over their shoulders, and their scars used to help determine their worth as front-line leaders—rare is the officer who achieves a significant rank with dishonour's mark upon his back.

Brontian regiments are most commonly infantry, mechanised infantry or light infantry, with Brontian armoured regiments being extremely rare. The Brontian preference and talent for close assaults are ill-suited to armour or artillery, and are better served being placed at the front lines, leading assaults with bayonet charges or ambushing enemy patrols with blackened knives.

Some notable exceptions exist, such as the famed Brontian 82nd Armoured, whose Leman Russ Demolisher squadrons were invariably found at the heart of the fighting, pounding enemies and fortifications alike at close range.



REGIMENT RULES

Characters belonging to the 5th Brontian Longknives gain the following advantages:

Characteristic Modifiers: +3 Agility, +3 Fellowship, -3 Intelligence +3 Strength, +2 Weapon Skill.

Starting Skills: Athletics, Deceive, Common Lore (Imperium).

Starting Talents: Die Hard, Heightened Senses (Hearing) *or* Paranoia *or* Unremarkable, Rapid Reload, Street Fighter.

Accustomed to Crowds: The people of Bront grow up surrounded by crowds, and they are used to weaving through even the densest mobs with ease. Crowds do not count as Difficult Terrain for Brontians, and when Running or Charging through a dense crowd, Brontians take no penalty to the Agility Test to keep their feet.

Hive-bound: Brontians seldom endure the horrors of the open sky or suffer the indignities of the great outdoors. Whilst outside of an enclosed or artificial environment (such as a hive city, starship or similar), they suffer a -10 penalty to all Survival Tests due to their continued unfamiliarity with such places.

Wounds: Characters from this regiment reduce their starting wounds by 1.

Standard Regimental Kit: 1 Lasgun and 6 charge packs, 1 Best Craftsmanship Mono-knife, 2 Knives, Flak Armour, 3 Frag Grenades, 3 Krak Grenades, uniform, poor weather gear, rucksack, basic toolkit, mess kit and water canteen, blanket and sleep bag, rechargeable lamp-pack, grooming kit, dog tags, Imperial Infantryman's Uplifting Primer, 4 weeks' rations, micro-bead, photo-visior.

Favoured Weapons: Autocannon, meltagun.

BRONTIAN LONGKNIVES IN THE SPINWARD FRONT

Brontian regiments are proud to continue the traditions of their ancestors, fighting for the Imperium as those generations ago did during the Angevin Crusade. With the Calixis Sector being relatively young and wild, Brontian regiments are most frequently deployed to relatively local conflicts, from the brutal insurrection of the Meritech Wars, to the mutant uprising on Tranch and the 47 Kapella Pacification, though an increasing number have seen action in warzones further away, particularly with the needs of the Margin Crusade increasing with every passing year.

When Duke Severus XIII annexed the worlds beyond the Periphery, Bront increased its recruitment rate, offering a greater tithe of men to the Departamento Munitorum and to Lord Sector Hax in order to punish this transgression against the labours that their ancestors bled for. Dozens of regiments have been thrown into Periphery and the zone beyond every year, and this seems unlikely to cease.

THE 5TH BRONTIAN LONGKNIVES

The current 5th Brontian Longknives are the fourth to bear the name and traditions, commanded by the daring and charismatic Colonel Ioan Dunnoch. Mustered with the establishment of the Spinward Front, the 5th Longknives have served primarily on Kulth as part of a counter-incursion force based in Fort Drusus, pushing back against Ork assaults wherever they occur with little respite between individual battles. As a front-line assault force, the 5th Brontian have suffered extensive casualties during the years of warfare, but their renown and continued success have seen them bolstered by the remnants of other Brontian regiments. To date, sixteen other Brontian infantry regiments have been consolidated into the strength of the 5th Longknives, creating a force forged by brutal warfare into a brotherhood of hardened veterans.

Famous for leading the forlorn hope against the Ork stronghold on Tyrrea, Colonel Dunnoch is a man for whom the horrors of war serve as little discouragement. Ambitious, but with the will and talent to support his aspirations to glory and renown, Dunnoch's rise to command the 5th Longknives (and his increasing notoriety) has seen his regiment placed at the forefront of the onslaught against the Orks, taking their knives and swords to Greenskin flesh. Dunnoch and his regiment have received several commendations from High Command in the Spinward Front for shattering Ork bulwarks and crippling Greenskin offensives, and they have gained a reputation as some of the foremost close-quarters specialists amongst the regiments staving off the devastating advance of Waaagh! Grimtoof across the region.

The soldiers of the Brontian 5th, informally called the "Scar-Sowers," are proud examples of their world's warriors, strong, quick, and deadly with a blade, loyal and unquestioning, and courageous in the face of the enemy. Their honour is without question and their knives without mercy for the enemies of the Imperium.

CREATING THE BRONTIAN LONGKNIVES

The rules listed for the Brontian Longknives 5th "Scar-Sowers" have been created using the Regiment Creation rules included in this chapter and on page 58 of the **ONLY WAR** Core Rulebook.

Home World: Hive World

Regiment Type: Line Infantry

Doctrines: Hardened Fighters, Well-Provisioned

Commanding Officer: Sanguine

Total Cost: 10 points



DEATH RIDERS OF KRIEG

"Onward they came, silent save for the clatter of talons. No warcry on their lips, no cheers or taunts. Without mercy or jubilation, they solemnly slaughtered until nothing remained but silence."

—Scrivener Cellivar Gehan

The Death Riders of Krieg are a famous and unique formation within the Death Korps of Krieg. As the hugely destructive war raged across the face of Krieg, it became increasingly more difficult for the loyalists and their traitorous enemies to field tanks and fighting vehicles. Supplies of parts and fuel quickly became scarce, the knowledge and manpower needed to pilot the vehicles and keep them operational dwindled as the war deaths mounted, and the very land itself became so blasted and broken that not even tracked vehicles could cross it with any ease. As vehicles succumbed to supply shortages, battle damage, and lack of crewmen, the loyalist Krieg turned to the ancient tactics of mounted cavalry to give them a competitive edge over their enemies. Breeding and genetically modifying the hardy local equines as warhorses and raising specially trained cavalry companies to ride them into battle, the loyalist forces unleashed these new mounted warriors on their unsuspecting foes with great results.



For nearly three centuries the Death Riders have been a staple of first the loyalist forces and then, once the rebellion was finally quashed and Krieg was brought back into the Imperial fold, of the Death Korps. Despite the fact that the Death Korps is now equipped with Leman Russ tanks, Chimeras in all of their variety, and sufficient fuel, parts, and ammunition, the Death Riders still make up an important part of Krieg's tithe to the Imperial Guard. Every bit as dour and fatalistic as their infantry brethren, the Death Riders are, if anything, more eager to sacrifice themselves for the God-Emperor and the greater good of his Imperium. Faceless and nameless like the rest of the Death Korps—even their Krieg Steeds wear heavy armoured respirators over their eyes and mouths, obscuring their strange equine faces—the Death Riders throw themselves and their mounts into the midst of their enemies without a thought, typically at the culmination of a thunderous charge with fixed hunting lances. The grim solace they take in riding down the God-Emperor's enemies, along with the typical Krieg martyrdom complex, makes the Death Riders a very effective and dangerous unit.

Like their Rough Rider counterparts from Attila, the Death Riders are mounted on loyal steeds and used as fast attack units and scouting companies. However, whereas the Attilans use guerrilla tactics and lightning attacks to sow fear and confusion among their enemies, the heavy cavalry companies of the Death Riders use brute force and the strength of their mounts to carry the day. The Krieg Steeds, as they are colloquially known, are heavily genetically modified, vat-grown beasts descended from Terran horses genetically engineered for aggression, strength, endurance, and resistance to hostile environments. They are tall, sinister looking creatures with red eyes and pale, hairless flesh stretched over dense and powerful muscles. Instead of hooves their feet end in two thick toes capped with strong, pointed talons, a trait that gives them both stability and a vicious kick. Cloned under the watchful eye of Magos Biologis from the Adeptus Mechanicus mission on Krieg, these creatures

possess numerous unique bio-sculpted organs that allow them to survive in the most polluted and hostile environments. In addition, once they are decanted from their cloning vats they are further modified with the addition of sub-dermal armour, osmotic lungs, and an implanted chem injection system loaded with a potent cocktail of stimulants, pain blockers, combat drugs, and other chemicals designed to increase the animal's healing, senses, and combat prowess.

DEATH RIDERS OF KRIEG REGIMENT RULES

Characters belonging to the 9th Uhlans of the Death Riders of Krieg regiment gain the following advantages:

Characteristic Modifiers: +3 Agility, -3 Ballistic Skill, +3 Toughness, +3 Willpower.

Starting Aptitudes: Weapon Skill, Willpower.

Starting Skills: Common Lore (Ecclesiarchy), Common Lore (Imperial Creed), Common Lore (Imperial Guard), Common Lore (War), Intimidate, Linguistics (Low Gothic), Survival.

Starting Talents: Catfall, Nerves of Steel *or* Orthodoxy *or* Unshakeable Faith, Unstoppable Charge.

Only One Life to Give: So intent on martyrdom are the Krieg that it can drive them to take unnecessary risks, all the while lamenting that they can only sacrifice themselves once. Members of the Death Riders of Krieg must pass an **Ordinary (+10) Willpower Test** in order to retreat from combat or otherwise act in the interests of self-preservation.

Faceless, Nameless, and Selfless: As is the case of their brethren from the Korps, members of the Death Riders are taught to regard themselves without identity, hidden behind gas masks and stripped of every identifying mark, including their names. This extends even to their mounts, massive, savage, horse-like creatures draped in armour. The lack of self helps the Krieg fight on against impossible odds, and neither fear nor doubt can hinder them. When required to make a Fear or Pinning Test, the character ignores all penalties applied to the Test and simply treats it as a **Challenging (+0) Willpower Test**.

Heavy Lancers: Members of this regiment increase the distance their Mounts can move as part of a Crushing Charge Mounted Special Action by a number of metres equal to twice the Mount's Agility Bonus.

Limited Numbers: When a Squad from this regiment requests reinforcements (to replace fallen Comrades), it must make a **Hard (-20) Logistics Test** if most of the regiment is actively deployed or an **Ordinary (+10) Logistics Test** if a significant portion of the regiment is not currently in the field (these Tests already include situational modifiers except those added at the GM's discretion). If it fails, the regiment simply has no reinforcements it can spare for the Squad at the time.

Wounds: Characters from this regiment begin play with +2 starting Wounds.

Standard Regimental Kit: 2 hunting lances (Main Weapon) per Player Character, 1 laspistol and four charge packs per Player Character, 2 Krak grenades per Player Character, 2 frag grenades per Player Character, 2 smoke grenades per Player Character, 1 flak jacket and flak helmet per Player Character, 1 set of field gear (uniform, poor weather gear, rucksack, basic toolkit, mess kit and water canteen, blanket and sleep bag, rechargeable lamp-pack, grooming kit, dog tags, Imperial Infantryman's Uplifting Primer, 2 weeks' rations) per Player Character, 1 Krieg riding beast per Player Character, one saddle per Player Character, 2 saddlebags per Player Character, 1 set of riding tack (reins, harness, etc) per Player Character.

Favoured Weapon: Cavalry sabre, hunting lance.

Masters of the cavalry charge, the Death Riders pelt across the shattered battlefields of the galaxy, trampling and impaling their enemies. With little ceremony, these stoic fanatics charge directly into enemy formations to lay waste with their lances, heavy sabres, and sidearms, while their mounts bite, kick, and gouge the enemy into a trampled, bloody pulp. Death Riders never retreat once they have committed to the charge, instead they fight on until their enemies are destroyed or they are destroyed to a man, and only the most strong-willed or highly respected officer can cause them to call off their frenzied attack.

THE DEATH RIDERS OF KRIEG IN THE SPINWARD FRONT

Lord Marshal Ghanzorik has used the few Death Rider units he has to great effect in the Spinward Front, especially the 9th Uhlans. The 9th, led by the grim faced and fatalistic Lieutenant Johann Maucher, is relatively new to the fighting in the Spinward Front, but wasted no time in distinguishing themselves. A company of powerful heavy lancers specialising in anti-armour combat, the 9th Uhlans were first deployed against marauding Chaos forces where they destroyed a number of corrupt armoured and mechanised vehicles in the hands of traitor Imperial Guardsmen with very few casualties. From this first successful engagement, they were shuffled around the front lines where they quickly made a name for themselves as

ruthless tank-killers without remorse or self-preservation as they destroyed Dark Eldar grav tanks, more traitor armoured vehicles, and even one of the terrifying Ork Deff Dreads.

Recognising the usefulness of the Uhlans, the Lord Marshal has pushed them hard, throwing them into battle after battle and giving them precious little time to rest and resupply. While the hearts of the Krieg martyrs in the 9th Uhlans rejoice at this unrelenting pace, the men themselves and their mounts are beginning to tire and take more casualties due to fatigue and miscommunication on the field.

CREATING THE DEATH RIDERS OF KRIEG 9TH "UHLANS"

The rules listed for the Death Riders of Krieg 9th "Uhlans" have been created using the Regiment Creation rules included in this chapter and on page 58 of the **ONLY WAR** Core Rulebook.

Home World: Penitent, but with the Untempered Zeal Trait replaced with the unique Faceless, Nameless, and Selfless Trait described in the Regiment Rules.

Commanding Officer: Phlegmatic

Regiment Type: Rough Riders

Doctrines: Iron Discipline, Heavy Lancers

Drawback: The Few

Total Cost: 12

KASRKIN

"When veteran Guardsmen flee, the Kasrkin stand. When victory is near, the Kasrkin seize it. When the Archenemy attacks, the Kasrkin Elite are the rock upon which traitors shall break."

—General Sturnn, commander of the Cadian 412th

The Kasrkin is a formation of Imperial Guard renowned for their veteran warriors, superior training, and advanced wargear. Founded upon the Fortress World of Cadia, Kasrkin commonly draw their recruits from the Cadian Shock Troops (see Cadian Shock Troops on page 18 of the **ONLY WAR** Core Rulebook). Kasrkin get their name from the title of the fortress cities of Cadia, called "Kasrs" in the native Cadian dialect of Low Gothic. The heavy armour and improved weapons carried by Kasrkin into battle have also earned them another title—some formations are named "Grenadiers" in recognition of their achievements on the front lines of war.

The Cadian Shock Troops are already known throughout the Imperium as a highly skilled and disciplined force, so the ranks of the Kasrkin are truly amongst the best of the best. Many potential recruits for the Kasrkin are chosen at a young age when they are still serving as Whiteshields in the Cadian Youth Army. Those who are chosen must first prove themselves in the Shock Troops and become hardened veterans before they are guided to the Kasrkin. Punishing regimes of additional training in the harshest warzones tempers each Kasrkin into a hardened fighter who is capable of facing the horrors of battle in the 41st Millennium.

To serve in the Kasrkin is a great honour, for they are amongst the finest troops in the Imperium. However, much is expected of such warriors—the Kasrkin are constantly placed in the fiercest fighting, sent into battle against deadly foes, and relied upon to act above and beyond the call of

duty in the Emperor's name. The roll of valour for the Kasrkin is long and well-respected, for they are warriors of exceptional courage. Many times, the tide of battle has been turned by the precise firepower and iron discipline of the Kasrkin.

Kasrkin are entrusted with special equipment of high quality and rare craftsmanship such as hot-shot lasguns, carapace armour, and helmets sealed for hazardous environments. Kasrkin sergeants often wield rare and powerful equipment more commonly used by Imperial Guard officers such as power swords and hot-shot laspistols. The Kasrkin often carry special weapons suited to their assault role on the battlefield and exceptional marksmanship, including plasma guns, meltaguns, grenade launchers, and flamers. True to their nature as Grenadiers, the Kasrkin also carry both frag and krak grenades and are extensively trained in the use of these weapons. Some chroniclers amongst the *Tactica Imperialis* have recorded a number of difficult fire fights in the Kasrkin's history resolved by the creative application of grenades.

BETRAYAL AT LORN V

General Sturnn of the 412th Cadian Shock Troops Regiment made a special appeal to the Lord Castellan to include several groups of Kasrkin in his command. After much consideration, this rare request was granted, based strongly upon Sturnn's battle honours and record as an Imperial Guard officer.

A born leader and formidable fighter, Sturnn believed that the true duty of the Imperial Guard was to die standing and fighting against the Imperium's foes. The General was admired by his fellow officers for his incredible bravery—Sturnn often went into battle directly alongside his troops, an uncommon trait in many men of his rank. It was the General's preference to assign squads of Kasrkin as his bodyguard. This was a role the Kasrkin deemed fitting, for Sturnn was so often to be found at the heart of the most furious battle.

Sturnn's orders were to proceed to the ice world of Lorn V and recover a fallen Emperor-class Titan bearing the name *Dominatus*. Once a world governed by the Imperium of Man, Lorn V had been invaded and laid waste by two inimical forces. The first of these was a Chaos Space Marine warband, commanded by Lord Crull, a savage champion of Chaos.



CREATING THE KASRKIN

Characteristic Modifiers: +6 Ballistic Skill, +3 Willpower, -3 Perception, +3 Toughness.

Starting Aptitudes: Willpower.

Starting Skills: Command, Common Lore (War), Common Lore (Imperium), Common Lore (Imperial Guard), Linguistics (Low Gothic), Tech-Use.

Starting Talents: Bombardier, Nerves of Steel *or* Sprint, Hatred (Servants of Chaos).

Bred for War: After generation upon generation of conflict against the terrors of the Warp and the mortal champions of the Ruinous Ones, the Kasrkin have become extremely regimented in their thinking, and regard the strictly regimented culture of Cadia as a critical mental defence against such horrors. Characters from this regiment must pass a **Challenging (+0) Willpower Test** to go against the rules and regulations of the Imperial Guard.

Hated Enemy: As the elite defenders of Cadia, the Kasrkin are amongst those charged with holding the Cadian Gate against the forces of Chaos that spill forth from the Eye of Terror. Through countless brutal conflicts, the Kasrkins have staved off their horrific foes alongside the rest of their Cadian brethren, forcing their enemies back from whence they came. Characters from this regiment gain the Hatred (Servants of Chaos) Talent. Further, they must pass an **Ordinary (+10) Willpower Test** to restrain themselves from attacking without mercy when confronted by the forces of Chaos.

The Few: When a Squad from this regiment requests reinforcements (to replace fallen Comrades), it must make a **Hard (-20) Logistics Test** if most of the regiment is actively deployed or an **Ordinary (+10) Logistics Test** if a significant portion of the regiment is not currently in the field (these Tests already include situational modifiers except those added at the GM's discretion). If it fails, the regiment simply has no reinforcements it can spare for the Squad.

Starting Wounds: Characters from this Regiment generate their starting Wounds normally.

Standard Regimental Kit: 1 Good craftsmanship hot-shot lasgun, environmentally-sealed carapace armour with helmet, backpack power generator, combat knife, grenades, 3 frag grenades, 3 Krak grenades, 1 field kit (uniform, poor weather gear, rucksack, basic toolkit, mess kit and water canteen, blanket and sleep bag, rechargeable lamp-pack, grooming kit, ident-tags, Imperial Infantryman's Uplifting Primer, 2 weeks' rations) per Player Character, 1 environmentally-sealed helmet with vox-bead per Player Character, one anointed toolkit per Player Character, one lascutter per Squad, six demolitions charges per Squad, one siege auspex per Squad, and a single Chimera Armoured Transport per Squad armed with a turret-mounted autocannon, a hull-mounted heavy flamer, and a pintle-mounted heavy stubber, as well as a dozer blade and camouflage netting.

Favoured Weapons: Grenade launcher, plasma gun

The second group of invaders consisted of an Ork Waaagh! led by a massive Warboss named Gorgutz. Together, these two forces dominated much of the planet, each battling against the other in a savage conflict. However, when the 412th Cadian Shock Troopers Regiment arrived on Lorn V, Lord Crull and Gorgutz ended the fighting between their forces and forged a rough and uneasy alliance against their common foes.

Soon after his arrival at the former capital city of Talorn, General Sturnn learned that another challenger for control of the planet had appeared—Eldar, guided by the devious Farseer Taldeer. Faced with constant attacks from the Orks and Chaos Space Marines, Sturnn and Taldeer reluctantly chose to work together in order to survive. With the timely support of the Eldar Aspect Warriors, Sturnn drove the Orks and Chaos Space Marines back in a series of blitzing advances.

Imperial records are not entirely clear about the details of Sturnn's campaign on Lorn V, but all agree that without the Kasrkin, no victory would have been possible. Time and again, the Kasrkin were sent forward into the vanguard of the Imperial Guard assault, and time and again, the foe was sent reeling back—but at a mounting cost. Casualties amongst the Kasrkin were staggering, especially in the decisive conflict to secure the Titan.

The Kasrkin's superior firepower and training counted for naught against a tide of inhuman horrors springing forth from beneath the planet's frozen surface. This final assault pitted merciless aliens against Kasrkin discipline—and the discipline held the line.

The few survivors of Lorn V tell a grim tale. According to these after-action reports, General Sturnn and his men were betrayed by the Eldar in the end and cut down in a hail of shuriken fire. The Farseer's deceit cost the Imperial Guard forces dearly—the 412th Cadian Shock Troopers Regiment was driven from the planet and the Titan declared lost. To this day, the banner of the 412th bears a black ribbon to mark this defeat.

CREATING THE KASRKIN

The rules listed for the Kasrkin have been created using the Regiment Creation rules included in this chapter and on page 58 of the **ONLY WAR** Core Rulebook.

Home World: Fortress World

Commanding Officer: Fixed

Regiment Type: Grenadiers

Doctrines: Iron Discipline, Vanguard

Drawback: The Few

Total Cost: 12



LAST CHANCERS

"You are all here because you are scum, but you're the God-Emperor's scum. You have skills that are useful to Him and whether you wish it or no, they will be made use of."

—Colonel Schaeffer, commander of the 13th Penal Legion

Most Imperial Guard Penal Legions are vast hordes of scum dredged from the bottom of the Imperium, turned loose from Imperial prisons, given the cheapest equipment, and used as cannon fodder ahead of more valuable and accomplished units. The condemned soldiers who populate these regiments fight knowing that death is their only escape, and fight savagely to seize their last chance at redemption.

However, there are other regiments that have been similarly condemned but are too valuable to simply discard—at least, not without making sure that their lives are sold at a heavy cost in the blood of the Imperium's foes. Some regiments also carry this practice out on a squad level, sending those who have disgraced themselves in the eyes of the Emperor on critical but nonetheless suicidal missions. Sometimes, multiple regiments sharing a field of operations even expunge all of their "undesirable" elements and form these condemned soldiers into a savage (if short-lived) battle group capable of wreaking terrible damage upon their foes.

Perhaps the most famous of such groups of desperate "Last Chancers" are Colonel Schaeffer's 13th Penal Legion, who bear that very name and have proven extremely effective under the direction of their commander. Unlike the majority of Penal Legions, men and women belonging to groups like Colonel Schaeffer's 13th Penal Legion and other, similar organisations are remarkably well equipped for groups of incorrigible criminals. Given that such groups are frequently used by their commanders to carry out deadly covert strikes, assassinations, and other underhanded

tactics that more conventional regiments would never even attempt, the weapons they carry often pack an incredible punch in a small package, and are well suited to their stealthy and clandestine assignments.

Even their standard weapons, such as the run-of-the-mill lasguns they are issued, are heavily modified. For protection on certain kinds of missions that demand that they pay their debt to the Emperor before perishing in his name, they are even assigned light armour that still allows them the freedom of movement to execute their savage stealth raids upon enemy positions.

Another thing that sets the "Last Chancers" and other, similar apart from their common Penal Legion counterparts is the special training regimen they are put through to fulfil their clandestine missions. Some of these groups are subjected to a gruelling, months-long training regimens to enhance the natural skills and talents for which they were chosen. If their missions call for it, these recruits might also receive training in close combat techniques, sabotage, infiltration, different insertion and extraction methods such as grav chutes and underwater infiltration, and survival in all manner of hostile environments.

Those who survive the training (and safety is hardly a priority, given the condemned status of these dishonoured soldiers) gain the skills needed to be some of the most vicious and lethal warriors in the Imperial Guard.

The missions that such condemned soldiers take part in are nothing less than sheer suicidal madness. They are tasked with missions so clandestine, so dangerous, and so cold blooded that they would give any commander pause. Assassinations, mass killings, gathering intelligence, infiltration of heavily guarded and fortified enemy facilities, and the sabotage, theft, and destruction of untold treasures worth of property and war materiel are all in a day's work for the 13th Penal Legion and other regiments of their uncouth ilk.



I: HEROES OF THE IMPERIUM

13TH PENAL LEGION REGIMENT RULES

Characters belonging to the 13th Penal Legion or similar groups gain the following advantages:

Characteristic Modifiers: +3 Agility, +3 Strength.

Starting Skills: Intimidate, Linguistics (Low Gothic), Stealth +10.

Starting Talents: Ambush, Berserk Charge *or* Cold Hearted *or* Frenzy *or* Paranoia, Blind Fighting, Combat Master *or* Double Team, Peer (Underworld) *or* Street Fighting, Rapid Reaction.

The Emperor's Scum: Though they are often not liked or even respected by other regiments, these desperate fighters are known for their ability to get the job done—and this includes “acquiring” the equipment they need. Once per game session, a single member of a Squad from this regiment may spend a Fate Point and make a Logistics Test with a +20 bonus to acquire an item. If he fails, authorities catch wind, and the Squad cannot make **Logistics Tests** for the rest of the game session.

Close-Quarters Battle: Characters from this regiment gain a +10 bonus to hit with ranged attacks at Point-Blank Range.

Infiltrators: When two or more characters within 10 metres of each other from this regiment are called upon to make **Stealth Tests**, one of the characters making the Test may choose to make his Test at a –10 penalty. If he succeeds, one other character making the Test may use the first character's Agility Characteristic for the Test instead of his own.

Wounds: Characters from this regiment begin play with +1 starting Wound.

Standard Regimental Kit: 1 lascarbine with the Compact Upgrade and four charge packs per Player Character, 2 mono knives per Player Character, 1 flak vest and flak helmet per Player Character, 3 frag grenades per Player Character, 3 krak grenades per Player Character, 1 inhaler and 4 doses of frenzon per Player Character, 1 field kit (uniform, poor weather gear, rucksack, basic tool kit, mess kit and water canteen, blanket and sleep bag, rechargeable lamp–pack, dog tags, Imperial Infantryman's Uplifting Primer, 1 weeks' rations) per Player Character, 1 gas mask per Player Character, 1 micro–bead per Player Character.

Favoured Weapon: Autocannon, sniper rifle.

CREATING THE 13TH PENAL LEGION

The rules listed for groups of soldiers like Schaeffer's 13th Penal Legion, the “Last Chancers,” have been created using the Regiment Creation rules included in this chapter and on page 58 of the **ONLY WAR** Core Rulebook.

Home World: Penal Colony, but with the Larcenous and Scum and Villainy Traits replaced with the unique The Emperor's Scum Trait described in the Regiment Rules.

Commanding Officer: Choleric

Regiment Type: Guerrilla Regiment

Doctrines: Close-Quarters Battle, Infiltrators

Drawback: Condemned

Total Cost: 11

LAST CHANCERS IN THE SPINWARD FRONT

Condemned battle groups of colourful and desperate characters have been used to great effect in the Spinward Front. Certain commanders find them valuable for fighting the Severan Dominate, who are more vulnerable to their terror tactics than the Orks or Dark Eldar. Others prefer to send them against the xenos, thinking it best to kill such beasts with monsters of their own.

One instance of a group of disgraced soldiers winning back their honour (if not their lives) involved squad of Brontian Longknives condemned for suffering the disgrace of scars on their backs. As penance, the squad was sent across the ash-wastes of Hervara to assassinate a Severan Dominate Ducal Legate—a suicide mission. Within hours, they fast-marched across the volcanic wastes, destroyed the Legate's camp by diverting a lava flow, slaughtered their foes in an ambush, and returned to their regiment with the Legate's head. All members of the squad perished in battle or from exposure after returning. A monument made of hundreds of knives to the “Heartrippers” still stands in the Hervaran ash wastes south of Cobhan.

COLONEL SCHAEFFER'S 13TH

An oddity among the numerous Penal Legions serving the Imperial Guard, the 13th Penal Legion, under the command of the iconoclastic Colonel Schaeffer, is as much an experiment in military science as it is a military regiment. The regiment is composed of a motley assortment of criminals, recidivists, malcontents, madmen, and assorted detritus from the most hardened military prisons kept by the Imperial Guard. Every one is hand-picked by Colonel Schaeffer himself and each has some outstanding skill or natural ability that sets them apart from their comrades. Following some internal plan of his own, Schaeffer picks these recruits seemingly at random and offers them a “last chance” to atone for their crimes and put their God-Emperor given talents to good use. What he offers is a full Imperial pardon and freedom from prison, what he asks is nothing short of their lives, something that most gladly give.

Upon accepting Schaeffer's offer, each new recruit is whisked off to a private, secret penal colony administered by Schaeffer for the sole purpose of raising his 13th Penal Legion. Once there, the recruits spend months training for every kind of mission in every kind of environment imaginable. If the recruit survives with body and wits intact, he is assigned to one of the many small clandestine units organised under the 13th Penal Legion's aegis. These small units are deployed across the galaxy to fight a shadowy war rarely seen by the average Imperial Guardsman. Colonel Schaeffer has worked hard to hone the surviving Last Chancers into a deadly spear with which he can stab at the hearts of the enemies of humanity unopposed, when and where they least expect it.

SCINTILLAN FUSILIERS

"They are, without a doubt, the finest soldiers the Imperial Guard has to offer. Their training is comprehensive, their officers brave, their equipment in a high state of readiness, and their breeding is beyond reproach. They are destined for great things, and I will do all that is within my power to ensure that they achieve their potential."

—Commander-General Pailus, on the Scintillan Fusiliers 17th

The Scintillan Fusiliers is the name given to the combined arms groups hailing from the capitol world of Scintilla. Composed largely of mechanised and line infantry regiments with a handful of armoured formations and Grenadier units, the men and women of the Scintillan Fusiliers are drawn from the best and brightest that the Scintillan nobility has to offer. The Scintillan 17th, called the "Spireborn" for obvious reasons, are a particularly famous regiment, largely for being the chosen regiment of the powerful Commander-General Pailus of the Scintillan 4th Army Group. Favoured by the Commander-General thanks to their shared heritage as scions of powerful Scintillan noble houses and the political and business ties the Commander-General maintains among the Scintillan nobility, the 17th Regiment is known throughout the Imperial Guard regiments operating in the Calixis Sector as a "Golden Regiment."

The Scintillan 17th is the most archetypical of the Scintillan Fusiliers regiments acting in the Spinward Front. These pampered sons and daughters of idle nobility receive the finest training, are equipped with the highest quality wargear, and are assigned to the most prestigious billets in the Spinward Front. These facts, along with the habit of those in the 17th and the Scintillan Fusiliers at large of looking down upon and condescending anyone of lesser breeding has given this regiment a decidedly unsavoury reputation among the Imperial Guard at large.

In general, the men and women of the Scintillan Fusiliers rarely join its ranks out of some sense of duty to the Imperium, the God-Emperor, or even their home world. Instead, most have self-serving aspirations behind their choice to take up the life of a soldier. For some, it is a form of rebellion, a way to get back at overbearing parents for the numerous egregious offences heaped upon their children. For others it is simply a lark, a way to pass the time and avoid the dullness of the Scintillan salon society and have adventures

that they believe will have as small chance of personal risk. Some are also second and third sons and daughters, children with little to inherit in the twisted web of Scintillan society.

Many officers are in the regiment simply to further their political or social goals, or to gain wealth and glory and eventually a highly-paid and respected administration position as a general officer with a noble title, a staff, and a generous stipend from the Departmento Munitorum. Whatever their reasons, there are precious few among the Scintillan Fusiliers who see their duty as anything but a means to an end. They are rarely deployed far from Scintilla, and when they are it is in the softest and most luxurious billets available in theatre. A large portion of the soldiers of most Scintillan Fusiliers regiments, even a surprising number of infantrymen, are accompanied by a servant, adjutant, or other lackey to assist in day-to-day tasks.



REGIMENT RULES

Characters belonging to the Scintillan Fusiliers 17th gain the following advantages:

Characteristic Modifiers: +3 Fellowship, +3 Intelligence.

Starting Skills: Command, Common Lore (Administratum), Inquiry, Linguistics (High Gothic), Operate (Surface).

Starting Talents: Air of Authority *or* Peer (Nobility), Technical Knock.

Fluency: Although members of the Scintillan 17th might occasionally deign to speak a few words of Low Gothic to fellow Guardsmen from other regiments, they insist that they can hardly be expected to lower themselves to learn this vulgar tongue or the supposed written language that accompanies it. They do not start with the Linguistics (Low Gothic) Skill at Character Creation, although they are still capable of engaging in any verbal communication in Low Gothic that does not require a Skill Test.

Duty and Honour: The rank and file of the Scintillan 17th are drawn from the scions of the great houses of Scintilla, capitol world of the Calixis Sector. Having been brought up in luxury, and isolated from the day-to-day toil and suffering of the average Imperial citizen, these blue-blooded troopers are more comfortable among members of their own rank and class than among their lower born brothers-in-arms. Members of the Scintillan 17th suffer a -10 penalty on all Charm, Inquiry, and Deceive Tests made to interact with characters who are not themselves highborn. However, they gain a +10 bonus on those same Skill Tests when interacting with nobles and high authority in formal situations.

Extremely Abundant Resources: While most Imperial Guard regiments must make do with what the Departmento Munitorum sees fit to provide, the men and women of the Scintillan 17th are not so beholden to far off bureaucrats. Thanks both to their connections and the attention and favour lavished upon them by their commanding officer, Commander-General Pailus, the 17th is incredibly well found in weapons, ammunition, and other materiel and their quartermasters have a much easier time requisitioning equipment. Guardsmen of the Scintillan 17th start with 15 extra Logistics Rating, extra equipment (included in their Standard Regimental Kit), and gain a +10 bonus to Logistics Tests to acquire fuel and parts for repairing and maintaining their vehicles.

Wounds: Characters from this regiment begin play with -1 starting Wounds.

Standard Regimental Kit: 1 Good Craftsmanship lascarbine and 4 charge packs or 1 Best Craftsmanship laspistol and 4 charge packs per Player Character, 1 Good Craftsmanship knife per Player Character, 1 suit of Best Craftsmanship ornamented light carapace armour per Player Character, 1 anointed maintenance kit per Player Character, 1 set of field gear (dress uniform, poor weather gear, rucksack, basic tool kit, mess kit and water canteen, blanket and sleep bag, rechargeable lamp-pack, grooming kit, dog tags, Imperial Infantryman's Uplifting Primer, 6 weeks' rations) per Player Character, 1 gas mask per Player Character, and a single Leman Russ battle tank with smoke launchers, a searchlight, and track guards per Squad.

Favoured Weapon: Bolt pistol, power sword.

Officers of the Scintillan Fusiliers tend to have many servants and aides de camp, and the regiment always travels with all of the amenities of home that can be provided by the Departmento Munitorum and their own personal purses. Fairly or not, the Scintillan Fusiliers are often considered fops playing soldier by their more serious counterparts from other regiments, and the aloof and condescending Guardsmen of the Scintillan Fusiliers do little that would disabuse their "social inferiors" of this opinion.

It is of some note that aside from the aforementioned infantry and armour companies, the Scintillan Fusiliers tend to field few of the common Imperial Guard units. They consider siege work to be beneath them, suitable only for criminals and peasants who are used to grubbing in the dirt, and there is no glory, as far as their leaders are concerned, in light infantry and reconnaissance work. Though various Scintillan Fusiliers regiments over the centuries have been forced by circumstance to fight in protracted sieges, close urban combats, and other such "uncouth tasks better left to servitors or even feral worlders" as one officer famously complained, most of the regiments serving in the Spinward Front have avoided such unpleasant assignments thanks in no small part to their close connection on Scintilla.

CREATING THE SCINTILLAN FUSILIERS

The rules listed for the Scintillan 17th "Spireborn" have been created using the Regiment Creation rules included in this chapter and on page 58 of the **ONLY WAR** Core Rulebook.

Home World: Highborn, but with the Abundant Resources Trait included in Extremely Abundant Resources Trait described in the Regiment Rules.

Commanding Officer: Fixed

Regiment Type: Armoured Regiment

Doctrines: Well-Provisioned (included in the Extremely Abundant Resources Trait in the Regiment Rules)

Total Cost: 11



GEAR AND TRAINING

The magazines, hangars, and armouries of the entire Departamento Munitorum are open to the Scintillan Fusiliers to use as they please, when they please—or so they believe, at least. With his not insignificant influence within the Imperial Guard and the Calixian military-industrial complex, Commander-General Pailus has seen to it that the regiments form his home world—especially his favoured Scintillan 17th—only the finest wargear for their service in the Spinward Front. Through political wrangling, arm twisting, spreading around copious amounts of Throne Gelt, and even tampering with and re-routing shipments slated for other regiments in need, the Commander-General has ensured that these regiments are well-stocked. The most obvious evidence of Pailus' favour and influence is the fully equipped complement of Valkyrie troop transports that are often called in to support the 17th and many other Scintillan regiments. These aircraft allow the regiment to deploy fully airborne companies, especially those composed of veteran strike units, giving them the ability to perform deep strikes into enemy territory and the flexibility to respond to the fluid tactical situations found in the Spinward Front. Though other regiments of Scintillan Fusiliers operate in different manners depending on their role, the Scintillan 17th stand as a strong archetype, defining the tone of the soldiers from that world if not all of their battlefield specificities.

Despite their pedigree and overflowing armouries, the Scintillan 17th is as straight-forward a regiment as can be found in the Imperial Guard. The regiment's commander, an unimaginative and blaggardly Colonel by the name of Eli Hamsha, is a strict literalist when it comes to military orthodoxy. He hews closely to the letter of both his orders and well-worn tactical doctrine showing little initiative and a distinct inability to interpret the nuance of the battlefield. Though the soldiers of the regiment are quite competent, their training extends only to what is laid down in the Uplifting Primer. Further, their training consists mostly of deep-underhive hunts targeting the wretched creatures in the depths of Scintilla's forgotten pits, and their experience has largely been in low-intensity conflicts where the regiment could bathe themselves in the greatest amount of glory for the least amount of risk. The amount of commendations, accolades, and medals garnered by the regiment is, while certainly impressive, not commensurate with the amount of actual combat the regiment has seen. This has led many in the Spinward Front to look askance at the so-called achievements of Pailus' pet regiment.



Of course, certain individual formations within the regiment are better-run than others. The leader of the several armoured companies, Major Eldin de Mole has largely disregarded Colonel Hamsha's ideas that the intimidation factor of an armoured column and the inherent grit of the Imperial armour crews rather than intensive training in gunnery and armoured assault tactics, are all that is needed to defeat the enemies of the Imperium. In fact, Major de Mole is a staunch believer in a scientific approach to battle, and trains his tank crews thoroughly in gunnery, piloting, movement, and efficient armour tactics. He has even been accused of being an innovator, a charge bordering on heresy to some of the more orthodox Imperial Guard commanders in the Spinward Front, but his results speak for themselves and the accolades won by the 17th Regiment's armoured companies are both hard won and well deserved. De Mole's armoured companies, including the decimated 53rd Company that suffered so cruelly on Aeyras, are equipped with the common patterns of Leman Russ battle tanks, but they do count among their number a small number of Leman Russ Executioners and Vanquishers. They even possess two Baneblade super-heavy tanks, but these precious relics rarely leave the 17th's home base on Scintilla, and they have not been seen in the Spinward Front.



THE SCINTILLAN FUSILIERS IN THE SPINWARD FRONT

As natives of Scintilla and thus regiments raised near the conflict in the Spinward Front, the Scintillan Fusiliers have contributed a number of regiments to the war effort. These soldiers, many of whom view themselves as nobles doing their duty to "the common man" or as elites deigning to assist the unwashed masses, often come into conflict with members of regiments with less adherence to stratified social structure and well-worn strategic platitudes.

However, a number of regiments stand out from the rest of the Scintillans tithed to the Imperial Guard, including the infamously well-supplied Scintillan 17th "Spireborn," the brutal Scintillan 23rd "Hive-Jagers," and the Scintillan 112th "Mortis Wardens," who are noteworthy for being merged with the embittered and understaffed Catachan 456th "Wrackwasps" and having nonetheless reached a friendly fire rate well under the acceptable averages for combined regiments within the mere span of a year.

THE SCINTILLAN FUSILIERS 17TH "SPIREBORN"

Despite their reputation for avoiding the most brutal of conflicts in favour of more "sophisticated" encounters, the Scintillan Fusiliers 17th recently suffered a stinging defeat at the hands of the Orks during the assault on the planet Aeyras. The regiment is currently standing down at Firebase Long-Tooth for reinforcements and resupply. Once their downtime is at an end, the regiment is set to be redeployed in the Spinward Front to push against the Dark Eldar. It is here that Commander-General Pailus believes that the skills and abilities of his chosen regiment can be put to best use, fighting a cunning and sophisticated enemy rather than grubbing around on backwater planets squabbling with Ork rabble. Whether this will be the case or not remains to be seen. While the 17th is competent despite the meddling and political wrangling of its powerful patron, the Dark Eldar are a challenge the likes of which they have never faced.

Daily Investigation Data-Log (Inscribed) CLXVII

Despite the maelstrom of confusion into which the God-Emperor has delivered me, I have sought to remain true to the original purpose of this excursion and traced the route of the missing supplies. While confirming my records against those in the possession of Commander Khutulun (once I dredged them from the bottom of the unmarked sack in which they had been "secured"), I found an extremely odd detail. Though the Attilans had never received the supplies, they had been given orders to oversee the transfer of the phantom supplies to the Scintillan Fusiliers 397th - orders they had ignored in absence of the requisite supplies.

By purest coincidence, I had the fortune of seeing the Scintillan Fusiliers 397th parading across the upper hive in Scintilla a some time ago. In their finery, they seemed paragons of honour, alight with the glory of the God-Emperor Himself. At the time, an elder scribe commented to me that seeing the men and women of the Imperial Guard up close helped scroll-keepers such as ourselves to better understand our place in the great Imperium of Mankind. Looking back, he spoke the words naively, but they were not wrong.

Though this coincidence is strange, the true oddity lies in the fact that, not a month later, the Scintillan Fusiliers 397th vanished from all official records and then were unceremoniously reported annihilated in action without further explanation. In fact, I can find no official reports that they ever reached the Spinward Front. Though I hardly dare inscribe it upon this page, I cannot help but suspect that the "error" involving the missing supplies was no error at all; instead, the supplies are being sent elsewhere, to some battlefield far away from prying eyes. If some force is concealing a major conflict in the region, I suspect that my best option is to seek evidence here in the field, where some traces may remain. I hope that a more detailed search into the history of the Imperial Guard in the Spinward Front, will reveal more on this matter.

-Cellivar Gehan, Secondary Chronicler of Calixis Supply Route 4754a to the Attilan Rough Riders on Cepyrsk



TANITH FIRST-AND-ONLY

"As the Emperor protects, so must we."

—Colonel-Commissar Ibram Gaunt

If the Imperial Guard is the so-called "Hammer of the Emperor," the infamous regiment known as "Gaunt's Ghosts" finds more in common with the medical scalpel: small, fragile, but incredibly deadly when employed correctly. Its Founding coincides with the complete destruction of the forest-world of Tanith, and this single regiment and its men contain the last living memories and traces of their world. Highly skilled in special operations, the Tanith First-and-Only display exemplary small-unit tactics, brilliant leadership, precise marksmanship, and uncanny stealth skills. All of these abilities were integral to their many achievements during their time of service as part of the Sabbat Crusade, a hard-fought effort to reclaim the worlds that bear that Saint's name from the forces of Chaos.

Until the events that forged the Tanith First-and-Only, the forest-world of Tanith most notably exported the exceptional "nalwood," and otherwise went unnoticed amongst the numberless planets of the Imperium. Colonel-Commissar Gaunt arrived to take charge of his troops just in time for disaster to strike Tanith. A splinter Chaos fleet, fleeing from an Imperial victory, descended upon Tanith. Faced with a horrible choice of deploying his unseasoned troops in a hopeless defence of their home world or salvaging what he could, Gaunt chose to withdraw, and the new regiment escaped with just enough time to watch the Chaos ships utterly annihilate their planet.

Despite the trauma of losing their entire home world, the Tanith very quickly saw their first action on the fields of war. The Tanith were tested on brutal battlefields on Blackshard, Becephalon, Fortis Binary, and other worlds. Each time, they acquitted themselves well despite terrible foes and staggering odds, using their specialist skills to pull victories from the jaws of apparent defeat on numerous occasions.

Alongside their successes, the Ghosts' behaviour managed to earn them a number of enemies amongst the other forces of the crusade, including the Volpone Bluebloods and Jantine Patricians. The Ghosts negotiated these trials and tribulations, facing threats internal and external, and continued to survive to serve the God-Emperor thanks to their incredible stealth skills and the heroism of leadership figures such as Colonel-Commissar Ibram Gaunt, Colonel Colm Corbec, and Major Elim Rawne.

Of their many engagements during the Sabbat Crusade, Menazoid Epsilon and Verghast stand in particular note in the Ghosts' battle records. On the former, the regiment contended with a plot devised by a rogue Inquisitor and a Lord-General to seize control of the Crusade, facing a corrupted horror from the Dark Age of Technology in the process. On Verghast, the Tanith helped defend the manufactorums of Vervunhive, and in the wake of the battle, drew a large group of reinforcements from the ruined hive. Later in the campaign, the Tanith First-and-Only received more external recruits, this time from the Belladon 81st Reconnaissance Regiment, which had also suffered losses that put it beneath optimal strength. Over time, the three elements grew into a single, cohesive regiment not only in spite of their diversity, but because it.

Over the course of the Crusade, the Tanith would again and again play a pivotal role in thwarting conspiracies, vanquishing foul servants of Chaos, and safeguarding the Imperium of Mankind. From planet to planet and from victory to narrow victory, the Tanith First-and-Only's history travels a long, blood-soaked path of service and sacrifice alongside the Sabbat Crusade.



I: HEROES OF THE IMPERIUM

TANITH FIRST-AND-ONLY REGIMENT RULES

Characters belonging to “Gaunt’s Ghosts” regiment gain the following advantages:

Characteristic Modifiers: +3 Agility, +3 Ballistic Skill, +3 Perception, –3 Fellowship.

Starting Aptitudes: Agility.

Starting Skills: Awareness, Linguistics (Low Gothic), Navigate (Surface), Survival, Stealth.

Starting Talents: Ambush, Combat Sense *or* Quick Draw, Hatred (Servants of Chaos), Resistance (Fear).

Ghosts in Name and Action: The Tanith First-and-Only do not bear the name “Gaunt’s Ghosts” without reasons, one of which is their legendary and lethal stealth on the battlefield. As undisputed masters of stealth and special operations, they often settle encounters with the enemy before their hapless foes are even aware of their presence. Once per game session, after successfully hitting Unaware or Surprised target with an attack (and before rolling for Damage), a member of this regiment may spend a Fate Point to inflict Righteous Fury on any Damage die result of 8, 9, or 10 for that attack.

Distrustful of Authority: Though they are valued for their ability to act independently, members of the Tanith First-and-Only can also be difficult to control because of this same tendency. In particular, they chafe under new authority figures, although those who survive to earn the Tanith’s respect frequently become valued members of the regiment, as with Colonel-Commissar Ibram Gaunt himself and various others over the years.

Characters from this regiment suffer a –20 penalty to Interaction Skill Tests made to interact with unfamiliar figures of authority (such as new Commissars, officers from other regiments. Senior members of the Ecclesiarchy and Adeptus Mechanicus, and other such individuals) and impose the same penalty on Interaction Skill Tests made on them by those people. These penalties can be waived at the GM’s discretion, if they are dealing with individuals who have earned their trust.

Survivor’s Guilt: The loss of Tanith has left an indelible mark on the only regiment to come from that world, who comprise the overwhelming majority of the world’s survivors. They fight on despite the loss, but must constantly battle not only their enemies but also the mental and emotional toll from the doom of Tanith. Members of this regiment begin play with 2d10 Insanity Points.

Diverse Recruits: Over the years, the Tanith First-and-Only have lost many members of the original regiment on scattered battlefields, and there are no new recruits from their home world to succeed the fallen. Instead, the Tanith has received reinforcements from other worlds and regiments, creating a community of soldiers with drastically different places of origin.

Each time a Squad from this regiment requests replacement members (to replace lost Comrades), the Game Master may choose to roll 1d10 instead of having the recruits come from the original core of the regiment. On a result of 3–4, the recruits come from the original survivors of Tanith. On a result of 5–7, they come from the Verhasites, and on a result of 7–10, the replacements come from the former Belladon 81st Recon. On a result of 1–2, however, the Squad receives no reinforcements at all, and must soldier on until its members can put in another request for troop support. Depending on how many members of the original regiment remain, the Game Master can decide whether or not replacement Player Characters should be members of the original Tanith or generate their characters from the other recruits (see **Mixed Regiments** on page 48).

Starting Wounds: Characters from this regiment generate their starting Wounds normally.

Standard Regimental Kit: 1 Good Craftsmanship las carbine with melee attachment and Home Materials upgrade and 4 charge packs, 1 silver warknife (Good Craftsmanship Mono knife), flak jacket and flak helmet, 1 tube charge, two smoke grenades, poor weather gear, rucksack, basic toolkit, mess kit and water canteen, blanket and sleep bag, 1 9-70 Entrenching Tool, dog tags, Imperial Infantryman’s Uplifting Primer, 2 weeks’ rations, cameleoline cloak, microbead, magnoculars, home world memento.

Favoured Weapons: Long-las, Achillan MkIII “Tread Fether” missile tube.

ROLE IN THE SABBAT CRUSADE

The ongoing campaign in which “Gaunt’s Ghosts” served was the Sabbat Worlds Crusade, a vast effort by the Imperium of Mankind to retake worlds lost to worshippers of Chaos. The Tanith First-and-Only joined the Crusade (which began in 755.M41) shortly after their escape from their doomed home world. Though they were frequently overshadowed by more decorated regiments, “Gaunt’s Ghosts” were nonetheless instrumental in many key operations, frequently using their unique skills to execute dangerous covert operations.

CREATING THE TANITH 1ST “GAUNT’S GHOSTS”

The rules listed for the Tanith 1st Light Infantry, “Gaunt’s Ghosts” have been created using the Regiment Creation rules included in this chapter and on page 58 of the **ONLY WAR** Core Rulebook.

Home World: Frontier World, but with the Independent Operation Trait replaced with the unique Ghosts in Name and Action Trait described in the Regiment Rules.

Commanding Officer: Maverick

Regiment Type: Guerrilla Regiment

Doctrines: Chameleoline, Survivalists (Forest)

Drawback: Lost Home World

Total Cost: 12

COLONEL-COMMISSAR IBRAM GAUNT

Ibram Gaunt hailed from a family of soldiers, with a General Dercius as an uncle and a father who served as second-in-command to a regiment of the Jantine Patricians. After his father's death, he received schooling at the Schola Progenium on Ignatius Cardinal, where he specialised as a Commissar. As a cadet, he served with the Hyrkan 8th under the tutelage of Commissar-General Delane Oktar and distinguished himself, receiving promotion to full Commissar upon Oktar's death. During his attachment to the Hyrkan 8th, he gained the attention of Lord-General Slaydo, becoming one of his inner circle. With Slaydo's promotion to Warmaster and his charge of a Crusade to retake the Sabbat Worlds, Gaunt was amongst the chosen few with whom Slaydo swore a blood-oath: to see the Crusade to its conclusion, no matter what, in order to honour the Saint from whom the sub-Sector drew its name.

In the following years, Gaunt performed incredible feats and received the extremely rare rank of Colonel-Commissar and his own command over the Tanith First-and-Only for his loyalty and achievement. From that point on, Gaunt and his regiment, later nicknamed "Gaunt's Ghosts" made their way from battlefield to battlefield, facing terrible foes and incredible challenges that tested them in every way, forging them into a deadly and renowned regiment.

TACTICS AND ORGANISATION

The overall organisation of the Tanith First-and-Only is flexible, as its numbers have shifted drastically over its history. However, the regiment is typically divided into several Companies and further subdivided into individual squads.

Unlike some other regiments, much of the responsibility for battlefield decisions falls onto the Sergeant of a given squad, and his or her second-in-command Corporal. The exact make-up of the squad can vary given the mission, but

Tanith squads often feature troopers with roles and titles such as Scout, dedicated Marksman, Heavy Weapons team (such as missile launcher or heavy stubber), Corpsman, Flamer, Voxsman. As squads reconsolidate after losses, this make-up alters depending on availability. In general, however, the Tanith attempt to maintain balanced squads that can handle the diverse threats the galaxy has to offer.

In contrast to some other, more rigidly structured Imperial Guard regiments, the Tanith give an extraordinary amount of freedom to individual squads. While the Colonel and Company Commanders still issue orders, squad leaders receive considerable leeway on how to accomplish objectives. The Tanith First-and-Only frequently leverages its combination small-unit tactics, independent squads, and tight communication network to outmanoeuvre the opponent. This allows them to be extremely fluid on the battlefield, reacting to the enemy much faster than they could otherwise. Even squads are modular, and often break down into two smaller fire-teams, the second led by the squad's Corporal, granting them an even greater degree of tactical flexibility. During his period of command in the regiment's formative years, Gaunt placed a great deal of importance on his officers having a grasp of the overall tactical situation. It is said that on several occasions, he even broke mission protocol to give other officers information and maps that High Command had deemed too sensitive for the lower ranks to access.

The Tanith's self-awareness of the regiment's strengths allows the group to exploit these advantages to the fullest extent possible. Tanith troopers' weapons of choice are almost invariably stealth, mobility, and coordination rather than brute force and overwhelming firepower. The Ghosts favour in particular the long-las, the lightweight missile launchers they affectionately refer to as "tread-fethers," explosive tube charges, and backpack flammers, alongside controlled and precise lasgun fire. And as a last resort, the Tanith are trained to use their signature silver warknives to deadly effect in close quarters. Some of their most skilled melee combatants are even whispered to have faced down Chaos Space Marines in personal combat and survived to tell the tale of crossing blades with these terrifying foes.



PLAYING A GHOST

The native-born Tanith can be generally identified by their pale skin, which contrasts with their dark hair and blue tattoos. Virtually every Tanith possesses a visible tattoo, although the number, design, size, and complexity varies wildly between individuals. They come from a wide variety of backgrounds, as one would expect from a regiment drawn from the entirety of a forest world. They share in common their exceptional abilities at stealth, as a standard Ghost matches or exceeds a scout specialist from any other regiment. Almost every Tanith boasts an impressive, innate sense of direction, as the moving forests of their world made navigation via landmarks useless. If all practical observation is to be trusted, a native-born Tanith can never be lost.

And, of course, the most powerful unifying force lies in the loss of their home world. Every Tanith experienced the incomparable memory of seeing their home and everyone they knew utterly annihilated by Chaos. Unlike most other

Guardsman, a Tanith cannot even dream of returning home some day, and must fight knowing that when he dies, so too die some of the last memories of Tanith.

Despite the potential for despair at the loss of their home, this event proved more of a catalyst than a death knell. The Tanith hold an absolute conviction to make the most of their lives, and carry a burning desire for vengeance against Chaos that allows them to take on seemingly suicidal missions with hardly a second thought. Despite the pall of tragedy that always lies near a Tanith's thought, they maintain a surprisingly jovial attitude when not in combat. The Ghosts also boast an incredibly clean record compared to most Imperial Guard regiments, and rarely merit serious disciplinary action. Although the usual collection of low-grade misconduct and misdemeanours can be found, its officers rarely need to enforce corporal or lethal punishment. Because of this peculiarity, some other regiments wrongly view the Tanith as primitive, unruly barbarians rather than the highly skilled special operations unit they truly are.

THE VERHASTITES RECRUITS

Unlike the members of the First-and-Only who hail from Tanith, the Verghastite element of the Ghosts come from much more mixed stock and have few universal features, although many have adopted the traditional Tanith tattoos. Like the Tanith, they also share a burning hatred for Chaos. Although their world is rebuilding, they too bear the scars from seeing their home burn. Overall, the Verghastite elements have adopted Tanith practices and customs well, and although the Verghastite are less skilled at stealth-work than the original Tanith, they bring many skilled sharpshooters to the regiment.

CREATING THE VERHASTITES

The simplest mechanical option is to treat the Verghastite recruits to the Tanith First-and-Only as members of that regiment, using all of its rules. However, if the players and the Game Master wish to do so, they can instead treat the Verghastites as part of a **Mixed Regiment** (see page 48) with the Tanith First-and-Only and the Belladon 81st. In that case, the Tanith count as the Core Regiment and the Verghastites use the rules below:

Home World: Hive World

Commanding Officer: Maverick

Regiment Type: Guerrilla Regiment

Doctrines: Chameleoline, Sharpshooters

Drawback: Lost Hive (Lost Home World)

Total Cost: 11

THE BELLADON 81ST RECON REGIMENT

Unlike the other two elements of the Ghosts, the Belladon are not united by a shared loss of their home. They also claim a long and proud martial history, unlike the first-generation Tanith and Verghastite troops. Though they are an integrated part of the Tanith First-and-Only, the Belladon maintain a strong regimental identity, and put large emphasis on their previous commander, Colonel Wilder, who briefly commanded the combined regiment in its early days and gave his life to save it. The Belladon boast their own excellent scouts, and have exchanged techniques and practices that complement those of the native Tanith.

CREATING THE BELLADON

The simplest mechanical option is to treat members of the former Belladon 81st as members of the Tanith First-and-Only, using all of its rules. However, if the players and the Game Master wish to do so, they can instead treat the Belladon 81st as part of a **Mixed Regiment** (see page 48) with the Tanith First-and-Only and the Verghastites. In that case, the Tanith count as the Core Regiment and the Belladon use the rules below:

Home World: Imperial World

Commanding Officer: Maverick

Regiment Type: Guerrilla Regiment

Doctrines: Chameleoline, Survivalists (Forest)

Drawback: Scarred of Loss

Total Cost: 12

VALHALLAN ICE WARRIORS

"As inexorable as the winter cold, as ruthless as the bitter frost, as certain as death—the Valhallans fight only for victory and the Emperor. All else is but a prelude."

—Colonel Kasteen of the 597th Valhallan Ice Warriors Regiment

The desolate Ice World of Valhalla is the birthplace of the famously valiant Imperial Guard regiments known as the Valhallan Ice Warriors. Located in the Segmentum Ultima, Valhalla was once a verdant paradise. However, the planet's destiny was a harsh one—not long before the end of the Age of Strife, a rogue comet entered into a collision course with Valhalla's surface. Although the planet's defence lasers blasted the comet again and again, the target was simply too dense and too massive to be deterred. The comet impacted across Valhalla's surface, wreaking havoc upon the planet's weather patterns. The collision was on such a scale that Valhalla's planetary orbit was shifted further away from its sun. Temperatures plummeted, wiping out nearly every trace of life and covering the world's formerly lush plains with glaciers.

The aftermath of the cometary collision changed Valhalla forever, reshaping the entire world into an icy wasteland. The indigenous population of Imperial citizens struggled to survive, battling the elements until finally carving out new homes in enormous subterranean caverns deep beneath the permafrost and ice. Only far below the surface and close to the planetary core was there any form of heat, forcing the survivors to adapt to life underground.

The comet's impact was only the beginning of Valhalla's troubles, however. Not long afterwards, an invading Ork warfleet encountered the planet and descended upon Valhalla in a green tide of savage foes. The Orks fought the Valhallans for every ounce of precious food that had been carefully stored away in a series of ferocious battles beneath the ice. Every engagement was a scene of bloody carnage as the Valhallans grimly defended their homes. The caverns were overcome one at a time by the Ork onslaught, until the Valhallans stood upon the brink of annihilation.

Other worlds would have stumbled, their people's morale crumbling in the face of doom. Other worlds would have surrendered rather than face the bestial nightmare of Ork conquest. Other worlds would have failed. Valhalla, however, fought back. Priests of the Ministorum chanted paeans to the Emperor side by side with the embattled Valhallans. Lasguns were fired until their capacitors melted. Officer's swords were broken, bent, dropped from slack hands only to be picked up and wielded anew. The legendary determination of the Valhallans was forged in that bloody crucible. The Valhallans' righteous wrath threw back the Orks, grinding down them against the unyielding will of the Ice Warriors. In the end, the broken bodies of the Orks were cast into depthless crevasses to feed the planet's core.

For the Valhallans, reclaiming their world was not enough. In the aftermath of the Ork defeat, many Ice Warrior regiments sought revenge against the Greenskins and joined with other Imperial Guard forces to cleanse the surrounding sector of their hated foe. During this purge, the Ice Warrior regiments earned a reputation famous throughout the Imperial Guard for austere tenacity in battle and seasoned expertise at rooting out

Ork warbands. These qualities were displayed with distinction by every last Valhallan soldier in every warzone and on every planet visited over the course of the bitter campaign.

Each regiment that fought alongside the Ice Warriors gained a deep and abiding respect for their dour courage and unrelenting resolve.



REGIMENT RULES

Characters belonging to the 442nd Valhallan Ice Warrior Regiment receive the following advantages.

Characteristic Modifiers: -3 Intelligence, +3 Toughness, +3 Strength, +3 Willpower.

Starting Aptitudes: Agility.

Starting Skills: Athletics, Common Lore (Ecclesiarchy), Common Lore (Imperial Creed), Forbidden Lore (Orks), Intimidate, Linguistics (Low Gothic).

Starting Talents: Air of Authority, Hatred (Orks), Nerves of Steel *or* Orthodoxy *or* Unshakeable Faith, Rapid Reload.

Intractable: Valhallans are notoriously stubborn, unwilling to give ground to the hated enemies of the Emperor just as they were on their home world when faced with the Orks. While entrenched in a defensive position, characters from this regiment must pass a **Challenging (+0) Willpower Test** to withdraw and abandon their objective to their enemies.

Untempered Zeal: Characters from this regiment may re-roll any failed Charm Test to inspire religious fervour or righteous hatred in others.

Starting Wounds: Members of this regiment increase their starting Wounds by +2.

Standard Regimental Kit: 1 M36 lasgun and four charge packs per Player Character, 1 knife, 1 thermal-insulated flak greatcoat and thermal-insulated flak helmet per Player Character, 2 frag grenades per Player Character, 2 krak grenades per Player Character, 1 set of field gear (uniform, cold weather gear, bandolier, rucksack, set of basic tools, mess kit and water canteen, blanket and sleep bag, rechargeable lamp pack, grooming kit, set of ident tags, Imperial Infantryman's Uplifting Primer, 2 weeks' rations) per Player Character.

Favoured Weapons: Flamer, mortar.

THE WORLD OF ICE

Valhallans stubbornly refuse to acknowledge their hardships, but their world is not a forgiving one. In the wake of the comet strike and the subsequent Ork invasion, life on the planet of Valhalla has only flourished underground. The population of Valhalla exists entirely in vast subterranean caverns carved out from the rock and ice beneath the planet's surface, warmed by the planetary core. These underground habitats are woefully overcrowded, packed with citizens so thickly that human life on Valhalla is considered inconsequential and cheap. To sustain the peoples' hunger, nutrient slime is cultivated on the cavern walls by generations of ceaseless toil and sacrifice.

Only those citizens who volunteer for the Imperial Guard escape such an existence, but such service is considered an honour. The Valhallans have a long and proud history as a prime source of providing regiments for the Departamento Munitorum, and many regiments of Valhallan Ice Warriors have earned considerable renown for their heroism and steadfast refusal to give in when lesser soldiers would surrender and lesser regiments would collapse beneath the weight of their impending doom.

Over the millennia, the Guardsmen of Valhalla have fought for the Emperor across thousands of worlds. Their steadfast valour and casual disregard for their own lives has built a legend that inspires countless citizens across the Imperium. Stern and uncompromising, the Valhallan Ice Warriors are valued and admired by many Imperial Guard officers in need of reliable troops. Often, the Valhallan Ice Warriors are deployed in warzones infested with Orks in order to take advantage of the regiments' intimate knowledge of Ork tactics and to channel the troopers undying hatred for the Greenskins who invaded their home so long ago. Similarly, Valhallans are commonly positioned where their dogged resolve can bolster surrounding allies and hold the line where other armies might fall back when faced with certain death.

CREATING THE 442ND VALHALLAN ICE WARRIORS REGIMENT

The rules for the 442nd Valhallan Ice Warriors Regiment were created using the Regiment Creation Rules in Chapter 2 of the **ONLY WAR** Core Rulebook. The following options were selected:

Home World: Penitent, but with the Only One Life to Give Trait replaced with the unique Intractable Trait described in the Regiment Rules.

Commanding Officer: Melancholic

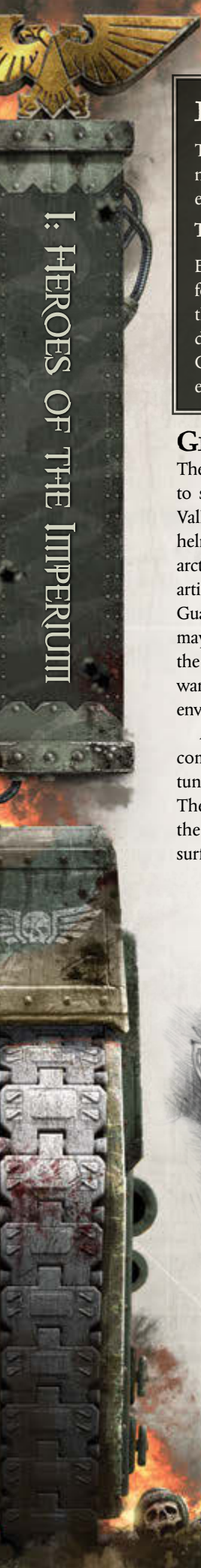
Regiment Type: Line Infantry

Doctrines: Favoured Foe (Orks), Survivalists (Tundra)

Drawback: Poorly Provisioned

Total Cost: 10





EQUIPMENT OF THE 442ND VALHALLAN ICE WARRIORS REGIMENT

The uniform of the Valhallan Ice Warriors consists of a thick, thermally-insulated greatcoat—often worn buckled up to the neck—and a similarly thermally-insulated helmet with flaps that can be secured to protect the soldier's neck and ears from the environment. Additional fatigues include a basic set of trousers and an undershirt, although specifics vary between regiments.

THERMAL-INSULATED FLAK GREATCOAT AND HELMET

Each Guardsman raised from Valhalla is equipped with a thermally-insulated greatcoat and helmet. These items are signature kit for the regiments, and a Valhallan would go to great lengths to secure his greatcoat and helmet rather than go without. Given the harsh environment of their home world, it is likely that Ice Warriors consider losing either item as an eventual sentence of death. The thermal insulants for both items render the wearer nearly immune to the elements commonly encountered by Imperial Guardsmen. A character protected by a thermal-insulated greatcoat and helmet gains a +30 bonus to any Tests made to resist the effects of cold and a +10 bonus to any Tests made to resist any environmental effects of temperature and weather.

GEAR AND TRAINING

The Ice Warrior regiments are renowned for their ability to survive and fight even in harsh extremes of climate. Each Valhallan warrior is issued a thermally-insulated greatcoat and helmet, gear that is absolutely necessary to survive the harsh arctic surface of their home world. From canteens to extra articles of clothing (such as socks and scarves), the Valhallan Guardsman is expected to carry into battle every last item he may need to survive. The *Departamento Munitorum* has kept the Valhallan Ice Warriors regiments well-supplied with such wargear, and it is very rare for Valhallan troops to face an environment for which they are not at least marginally prepared.

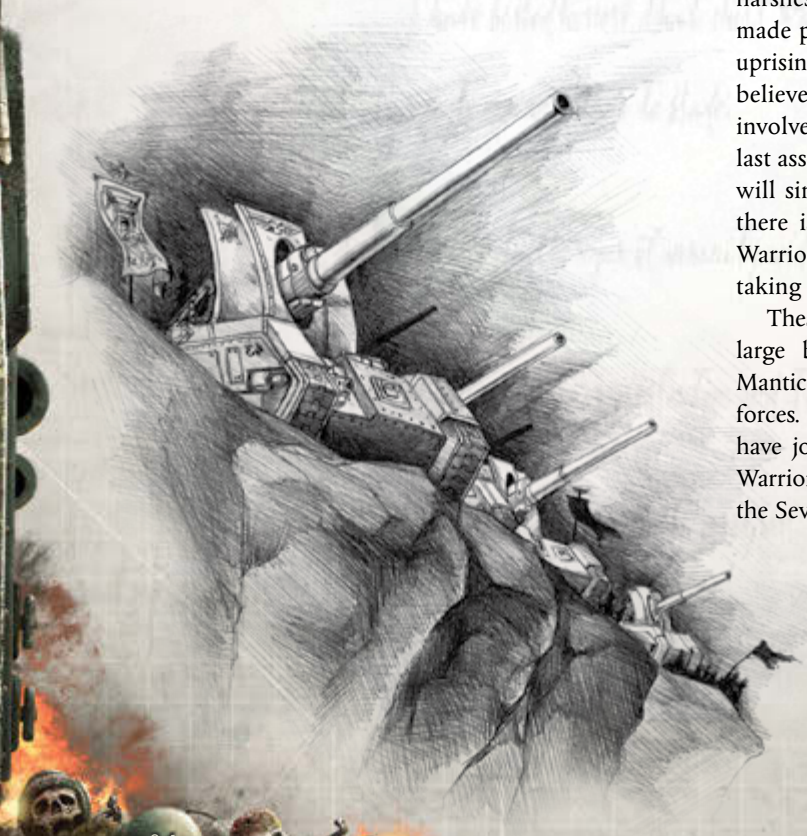
Additionally, the Valhallan battle tanks and artillery units commonly use camouflage patterns suited to the frozen tundra their home planet to paint the hulls of their vehicles. The Valhallan regiments' pride does not end there, either—the name of their home world is placed reverently onto the surface of each vehicle to identify its origin.

On the attack, Valhallan regiments often combine furious barrages of artillery with wave after wave of stoically advancing infantry. Many Valhallan officers—such as the famous Commander Chenkov—have expertly used these tactics to grind the enemy down and wrest victory from even the most hardened of objectives. In defence, Ice Warrior regiments are known for stubbornly fighting to the last man. Many Valhallan regiments incorporate *Ministorum Priests* into their order of battle, relying upon pre-combat blessings and exhortations of valour in the Emperor's name to bolster their righteous hatred of the foe.

VALHALLAN ICE WARRIORS IN THE SPINWARD FRONT

Valhallan regiments in the Spinward Front are commonly placed into warzones where their experience fighting Orks can be best employed. Additionally, Lord Marshal Ghanzorik seems to favour the Valhallan's fighting style, and the Ice Warriors have often been deployed into battlefields with the harshest environmental conditions. The Ice Warriors have made planetstrikes on Maesa and have suppressed a mutant uprising on Sisk, but many of the Valhallan senior officers believe that Ghanzorik's future plans for the regiment involve a direct strike at Avitohol. Given the failure of the last assault on that world, it is very likely that the Valhallans will simply be one part of a much larger attack force, but there is a sense of quiet pride amongst the Valhallan Ice Warriors that they would be considered for the honour of taking the fight to Grimtoof himself.

These formations are generally concentrated into large batteries of heavy artillery—usually Basilisks and Manticores—supported and defended by robust infantry forces. Several *Ministorum priests* from the Calixian synod have joined with the Valhallan order of battle, and the Ice Warriors consider themselves blessed to face the Orks and the Severan Dominate well supported by the Imperial Creed.



THE 442ND VALHALLAN ICE WARRIORS REGIMENT

The Valhallan 442nd is a relatively fresh arrival in the Spinward Front, having fought with distinction alongside numerous other Imperial Guard forces during the final liberation of the planet Volistadt from Ork invaders. As hardened veterans of the bitter combat on Volistadt, it was expected that the Valhallans would be assigned to a reserve force rather than being thrown immediately back into the front lines. However, the outbreak of Waaagh! Grimtoof heralded a new requirement for Imperial Guardsmen, and so the 442nd Ice Warriors were assigned to spearhead an assault on the world of Maesa. The Valhallan's objective was to secure vital strategic locations and relieve other forces badly needed in other warzones. Unfortunately, the Ice Warriors suffered a number of setbacks during their first assault, as organisation failed at nearly every level. The Valhallans were forced to fall back in confusion until their higher officers could restore proper discipline and order. A shocking revelation uncovered the reason behind these incidents; it was soon discovered that several squads in the regiment had been infiltrated by shapechanging aliens of unknown origin.

The xenos shapeshifters had succeeded at assassinating numerous senior officers and squad leaders, afterwards assuming the identities of the slain and using their authority to cause as much havoc as possible. Only the discipline of the Valhallans

kept unit cohesion and morale at acceptable levels, preventing disaster during these disruptions. The regimental Commissars immediately put into action a purge to rid the Ice Warriors of the alien threat, and the following operations on Maesa were conducted with the Valhallan's customary zeal and precision.

After this narrowly-averted catastrophe, the Valhallan 442nd found a chance to redeem itself on the Ork-infested Space Hulk *Death's Door*, a massive mining station pulled into the Warp and fused with the hulls of lost vessels from across the Koronus Expanse and beyond. When the Space Hulk appeared near the world of Ceprysk, the Valhallan 442nd were sent to purge it of the Greenskins who had taken up residence there before they could threaten the main hive of Garhiv.

The Valhallans relished the opportunity to spill the blood their ancient foes, but the bloody reunion was cut short when several marauding pirate vessels disabled the transports used to deliver the Valhallans. Without immediate extraction available, the Valhallans dug in to weather the storm of both Chaos pirates and Orks. To the credit of their commanders, when several Imperial Navy frigates arrived to dispatch the renegades and search for any survivors, they found the Valhallan forces largely intact, slowly but surely grinding away at their enemies through the artificial trenches and corridors of *Death's Door*. Somewhat reluctantly, Colonel Rusk agreed to abandon the defensive position they had established and have his forces extracted that they might serve the God-Emperor elsewhere in the Spinward Front.



NEW REGIMENTAL OPTIONS

"I've served Him on Earth for thirty-five years now. I've given the best years of my life to Him, the Imperial Guard, and my comrades. I haven't seen Obdura since I left, and I never will again. This regiment is my home and I wouldn't have it any other way."

—Cale Ithix, Sergeant, 91st Obdura Siege Infantry

The following new Regimental Options are designed to give players and Game Masters alike broader options for the creation of both player and NPC Imperial Guard regiments from across the vast span of the galaxy.

NEW HOME WORLDS

As stated in the **ONLY WAR** Core Rulebook, a regiment's home world has more influence on its defining characteristics than almost any other factor. While there are countless types of worlds found in the Calixis Sector, not to mention in the galaxy at large, there are a number of common types that exist. The environments and societies on these worlds mould each inhabitant, instilling in them the Characteristics, Traits, Talents, and Skills that make each member of the regiment who they are.

Like those presented in the Core Rulebook, the following home worlds provide two modifiers to the Characteristics of every Player Character who hails from that particular regiment. These are chosen from a list of three options presented in the home world's description. In addition, a regiment's home world provides a number of Starting Skills, Starting Talents, and an assortment of special abilities that apply to each member of the regiment. Home worlds may also alter the way in which a Player Character's starting Wounds are generated, reflecting the general level of hardship and strife experienced by the planet's inhabitants during their formative years. Each of these home worlds costs a number of points to be subtracted from the total budget of Regiment Creation Points set by the Game Master.

TABLE 1-1: HOME WORLDS AND ORIGINS

Home World or Origin	Cost
Agri-World	3
Feral World	4
Feudal World	3
Forge World	4
Frontier World	4
Mining Colony	3

AGRI-WORLD

Agri-worlds are the breadbasket of the Calixis Sector. These verdant planets are given over almost entirely to industrial-scale agriculture, and are home to massive, city-sized farms and ranches controlled by sector wide agriculture business concerns. They produce the bulk of the Sector's food, as well as many plant and animal-based products such as oils, medicines, building materials, and textiles. While some of these worlds are fully automated, home only to a handful of technicians and overseers keeping tabs on ancient cultivating apparatus and armies of servitors, most are home to millions of Imperial citizens, both cosmopolitan, business-minded merchants and agents in the port cities and the many hardy homesteaders and labourers who do the actual work of tilling fields and breeding beasts. While agri-worlders have a reputation as honest, strong, and hard working, they are also viewed, unfairly or not, as unsophisticated yokels and easy marks for confidence men, grifters, and other predators. Many agri-worlders serve with distinction as infantrymen in the Imperial Guard, and there are quite a few armoured and mechanised regiments where these Guardsmen have put their skills operating heavy machinery to more martial uses.

Cost: 3

Characteristic Modifiers: +3 to any two of the following Characteristics—Fellowship, Strength, Toughness.

Skills: All agri-world characters start with Linguistics (Low Gothic), Operate (Surface), and Scholastic Lore (Beasts).

One With the Land: The regiment was raised from a world steeped in agricultural tradition, raising crops and food animals for the teeming billions of the Calixis Sector. Men and women who grow up on these pastoral worlds gain a deep understanding of both flora and fauna, and can use those skills on the field of battle to their advantage and to the advantage of their comrades. These characters can get food to grow in even the harshest conditions, and are an incredible asset to regiments embroiled in long, planet-bound campaigns.

Agri-world characters gain a +10 bonus to any Knowledge, Survival, or Trade Tests made to identify or otherwise interact with domesticated beasts or those with potential to be domesticated. They also gain a +10 bonus to any Knowledge, Survival, or Trade Tests made to identify, harvest, or cultivate food crops.

Blind to the Horror: Those men and women raised on bucolic and backwater agricultural worlds have little to no experience with Imperial society at large. Most have never left their village or city, let alone their home world, and those that have possess even less awareness of the wider realm of the Imperium than most of their counterparts. These innocents make easy marks for grifters, con-men, and others who take advantage of the confused and ignorant.

Agri-world characters suffer a –10 penalty to Scrutiny when using it to Oppose the Deceive Skill. Additionally, the first time an Agri-world character gains Insanity Points, he gains twice the normal amount instead.

Starting Wounds: Agri-world characters begin play with +2 starting Wounds.



FERAL WORLD

Lawless and terrifying, feral worlds are realms of unrepentant violence, where power begins and ends with the sword. Feral worlds frequently house deadly environments, from boiling seas and blistering winters to deadly rad-zones that swallow entire continents to the broken shells of long-forgotten hives still spewing toxins into the choked skies. However, unlike death worlds, the greatest dangers of feral worlds lie not in the shifting earth or polluted skies, but in one's fellow humans. Some feral worlds are dominated by reaver tribes who clash over hunting grounds or the small tracts of arable land, while others are dominated by massive gangs of transient warriors who travel on technological mounts their ancestors forgot how to build or maintain long ages ago. Feral worlds are the source of many of the most violent and dangerous warriors across the Imperium, and some contribute to regiments of the Imperial Guard. Though soldiers from many other regiments tend not to trust feral worlders for their violent and opportunistic tendencies, these same traits can make feral worlders incredibly dedicated and lethal warriors for the God-Emperor of Mankind.

Cost: 4

Characteristic Modifiers: +3 to any two of the following Characteristics—Agility, Strength, and Weapon Skill.

Skills: All feral world characters start with Awareness, Parry, and Intimidate *or* Sleight of Hand.

Fluency: Feral worlders' lives tend to be like their tempers: short and unpleasant. While some do survive to old age, few

do so by spending time on scholarly pursuits. Feral world characters do not start with the Linguistics (Low Gothic) Skill at character creation, although they are still capable of engaging in any verbal communication in Low Gothic that does not require a Skill Test.

Brutal Warrior: By the very nature of their planet, feral worlders are rapidly taught that strength—and strength alone—determines one's right to survival. Of course, strength can come in many forms, and feral worlders are no strangers to using stealth and subterfuge to gain the edge when raw ferocity and might alone cannot solve a problem.

Feral world characters can choose to start with one of the following Talents: Ambush or Frenzy.

Violence Answers All: Many feral worlders see the universe in extremely simple terms: comrades must be protected, foes must be vanquished, and both of these goals must be accomplished at all costs. Feral world regiments tend to be close-knit, violent bands where disputes both internal and with outsiders are settled in blood.

When faced with the opportunity to crush a foe utterly, even if there is great risk involved, feral world characters must pass a **Routine (+20) Intelligence or Willpower Test** to pass up the chance. At the Game Master's discretion, this Test can be waived when dealing with minor disputes or when the valour of discretion is overwhelmingly obvious.

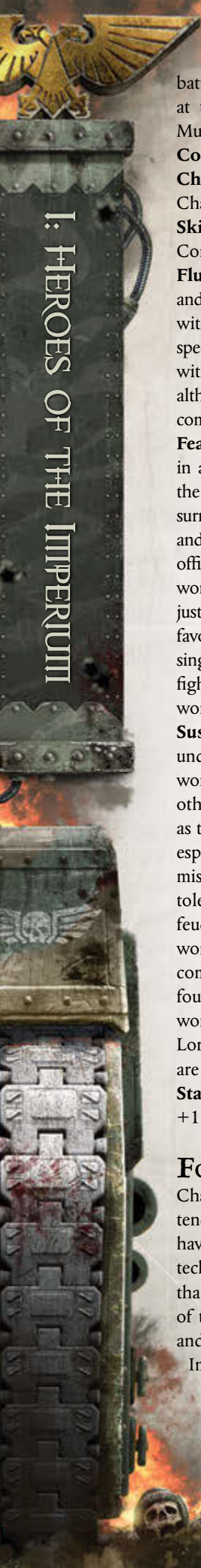
Suspicious of Machine Spirits: On most feral worlds where any technology remains, the few artefacts that persist are treated not just as sacred objects, but as terrifying and dangerous magic to be avoided by all but the strongest: weapons of legend wielded by the most powerful warlords and killers whose strength becomes synonymous with that of their weapons. The Cult Mechanicus is a foreign concept to such warriors, and even if the two share a reverence for technology, the feral worlders' viewpoint is often tinged by dread, and the suspicion that such power might not be a divine blessing, but a dark gift from ancient and capricious powers that demand a price for their gifts.

Feral world characters suffer an additional -10 penalty on Common Lore (Tech), Medicae, and Tech-Use Skill Tests unless they are trained in that Skill.

Starting Wounds: Feral world characters begin play with +2 starting Wounds.

FEUDAL WORLD

Woefully primitive by Imperial standards, feudal worlds are home to low-technology, largely pre-gun powder societies with a population made up largely of peasants and serfs ruled over by warrior aristocracies. While nominally part of the Imperium, they are generally of little use to the Adeptus Terra due to their lack of technical acumen, their isolation, and their often heterodox beliefs. They do, however, pay tithes to the Imperium, and due to their largely agricultural society they are often converted into agri-worlds. Despite the fact that the sword, the spear, and the crossbow are considered state of the art weapons on most feudal worlds, regiments are occasionally raised on these worlds. In fact, one of the best known feudal worlds, Attila, is home to the vaunted Attilan Rough Riders. Guardsmen hailing from feudal worlds are known for their honour, their courage in



battle, and their tendency to challenge others to bloody duels at the slightest provocation, a trait that the Departmento Munitorum has been unable to train out of them.

Cost: 3

Characteristic Modifiers: +3 to any two of the following Characteristics—Weapon Skill, Strength, Toughness.

Skills: All feudal world characters start with Athletics and Common Lore (War).

Fluency: Few feudal worlders take the time to learn to read and write, consumed as their lives are by toil and warfare, with written language largely the domain of scribes and other specialists. Because of this, feudal world characters do not start with the Linguistics (Low Gothic) Skill at character creation, although they are still capable of engaging in any verbal communication in Low Gothic that does not require a Skill Test.

Faalty: The majority of feudal world troopers are brought up in a society with a very clear separation between nobles and the commoners. These societies have strict rules of etiquette surrounding how the aristocracy interacts with their inferiors and vice versa. Regiments raised from feudal worlds are led by officers drawn from the local nobility and the common men and women in the enlisted ranks tend to revere their officers as not just their leaders but as their betters. Nobles and their chosen favourites often reinforce this belief with impressive skills in single combat, while most enlisted warriors hone their ability to fight in groups, spurred on by the prowess of their lords. Feudal world characters gain the Champion or Double Team Talent.

Suspicious of Machine Spirits: The beliefs and general understanding of the galaxy possessed by the average feudal worlder seems woefully backward and benighted to many other Guardsmen. While most believe in the God-Emperor as the saviour of Man and his church as the one true religion, especially those that have been visited by Ecclesiarchy missionaries, many have other, more esoteric beliefs that are tolerated only thanks to their battlefield prowess. In addition, feudal worlds are by their nature millennia behind many worlds that provide soldiers to the Imperial Guard when it comes to technological advancement, and their wars are still fought with sword and shield, longbow and catapult. Feudal world characters suffer an additional –10 penalty to Common Lore (Tech), Medicae, and Tech-Use Skill Tests unless they are trained in that Skill.

Starting Wounds: Feudal world characters begin play with +1 starting Wound.

FORGE WORLD

Characters drawn from the Adeptus Mechanicus' forge worlds tend to be highly intelligent, clear-minded technomats who have an innate talent for using and caring for the mysteries of technology and who seem to relate to machines more easily than to their flesh and blood comrades. Steeped in the dogma of the Cult of the Machine God, these craftsmen, engineers, and technicians bring an immense font of knowledge to the Imperial Guard and form the backbone of its engineering and technical abilities. Forge world characters tend to soothe the countless machine spirits that inhabit the Imperial Guard's equipment and war machines. They pilot the tanks and infantry fighting vehicles, they raise fortifications, dig trenches, build

and destroy infrastructure, and even bring the devastating power of the ancient Titans to bear on the enemies of the Imperium. While such regiments are certainly not revered by their counterparts in other Imperial Guard regiments, they are unparalleled in their ability to keeping the weapons working and the tanks running. However, their ties with the Cult of the Machine God make many outsiders, especially the more pious among the rank and file of the Imperial Guard, look upon their strange ways with suspicion.

Cost: 4

Characteristic Modifiers: +3 to any two of the following Characteristics—Intelligence, Perception, Toughness.

Skills: All forge world characters start with Common Lore (Adeptus Mechanicus), Common Lore (Tech), Linguistics (Low Gothic), Linguistics (Techna Lingua), and Logic.

Blessed of the Omnissiah: The Omnissiah grants many blessings upon his favoured subjects, and many mysteries of technology are revealed to those so blessed. Forge world characters start with the Peer (Adeptus Mechanicus) Talent.

Rites of Rewiring: Where most Imperial citizens see a machine as a singular and mysterious entity, those from a forge world view machines as a collection of discreet, sacred components, each with a uniquely important purpose. They are highly prized by armoured, mechanised, and siege regiments for their ability to both keep friendly machines running in the worst conditions and to efficiently dismantle enemy equipment. Forge world characters can choose to start with one of the following Talents: Technical Knock or Weapons Tech.

Isolated by Machines: Life on an Imperial forge world is an experience unlike that of any other world in the galaxy. Forge worlders are surrounded by the wonders of the Machine God and the teachings of the Priesthood of Mars from birth, and the mysteries and wonders of technology are as common to them as a herd of Grox to an agri-worlder. While this makes these relatively tech-savvy Guardsmen well suited for more technological occupations in the Imperial Guard, such as Operators and Tech-Priest Engineers, it also has a tendency to produce insular, awkward troopers not fit for polite company. Forge world natives often relate to machines and servitors more readily than their flesh and blood counterparts, and have a sad tendency toward jargon and filling their conversations of long strings of Techna Lingua that are nearly unintelligible to the average trooper. Forge world characters suffer a –10 penalty to any Interaction Tests made to interact with characters who are not also from a forge world or initiates of the Adeptus Mechanicus.

Starting Wounds: Forge world characters begin play with –1 starting Wounds.

FRONTIER WORLD

Frontier worlders are rugged survivalists, and many frontier worlds are chosen for the founding of Imperial Guard regiments because of the relentless drive to endure and practical ingenuity that their harsh home worlds breed.

Cost: 4

Characteristic Modifiers: +3 to any two of the following Characteristics—Agility, Ballistic Skill, and Perception.

Skills: All frontier world characters start with Awareness, Linguistics (Low Gothic), Navigate (Surface), and Survival.

Life on the Verge: While frontier worlders are sometimes less refined than members of other regiments, their skills in the field are undeniably useful. Frontier world characters gain the *Combat Sense* or *Quick Draw Talent*.

Independent Operation: Frontier worlders are more accustomed to working far from others than many of their counterparts in other regiments. Their activities on their home planet often call for them to range far and wide, often alone, and as a result they develop a sense of confidence in this solace. On the battlefield, this frequently translates into a willingness to strike out beyond the sight of allies, confident that their compatriots will react swiftly to danger. The Comrades of a frontier world character count as being within *Cohesion* so long as they are within 15 metres of their Player Character.

Distrustful of Authority: Though they are valued for their ability to act independently, frontier worlders can also be difficult to control thanks to this tendency. This can be particularly problematic for newly raised regiments placed under the command of officers from outside, or for regiments merged with others after suffering losses. However, with time and patience, this friction can be overcome by outsiders who prove that they can stand on their own and contribute to the regiment.

Frontier world characters tend to distrust outsiders, especially those handing out orders. They suffer a -20 penalty to *Interaction Skill Tests* made to interact with unfamiliar figures of authority (such as new Commissars, officers from other regiments, Senior members of the Ecclesiarchy and Adeptus Mechanicus, and other such individuals) and impose the same penalty on *Interaction Skill Tests* made on them by those people. These penalties can be waived at the GM's discretion, if the frontier world characters are dealing with individuals who have earned their trust.

Starting Wounds: Frontier world characters generate their starting Wounds normally.

MINING COLONY

Characters hailing from one of the Calixis Sector's many mining colonies are a hardy breed, much used to the kind of privation and hard living found deep within the bowels of a planet. Their bodies and minds have adapted to a life of living underground and heavy toil, and the constant threat of accident and sudden death has sharpened their senses to a preternatural degree. These Guardsmen have an innate sense of direction, are accomplished in demolitions and the operation of heavy equipment, and have built up a resistance to the natural dangers found in mines. Regiments raised from mining colonies are typically *Siege Infantry* regiments.

Cost: 3

Characteristic Modifiers: +3 to any two of the following Characteristics—Agility, Perception, and Toughness.

Skills: All mining colony characters start with *Awareness*, *Common Lore (Tech)*, *Linguistics (Low Gothic)*, and *Tech-Use*.

Acclimated to Darkness: Life below ground is incredibly dangerous, and those who make their living in the bowels of their worlds are a hardy lot indeed. Aside from the common industrial style accidents and the ever present threat of cave-ins, there are also dangerous extremes of temperature, deadly clouds of invisible toxic gasses, and the constant, oppressive gloom to deal with. Regiments raised from a mining colony

are full of men and women who have grown accustomed to this strange and gruelling way of life, and whose bodies have adapted to their environments.

Mining colony characters can choose to start with one of the following Talents: *Heightened Senses (Hearing)* and *Resistance (Cold)* or *Resistance (Heat)* or *Resistance (Poisons)*.

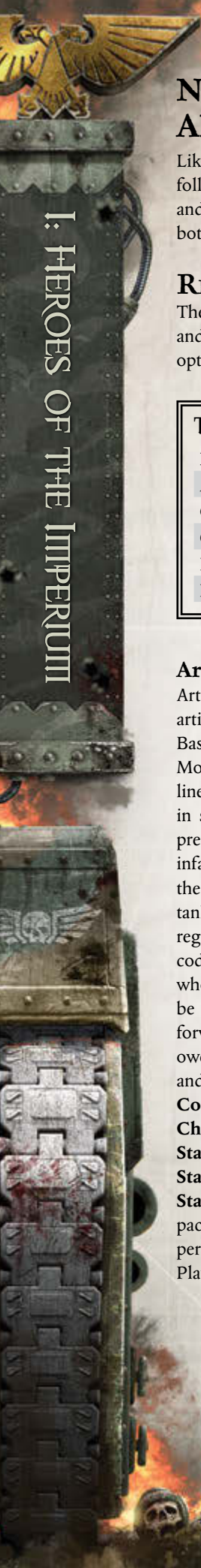
Tunnel Rat: Navigating the twisting warren of tunnels, shafts, and chambers that make up an average mine requires a good attention to detail and a well-developed sense of direction.

Mining colony characters gain a +10 to *Awareness* and *Navigation (Surface)* when underground.

Unaccustomed to Light: Unfortunately, their subterranean lifestyle makes them incredibly sensitive to bright light, and they suffer a -10 penalty to all *Perception* and *Awareness Tests* made in full daylight or bright artificial light. This penalty can be mitigated with goggles or other types of eye protection at the Game Master's discretion.

Starting Wounds: Mining colony characters begin play with +1 starting Wound.





NEW TRAINING AND DOCTRINES

Like the new regimental home worlds presented above, the following new training doctrines are designed to give Players and Game Masters alike broader options for the creation of both player and NPC Imperial Guard regiments

REGIMENT TYPES

The following new Regiment Types allows for Game Masters and players to build new kinds of regiments beyond the options available in the **ONLY WAR** Core Rulebook.

TABLE 1-2: REGIMENT TYPES

Regiment Type	Cost
Artillery Regiment	4
Guerrilla Regiment	4
Grenadiers	4
Heavy Reconnaissance Regiment	8
Rough Rider Regiment	5

Artillery Regiment

Artillerymen operate the numerous towed and self-propelled artillery pieces fielded by the Imperial Guard such as the Basilisk, the Medusa Siege Gun, and the Griffon Heavy Mortar Platform. Whether stationed well behind the front lines in a Basilisk battalion or operating in a mortar section in support of an offensive push, Imperial artillery supplies precision, medium and long-range indirect fire in support of infantry and armoured regiments. Artillery units also operate the Guard's anti-aircraft weapons, including the Hydra flak tank and the Deathstrike missile launcher vehicle. Infantry regiments tend to have somewhat adversarial but nonetheless codependent relationships with the artillery regiments who support them. Even if indirect fire has a tendency to be whimsically inaccurate at times, despite the presence of forward observers and orbital telemetry, most Guardsmen owe their lives at least once to a well timed artillery barrage, and thus treat artillerymen with grudging respect.

Cost: 4 points

Characteristics: +3 Ballistic Skill, -3 Toughness

Starting Skills: Operate (Surface)

Starting Talents: Bombardier

Standard Kit: 1 lascarbine (Main Weapon) and four charge packs per Player Character, 1 Basilisk per Squad or 1 mortar per every two Player Characters, 1 pair of magnoculars per Player Character, 1 vox-caster per Squad.

Guerrilla Regiment

These Guardsmen are light infantry units trained in covert warfare tactics and deployed against the Imperium's enemies as infiltrators, assassins, and saboteurs. Stealthy and dangerous, these soldiers spend much of their time well behind enemy lines carrying out clandestine, top-secret missions behind enemy lines or even on worlds entirely held by foes. They tend to show more initiative and creative thinking in the field than the average Guardsman. Indeed, it is this ability to think on their feet and adapt to quickly changing tactical situations that keeps them alive and allows them to carry out their dangerous missions successfully. Experts at asymmetric warfare, their missions typically include killing or capturing enemy leaders, interrogation, and deep infiltration strikes via grav chute or other aeronautica against enemy installations and infrastructure.

Cost: 4 points

Characteristics: +3 Perception, -3 Fellowship

Starting Skill: Stealth

Starting Talents: Ambush

Standard Regimental Kit: 1 lascarbine (Main Weapon) and four charge packs per Player Character, 2 blind grenades per Player Character, 2 stun grenades per Player Character, 2 frag grenades per Player Character.

Grenadiers

These Guardsmen are highly trained heavy infantry specialists trained in the use of grenades, grenade launchers, and the other numerous types of deployable explosive devices used by the Imperial Guard. These heavy-hitting soldiers work either in their own units as powerful heavy shock troopers or in mixed infantry units as heavy support troopers, using their heavy weapons to deny areas, defend their comrades, destroy lightly armoured fighting vehicles, and shatter close-packed groups of enemy infantry.

Cost: 4 points

Characteristics: +3 Ballistic Skill, +3 Toughness, -3 Perception.

Starting Skills: Tech-Use

Starting Talents: Bombardier

Standard Kit: 1 auxiliary grenade launcher weapon upgrade per Player Character, 1 additional Krak and frag grenade per Player Character, 1 suit of light carapace armour per Player Character, 1 deadspace earpiece per Player Character, 2 grenade launchers per Squad.

Heavy Reconnaissance Regiment

While most regiments dedicated to forward scouting are equipped as normal forward infantry supported by no more than a single Sentinel walker, some rare regiments are formed entirely of soldiers dedicated to piloting and maintaining these light walkers. Though some commanders view such formations as gratuitous use of heavy machinery in the field, the effect of several walkers stomping out of the foliage or across a hilltop at breakneck pace, tearing apart any light vehicles or structures in their path to clear the way for their force's advance is undeniable.



Cost: 8 points

Characteristics: +6 Agility, -6 Toughness

Starting Skills: Operate (Surface), Tech-Use

Starting Talents: Push the Limit, Tank Hunter

Standard Kit: 1 Sentinel scout walker per Player Character, 1 set of magnoculars per Player Character.

Rough Rider Regiment

While they might seem a strange anachronism in a military force that fields enough firepower both on the ground and in space to annihilate an entire planet, the Imperial Guard's Rough Riders are as dangerous as any armoured or mechanised regiment. Possessed of a flexibility and speed nearly unrivalled among the numerous regiments of the Guard, different groups of Rough Riders ride a myriad of different beasts, from hardy, war-hardened common horses to lumbering grox to creatures even more exotic like small carnosuars or winged felines. Rough Riders are typically raised from low technology level feral and feudal worlds where nomadic or cavalry centric societies are the norm, though some, like the Death Riders of Krieg hail from more developed worlds.

Rough Riders are lightly armed and armoured, drilled in close-range combat and anti-armour tactics. They wear light flak armour and carry their unique, multi-purpose hunting lances, laspistols, a handful of grenades, and precious little else. While their mounts grant the troopers great speed and manoeuvrability, they also limit the type and amount of

equipment that can be carried in the field. Due to this, most Rough Riders are accomplished at fieldcraft and survival, able to live, if not comfortably, then at least reasonably off the land in nearly any environment. In theatre, they are deployed as scouts, skirmishers, and guerrilla fighters, in squads of four to nine troopers led by a sergeant. Their mounts allow them to move quickly and stealthily far from Imperial supply lines and through terrain difficult or impossible to cross for heavy mechanised and armoured units. This makes them hard for enemies to counter, and Rough Riders use this to their advantage in their unique hit-and-run style of combat.

Cost: 5 points

Characteristics: +3 Agility, -3 Ballistic Skill

Starting Skills: Survival

Starting Talents: Catfall

Standard Kit: 1 hunting lance (Main Weapon) per Player Character, 1 laspistol and four charge packs per Player Character, 1 flak jacket and flak helmet per Player Character, 1 riding beast per Player Character (see **Mount Profiles** on page 138 for some examples), 1 saddle per Player Character, 2 saddlebags per Player Character, 1 set of riding tack (reins, harness, etc) per Player Character.

TRAINING DOCTRINES

The following Training Doctrines provide new options to reflect the particular skill sets and techniques that a regiment's members are expected to learn, so that the unit can better serve its designated battlefield role.

TABLE 1-3: TRAINING DOCTRINES

Training Doctrine	Cost
Anti-Aircraft	4
Anti-Armour	4
Close Quarters Battle	5
Heavy Lancers	5
Infiltrators	4
Skirmishers	4

Anti-Aircraft

Using man-portable surface to air launchers, dedicated anti-aircraft emplacements, and armoured vehicles like the Hydra flak tank, these eagle eyed Guardsmen keep the skies clear of enemy aerospace craft and flying beasts of all varieties. Whether assigned to a static anti-air battery protecting a field command centre or aboard a Hydra protecting an infantry regiment from the wanton depredations of Ork fighters, anti-aircraft regiments are a very important part of the Imperial Guard's order of battle.

Cost: 4

Starting Aptitude: Ballistic Skill

Starting Talent: Storm of Iron

Special: Members of Anti-Aircraft regiments gain an additional +10 bonus to their Ballistic Skill to hit airborne targets such as aircraft, ships, and flying creatures.

Anti-Armour

This regiment specialises in disabling and destroying enemy armoured vehicles. Typically composed of light or line infantry, they are instilled with an encyclopaedic knowledge of enemy armour and equipped with rocket and missile launchers, anti-tank mines, melta guns, and other destructive devices. These Guardsmen are frequently deployed on foot or mounted in a Chimera and can cripple an enemy's armoured advance or mechanised units with nothing but a few well placed missiles.

Cost: 4 points

Starting Skill: Common Lore (Tech)

Starting Talent: Tank Hunter

Special: Due to their special training and their encyclopaedic knowledge of enemy armoured vehicles and their strengths and weaknesses, Anti-Armour regiments are unparalleled tank-killers. Members of Anti-Armour regiments add an additional amount to the Penetration of their weapons equal to their Degrees of Success on the attack roll when attacking vehicles.

Close-Quarters Battle

The deadly, winding underhive of Scintilla, endless mine shafts and tunnels deep below a planet's surface, and the narrow corridors of a towering hab block: these are just a few examples of the environs where a close quarters battle regiment shines. Lightly armoured and armed with carbines, bullpups, and other short-barrelled weapons along with numerous deadly melee weapons, close quarters specialists are trained to move and fight effectively in confined spaces. These Guardsmen tend to be reckless enough to fight the vicious enemies of the Imperium up close, and perceptive and skilled enough to survive doing so—until their luck runs out, at least.

Cost: 5

Starting Talent: Double Team or Combat Master

Standard Regimental Kit: 1 lascarbine (Main Weapon) with four charge packs and the Compact modification per Player Character, 1 mono knife per Player Character, 1 suit of light carapace armour per Player Character.

Special: Members of regiments that specialise in Close Quarters Battle gain an additional +10 bonus to all Ballistic Skill Tests made at Point-Blank Range.



Heavy Lancers

These soldiers are powerful units usually mounted on massive, powerful, fleet-footed beasts bred for the charge. Heavily armed and armoured, even the beasts they ride frequently wear thick protective plates to turn aside the blasts, bolts, and blades of the enemy. Such warriors specialise in breaking infantry lines, destroying vehicles, and demoralising nearly any foe. A terror to behold with their hunting lances levelled at full tilt, a lance charge ranks as one of the most awe-inspiring sights on the battlefield.

Cost: 5

Aptitude: Weapon Skill

Starting Talent: Unstoppable Charge

Standard Regimental Kit: 1 mono great spear (a great weapon) or 1 hunting lance per Player Character.

Special: Heavy Lancers excel at the charge and train extensively for this purpose. Members of a Heavy Lancer regiment increase the distance their Mounts can move as part of a Crushing Charge Mounted Special Action by a number of metres equal to twice the Mount's Agility Bonus (see page 132).

Infiltrators

This regiment uses stealth, cunning, and every ruse de guerre known to military science to sow fear and havoc among the enemies of the Imperium. Well versed in clandestine warfare, infiltrators carry out missions that most hardened Storm Troopers would not undertake lightly.

Cost: 4

Starting Skill: Stealth

Starting Talents: Blind Fighting

Special: Infiltrators are extremely adept at slipping past the enemy, and use every distraction and dirty trick in the book to this end. When two or more characters from a Squad with this Doctrine are called upon to make a **Stealth Test**, one of the characters making the Test may choose to make his Test at a -10 penalty. If he succeeds, one other character making the Test may use the first character's Agility Characteristic for the Test instead of his own. The characters must be within 10 metres of one another to use this ability.

Skirmishers

Typically mounted on small, fierce, agile creatures, some regiments specialise in using cover, terrain, weather, and darkness to shroud their movements. Skirmishers are trained to use every advantage to stealthily approach their quarry then overwhelm them in a single cascading assault. Once they strike, they disappear as quickly as they arrive, leaving shattered and confused enemy troops in their wake.

Cost: 4

Starting Aptitude: Agility

Starting Talent: Skilled Rider or Ambush

Special: Skirmishers are adept at using terrain and the speed of their mounts to devastating effect, and are masters of strike-and-fade tactics. When member of a Skirmisher regiment hits a Surprised or Unaware target as part of a Strike and Fade Mounted Special Action, he increases the distance his Mount can move after the attack by a number of metres equal to his Mount's Agility Bonus (see page 134).

SPECIAL EQUIPMENT DOCTRINES

The following Special Equipment Doctrines grant the members of a regiment access to new equipment for their Standard Regimental Kit.

TABLE 1-4: SPECIAL EQUIPMENT DOCTRINES

Special Equipment Doctrine	Cost
Cavalry Mounts	5
Covert Strike	5
Electro-Vox Warfare	4
Forward Observation	4
Vanguard	6

Cavalry Mounts

Each member of the regiment has a personal mount such as a horse, Grox, or other riding beast (see **Mount Profiles** on page 138). Along with the mount, the trooper has all the necessary equipment or “tack” required for riding and fighting from their mount, items such as saddles, saddlebags, hobbles, bit and bridle, harnesses, armour, and the like. Troopers are responsible for the care and feeding of their mounts, and typically form a bond with their animal as deep and lasting as between other types of Guardsmen and their squad mates.

Cost: 5

Standard Regimental Kit: 1 riding beast per Player Character, 1 saddle per Player Character, 1 saddle blanket per Player Character, 1 set of bit and bridle (or equivalent) per Player Character, 2 saddle bags per Player Character, 2 weeks’ rations for the mount. Any barding or other mount armour varies by regiment.

Covert Strike

This regiment’s missions require them to operate well behind enemy lines, often amongst the enemy soldiers themselves, and their equipment reflects their need for speed, stealth, and flexibility.

Cost: 5

Standard Regimental Kit: 1 suit of synskin per Player Character, 1 set of preysense goggles per Player Character.

Special: Members of this regiment gain a +10 bonus to all Logistics Tests made to acquire chameleoline cloaks or armour, clip/drop harnesses, rebreathers, survival suits, auspex/scanners, demolitions charges, grav chutes, multi-keys, multicompasses, stummers, static generators, and any other such equipment designed for stealth and infiltration. The Logistics bonus also covers the following stealth weapons: needle rifles, needle pistols, and sniper rifles, as well as the Silencer and Tox Dispenser upgrades.

Electro-Vox Warfare

Requiring an in-depth knowledge of the ins and outs of battlefield communication such as broadcast frequencies, electronic attack, cryptography, power generation, maintenance, and the dizzying array of communications gear fielded across the galaxy, electronic warfare is typically the purview of Operators, Tech-Priest Engineers, and the occasional astute and tech-savvy Guardsman. No matter where they fight, these Guardsmen are equipped with some of the most sophisticated listening and broadcasting equipment issued by the Departmento Munitorum.

Cost: 4

Standard Regimental Kit: 1 data-slate per Player Character, 1 micro-bead per Player Character, 1 anointed electronics toolkit per Player Character, 2 auspex/scanners per Squad, 2 static generators per Squad, 1 vox-caster per Squad, 1 signal jammer per Squad.

Forward Observation

Forward Observers use stealth, speed, and knowledge of navigation and survival to observe the enemy and call in air strikes, orbital bombardment, or artillery barrages. This unit excels in directing indirect fire, and their special load-out helps them ensure their colleagues in the air and behind the lines hit what they are aiming for.

Cost: 4

Standard Regimental Kit: 1 pair of magnoculars per Player Character, 1 chameleoline cloak per Player Character, 1 handheld targeter per Player Character, and 2 pict recorders per Squad.

Vanguard

Considered elite among siege regiments, these regiments combine the deadly combat prowess of elite infantry with the cunning and technical acumen of siege engineers. Where the average siege engineer’s mission is more defensive, digging trenches, breaching walls, and building fortifications, a vanguard unit’s mission is more focused on offence and mayhem. These Guardsmen travel deep behind enemy lines, either on foot or mounted in well-equipped Chimeras, to destroy infrastructure, sabotage logistical and communication lines, and cause as many problems for the enemy as they can. Many of their missions are highly classified, and are often carried out in cooperation with Storm Trooper units.

Cost: 6

Standard Regimental Kit: 1 lascarbine (Main Weapon) with four charge packs or 1 combat shotgun (Main Weapon) with four clips per Player Character, 1 combi-tool per Player Character, 1 data-slate per Player Character, 1 9-70 entrenching tool per Player Character, 1 anointed toolkit per Player Character, 1 lascutter per Squad, 6 demolitions charges per Squad, 1 siege auspex per Squad, and a single Chimera armoured transport per Squad armed with a turret-mounted autocannon, a hull-mounted heavy flamer, and a pintle-mounted heavy stubber, as well as a dozer blade and camouflage netting.



REGIMENTAL DRAWBACKS

“By the Throne, what a disaster. Who is leading that rabble?”

—Lieutenant Colonel Malcolm Loughran, observing the manoeuvres of the 19th Secundian Mechanised Infantry

The Regiment Creation Rules presented on page 26 of the **ONLY WAR** Core Rulebook give Players and Game Masters alike a wide variety of options for designing and customising regiments. One of the goals of the following Regimental Drawback rules are to offer a chance to further customise a player- or Game Master created regiment and gain extra Regiment Creation Points at the cost of additional mechanical penalties suffered by members of the regiment. When designing a regiment, Players and Game Masters may choose one of the following Regimental Drawbacks. Each Drawback has a point value associated with it (listed both on **Table 1-5: Regimental Drawbacks** and in each Drawback’s description). The number listed with each Drawback is a number of Regiment Creation Points a regiment gains for choosing that particular Drawback. This grants the players or Game Masters extra points with which to buy extra regimental options such as Equipment and Training Doctrines or to alter their Standard Regimental Kit.

TABLE 1-5: REGIMENTAL DRAWBACKS

Regimental Drawback	Extra Points
Cloud of Suspicion	3
Condemned	6
Cult of Chivalry	3
Dishonoured	3
Doomed	7
Honour Bound	4
Incompetent Leadership	5
Lost Home World	5
Mistrusted	3
Poorly Provisioned	4
Regimental Rivalry	2
Scarred by Loss	4
The Few	5

CLOUD OF SUSPICION

Whether justified or not, this regiment has come under close scrutiny. The members of this regiment know that their movements are being watched by someone, and that the someone does not like them. A siege mentality has spread throughout the regiment, along with paranoia and anxiety. Officers see spies and informants everywhere and newly conscripted guardsmen are viewed with deep suspicion and hostility as their new squad mates assume they are undercover agents with sinister purposes.

Regiment Points: 3

Talents: Enemy (Adeptus Arbites) or Enemy (Inquisition) or Enemy (Other), Paranoia.

Untimely Inquiries: Whenever this regiment fails in an operation or the Squad fails to complete a mission or achieve a critical objective, the power with a worrisome interest in the regiment rears its ugly head, at the Game Master’s discretion. When such an investigation takes place, even on a regimental level, every member of the regiment suffers a -5 penalty to Willpower Tests until the interference concludes due to the stress that it causes.

CONDEMNED

Either due to pernicious acts unbefitting a chosen soldier of the Imperial Guard, incompetence and failure, cowardice in the face of the enemy, unfair accusations, or simple, terrible luck, this regiment has been condemned to die on the battlefield as penance for its sins. Though many regiments seek death on the battlefield, these soldiers are not merely sent into incredibly dangerous situations but are placed against outright suicidal odds, even if there is little to be gained from their deaths besides the semi-honourable and convenient disposal of troops who cannot be trusted or forgiven. Departmento Munitorum support for such regiments is token at best, and they receive the most dangerous missions that command can concoct for them.

Regiment Points: 6

Beyond Redemption: Members of this regiment suffer a -20 penalty to all Fellowship-based Tests made when interacting with members of other Imperial Guard regiments, their own



commanding officers, the *Departamento Munitorum*, and other officials both local and Imperial who would have likely heard of the regiment's reputation. Additionally, its members suffer -20 penalty to all Logistics Tests. Further, this group is always assigned to the most dangerous missions on a given battlefield, and is rarely given respites between its missions to recuperate and reorganise at the Game Master's discretion. Finally, at the Game Master's discretion, any given Squad from a regiment with this Drawback might be assigned an Imperial Guard Commissar (see page 374 of the **ONLY WAR** Core Rulebook) to oversee its actions.

At the GM's discretion, this Drawback can be applied to a regiment or even a single Squad within a regiment after creation, as a punishment for crimes or incompetence. If a regiment or Squad receives this Drawback after creation, it does not receive the additional Regiment Creation Points that it would normally provides, but instead receives the Weapon Skill Aptitude (regiments and Squads that select this Drawback at creation do not gain this Aptitude).

Talents: Choose one of the following: Berserk Charge, Cold Hearted, Frenzy, or Paranoia.

CULT OF CHIVALRY

This regiment holds itself to an aggressive standard, believing firmly that work done in the name of the God-Emperor must be undertaken in a certain way or it is not work in His name at all. To members of such regiments, certain lines must never be crossed, even in war, and certain tactics are never acceptable. Such warriors see deception as synonymous with dishonour, and try to avoid it at all costs, even to their own detriment.

Regiment Points: 3

Code of Honour: A member of this regiment must pass a **Difficult (-10) Willpower Test** before attempting to use the Deceive Skill (even on an enemy); if he fails, he must either tell the truth or remain silent. Members of such regiments can still lie by omission, though such tactics are almost invariably frowned upon. Further, due to their tendency to deal honestly with others, members of regiments with this Drawback suffer a -10 penalty to Scrutiny Tests Opposing the Deceive Skill.

DISHONOUR

This regiment suffered a humiliating defeat or otherwise had its reputation tarnished by a failure of some kind. Although it has suffered no direct sanctions or punishments as a result, each member of the regiment still feels the sting of stumbling when put to the test. As such, they are driven to succeed at all costs, that they might rid themselves of the shame of failing the God-Emperor.

Regiment Points: 3

Seeking Redemption: While engaged in battle, a member of this regiment must pass a **Difficult (-10) Willpower Test** when ordered to give ground, withdraw, or otherwise relinquish something of importance to the mission. If the character fails this Test, he can still choose to follow the order to act against his desires, but he gains 1d5-2 (to a minimum of 1) Insanity Points from the mental stress of enduring this further disgrace.

DOOMED

Luck is a fickle mistress, and for some unknown reason she seems to have turned her back on this regiment. Nothing ever seems to go right for these hard-luck troopers, and they are the very definition of the old military aphorism, "Every plan is a good plan until first contact with the God-Emperor's foes." Much needed materiel and reinforcements arrive late, incorrect, or not at all, orders are incomplete, intelligence is nearly always wrong and battlefield conditions are worse than expected, and there are a higher number of accidents and foul-ups while in the field.

Regiment Points: 7

Dead Soldiers Walking: Members of this regiment cannot Burn Fate Points to survive fatal injuries (see **Burning Fate** on page 33 of the **ONLY WAR** Core Rulebook). In addition, members of the regiment suffer a -10 penalty on Logistics Tests, and whenever the Squad rolls on **Table 6-5: Random Issue Gear** (see page 167 of the **ONLY WAR** Core Rulebook), they apply a -20 penalty to the roll. The Game Master should also take this Regimental Drawback into account when designing missions, and he should plan the number of Complications that spring up during the execution of the mission accordingly.

HONOUR BOUND

A man or woman's honour is every bit as important to the members of this regiment as food, water, and oxygen—perhaps even more so. Various regiments across the galaxy believe that no slight to one's honour can go unanswered. Often, as is the case with unintentional slights or insults, a simple apology or retraction is enough to satisfy the individual whose honour was impugned, but occasionally the insult is so grave or an accusation so unanswerable that the parties involved can only satisfy their honour through a duel. Duelling among the officers and enlisted men of such regiments is common, and their members often earn a deserved reputation as hot-headed and quick to anger.

Regiment Points: 4

Pride Over Life: Members of this regiment must pass a **Difficult (-10) Willpower Test** to refuse any formal challenge or ignore any other major slight to their honour. If a character from this regiment succeeds on the Test, he sees the bigger picture and ignores the challenge or attempt to goad him into action. If he fails on the Test, however, he must engage the individual in question (either in a duel to settle matters in a formal and stylised fashion or simply in a brawl to express himself with his fists) or suffer a -10 penalty to Willpower Tests for the remainder of the session. This penalty is cumulative should he refuse multiple challenges to his dignity over the course of a single session. The Game Master can modify the difficulty of the Test—and the scale of the effects of failing it—as he deems appropriate to the situation.

INCOMPETENT LEADERSHIP

This regiment is a disaster from the top down, affecting the regiment's morale and causing an excess of grief and frustration among the enlisted men. Incompetent leadership could take the form of ignorant and

inexperienced field officers, general officers more interested in their own personal political goals, indolent, permissive, or particularly savage squad leaders, thieving logistics officers, or any combination thereof. No matter its root cause, or causes as is often the case, the end result is always the same—loss of efficiency and combat effectiveness, muddled orders, poor communications, higher than usual casualties, and even mutiny and desertion.

Regiment Points: 5

Orders of Fools: Members of this regiment suffer a –10 penalty to Command Tests made during combat, either due to they themselves being incompetent or, in the case of most Player Characters, because they are saddled with unruly and sullen subordinates who have grown embittered by the poor decisions raining down from the ranks above. Further, members of this regiment must make a **Routine (+20) Command** or **Intimidate Test** as part of any Comrade Order that does not already require a Command Test; if the character fails the Test, the Comrade refuses the order due to a learned distrust for authority or fouls it up. Finally, the foolishness of this regiment's leaders should have a noticeable effect upon the lives of the Player Characters (hurling them needlessly into danger, deploying unwise tactics against the enemy, falling for obvious traps, mistaking enemies for allies or allies for enemies, and other such blunders) at the Game Master's discretion.

LOST HOME WORLD

It is a common aphorism among Guardsmen that the Imperial Guard is the only home they have. For those men and women from lost home worlds, this is a sad and literal truth. In an age when swarms of slaving life forms from beyond the galaxy consume whole star systems unopposed, and when a middling fleet of voidships commands enough destructive power to reduce a planet to cinders in the blink of an eye, the loss of a single planet in a sector is unremarkable. Unremarkable, that is, except to the men and women who called the world home. Some are consumed by Tyranids or Chaos forces, some are burned in the holy fires of Exterminatus or laid waste with virus bombs, and others simply succumb to the death of their star or some other freak celestial accident. Whatever the case, this regiment is among the last survivors of a dead world, a fact that marks the survivors indelibly. Regiments from lost home worlds become of the Imperial Guard, keeping a handful of traditions but accepting the battlefields of the galaxy as their home instead of the world upon which they were born. There is little commonality among these regiments, save for a haunted look and a tendency to suffer from crushing survivor's guilt.

Survivor's Guilt: Being one of a handful of survivors of a disaster that snuffed out the lives of teeming millions or billions has a deleterious effect on the human psyche. Survivors of such a cataclysmic loss tend to suffer numerous grief, loss, and stress-related maladies that complicate the already stressful life of an Imperial Guardsman. Members of this regiment begin play with 2d10 Insanity Points.

Last Survivors: Whenever a member of this regiment falls, it represents an irreplaceable loss to the group, which can no longer pull reinforcements from its annihilated place of origin. The Departamento Munitorum often assigns members of other devastated regiments to join the survivors to bring the regiment back to strength, which can create considerable friction between two groups embittered by loss—of course, this assumes that there are reinforcements to be had at all in the battlefield, and sometimes there are simply no more soldiers to join regiments devastated by such loss.

Each time a Squad from this regiment requests replacement members (to replace lost Comrades), the Game Master rolls 1d10 instead of having the recruits come from the original core of the regiment. On a result of 3–4, the recruits come from the original survivors of the regiment, members of other Squads within the regiment who also lost members. On a result of 5–10, they come from another regiment that has recently suffered terrible losses and happens to be near enough for the Departamento Munitorum to group the two regiments together. On a result of 1–2, however, the Squad receives no reinforcements at all, and must soldier on until its members can put in another request for troop support.

Depending on how many members of the original regiment remain, the Game Master can decide whether or not replacement Player Characters should be members of the original regiment or generate their characters from the other recruits (using the rules for **Mixed Regiments** on page 48).

Regiment Points: 5

Talents: Hatred (Choose one†)

† *When selecting this Regimental Drawback, the regiment chooses the group responsible for the destruction of its home world. This Talent applies to that group.*

MISTRUSTED

This regiment has a bad reputation throughout the Imperial Guard. Similar to the Cloud of Suspicion, the reasons for the mistrust might be legitimate—incompetence among officers or laziness among the enlisted are two sure-fire ways to ruin a regiment's reputation—or could be the product of over-active imaginations or the mendaciousness of rivals. Mistrusted regiments are viewed with a deep suspicion and disapprobation when they appear on a battlefield. Many commanders flatly refuse orders to work with regiments possessed of a particularly scabrous reputation. As such, mistrusted regiments are commonly given the worst missions, those that involve extremely distasteful or dangerous work, or are shuffled off to garrison duty on some unpleasant or out of the way world where they can cause little trouble.

Regiment Points: 3

Bad Reputation: Members of this regiment suffer a –10 penalty to all Fellowship-based Skill Tests made when interacting with members of other Imperial Guard regiments, the Departamento Munitorum, and other officials both local and Imperial who would have likely heard of the regiment's reputation. Additionally, its members add 1d5 additional Degrees of Failure to all failed Logistics and Commerce Tests.

POORLY PROVISIONED

While the officials in the Departamento Munitorium are known far and wide for their fecklessness and capriciousness, and while every unit that has ever born arms in the Emperor's service has suffered supply shortages and incorrect shipments at their hands, the poorly provisioned regiment is worse off than most. Perhaps the regiment is stationed on a planet far off the normal resupply lines, or they have been embroiled in their campaign for so long and at so great a cost that they are reduced to throwing chunks of rockcrete at their enemies and messing on grass and boiled boot leather. Whatever the case, this regiment has precious little of what it needs to operate in theatre and what equipment they do possess is in a sad state of disrepair. Poorly provisioned regiments can rarely, if ever, get resupplied in any meaningful way, suffer a loss of morale and combat effectiveness due to hunger and lack of working equipment, and many turn to thieving and raiding to fill their bellies and their empty weapon magazines.

Regiment Points: 4

Overworked and Underfed: Poorly provisioned units receive half the usual number of clips or charge packs for their main weapons and half the number of rations that their regiment rules would normally provide. If the regiment includes vehicles, its members suffer a –10 Penalty on all Logistics Tests made to acquire fuel, ammunition, and spare parts for their vehicles. If it is a Rough Rider regiment, its members suffer the same penalty to acquire materiel related to the care and feeding of their mounts. In addition, whenever a member of a Poorly Provisioned regiment successfully acquires equipment, the Game Master rolls 1d10; on a result of 4 or lower, the equipment that they receive is of Poor Craftsmanship, regardless of what its Craftsmanship would otherwise have been.

Special: This Drawback cannot be taken by regiments with the Well-Provisioned Doctrine.

REGIMENTAL RIVALRY

Rivalries exist between nearly all units in the Imperial Guard. On the whole, these are mainly friendly rivalries between brothers-in-arms that express themselves in drinking contests, braggadocio, contests of escalation, and even the occasional good-natured brawl. Unfortunately, some regimental rivalries are carried too far and become less a friendly rivalry and more a seething hatred accompanied by an increasingly bitter series of confrontations and betrayals. Regimental rivalries can exist between discreet units within larger regiments such as squads or platoons, or can encompass entire regiments from the Regimental Commander all the way down to the greenest conscript. Regimental rivals take any opportunity to undermine or sabotage one another, stealing supplies, tampering with orders, duelling, spreading lies, and framing opponents for crimes. These rivalries can even, as was the case

with the deadly rivalry between the Tanith 1st Light Infantry regiment and the Jantine Patricians during parts of the Sabbat Worlds Crusade, go so far as outright betrayal and murder.

Regiment Points: 2

Talents: Hatred (Choose one†) and Enemy (Choose one†)

†When selecting this Regimental Drawback, a single Imperial Guard regiment must be chosen. The Hatred and Enemy choices must be the same regiment, and cannot be another unit from the Player Character's own regiment.

SCARRED BY LOSS

This regiment has suffered extreme casualty rates in recent memory, and a large portion of its active troopers are survivors of terrible battles that caused its numbers to dwindle dangerously low. Even if it has been reinforced by a new founding or by being combined with another under-strength regiment, the physical and mental scars of the losses remain in its troopers. Soldiers from such regiments often find themselves irritable, distracted from sleep and war alike by memories unbidden.

Regiment Points: 2

Mental Trauma: Members of this regiment begin play with 1d10 Insanity Points. Any time that a member of this regiment fails a Willpower-based Test by three or more Degrees of Failure, he becomes lost in traumatic recollection, and is Stunned until the end of his next Turn.

THE FEW

This regiment is surprisingly small, whether because of its specialist doctrines, its harsh training methods, a dearth of potential soldiers on its founding world, or grievous battlefield losses. Whatever the reason, it continues to operate despite having far fewer soldiers than many other regiments, and thus cannot rely on the brute force tactics for which many great regiments are so renowned. Instead of assaulting in massive, overwhelming waves of soldiers, this regiment's troopers must strike in smaller units. Each soldier must rely on the competence of close squad mates rather than the raw might of the regiment itself.

Regiment Points: 5

Limited Numbers: When a Squad from this regiment requests reinforcements (to replace fallen Comrades), it must make a **Hard (–20) Logistics Test** if most of the regiment is actively deployed or an **Ordinary (+10) Logistics Test** if a significant portion of the regiment is not currently in the field (these Tests already include situational modifiers except those added at the GM's discretion). If it fails, the regiment simply has no reinforcements it can spare for the Squad, and its members must soldier on until its members can put in another request for troop support.

MIXED REGIMENTS

"This is war... a war with everything on the line. No matter the world of your birth, you stand here to defend all worlds from the myriad threats that beset humanity from all sides. No matter the regiment from which you hail, it is your duty to stand at the front lines of this perpetual conflict against a galaxy that would see us perish. To falter in this duty is blasphemy against Him-on-Terra and a betrayal of your species."

—Arch-Cconfessor Theobard Maltis,
Proselytiser-Militant of the Spinward Front

Though the overwhelming majority of regiments within the Imperial Guard are internally uniform—every squad, platoon, and company interchangeable with the others within the regiment—there are a few who differ for one reason or another. There are two particularly common reasons for this difference. The first is because of some fundamental cultural divide upon the regiment's home world—often a difference between the commoners and the noble rulers, or between hive-dwellers and the techno-barbarian nomads from the wastelands beyond, or a similarly odd dynamic.

The other common reason is simple attrition: few regiments are reinforced from their home worlds, but depleted regiments are often merged when they fall below a useful fighting strength. While it is generally preferred to merge two regiments of the same home world and of similar types, this is not always possible or practical, and the resultant combinations can be quite unusual. This merging of regiments can occur many times during protracted campaigns, leaving a handful of ragged and eclectic veteran forces where once dozens of fresh regiments once existed.

The section below outlines the process for creating a Mixed Regiment, highlighting and explaining the areas where this process differs from that of creating a regiment normally.

WHEN TO USE MIXED REGIMENTS

There are four particularly common scenarios for which Mixed Regiments are extremely useful, though enterprising players and Game Masters can certainly find many more applications for the system.

The first is for regiments that were created from multiple different regiments at some point in the past, and now function as a single combat group. Though such regiments have likely become cohesive fighting units, honed to work together effectively by the rigours of the battlefield, the original elements often maintain a sense of identity, even within the whole, thanks to their different training doctrines, leaders, and histories. In this case, using the Mixed Regiment rules allows Player Characters to accentuate the diverse past of the regiment.

The second case covers regiments that are merged over the course of a campaign. The Player Characters' regiment might suffer terrible losses and, when reduced below fighting capacity, be pushed

together with another under-strength regiment by the quill of a Departamento Munitorum bureaucrat—whether or not the two (or more) regiments have complementary cultures and practices or even fill similar roles on the battlefield. In this case, the Mixed Regiment rules can be used to add a regiment to another of a very different character, bringing in new soldiers who have different and potentially conflicting views on warfare, social values, and the nature of one's duty to the God-Emperor.

A third use for Mixed Regiments is in adding small numbers of outsiders to a regiment instead of folding in vast numbers of soldiers (as above). A small band of survivors from an annihilated regiment might be assigned to a new regiment in this way, or an auxiliary squad or individual who has recently joined a regiment and has not yet acclimated to its culture and tactics could be handled with the Mixed Regiment rules. This gives players and Game Masters new tools for emphasising both the valuable diversity of abilities and the potential isolation of outsiders within an Imperial Guard regiment.

A fourth case that Mixed Regiments can be used to tackle is that of a single, unified fighting force that nonetheless fields radically different elements, such as Rough Riders and Mechanised Infantry. In such a case, it is only natural that the different elements would promote different skills in the troopers of the line, even if they are part of the same regiment and have served alongside one another for years, and the Mixed Regiment rules can cover this case by allowing for different elements of the regiment to use different Doctrines despite sharing all other factors. The use of Mixed Regiments is ultimately at the discretion of the Game Master.

Mixed Regiments are a valuable narrative tool that can open up many new options for both regiments and the individual soldiers who comprise them. Some troopers might have little reaction to having their regiment merged with another, while others could react angrily or even violently when forced to deal with the strange constituents of another Imperial Guard force. The players and the Game Master can use the creation of a Mixed Regiment to fuel character conflicts, relationship, and growth as they see fit.

CREATING A MIXED REGIMENT

The creation of a Mixed Regiment is only slightly more complicated than the creation of a normal regiment, as described in **Chapter II: Regiment Creation** (see page 40 of the **ONLY WAR** Core Rulebook). A Mixed Regiment always consists of two or more Component Regiments, each of which is created independently of the others. One of these Component Regiments is also the Core Regiment. The Core Regiment is the regiment into which the others have been folded—at least according to the Departamento Munitorum—and, as such, it frequently bears that regiment's name and receives resupplies based on its standard kit.

HOME WORLDS AND ORIGINS

Though the Departamento Munitorum sometimes seeks to merge regiments with similar origins, other times regiments from radically different places find themselves grouped together and expected to act as a cohesive whole.



Every Component Regiment selects its own Home World or Origin as normal in Regiment Creation. All bonuses and penalties from a Home World or Origin apply only to Player Characters who select that Component Regiment.

Interaction and other applicable penalties imposed by a Home World or Origin apply fully, even when dealing with other members of the same Mixed Regiment—many social divides cannot be overcome with a few words on a page from the *Departmento Munitorum*. At the Game Master's discretion, these penalties can be waived for other members of the regiment once it has served as a single unit and its members have grown to trust one another.

REGIMENTAL COMMANDERS

Although a Mixed Regiment is a singular force, and thus has only a single commanding officer (usually chosen by the *Departmento Munitorum*), the internal leadership of different groups within the regiment can have strikingly different tenors. A lower-ranking officer from a characteristically dour regiment might have more impact on the lives of his subordinates than a hot-blooded and inspiring regimental commander who the Player Characters rarely see.

Each Component Regiment selects its own Regimental Commander, and the effects a Commander apply only to Player Characters who select that Component Regiment.

Optionally, if the regiment has been merged for long enough that the Mixed Regiment has begun to have its own

distinct culture beyond that of its original components, the Game Master and players could have one or more Component Regiments choose the same Regimental Commander option as the Core Regiment to reflect this unity of leadership.

DOCTRINES

In some cases, circumstances conspire to merge regiments with extremely different training and combat styles, creating all manner of logistical and organisational oddities that must be overcome before the newly-combined force can function effectively. Overcoming these problems can create potent and specialised forces, but failing to solve these issues can result in mismatched and ineffectual forces that seldom survive for long on the front lines. However, this diversity of training can also be extremely advantageous, if the regiment's officers can change their paradigms of thought enough to make use of it and individual squads can learn to leverage it to serve the God-Emperor's cause.

Each Component Regiment selects its own Doctrines, and the effects of that Doctrine apply only to the Player Characters who selected that Component Regiment.

DRAWBACKS

Each regiment carries its own scars, and outsiders can rarely understand the emotional and mental burdens shared by soldiers who have fought side by side, revelled in glorious victory, and endured in bitterest defeat together.

Each Component Regiment selects its own Drawbacks, and the mechanical effects of that Drawback apply only to the Player Characters who selected that Component Regiment. At the Game Master's discretion, however, some narrative effects of a Drawback of one Component Regiment might end up affecting the entire Squad or regiment.

STANDARD REGIMENTAL GUARDSMAN KIT

The *Departmento Munitorum* has a tendency to paint in the broadest of strokes when dealing with organising groups of Guardsmen, regardless of the specialities and needs of individuals within the whole. Regiments that have been merged together are sometimes assigned gear that is unfamiliar to some members of the regiment—or worse, equipment that they are not trained to use at all.

Each Component Regiment selects its own Standard Regimental Guardsman Kit, but all members of a Mixed Regiment are assigned the Standard Regimental Guardsman Kit of the Core Regiment instead of their regiment's normal Standard Regimental Guardsman Kit and have the same Favoured Weapons as the Core Regiment instead of their own. Component Regiments besides the Core Regiment do not contribute to the Standard Regimental Guardsman Kit of the Mixed Regiment with their choice of Doctrines, selection of additional equipment, or by any other means.

Optionally, especially for Mixed Regiments that recently been merged in the field, the Game Master might at his discretion choose to have members of the Component Regiments retain some or all items of their Standard Issue Equipment.

EXAMPLE OF MIXED REGIMENT

Nathan wants to create a Mixed Regiment that reflects a two regiments of highly divergent character merged in the field after suffering considerable losses. The concept for this regiment is a group of Death Riders of Krieg and Attilan Rough Riders placed together by the Departmento Munitorium as a result of their seemingly similar roles.

Mechanically, this Mixed Regiment consists of two Component Regiments—the Attilan Rough Riders 264th (which is the Core Regiment) and the Death Riders from the Death Riders of Krieg 81st, which represents a small group of survivors from their destroyed regiment. Each is selected as described in this volume; if these were original regiments, each would be created separately.

The first Component Regiment (the Attilan Regiment, which is the Core Regiment) is a Rough Rider regiment with a Sanguine Commanding Officer from a feudal world with the Hardened Fighters and Skirmishers Doctrines and the Honour Bound Drawback, using its full 12 points.

The second Component Regiment is a Rough Rider regiment with a Phlegmatic Commanding Officer from a penitent world with the Iron Discipline and Heavy Lancers Doctrines and The Few as a Drawback, using its full 12 points.

Players can create characters from either Component Regiment when creating an initial character from this Mixed Regiment. Squads and troopers from both elements are assigned the Standard Regimental Kit of the Attilan Rough Riders (since it is the Core Regiment).



Daily Investigation Data-Log (Inscribed) CLXXXI

Though I have read of them many times in the venerable logs recording the troop movements throughout the wars of the Calixis Sector, I thought little of regimental mergings, one of a number of responses to regiments in a battle-front falling below fighting strength. However, in the wake of a recent air strike devastating the Death Riders of Krieg 91st, the other regiment on Cępyrsk, the two were ordered to restructure into a single fighting formation. I observed the first combined strategy meeting today, recording what I could as faithfully as possible for posterity. Although I recorded the full conversation via data-slate, this short excerpt sheds some light upon their respective positions. Khutulun wished to strike at the heretic airfield's directly, while Krahe hoped to slowly bleed their foe of resources via attrition until the victory was certain.

Commander Khutulun: "Your plan is too dangerous, Major. At best, we would lose half of our warriors, cursing them to a slow death covering from the enemy."

Major Krahe: "That plan carries much greater risk. If the strike fails, the our entire force would be exposed to aircraft that we cannot engage. Everything rests on that single, unsure victory."

Khutulun: "Instead of your plan, which would break our force for certain?"

Krahe: "But we would not fail in our objective."

Khutulun: "If we let our warriors to become demoralised, if they cannot aspire to glory, what can they achieve?"

Krahe: "They can serve the God-Emperor. Or is glory more important than that?"

Khutulun: "How can a warrior serve the God-Emperor without winning glory in His name? How can a soldier serve without pride?"

Krahe: "With respect, you do not understand, Commander. You do not know what it is like to be condemned. Redemption is the only heroism my people can recognise, sacrifice their only hope."

Khutulun: "That does not seem like any way to live."

Krahe: "I cannot disagree."

The two did not reach consensus that night. Khutulun's rank allowed her to ultimately overrule Krahe, but neither was pleased with this result.

-Cellivar Gehan, Secondary Chronicler of Calixis Supply Route 4754a to the Attilan Rough Riders on Cępyrsk



ADVANCED FIELD
TRAINING

ADVANCED
SPECIALITIES



TRAINING



TACTICS



REGIMENTAL
VARIATIONS



ADVENTURE
SEEDS

CHAPTER II: ADVANCED FIELD TRAINING

“Imperial Guardsmen, you are the last line of defence against the alien hordes that threaten our Imperium. Each one of you brave warriors is part of a vast fighting force that will be called upon to serve in the eternal war. You will fight on countless battlefields on a thousand different worlds across the galaxy. And, whether you fight in our great crusading armies or serve with the smallest garrison, you must be proud to sacrifice your life to save humanity from its enemies.”

—Commissar Yarrick, addressing new recruits

The **ONLY WAR** Core Rulebook provides the players with a number of Specialities—particular roles within a squad that their characters can fulfil. For the most part, these are broadly defined roles that no regiment in the Imperial Guard would do without. Hammer of the Emperor takes this idea further by presenting a number of Advanced Specialities. These are additional, specialised roles that guardsmen can perform within their unit, roles that often require additional training and equipment. Advanced Specialities allow players to further develop their characters’ abilities and perform additional duties on the battlefield, honing skills they already have or adding new abilities to their repertoires. In this way, a Guardsman can develop an extremely diverse set of skills and become a highly versatile asset.

TRAINING

Imperial Guardsmen receive training that varies regiment-by-regiment, ranging from strict military drill from birth to deadly coming-of-age rituals to unrelenting urban violence that winnows away the weak. However, there is no substitute for battlefield experience. The warzones of the 41st Millennium are the harshest proving ground that any soldier can face, and those who avoid death do so by honing their skills to a lethal edge. War is an unkind teacher, and those Guardsmen who survive its harrowing instruction to become veterans often develop a plethora of skills—whatever it takes to survive. This section describes the particular circumstances that drive a soldier to master this Advanced Speciality’s core skills.

TACTICS

Advanced Specialities typically represent broad archetypes and skill sets for soldiers, and so this section describes tactics common to these sorts of troopers. Of course, individuals vary immeasurably across even the breadth of the Spinward Front, and so players would do well to come up with variations on these tactics for their individual Player Characters, based on their personalities, preferences, and the roles they fill in the squad.



REGIMENTAL VARIATIONS

No two regiments in the Imperial Guard are wholly alike. Even different regiments from the same world can vary immensely based on their doctrines, commanders, and individual histories. This section sheds some light on how certain regiments tend to employ soldiers who fit into Advanced Specialities on the battlefield.

ADVENTURE SEEDS

Each of the descriptions of the new Advanced Specialities includes advice for Game Masters looking to integrate them into their campaigns, as well as more specific gaming ideas in the form of Adventure Seeds. Of course, the GM need not tailor entire encounters to appeal to the skills and play style of individual guardsmen, but shining the spot light on one particular player, even if only for a single session, can often make the game that much more engaging. Over the course of a campaign, the Game Master can focus on each of the players in turn, ensuring each has a chance to shine. This can be thought of a little like an action serial in which, every now and then, the story focuses in on a single character in order to explore something of his background and his motivations. Such “episodes” in a campaign are likely to be remembered and talked about long after the characters themselves have moved on, retired or fallen in the eternal wars of the 41st Millennium.

GAINING ADVANCED SPECIALITIES

Advanced Specialities represent the growth of a Guardsman as a soldier, and allow troopers to develop new abilities and tricks to add to their arsenal. The Advanced Specialities contained in this volume can only be selected by Guardsmen Player Characters (Heavy Gunner, Medic, Operator, Sergeant, Weapon Specialist, and any other Speciality designated for Guardsmen, such as on page 75 of the **ONLY WAR** Core Rulebook). Support Specialists cannot select these Advanced Specialities.

At certain milestones in their eternal struggle to survive and (presumably) learn from their harrowing experiences on the battlefield, Player Characters gain the opportunity to take Advanced Specialities (with the GM's permission, of course). When a Player Character reaches 2,500 Experience Points, and each time he earns a full 2,500 xp thereafter (5,000 xp, 7,500xp, 10,000xp, 12,500 xp, 15,000 xp, etc), he is faced with a choice about how he wishes to progress.

SWITCH TO AN ADVANCED SPECIALITY

At each of these Experience Point milestones, a Player Character can select an Advanced Speciality for which he is eligible (which, for Guardsman Player Characters, includes all of the ones in this volume). If he does so, the Advanced Speciality replaces all of his previous Speciality's Aptitudes and Specialist Equipment. He retains any Advances that he received for entering his old Speciality and any that he purchased while in that Speciality (including Comrade Advances, which he can still use in his new Advanced Speciality). He retains the Characteristic Bonuses that his original Speciality granted him.

SWITCH TO ANOTHER ELIGIBLE SPECIALITY

Alternatively, Guardsman Player Character can instead opt to select a new Guardsman Speciality (Heavy Gunner, Medic, Operator, Sergeant, Weapon Specialist, or any other Speciality designated for Guardsmen) instead of an Advanced Speciality at one of these Experience milestones. If he does so, the Speciality replaces all of his previous Speciality's Aptitudes and Specialist Equipment. He retains any Advances that he received for entering his old Speciality and any that he purchased while in that Speciality (including Comrade Advances, which he can still use in his new Speciality). However, he does not apply any of the Characteristic Bonuses from the new Speciality he is entering; instead, he retains the Characteristic Bonuses that his original Speciality granted him.

DEDICATION TO ONE'S CURRENT SPECIALITY

Finally, any Player Character (both Guardsmen and Support Specialists) can choose to dedicate himself to his current Speciality when he reaches one of these Experience milestones instead of switching to a different Speciality. If he does so, he gains a permanent +5 to any Characteristic with which he shares an Aptitude, but cannot select a new Speciality or Advanced Speciality at this milestone.

Daily Investigation Data-Log (Inscribed) CLXXXIV

During this time observing the Attilan 264th and the Krieg 81st while searching for clues as to the final fate of the Scintillan 397th, I have watched troopers of the line live, fight, and die. Never have I seen a more varied and diverse collection of individuals. Under necessity, that harsh of teacher, each one has developed a set of skills entirely his or her own.

However, despite (or perhaps because of) their varied origins, these soldiers find common purpose and goals on the battlefield. To my amazement, the Krieg have integrated themselves effectively (if perhaps not cordially) into the ranks of the Attilans. Though I doubt they would admit it, Commander Khutulun seems to have grown to rely on Major Krah's cold tactical analyses as much as he leans upon her strategy and bombastic leadership. These men and women are more than their ranks and roles, even if some deny it.

Since I have determined that no conclusion I can draw with the data I have at my disposal will apply accurately to each and every Guardsman, I have instead sought to gather a set of anecdotes, scraps that give insight where statistics cannot engrave sure facts. I have recorded sundry tales uttered to me by the Attilans and, more reticently, by the Krieg. I have also taken to compiling any relevant documentation and other scholarship that I could find regarding the actions of Imperial Guardsmen (dutifully avoiding any information that happened to be marked "Classified," of course).

-Cellivar Gehan, Secondary Chronicler of Calixis Supply Route 4754a to the Attilan Rough Riders 264th and Death Riders of Krieg 81st on Ceyrsk



BRAWLER

"There we were, the biggest Ork was coming straight towards us, killing everything in its path. Though we'd have been Emperor-cursed cowards for doing it, we were about to run. Suddenly, trooper Bjarki gave a snarl, jumped on the beast's back, and set himself to work, laying about with his knife and his teeth and his bare hands. By the time he passed out from fatigue, he'd broken half of the creature's teeth, put some bloody holes in its chest, ripped its arm clean off, and struck it a great blow with the severed limb. 'Course it's true—I saw it all myself!"

—Trooper Hjalti of the Gautlend 81st Rifles

Many squads seem to have amongst their ranks one individual who is significantly bigger, tougher, or more foul-tempered than any of the other members of the unit. Often he is the one that starts fights with rival groups when off duty. Sometimes, he is the one that breaks them up. He is invariably held in great esteem by his squad mates, not least because he is capable banging heads together should the need arise. But aside from his effect on morale while away from the field of battle, the brawler has a significant role to play when the las bolts and shoota rounds are flying thickest.

The brawler is the individual who is invariably tasked with leading the charge against the enemy and of engaging the largest, most unpleasant foe he can. In the warzones of the Spinward Front this often means duking it out with the meanest Orks of Waaagh! Grimtoof and so any brawler who has survived even one such encounter is likely to be a giant amongst men and to have very little capacity to feel pain or to accept when he is beaten. These Ork-like qualities serve the units fighting on the Spinward Front well, and so many have amongst their ranks individuals who could be considered brawlers by dint of surviving such conflicts through savage force of arms.

Some regiments make specific use of troopers who prove to be especially gifted at melee combat with additional training and equipment and designate them as close combat specialists. In battle, such warriors might perform as line troopers for most of the time, but step to the fore when the time comes to fix bayonets and engage the enemy in the bloody maelstrom of hand-to-hand combat.

APTITUDES AND EQUIPMENT

New Aptitudes: Agility, Finesse, Offence, Strength, Toughness, Weapon Skill

New Talents: Either Ambidextrous and Street Fighting or Pugilist.

Specialist Equipment: Best Craftsmanship great weapon or Good Craftsmanship chainsword or Common Craftsmanship power maul, Best Craftsmanship mono knife.

Other regiments frequently assign their particularly talented scrappers to certain roles, taking advantage of their particular skills as Rough Riders, scouts, or in other ways.

Plenty of regiments do not designate specific individuals as melee specialists but field them nonetheless. This generally happens on an ad hoc basis, where the largest or most belligerent troopers find themselves at the head of the charge time and time again. With their continued survival these troopers become unofficial champions to their comrades, who follow their lead into the maelstrom of hand-to-hand combat.

A squad with a trooper particularly talented at close combat can make substantial use of his abilities, as well. When confronted by a singular enemy against which the massed lasguns of the Imperial Guard have little effect, it often falls to a unit's brawler to take up his trusty melee weapon and step boldly forward to accept the challenge.

While his fellows hold the bulk of the foe at bay, the brawler might go toe-to-toe with the largest and most horrific of abominations. The resulting combat might last seconds or hours, but two things are near-certain—only one combatant can emerge victorious, and the loser's comrades will be ground beneath the boots of the victor's allies if they rally around this victory and sweep forward to glory.

Not all brawlers rely upon raw muscle to defeat the foe. In fact, some of the most lethal are those who appear the most innocuous. These are perhaps amongst the most dangerous, vicious killers seemingly born with blood upon their hands.



COMRADE ADVANCES

These are the Advances that the Brawler can purchase to enhance the abilities of his Comrade.

TWO AGAINST THE ODDS

Type: Passive

Cost: 400 xp

Effect: The Brawler's Comrade is used to fighting long odds with his partner. So long as the Brawler's Comrade is within Cohesion, enemies gain no bonus for outnumbering the Brawler and the Brawler may React to Melee Attacks even if he is Unaware or Surprised.

WATCH MY BACK!

Type: Order (Half Action)

Cost: 300 xp

Effect: The Brawler shouts for his Comrade to step in, covering his blind spots as he moves to strike. Until the start of his next Turn, all enemies suffer a -10 penalty to Weapon Skill Tests to hit the Brawler. The Brawler may make one additional Dodge or Parry Reaction before the start of his next Turn. The Brawler's Comrade must be within communication range for him to enact this Order.

Topic: Lore of the Imperial Guard in the Spinward Front

Purpose: Confirmation or Denial of Miraculous Events

Compiler: Confessor Hans Nacht

Date: [Data Lost]

In local tales, one of the most famous—most would say infamous—close-combat fighters to have served in the warzones of the Spinward Front was Trooper Arden of the 301st Catachan Jungle Fighters Regiment. As a son of one of the most hazardous Death Worlds in the known galaxy, Arden was already a formidable fighter before most men could spell (a skill that, according to several of his peers, Arden never actually acquired). I have no less than three times heard it said of Trooper Arden that he once intercepted a Flying Swamp Mamba and wrestled it to the ground before tearing its wings clean off, and that he once fought a Blackback Viper, surviving a bite from this most poisonous of Death World predators and breaking its spine over his knee before he collapsed from the effects of its bite. These rumours are widespread but, like every story told of Arden before being tithed into the service of the Imperial Guard, wholly impossible to confirm. Official records begin when Arden was tithed into the Imperial Guard, and a whole new world of potential violence opened up before him.

Reports logged by the Commissars attached to the newly raised 301st suggest that Trooper Arden resented the training he received in use of the standard-issue lasgun, preferring to wield his "Devil's Claw," a three foot long blade favoured by the people of Catachan. Despite his misgivings, Arden's Sergeant insisted he at least attempt to learn how to learn how to use basic ranged weaponry, as a very terse and rather vulgar training report on Trooper Arden confirms. For reasons unknown, however, a second report was filed a week later, reading only "never mind."

Trooper Arden's first taste of battle (as a member of the Imperial Guard) was at Ashen Regis on [Date Unrecorded], when the 301st was tasked with blocking an Ork advance across that world's primary continent.

It was because of the bloody example set by Trooper Arden that the 301st exceeded all expectations and not only successfully blocked the advance of an entire arm of the Ork horde but began to push it back. Trooper Arden was to be found at the leading edge of the advance, where reports credit him with killing between twelve and twenty-three brutal Ork warriors in hand-to-hand combat.

Trooper Arden is confirmed to have served in at least eight other major encounters with the Catachan 301st before vanishing during an assault on an Ork Warboss' camp. However, persistent rumours in the 301st place him in no fewer than thirteen other major campaigns after his supposed disappearance. Whether these are the tall tales of soldiers or an intervention by the will of the God-Emperor has been to this point unverified, but I hope to put the matter to rest with the testimonies found through the remainder of this report.

BRAWLER TRAINING

Most brawlers neither require nor receive training in hand-to-hand combat, and many are so naturally surly in disposition they would reject such teachings anyway. Such troopers tower over their comrades and while not always the brightest intellects are more than capable of exerting themselves by way of their sheer physical presence. Many of these have grown up in the most destitute and desperate of living conditions, forced to dominate their peers or starve. This is especially true of the Imperium's numerous hive worlds, where countless millions exist between the cracks, fighting rivals for whatever scraps of food is discarded as waste from the towering hive above. When the Munitorum tithes a regiment from the teeming multitudes of such cities, the vast majority of troops might be swept up from the ranks of those that tend the lathes and the processing plants, but invariably, some of the street vermin subsisting further down the food chain get caught in the nets. Such individuals often make ideal brawlers, being predisposed, even enamoured to a life of violence and hardship.

Not all brawlers have such unfortunate origins, however. The worlds of the Imperium are steeped in death and war and so countless numbers of the Emperor's faithful exist at the edge of complete homicidal breakdown. It is only by the eternal vigilance of the enforcers that such individuals are kept from venting their madness on their workmates, but when tithed into the Imperial Guard they find an ideal

outlet for their pent up violent urges. Those who might have indulged their taste for blood without being caught are likely to be quite skilled in the arts of killing and to require little or no additional training. Those who are allowing their rage out for the first time might be overwhelmed by it and throw themselves headlong at the foe, falling with a bellow of rage unleashed upon blood-flecked lips.

Perhaps the most unusual are those with no particular predisposition towards violence but who upon being tested by the regiment's provosts discover some latent, untapped skill. Where possible, these are provided with the specialist tools of their trade and called upon when their skills are needed. In many ways, these individuals are more akin to assassins lurking unseen in the ranks of the Imperial Guard, silent killers able to fell an enemy with a single slash of a knife when the massed guns have failed to strike him down.

BRAWLER TACTICS

Like many specialists to be found within the ranks of the Imperial Guard, brawlers are for the most part all but indistinguishable from their comrades. Some might be larger than the average line trooper, but that in itself means little. Some carry specialised weapons such as mauls, axes and chainswords, while others deliberately conceal the tools of their bloody trade. Some brawlers carry no specialised weapons at all, living up to the title by their expertise with their bare fists.

In battle, there are many different ways a brawler's skills might be employed. The most obvious is to fight at the leading edge of a bayonet charge, and it is certainly true that many brawlers, whether designated as such by their regiment or not, do so on a regular basis. By singling out those enemies that present the greatest threat the brawler serves at once to increase his unit's combat capacity and to bolster the morale of his comrades.

Another duty brawlers often carry out is that of the silent killer. When a unit must infiltrate an area watched over by an enemy sentry, the brawler is often called on to creep forward and kill him silently and without being seen. Such deeds defy the image of the brawler as a meat-headed thug, for he must be quick witted and stealthy to perform this duty.

Some brawlers become something of a totem to their comrades and so come to act as champions on the field of battle. Whether ordered to or not, they seek out the enemy's champion so that the two might engage in a contest of arms for the greater glory of their own side. Depending on the nature of the foe, this tactic may or not have the desired effect. When fighting Orks, it works well, for the barbarous Greenskins are also keen to claim kills and to determine which of their number is the "fightiest." It may or may not work when fighting the servants of the Ruinous Powers, for some seek only glory while others are so insane they fight according to rules only madmen can comprehend. When fighting enemies of a more alien nature, the unit's champion is likely to find himself gunned down or overwhelmed before he can draw his blade, the foe refusing to acknowledge the martial codes by which he lives and, sadly, dies.





BRAWLER-CENTRED ADVENTURE SEEDS

The Brawler is a great PC for any group to have available for those situations when an especially big and mean enemy needs to be taken down in a spectacular manner. He is great at leading charges and at silencing sentries, as well as starting or finishing fights against rival units. One thing the Game Master should keep in mind when designing encounters in which the Brawler is expected to play a lead role is balancing the threat he will face. It is great to have the group confronted with a challenge tailor-made for the Brawler but the GM must keep several points in mind when planning such face-offs.

Firstly, when fighting a particularly personal duel, the enemy and the Brawler might wish to face one another without either's side interrupting. This is not always possible, depending on the nature of the foe, the circumstances in which the combat is being fought and the wishes of the rest of the group. It is certainly acceptable for an Ork Boss to bellow for his underlings to keep away while he and the Brawler face one another, but not all enemies are so accommodating.

Another point is the issues of balance. The PC should not feel that, just because the spotlight is on him, he cannot fail. Conversely, the challenge should not be so great the player feels like to take it on is tantamount to suicide. In other words, such challenges should always be difficult and there should be consequences for failure, but the Game Master has the ultimate responsibility to determine the specifics of both of these factors.

Blood Sports: Should the Player Characters ever find themselves taken prisoner by the enemy, the Game Master might like to use this adventure seed as a sub-plot. The commander of the force that captured the PCs is an especially cruel individual and enjoys nothing more than the death and suffering of others, whether they are his enemies or his rivals. The Player Characters are herded from their cell into a wide, open arena surrounded by high walls and row upon row of jeering enemy troops. Stripped of their weapons, the prisoners of war are made to fight against others in a bitter gladiatorial contest until only a few remain. Though some opponents refuse to fight, others believe that doing so is the only way to survive, and so it falls to the group's Brawler to defeat such hardheaded opposition. Should the PCs win out they may find themselves in a position of honour, though it is unlikely they will be granted their freedom. Perhaps they use their newfound status to engineer an uprising, the Brawler leading the escape of many hundreds of prisoners.

Bonds of Blood: Not every adventure or encounter need play out during a military push in which the Player Characters are deployed. This adventure seed takes place in between operations, during lulls in the fighting or when the regiment is being mustered for transport elsewhere. Whilst passing through a Munitorum depot the Player Characters' regiment finds itself mingling with many others and soon old rivalries and grudges erupt into violence. The PCs may not be the ones to start the confrontation, depending on how it starts, but their Brawler might be the ideal character to end it. A bar room brawl could get out of hand, or a Brawler from a rival unit might challenge the Player Character to fight for the honour of his regiment. Either way, the only way of settling the matter is in the time honoured fashion of a bare knuckle fight. Later on, the regiment is deployed in the field and finds itself next in the line to those same troopers they were brawling with just days before. How does one group react when the other finds itself in peril? Are the bonds of honour shared by every Imperial Guardsman stronger than the petty rivalries that caused the violence? It is only when the las bolts starts flying overhead and the bombs start raining down that such ties are truly put to the test.

REGIMENTAL VARIATIONS

Most regiments have at least a few soldiers who are talented at hand-to-hand combat, though relatively few place them in specific roles to capitalise on this affinity. Instead, their knack for close-quarters bloodshed complements their usual duties as a trooper of the line, Sergeant, or other formal position, allowing them to unleash a violent surprise upon any who assume them to be vulnerable at melee range. In certain regiments, many of the officers are highly adept at melee combat, having trained far more extensively in close-quarters combat than the average trooper.

Many members of Rough Rider regiments like the Attilan Rough Riders might be considered brawlers, as their role as lance cavalry means that they must hone their skills at close-combat. Though the Attilans would never be caught in the field without their mounts, few would deny that even afoot, many of these cavalry troopers are formidable melee combatants.

In the Catachan regiments, there are a great many individuals who, by dint of their great physical size, fearsome nature, and lethal close combat skills can deal terrible damage

to opponents in melee. Most squads have in their ranks one trooper who fits the role best and who takes up the task of facing down the greatest dangers thrown at them hand-to-hand, a scream on his lips and a knife in his hand.

Many Tallarn regiments are known to make use of skilled melee fighters. For the warriors from this desert world, however, these close-combat killers tend to favour subtle precision over brute strength and agile cuts over hammering blows. Tallarn brawlers often carry a wickedly curved knives with which to cut the throats of enemy sentries, ensuring the Desert Raiders force infiltrates unseen deep behind enemy lines.



BREACHER

"Am I good with explosives? If I was bad with high-impact explosives, I wouldn't be here to explain it to you!"

—Trooper Bandro, 34th Elysian Drop Troopers

Breachers are troopers with a particularly valuable (and volatile) set of skills ranging from using demolition charges to breach enemy fortifications to supervising the fortification of the unit's own positions. Such individuals are vital when a regiment fielding any vehicle heavier than a Sentinel armoured walker must pass through especially dense terrain where there are no roads, ranging ahead of the main force and demolishing any impediments to the unit's progress. They are also incredibly useful and effective when facing the enemy, though some troopers find the obvious enjoyment that many of these soldiers take from high-impact explosives off-putting at best and terrifying at worst.

These troopers are frequently to be found leading the charge against enemy positions, an explosive clutched in each hand and a terrifying grimace on their faces. Such soldiers often have a particular knack for locating and bypassing booby traps, cutting through razorwire, fording ditches, climbing over high obstacles and blowing holes in walls, doors, fortifications, and enemy soldiers unfortunate enough to be in their path. To this end, these troopers often carry a range of specialised equipment to assist with any such tasks they might be assigned. Depending on the equipment available, these can range from the most basic tools such as axes, wire cutters, and collapsible ladders to hand held scanners, helmet-mounted hazard-sense prognosticators and null-vox jammers that disable command operated mines, point defences, and other security measures.

When their squad has need of their particular unique skills, such troopers are frequently called upon

APTITUDES AND EQUIPMENT

New Aptitudes: Agility, Finesse, Intelligence, Tech, Toughness, Willpower

New Talents: Either Resistance (Fear) and Technical Knock *or* Modify Payload.

Specialist Equipment: 1 Demolition charge, 2 frag grenades, 2 snare mines, combi-tool, respirator.

to lead the way in any assault upon fortified enemy positions, clearing any hazards they encounter. Such a duty carries with it a high mortality rate, for being the first trooper through any opening they can make in an enemy position is extraordinarily dangerous. A canny squad leader always ensures that the trooper filling this role holds back after having created such an opening, herding other, less vital members of the squad through first. Such is the brutal reality of life at the spear tip of the wars of the Imperium.

Breachers are to be found at many different levels of the Imperial Guard's regimental structure, from line troopers who are particularly talented with the clever placement of grenades to elite scouts ranging behind a force to detonate bridges as a pursuing foe attempts to cross. Where the skills and equipment are to hand, most regiments ensure that there are enough troopers with the requisite skills to perform such tasks, and some even aim to have one such individual per squad. Some larger or more specialised regiments train all of the troopers in particular squads in these advanced demolitions tactics, so that they can make better strategic use of explosive surprises for their foes.

Many Imperial Guard breachers are first and foremost line troopers, albeit ones upon whom entire massed formations must rely when assaulting heavily fortified enemy positions.



COMRADE ADVANCES

These are the Advances that the Breacher can purchase to enhance the abilities of his Comrade.

STEADY HAND

Type: Passive

Cost: 300 xp

Effect: So long as his Comrade is within Cohesion, the Breacher reduces his Degrees of Failure on any failed Tech-Use Test for the Demolitions Special Use by an amount equal to his own Agility Bonus (to a minimum of 1 Degree of Failure on a Failed Test).

VOLATILE SURPRISE

Type: Order (Half Action)

Cost: 400 xp

Effect: The Breacher can send his Comrade to plant explosives for him while he deals with other problems. As long as his Comrade is within range of communication, the Breacher may perform Tech-Use Tests for the Demolitions Special Use through him at a -10 penalty.

TROOPER CALLIE “NUCLEONIC” NOLAN

To date, the most decorated demolitions specialist in active service on the Spinward Front is Trooper Callie Nolan of the 221st Cadian Shock Troopers. Trooper Nolan is regarded by many of her comrades as something of a maverick, and it is certainly true that she does not entirely fit the stereotype of Imperial Guardsmen from her home world. While her peers were learning to field strip a lasgun blindfolded at the age of seven, Nolan was teaching herself the arts of demolition and developing a love for explosives of all kinds. Initially, Trooper Nolan's instructors sought to restrain her destruction urges, but one drill-abbot, a veteran of many glorious campaigns, recognised her skills for what they were—a genuinely Emperor-given weapon to be wielded like any other (provided that she could learn to direct the explosions towards the God-Emperor's enemies). After receiving proper training on the matter, Nolan became a true force to be reckoned with.

Since the 221st was dispatched to the Spinward Front, Trooper Nolan has well and truly found her calling. She has participated in numerous assaults, many against the Severan Dominate but recently against the Orks of Waaagh! Grimtoof as well. It is said of Trooper Nolan that the smell of fyceline hangs about her no matter how hard she scrubs her skin and that she is never to be found without at least a dozen different types of explosive about her person. She received notable accolades for her actions fighting against Waaagh! Grimtoof, her most storied victory against the Greenskins involving a heroic leap onto the back of a massive Squiggoth while it passed a ruined hive spire, after which point she and her squad liberally applied demolition charges to the massive creature and escaped the exploding behemoth using grapnels.

Of her many battle honours, however, Nolan's most recent and greatest accomplishment is the breaching of the wall of the Temple of Ebon, a Severan Dominate fortress that had, before Trooper Nolan's attack, never been successfully assaulted. Having breached the outer walls of the fortress, Trooper Nolan's squad penetrated deep into the foundations and in doing so encountered the nucleonic core that powered the fort's void shield. Placing a demolition charge that blew out the reactor's cooling circuits, Nolan caused the largest explosion of her career to date, estimated analogous to a nucleonic detonation with a yield of approximately seven kilotons. Miraculously, most of Nolan's squad escaped the explosion that consumed the Temple of Ebon, though all sustained substantial radiation poisoning which was only cured thanks to the ministrations of the medicae staff attached to the 221st.



BREACHER TRAINING

The level of training a demolitions expert receives depends very much on the base technology level of his home culture. It is rare for troopers to receive hypno-indoctrination or any form of psycho or bionic conditioning on the use of high-explosive devices. Instead, training is often a selective, natural process. Most troopers either learn to avoid duties involving such dangerous devices, gain a level of competency in their use, or perish in a rain of fiery shrapnel. Breachers from less technologically inclined worlds are taught to detect enemy booby traps and concealed positions using their often superior native skills of perception and fieldcraft. In contrast, those from a higher technological base are sometimes instructed in the proper use of all manner of scanners, jammers, and equipment for efficiently defusing explosives to overcome the same challenges posed by traps, mine fields, and the other such hazards.

Most troopers can be successfully instructed in the application of demolition charges, though much of the time only those from the more technological planetary backgrounds are generally equipped with the more complex forms of command detonation trigger. Those unused to such technology must rely on simple fuse wire and the blessings of the God-Emperor to detonate their explosives correctly.

BREACHER TACTICS

Breachers are often held by their comrades to have a dangerous fascination with explosives in all their forms. Many love nothing more than demolishing large structures and many have earned themselves a deserved reputation as vandals and pyromaniacs. Of course, some troopers who work with high explosives are more responsible than others, but those who safely diffuse bombs every time are less memorable than those who tinker with bombs in their spare time as their squad mates watch with apprehension. Nonetheless, most demolitions experts are respected members of their unit, for they routinely place themselves in great danger, whether leading an assault against an enemy position or defusing a lethal booby trap.

Even the far less hazardous duties these soldiers must regularly undertake are usually arduous and unpleasant. When deploying into a new position, even if only for a single night, it often falls to the member of a squad most experienced at tearing down fortifications to direct the construction of makeshift defences, gun pits and shelters, a task that often involves lots of digging, cutting, felling of trees and shouting at comrades reluctantly assigned to carry out whatever order he gives. When the unit is on the march, the demolitions expert often has to travel at the head of the squad or platoon, maintaining a constant vigil for any impediments to progress, whether caused by difficult terrain or enemy action.

There are several specific types of operations when the skills of a squad's demolitions expert are most required, and when squads suffer most for lacking one or more individuals who have firsthand experience in this kind of warfare. The most obvious is the deliberate assault on a fortified enemy position, one of the most perilous types of battle most Imperial Guardsmen ever



undertake. Those with the experience to do so must lead their units through areas seeded with every type of mine, from tanglefoot to stasis bursts, as well as locations protected by las-trips, screamer nodes and all manner of disruptive field effects. They must evade, defeat or simply push through all manner of detection systems. Thanks to their experience with explosives, these individuals must also frequently blow their way through all manner of obstacles, including mile after mile of deadly razorwire, tank traps, and barricades—though many seem to take to this destructive work with a concerning relish. Having survived the advance, they often place and operate whatever explosives are necessary to break into the enemy position, using anything from a bandolier of frag grenades to a heavy, industrial-grade las cutter.

There are generally two ways of spotting a foe with a knowledge of explosives and bringing down fortifications. The first is to observe how the unit manoeuvres and the jobs each trooper is performing within it. While soldiers with demolitions expertise do not always take the point position for the entire advance, they are likely to take the lead during specific phases. The other means of identifying a soldier dedicated to the art of explosives is by the wargear he carries and uses. Though most simply carry their standard kit, many have specialised tools to help arm and disarm explosives—to say nothing of the explosive devices themselves. Of course, many of humanity's enemies are entirely incapable of distinguishing one human from another, regarding them all as equally faceless prey.



BREACHER-CENTRED ADVENTURE SEEDS

Breachers, like most of the Advanced Specialities presented here, are first and foremost line troopers. This being the case they spend most of their time operating as ordinary members of their unit and their specialist skills are only called into play under very specific circumstances. That being the case, the Game Master should plan his encounters keeping in mind that the player of a Breacher character is likely to want to use his skills whenever possible. The Game Master should also bear in mind that a Breacher could, entirely inadvertently, undermine the plot of an adventure by, for example, destroying a bunker that should have been taken. With a little forward planning, the GM can ensure that the Breacher has his share of the limelight by planning one or more challenges only his unique skills can overcome. Having the entire mission hinge on the success of a particular enemy fortification being breached before an assault, potentially by the characters' entire regiment, can proceed is especially suitable.

Once More Unto the Breach: The Player Characters find themselves caught up in an ill-planned assault on an enemy defence line, high command not having made proper plans for the breaching of the enemy fortifications. The group's Breacher has the skills and equipment to blow a gap wide enough for following forces to assault, but he cannot do so without substantial support from the rest of the company. The Player Characters must request, order or coordinate a concerted effort to suppress the enemy defending the fortifications long enough for the Breacher and his comrades to dash forward and place the breaching charge. Should he fall, the entire assault will be a tragic waste of lives; should he succeed, great honour will be his, along with the commendation of the various commanders present.

Fields of Death: The unit is given orders to carry out a "reconnaissance in force" into an area suspected to be occupied by forward elements of the enemy army. The mission is expected to last no more than three days and so the troopers move out, ready for action. It is only on the second day of the mission that the fact that the entire region has been sown with thousands of exotic mines becomes apparent, and the Breacher's skills in detecting and avoiding such threats are much in demand. Upon being advised of this development, the unit's commanders become suspicious as to why the enemy has chosen to deny the area in such a manner. Could the foe plan to launch an attack and force the Imperial Guard to fall back through the death zone? Whatever the case, the Player Characters are ordered to push on through the booby-trapped area and to locate and capture the enemy responsible for sowing so many mines. It is only after another gruelling day of the Breacher leading the unit through countless mine fields that the enemy are detected in the act of planting their deadly mines and the Imperial Guard can attempt to capture them.

REGIMENTAL VARIATIONS

There are soldiers who could be considered demolitions experts in many regiments, and at the very least, there is almost always at least one trooper in a squad tasked with carrying a set of wire cutters and the duty to use them should the unit find itself crossing an area sown with razorwire or faced with a ticking explosive. At the other end are those regiments that train large numbers of their soldiers in at least basic demolitions technique, and arm them with appropriate weapons and tools to take advantage of these skills accordingly.

The Elysian Drop Trooper regiments tend to have troopers trained extensively in demolitions. This is necessary because the Drop Troopers can carry very little in the way of heavy equipment. A demolition charge must be delivered from extreme short range, but is potentially more destructive than all but the heaviest ordnance shot. So long as the breacher is skilled and can place it correctly, a demolition charge can cause incredible damage to even the most fortified of defences. This precision often allows the Elysians to execute the rapid strikes for which they are renowned, shattering bulwarks and descending upon their enemy before their hapless foe can even raise an alarm.

The Catachan Jungle Fighters make extensive use of troopers armed with demolition charges. In the dense jungle terrain in which the Catachans are so expert in fighting, battles are often fought at incredibly short range, making demolition charges for more usable than heavier weapons. Often, a man can be sent forward to hurl a charge at any enemy position before a heavier weapon can be set up and fired, making such devices hugely effective in the hands of the fearsome Catachans. Enemy commanders wise enough to observe their past mistakes quickly learn to be wary of these and other tactics used by the wily Catachan Jungle Fighters, but even the best preparations can rarely withstand a sufficient volume of carefully placed high explosive.

The Scintillan Fusiliers also make significant use of soldiers trained in demolitions techniques. Clever traps, such as buildings rigged to collapse upon entry and vast mine fields, suit the spire-born nobles. These deadly ruses allow them to watch their foolish and unworthy enemies burn from afar without even sulling their hands to fire a shot.



COMMANDER

"I don't care if these things have adapted to resist our lasguns. If we can't kill them with our rifles, then we'll kill them with heavy bolters. If we can't kill them with heavy weapons, we'll use grenades. And if grenades don't work, then we'll fight them with our swords and our knives and our bare hands. We'll drown them in our blood. That's what it means to be a soldier in the Imperial Guard. Now follow me! Charge!"

—Sergeant Lee, 78th Catachan Jungle Fighters

TTrue leaders are not recruited or designated. They are instead created by circumstance, indelible spirits tempered by loss and hardship upon the fields of war. The leader at the difference between a unit standing firm or collapsing, the troopers fighting to emulate him or simply to protect him from the enemy's attentions. The downside is that, should such an exemplar fall, a regiment's morale might be drastically affected. For this reason, the regiment's commanding officers must balance the need to take advantage of the leadership figure's abilities with the risks of that individual being slain. Often, such unlooked-for leaders as are much a thorn in the sides of ranking officers as useful tools of war in and of themselves. Some of these individuals resent the attention they receive from the their comrades and their superiors, preferring to continue their duties unnoticed, though others to the role fate casts them in and go on to become legends that generations of recruits will admire.

Given the ubiquity of conflict in the 41st Millennium, it is perhaps inevitable that leaders rise from the teeming masses, individuals seemingly blessed by the Emperor or the gods of war able to perform the most valorous of deeds and earn the most incredible of victories. These heroes are men and women drawn from the ranks who find themselves standing at the very epicentre of war.

APTITUDES AND EQUIPMENT

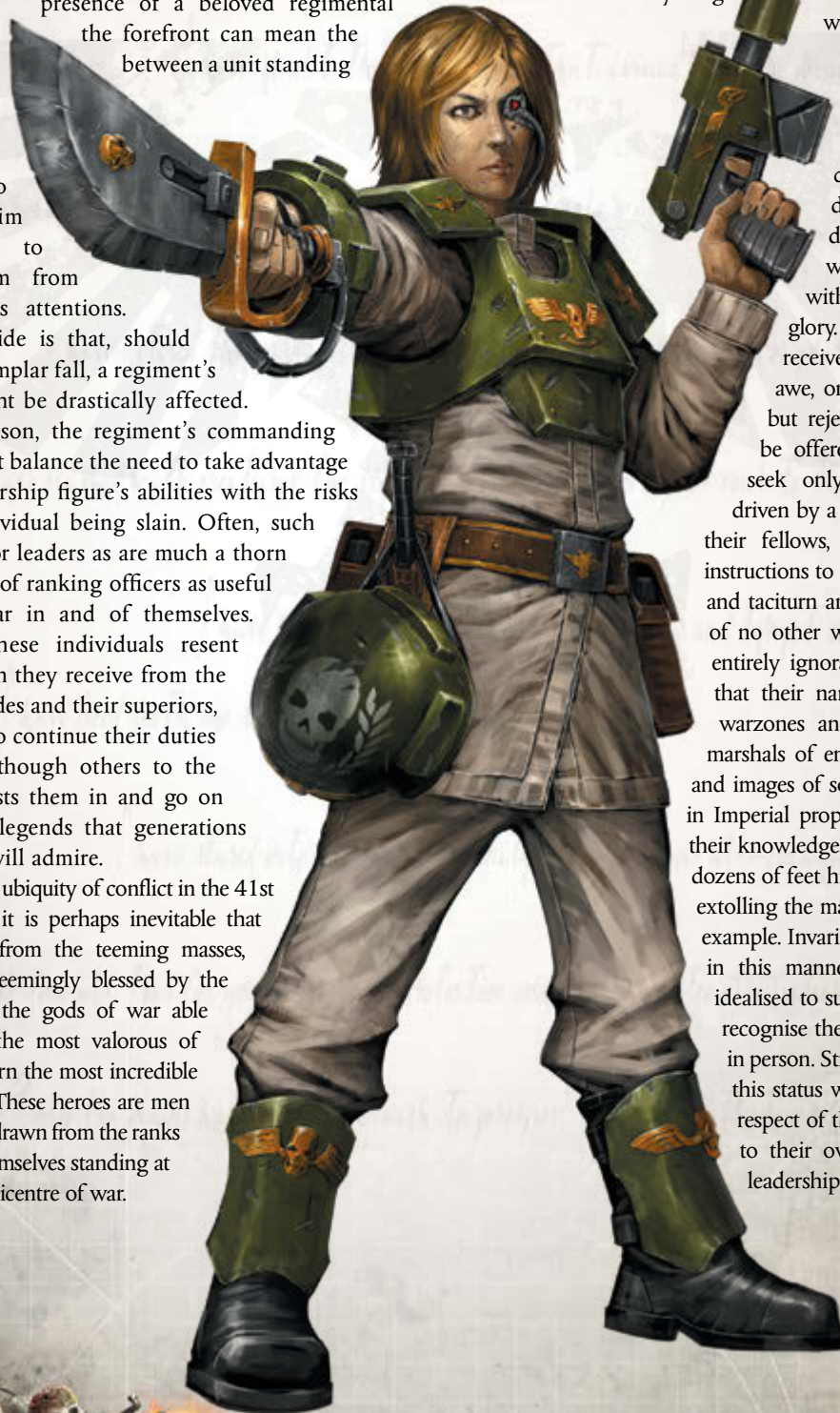
New Aptitudes: Fellowship, Intelligence, Leadership, Social, Toughness, Weapon Skill

New Talents: Either Air of Authority and Combat Formation *or* Heroic Inspiration.

Specialist Equipment: Best Craftsmanship chainsword *or* Common Craftsmanship power sword, Best Craftsmanship laspistol *or* Good Craftsmanship bolt pistol, loud hailer.

On the actions of such individuals entire battles often turn and they inevitably become beloved totems of everything their regiment and its home world hold dear.

Some of these natural commanders remain known only to their immediate comrades, quietly performing their duties to the Emperor and directing their squads to win victory after victory without any sign of seeking glory. Such warriors earn and receive the abiding respect, even awe, or those they serve alongside but reject any plaudits they might be offered. Such men and women seek only to serve and many are driven by a deep seated need to protect their fellows, giving sound advice and instructions to their peers. Others are bitter and taciturn and fight because they know of no other way of life. These are often entirely ignorant or apathetic of the fact that their name is known across entire warzones and spoken of by the lord-marshals of entire campaigns. The names and images of some such paragons are used in Imperial propaganda, sometimes without their knowledge or consent, and reproduced dozens of feet high accompanied by slogans extolling the masses to emulate this shining example. Invariably, the persona propagated in this manner is almost entirely false, idealised to such a degree that few would recognise the figure if they had met him in person. Still, there are those who attain this status who can truly command the respect of those around them, living up to their own legend for inspirational leadership in spirit and deed.



COMRADE ADVANCES

These are the Advances that the Commander can purchase to enhance the abilities of his Comrade.

BORN LEADER

Type: Passive

Cost: 400 xp

Effect: The Commander gains an extra Comrade. He can select this Advance up to 4 times.

BACK THEM UP!

Type: Sweeping Order (Free Action)

Cost: 400 xp

Effect: The Commander assigns any number of his Comrades to assist any number of Player Characters. Until the Commander reassigns these Comrades, each one behaves as though it was the Comrade of the chosen Player Character. For each Comrade assigned to a Player Character by this Order, that Player Character gains an additional +5 bonus to his Weapon Skill and Ballistic Skill when using a Ranged Volley or Close Quarters Order (in addition to the bonuses these Orders already grant).

DIG IN

Type: Sweeping Order (Free Action)

Cost: 500 xp

Effect: As part of this order, the Commander must make a **Challenging (+0) Command Test**. If he succeeds, Comrades scurry to pull makeshift fortifications into place by moving kit packs, sandbags, ration crates, or any other available resources. Until they leave the fortified position, each Player Character gains 2 additional APs of cover and a +10 bonus to Tests to resist the effects of Pinning for each Comrade he has in Cohesion and his Comrades count as benefitting from the Take Cover! Order (see page 271 of the **ONLY WAR** Core Rulebook).

FLANK THEM!

Type: Sweeping Order (Free Action)

Cost: 500 xp

Effect: As part of this order, the Commander must make a **Challenging (+0) Command Test**. If he succeeds, Comrades swing wide to support their allies, firing from unexpected angles to pin down their targets in a crossfire. Until the end of the Round, each Player Character imposes a -10 penalty to Dodge and Parry Tests to avoid his attacks for each Comrade he has in Cohesion (to a maximum of -30).



MULTIPLE COMRADES

A Player Character who has multiple Comrades can issue Orders to each one, but can only give the Ranged Volley Order and Close Quarters Order (see page 270–271 of the **ONLY WAR** Core Rulebook) to one Comrade each Turn. Further, he can only issue each Order relating to one of his Specialities or Advanced Specialities (past or present) to one Comrade each Turn. If a Player Character has been temporarily assigned a Comrade for any reason, then he can only issue Generic Orders to that Comrade (see page 270–271 of the **ONLY WAR** Core Rulebook).

Attacks with the Spray and Blast Qualities affect groups of Comrades normally—all Comrades within the area of effect are hit, and those outside are not (see **Comrades Being Attacked** on page 271 of the **ONLY WAR** Core Rulebook). If an attack is assigned to the Comrades of a Player Character with more than one Comrade because of a roll of doubles (11, 22, 33, etc), randomly determine which Comrade suffers the hit. As usual, the attack should only be assigned to Comrades who could logically be targeted by it (see page 271 of the **ONLY WAR** Core Rulebook).

COMMANDER TRAINING

Such leaders are neither recruited nor trained into the role. Rather, they are born in the fires of war, their parents adversity and their drill instructors necessity. A commander could be any Guardsman in a regiment, from a line trooper to a staffer. He could be a skilled warrior or one more used to polishing the silver in the officer's mess than wielding a lasgun in battle. Fate and the Emperor care little for status, prior service or any other factor. Rather, when duty calls, those fore ordained to rise to the occasion do so regardless, often simply responding to circumstance and unaware of the ramifications of their actions.

Given that the galaxy of the 41st Millennium is riven with war, and that the Imperial Guard is embroiled in a constant state of conflict, what sort of conduct might raise an individual trooper above his fellows so that he comes to be recognised, by his comrades and by his superiors, as a leader of soldiers?

Junior and non-commissioned officers might come to be regarded as exemplars such as this by serving as a continuous inspiration to their troops. When the situation looks desperate and the only alternative to being overrun is to be flee and be gunned down by the Commissars, it takes a very special individual to inspire the beleaguered troops to stand firm. Such leaders exist seemingly independent of, or even in spite of, the chain of command. They have an ability to say the right thing, shout the right battle cry, invoke the right saint or give the right order, and all at the most opportune moment. Men and women take heed of such leaders and come to trust them, knowing that, with them nearby they are safe.

Other warriors become examples by performing some deed that appears to those that witness it all but impossible. They charge enemy positions armed with nothing more than a bayonet and somehow rout many times their own number. They weather a hail of lasgun blasts or walk unscathed through hails of shrapnel. They take enemy positions single-handed, capturing heavy weapons that would otherwise have been capable of gunning down scores of men.

Conversely, some figures of inspiration are the sole survivors of their units, their wounds evidence that they kept fighting right up the end and were left for dead by their enemy. Such heroes are looked to as an example that even when events appear dire indeed it is possible for a trooper to do his duty to the Emperor and to be blessed with survival. Of course, the regimental Commissars are always sure to ascertain that the survivor's wounds were all to the fore, for anything else would lead them to the conclusion that he was wounded whilst fleeing and therefore undeserving of any positive recognition.

Having been hailed as an archetype for others to follow, the individual might be rewarded for his deeds with all manner of medals, citations, and awards, but in truth many, often the most worthy care the least for such things.

Most true leaders act in the way they do out of duty to their comrades and faith in the Emperor, often uncaring or even resentful of the multitudinous layers in between. While the

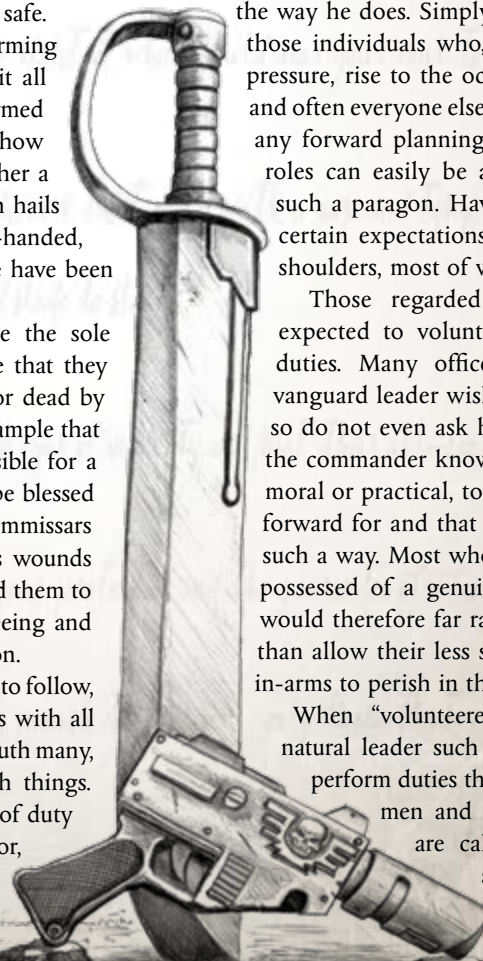
exemplar might know his regiment's commanding officer by name he is unlikely to have spoken to him before, until that is the mantle of leadership is conferred, formally or otherwise. Then, the unwilling hero might find himself required to attend parades where he must carry the regimental banner at the head of rank upon rank of his fellow troopers. He might be expected to attend the officer's mess as a guest of honour, to dine upon delicacies the likes of which he has never tasted and to sip wines so rare he could never hope to purchase a single bottle. They are decorated with glittering medals and flowing ribbons, most of which they were unaware of before earning them and have no wish to wear in front of their comrades. In short, most such heroes are unwilling ones, their status often used to the advantage of the commanding officers as just another tool to manipulate the troops' morale. Only in those regiments drawn from cultures where matters of class and status are entirely irrelevant are these leaders allowed to continue their existence as before, and such regiments are often few and far between.

COMMANDER TACTICS

The role of an exemplar to the regiment is prescribed in no Munitorum field manual nor taught by any Drill-Abbot. Rather, a commander forges his own role, often whether he likes it or not. Sometimes his superiors expect him to perform certain duties by dint of the ribbons and medals he bears upon his chest; other times it is simply the expressions of trust in his comrades' eyes that causes him to behave the way he does. Simply put, commanders tend to be those individuals who, when placed under extreme pressure, rise to the occasion and exceed their own, and often everyone else's, expectations. There is rarely any forward planning involved, and so no specific roles can easily be ascribed to one labelled as a such a paragon. Having been honoured however, certain expectations are often placed upon one's shoulders, most of which are entirely unwelcome.

Those regarded as commanders are often expected to volunteer for the most arduous of duties. Many officers simply assume that this vanguard leader wishes to undertake the duty and so do not even ask him if he does. In other cases, the commander knows that he has no right, either moral or practical, to turn down any duty he is put forward for and that it is his lot in life to suffer in such a way. Most who earn the status of a hero are possessed of a genuine sense of self-sacrifice and would therefore far rather they risk their own lives than allow their less skilled or fortunate comrades-in-arms to perish in their stead.

When "volunteered" by a superior officer, a natural leader such as this might be expected to perform duties that would be the death of lesser men and somehow win through. They are called upon to lead seemingly suicidal infiltration missions, patrol through areas seeded with mines or overrun by



COMMANDER-CENTRED ADVENTURE SEEDS

The inclusion of a Commander in a group is likely to result in the spotlight focusing on that particular character for a lot of the time, and while this is appropriate to the archetype, the Game Master may have to work that little bit harder to ensure all of the players get their moment of glory. That said, a Commander that hogs the limelight too much is likely to find himself in very dangerous positions indeed and may come to rely on his comrades to get him out of trouble! One thing that both players and Game Master should keep in mind is that the Commander is a figure of awe and respect to many of their NPC comrades, but an equal to the other PCs. This means that the other Player Characters should enjoy the benefits of the Commander's reflected glory when it comes to interacting with other members of the regiment.

One thing the Game Master can bring into play is the effect the Commander's status might have upon others higher up the chain of command or amongst rival units. Perhaps his status works against him in some circumstances, the effect manifesting in a variety of ways. Maybe a jealous logistics officer connives to ensure the Commander's unit misses out on a vital ammunition resupply, or upon taking delivery of a crate of supplies finds them to be filled not with lasgun power packs but with winter clothing, or something equally useless. Over the course of time, what starts out as petty insults might escalate to full-blown attempts to get the Commander and his comrades killed, a situation that must surely only end when the PCs decide to settle the matter one way or another.

Forlorn Hope: High command has been planning a new push into Dominate-held territory, mustering forces in preparation for a truly epic operation. The entire regiment knows that something big is in the offing and, as ever, tongues are wagging regarding what it might be. From out of the blue, the Player Characters are summoned before the Colonel and told that the Commander and his comrades have been granted the "special honour" of leading the way in the very spear tip of the assault. What follows amounts to a suicide mission, where it quickly becomes apparent that survival against all the odds is the only objective worth pursuing and that the entire operation is a grand folly doomed to utter, ignoble failure. When it all collapses, it falls to the Commander to rally the survivors and to get as many safely out of the killing grounds as possible.

Fresh Recruits: Whether due to an administrative error, a logistical failure, tragedy or a misreading of the Emperor's Tarot, the regiment has been assigned a company of fresh troops. This new intake was raised from a home world entirely different from the Player Characters' and the Low Gothic dialect spoken by the new recruits is all but unintelligible. The colonel has no clue what to do with the troops and so orders the Commander and his comrades to whip them into shape and teach them something of the regiment's traditions and doctrine. After only a day or so of training however, the regiment finds itself rushed to the front line to counter an unexpected enemy push. The Commander finds himself in temporary command of the new recruits and his comrades are in effect his officer cadre. Whether or not the untested troops survive their first encounter with the foe depends entirely upon the Player Character.

predatory fauna, undertake "snatch missions" to take specific highly ranked enemy commanders prisoner and a whole raft of equally onerous duties. Most superior officers genuinely believe the individual willing and capable of such missions, but on occasion a bitter or jealous officer has sent such a natural leader and his comrades on a mission fully intended to do away with him. Perhaps he is resentful of the hero's accomplishments, which make he himself appear ineffectual and unwilling to take risks. The unofficial, unwritten histories of many Imperial Guard regiments are replete with instances where such a mission has returned, battered and bruised but victorious, and the officer responsible for despatching it has disappeared soon after or been struck down in a subsequent battle, the enemy that did so never identified.

For every hero identified as such by a chest full of gold, however, there must surely be ten, a hundred or a thousand who are never granted a single decoration. These earn the ultimate reward—the abiding respect of their comrades and a place at the Emperor's side when finally called to take it up.

REGIMENTAL VARIATIONS

The definition of what constitutes a commander depends very much on the culture from which his regiment is drawn, though some transcend this and become known far and wide.

The greatest of these might even be granted the status of Saint, but rarely within their own lifetime and invariably centuries later once generations of Ministorum hierarchs have researched and debated the matter in great detail.

In the Cadian Shock Trooper regiments, individuals granted heroic status are notable by the medals they wear, for Cadia is a supremely militaristic culture and maintains decorations for countless deeds. By way of contrast, the Catachans both value and reward those who exhibit archetypal heroic qualities, but at the same time they rarely accept any official honours that might be bestowed upon them. Thus, a mighty and charismatic leader who has won many victories, slaughtered many foes, or rescued many of his comrades might decline every promotion offered to him, remaining with his unit where he himself believes he can best serve. The warriors of the Death Korps of Krieg are notorious for their lack of individual identity, and this carries forward the regard they show to those that in any other regiment would be regarded as born leaders of their fellow soldiers. It is left to the ranks to recognise and reward their own. Even if the officers refuse to recognise their deeds, the troopers themselves certainly do, honouring with stoic dignity those in their midst who have performed great service to the regiment and to the Emperor.

FIELD CHIRURGEON

"If you've got the strength to complain, trooper, you'll last at least another few minutes. It's the ones who aren't howling louder than the explosions who need treatment first."

—Guardsman Lond, 92nd Elysian Drop Troopers Regiment

A field surgeon is first and foremost a line trooper, but one who has received additional training in order to render medical aid to his comrades when needed. In particular, the field surgeon's expertise lies in keeping his fellow soldiers standing during a given battle so that the entire squad can survive. Although they intervene to save the lives of their comrades, field surgeons also often perform their operations with the goal of allowing them to continue fighting, as is their duty to the God-Emperor of Mankind. Though this focus on rapid rehabilitation rather than long-term recovery sometimes means that soldiers fight on with gruesome injuries rather than resting and improving their chances of survival, the field surgeon's intervention might save the regiment even if it cannot save a patient's life. In the 41st Millennium, the universe rarely places easy choices in front of any member of the Imperial Guard, and such is the nature of triage.

Highly experienced Imperial Guard regiments, those that have been operational for many years and whose members are considered veterans, are likely to field a great number of field surgeons in their ranks. While some have assuredly received specific training under the tutelage of the regiment's medics or external Medicae Field Units, others might have simply picked up their skills throughout years of exposure to the horrors of war. Those Imperial Guardsmen who survive their first few battles are all but guaranteed to have sustained a number of wounds, and someone must step forward to treat the injured with whatever skills they possess and whatever supplies are available on hand. Over time, and through loss and strife, some of these impromptu practitioners become knowledgeable enough to be considered qualified menders—by their squads, at least, if not by outsiders. Almost all veteran Imperial Guardsmen owe their lives to the swift intervention of their comrades several times over, and skilled field surgeons command the undeniable respect of their comrades, even if they cannot preserve all of their lives.

APTITUDES AND EQUIPMENT

New Aptitudes: Ballistic Skill, Defence, Fellowship, Intelligence, Knowledge, Willpower

New Talents: Either Jaded and Meditation *or* Swift Suture.

Specialist Equipment: Diagnosticator, injector, medikit, 4 field sutures.

Soldiers who have learned the arts of stitching flesh and setting bones in the field tend to be extremely resourceful, but some are also more callous than their peers, for those they mend often die shortly thereafter, brought down by enemy fire or xenos creatures despite the field surgeon's prior intervention. Still, there is little for it but to carry on, saving anyone they can and letting the rest meet the Emperor with the most dignity possible in the field.

The presence of skilled field surgeons can turn the tide of a skirmish, a battle, or even a war. Saving even a single life can occasionally have incredible ramifications, whether it belongs to a common trooper of the line or a Lord General.



COMRADE ADVANCES

These are the Advances that the Field Chirurgeon can purchase to enhance the abilities of his Comrade.

RAPID INTERVENTION

Type: Order (Half Action)

Cost: 300 xp

Effect: The Field Chirurgeon sends his Comrade to keep an individual stable until he can reach the patient. The Field Chirurgeon must make a **Routine (+20) Medicae Test** as a part of this Order. If he succeeds, so long as his Comrade remains with the patient and the patient does not move, take any strenuous actions, or suffer further harm, the patient need not roll for Blood Loss and his condition does not otherwise worsen. The Field Chirurgeon's Comrade must be within communication range for him to enact this Order.

IT'S NOT AS BAD AS ALL THAT...

Type: Order (Full Action)

Cost: 600 xp

Effect: With a reassuring word, the Field Chirurgeon and his Comrade set about stitching up lacerations, splinting broken bones, and shovelling intestines back into their proper place. The Field Chirurgeon chooses a character currently suffering from Critical Damage and makes a **Challenging (+0) Medicae Test** as a part of this Order. If he succeeds, the character gains a number of temporary Wounds equal to the Field Chirurgeon's Intelligence Bonus, plus one additional temporary Wound for every Degree of Success he scores on the Test. These temporary Wounds are separate from the character's normal Wounds. Gaining these temporary Wounds does not remove Critical Damage or any Critical Effects the character is currently suffering. However, when the character suffers Damage, these temporary Wounds are removed before Damage is applied to the character's normal Wounds. This Order cannot be used on the patient again until he has removed all Critical Damage (and then subsequently suffered Critical Damage once again). The Field Chirurgeon's Comrade must be within Cohesion for him to enact this Order.

Record of Commendation for Valorous Service

Trooper Ghan of the 17th Malfian Yeomanry is hereby awarded the Star of the Order of Duty, Third Class with Laurels in recognition of the deeds done this day in service to the God-Emperor of Mankind.

Trooper Ghan was tithed into the 17th along with that world's commitment to the prosecution of the wars of the Spinward Front and the first operation in which he participated was the Third Nox Suppression, in which his unit, D Company, was deployed to the surface by way of grav-shunted drop barges mothballed since the Angevin Crusade and recently pressed into service for the war beyond the Periphery. This operation proved disastrous, the barges proving entirely unsuitable for use in the unusual atmospheric phenomena common on the worlds of that system. The 17th suffered 52.1% losses in the drop operation alone, its commanding officer amongst them. The regiment's second in command would have fallen too were it not for the timely medicae attention rendered by Trooper Ghan that day. Major (now Colonel) Dwanna's bionic legs and arm have proven as efficient as the limbs Trooper Ghan was forced to remove in order to disentangle the officer from the wreckage of the drop barge.

Trooper Ghan served in a number of operations with distinction, but earned his grandest accomplishment during the assault on Kaacalia 3AK. During this disastrous operation in which the Orks managed to trap and then overrun the advancing forces, Trooper Ghan is nonetheless credited with keeping the heavily wounded Lord General Cordia, who had signalled the retreat, alive until Officio Medicae personnel reached him, transfusing three pints of his own blood to do so. It was only because of Trooper Ghan's selfless sacrifice that the general survived to face a Commissarial board of enquiry, whereupon the general was executed for his failure by Lord Commissar Strak in person.

For this duty and the aforementioned, Trooper Ghan receives the gratitude of the High Command of the Spinward Front.



A.K.

Alice Keffel, third aide to Lord Marshall Ghanzorik, Supreme Commander of the God-Emperor's august forces in the Spinward Front

FIELD CHIRURGEON TRAINING

The expertise and training of local surgeons varies enormously across the Imperium and depends on a wide range of factors, from feral world herbalists to hive sawbones to the field medics of the Imperial Guard. On those worlds possessed of a relatively advanced technological base, the population might have access to many different forms of care, though in practice this is normally drastically limited by station, class, wealth, and other hierarchical factors. The one resource the Imperium is not lacking in is numbers and so life is cheap on even the most developed world. Only those who are valued by the monolithic institutions of power are generally afforded treatment for any ailment they might contract, while those deemed of little or no worth are denied it out of hand. In the most extreme of cases, individuals are kept alive long past their years simply because they have been classified by some impenetrable rating system as vital to some process, which itself might be obsolete.

On the most primitive of worlds, medical care takes the form of all manner of potions, balms and cures made from whatever sources are to hand. Recruits with proper (or any) experience in basic medical skills and procedures, frequently find themselves continuing to propagate the practices of their home world on the battlefield as part of the Imperial Guard. Troopers also often prefer treatments to which they are accustomed, and an Imperial Guardsman tithed from one of the many primitive or low-tech worlds is likely to refuse unfamiliar treatment but welcome a familiar folk remedy, even if the former is far more likely to save his life. Of course, there are many field medics who ignore their charges' wishes on the matter, using any and all knowledge they possess to save the lives of their stubborn comrades and apologising for saving their lives later.

Field surgeons are generally trained by the regiment's ranking medics, and their training usually begins with a focus on how to bring a patient under control until a more experienced individual can enact treatment. Of course, given the chaotic conditions of the battlefield, most troopers with any medical training at all quickly move beyond simply controlling injuries to treating them by simple necessity. Additionally, many formally trained medics possess or develop these rapid treatment skills, which augment their broad base of anatomical knowledge and allow them to perform triage more effectively in the field.

Most individuals who receive limited training on these methods remain with their own units instead of serving with higher-ranking squads, their primary duties staying the same as the rest of their comrades. Many regiments expect their field surgeons to receive periodic training from their more formal medics, but others rely upon their members to learn through putting their skills into practice. In truth, life in the Imperial Guard is usually short and brutal and those wounded are very rarely released from service. In battle, the most attention wounded troopers can expect is the staunching of any immediate blood loss followed by the administration of a stimm shot powerful enough to get even the most wounded man up and charging at the enemy, though he will invariably die from system shock not long after the battle is concluded.



FIELD CHIRURGEON TACTICS

Like many other specialised roles, that of the field surgeon is carried out in addition to the trooper's normal duties. In battle the trooper must fight as fiercely and righteously as his comrades, all the while listening out for the cry of the wounded so that he can rush to their aid, saving their lives that they can fight on once more. Like the medic, the field surgeon is dedicated to keeping his squad mates alive and fighting for the glory of the God-Emperor.

The main difference between a field surgeon and a medic is typical the focus of expertise, though the two are hardly mutually exclusive. Most medics aim to promote the long-term recovery of their patients, but for a field surgeon, the proper time and equipment for such operations are frequently unavailable. Instead, their primary goal is returning a comrade to the fight as quickly as possible, as that one lasgun could make the difference between the squad's survival and even more casualties—or worse, a total rout. As such, many field surgeons are formally trained medics who have grown accustomed to stitching up soldiers, injecting stimulants, and whispering a litany of recovery before sending them back to fight once again. Others pick up all of their skills under such circumstances, learning through bloody experience which methods can save a life and which ones can keep a soldier in fighting condition long enough to fulfil a key objective critical to the rest of the squad. While both must make difficult decisions in action, triage is an unfortunate speciality of most field surgeons.

It is notable that casualties amongst field surgeons are often higher than might be expected—most intelligent enemies target those capable of treating the wounds of their comrades first, to guarantee that the fallen stay as such. However, many field surgeons also have the tendency to readily risk their own lives to reach and to treat downed comrades on the battlefield, even if doing so endangers their own safety.

FIELD CHIRURGEON-CENTRED ADVENTURE SEEDS

The Field Chirurgeon might appear at first glance to be a variant of the Medic, and it is true that the two share a great deal in some regards. Indeed, many Medics might decide to branch out into the Field Chirurgeon Advanced Speciality, and this in no small part because the two fill similar but nonetheless distinctly different roles. While both are concerned with the treatment of allies and saving squad mates, the Field Chirurgeon is particularly adept at returning a wounded soldier to the field immediately to fight on. Field Chirurgeons frequently do not have the luxury or benefit of support facilities and extra orderlies, and thus rely less upon such things for their treatment methods. While a Medic on the battlefields of the 41st Millennium can certainly operate under such conditions, the Field Chirurgeon excels when faced with terribly injured allies and scant supplies with which to heal them.

The Game Master need not make any special plans to accommodate the Field Chirurgeon's role, for there should be plenty of chances for the PC to use his skills. Should he wish to focus the action on the character however, a great way is to allow him to treat a wounded NPC, especially one who is important to the mission. It might even be that the NPC in question is a senior officer in the regiment or army group and the Player Character's intervention is noted. Much further down the line, the officer might have cause to repay his debt, if he is of a mind to do so. Conversely, the officer might regard the fact that a lowly grunt saved his life as a stain on his honour and wish the Field Chirurgeon and his comrades ill.

No Rest for the Weary: The Player Characters are engaged in a standard operation such as an advance into contested territory, a reconnaissance or a patrol, when they receive an urgent vox message re-tasking them to a new mission. Another unit has been ambushed whilst scouting enemy positions and there are only a few survivors. Ordinarily, the remnants might be expected to fend for themselves, but as it happens one of them is a junior officer of noble birth and must therefore be rescued. The PCs must locate the wounded officer, who is holed up in a ruined building, crater, or other cover, fight their way through to him, and then administer emergency medicae attention in order to stabilise him. Having done all of this, the PCs must call in a Valkyrie to extract the wounded nobleman, hold off the inevitable enemy attention the arrival of the gunship draws down on them, and ensure the officer is safely despatched.

Hearts and Minds: In general, the Emperor's resources are only to be used to aid those who fight his wars, but there are occasional exceptions. Whilst fighting in or marching through a contested area where the population has yet to determine its loyalties in the wars of the Spinward Front, the Player Characters come upon a small settlement afflicted by some horrible disease. The inhabitants beseech the troopers for aid, and it may be that a Field Chirurgeon can render it. Whilst doing so the character grows suspicious of the source of the disease and upon further investigation determines it was contracted in an area known to be under the control of Severan Dominate forces. If he can treat the afflicted, the village's elders will agree to the Player Characters being led to the area where the sickness first came upon their people, but if he cannot, they are expected to leave immediately. What horrors the PC discover when they investigate the source of the affliction is left up to the Game Master, but could include anything from biological weapons to bizarre archeotech.

REGIMENTAL VARIATIONS

Most of the regiments active in the Spinward Front employ field chirurgeons. Some do so as a matter of long-established regimental doctrine, others as a matter of necessity.

The Maccabian Janissaries are an unusual regiment in that their field chirurgeons are much more than line troopers with some additional medical training. The Janissaries are noted for their zealotry and the depth of their faith, venerating Saint Drusus as the font of all holiness beside the Emperor himself. The chirurgeons of the Maccabian regiments are therefore as much faith healers as they are medical personnel. When a comrade is wounded, the chirurgeon's first recourse is to pray over him, and then to apply the sacred unguents of purification. On occasion, a Maccabian field chirurgeon might even gather a fallen trooper's entire squad around the wounded man so that they can all lay their hands upon him and call for the blessing of their patron saint. In a galaxy where gods and Daemons are very real phenomena and stalk the battlefields alongside war machines of unutterable destruction, miracles do actually happen from time to time, and countless wounded men have been saved in such a way.

Other regiments are far more practical in their approach. Some, the Catachans and the Elysians amongst them, are blessed with numerous individuals already skilled in combat medicine when they were recruited and well able to perform such duties on the battlefield. The more veteran Drop Trooper and Jungle Fighter regiments might include several field chirurgeons in every platoon or even squad, in part because of the prevalence of such skills, and in part because of the experienced such individuals have amassed throughout numerous campaigns.

Far closer to standard practice—at least as far as such a thing can be defined in a interstellar empire of a million worlds and more—are the Cadian Shock Troopers and the Mordian Iron Guard. Many of these regiments hold it as a matter of tradition and doctrine that every sub unit should have within its ranks a number of designated field chirurgeons. Should one fall in battle another trooper must undergo the necessary training to take his place.

MASTER OF ORDNANCE

"I know those coordinates are only forty metres from my position and I sincerely thank you for your concern, but the enemy is closer—bring it down now, all of it!"

—Trooper Vandell, 34th Cadian

Unlike many of the Imperial Guard's numerous roles that Guardsmen can fill over the course of their careers, the position of Master of Ordnance is almost exclusively a highly formalised position. The individual is responsible for calling in timely and accurate artillery fire to support the action of his unit and any further down the chain of command. While some regiments allow any officer equipped with a vox link or accompanied by a vox operator to *request* artillery fire, the Master of Ordnance has the command authority to *order* such bombardments, which can light the field ablaze, shatter defensive lines, or cripple a charging wave of foes before they can strike.

The role of the Master of Ordnance is an unusual one in that unlike many others, it relies on the individual interacting with units outside of his regiment on a regular basis. After all, most Imperial Guard regiments consist almost entirely of the same general type of sub units. If an infantry regiment requires artillery support it must obtain it from an artillery regiment, which itself may be positioned many miles behind the front lines. Communication between regiments can be very difficult, and facilitating this communication is the role of the Master of Ordnance.

Given that many Imperial Guard regiments speak dialects that are all but unintelligible to others, the scope for confusion is enormous. The Master of Ordnance is therefore trained to communicate rapidly and clearly regarding abstract concepts such as trajectory, yields, vectors, and the like, and can thus converse in a common language of high explosives. In addition to the necessity to converse with other regiments, the Master of Ordnance might also be required to coordinate with members of the Imperial Navy as vessels in low orbit offer super heavy fire support to the "ground pounders" or with the servants of the Adeptus Mechanicus, the custodians of all manner of arcane war machines from mighty Titans to arrays of exotic city-razing archeotech weaponry.

APTITUDES AND EQUIPMENT

New Aptitudes: Agility, Fellowship, Intelligence, Leadership, Offence, Perception

New Talents: Either Air of Authority and Combat Sense or Calculated Barrage.

Specialist Equipment: Good Craftsmanship mortar with 6 frag rounds, deadspace earpiece, hand-held targeter.



COMRADE ADVANCES

These are the Advances that the Master of Ordnance can purchase to enhance the abilities of his Comrade.

MORTAR STRIKE

Type: Order (Full Action)

Cost: 300 xp

Effect: The Master of Ordnance's Comrade often waits just out of sight, bringing down deadly volleys of indirect fire at the locations he specifies. So long as his Comrade is equipped with a weapon with the Indirect Quality, the Master of Ordnance may have him fire this weapon. The Master of Ordnance makes a **Challenging (+0) Command Test** in place of a Ballistic Skill Test for the attack. The Master of Ordnance's Comrade must be out of Cohesion to enact this Order. The Master of Ordnance cannot undertake any Actions with the Attack Subtype during any Turn in which he uses this Order.

ARTILLERY SIGNAL

Type: Order (Full Action)

Cost: 600 xp

Effect: The Master of Ordnance can attempt to access ranged support fire from local artillery or even from mighty vessels in orbit, ordering his Comrade to fire a specific flare from his mortar to signal a strike. Once per encounter, so long as his Comrade is equipped with a weapon with the Indirect Quality and the Squad is in a place where an ordinance barrage is possible, the Master of Ordnance may have him fire one of these flares. The Master of Ordnance makes a **Challenging (+0) Command Test** in place of a Ballistic Skill Test for the attack. 1d5+5 Rounds later, minus one Round per Degree of Success he scored on the Command Test (to a minimum of 1 Round), an artillery strike with the following profile lands on the flare: 3d10+10 X; Pen 16; Blast (2d10+5), Concussive (3). The Master of Ordnance's Comrade must be out of Cohesion to enact this Order. The Master of Ordnance cannot undertake any Actions with the Attack Subtype during any Turn in which he uses this Order.

Message Status: Highly Classified

To: [Data Lost]

From: Advance Operative Veer

Report Topic: Confirmation of Redemption

Message Content: Target, Severan Dominate General Pharthis (known heretic, suspected witch), formerly entrenched upon planetoid Karcallia 17/f2/Epsilon, has been eliminated as ordered. Accompanying elements requisitioned from the Elysian 233rd assailed the fortress-planetoid as ordered, attempting to flush out the target for delivery due justice.

Following procedure, supporting forces launched disruptive, untargeted bombardments followed by mobile assaults. Initial assaults proved unable to breach the defences of the Severan Dominate forces, who fought with unnatural resilience. [Data Lost] phenomenon could not be confirmed. The first wave of Elysian forces, unable to use their mobility once inside the compound, were routed. One squad survived, including one Sergeant Raddon.

22 minutes later, as the second assault began, a transmission came from within the fortress using a scrambling cipher. Once unscrambled by Tech-Priest Daret Felliron, the message revealed a number of precise coordinates and trajectory data to collapse portions of the planetoid with an artillery bombardment so as to expose a direct path to the General. In absence of artillery, requisitioned a lance strike to open the path.

Upon entry into the base, advance operatives encountered Sergeant Raddon, who had gathered the data and sent the encoded transmission at the cost of his squad and his arm. Raddon's condition was critical.

Confirmed "redemption" of General Pharthis personally. Possible status as a witch remains unverified. Sergeant Raddon has been taken into custody of advance operatives and recommended for "posthumous" promotion for his service to the God-Emperor. Sergeant Raddon to be assessed as a potential continuing asset.

MASTER OF ORDNANCE TRAINING

While almost every world in the Imperium is required to render its tithes of men and materiel to fuel the ceaseless wars of the Imperium, the skills and qualities of the human component of the tithing process vary enormously. A ferocious warrior from a feral world might have spent his life mastering survival in a hostile environment while a hive worlder is likely to be schooled in the operation of numerous types of manufacturing machinery. For both, this knowledge is in a large part intuitive and obvious by adulthood, and so it can be difficult to relate new skills in these terms. However, the human mind has an incredible elasticity to it, and individuals who can be convinced to learn can develop new knowledge later in life.

The position of Master of Ordnance requires mental acuity of a sort, if not always raw power, and a strong situational awareness. It also requires the ability to learn, as few regiments train the troopers of the line in the techniques and rituals incumbent in this position. A few regiments do maintain their own regimental programs and practices to train these artillery experts. A number of these are specialised regiments, those whose primary role is to provide artillery support for other units in the field. For these regiments where artillery weapons are common, the troopers are taught to calculate the landing point of high-impact shells alongside proper maintenance and use of their lasguns. Though most such regiments do not teach their troopers of the line to truly understand the mechanics behind firing their indirect weapons, some troopers nonetheless grow to excel through raw practice and innate spacial awareness, becoming incredibly accurate and deadly with their artillery weapons.

There are certain other regiments, especially those that draw a large portion of their troops from worlds where one's primary education is raw survival and all other concerns are secondary, that subject promising troopers to extensive and often highly invasive processes designed to implant the necessary skills for calculating artillery trajectories directly into the minds of the recipients. This process is most often carried out soon after a regiment is tithed into the Imperial Guard. Some of these troopers are volunteers who wish to better serve their comrades and the Emperor by enhancing their skills with indirect fire weapons. Others undergo the process less of their own volition and more by order of their regimental commander. Sometimes, the trooper rejoins his fellows with no knowledge of what happened whilst he was unconscious, while in others the trooper recalls every last excruciating procedure in painful detail and has extensive scarring or obvious bionic augmentation to show for it. Either way, the individual is granted the skills and knowledge needed to order complex fire support missions from allied artillery units, Imperial Navy orbital units, or other similar formations.

MASTER OF ORDNANCE TACTICS

An Imperial Guardsman designated as a Master of Ordnance might serve at almost any level of his regiment's chain of command. The most experienced often serve in the command squads of company captains or higher, but the less senior are simply line troopers with additional training and responsibility. These Guardsmen are, first and foremost specialists serving in the infantry squads of their regiments, but their presence is an enormous "force modifier" that allows the unit to call upon a formidable weight of firepower.

The Master of Ordnance has a staggering degree of destruction at his beck and call, allowing him to call down heavy ordnance on an enemy position should his unit become pinned down or engaged by unexpectedly effective resistance. There are limitations imposed upon the trooper's ability however, for if there was not he might be tempted to order fire missions when faced with even the slightest challenge. The first restriction is one of comparative rank. Though he has the authority to order fire support, the type and frequency varies according to the specifics of his own appointment and authentication ciphers it grants him. Squad or platoon-level Masters of Ordnance can call in far less destructive and numerous fire missions than those that serve at the level of company or regiment for example. Furthermore, a Master of Ordnance who abuses his authority is very likely to lose it, for the commanders of the artillery regiments he is ordering fire from do not hesitate to protest to his Colonel.

As officious as the Munitorum's shell-counters are, the enemy is far more of a threat to the continued existence of the average Master of Ordnance. Depending on the nature of the enemy, the Master of Ordnance is often very high on the list of targets and therefore in greater danger than most of his comrades. It is often said that the Master of Ordnance has an average life expectancy of less than thirty minutes once battle commences and so many line troopers regard them tokens of bad luck. Though said in jest, there is something of the truth in this assertion, for a canny enemy—especially a human one that shares many of the Imperial Guard's battle doctrines—is likely to be able to identify the Master of Ordnance and make every effort to kill him. Most xenos foes are incapable of telling one human from another, of course, and so make no special effort to single the Master of Ordnance out. Rebels, heretics, recidivists, separatists, and most other human enemies the Imperial Guard are likely to face are a different story, however, as are the more advanced xenos foes such as Eldar.

REGIMENTAL VARIATIONS

Because the role of Master of Ordnance is relatively formalised above the regimental level by the Munitorum, there tends to be little in the way of variation in how different regiments actually utilise their capabilities. The procedures used to call in artillery fire support are by necessity standardised, and so little variation is possible. That said, the way different regiments train their Masters of Ordnance can differ, as can attitudes towards these specialists.

MASTER OF ORDNANCE-CENTRED ADVENTURE SEEDS

A Master of Ordnance can have a significant effect on a campaign besides his mechanical abilities. Having a Master of Ordnance in a squad can give the Game Master opportunities to introduce various plot hooks for the Player Characters. For instance, if the Player Characters' Squad includes a Master of Ordnance, the Game Master might sometimes allow them to use his unique position to call in larger-scale artillery strikes that not only have a mechanical effect, but also serve a larger narrative purpose. On the other hand, the GM could also use this individual's presence as an opportunity to assign new, dangerous missions to the Player Characters as they must help their Master of Ordnance survey a target for a bombardment or visually confirm the destruction of an enemy base by artillery barrage. As always, such matters are at the Game Master's discretion.

Pisceans in a Pail: The PCs' unit is engaged in a massive assault into enemy territory and the foe are being pushed back on every front. The enemy are not stupid, however, and unbeknownst to high command have put into operation a fall-back plan. Mustering at a designated point, several companies of enemy soldiers are concentrated in a single place and are ready to launch their counter-attack against the Imperium's push. It is as the enemy are about to move out that the PC's unit discovers the situation, but it is immediately apparent that they are massively outnumbered. The unit's Master of Ordnance orders a high priority and large-scale fire mission to wipe the foe out while they have the chance, but someone higher up the chain of command is demanding the order be confirmed before it is enacted. Not knowing how long it will be before the fire mission is carried out, the Player Characters are faced with a choice. Do they sit it out in relative safety, hoping that the bombardment will begin soon? Or do they take steps to fix the enemy in place, despite the risk to themselves?

Danger is Close: The Player Characters are advancing at the spearhead of a massive push into enemy held territory, crossing a crater strewn wasteland laced with razorwire and the bones of those that fell in previous assaults. The advance is only possible because the Imperial Guard has deployed every available artillery unit to unleash such a mighty preparatory bombardment that the enemy units are forced to take cover or be torn to pieces in the hail of shrapnel. Each advancing unit relies upon its Master of Ordnance to call down fire in its sector and each specialist is continuously on the vox ordering pin-point accurate fire to destroy obstacles and suppress individual enemy positions as he encounters them. Victory or defeat in phase of the battle rests on the shoulders of the Master of Ordnance, who must make repeated Skill Tests to call in the artillery strikes that allow the advance to continue. Of course, it is up to the rest of the Squad to make sure that he survives long enough to complete his task...

The Death Korps regiments of Krieg have on occasion been seen to demonstrate a particularly fatalistic attitude towards the procedure of calling in artillery fire support. The Death Korps place very little value in the life or well being of any individual troopers, and this extends to the manner in which their Masters of Ordnance call in fire support. Most Masters of Ordnance ensure their comrades are well clear of the area to be targeted unless the destruction of a specific enemy is demonstrably more important than the lives of their friends. The Death Korps pay scant heed to the safety of their own troops, calling in overwhelmingly destructive fire missions at the expense of their comrades' lives. The Death Korps regard this as due penance and time after time have been seen to march stoically into a battlefield churning with explosions.

Certain regiments of Catachan Jungle Fighters are noted for their occasionally antagonistic relationships with nearby artillery support regiments. Their frequent role as forward elements during combined arms operations means that the Catachans are often in the line of allied bombardments—as was the case for the Catachan 223rd on Aeyras, when the order to bombard the jungle they were infiltrating came in with little warning. This is largely because the Catachans commonly operate in dense terrain where visibility is poor and where fire support missions must be called in with incredibly accurate detail. The Jungle Fighters trust few outsiders or higher-ups to call in fire support for them and so prefer to do so themselves. Unlike the selfless and self-sacrificing Death Korps, the Catachans believe that the Emperor is usually best served by their continued survival, and thus prefer it to be their immediate comrades who are calling down hundreds of pounds of high explosive within such close ranges rather than far-away officers uninterested in the collateral damage.

Many regiments of the Elysian Drop Troopers make extensive use of large-scale fire support, in their particular case often delivered by the warships of the Imperial Navy. This is because the Elysians specialise in planetfall missions and it is rare for there to be any unit already on the ground capable of providing the overwhelming firepower needed to soften up the enemy ahead of a mass drop. In addition, the Elysian regiments rarely carry any type of heavy weapon nor field any vehicle larger than a Sentinel, and must therefore rely on external formations to provide any heavy support. Needless to say, the Drop Troopers have become masters of intricately pre-planned artillery strikes designed to reduce enemy positions to rubble and, most importantly, force him to keep his head down while the Drop Troopers are engaged in the part of their attack where they are most vulnerable—the drop itself.

Cadian Shock Trooper regiments make extensive use of Masters of Ordnance. So militarised is the fortress world of Cadia, and so dedicated to all forms of warfare are its regiments, that almost every type of unit possible is represented amongst its forces. There exists an almost unique relationship between the different Cadian regiments, the officers of many regiments having trained together or served together in the Cadian Youth Army before being tithed into the Imperial Guard. Because there are so many Cadian regiments in service, it is not unusual for entire armies to be made up of units from that same world, and for there to exist an especially close relationship between commanders. These ties simplify the process of mutual support enormously, making Cadian forces far more effective than their sum of their parts.



SCOUT

"Whoever said the jungle is neutral ain't never been where I'm from..."

—Trooper Larro, Catachan 93rd Jungle Fighters Regiment

Almost every regiment in the Imperial Guard has amongst its ranks men and women blessed with a nigh-preternatural empathy with the environment. Perhaps they were hunters before the regiment was founded and spent much of their lives alone in the wilderness. Perhaps they were rangers, responsible for guarding their master's lands from intruders. Maybe they were something far darker such as bounty hunters or even slavers, and learned to master the land and its ways to their own fell ends.

The primary role of a scout is to lead the way through arduous or hostile terrain, and to advise his comrades how best to do so too. Blessed as they are with keen eyes and an innate sense for the lie of the land, the scout is capable of finding a path through terrain others may have written off as impenetrable. He can direct his comrades as to which flora and fauna might be safe to eat. Most importantly, the scout can use all of his skills to detect enemy ambushes, taking his cue from anything from an abnormal silence in the environment to an alien scent carried faintly on the breeze. Accomplished scouts can direct their commanders to counter such tactics, launching a counter-ambush from an entirely unanticipated quarter. Thus, in matters relating to the exploitation of terrain, any commander who does not consider the advice of such individuals is a fool for not taking advantage of the knowledge and the unique insight they can provide about the field.

Of course, the role of a scout goes well beyond taking the point position when the unit is passing through difficult and dense terrain. Having received additional training in waging war in a wide range of environments the Scout must pass on the knowledge of every last threat the environment might pose to his comrades. In a galaxy that is host to an unimaginable number of planets

over which humanity might make war, the variety of threats is great indeed. On one world the primary threat to the troopers' well being might be waterborne bacteria, while on the next they might be assailed by venomous airborne parasites. Some worlds are so inimicable to human life that death could come as a result of simply treading on the wrong patch of ground or touching the wrong type of plant. Even those planets not officially designated as death worlds might nonetheless impose as many casualties on an invading army as does the enemy, through extremes of temperature, native life forms, unpredictable weather patterns and a host of other vectors. Lastly, the scout must be a master of stealth. Even in those regiments specialising in such tactics, the scout must be an expert in all forms of camouflage and adept at silent movement, and he must pass on his skills to his comrades as much as he can manage. After all, the effective stealth of the group depends on the subtlety of each individual member.

APTITUDES AND EQUIPMENT

New Aptitudes: Agility, Fieldcraft, Strength, Perception, Offence, Weapon Skill.

New Talents: Either Sure Strike and Quick Draw or Ambush.

Specialist Equipment: 4 smoke grenades, cameleoline cloak, magnoculars, Best Craftsmanship mono knife.

II: ADVANCED FIELD TRAINING



COMRADE ADVANCES

These are the Advances that the Scout can purchase to enhance the abilities of his Comrade.

TERRAIN EXPERT

Type: Passive

Cost: 300 xp

Effect: As long as the Scout's Comrade is within Cohesion, the Scout gains a +10 bonus to Stealth and Survival Tests and imposes an additional -20 penalty on anyone attempting to use the Tracking Special Use of the Survival Skill to follow him.

SILENT AMBUSH

Type: Order (Half Action)

Cost: 400 xp

Effect: Striking together, the Scout and his Comrade can quickly eliminate almost any lone infantry target without rustling a single leaf or letting a single scream slip out. As long as the Scout's Comrade is within Cohesion, the next time the Scout makes a Melee Attack against an Unaware target, the attack inflicts an additional 1d10 Damage and gains the Concussive (2) Quality.

DEATH IN THE DESERT

One of the most dramatic demonstrations of the scout's art in recent years in the Spinward Front took place on Kalf, a planet dominated by shifting sand seas and used primarily as a mustering station for Imperial Guard regiments heading towards the warzones of the Periphery and beyond. Kalf had been serving this role for some time before the Spinward Front High Command became aware that all was not as it should be on the verges of the great deserts.

Those Imperial Guard units staging on Kalf and not scheduled to depart for some time were frequently despatched on routine training missions so as not to lose their edge. The deserts of Kalf are known to host all manner of aggressive and often highly exotic autochthonic life forms but so long as precautions were taken and certain deep desert regions avoided they did not present a significant threat. Indeed, some regiments deliberately sought such creatures out, hunting them for sport under the burning heat of Kalf's blazing skies.

This practice had been ongoing for quite some time when one regiment, the Fensworld 23rd failed to return from a routine training excursion into the deep desert. Some said the regiment should never have been allowed to operate in the deserts, an environment that was about as different from their native swamp-dominated home world as it was possible to be. Others said that, even in such a foreign environment the regiment should have been able to vox for aid if it found itself in insurmountable difficulties. It was a mystery indeed, but with several offensives in the offing and the staging depots of Kalf busier than ever it was set aside, for a time at least.

Without orders, two squads from the newly-formed Tallarn Desert Raiders 97th departed into the desert to find the lost Fensworlders. After several days of a gruelling trek across the sands, they discovered their first sign of the lost regiment: a desiccated body. The body had evidently been mutilated, almost certainly before death, suggesting to the Desert raiders the unknown Fensworlder had been tortured to death in the most horrific manner imaginable. Two days later, their fears were confirmed as they crossed a dune to find the remains of an entire regiment, slaughtered by some unknown assailant on the burning sands. With the fate of their fellow Guardsmen confirmed, the scouts prepared to return to their regiment to report this disturbing turn. It was then that the situation took a turn for the worse. With a storm brewing behind them, the Tallarns attempted to outrace lashing winds and reach the shelter of a nearby ridge.

Unfortunately, the sandstorm was the least of their problems, and from the other direction, a much deadlier wind was blowing. Over the dunes they came they came, dozens of Dark Eldar raiders striking from their Reaver jetbikes and skyboards. The callous xenos butchered several of the scouts, but the Tallarn squads broke off the combat by retreating into the storm. Trekking for several kilometres through the blinding sand, avoiding the flying Dark Eldar all the while, the Tallarn set a trap for their pursuers in a set of caverns beneath the nearby ridge. When the xenos made their way into the tunnels, they were met by frag grenade traps, tripwires, and the shining, curved knives of the Tallarn. Eventually, however, the Tallarn were overrun and slaughtered to the last man—or so the Dark Eldar thought.

Unbeknownst to the wicked xenos, two of the scouts had broken off in the storm, their squad mates having elected for a few to return to base and bring news of the raiders plaguing the sands of Kalf while the rest gave their lives in the diversion. A day later, the full fury of the Tallarn 97th swept across the desert, a furious storm in its own right, driving the xenos back from whence they came and purging Kalf of their taint.

SCOUT TRAINING

Like most of the advanced roles a Guardsman might assume, the position of Scout is often one that individual troopers are born into. The regiments of the Imperial Guard are drawn from a staggering range of planet types and so every founding has amongst its number those unusually attuned to a specific environment. Regiments tithed from the natives of dense hive worlds are invariably adept at fighting through the cramped environs of any similar type of terrain, while those native to forested planets are often highly skilled at fighting in similar types of environment. Beyond the easily classified planet types are those troops raised from the staggering range of highly exotic environments to be found all over the Imperium. Such environments range from settlements adrift upon endless oceans of caustic sludge to cities slung beneath island-sized airships drifting through the upper reaches of the atmospheres of resource rich gas giants. When possible, regiments are despatched to fight in warzones suited to their particular speciality, but in practice there are so many different types that this is rarely possible. However, regiments are frequently deployed to worlds beyond their expertise, and in those cases, they must trust such individuals to quickly assimilate the specifics of the terrain they are deployed to and to learn its unique features and dangers as rapidly as possible.

When there is the time and resources to do so, some regiment's scouts are given special instruction on the terrain of a warzone the unit is soon to deploy into. This is only possible when the regiment's commanders have reasonably current intelligence, and otherwise risks backfiring. For example, a regiment despatched to reclaim a verdant agri-world from the clutches of a marauding Ork invasion might make planetfall only to discover the entire surface blasted to ashes and choked with the poisonous effluvium of the barbarous aliens' ramshackle industries. In such a case, any training they had done to study the tactics and camouflage appropriate for the agri-world would be wasted. Nevertheless, any reliable information about the terrain of an upcoming battlefield is incredibly valuable to a regiment's scouts, whose skills rest particularly heavily on turning the terrain from a hazard into an advantage. Generally, this level of preparation is only possible when vast numbers of troops are being mustered and prepared for long-planned campaigns. In many cases, the regiments are pitched into unfamiliar warzones with little or no warning of what to expect, forcing the scouts to adapt once on the ground.

SCOUT TACTICS

Depending on the regiment they are serving in, the scouts may be informally recognised experts or they may be officially designated specialists. Often, a squad or platoon commander simply knows that one of his troopers is especially skilled at stealth work, adept in fieldcraft and blessed of keen sense of his surroundings. In veteran regiments such individuals might serve on the command staff, acting as dedicated officers and advisors in the service of the Colonel. Regardless of how they are organised, scouts perform a number of battlefield tasks, many of them highly dangerous.

When traversing especially arduous terrain, it often falls to the scout to lead the way. This is a balance however, for the lead man is also the most vulnerable and few commanders willingly expose such skilled and valuable troopers to undue risk. Most scouts are loath to let another take their place at the head of the column, but if ordered to they maintain a position close behind from where they can keep a watchful eye out for danger and pass on advice to the lead trooper. In this way, units with an accomplished scout in their midst soon learn some of his skills and become adept at operating in a wide a range of environments, from dense jungle to creeping mist.

Scouts are often assigned the duty of detecting enemy ambushes, a task they are expected to oversee rather than perform themselves. Some prefer to reconnoitre terrain in which the enemy is likely to be hidden in person, but most commanders insist a decoy is sent ahead under the scout's orders to flush out hidden enemy troops. While callous in the extreme, the scout is far more valuable to the regiment than the troopers assigned to the decoy duty.

Scouts often play a key role when it comes to patrolling duties. While many operations the Imperial Guard take part in are gruelling meat grinders where hundreds of men are herded towards the foe or placed in his way, others are more subtle. Sometimes a regiment is tasked with patrolling an area where rebels or heretics are suspected of operating, and doing so requires a whole range of skills, many of which the scout is very knowledgeable in. Such so-called suppression operations often involve day and night sweeps of potentially hostile regions, the intent being to flush out and engage enemy elements hiding amongst the population. A regiment's scouts are invariably vital to this role, advising unit leaders on which routes to take, how to avoid likely ambush sites and how to recognise and respond to an imminent enemy action. Of course, while many of these operations take place in densely populated human cities, others are carried out deep in the wilderness and potentially against a xenos foe operating unseen far behind the Imperium's lines. Such tasks test the mettle of even the most veteran scout, making him a pivotal weapon in the regimental commander's already formidable arsenal.





SCOUT-CENTRED ADVENTURE SEEDS

Scouts are extremely useful to a group of Player Characters when they must travel through dense or otherwise dangerous terrain, in particular when the enemy is or might be nearby. This means that the Scout's skills are likely to be called into play during structured time, as well as during narrative time. In the former case, the Scout's abilities are often pitted directly against the enemy's, usually by way of an Opposed Skill Test. In the latter case, this is also true, but Game Masters should be careful in this instance. For example, if a unit is marching through terrain they have no reason to assume is occupied, the players might expect the Game Master to handle this as narrative time, simply describing in broad strokes the overall impression of the march. If the GM starts asking the Scout to roll dice the players are likely to become instantly suspicious, which may or may not work within the Game Master's plans. One way of handling this is to break such a long march down into small "episodes," much like a montage in an action movie. Each episode might last only a few minutes in narrative time but under the cover of various Skill Tests, the Game Master can determine if the Scout picks up any trace of a hidden enemy or other threat.

Seek and Destroy: The unit is engaged in a "seek and destroy" mission, ranging ahead of the main body of the regiment. The troopers' task is to locate the enemy, engage him so as to fix him in place and to call in the main force to wipe the foe out completely. The search relies on the sharp eyes of the unit's Scout, who is not only responsible for locating the enemy but for avoiding any environmental hazards that might lurk in the terrain. Such perils might include carnivorous flora, predatory fauna, unstable ground, noxious mists or any number of similar threats. The canny Scout knows that even the most hazardous of terrain can be used as weapon in his arsenal, though whether or not the enemy knows this as well is unclear so far...

The Spark of Rebellion: Not every Imperial Guard operation is a massed charge across no-man's-land into the guns of the enemy. The one the unit is currently engaged in focuses on enforcing the Imperium's newly won control over a world wrested back from the grip of the secessionist Severan Dominate. The unit is ordered to patrol through an urban area recently ravaged by war, the population of which still wavers on the verge of outright hostility. The Scout must lead the unit through streets lined with potentially vengeful civilians and seeded with all manner of booby traps and hazards. To make matters worse, the unit has been ordered not to fire unless fired upon, lest the entire settlement erupt into outright war so soon after it has been conquered. The Imperium's possession of the settlement and by extension the entire world, might rely upon the ability of the unit's Scout to distinguish a genuine threat from an imagined one, and to act accordingly.

REGIMENTAL VARIATIONS

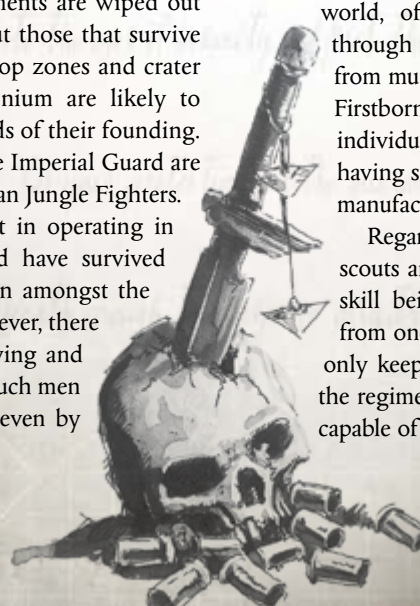
The degree to which individual regiments formalise the designation of individual scouts amongst their ranks depends very much on a range of factors, from ingrained tradition to necessity. At their founding, almost all regiments have in their ranks individuals with the background or predisposition to make them ideal in the role of scout, whether or not such a specialisation is recognised. If these experienced individuals survive past their first few battles they are likely to become key members of their units, their skills propagating throughout the ranks as the regiment fights battle after battle. Plenty of regiments are wiped out during their first operation of course, but those that survive their first exposures to the nightmare drop zones and crater pocked battlefields of the 41st Millennium are likely to become the stuff on legends on the worlds of their founding.

Some of the most famous scouts in the Imperial Guard are those belonging to the renowned Catachan Jungle Fighters. Every single Jungle Fighter is an expert in operating in perilous jungle terrain, for none would have survived past infancy were this not the case. Even amongst the fearsomely accomplished Catachans, however, there are those recognised as experts in surviving and fighting in the most arduous of jungles. Such men and women are looked upon with awe even by

the gruff Catachans, who in matters of stealth and fieldcraft acquiesce to their every word. When deployed in this manner the Catachan Devils range ahead of the main force, engaging enemy ambushers, launching surprise attacks, setting traps and, when possible, herding the enemy into the most dangerous of terrain so that the jungle itself does the killing, serving as the Catachans' most effective ally.

There are plenty of other regiments that make extensive use of troopers skilled in fieldcraft, and not all of them have skills that relate to dense terrain such as jungles and forests. Scouts serving in the Armageddon Steel Legions are experts in operating in the sort of polluted wastes that plague their home world, often leading enormous armoured columns through terrain rife with all manner of unseen perils, from mutant cannibals to quick ash. Many Vostroyan Firstborn regiments have amongst their ranks individuals highly adept in the art of cityfighting having served in the militias that guard the city-sized manufactorums of Vostroya from invasion.

Regardless of the terrain in which they were raised, scouts are primarily experts in adaptation, their core skill being the ability to transpose their expertise from one warzone to the next. In so doing, they not only keep their comrades alive for longer, but ensure the regiment becomes a veteran, even elite formation capable of facing any foe the galaxy can throw at it.



SENTRY

"There comes a time when the fire is so thick that it ceases to matter exactly how many shots you dispatch. Cover offers no protection from the pounding storm. The enemy does not even have time to accept his death, and nothing remains but shattered armour and tatters of flesh."

—Gunnery Master Charun of the Scintillan Fusiliers

Nearly all regiments post sentries to guard their camps, cover their advances, and defend their flanks as they reposition, but some soldiers truly excel at these tasks, their gazes unblinking and their nerves cool as steel. Capable of holding a target in their gaze across a blood-soaked, burning field of war, the soldiers who are truly gifted at using defensive fire to suppress enemy snipers and shatter charging hordes before they can gain momentum are invaluable to their comrades in arms and feared (or at least respected) by those foes with the good sense not to have already died in an unrelenting hail of munitions.

Masters of strategic fire, some of these troopers are silent killers who respond to their comrades with only the subtle movements of their eyes; others are calmly affable or even boisterous, heaving massive weapons about without tripods and slamming squad mates into the ground with overly enthusiastic claps on the back. But regardless of their sundry personalities, all of these soldiers share a common spark—an innate awareness of their surroundings that transcends circumstance and situation, allowing them to select targets methodically even from behind the roar of an autocannon, as it discharges its massive shells at breakneck pace and tears massive clods of dirt from the ground, launching its hapless targets into the air.

APTITUDES AND EQUIPMENT

New Aptitudes: Ballistic Skill, Finesse, Intelligence, Perception, Offence, Toughness

New Talents: Either Combat Sense and Weapon Training (Heavy) *or* Vigilant.

Specialist Equipment: Best Craftsmanship autogun, Best Craftsmanship heavy stubber *or* Good Craftsmanship heavy bolter *or* Common Craftsmanship M41 multi-laser.

Some of these soldiers develop their skills wielding heavy weapons, but others are equipped only with the humble lasgun and have sharpened their talents to make it as deadly a weapon as possible in their hands, unleashing vicious streams of energy that make all but the most resilient foes think twice about making an approach. Though a heavier weapon might allow a sentry to engage larger targets on his own, under his guidance, massed barrages of lasgun fire can slowly chip down the defences of even the mightiest foes, one bolt of energy at a time.

The use of extremely dense fire to deny positions to the enemy is a particularly valuable skill, and a good sentry in sufficient cover can often hold off what should be overwhelming numbers of foes for far longer than would otherwise be possible, driving back each advance by filling the air with blistering barrages of fire. In this way, strategic deployment of such soldiers often influences the results not just of battles, but of entire wars. Holding the line at all costs is one of a good sentry's specialities, and many successful defensive actions of the Imperial Guard have hinged on the mental and physical abilities of soldiers like these.

The more desperate the scenario, the more dire the enemy, the more valuable a trooper with this set of skills can be in deciding the outcome and protecting the Emperor's domain from the countless threats that would watch it burn.



COMRADE ADVANCES

These are the Advances that the Sentry can purchase to enhance the abilities of his Comrade.

UNBLINKING WATCHER

Type: Passive

Cost: 400 xp


Effect: As long as the Sentry's Comrade is within Cohesion, the Sentry's Overwatch and Suppressing Fire Actions cover a 90-degree arc to front of the him, instead of the usual 45-degree arc (see **Overwatch** on page 247 and **Suppressing Fire** on page 248 of the **ONLY WAR** Core Rulebook).

HAMMERING STORM

Type: Order (Full Action)

Cost: 500 xp

Effect: Coordinating their shots to tear away at a specific piece of armour or cover, the Sentry and his Comrade can hew through even mighty defences through raw and unadulterated volume of fire. On his next Semi-Auto Burst or Full Auto Burst Action before the end of his next Turn, each consecutive hit after the first hit that the Sentry inflicts with his weapon gains 1 additional Penetration (to a maximum of +5 Penetration for the sixth hit and any hits thereafter). The Sentry can only give this Order so long as his Comrade is within Cohesion.



93rd Landunder Gunners Form A.47.B4.9001

By Order Of:	Trooper for Processing:
Lord-Colonel Xanaton IV	Fusilier Kharno Lobb - 17th Platoon, E Company
Purpose:	
Chastisement	
Execution	
✓ Commendation	

Summary:

Fusilier Kharno Lobb is hereby recommended for induction into the Order of the Mailed Fist for his actions this day defending Bastion Ganona 23, Defence Line Alpha 52, Fort Drysus, Warzone North Primus, on the Emperor's Domain and Sovereign World of Kulth.

Testimony:

Fusilier Lobb's unit, 17 Platoon, E Company, was detailed with manning Bastion Ganona and had done so for 92 days, during which the Greenskins launched an average of three assaults every single day. By day 50 of the campaign, the 93rd Landunder were reduced to such an extent that it became impossible to move troops from one position to another to bolster individual bastions. With strategic concerns dictating that every regiment remain in the line and that none could be withdrawn for reconstitution the individual platoons very soon began to suffer and the kill ratio shifted drastically in the Orks' favour.

On day 76 of the assault, the Orks broke the line near Bastion Ganona and began assailing the position from numerous angles, seeking to widen the gap through which the green tide could pour. Bastion Ganona was declared lost when the Greenskins overran the outer defences, killing almost the entire personnel. It was by the Emperor's grace, however, that Fusilier Lobb survived the initial assault to fight on, as evidenced by his deeds.

For twenty-one hours, Bastion Ganona was surrounded on all sides. During those 21 long hours, Fusilier Lobb ran from mounted autocannon to autocannon, firing each until the barrels required cooling. Alone, he accounted for thirty two "Nobs," eighteen "Trukk" drivers, fifteen "Warbikers," eleven "Deffkoptas," one "Weirdboy" (the resulting aetheric expulsion accounting for several dozen secondary kills), two "Big Meks," and a "Warboss" leading the horde from the top deck of its personal "Gargant."

This account I humbly submit by my own hand this day.

Lord-Colonel Xanaton IV



SENTRY TRAINING

Those troopers identified at a regiment's founding as having a special affinity for rapid-fire ballistic weapons are often assigned to wield roaring heavy bolters, mighty autocannons, and even the turret-mounted multi-lasers placed on some Chimeras. However, many troopers not assigned such specialised equipment also possess the skills to be excellent sentries, able to deliver punishing volleys as adeptly—if perhaps not as destructively—with their lasguns as with a larger scale weapon. Often, these individuals come to the regiment with a pre-existing affinity for ballistic weaponry, probably having been brought up as a hunter from an early age. In a galaxy torn apart by war, it would be unusual on many worlds not to have an affinity for firearms, but in this case the trooper is likely to already have a deep-rooted understanding for weapons that including not just their destructive potential but the details of their operation, tactical placement, construction, and maintenance. Further, these troopers frequently share a levelheadedness that allows them to fight on even when seemingly overwhelmed, calmly killing enemy after enemy until their ammunition is depleted or the fight is won.

As with all troopers of the line, particularly talented sentries are expected to pass on their skills and experiences to other members of their squad. Whether the individual sentry can express his talents in a way that others can understand or not varies, but any squad benefits from his presence if he can teach his skills to the other members or not.

SENTRY TACTICS

A unit's sentry is often required to attend its leader closely so that he may interpret any orders relating to fire-plans, ammunition scales and the likes. Individuals with these skills also frequently work closely with other members of a squad, setting out positions for an ambush or organising the group more efficiently to maintain clear lanes of fire. When advancing through dense or otherwise perilous terrain, wise sentries call upon any members of the squad who are skilled scouts to range ahead and lure their foes into an ideal kill-zone where his punishing torrent of fire can lay waste to anything unfortunate enough to fall within its lethal arc.

Another duty often relegated to such individuals is the disposition of the squad or platoon's guards when temporarily encamped, especially if in or near enemy territory. It usually falls to the sentry to predict any vector from which an enemy might assault the encamped unit and to ensure it is covered by watchers with interlocking fields of fire. Particularly strategic individuals take the strengths and weaknesses of their unit and the terrain fully into account, building a defence plan that cannot be breached without a heavy cost to any would-be interlopers. Of course, such soldiers often take shifts on guard duty themselves, their ceaseless gaze cutting across forest, tundra, or desert in search of any targets to be dispatched.

SENTRY-CENTRED ADVENTURE SEEDS

The Sentry provides a means of bolstering the group's firepower without the need to field additional weapons or troopers. He is a "force multiplier," in that his presence magnifies the unit's capabilities significantly, allowing them to launch attacks without fear of being flanked or ambush more numerous foes without risk of being overrun by raw numbers alone. The "always on" nature of the character's role means that he rarely gets to play a specific, pivotal role in a mission unless the Game Master specifically plans for him to do so; instead, it is very likely that the Sentry will play a key role in almost every mission. If he is doing his job, he might almost be overlooked by his squad mates, but his absence would immediately be obvious should he become separated or be slain. In general, the Sentry's skills come into play when the unit is faced with overwhelming numbers of enemies assaulting them in large numbers. They also come into play during the attack, when the character's skills can be used to focus the unit's firepower against a specific portion of the enemy's defences. This might serve to soften the position up so that a Breacher can dash forward under cover of the unit's fire and place a charge into order to blow the fortification wide open.

The Long Night: This adventure seed is another sub-plot the Game Master can employ during a larger operation, particularly during an apparent lull in the action. Having completed a day's hard march and with darkness and harsh weather closing in, the Player Characters must select a position to lay up for the night. It is standard operating practice in such instances for the Sentry to supervise the disposition of the unit's weapons, sentries and so on, and the Game Master should require the player to note how he intends to do so. Throughout the storm-lashed night the Sentry's planning is put to the test as a number of enemy troops close in and attempt to probe the unit's defences. At first they reconnoitre silently and in small numbers, hoping to discover weak points and perhaps murder or kidnap inattentive or isolated sentries. At length, however, the foes decide to assault the unit's position and the Sentry's skills are truly put to the test.

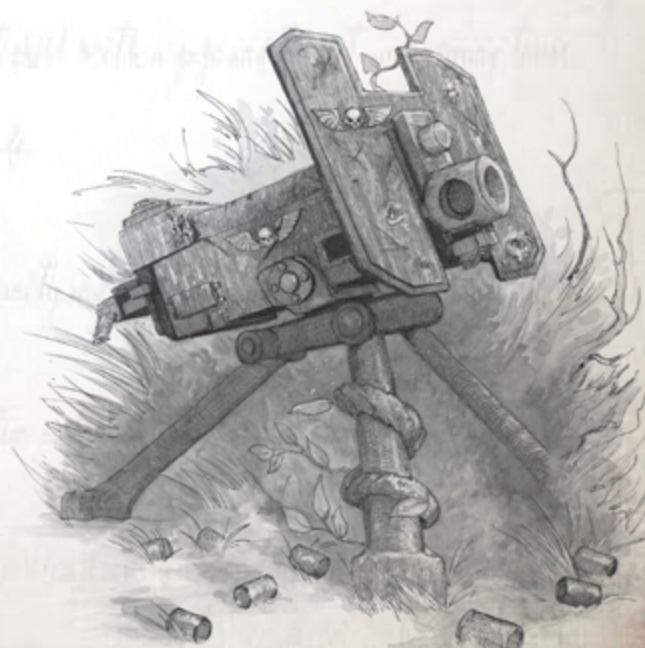
Ride of the Valkyries: During a particularly bitterly fought battle, the Player Characters find themselves holed up in a position that is defensible, but only just. Perhaps it is a tall building, a captured bunker or a rocky outcrop, but whatever the case the unit is soon surrounded by countless numbers of enemy warriors. Upon being informed of the PCs' predicament high command promises to dispatch an extraction mission in the form of a flight of Valkyrie gunships, but they must hold out until it can arrive. With their position under intense pressure and no sign of the promised extraction, the unit's Sentry must supervise the deployment of every single weapon to cover every single arc. If he misses just a single approach vector the enemy will overwhelm his unit and all will be lost. How long it takes the extraction mission to arrive is up to the Game Master, but he should certainly allow the Sentry to utilise his skills and earn some glory. Only when all seems lost and the unit is considering making a last stand should the distant sound of the Valkyries be heard.

REGIMENTAL VARIATIONS.

The Brontian Longknives might prefer to kill their enemies up close, but they still frequently take advantage of those extremely observant soldiers within their ranks, posting them to use heavy weapons to cover their vulnerable flanks as they march into battle to take the fight to the enemy hand-to-hand. With such defenders shielding them, the bulk of their troopers can stride forward confidently, sure that their heavy-weapon wielding comrades will protect them from the insufferable shame of being shot from behind.

In contrast, the Scintillan Fusiliers prefer to use their soldiers talented in the operation of rapid-fire weapons to form vast, overlapping kill-zones from which nothing can escape. Their vicious bombardments shred enemy limb from limb, preventing anything from approaching their armoured lines and allowing their massive tanks to reduce any fortifications to smouldering rubble from afar.

Finally, the Maccabian Janissaries frequently use soldiers with this unique set of skills to bring down armoured targets. Though their favoured grenade launchers can perform this task admirably at times, particularly heavy vehicles can prove too resilient even for their explosive onslaught. By luring the vehicle into an established position and coordinating the fire of several sentries on a single target, however, the sheer volume of projectiles striking the target can wear through even the hardest armour and tear open a rent in the metal carapace, into which the Janissaries can deliver their volatile weapons, finishing off the tanks from within.





SHARPSHOOTER

"One shot, delivered by a skilled marksman, is often worth a thousand heavy bolter rounds."

—Trooper Kol, Catachan 203rd Jungle Fighters Regiment

Sharpshooters, also referred to as marksmen, hawk-eyes, scopes, reapers, and dozens of other terms both official and informal, are experts with single shot weapons. Such troopers are generally identified during basic training, but just as often are singled out during operations as their natural talents become obvious. Having been identified as an exceptional shot, the trooper is labelled as his unit's best shot and while he continues to perform the same combat duties he did before, he takes on an additional and highly specialised responsibility.

In battle, the sharpshooter operates as part of his squad or platoon, serving as a line trooper according to the specific doctrines of his regiment. In many cases the presence of a sharpshooter in a unit is not at all obvious, especially where the designation is an informal one. In other cases the sharpshooter might wear some form of badge or other insignia, though generally in such a manner that enemy snipers cannot pick him out from his peers. The only other outward clue that the trooper has these skills is likely to be the weapon he carries.

The Troopers who possess these particular and deadly skills often carry specialised targeting equipment. Usually, this includes a powerful scope mounted on a main weapon, but sometimes takes the form of helmet-mounted sighting devices or even permanently grafted-on cybernetic augmentations. In those regiments with close ties to the Adeptus Mechanicus, a sharpshooter might have received extensive augmetics and tactical neural implants, all wrought to maximise the native talent he already has for precise fire.

The expertise that sharpshooters hold is hardly limited to their conventional weapons, however. While their talents frequently manifest themselves through the use of the lasgun to engage targets too far distant for most troopers to hit, they usually extend to other weapon

APTITUDES AND EQUIPMENT

New Aptitudes: Agility, Ballistic Skill, Fellowship, Finesse, Offence, Perception

New Talents: Either Heightened Senses (Sight) and Deadeye Shot *or* Lasgun Volley.

Specialist Equipment: Good Craftsmanship Triplex-Pattern lasgun *or* Good Craftsmanship long-las *or* Good Craftsmanship missile launcher with 4 krak missiles.

systems. While every sharpshooter has his favourite weapon, all are well able to use a wide range of different systems, from missile launchers to sniper rifles. Regardless of the weapon being used, the sharpshooter displays a keen ability to locate an enemy, draw a bead on him, and to unleash the killing round at the most opportune moment. The sharpshooter is a master of the doctrine of "one shot, one kill" and can be relied upon to send a single round, bolt or blast towards the heart of an enemy where hundreds, even thousands of rapid fire weapons have missed their mark. When confronted with such a foe, any unit commander worth his commission knows which of

his troopers is best suited to fire the shot that might very well turn the battle that wins the war that defeats the enemy once and for all.



II: ADVANCED FIELD TRAINING

COMRADE ADVANCES

These are the Advances that the Sharpshooter can purchase to enhance the abilities of his Comrade.

SPOTTER

Type: Passive

Cost: 300 xp

Effect: The Sharpshooter's Comrade carries magnoculars and other tools to help line up the perfect sniper shot. If the Sharpshooter is using an Accurate weapon, and his Comrade is in Cohesion, the Sharpshooter may use his Comrade to make an Aim Action, and gain the benefits for himself.

PINPOINT GUIDANCE

Type: Order (Half Action)

Cost: 500 xp

Effect: The Sharpshooter's Comrade uses his equipment and experience to help the Sharpshooter set up a deadly shot with any weapon a Sharpshooter might be assigned. For the Sharpshooter's next single shot Ranged Attack, his weapon counts as having the Accurate Quality. The Sharpshooter's Comrade must be in Cohesion to enact this Order. This Order cannot be used for weapons with the Blast, Haywire, Inaccurate, Indirect, Scatter, Spray, Storm, or Twin-Linked Qualities, and does not add Damage for weapons that do not normally deal Damage.

This fragment was recovered from a storage locker inside of the troop transport Herald of Glory by Sergeant #4723 of the Krieg and dutifully passed on to me. It seems to be part of a series of long and meandering anonymous notes written on no less than twelve different kinds of misappropriated Departamento Munitorum forms on the subject of killing xenos, heretics, and others. This one rambling passage (and no other, unfortunately), contains a hint about the lost 397th. Archived for further study.
-Cellivar Gehan

The hard part about taking down an Ork vehicle in one shot isn't making the shot itself. That's just practice. Aim and breath. I wouldn't call it the easy part, but it's not the hard part, either. The real hard part is finding the fuel line. Usually, you'd think that the part belching the thickest smoke would be a good place to start. But, it seems like they sometimes put on smoke-belchers for no reason at all. Sometimes they're just bolted on, not even connected to anything. The same goes for pipes, tubes, and even generators.

If you've got access to a nice, heavy-hitting weapon like a lascannon, it gets a lot easier, of course. Hit just about any part of one of their ground vehicles with a lascannon and the whole thing'll come apart. Same goes for a missile launcher.

If you've only got a rifle, though, that's when it gets hard. You can't just point at the center and hope for the best, even if that's what the manual said. Those fancy Scintillans might think that'll work, but you can't trust those Greenskins to stick to what the Munitorum says are "standards" for their vehicles. Those 397th troopers have got plenty of heavy weapons, though, so they don't have to try to take down ground vehicles with rifles.

Anyway, the best shot you can make is to hit the driver, if you can see him. With an Ork, it's best to hit it in the head, even if those are pretty thick. Hitting an Ork in the arm or leg just slows it down. Hitting it in the chest just makes it angry. Well, it might bleed out in the long run, but in the short run, it's just angry and you're the one who shot it. If you can't hit the driver, though, you want to go back

SHARPSHOOTER TRAINING

While the vast majority of Imperial Guardsmen recruited across the length and breadth of the Imperium are issued with the ubiquitous lasgun, the degree to which they are trained to use it varies enormously. The bulk of regiments are raised from existing military organisations on their home worlds and so it can be assumed that most warriors have some affinity with their weapons, but this is not always the case. Some units issue their troops with lasguns but forbid them to use their weapons in anything other than ceremonial roles. Others regard the expenditure of ammunition on anything other than slaying the foes of the Emperor a sinful waste, meaning that warriors recruited from such cultures might be adept at maintaining their weapons but entirely unskilled in their use. Some forces are so lacking in resources that only a proportion of those inducted into the Imperial Guard have ever handled a lasgun, even though they are required to render up the best of their forces and to arm them for the travails ahead. Needless to say, such laxity is a crime of the worst order for which the Imperial Commander responsible is likely to pay with his life.

Conversely, other planetary defence forces are drawn from cultures steeped in the use of the lasgun and a myriad of other forms of weapons technology. Some populations exist in a state of total war, whether against lawless elements of their own society, xenos invaders or the environment itself. Needless to say, Imperial Guardsmen recruited from such cultures require little in the way of training and often respond badly to any drill-abbot that attempts to do so.

Because of the huge disparity in training and familiarity with the weapons they will use, the *Officio Munitorum* has a gargantuan task to perform in terms of imposing standardised doctrines and drills. Most regiments are transported some distance to their first (and often last) deployment, and to ready them for their role on the battlefield, they are often subjected to a brutally intensive training regime whilst aboard the troop ship. It is during these punishing sessions that those with a natural aptitude with ranged weapons are identified and assigned to yet more intensive instruction. Depending on the length of the voyage, these individuals might have time for familiarisation with every weapon in the regiment's arsenal, or with just a few.

To augment the training aboard the transport vessels, some regiments employ courses of hypno-indoctrination to give their troopers new skills. The knowledge to operate a wide range of weapons are blasted directly into the recipient's mind by a highly invasive procedure that bypasses conventional procedural memory processes and implants the necessary expertise indelibly upon the individual's psyche. This technique does not necessarily improve the recipient's native talent, but it can vastly increase the range of applications for which that innate ability can be used. For a Guardsman, this might mean gaining the ability to wield weapons he has never even seen before as if he had been using them his entire life, the implanted memories imposing themselves upon his mind when required.

Many guardsmen who become skilled with precision weapons receive no formal training whatsoever, instead learning the use of a wide range of weapons as necessity dictates. Some are forced to take up the weapon of a fallen comrade, and in so doing discover a previously unknown talent. Others are assigned training drills as a form of punishment for some minor disciplinary infraction, the regimental provosts noting the latent skill and ensuring it is exploited, regardless of the trooper's wishes.

SHARPSHOOTER TACTICS

The sharpshooter's task is a relatively simple one, but one on which the tide of battle itself may turn. Characters with these skills are called upon when a single, long-range, pinpoint attack is required. Given the varied conditions of the battlefields of the 41st Millennium and the countless foes, creatures, and war machines ripe for the Emperor's justice, the skills of sharpshooters are ever in demand. There are vast beasts and machines all but immune to explosions, hails of fire, sheets of flame, gouts of plasma, and nearly all the other weapons wielded by the warriors of the Imperium. Sometimes, it is not overwhelming fire that defeats an enemy, but a single, well-placed shot aimed at some miniscule gap in armour that only the sharpshooter notices. Perhaps the target is the exposed commander of a super heavy tank, or a vulnerable mechanism on a towering Daemon Engine. Perhaps it is an enemy general ensconced in his command bunker, directing his troops from imagined safety and the sharpshooter has worked himself into a position to unleash the one shot not defended against. When facing ravaging xenos monstrosities, the sharpshooter is capable of aiming a single, high velocity shot at an eye or similarly vital organ that brings the beast to its knees.

When a unit faces such a foe that only the sharpshooter's immediate action can save the day, the members of that unit often switch from line troopers, each with their own tasks to perform in battle, to a dedicated support unit for the specialist. Some units practise this drill relentlessly so that each trooper knows exactly what he must do to allow the sharpshooter the time and opportunity to take that one, vital, battle-winning shot. In other units, especially those drawn from a culture where such martial values are honed from birth, the process is instinctive and its execution flawless. Whatever the case, the entire squad bends its every effort to aid sharpshooter, covering him against enemy fire, distracting the foe and ensuring he has ample ammunition. Countless times in the war-torn history of the Imperium, such men and women have fired shots that resound throughout the ages, but only because their comrades have sacrificed themselves to allow them to do so.

REGIMENTAL VARIATIONS

No two regiments utilise sharpshooters in exactly the same manner, and indeed some rarely if ever use such specialists at all. Even when a particular planet's regiments employ *Munitorum* approved doctrine, individual regiments often implement such drills according to their own, sometime idiosyncratic traditions.

Some regiments that have a particular predilection for fostering the specialised expertise of individual soldiers employ

SHARPSHOOTER-CENTRED ADVENTURE SEEDS

When planning an adventure for a group of characters that includes a Sharpshooter, the Game Master might like to work in a specific challenge that requires the deployment of this character's skills to overcome. There are several things to bear in mind when doing so, and addressing these concerns can lead to a more satisfying gaming experience for both players and GM.

Firstly, the threat needs to be one that cannot easily be dealt with by other means. For example, if the target is a tank commander standing in his command cupola. Nothing necessarily prevents the PC's unit destroying the tank itself, with a lascannon or similar heavy weapon. In this instance, however, the unit might have orders to capture the tank intact and turn it against the enemy, or perhaps to capture another of its crewmembers alive. Similarly, if the enemy had established a firing position atop a bridge the PCs must cross, or in a building they must capture, sheer firepower is inappropriate as it is likely to destroy the objective along with the enemy occupying it. Lastly, the most satisfying enemy for a Sharpshooter to engage is another Sharpshooter. Perhaps the unit is being harassed by pinpoint accurate sniping but none of the troopers can see the source. What better a task for the Sharpshooter than to hunt down and destroy his nemesis?

One point that the Game Master should be aware of is the consequences of the Sharpshooter's failure to deal with the threat. Players should rarely, if ever be allowed to assume their actions are too important to the adventure to fail (even when they are!). As a GM, it pays to have a backup plan that can be put into action should the Sharpshooter miss his opportunity. Soon enough, the players will realise that they too must think on their feet and have a Plan B ready to put into action.

One Shot, One Kill: The unit is traversing a warzone plagued by all manner of dangerous flora and fauna as and haunted by their enemy. Whilst marching through an especially dense area of terrain, one or more of the troopers becomes aware that someone, or something, is shadowing them. At first, all the troopers can find is the odd unidentifiable track in the mud or broken branch in the undergrowth, but none of these things is a positive sign that they are being trailed. As the march continues however, more and more incidents occur, until the troopers start to get spooked. Soon, the leader has no choice but to order the unit to set an ambush, perhaps using one unfortunate trooper as bait. Only then does it become clear that the unit is indeed being tracked, though by who or what is left up to the Game Master. Whatever his choice, it should be a foe that can only be taken down by the application of pinpoint accurate fire. Perhaps it is an enemy assassin adept at making use of every possible scrap of cover. Perhaps it is some predator whose body is protected by all but impenetrable chitin—the only part not protected are the eyes, a target that only the most skilled of marksmen could hope to bull's eye.

Target of Opportunity: This plot point can be seeded into any ongoing campaign and adds a feeling of continuity to otherwise (seemingly) unrelated battles and operations. The Guardsmen can be made aware of an especially hated Severan Dominate general or Ork Warboss operating in the theatre of war they are fighting in. At first, this figure is mentioned by the preachers during their addresses, but soon his name appears in all manner of propaganda documents, morale vox-casts and the likes. In no time at all the troops are telling and re-telling all manner of rumours and scuttlebutt, until the enemy leader has been built up in the minds of the rank and file into an impossibly vile figure of dark legend.

Eventually, the Player Characters find themselves crossing paths with this hated foe and have an incredibly brief chance to take him down. Perhaps there is some complication however, such as a choice between carrying out their original briefing and the Sharpshooter character taking the shot. The Guardsmen know they might earn the thanks of the High Command, but in reality they have no idea of the strategic concerns that dictate theatre wide policy and might actually end up doing far more harm than good.

sharpshooters in a highly formalised manner. Several such regiments even maintain regimental marksmanship schools through which the specialists must pass before being awarded the highly prized insignia that marks out their role. In such regiments it is a matter of pride for a trooper to represent his platoon or company in the regular regimental competitions and those that perform consistently well often earn the patronage and favour of the ranking officer and his command staff.

More rugged regiments, by contrast, often do things entirely differently. These regiments rarely maintain standing marksmanship schools, their individualistic troopers much more interested in grand actions and violent achievements than fancy badges and fussy titles. Instead, the role of sharpshooter is simply applied to whichever member of the squad is the best shot, and shifts based on who can get the job done best at a given time. In such closely-knit units every member knows his comrades so well that the appointment may be entirely unspoken and instinctive and is often made by silent consensus in the heat of battle.

Sharpshooters provide critical support in regiments of all sorts. Some are issued specialist equipment, while others are merely better with the precision weapons that the regiment already fields. If the regiment specialises in close-quarters combat, then its particularly gifted snipers might often be assigned to operate in the rear of the formation. In contrast, if the regiment is designed around long-range bombardments, its sharpshooters are often assigned to its forward elements, cutting down enemy soldiers from unexpected angles before they can reach the artillery or mortars that the regiment uses to do the Emperor's violent work. Regiments particularly dedicated to reconnaissance and stealth tend to rely particularly heavily on sharpshooters. Such soldiers can silence a sentry at the exact opportune moment for an infiltration team or slay a patrolling guard and his comrades before they can raise the alarm, and so the success of a mission often rests on the skill of sharpshooters.

TANK ACE

"This tank is my home, my garrison, my bunker, my trench, and by the Emperor, she'll be my coffin!"

—Trooper Malech, 67th Tallarn Desert raiders

Ace is a largely colloquial term used in the Imperial Guard to describe any trooper that is especially skilled in the operation of land vehicles, the most common of which are the numerous types of tank. Some regiments have a specific title they apply to troopers who have earned a specific honour as vehicle pilots, while other regiments simply afford them more responsibility and respect in their existing position. Thus, a tank ace in an Imperial Guard armoured regiment might be entrusted with driving the lead vehicle, the Colonel's life very much in the driver's hands. The term need not apply simply specifically to the driver, for it might be used to describe any crewman recognised by his fellows for his high levels of skill or technical ability. A tank ace might be a gunner capable of laying his weapon faster than any other trooper in his squadron, or a commander who has mastered every tactic of armoured warfare. He might even be a loader, signaller, technician, or any other trooper, so long as he is held above the bulk of his peers by his abilities.

Regardless of what they are called, tank aces exist throughout the Imperial Guard, as the armies of the Emperor employ so many forms of armoured war machine and rely so heavily upon them to bring down the numberless horrors that threaten the Imperium. Tanks range in size from super-heavy behemoths like the Baneblade to battle tanks such as the ubiquitous Leman Russ and its numerous sub-types.

APTITUDES AND EQUIPMENT

New Aptitudes: Agility, Fellowship, Leadership, Perception, Tech, Willpower

New Talents: Either Lightning Reflexes and Technical Knock *or* Push the Limit.

Specialist Equipment: Auspex/scanner, combi-tool, data-slate, Good Craftsmanship laspistol.

The category can be extended to cover the drivers, gunners and commanders of armoured fighting vehicles such as the Chimera as well as more unusual variants such as the Hellhound flame tank.

Lighter vehicles an ace might operate include the Sentinel armoured walker and fast-moving Tauros assault vehicle. It can even extend to the numerous types of tracked artillery vehicles, which also require a dedicated and skilled crew to operate most effectively and to lay low the myriad foes of the God-Emperor.

In order to reach the status of "ace," a trooper must generally have performed some deed to gain the respect of his fellows, usually, though not exclusively, in the heat of battle. He might perform some incredible feat of arms, skill or endurance. He might have defeated an incredible number of enemies, scoring a kill-ratio far in excess of his comrades or saved the lives of his peers against terrible odds. He might have manifestly earned the blessing of the Emperor, or he might simply be incredibly lucky. Some regiments maintain ancient traditions whereby a trooper is conferred the title "ace" having killed a certain number of

enemies, the members of the squadron keeping a running tally of kill-marks displayed proudly on their vehicles' flanks or weapon barrels. Regardless of how the appellation comes about, those considered aces form an elite within their squadron and are an example that all of their peers aspire to emulate.



COMRADE ADVANCES

These are the Advances that the Tank Ace can purchase to enhance the abilities of his Comrade.

CRACK MANOEUVRING

Type: Passive

Cost: 400 xp

Effect: The Tank Ace and his Comrade work together with the smooth ease of practice, one calling out incoming threats as the other moves to avoid them. As long as both the Tank Ace and his Comrade are in the same multi-passenger vehicle, the vehicle's operator (who can be the Tank Ace) can make a **Hard (-20) Operate Test** in response to any incoming fire as a Free Action. If he succeeds, the incoming fire strikes the armour facing of the operator's choice instead of the armour facing it would originally have hit.

LINE UP THE SHOT

Type: Order (Half Action)

Cost: 400 xp

Effect: The Tank Ace and his Comrade bark updates back and forth, giving the driver key information to help him bring the vehicle into the perfect position for a gutting salvo against a single target. The Tank Ace chooses a single target, and as a Free Action, the driver (who can be the Tank Ace) makes a **Challenging (+0) Operate Test**. If the vehicle has undertaken any Movement Action other than Tactical Manoeuvring during this Round, this Test is **Very Hard (-30)** instead.

If the driver succeeds on his Test, the vehicle's weapons gain a +2 bonus to their Penetration for every Degree of Success the driver scored on his Operate Test when firing on the chosen target. This bonus persists until either vehicle moves. Both the Tank Ace and his Comrade must be within the vehicle to enact this Order.

BATTLGROUP MINOTAUR

The grinding campaigns fought in the numerous blood-soaked warzones of the Spinward Front have seen numerous armoured regiments gain many glorious battle honours and the names of the greatest and most decorated of tanks aces are known across dozens of systems. The name of the most prolific tank ace in the region remains unknown, however, for he belongs to one of the Death Korps of Krieg, never during his life to shed the mask of selfless anonymity that so many Imperial Guardsmen from that world bear as penance for the sins of previous generations.

This unnamed tank ace first rose to prominence when his regiment, the Krieg 878th Regiment, was committed to clear the so-called "Underworld" warzones of Asterion of a Dominate army that had over the course of several months become deeply entrenched. The Underworld is aptly named, for the kilometres-high caverns and tunnels are illuminated by lava streams, riven with quakes and often scoured by highly toxic gaseous emissions. To this end, Battlegroup Minotaur was formed from a number of super-heavy tanks and lighter support vehicles, and given a single goal: slaughter the Severan Dominate forces hiding within the deep caverns. Unfortunately, the Severan Dominate was prepared for the assault and sprang its trap as the vehicles entered the caverns, destroying many and stranding others in darkness by collapsing the ceiling as the column entered.

Despite the terrible losses, the Krieg pressed on, utterly committed to their goal. Over the next four days, the only surviving Baneblade, Vehicle 878/332 prowled the caverns accompanied by a dwindling number of support vehicles, wreaking utter havoc amongst the Dominate forces, who had expected and relied upon the surrender of the trapped Krieg. As its ammunition count fell dangerously low, Vehicle 878/332 stumbled upon the heart of the Underworld and inadvertently discovered exactly what it was the Severan Dominate army was defending. In the centre of a cavern twenty kilometres in diameter and at least five high, the commander set eyes upon a huge archeotech device pulsating with every possible type of electromagnetic energy. Though Vehicle 878/332's crew did not know the purpose of the device, they knew well enough that the Emperor's enemies must be denied victory, and their works ruined at all cost. He ordered the tank forward, smashing through the defending vehicles, to deliver the final Demolisher shell into the device at point-blank range. With a crash, the entire chamber was consumed in ravaging energies, Vehicle 878/332 vanishing into memory along with its enemies and the highest confirmed armour kill-count in the Spinward Front.

Perhaps it is no coincidence that the next vehicle to bear the designation 878/332, a Leman Russ Demolisher, has already begun to earn an impressive record in combat against other armoured vehicles in the Spinward Front.

TANK ACE TRAINING

Technology is viewed with a mixture of fear, awe, and superstition in the Imperium and so on many planets individuals displaying a latent affinity for it are likely to be treated with extreme suspicion. On plenty of worlds, simply refusing to perform the proper canticle of ignition before striking the machine's rune of activation is sufficient to earn a punishment of the most severe kind. In some cultures those displaying a knack for operating any form of technology are considered witches or in cultures more integrated with the Imperium forced, whether they want to or not, to take the vows of the Omniaiah and join the Cult Mechanicus. Despite the risks of displaying their talents however, there will always be people seemingly possessed of or born into exceptional skill with the machine. Some are capable of operating a void-loader as if it were an extension of their own body, while others can coax life from a seemingly non-functional mechanism with nothing more than a well-placed knock. Others are simply born with the ability to get the best out of certain machines, especially vehicles, in the same way the nomads of certain Feral Worlds are often said to be born in the saddle of whatever beast they use as mounts. Such individuals, when recruited into a suitably equipped Imperial Guard regiment soon find themselves elevated to the status of tank ace, regardless of whether or how this manifests in their units.

Whether or not already skilled operators are singled out for additional training depends very much on the regiment they are tithed into. Some armoured regiments treat tanks and their crew no differently to foot soldiers in a massed infantry regiment, herding great numbers of them towards the enemy in an effort to overwhelm their foes with a tide of steel. Other regiments treat every vehicle as a precious relic and the crew as trusted attendants responsible for its upkeep.

TANK ACE TACTICS

In many regiments, those designated Aces are assigned to especially vital roles. One such role is that of long-range patrol, whereby small groups of vehicles, often pairs, are sent forward of the main body, deep into enemy territory. Their task is to seek out and identify enemy positions and to report their finding back to the regiment's commander. Having located the enemy, some long-range patrol vehicles are expected to engage them too, so as to fix the foe in position so that other forces can be brought in to engage and destroy them. Other long-range units exist purely to observe the enemy and are

armed only for self-defence. Even when under strict orders to remain hidden and to withdraw should the enemy detect them, many tank aces are of an especially maverick nature and take any opportunity to exploit any weakness they discover, often to the chagrin of their commanding officers.

It is in the very nature of most tank aces that they exist somewhat apart from the ranks of their regiment and so they often excel in roles that allow them to exercise their own initiative and judgement. Such individuality is regarded as extremely dangerous and is ruthlessly suppressed in many regiments, and so Tank Aces in such units perform other roles. Even when not assigned to specialist formations however, Tank Aces are often grouped together into a single troop or squadron. This elite formation is called upon to lead in especially arduous missions, forming the armoured spearhead that smashes all opposition aside.

Many tank aces serve not in a regiment equipped for armoured warfare, but in infantry or some other type formation. Even an infantry regiment is likely to be equipped with a stock of vehicles however, from Sentinel walkers to command Chimeras and the commanders can afford to be selective about which troopers are assigned to operate them. A few regiments are entirely without any form of vehicle, but even these number amongst their ranks individuals that can be considered aces. These maverick men and women are the ones the unit commanders call up should the need to operate any sort of vehicle present itself, for necessity is the mother of invention in the anarchy of war.

REGIMENTAL VARIATIONS

Most regiments that utilise armoured vehicles of any type maintain a cadre of crew regarded as the most skilled in the regiment. The degree to which such individuals are formally recognised depends on the regiment.

Many Cadian Shock Trooper Regiments are known for being especially conscientious in recording and expanding the skills of their troopers. Cadians are raised from birth as members of their home world's military and as such even those not directly employed in Cadia's defence are constantly drilled, tested, and trained so that when the call to serve inevitably comes all they need do is don their armour and take up their lasgun, both of which they keep ever close at hand. More familiar with interacting with machine spirits than denizens of some other worlds, Cadia's people are well used to operating all forms of machinery and well versed in the prayers and invocations required to do so. When new Shock Trooper regiments are raised, the recruiting staff need only consult each trooper's service record from their time in the Cadian Youth Army (the "Whiteshields") to discern

TANK ACE-CENTRED ADVENTURE SEEDS

The skills of the Tank Ace are ones that are less likely to have a pivotal role in an adventure and more of a general advantage, unless the Game Master takes the time to plan otherwise. In most cases, the Tank Ace serves to improve the effectiveness of any vehicle the PCs are using, increasing the group's overall chances at achieving their objective. A Game Master can add a particular element to an encounter that requires the skills of the Tank Ace. To keep the less technically-inclined squad members active during this time, the GM might want to consider having this element occur in parallel with another urgent event for other squad members to handle. Alternatively, such as with some of the options below, he can tie it in to a larger encounter that tests the rest of the squad, using it to segue between other events.

One circumstance in which the Tank Ace can really shine is when the lives of the entire group are in his hands. This is likely to be the case when the group are passengers in a vehicle the Tank Ace is commanding or driving, and that vehicle is in some direct peril. Perhaps the unit is pushing through an enemy ambush and only the Tank Ace's skills can get them clear, or maybe they have been engaged by so many enemy war machines that only his timely manning of the vehicle's main weapon has any chance of victory.

Another particularly dramatic use of the Tank Ace's skills is right at the end of an adventure. Perhaps the primary foe have been defeated, but some dire peril still remains and the group must get to safety or their victory will go unsung (unless they escape to tell the tale). Even as a reactor grows critical, the skies darken with spore mines, an orbital barrage descends or the dark magicks of the servants of the Ruinous Powers are enacted, the Tank Ace puts the pedal to the metal and somehow, against all the odds, delivers himself and his comrades to safety.

Race Against Time: The character's regiment has been ordered to pull back from a region deemed too far gone to hold in the face of a massive Ork assault. Upon reaching their depot, however, the unit discovers that it has been forgotten or abandoned, the rest of the regiment having left upon the bulk Munitorum troop conveyors. The only option is to commandeer one of the numerous civilian transports still scattered about the otherwise deserted depot, but none seems particularly reliable or sturdy. It falls therefore to the Tank Ace to coax the vehicle to life and to drive his comrades to safety. The journey could include any number of encounters. Forward elements of the Ork army might be snapping at the unit's heels while the vehicle itself threatens to break down at the worst possible moments. Even when the unit does eventually reach its own lines its vehicle might be mistaken for an Ork transport, the jumpy Guardsmen opening fire before identifying their target. Will the unit dismount and travel the last few kilometres on foot, fighting a desperate rear guard as they complete the deadly race, or will they risk being wiped out by their own side?

Breakout: The unit is given a special task, its duty to escort a high-ranking officer of the general staff on an impromptu tour of the front line. The officer has his own transport crewed by trusted Guardsmen, so the duty is, on the face of things, little more than glorified guard duty. Things soon change however, as the enemy launch an unexpected strike that catches the unit unawares. The officer's staff are killed or crippled in the opening volley and the Player Characters must get him clear. It falls to the group's Tank Ace to take control of the officer's personal transport vehicle, manoeuvring it through a series of ambushes, rough terrain and other hazards.

any special knacks and talents they have, and those adept in the operation of heavy machinery are routinely assigned to service in the armoured formations. In many Cadian regiments, those recognised as skilled tank operators are afforded great respect, leading elite armoured squadrons made up of talented crew of all types. Such crews take great pride in their victories, individual commanders, vehicles and squadrons becoming famous not just within the regiment, but across entire warzones. In contrast, the Catachan Jungle Fighters are especially famous for their infantry units of seasoned warriors, all accustomed to surviving the most hostile environments that the galaxy can throw at them. Thus, there are fewer Catachan armoured regiments and so fewer Catachan tank aces. The Jungle Fighter regiments do make extensive use of Sentinel walkers, however, for these are far more able to operate in the sort of dense and perilous terrain over which the Catachans specialise in waging war. Catachan Sentinel pilots tend to be wayward mavericks even in a regiment renowned for its idiosyncrasies. When not directly supporting the infantry the Sentinels range far ahead of them, seeking out the enemy and engaging them, performing deeds of incredible valour which few or any of their fellows ever witness.

Conversely, some regiments from Krieg and Valhalla are notorious for assigning new recruits to armoured formations with little or no training or preparation and throwing them at the enemy in wave after wave. Charging forward like the armoured cavalry of the Imperium's feudal worlds, gunners firing weapons they are barely able to operate, these waves are intended to crush any enemy that stands before them. Behind these waves are often to be found entire companies of tanks painted in the ominous black of the Commissariat. These ensure that no vehicles attempt to turn back and that those crews forced to bail out of crippled vehicles replace fallen crew on still functioning vehicles rather than attempt to flee for the rear. Those vehicles and crews that survive such battles very quickly become masters of armoured warfare and are often hailed as heroes of their home world, examples to which the populace can aspire when they themselves are tithed to serve the Emperor. Those that fall are equally venerated, as nameless martyrs to the eternal wars of the God-Emperor's glorious and eternal dominion.

Daily Investigation Data-Log (Inscribed) CCXXVI

Today, Commander Khutulun declared victory within our grasp. Thanks to the final heroics of Major Krahe and most of the former members of the Death Riders of Krieg 81st, the air fields are vulnerable to our strike. The Major insisted that this was necessary to guarantee victory, and Commander Khutulun agreed or relented, though I do not know which. In either case, his efforts to lure out the renegade aircraft with his cavalry were successful. The Commander tells me she is sure that he and his troops ride proudly to the God-Emperor's side, their masks of shame finally removed.

I spoke with the troopers of the line if her optimism was truly warranted, and they believed her. "One final push, one crushing blow against the enemy," as Sergeant Orus puts it. One glorious charge to victory or death. Or "victory and death," as the last few Krieg troopers are quick to cheer. Given our diminished numbers and the seemingly endless enemies within the hive, I am starting to think that the Krieg have the right of it. These are not simple raiders, and while we may wish to believe that one glorious charge to the finish can win the day, I am not so certain. This has always been an invasion of Ceyprsk and even if we rout them in Garhive, reports trickling in from the Naval forces in orbit illuminate a grim canvass before us. The enemies we once thought humans have been revealed as something less and yet altogether more terrifying, and I have had the displeasure of seeing them in person on more than one occasion. Their flesh is blighted and their eyes mad. They reek of something I cannot smell. The boisterous Attilans and stoic Krieg do not show fear, but many soldiers have asked me to draft wills for them. Not that Imperial Guardsmen have significant property to bequeath like the nobles of Scintilla, but I surmise the act gives a sense of closure.

Though it may no longer matter, my search for the missing Scintillan Fusiliers 397th has upturned one final clue in an unexpected place. Around the campfire last night, I heard a rumour of several regiments sent into the Koronus Expanse. One of these regiments, the Brontian Longknives 731st, is said to have returned, its members claiming to have fought terrible xenos of flesh and of steel in the Spinward Front. However, there are no records of such a regiment serving in the Spinward Front nor reports of any such xenos, though who can say what slumbers between the cold stars. If such tales are grounded in fact, I must conclude that the missing supplies vanished the same way, to the same clandestine war.

But there are more important tasks at hand. I have been asked to chronicle the results of this battle by Commander Khutulun so that, in proud victory or tragic defeat, the Attilan 264th will live on in memory and text. "The war goes on," as Sergeant Orus says. The work of the Attilans, of the Imperial Guard, does not end, and so I too must continue in the task with which I have been entrusted.

-Cellivar Gehan, Chronicler and Scribe to the Attilan Rough Riders 264th



RULES OF WAR

- NEW TALENTS
-
- NEW COMRADE ORDERS
-
- EXPANDED ARMOURY
-
- VARIANT PATTERN CREATION
-
- MOUNTED COMBAT

CHAPTER III: RULES OF WAR

"This ain't training, trooper, this is the real thing. Those are real bullets and real bombs. This is war. If you want to make it through the next few hours alive, you better do exactly as I say and exactly as I do."

—Sergeant Rince Klebb, Baraspian 3rd Rifles, shortly before being devoured by a xenos horror

The **ONLY WAR** Core Rulebook provides a wealth of character options. From an array of possible Home Worlds, to twelve available Specialities, to an extensive list of equipment, players have large variety of options for making their characters and regiment unique. **HAMMER OF THE EMPEROR** introduces even more options for players and Game Masters, reflecting the dizzying diversity seen amongst the countless and highly varied regiments of the Imperial Guard.

The first and second chapters of this volume provide players with many new options for character creation, including new Regiment Types and Specialities. **Chapter III: Rules of War** complements these rules by providing new options for character progression and for outfitting the Squad. As such, the majority

of the rules in this chapter can be easily incorporated into an ongoing campaign with an established regiment and characters, but can also be used in the creation of a new regiment.

This chapter begins with new Talents available to characters of all Specialities, providing numerous new abilities and unique play options. Combined with **ONLY WAR**'s flexible character progression, these Talents help to ensure that each Guardsman is a unique character. These Talents showcase the abilities of the troopers of the line and are meant in particular to be used alongside the Advanced Specialities in **Chapter II: Advanced Field Training**. However, they are also available to all Player Characters who meet the prerequisites, and have been designed to be useful for Guardsman and Support Specialist Characters alike.

On top of the new Talents, this chapter has within it a number of new Orders that Player Characters of any Speciality can purchase. These Orders give Player Characters more options for their Comrades, allowing them to execute new manoeuvres on the battlefield.

It also contains an expanded armoury and rules for Variant Pattern Generation that vastly expand the equipment and weapon options available to players, allowing characters to equip themselves to face whatever mission headquarters sends their way.

Finally this chapter includes rules for cavalry and mounted combat, which add an entirely new dimension to warfare in the 41st Millennium. To this effect, it contains profiles for Mounts and new Traits for riding beasts that allow characters to fight from horseback or atop strange alien creatures and genetically altered mounts.



NEW TALENTS AND ORDERS

“That’s right, I’m the best shot in the platoon. I could shoot the pipe from an officer’s mouth at 300 metres. Don’t believe me?”

—Guardsman Varrant, six minutes before his execution

The Talents and Orders presented in the **ONLY WAR** Core Rulebook cover a wide variety of abilities that Guardsmen can display. Unlike Skills, which each cover a broad range of applications and uses, Talents and Orders represent very specific abilities and functions. The galaxy is an unfathomably large and diverse place, and the training regiments of different worlds, combined with the inherent abilities of different planetary populations, give rise to an almost-limitless variety of potential Talents and Orders. As such, no list of Talents can ever be truly all-encompassing, and no list of Orders can cover every way in which a Player Character might coordinate with his Comrade or Comrades.

While many of the following Talents are clearly well suited to a particular Speciality, the flexible character progression of **ONLY WAR** means that all of the Talents in this chapter are available to all Specialities, both Guardsmen and Support Specialists, so long as they meet the prerequisites. These Talents are primarily intended for experienced characters, and as such, many are Tier 2 or Tier 3 Talents, with what might seem to be very demanding Prerequisites. This is intentional, as these Talents are appropriately powerful, and provide a significant edge against the enemies of the Imperium. While such abilities are far beyond those of the typical Imperial Guard infantryman, they ensure that the veterans and heroes of the Imperial Guard can make a difference on the endless battlefronts of the 41st Millennium.

The new Orders presented in this volume are also meant for more experienced Player Characters and their Comrades. Some of these new Orders, which can be purchased by any Player Character with a Comrade at the listed costs, represent particular battlefield tactics and tricks that soldiers develop through hard-earned experience. There are also Veteran Orders, which require a greater level of coordination between the Player Character and his trusted Comrade, as represented by the Veteran Comrade Talent. **New Orders** begin on page 106.



TABLE 3-1: NEW TIER 1 TALENTS

Talent	Prerequisites	Aptitude 1	Aptitude 2	Benefit
Ambush	Stealth	Agility	Fieldcraft	Inflict additional Damage on Unaware targets.
Calculated Barrage	Int 35	Ballistic Skill	Knowledge	Pin targets with Indirect Fire.
Drop Trooper	Operate (Aeronautica)	Agility	Tech	Bonus to Operate Test for grav-chutes.
Duelist	WS 35, Sure Strike	Finesse	Weapon Skill	Bonus to engaging single opponents.
Excellent Cook	Trade (Cook) +10	Fieldcraft	General	Fix a hearty meal to provide squad mates with a bonus to resist Fear and Pinning.
Heroic Inspiration	Fel 35, Command	Leadership	Social	Use Inspire Special Use of the Command Skill as a Half Action.
Lasgun Volley	BS 30, Weapon Training (Las)	Ballistic Skill	General	Inflict extra Damage with Ranged Volley Order when wielding a Las weapon.
Modify Payload	Tech-Use	Intelligence	Tech	Increase Damage, Blast Quality, and Smoke Quality of explosives.
Pugilist	S 30	Offence	Strength	Feint as a Free Action with Unarmed Standard Attack and Called Shot Actions.
Push the Limit	Operate (Any One), Technical Knock	Agility	Tech	Bonus to Vehicle Manoeuvre Tests with Structural Integrity loss on a Failed Test.
Swift Suture	Medicae	Finesse	Intelligence	End Blood Loss condition when performing First Aid.
Vigilant	Per 35	Offence	Perception	Use Perception instead of Agility for Overwatch.
Wrestler	S 30, Athletics	Strength	General	Use Athletics Skill instead of Strength Characteristic while Grappling.

TABLE 3-2: NEW TIER 2 TALENTS

Talent	Prerequisites	Aptitude 1	Aptitude 2	Benefit
Ace Operator	Operate (Any) +10	Agility	Tech	Reduce Degrees of Failure on failed Operate Tests by Agility Bonus.
Chain Weapon Expertise	WS 40 , Weapon Training (Chain)	Weapon Skill	Offence	Add additional Damage die for Tearing with Chain weapons.
Cleanse and Purify	WP 35, Weapon Training (Flame)	Offence	Willpower	Increase chance to ignite foes with Flame weapons.
Creative Killer	Street Fighting	Intelligence	Offence	Deal improved Damage with Improvised Weapons.
Cybernetic Boost	One or More Cybernetic Limbs, Tech-Use	Intelligence	Tech	Gain Unnatural Strength or Agility Traits by overcharging cybernetic limbs or mechadendrites.
Guardian	Ag 40	Agility	Defence	Spend a Fate Point to trade places with an ally targeted by an attack
Las Weapon Expertise	BS 35, Lasgun Volley	Ballistic Skill	General	Impose a penalty on opponents attempting to Dodge attacks with Las weapons.
Melta Weapon Expertise	BS 40, Weapon Training (Melta)	Ballistic Skill	Offence	Increase the Range of Melta weapons by a number of metres equal to Ballistic Skill Bonus.
Methodical Care	Int 40, Swift Suture	Intelligence	Knowledge	Reduce Damage suffered by patients for failed Medicae Extended Care Tests by Intelligence Bonus.
Persuasive Charm	Fel 35, Charm	Fellowship	Social	Use Charm Skill to gain a bonus to Logistics Tests.
Plasma Weapon Expertise	BS 40, Weapon Training (Plasma)	Ballistic Skill	Tech	Reduce the chance of the Overheats Quality triggering when wielding a Plasma weapon.
Rite of Static Overload	One or More Cybernetic Limbs, Tech-Use +10	Intelligence	Tech	Gain Shocking Quality on melee attacks with a Cybernetic limb or mechadendrite.
Skilled Rider	Survival +10	Agility	Fieldcraft	Avoid being thrown from mounts and Mount/Dismount as a Half Action.
Solid Projectile Weapon Expertise	BS 35, Weapon Training (Solid Projectile)	Ballistic Skill	Finesse	Reload as a Free Action after successfully clearing a Jammed Solid Projectile weapon.
Stealth Sniper	Stealth +10	Ballistic Skill	Fieldcraft	Chance to remain hidden after making a ranged attack.
Tank Hunter	BS 40	Ballistic Skill	Finesse	Add BS Bonus to weapon Penetration against vehicles.
Tireless	T 40, WP 35	Toughness	Willpower	Ignore Fatigue penalty.
Unstoppable Charge	WS 40, Survival +10	Fieldcraft	Weapon Skill	Improve Charge Action and Crushing Charge Mounted Special Action.

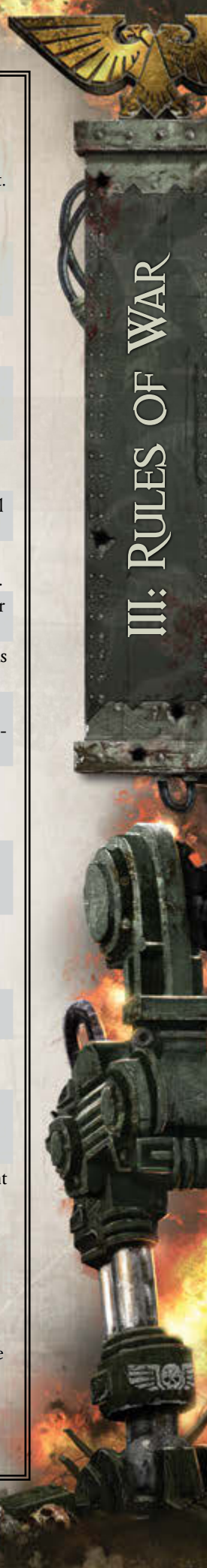


TABLE 3-3: NEW TIER 3 TALENTS

Talent	Prerequisites	Aptitude 1	Aptitude 2	Benefit
Abiding Resilience	Toughness 40	Toughness	Defence	Regain additional Wounds and Fatigue when spending a Fate Point.
Bombardier	BS 40, Weapon Training (Launcher), Tech-Use	Offence	Tech	Bonus to attack with launchers and explosives, improved scatter.
Cybernetic Calibrations	Two or more Cybernetics, Tech-Use +10, Cybernetic Boost	Intelligence	Tech	Improves Craftsmanship of all implanted cybernetics.
Death Serves the Righteous	BS 50, Deadeye Shot, Sharpshooter	Ballistic Skill	Offence	Spend Fate Point to change Damage die result of 1 to 10 once per combat.
Don't You Die On Me!	Master Chirurgeon, Methodical Care	Intelligence	Knowledge	Resuscitate allies who have recently died from Blood Loss or failed Toughness Tests.
Feat of Strength	S 45, Bulging Biceps	Offence	Strength	Temporarily gain or increase Unnatural Strength Trait.
Final Judgement	Fel 45, Air of Authority, Deadeye Shot	Ballistic Skill	Leadership	Motivate allies with Command Skill after messily executing an enemy.
Las Weapon Mastery	BS 45, Las Weapon Expertise	Ballistic Skill	General	Deal increased Damage with Las weapons based on Degrees of Success.
Lock On	Per 40, Vigilant	Offence	Perception	Dodge while maintaining an Aim or Overwatch Action.
Melta Weapon Mastery	BS 50, Melta Weapon Expertise	Ballistic Skill	Offence	Increase Penetration of Melta Weapons based on Degrees of Success.
Mental Maze	Int 35, Strong Minded	Defence	Intelligence	Spend a Fate Point to add Intelligence Bonus to Degrees of Success on Opposed Willpower Tests .
Overkill	Per 40, Bulging Biceps	Perception	Offence	Once per combat encounter, Aim as a Free Action with a chosen ranged weapon type.
Plasma Weapon Mastery	BS 50, Plasma Weapon Expertise	Ballistic Skill	Tech	Increase Damage and Penetration when firing Plasma weapons on Maximal setting.
Ranged Weapon Expert	BS 50, Weapon Training (Chosen Group)	Ballistic Skill	Finesse	Once per combat, Aim as a Free Action and roll twice for Damage with a chosen ranged weapon type.
Righteous Blow	BS 45 <i>or</i> WS 45 <i>or</i> WP 45	Offence	Willpower	Roll twice for Righteous Fury and choose result.
Sacred Flame	WP 40, Cleanse and Purify	Offence	Willpower	Inflict Righteous Fury on a 9 or 10 with Flame Weapons.
Solid Projectile Weapon Mastery	BS 45, Solid Projectile Weapon Expertise	Ballistic Skill	Finesse	Solid Projectile Weapons gain Proven (X) Quality equal to half of Ballistic Skill Bonus.
Stirring Rhetoric	Fel 45, Heroic Inspiration	Fellowship	Social	Once per session, spend a Fate Point to improve the Inspire Special Use of the Command Skill.
The Flesh is Weak	Two or more Cybernetics, Tech-Use +10	Tech	Toughness	Gain Machine Trait equal to half the number of Cybernetic implants.
Trademark Item	Fel 40, Command +10	Fellowship	Social	Item grants bonus to Interaction Tests and allows extra Sweeping Order.
Versatile Shooter	Sharpshooter, Target Selection	Ballistic Skill	Finesse	Gain the full benefit of the Accurate Quality on Pistol, Heavy, and Vehicle Weapons.
Veteran Comrade	Character Speciality with at least one Comrade	General	Leadership	One Comrade grants extra bonuses and can participate in Veteran Orders.

NEW TALENTS

"The Imperial Guard might teach you to fight, but it doesn't teach you to survive. That you have to figure out on your own. The good news is that you're already doing it by the time you figure it out. And if you don't, well, you probably didn't live long enough to regret it."

—Private Mercito Grant

This section of **HAMMER OF THE EMPEROR** introduces new Talents for **ONLY WAR** Characters. As with the Talents included in the **ONLY WAR** Core Rulebook, each Talent presented here lists two Aptitudes and might have Prerequisites, which a character must meet before selecting the Talent. The new Talents presented in this chapter are purchased just as those in the **ONLY WAR** Core Rulebook (see page 136 of that volume).

ABIDING RESILIENCE

Tier: 3

Prerequisite: Toughness 40

Aptitudes: Toughness, Defence

Whether driven by hatred for his enemies, loyalty to his allies, or sheer pride, the character refuses to die until a job is finished.

When this character expends a Fate Point to regain Wounds (see page 33 of the **ONLY WAR** Core Rulebook), he regains a number of Wounds equal to 1d5 + his Toughness Bonus (instead of 1d5 Wounds as normal) and removes 1 level of Fatigue.

ACE OPERATOR

Tier: 2

Prerequisite: Operate (Any) +10

Aptitudes: Agility, Tech

The character is known for maintaining masterful control of his vehicle through seemingly reckless manoeuvres, often astounding others with his daring and skill. Of course, such abilities are not earned without making some number of mistakes along the way. This character has survived making the common errors long enough to not only recognise them, but also maintain some amount of control even when they are unavoidable.

Whenever the character fails an Operate Test, he may spend a Fate Point to reduce his Degrees of Failure on the Test by his Agility Bonus.

AMBUSH

Tier: 1

Prerequisite: Stealth

Aptitudes: Agility, Fieldcraft

The *Tactica Imperialis* teaches that a battle is easily won if the enemy does not know he is fighting. This character takes this maxim to heart, striving to always make the most of a element of surprise and finish fights before they truly begin.

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



BOMBARDIER

Tier: 3

Prerequisite: Ballistic Skill 40, Tech-Use, Weapon Training (Launcher)

Aptitudes: Offence, Tech

Due to many years of training, and an obsession that squad mates might find unnerving, the character is an expert with explosive weapons and has an uncanny control over where projectiles land.

This character may make ranged attacks with weapons with the Indirect Quality targeting locations he cannot see as a Half Action instead of a Full Action as normal. When firing a weapon with the Indirect Quality or throwing a grenade, this character rolls twice to determine the direction that his attacks scatters and may choose either result.

CALCULATED BARRAGE

Tier: 1

Prerequisite: Intelligence 35

Aptitudes: Ballistic Skill, Knowledge

This character is exceptionally good at conceptualizing the battlefield and picking just the right place to drop vast amounts of explosives to maximum effect—not just on the enemies bodies, but also on their morale.

Whenever this character or his Comrade fires a weapon with the Indirect Quality, if at least one hit lands within a number of metres equal to his Intelligence Bonus of an enemy, that target must make a **Routine (+20) Pinning Test** (see page 255 of the **ONLY WAR** Core Rulebook).

CHAIN WEAPON EXPERTISE

Tier: 2

Prerequisite: Weapon Skill 40 Weapon Training (Chain)

Aptitudes: Weapon Skill, Offence

From the chainswords wielded by officers and other leadership figures to the eviscerators favoured by the priests of the Adeptus Ministorum, chain weapons are a common sight amongst the armouries of the Imperial Guard. The character has extensive experience using chain weapons, and knows how to use them to full effect, ripping apart the bodies of the foes of humanity.

When using a chain weapon with the Tearing Quality, this character rolls two additional dice for Damage (rather than the usual one die that the Tearing Quality grants) and discards the two lowest Damage dice results.

CLEANSE AND PURIFY

Tier: 2

Prerequisite: Willpower 35, Weapon Training (Flame)

Aptitudes: Offence, Willpower

The character is a firm believer in the purifying power of fire—that the heretic, xenos, and witch must be incinerated lest their corruption spread.

When this character hits an enemy with an attack from a weapon with the Flame Quality, that enemy suffers a -20 penalty on his Agility Test to avoid catching fire. Additionally, when this character inflicts Righteous Fury on an attack with a weapon with the Flame Quality, the target is automatically set on fire.

CREATIVE KILLER

Tier: 2

Prerequisite: Street Fighting

Aptitudes: Intelligence, Offence

This character sees everything as a potential weapon, and can kill while wielding with almost anything he can get his hands on. Though his squad mates likely find this particular knack disconcerting at best, few of them are likely to comment on it for obvious reasons.

When this character attacks with an improvised weapon, it uses the following profile instead of the default profile: Melee; 1d10–1 I; Pen 0; Ogryn-Proof, Unbalanced.

CYBERNETIC BOOST

Tier: 2

Prerequisite: One or more Cybernetic Limbs, Tech-Use

Aptitudes: Intelligence, Tech

Cybernetics are an important part of life for many members of the Imperial Guard, for soldiers often need to replace lost or crippled limbs and organs of vulnerable flesh and blood with assuredly superior appendages and devices of metal and oil. Though most Guardsmen know better than to tamper with these sacred devices, some enterprising (or foolish) individuals have been known to modify the baseline capacities of these devices, allowing them to get a short burst of power by overloading the device in a semi-controlled fashion.

As a Half Action, this character may spend a Fate Point and make a **Challenging (+0) Tech-Use Test**. If he succeeds, he gains either the Unnatural Agility (X) or Unnatural Strength (X) Trait, where X is equal to one, plus one for every two additional Degrees of Success he scores on the Test (or increases existing versions of those Traits by X). These Traits persist for a number of Rounds equal to his Intelligence Bonus. The character may end the effect at any time. At the end of each Round in which the character allows it to persist, he gains 1 level of Fatigue.

CYBERNETIC CALIBRATIONS

Tier: 3

Prerequisite: Two or more Cybernetics, Tech-Use +10, Cybernetic Boost

Aptitudes: Intelligence, Tech

This character, either through initiation into the mysteries of the Omnissiah or tinkering that would certainly attract negative attention from such individuals, has fine-tuned his cybernetic implants to a point of optimization.

All of this character's Cybernetics count as being one level of Craftsmanship higher than their base Craftsmanship (so, for instance, a Poor Craftsmanship bionic arm would become Common Craftsmanship, or a Good Craftsmanship limb would become Best Craftsmanship).

DEATH SERVES THE RIGHTEOUS

Tier: 3

Prerequisite: Ballistic Skill 50, Deadeye Shot, Sharpshooter

Aptitudes: Ballistic Skill, Offence

The character is a consummate killer, with focus such that time seems to slow down when he holds a target in his sights and the battlefield fades away except for his target. With a pull of the trigger, he delivers the Emperor's redemption, devastating his foe with a precision attack.

Once per Combat Encounter, this character may spend a Fate Point in order to change a result of 1 on a single Damage die from a ranged attack to a result of 10. This can inflict Righteous Fury as normal.

DON'T YOU DIE ON ME!

Tier: 3

Prerequisite: Master Chirurgeon, Methodical Care

Aptitudes: Intelligence, Knowledge

The character is an accomplished medic, refusing to accept the loss of a comrade-in-arms even against his better judgment or the pessimistic words of his squad mates.

Whenever an ally dies from Blood Loss or due to a failed Characteristic Test, this character has a chance to bring the fallen comrade back from the brink for a number of Rounds equal to his Intelligence Bonus. During this time, if he is close enough to treat his "dead" ally, this character may spend a Fate Point make a **Very Hard (-30) Medicae Test** in an attempt to revive him. This Test requires a Full Action, and he must spend a Fate Point each time he wishes to attempt it. If he succeeds on one of these Tests within a number of Rounds equal to his Intelligence Bonus, he manages to bring the fallen ally back from the edge. Resuscitating a character in this way does not reverse any other consequences of the injury that "killed" the character, such as lost limbs or Characteristic Damage.

DROP TROOPER

Tier: 1

Prerequisite: Operate (Aeronautica)

Aptitudes: Agility, Tech

The character is a veteran of many low altitude combat drops, accomplishing the death-defying feat almost by rote.

This character treats the default **Operate (Aeronautica) Test** to use a grav chute as **Simple (+40)** instead of **Routine (+20)** (see page 201 of the **ONLY WAR** Core Rulebook). Additionally, on a Failed Test, the character counts as having fallen only 1 metre per Degree of Failure on the Test.

DUELIST

Tier: 1

Prerequisite: Weapon Skill 35, Sure Strike

Aptitudes: Finesse, Weapon Skill

Thanks to extensive practice in ritualised duels, years of fighting in impromptu rings, or other specific training, this character is particularly skilled at engaging single opponents on his own.

While engaged in melee with only a single opponent who is not engaged in melee with anyone else, this character counts as scoring an additional two Degrees of Success on his successful Weapon Skill Tests.

EXCELLENT COOK

Tier: 1

Prerequisite: Trade (Cook) +10

Aptitudes: Fieldcraft, General

Though the clerks of the Departmento Munitorum seemingly refuse to recognise the fact, a good meal can provide a great boost to morale for weary troops. A well-fed squad usually takes to the field in higher spirits. Additionally, simply having a good meal to look forward to can give a soldier the necessary drive to fight on, where others might lose all hope. Preparing a proper meal, of course, requires a minimum of certain ingredients, which can be procured legitimately or pilfered from the regiment's larder.

Once per game session, this character may make a **Challenging (+0) Trade (Cook) Test**. This Action requires at least several minutes. At the Game Master's discretion, the character might gain a bonus to this Test for acquiring certain ingredients to truly enhance the meal. If he succeeds, all members of the Squad gain a +5 bonus to Willpower Tests to resist the effects of Fear and Pinning until the end of the next encounter. If the cook succeeds by five or more Degrees of Success, the first time each member of the Squad uses a Fate Point before the end of the next encounter, that character rolls 1d10. On a result of 10, that character still gains the benefit of using the Fate Point, but the Fate Point does not count as having been expended.

FEAT OF STRENGTH

Tier: 3

Prerequisite: Strength 45, Bulging Biceps

Aptitudes: Offence, Strength

The character's prodigious strength has seen them through numerous encounters. Where another soldier might seek to formulate a plan or find a clever, indirect solution, this character simply redoubles his brute efforts and pushes himself beyond his limits in the hopes of solving the problem with raw strength.

This character may spend a Fate Point to gain the Unnatural Strength (X) Trait or increase his Unnatural Strength Trait by X until the end of his Turn, where X is a number up to his Strength Bonus. At the end of his Turn, he gains a number of levels of Fatigue equal to the amount he chose for X.





FINAL JUDGEMENT

Tier: 3

Prerequisite: Fellowship 45, Air of Authority, Deadeye Shot

Aptitudes: Ballistic Skill, Leadership

Discipline within the Imperial Guard is harsh and, often, terminal. The *Imperial Infantryman's Uplifting Primer* lists 22 transgressions punishable by death, 14 of those by shooting. While field execution is most associated with the Commissars of the Departmento Munitorum, they are not the only officers to take such action—whether officially sanctioned or not. The commanders responsible for shepherding penal legions quite often must make the ultimate sanction against their men, often in large groups. It is not unheard of for the leaders of particularly savage—or disciplined—regiments to do the same. The character is experienced in meting out such terminal punishment, and has honed these skills for maximum effect on the battlefield, both to motivate his allies and dishearten the enemy.

Once per Combat Encounter after killing a target with a Ranged Attack, this character may spend a Fate Point and make a **Challenging (+0) Command Test**. If he succeeds, each of his allies within 10 metres gains a bonus equal to 5 times his Degrees of Success to the next Ballistic Skill or Weapon Skill Test he makes before the end of the encounter and each of his foes within 10 metres suffers a penalty equal to 5 times his Degrees of Success to the next Ballistic Skill or Weapon Skill Test he makes before the end of the encounter.

GUARDIAN

Tier: 2

Prerequisite: Agility 40

Aptitudes: Agility, Defence

Some guardsmen develop an almost fanatical sense of loyalty to their officers or squad mates, and are even willing to trade their own lives to protect others.

As a Reaction, this character may spend a Fate Point and expend all of his Actions for the next Round to switch places with an ally within 2 metres, so long as there is no physical obstruction to prevent it. The character becomes the target of any attacks previously targeting the ally.

HEROIC INSPIRATION

Tier: 1

Prerequisite: Fellowship 35, Command

Aptitudes: Leadership, Social

This character is exceptionally skilled at knowing just what to say to bring out the best in his squad mates and keep them on task in the worst of situations, though whether this is through wise words, fiery rhetoric, or mild provocation depends on the individual and the situation.

Once per Turn, this character can use the Inspire Special Use of the Command Skill as a Half Action instead of a Full Action (see page 119 of the **ONLY WAR** Core Rulebook).



LASGUN VOLLEY

Tier: 1

Prerequisite: Ballistic Skill 30, Weapon Training (Las)

Aptitudes: Ballistic Skill, General

The character has trained extensively with his trusty lasgun, including endless drills with his fellow soldiers, ensuring that their shots are perfectly timed to inflict maximum damage upon the enemy.

For each Comrade who is part of any Ranged Volley Order this character issues, this character deals +1 additional Damage (to a maximum of +3 Damage) with any attack he makes with a las weapon (such as a lasgun, lascarbine, laspistol, or lascannon) for that Round in addition to the normal benefit.

LAS WEAPON EXPERTISE

Tier: 2

Prerequisite: Ballistic Skill 35, Lasgun Volley

Aptitudes: Ballistic Skill, General

Though all Guardsmen are expected to be proficient with their main weapon and for most this is the noble lasgun, some troopers exceed these baseline expectations and become incredible shots with their lasguns, turning them into the instruments of death that the Emperor most assuredly intended them to be.

Whenever this character attacks with a las weapon (such as a lasgun, lascarbine, laspistol, or lascannon), he imposes a -5 penalty on Dodge Tests to avoid the attack for every Degree of Success he scores beyond the first (to a maximum of -30).

LAS WEAPON MASTERY

Tier: 3

Prerequisite: Ballistic Skill 45, Las Weapon Expertise

Aptitudes: Ballistic Skill, General

The character's time spent training with las weapons is perhaps only exceeded by his time spent using them to kill the enemies of the God-Emperor in the fields of war. The character is an expert with las weapons, attuned as much to the weapon's machine spirit as to its physical characteristics.

Whenever this character makes an attack with a las weapon (such as a lasgun, lascarbine, laspistol, or lascannon), he deals +1 additional Damage for every two Degrees of Success he scores on the Ballistic Skill Test beyond the first.

LOCK ON

Tier: 3

Prerequisite: Perception 40, Vigilant

Aptitudes: Offence, Perception

This character is known for a steely, unflinching gaze and an uncanny ability to hold a target in his sights even as he calmly sidesteps attacks, casually sliding the minimum distance required to evade a fatal blow without blinking.

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

MELTA WEAPON EXPERTISE

Tier: 2

Prerequisite: Ballistic Skill 40, Weapon Training (Melta)

Aptitudes: Ballistic Skill, Offence

Meltaguns are extremely powerful and dangerous weapons, but also frequently require the firer to draw dangerously close to his target to use the weapon at full effectiveness. This character has learned to compensate for the disadvantages of these powerful weapons over the course of numerous and varied missions, keeping the blast focused over longer ranges with careful shots.

When firing any melta weapon (such as an inferno pistol, meltagun, and multi-melta), this character counts its Range as being increased by a number of metres equal to two times his Ballistic Skill Bonus.

MELTA WEAPON MASTERY

Tier: 3

Prerequisite: Ballistic Skill 50, Melta Weapon Expertise

Aptitudes: Ballistic Skill, Offence

When engaging vehicles or war engines of flesh and blood, Imperial Guardsmen look to special weapons such as the meltagun to bring down these behemoths that their lasguns cannot fell. As such, mastering the use of the meltagun can be critical to the survival of not only the individual Guardsman assigned to wield it, but to his entire squad.

Whenever this character makes an attack with a melta weapon (such as an inferno pistol, meltagun, and multi-melta), he deals +2 additional Penetration for every two Degrees of Success he scores on the Ballistic Skill Test beyond the first. This bonus applies after the doubling of Penetration for the Melta Quality whenever that Quality takes effect.

MENTAL MAZE

Tier: 3

Prerequisite: Intelligence 35, Strong Minded

Aptitudes: Defence, Intelligence

Through a harsh mental regimen, this character has developed a system of mental defence against mental intrusion that puts not only his strength of will but also his cunning to work, trapping his foe in a disorienting cage of memory and thought.

Whenever this character succeeds on a Willpower Test made as part of an Opposed Test for a Psychic Power (either his opponent's or his own), he may spend a Fate Point. If he does, he gains a number of additional Degrees of Success equal to his Intelligence Bonus.

METHODICAL CARE

Tier: 2

Prerequisite: Intelligence 40, Swift Suture

Aptitudes: Intelligence, Knowledge

This character does his utmost to make sure that his comrades do not die on the operating table. Though no medic can save every patient, this character's drive to preserve every life possible is reflected in his rate of success.

Whenever one of this character's patients would suffer Damage from a failed Test made as part of the Extended Care Special Use of the Medicae Skill, this character may reduce that Damage by an amount equal to his Intelligence Bonus.



MODIFY PAYLOAD

Tier: 1

Prerequisite: Tech-Use

Aptitudes: Intelligence, Tech

In many squads, there is one soldier who is always tinkering with the sacred munitions handed down by the *Departemento Munitorum*, tweaking their specifications so that they are as lethal to the enemies of the Emperor as possible. Though their squad mates frequently give them a wide berth, such individuals are usually quite skilled at this fine-tuning. After all, those who are insufficiently talented are quickly winnowed away by the consequences of their own meddling.

When preparing a grenade, missile, or round that has the Blast or Smoke Quality (see pages 182–183 of the *ONLY WAR* Core Rulebook), this character may make a **Challenging (+0) Tech-Use Test** using the Demolitions Special Use of the Skill. If he succeeds, the weapon increases Damage (if it deals Damage normally) and its Blast or Smoke Quality by 1, plus 1 for every three additional Degrees of Success beyond the first that he scores on the Test. If he fails by a number of Degrees of Failure greater than his Intelligence Bonus, however, he accidentally triggers the device, causing it to detonate immediately.

OVERKILL

Tier: 3

Prerequisite: Perception 45, Bulging Biceps

Aptitudes: Perception, Offence

The character has spent enough time fighting the enemies of the Imperium to know that some creatures do not die when all sense says that they should expire, and that it is better to be safe than sorry when dealing with the unknown.

When this character hits with a ranged attack, he may make a **Challenging (+0) Perception Test** as a Reaction. If he succeeds, he adds his Degrees of Success on this Perception Test to the Degrees of Success he scored on the original Ballistic Skill Test for the attack.

PERSUASIVE CHARM

Tier: 2

Prerequisite: Fellowship 35, Charm

Aptitudes: Fellowship, Social

Those individuals tasked with distributing supplies amongst the regiments of the Imperial Guard are notoriously taciturn when faced with requests for additional equipment, harried as they are by countless requests from countless soldiers, many of which are simply not within their power to fulfil. This character, however, is a master at convincing such individuals to help his case, and he can sometimes convince even the most foul-tempered bureaucrats to work a miracle for his squad.

Once per game session, before the Squad makes a Logistics Test, this character can make a **Difficult (-10) Charm Test** in an attempt to convince the regimental quartermaster or other distributor of supplies to assist the Squad. If he succeeds, the Squad gains a +5 bonus on the Logistics Test for every Degree of Success this character scores on the Charm Test, to a maximum of +30. At the Game Master's discretion, the Charm Test might be harder, especially if the Squad has earned the ire of this particular representative in the past.

PLASMA WEAPON EXPERTISE

Tier: 2

Prerequisite: Ballistic Skill 40, Weapon Training (Plasma)

Aptitudes: Ballistic Skill, Tech

Plasma guns are incredibly lethal weapons, but are also somewhat notorious for getting their wielders killed. Though it is a great honour to be assigned to use a plasma gun, it is a somewhat dubious one, as the user risks the weapon overheating and burning him each time he opens fire with it. Though the user can frequently drop his weapon to avoid the fiery exhaust it sometimes expels, doing so leaves him disarmed, which can be far more dangerous than even plasma burns on the field of battle. Those soldiers experienced with such weapons learn various techniques to avoid being harmed by their arms without discarding them and thus risking the wrath of their foes and their Commissars alike.

Whenever this character wields a plasma weapon (such as a plasma pistol, plasma gun, or plasma cannon) with the Overheats Quality, that weapon only Overheats on a roll of 96 or higher or on a Jam.

PLASMA WEAPON MASTERY

Tier: 3

Prerequisite: Ballistic Skill 50, Plasma Weapon Expertise

Aptitudes: Ballistic Skill, Tech

This character has not only learned to minimise the risk to himself with a plasma gun, but has become exceptionally adept at directing its lethal fury while firing it on its optimal setting.

When this character fires a plasma weapon (such as a plasma pistol, plasma gun, or plasma cannon) with the Maximal Quality on the Maximal setting, the weapon adds an additional +2 bonus to Damage, its Penetration, and its Blast Quality (to a total of an additional 1d10+2 Damage, +4 Penetration, and +4 to its Blast Quality).

PUGILIST

Tier: 1

Prerequisite: Strength 30

Aptitudes: Offence, Strength

When facing down the terrible foes of the Imperium, most soldiers prefer to be standing behind the largest guns available. Though this is perhaps wise, it is rarely the case for the vast majority of Guardsmen. As such, many Guardsmen become adept at fighting with other weapons, including their bare hands.

This character may make a Feint Action as a Free Action when making an unarmed All-Out Attack Action or Standard Attack Action. Additionally, he may make Called Shot Actions as a Half Action when making unarmed attacks.

PUSH THE LIMIT

Tier: 1

Prerequisite: Operate (Any One), Technical Knock

Aptitudes: Agility, Tech

This character has devised a method for operating the controls of a vehicles that falls somewhat outside the standards of operation meticulously set forth in the doctrinal manuals of the Departmento Munitorum, to say nothing of the august tech-rites of the Engineers responsible for maintaining the vehicle. Though it can sometimes put unnecessary strain on the vehicle, many operators nonetheless find that such methods can mean the difference between life and death, especially in the deadly battles between armoured units.

Once per Round as part of a Vehicle Movement Action (see pages 272–273 of the **ONLY WAR** Core Rulebook), the character may choose to add a +10 bonus to the associated Test. However, if he fails the Test, his vehicle loses 1 point of Structural Integrity (ignoring Armour) per Degree of Failure.

RANGED WEAPON EXPERT

Tier: 3

Specialisations: Bolt, Flame, Heavy, Las, Launcher, Melta, Plasma, Low Tech, and Solid Projectile

Prerequisite: Ballistic Skill 50, Weapon Training (Chosen Group)

Aptitudes: Finesse, Ballistic Skill

Though capable with a variety of ranged weapons, the character has honed his training to become particularly lethal with a certain, specific kind of arm. His experience with this weapon is so expansive that he treats it less as a separate object and more as a

part of his own body. As such, he can be extremely accurate with it, taking careful aim even under the worst stresses that the battlefield can throw at him.

Once per combat encounter, this character may take an Aim Action as a Free Action before making an attack with a weapon of the chosen group.

A character must possess the corresponding Weapon Training in order to select this Talent. A character can select this Talent more than once, each time with a different specialisation.

RIGHTEOUS BLOW

Tier: 3

Prerequisite: Ballistic Skill 45 *or* Weapon Skill 45 *or* Willpower 45

Aptitudes: Offence, Willpower

The character is an instrument of divine wrath, bringing the Emperor's judgment to the enemies of Mankind. He strikes without hesitation, crushing his foes utterly in the name of the God-Emperor. In battle, doubt has no place in his mind and mercy holds no sway over his heart, for those who have fallen from the light of the God-Emperor find redemption only in annihilation.

When the character inflicts Righteous Fury with an attack *or* Psychic Power for which he achieved three or more Degrees of Success on the attack roll *or* Focus Power Test, he rolls twice to determine the amount of Critical Damage he inflicts with Righteous Fury and takes the higher result.



RITE OF STATIC OVERLOAD

Tier: 2

Prerequisite: One or more Cybernetic limbs, Tech-Use +10

Aptitudes: Intelligence, Tech

Cybernetic limbs and mehadendrites are typically designed to be insulated against any loss of control over the energies within, thus protecting their users from the risks associated with powerful electric currents running through the body. However, some users of such cybernetic appendages learn to unleash the energies that control these limbs, in a more or less controlled fashion depending on whether or not the Omnissiah smiles upon their efforts.

This character may make a **Challenging (+0) Tech-Use Test** as a Half Action to attempt to channel the energies within one or more of his cybernetic limbs outward. If he succeeds, for a number of Rounds equal to his Intelligence Bonus, his attacks with these limbs (be they unarmed attacks with a bionic arm or leg, attacks with an inbuilt weapon, or attacks with a mehadendrite of some sort) gain the Shocking Quality. After a number of Rounds equal to his Intelligence Bonus or if he fails the Test by four or more Degrees of Failure, the cybernetic appendage shuts down until he can dedicate several minutes to fixing it with a **Routine (+20) Tech-Use Test**.

SACRED FLAME

Tier: 3

Prerequisite: Willpower 40, Cleanse and Purify

Aptitudes: Offence, Willpower

Fire is a strong metaphor for piety to the God-Emperor of Mankind; it sears away all impurities, leaving only that which was ordained to survive. Some clerics of the Adeptus Ministrorum describe strong rhetoric as “fiery,” as it burns away the sin of the pious listeners. This character takes this metaphor to a rather literal extreme, honing his skill with fire in a way that his squad mates might well see as a pure expression of his love for the God-Emperor, a dangerous obsession with flammable substances, or sometimes both.

This character inflicts Righteous Fury on a result of 9 or 10 on Damage Rolls from weapons with the Flame Quality.

SKILLED RIDER

Tier: 2

Prerequisite: Survival +10

Aptitudes: Agility, Fieldcraft

The character is an accomplished rider, as home in the saddle as on his own two feet. As such, he long ago learned how to stay in the saddle—and when to get out as quickly as possible.

If the character would be thrown from his Mount for any reason, he may make an **Ordinary (+10) Survival Test**. If he succeeds, he may either remain on his Mount or fall safely to the ground, landing on his feet. Additionally, this character can perform the Mount/Dismount Mounted Special Action as a Half Action.

SOLID PROJECTILE WEAPON EXPERTISE

Tier: 2

Prerequisite: Ballistic Skill 35, Weapon Training (Solid Projectile)

Aptitudes: Ballistic Skill, Finesse

Though most Guardsmen wield some variant of the redoubtable lasgun, which many representatives and propaganda parcels from the Departamento Munitorum assure them is the most potent weapon available for use in the field, some regiments or individuals prefer to use solid projectile weapons, despite their relative ammunition limitations. Troopers can learn to overcome this weakness, however, and become extremely adept at clearing jams without sacrificing all of their ammunition.

When this character clears a jam from any Solid Projectile weapon (such as an autopistol, a shotgun, an autogun, or a vanquisher battle cannon), he may also reload the weapon as a Free Action as part of the Action to unjam it. Additionally, only one Round from the weapon's current clip is lost instead of the entire clip.

SOLID PROJECTILE WEAPON MASTERY

Tier: 3

Prerequisite: Ballistic Skill 45, Solid Projectile Weapon Expertise

Aptitudes: Ballistic Skill, Finesse

Some troopers hone their skills with solid projectile weapons despite their apparently primitive construction, becoming as well-versed in their use as their most adept lasgun-wielding counterparts are with their own firearms.

When this character fires a Solid Projectile weapon (such as an autopistol, a shotgun, an autogun, or a vanquisher battle cannon), it gains the Proven (X) Quality, where X is equal to half of his Ballistic Skill Bonus (rounded up).

STEALTH SNIPER

Tier: 2

Prerequisite: Stealth +10

Aptitudes: Ballistic Skill, Fieldcraft

This character knows the value of staying hidden even after battle has been joined, and has learned to time his shots so that he is extremely difficult to pinpoint, even after opening fire into a group of foes.

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

STIRRING RHETORIC

Tier: 3

Prerequisite: Fellowship 45, Heroic Inspiration

Aptitudes: Fellowship, Social

This character can make a direct and personal appeal to the squad to strive on, not merely ordering them to fight but calling upon the shared bonds of camaraderie that soldiers share and truly inspiring them.

Once per game session when using the Inspire Special Use of the Command Skill, this character may spend a Fate Point. If he does, the each character affected by his Command Test gains an additional +5 bonus to his next Skill or Characteristic Test for every Degree of Success this character scores on the Command Test (to a maximum of a +30 bonus in total).

SWIFT SUTURE

Tier: 1

Prerequisite: Medicae

Aptitudes: Finesse, Intelligence

This character knows the deleterious effects of letting blood seep from an injury too long, even a small one, and deftly sews shut any open gashes in and around working to wrap burns, treat toxins, or set bones.

Whenever this character succeeds on a Test to use the First Aid Special Use of the Medicae Skill, he also ends the Blood Loss Condition if the patient is suffering it.

TANK HUNTER

Tier: 2

Prerequisite: Ballistic Skill 40

Aptitudes: Ballistic Skill, Finesse

The character has faced enemy war machines on numerous occasions, whether the corrupted battle tanks of rebels and traitors or the strange grav vehicles of the xenos. From these experiences, the character has learned where to place his shots to inflict the most damage, targeting fuel reserves, weak points in armour, or firing slits.

Making a ranged attack against a vehicle, the character adds his Ballistic Skill Bonus to the Penetration value of his weapon.



THE FLESH IS WEAK

Tier: 3

Prerequisite: Two or more Cybernetics, Tech-Use +10

Aptitudes: Tech, Toughness

The character's body has undergone significant bionic replacement, trading frail flesh for unyielding metal. The character is more machine than man now, and has the resilience to prove it, though his squad mates might look somewhat sceptically upon his bionically enhanced form.

This character gains the Machine (X) Trait, where X is equal to half of the number of Cybernetics he possesses (rounded up), to a maximum of an amount equal to his Toughness Bonus. If he gains a new Cybernetic, the value of the Trait increases to reflect the new Cybernetic. Note that this only applies to Cybernetics such as bionic replacement limbs and organ replacements, sub-systems, and mechadendrites (see page 204 of the **ONLY WAR** Core Rulebook), and not to Traits and Talents that grant similar effects.

TIRELESS

Tier: 2

Prerequisite: Toughness 40, Willpower 35

Aptitudes: Defence, Willpower

Through brute force of will or extreme physical resilience, this character is capable of carrying on through extreme adversity and exhaustion without losing significant efficiency.

This character ignores the -10 penalty to all Tests from Fatigue. He still suffers any other effects of Fatigue as normal.

TRADEMARK ITEM

Tier: 3

Prerequisite: Fellowship 40, Command +10

Aptitudes: Fellowship, Social

The character possesses a certain item for which he is well known, such as a decorative cap, a pipe, or even a particular weapon. While this item is likely against regulation, such is the character's bravado, charm, or reputation that his superiors only rarely berate him for possessing it.

When this Talent is taken, the character must select an item to be his trademark item. This can be an item already in the character's possession, or, with the GM's permission, the character can obtain a new item of otherwise trifling significance with no Logistics Test required. As long as the character's Trademark Item is prominently displayed, he gains an additional Degree of Success all successful Interaction Tests when dealing with members of his regiment, and possibly with other Imperial forces, at the GM's discretion.

If the character is able to issue Sweeping Orders, once per encounter, he may make **Difficult (-10) Command Test** to issue one additional Sweeping Order during his Turn. The second Sweeping Order must be a different Order from the first.

The character is quite attached to his Trademark Item, and must pass a **Challenging (+0) Willpower Test** in order to willingly abandon it, even in the face of life-threatening danger. If the character's Trademark Item is somehow lost or destroyed, the character can select a new Trademark Item after a suitable mourning period, as determined by the GM.

UNSTOPPABLE CHARGE

Tier: 2

Prerequisite: Weapon Skill 40, Survival +10

Aptitudes: Fieldcraft, Weapon Skill

Experienced Rough Riders are true masters of mounted warfare, often able to end a battle with a single, decisive charge. These deadly riders fully leverage not only their own considerable skill at arms to impale their enemies, but also the raw might of their mounts to shatter their foes with a brutal impact and trampling hooves, talons, or paws.

When the character makes a melee attack as part of a Charge Action or a Crushing Charge Mounted Special Action, his attack gains the Felling (X) Quality, where X is equal to half of his Weapon Skill Bonus (rounded up) (see **Mounted Combat** on page 132). In addition, whenever this character makes a melee attack as part of a Crushing Charge Mounted Special Action, he deals additional Damage equal to his mount's Strength Bonus.

VERSATILE SHOOTER

Tier: 3

Prerequisite: Sharpshooter, Target Selection

Aptitudes: Ballistic Skill, Finesse

This character has honed his ability with single-shot weapons to the point that he can fire almost any precision weapon nearly as accurately as a rifle.

When firing a single shot from a single Pistol, Heavy, or Vehicle weapon with the Accurate Quality and while benefitting from an Aim Action, this character treats that weapon as if it was a Basic weapon for the purposes inflicting additional Damage for additional Degrees of Success on his Ballistic Skill Test (see the Accurate Quality on page 169 of the **ONLY WAR** Core Rulebook).

VETERAN COMRADE

Tier: 3

Prerequisite: Character Speciality that includes a Comrade

Aptitudes: General, Leadership

This character's Comrade is particularly experienced or otherwise talented, and fights at a level above the average soldier in the regiment. This Comrade is also more capable of employing advanced tactical manoeuvres, and has trained to work smoothly with a partner, even in the chaos and confusion of the battlefield.

When a character selects this Talent, he must select one of his Comrades. That Comrade grants the character an additional +5 bonus to Ballistic Skill Tests when he participates in the Ranged Volley Order and an additional +5 bonus to Weapon Skill Tests when he participates in the Close Quarters Order. Additionally, this Comrade can participate in Veteran Orders (see **New Orders** on page 106).

If the original Comrade for whom the character purchased this Talent perishes, its effects can be applied to another Comrade (be that a new Comrade or a current one) when the character has a chance to request reinforcements and observe a suitable period of mourning.

VIGILANT

Tier: 1

Prerequisite: Perception 35

Aptitudes: Offence, Perception

This character has a keen eye, and can hold details in his vision without losing sight of the whole picture, even in tense situations. Thanks to this focus, he can prepare himself to strike at the slightest hint of movement and often catches more dexterous adversaries off guard.

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

WRESTLER

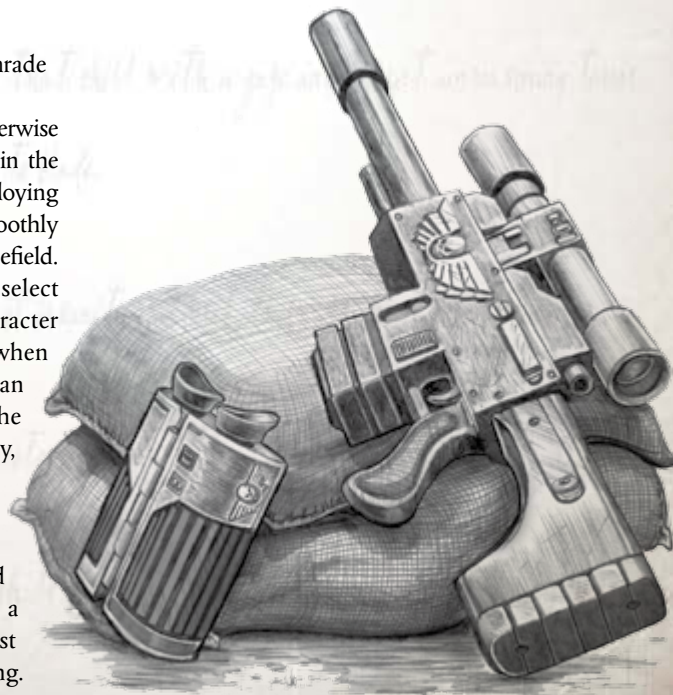
Tier: 1

Prerequisite: Strength 30, Athletics

Aptitudes: Strength, General

The character is a practiced grappler, adept at wrestling his foes to the ground and keeping them there. Regardless of how he acquired his skills, they give him a considerable advantage both in brutal melee combat and when having friendly competitions with squad mates between assignments.

The character use his Athletics Skill in place of his Strength Characteristic for any Strength Test he is called to make as part of a Grapple. When he successfully uses the Damage Opponent Grapple Option, he deals additional Damage equal to the number of Degrees of Success by which he won the Opposed Test (see **Controller Grapple Options** on page 245–246 of the **ONLY WAR** Core Rulebook).





NEW ORDERS

“High Command sent the retreat signal. Our commander crumpled the message, loudly declared ‘Disengaging is easiest after a decisive victory,’ and informed us that the withdrawal would commence immediately—directly through the Ork Warboss’ headquarters.”

—Guardsman Pieter Eden

Over the course of a campaign, soldiers inevitably develop new tricks to survive the harsh battlefields of the 41st Millennium. Imperial Guardsmen in particular must rely on their wits and the resources at hand, since many of them face the horrors of the galaxy with little more than a lasgun and an unyielding sense of duty to the God-Emperor. The new Orders contained in this volume are those issued by a soldier to comrades in a trench, or by a Sergeant to a squad. Tactical rather than strategic, these Orders are solutions to overcome specific situations and turn a desperate scenario into a more survivable one.

TABLE 3-4: ORDER COSTS

Matching Aptitudes	Basic	Veteran
Two	300	400
One	450	600
Zero	900	1,200

Any Player Character who meets the listed Prerequisites can purchase these Orders, Guardsman Player Characters and Support Specialities alike. There are two categories: Basic Orders, which reflect Orders that can be issued to any Comrade assigned to the Player Character, and Veteran Orders, which can only be issued to Veteran Comrades (see the Veteran Comrade Talent on page 105). The Orders in this section are not considered Generic Orders (see pages 270–271 of the **ONLY WAR** Core Rulebook).

In the same way as Skills and Talents, these Orders have associated Prerequisites, which Player Characters must meet before they can purchase them, and associated Aptitudes, which determine their cost for individual Player Characters based on which Aptitudes they possess. These costs are listed on **Table 3-4: Order Costs**.

SWEEPING ORDERS

Sweeping Orders are usually the purview of the Sergeant Speciality, but other Player Characters can sometimes get access to Sweeping Orders by various means, such as the Orders included in this section and the Commander Advanced Speciality (see page 62).

Sweeping Orders affect all Comrades (both the character’s and those of other Player Characters) within communication range of the character giving the Order. Player Characters can only issue a single Sweeping Order per Turn.



TABLE 3-5: NEW ORDERS

Order	TYPE	Prerequisites	Aptitude 1	Aptitude 2	Benefit
Breaching Drill	Veteran Order (Half Action)	Veteran Comrade	Agility	Offence	Help Player Character clear a new area.
Bring It Down!	Veteran Order (Full Action)	Deadeye Shot, Veteran Comrade	Perception	Finesse	Enhance Player Character's attack against large targets.
Draw Away	Basic Order (Half Action)	Air of Authority	Fellowship	Leadership	Lure the enemy away from the Player Character.
Distracting Strike	Basic Order (Half Action)	Double Team	Offence	Weapon Skill	Make a Feint Action for the Player Character in melee.
Eyes Up	Sweeping Order (Free Action)	Combat Sense	Fieldcraft	Perception	Warn squad mates of an imminent ambush.
Fight Through the Pain!	Veteran Order (Half Action)	Veteran Comrade	Fellowship	Social	Regain the ability to Run while Wounded.
Five Rounds Rapid	Basic Order (Full Action)	Command +10, Lasgun Volley	Ballistic Skill	Leadership	Focus fire to overwhelm and suppress an enemy.
Forward to Glory!	Basic Order (Free Action)	Radiant Presence	Fellowship	Offence	Improve the Player Character's Charge.
Intervention	Veteran Order (Free Action)	Veteran Comrade	Defence	Weapon Skill	Intercede to allow the Player Character to re-roll a failed Evasion Test.
Patch Me Up	Veteran Order (Half Action)	Veteran Comrade	General	Knowledge	Cure the Player Character of the Blood Loss Condition.
Play Dead	Basic Order (Full Action)	Deceive	General	Social	Pretend to be dead to avoid enemy attention.
Stand Watch	Basic Order (Full Action)	Vigilant	Defence	Perception	Guard a chosen angle of approach for the Player Character.
Tactical Repositioning	Sweeping Order (Free Action)	Combat Formation	Intelligence	Leadership	Allow squad mates to make a Disengage Action immediately.

BREACHING DRILL

Type: Order (Half Action)

Order: Veteran

Prerequisite: Veteran Comrade

Aptitudes: Agility, Offence

Effect: This character and his Comrade have fought together in deadly hive warfare before, and have grown skilled at clearing tightly packed corridors, narrow rooms, and other areas where enemies might lurk in wait. With a signal, this character can call for his Comrade to cover him as he enters a new area or rounds a bend, ensuring that all angles are under observation and nothing slips past them.

The next time he enters a new area he cannot see (rounding a blind corridor, opening a door, moving through a hatch, etc), this character gains a +2 bonus to his Initiative. Additionally, for the first Round of combat, each enemy whose Initiative roll result is lower than his own counts as being Unaware of his attacks even if that foe is not Surprised. This character's Comrade must be in Cohesion to enact this Order. This Order cannot be issued during a combat encounter for which the character has already rolled Initiative.

BRING IT DOWN!

Type: Order (Full Action)

Order: Veteran

Prerequisite: Deadeye Shot, Veteran Comrade

Aptitudes: Perception, Finesse

Effect: The warriors of the Imperial Guard are often expected to bring down massive foes and vehicles with minimal support (or die trying). Those who survive do so by learning to identify and exploit the vulnerabilities in massive targets that they have no hope of engaging head-on. One of the best ways to do this is by focussing all fire on a small area, and so the character calls upon his Comrade to combine fire so that they can blast through an opening in a target's defences.

As a part of this Order, the character issuing it must choose a target of Size Hulking (5) or larger within line of sight and make a **Challenging (+0) Perception Test** to direct his Comrade to hit the right spot. If he succeeds on the Test, for his next attack with a ranged weapon against the chosen target, he may either increase the Penetration of his weapon by X or give his weapon the Felling (X) Quality, where X is equal to the Degrees of Success he scores on the Perception Test. This character's Comrade must be in communication range to enact this Order.

DRAW AWAY**Type:** Order (Half Action)**Order:** Basic**Prerequisite:** Air of Authority**Aptitudes:** Fellowship, Leadership

Effect: In order to lure an enemy into a vulnerable position, or simply to draw fire away from himself, this character orders his Comrade to take some action that provokes the enemy to switch its priorities and deal with the Comrade immediately.

As part of this Order, the character must choose a single enemy within line of sight and make a **Difficult (-10) Opposed Command Scrutiny Test**, which the enemy Opposes with an Intelligence Test. If the character wins the Test, the enemy changes its priorities and spends its next Turn moving towards or attacking the Comrade. This character's Comrade must be in communication range but outside of Cohesion to enact this Order.

DISTRACTING STRIKE**Type:** Order (Half Action)**Order:** Basic**Prerequisite:** Double Team**Aptitudes:** Offence, Weapon Skill

Effect: In the confusion of a swirling melee, this character's Comrade steps forth to throw an obvious strike that exposes a weakness in an enemy's defences. This allows the character to step in and capitalise on this gap, catching his foe off-guard with their coordinated attacks.

This character may make a Feint Action at a -10 penalty as a Free Action before his next melee attack. This character's Comrade must be in Cohesion to enact this Order.

EYES UP**Type:** Sweeping Order (Free Action)**Order:** Sweeping**Prerequisite:** Combat Sense**Aptitudes:** Fieldcraft, Perception

Effect: This character is ever alert for the signs of the enemy, sweeping the battlefield for telltale signs of ambushers lurking in the foliage, darkened corners, or shadowy rubble. When he spots a foe, he quickly relays this to the squad, relying on them to alert one another to the danger as quickly as possible.

At the beginning of a Combat Encounter, this character may make a **Challenging (+0) Perception Test** so long as he is not Surprised. If he succeeds, all Player Characters with their Comrade in Cohesion gain a +2 bonus to their Initiative and do not count as being Surprised during the first Round of combat, even if they normally would be Surprised.

**FIGHT THROUGH THE PAIN!****Type:** Order (Half Action)**Order:** Veteran**Prerequisite:** Veteran Comrade**Aptitudes:** Fellowship, Social

Effect: The character cajoles or chastises his Comrade to fight on in the face of an injury, despite the risks inherent in pushing himself this way. This sort of motivation can be extremely effective within a group of soldiers, even compared to the absolute orders handed down by superior officers, and can be critical in bringing the squad's goals to fruition.

As part of this Order, the character issuing it must choose one of his Comrades who is Wounded and make an **Routine (+20) Charm or Intimidate Test**. If he succeeds, his Comrade regains the ability to Run for the remainder of the encounter (his Comrade is still otherwise considered Wounded). This character's Comrade must be in Cohesion to enact this Order.

FIVE ROUNDS RAPID**Type:** Order (Full Action)**Order:** Basic**Prerequisite:** Command +10, Lasgun Volley**Aptitudes:** Ballistic Skill, Leadership

Effect: The character has learned well that the redoubtable lasgun is at its most effective when backed up by as many additional lasguns as possible. For this reason, the character and his Comrade have drilled extensively in synchronising their volleys for best effect so that even if they cannot kill a target, they can keep it suppressed using the raw ferocity and volume of their shots.

The character making this Order may have any number of his Comrades beyond the first within Cohesion use a Full Action to participate in the Order. As part of this Order, the character issuing it must choose a target and make a **Difficult (-10) Command Test** with a +10 bonus for each Comrade participating in the Order. If he succeeds, his next ranged attack this Turn gains the Concussive (X) Quality, where X is equal to his Degrees of Success on the Command Test. The character can only use this Order once per Combat Encounter and he must have at least one Comrade within Cohesion to enact this Order.

FORWARD TO GLORY!**Type:** Order (Free Action)**Order:** Basic**Prerequisite:** Radiant Presence**Aptitudes:** Fellowship, Offence

Effect: This character is impressively charismatic, and convince even inexperienced troopers to surge forward following him and bring the fight to the enemy with his stirring rhetoric and force of personality.

The character making this Order may have any number of his Comrades beyond the first within Cohesion participate in the Order. As part of this Order, the character issuing it must make a **Difficult (-10) Command Test** with a +10 bonus for each Comrade participating in the Order. Until the end of his Turn, whenever this character makes a Charge Action, he can move an additional X metres as part of this Action and inflicts an additional +X Damage with the melee attack he

makes as part of that Action, where X is equal to his Degrees of Success on the Command Test. The character can only use this Order once per Combat Encounter and he must have at least one Comrade within Cohesion to enact this Order.

INTERVENTION

Type: Order (Free Action)

Order: Veteran

Prerequisite: Veteran Comrade

Aptitudes: Defence, Weapon Skill

Effect: This character and his Comrade have fought side-by-side for long enough to learn to protect one another and fill the gaps in each other's defences. Though this has kept the two alive long enough to develop these skills, intervening to deflect attacks directed at one another is still extremely dangerous.

This character may re-roll a failed Parry or Dodge Test against a melee attack (he must accept the second result, even if it is worse). However, if he fails this Test, his Comrade is struck by the attack instead. This character's Comrade must be in Cohesion to enact this Order. This Order can only be used once per Round.

PATCH ME UP

Type: Order (Half Action)

Order: Veteran

Prerequisite: Veteran Comrade

Aptitudes: General, Knowledge

Effect: This character has taught his Comrade to assist him in cleaning and suturing cuts in an efficient manner so that he can continue to do his job on the battlefield.

As part of this Order, the character issuing it must make a **Challenging (+0) Intelligence Test** or a **Routine (+20) Medicae Test** to explain to his Comrade how to deal with this particular injury. If he succeeds, his Comrade immediately cures him of the Blood Loss Condition. This character's Comrade must be in Cohesion to enact this Order.

PLAY DEAD

Type: Order (Full Action)

Order: Basic

Prerequisite: Deceive

Aptitudes: General, Social

Effect: Though many upstanding warriors of the Imperial Guard consider it beneath soldiers of their stature and Commissars tend to frown on such behaviour in the best of cases, the venerable tactic of feigning death to avoid attention on the battlefield can be very valuable for keeping one's Comrade alive through the ravages of war.

This character may order his Comrade to drop and pretend to be deceased, thus avoiding enemy attention. If this character's Comrade is outside of Cohesion, his Comrade does not draw the hostile attention of any enemies engaged in combat unless they are within 5 metres and pass an **Ordinary (+10) Awareness Test**. If his Comrade is within Cohesion, he is only struck by attacks on a result of 11; on any other result that would hit him, the character is struck instead.

So long as his Comrade maintains this charade, he cannot move and can take no other Actions. This character's Comrade must be within communication range to enact this Order.

STAND WATCH

Type: Order (Full)

Order: Basic

Prerequisite: Vigilant

Aptitudes: Defence, Perception

Effect: With a subtle motion, this character tells his Comrade to observe a shadowy corridor, copse of trees, or other area of concealment nearby about which he is concerned. Trusting his Comrade to watch over this area, he can attend to more pressing matters.

Until called away, this character's Comrade waits in place and spends all of his Actions watching over a 45-degree arc. So long as his Comrade remains in place, this character does not count as Surprised if enemies arrive from this designated area and gains a bonus equal to his Perception Bonus to his Initiative if attacked from this angle. This character's Comrade must be in communication range to enact or benefit from the effects of this Order.

TACTICAL REPOSITIONING

Type: Sweeping Order (Free Action)

Order: Sweeping

Prerequisite: Combat Formation

Aptitudes: Intelligence, Leadership

Effect: The character lets loose a shout to tell his squad mates to break off melee combat and advance away from the enemy to better establish a firing position. To do so, he calls for each character's Comrade to unleash a hail of fire from his lasgun to disorient the enemy, giving the squad to realign itself away from the swirling melee and reestablish clean firing lanes, as per the proper procedure.

As part of this Order, the character issuing it must make a **Challenging (+0) Command Test**. Each character with a Comrade in Cohesion may immediately make a Disengage Action as a Free Action. However, each character who does so loses one Half Action on his next Turn.



EXTENDED ARMOURY

"Will you look at that? Five million rounds of large-calibre ammunition, five-hundred thousand Munitorum-standard charge cells, and one tonne of M38 Hett-pattern frag grenades. Truly, blessed are the gunmakers."

—Quartermaster Skarven Nethien

The innumerable regiments of the Imperial Guard employ a staggering array of weapons and other equipment. Despite the Departamento Munitorum's best efforts to enforce standardisation, the sheer size of the fighting forces it must equip, combined with pattern deviations amongst the forge worlds and hive manufactorums that fabricate the tools of war, inevitably result in considerable variation, even amongst the ubiquitous lasgun. Chapter VI: Armoury of the **ONLY WAR** Core Rulebook provides a wealth of options with which the player characters can equip themselves, or which may be found in the hands of their enemies. This section provides new equipment options for players and GMs, covering both equipment used by famous regiments and weapons local to the Spinward Front.

The following gear can be used alongside the rules for Pattern Generation on page 127 of this book, and might serve as a source of inspiration for players designing unique patterns of equipment for their own regiment.

INCORPORATING THE EXTENDED ARMOURY

With the Game Master's permission, Player Characters can include the various new items from the Extended Armoury in their Standard Regimental Kit. The cost for a given item is based upon its Availability, as described on page 69 of the **ONLY WAR** Core Rulebook.

If it is reasonable for the Regiment in question, the Game Master might also wish to allow equipment from this section to be included in place of comparable items. For instance, the GM could allow the players to replace the laspistol as a main weapon with a Lucius-pattern Lasgun for 5 points, instead of an M36 Lasgun for the same cost. Ultimately, the validity of a particular substitution is at the Game Master's discretion.

Items in this chapter can be requisitioned by Player Characters or issued as Mission Assignment Gear following the rules for Logistics Tests in **Chapter VI: Armoury** of the **ONLY WAR** Core Rulebook.

RANGED WEAPONS

“I’ve seen an Ork pull a man apart with one hand, and even worse xenos monsters tear a man to shreds faster than you can blink. The officers and Commissars can keep their chainswords and power fists, just give me a gun. Preferably, one with a long range and a high rate of fire.”

—Guardsman Fleinn, 6th Hredrin Infantry

From the humble lasgun to the immensely destructive macro shell, the Imperial Guard wields a massive array of ranged weapons against the enemies of the Imperium. Though a human lacks the brute might of an Ork or the deadly grace of an Eldar, as the saying goes, there is no arguing with the barrel of a gun.

LAS WEAPONS

Las weaponry varies enormously across the galaxy, from the reliable and efficient lasgun to the mighty lascannons mounted on vehicles. The ammunition efficiency of the lasgun is particularly renowned, allowing the soldiers of the Imperial Guard to fight without the frequent interruption of reloading and thus letting them grind their foes to dust with an unhalting hail of fire. To use the various las weapons listed here, a character must have the Weapon Training (Las) Talent.

ACCATRAN-PATTERN MK II LASPISTOL

Favoured by officers of the Elysian Drop Troop regiments, the Accatran MkII emits a more powerful discharge than other laspistol models. In order to meet the needs of the power-hungry sidearm, the MkII is designed to accept standard Departmento Munitorum lasgun power packs. As such, the weapon is heavier than most las pistols, but its destructive power can make all the difference in a close-quarters encounter.

The Accatran MkII benefits from the Lasgun Variable Setting rule (see page 175 of the **ONLY WAR** Core Rulebook).

ACCATRAN-PATTERN MK IV LASGUN

Often employed by Elysian Drop Troop regiments, the Accatran MkIV is a bullpup-style lasgun with an integrated lamp pack. The lamp pack is powered by the same power cell that provides the lasgun’s ammunition, but the power draw is so small as to be negligible. The compact design of the weapon is due in part to the power cell’s location in the stock. The smaller profile of the Accatran MkIV is perfectly suited to the drop missions Elysian regiments often undertake, easily manoeuvred at short range or fired from the hip. Further, its lighter design allows wielders to carry other equipment in place of the extra bulk, which can be particularly vital for regiments that favour grav-chutes as a means of deployment.

When performing an attack with an Accatran MkIV Lasgun at the same time as another character due to the Delay or Overwatch Actions, a character using an Accatran-pattern lasgun gains a +10 bonus to the Test to determine which character is able to act first.

An Accatran MkIV Lasgun benefits from the Lasgun Variable Setting rule (see page 175 of the **ONLY WAR** Core Rulebook).

LUCIUS-PATTERN NO. 98 LASGUN

The signature weapon of the Death Korps of Krieg, the Lucius-pattern lasgun operates in the 21 megathoule range, but is designed to draw from a standard Munitorum-issue power pack. Consequently, the Lucius lasgun discharges a more powerful shot, but drains the power pack at a correspondingly increased rate. This also puts a great strain on the weapon, limiting the rate of fire and requiring such features as additional heat sink rings lining the exterior of the barrel. Even with such considerations, an over-taxed Lucius lasgun can quickly overheat. The added danger of the weapon overheating does not perturb the famously stoic Krieg.

A Lucius lasgun benefits from the Lasgun Variable Setting rule (see page 175 of the **ONLY WAR** Core Rulebook). However, when fired in overcharge mode, a Lucius lasgun gains the Unreliable Quality. Further, it gains the Overheats and Unreliable Qualities when fired in overload mode.

TABLE 3-6: LAS AND SP WEAPONS

Las Weapons

Name	Class	Range	RoF	Damage	Pen	Clip	Reload	Special	Wt.	Availability
Accatran-pattern MkII Heavy Laspistol	Pistol	40m	S/2/-	1d10+3 E	0	60	Full	Reliable	2 kg	Average
Accatran-pattern MkIV Lasgun	Basic	80m	S/3/-	1d10+3 E	0	60	Full	Reliable	4 kg	Average
Lucius-pattern Lasgun	Basic	100m	S/-/-	1d10+5 E	0	35	Full		5 kg	Average

Solid Projectile Weapons

Name	Class	Range	RoF	Damage	Pen	Clip	Reload	Special	Wt.	Availability
Naval Pistol	Pistol	20m	S/3/-	1d10+4 I	0	6	Full	Tearing	3 kg	Rare
Ripper Pistol	Pistol	30m	S/2/-	1d10+3 I	5	8	Full	Tearing, Toxic (2)	4 kg	Extremely Rare

SOLID PROJECTILE WEAPONS

While solid projectile weapons lack the efficiency and unceasing functionality of lasguns, they are nonetheless the chosen weapon of some regiments of the Imperial Guard and many others within the Imperium of Mankind thanks to their versatility. This is especially reflected in their ability to use multiple different kinds of ammunition that can give the user selective advantages depending on his target. To use the various solid projectile weapons listed here, a character must have the Weapon Training (Solid Projectile) Talent.

NAVAL PISTOL

Many varieties of naval pistol are in existence, the most well-known of which are those named for the Segment Fortresses of the Segmentae Majoris, such as the famous Cypra Mundi “Irontalon” pistol. Naval pistols are heavy, large-calibre autopistols characterised by their robust construction, which allows them to deliver solid blows in melee combat, should it prove necessary. Naval pistols use special fragmenting ammunition designed to inflict minimal damage to ship systems while having a devastating effect on unarmoured flesh. Naval pistols are only issued to crewmen of the Imperial Navy, and are never issued to the Imperial Guard. Nevertheless, Guardsmen often take naval pistols as mementos of a particular journey—when they can get away with it. Naval pistols hailing from famous ships or fleet bases hold great value in trade, particularly for the officers of some regiments.

A naval pistol uses specialised ammunition; it can be loaded with other bullets of the appropriate calibre, including Unusual Ammunition, but loses the Tearing Quality.



RIPPER PISTOL

The ripper pistol is a modified autopistol, firing armour-piercing, poisoned rounds capable of dropping even the largest of foes or predators in a single burst. The diamantine-tipped rounds fired by a ripper pistol can puncture carapace or even power armour as easily as the hide of a xenos beast. The rounds fragment after penetrating, inflicting severe damage to soft tissue while simultaneously releasing the toxic payload held within. If the high-calibre bullets do not bring down the target, the vicious cocktail of toxins surely will.

A ripper pistol uses a very specific type of ammunition, and so cannot benefit from any Unusual Ammunition.

BOLT WEAPONS

Bolt weapons are the chosen arms of many Commissars and other leadership figures within the Imperial Guard, their renowned lethality an unforgettable symbol of the brutal piety that the God-Emperor demands of all Guardsmen—and of the painful penance meted out to those who fail. To use the various bolt weapons listed here, a character must have the Weapon Training (Bolt) Talent.

HESH-PATTERN

M38 MkII BOLT PISTOL

Rare outside the ranks of the Adeptus Mechanicus hailing from the shrouded Lathe Worlds of the Calixis Sector, the Hesh-pattern M38 MkII was never widely adopted by the Departamento Munitorum due to its temperamental nature, difficult to maintain even by the standards of bolt weaponry. The M38 MkII almost seems as if it was designed to be used by individuals more knowledgeable of firearms than even those august members of the Imperial Guard who wield such weapons. Nevertheless, the Tech-Priests of the Lathes appreciate the weapon’s effectiveness, and do not have the same trouble with its machine spirit as those less attuned to the mysteries of technology. The MkII’s distinctive drum magazine allows for a higher rate of fire than other bolt pistols, but is also prone to more frequent malfunction.

A Hesh-pattern Bolt Pistol gains the Unreliable Quality when fired as part of a Semi-Auto Fire Action.

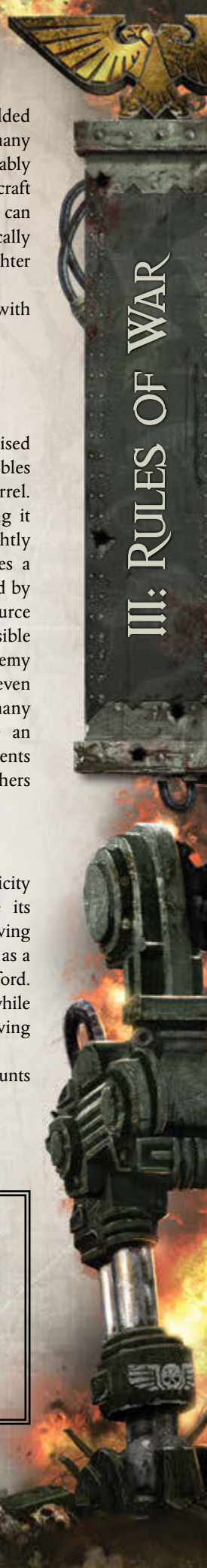
TABLE 3-7: BOLT AND FLAME WEAPONS

Bolt Weapons

Name	Class	Range	RoF	Damage	Pen	Clip	Reload	Special	Wt.	Availability
Hesh-pattern M38 MkII Bolt Pistol	Pistol	25m	S/3/–	1d10+5 X	4	12	2 Full	Tearing	4 kg	Very Rare

Flame Weapons

Name	Class	Range	RoF	Damage	Pen	Clip	Reload	Special	Wt.	Availability
Hades Assault Flamer	Basic	20m	S/–/–	1d10+4 E	2	10	2 Full	Flame, Spray, Reliable	12 kg	Scarce



FLAME WEAPONS

Nothing quite expresses one's fanatical piety to the God-Emperor of Mankind quite like bathing his foes in ignited prometheum, their echoing screams the last penance they can pay for their transgressions. As such, many representatives of the Adeptus Ministorum, including the Priests who serve alongside some regiments of the Imperial Guard, make frequent use of these weapons. Flame weapons are also particularly valuable for combat in close quarters, such as in dense jungles and urban environments. To use the flame weapon listed here, a character must have the Weapon Training (Flame) Talent.

HADES-PATTERN MkIII

ASSAULT FLAMER

The Hades-pattern features a long, narrow barrel and nozzle connected by a sturdy cable to a fuel canister worn on the user's back. This design grants an increased fuel reserve, while keeping the weapon itself light. This makes the Hades a perfect choice for squads requiring high mobility. The Hades' simple construction has earned it a reputation for reliability and efficiency, and it is a favourite of many light infantry regiments that prefer the speed it allows to raw killing power.

LOW-TECH WEAPONS

Many regiments make use of one or more low-tech weapons to supplement their various primary weapons. Though these weapons often appear primitive, this frequently belies their usefulness as killing implements on the chaotic battlefields of the 41st Millennium, where technology cannot always be relied upon and availability sometimes takes precedent over raw killing power. To use the various low-tech weapons listed here, a character must have the Weapon Training (Low-Tech) Talent.

BLOWGUN

A simple yet incredibly effective device created in lost and forgotten aeons, a blowgun is little more than a hollow tube through which its wielder can channel his breath to fire a small projectile. The needles fired by a blowgun are typically poisoned, as they are too small to cause significant harm in their own right. Easy to fabricate and easy to conceal, the only real difficulty in acquiring and using a blowgun comes with the poison applied to its tiny missiles.

JAVELIN

Essentially a spear designed to be thrown instead of wielded as a melee weapon, javelins are used by humans on many worlds across the galaxy. Simple in design yet undeniably effective, anyone with appropriate experience can easily craft one of these hunting weapons in the field. Though they can be used as short spears in melee, javelins are not typically designed for use in close quarters, being shorter and lighter than melee spears and thus less suited to this function.

If used as a melee weapon, a javelin counts as a spear with the Primitive (7) Quality.

MkII CALIXIAN INFANTRYMAN'S EMERGENCY SIGNALLING DEVICE

Designed to be easily operated without any specialised training, the MkII Emergency Signalling Device resembles a bulky, breach-loaded pistol with a wide, tube-like barrel. The only approved use of the device involves pointing it toward the sky and pulling the trigger, which fires a brightly coloured incandescent projectile. The projectile utilises a self-sustaining exothermic chymical compound provided by the Adeptus Mechanicus, producing a bright light source suspended in the air for many moments, easily visible at night or in similar conditions. The strange alchemy involved ensures that it burns in most environments, even when submerged under water. In a true emergency, many Guardsmen have found the signalling device to be an adequate, if inaccurate, weapon. While some regiments include the signalling device in their basic kit, many others have lost this privilege due to rampant misuse.

THROWING KNIFE

Often used by veterans and elite regiments, the simplicity of the throwing knife leads many to underestimate its effectiveness. In the hands of a practiced user, a throwing knife can end the life of an enemy sentry just as quickly as a firearm, and with more subtlety than any silencer can afford. Its light-weight blade and comparatively heavy handle, while ideally suited for its intended purpose, mean that a throwing knife is less useful as a melee weapon.

In a pinch, a throwing knife can be used in melee. It counts as a knife with the Unbalanced Quality.

TABLE 3-8: LOW-TECH RANGED WEAPONS

Low-tech Weapons

Name	Class	Range	RoF	Damage	Pen	Clip	Reload	Special	Wt.	Availability
Blowgun	Basic	10m	S/--	1d5+2 I	0	1	Half	Toxic (0)	0.5 kg	Common
Javelin	Thrown	SBx3m	S/--	1d10 R	0	1	—	Primitive (8)	0.5 kg	Common
Signalling Device	Pistol	15m	S/--	1d10+1 E	0	1	Full	Flame, Inaccurate, Reliable	2 kg	Common
Throwing Knife	Thrown	SBx2m	S/2/-	1d5+3 R	0	—	—	Accurate	0.5 kg	Common

TABLE 3-9: LAUNCHER WEAPONS

Launcher Weapons										
Name	Class	Range	RoF	Damage	Pen	Clip	Reload	Special	Wt.	Availability
Accatran Automatic Mortar	Heavy	25–200m	S/–/5	†	†	5	4 Full	Inaccurate, Indirect†	50 kg	Very Rare
Voss Automatic Grenade Launcher	Basic	40m	S/3/–	†	†	6	2 Full	Inaccurate†	12.5 kg	Scarce
Tread Fether	Heavy	250m	S/–/–	†	†	1	Full	Inaccurate†	20 kg	Scarce

†The Damage, Penetration, and Special Qualities of Launcher Weapons with variable ammunition are dependent upon the grenade or missile used.

LAUNCHERS

Launchers allow Imperial Guard troopers lob explosives at targets outside of their throwing range and sometimes even outside of their line of sight, firing grenades, missiles, and rounds much farther and with a vastly greater degree of accuracy than most Guardsmen could hurl such explosives. These weapons are extremely versatile, and can be loaded with a number of different kinds of ammunition for different situations and targets. Of course, a Guardsman must first procure this appropriate ammunition, which can sometimes be as difficult as securing the launcher itself. To use the various launcher weapons listed here, a character must have the Weapon Training (Launchers) Talent.

ACHILLAN MkIII “TREAD FETHER” MISSILE TUBE

The Achillan MkIII is representative of a category of light, highly portable missile launchers that many regiments colloquially refer to as “tread fethers.” So-called for their utility against tanks and other armoured vehicles, tread fethers are more portable and less encumbering than other missile launchers, while sacrificing none of the destructive potential. This added mobility makes tread fethers a favourite amongst light infantry regiments, for whom the reduced range and accuracy of the missile tube are of small concern.

ACCATRAN MkIX AUTOMATIC MORTAR

The Accatran-pattern MkIX Automatic Mortar holds a five-round integral magazine, which can be emptied in a single salvo. Designed for close-range fire support, after setup the MkIX is fired by a remote activation unit with a range of approximately 100 metres, although this can vary based on local conditions and vox interference. One benefit of this mechanism is that the firer can effectively act as his own spotter. When triggered, the user can choose to fire single rounds, as he would with most mortars, or to fire all five rounds in rapid succession, providing an effective, concentrated barrage from a single source.

VOSS MkV AUTOMATIC GRENADE LAUNCHER

Though disliked by some troopers due to its poor accuracy, there is little denying the raw destruction that can be dealt by a Voss-pattern MkV. Though similar in appearance to other patterns of grenade launcher incorporating a drum magazine, the Voss-pattern revolves much faster, and is capable of firing almost as quickly as the user can pull the trigger. The high rate of fire of the Voss MkV suits it well to drop infantry and other elite regiments, who often lack the numbers of traditional infantry regiments.

When outnumbered, an opening salvo from an automatic grenade launcher helps greatly to even the odds.



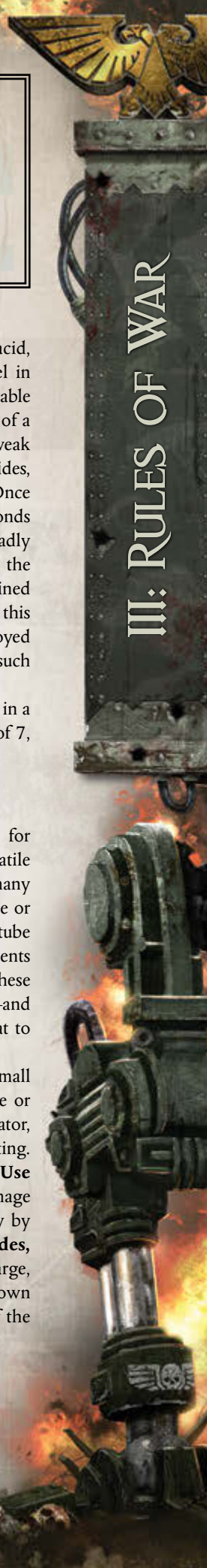


TABLE 3-10: GRENADES, MISSILES, AND ROUNDS

Name	Class	Range	RoF	Damage	Pen	Clip	Special	Wt.	Availability
Maccabian Frag Grenade	Thrown	SBx3	S/--/-	2d10+1 X	0	1	Blast (3), Sanctified	0.5 kg	Rare
Iron-Eater Grenade	Thrown	SBx3	S/--/-	2d10 E	5	1	Blast (2), Corrosive	0.5 kg	Very Rare
Tube Charge	Thrown	SBx2	S/--/-	3d10 X	0	1	Blast (4)	1 kg	Scarce

GRENADES, MISSILES, AND ROUNDS

The Imperial Guard employs a wide variety of grenades and missiles for use in launchers and artillery pieces. These feature a wide variety of payloads well-suited to different circumstances and enemies, making such weapons highly versatile; at least for those regiments that can obtain the desired rounds from the Departamento Munitorum.

Grenades are thrown by hand or loaded into grenade launchers, while missiles are fired from missile launchers and rounds are fired from mortars.

MACCABIAN FRAG GRENADE

With blessed soil from the Shrine World of Maccabeus Quintus mixed into its payload, these frag grenades are considered holy, and highly sought after by devout Imperial Guardsmen. Unavailable through normal Departamento Munitorum channels, it is usually left to Priests of the Adeptus Ministorum to provide these weapons. While Maccabian frag grenades are most representative of the type, many Guardsmen take soil or fragments of rock and masonry from any shrine world that they defend, that it might be incorporated into their armaments. As such, distribution of these weapons often has a positive effect on the morale of troops, since they carry with them a part of a sacred place. So that wielder has time to whisper a prayer honouring the Emperor, Maccabeus Quintus, and the Emperor once again, Maccabian frag grenades are traditionally constructed with a three-second fuse.

The presence of one or more sacred Maccabian frag grenades in a Squad grants all Squad members a +5 bonus to Willpower Tests to resist the effects of Fear and Pinning. Once the last of these sanctified frag grenades has been used, this bonus is lost. However, if the last grenade is used as part of an attack kills or inflicts Critical Damage upon at least one enemy, the bonus persists until the end of the game session even if all of the grenades have been expended. Maccabian frag grenades are always of Good or Best Craftsmanship.

IRON-EATER GRENADE

The rare iron-eater grenade houses an incredibly caustic acid, powerful enough to eat through even hardened plasteel in moments. Due to the potency of the acid, no readily available material is strong enough to feasibly house it in the form of a grenade. As such, the iron-eater grenade incorporates a weak grav-generator, which pushes against the acid from all sides, holding it scant millimetres from the grenade casing. Once primed, the user of the grenade has exactly three seconds before the grav-field shuts down, releasing the deadly contents. While very effective when properly employed, the use of an iron-eater grenade requires exact timing. Combined with the relative rarity of the grenade's components, this difficulty ensures that iron-eaters are seldom employed outside of a few regiments that particularly favour them, such as the Savlar Chem-Dogs and the Ornite Skinners.

When an attack roll with an iron-eater grenade results in a Jam, the grenade detonates in the user's hand on a result of 7, 8, 9, or 10, rather than only on a 10 on the 1d10 roll.

TUBE CHARGE

More powerful than a frag grenade and better suited for combat use than the bulky demolition charge, the versatile tube charge, or frag pipe, is used to great effect by many veteran guardsmen. While lacking the range of a grenade or the sheer destructive power of a demolition charge, the tube charge finds a middle ground that appeals to many regiments favouring mobility, stealth, and sabotage tactics. These relatively simple explosives are much easier to acquire—and use—than melta bombs, but can pose a significant threat to light vehicles, as well as infantry.

A standard tube charge is armed by ripping off a small patch, which leaves about 5 seconds to detonation. One or more tube charges can be linked to a timer or detonator, which is often done for purposes of sabotage and trap-setting.

Setting tube charge requires a **Routine (+10) Tech-Use Test**. For each additional tube charge, increase the Damage inflicted by the explosion by +2 and the Blast Quality by 1. The weapon profile listed in **Table 3-10: Grenades, Missiles, and Rounds** represents a single tube charge, but linked charges held in a pack or satchel can be thrown following the rules for Throwing Objects on page 37 of the **ONLY WAR** Core Rulebook.

MELEE WEAPONS

"Defence is a losing proposition, by its very nature. Victory can only be achieved through attack! It can only be grasped through assault! So we must assail our foes again and again until they have been crushed in His name! Ready my sabre, adjutant!"

—Lord General Stokk Geor, at the siege of Garhive

Despite the multitude of firearms used by the Imperial Guard, battles often come down to brutal close-quarters fighting, in which Guardsmen must fix their bayonets and fight desperately against savage traitors and brutal xenos. While most Guardsmen must make do with a knife, or even the stock of their lasgun, specialised units, officers, and regiments from worlds with strong traditions of melee combat are often equipped with superior armaments, from primitive bone-axes to deadly chain weapons, and more.

CHAIN WEAPONS

Many Guardsmen are accustomed to the distinctive whirr of a chain weapon, as these devastating weapons are a favourite of many commanders and Commissars alike. While the righteous soldiers of the Imperium wield chain weapons to slaughter the heretic and xenos, mockeries of Imperial chain weapons are often used by vile xenos such as the Orks and Eldar. Even worse are the once-noble chain weapons profaned by the use of traitors and the disciples of the dark Gods. To use the various chain weapons listed here, a character must have the Weapon Training (Chain) Talent.



CHAINAXE

Rarely seen amongst the Imperial Guard, but not uncommonly wielded by renegades and traitors, the chainaxe forgoes the defensive capabilities and balance of the chain sword in favour of raw destructive potential. The broad head of a chainaxe, filled with whirring rows of monomolecular-edged teeth, is easily capable of lopping off limbs and splitting open even the strongest body armour.

A chainaxe is a one-handed melee weapon, but if its user wields it in two hands, it gains +2 Penetration, loses the Unbalanced Quality, and gains the Unwieldy Quality.

CHAINFLAIL

Combining the indiscriminate lethality of the chainsword with the savagery of the flail, a chainflail is truly a weapon for one whose faith in the Emperor is unbreakable and unquestioning. A solid grip with a trigger attached by various adamantine cables to a whirring head lined by four parallel rows of voracious teeth, the chainflail reminds all who see it that its wielder's faith is untainted by the fear of death.

A chainflail inflicts Righteous Fury if any of its Damage dice result in a natural 9 or 10. If the wielder of a chainflail fails a Weapon Skill Test with it by a number of Degrees of Failure greater than his Weapon Skill Bonus, he instead resolves the attack as though he had successfully struck himself. This is a two-handed melee weapon.

CHAIN GLAIVE

Wielded by some members of certain Rough Rider formations, chain glaives are vicious weapons that combine the reach of a pole weapon with the gnashing fury of a chain weapon. These weapons come in a startling variety based on the sundry forge worlds and eras in which they were manufactured, but all are extremely deadly. This is a two-handed melee weapon.

CHAIN KNIFE

The smallest chain weapon available, at the size of a heavy combat knife, the chain knife's slight profile belies its lethality. With chain teeth moving at high speed, a mere glancing blow from a chain knife can easily rip a man's flesh open. A single stabbing wound from a chain knife inflicts massive tissue damage, accomplishing in one blow what would require scores from a traditional dagger, allowing a wielder to literally disembowel a foe with but a single well-placed thrust. This is a one-handed melee weapon.

TABLE 3-11: CHAIN WEAPONS

Chain Weapons							
Name	Class	Range	Damage	Pen	Special	Wt.	Availability
Chainaxe	Melee	—	1d10+3 R	2	Tearing, Unbalanced	11 kg	Rare
Chainflail	Melee	—	1d10+4 R	2	Flexible, Tearing, Unwieldy	14 kg	Very Rare
Chain Glaive	Melee	—	1d10+3 R	2	Razor-Sharp, Tearing, Unbalanced	12 kg	Very Rare
Chain Knife	Melee	—	1d10+1 R	2	Tearing	4 kg	Rare

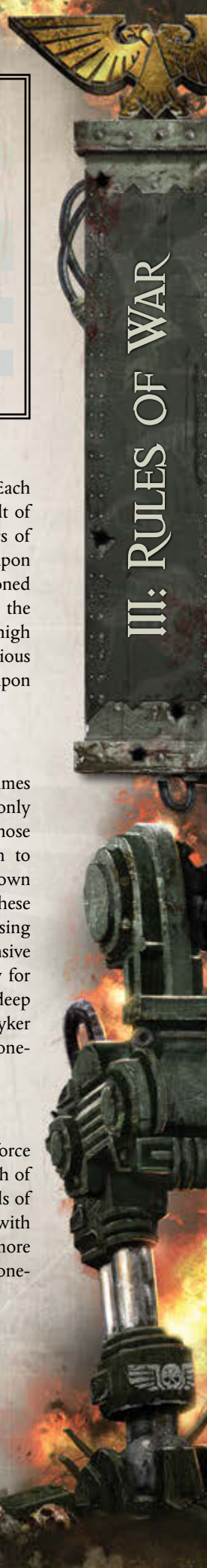


TABLE 3-12: POWER AND FORCE WEAPONS

Power Weapons							
Name	Class	Range	Damage	Pen	Special	Wt.	Availability
Cavalry Sabre	Melee	—	1d10+6 E	4	Power Field, Razor Sharp	4 kg	Very Rare
Power Flail	Melee	—	1d10+8 E	3	Flexible, Power Field, Unwieldy	7 kg	Extremely Rare
Power Spear	Melee	—	1d10+4 E	8	Power Field, Proven (2)	7 kg	Extremely Rare
Force Weapons							
Name	Class	Range	Damage	Pen	Special	Wt.	Availability
Force Axe	Melee	—	1d10+3 R	2	Force, Unbalanced	6.5 kg	Near Unique
Force Dagger	Melee	—	1d5+2 R	2	Force	1.5 kg	Extremely Rare

POWER WEAPONS

Sheathed in crackling power fields, power weapons combine the characteristics of Mankind's most revered and ancient weapons with a destructive capacity matched only by the most powerful of ranged weapons. The product of rare technologies, many power weapons are ancient relics, and to wield one is a sure sign of status and influence amongst the Imperial Guard. To use the various power weapons listed here, a character must have the Weapon Training (Power) Talent.

CAVALRY SABRE

Favoured by many Rough Rider sergeants and officers, the cavalry sabre is heavier than most Departmento Munitorum-issue power swords, with a broad blade and, consequently, a somewhat larger power field. Though less nimble than its counterparts, the heavy blade is perfectly suited for cutting down enemies while charging by on a swift mount. Those rough riders who are able to acquire a cavalry sabre often carry it as a secondary weapon, switching from their hunting lance if any enemies are left standing after the initial charge. This is a one-handed melee weapon.

POWER FLAIL

Like all flails, the power flail is a blunt, jointed apparatus capable of inflicting significant harm upon anyone unfortunate enough to be within its arc even without its power field. With the seething power field activated, however, it is a true instrument of destruction, shattering armour and defences with a crushing, inexorable swing. This is a two-handed melee weapon.

POWER SPEAR

Throughout history, the spear has consistently proven itself a deadly and efficient weapon, and the Imperium of Mankind honours its legacy of bloodshed through various creations such as the explosive-tipped hunting lance and the power spear. Officers in certain Rough Rider regiments prefer to wield power spears over weapons like cavalry sabres, or even wield them as a secondary weapon for use after a hunting lance charge. This is a one-handed melee weapon.

FORCE WEAPONS

Force weapons are not so much manufactured as crafted. Each incorporates rare psycho-active materials and is the result of arcane sciences, all but lost to Mankind. Many are relics of a bygone era, and the construction of a new force weapon is a feat not to be entered into lightly. For a sanctioned psyker in service of the Imperial Guard to be granted the use of a force weapon is a great honour, one that places high expectations on the bearer of the weapon. To use the various force weapons listed here, a character must have the Weapon Training (Force) Talent.

FORCE AXE

Even rarer than the force staves and swords that are sometimes granted to Primaris Psykers, force axes are more commonly seen amongst the Librarians of the Adeptus Astartes, whose power armour and superhuman physiques allow them to wade through the enemy with little concern for their own safety. Nonetheless, some Imperial Guard psykers prefer these specialised variants of the force weapon for its imposing looks and deadly potential. A force axe trades the defensive capabilities of a staff or sword for an increased capacity for damage. These intimidating weapons are able to hack deep into flesh and armour and to sever limbs even before a psyker channels his killing will through the blade. This is a one-handed melee weapon.

FORCE DAGGER

Force daggers operate on much the same principle as all force blades, but on a smaller scale. Though they lack the reach of a sword, axe, or spear, they are preferable for certain kinds of close-quarters encounters in which swinging weapons with wider arcs becomes difficult. Force daggers are also more concealable, thanks to their shorter blades. This is a one-handed melee weapon.

TABLE 3-13: SHOCK WEAPONS

Power Weapons

Name	Class	Range	Damage	Pen	Special	Wt.	Availability
Command Baton	Melee	—	1d10+1 E	0	Shocking	4 kg	Very Rare
Shock Glove	Melee	—	1d10 I	0	Shocking	1 kg	Extremely Rare
Suppression Shield	Melee	—	1d10 I	0	Defensive, Recharge, Shocking	7 kg	Extremely Rare

SHOCK WEAPONS

Shock weapons are equipped with a low-power generator that electrifies the weapon. Though to the untrained eye, the power pack and wiring of a shock weapon may resemble that of a power weapon, it is a very different, and much more common, technology. Unlike the devastating ability of power weapons to sunder armour and flesh, a shock weapon delivers a high-voltage current which, while not deadly in and of itself, is able to subdue a target. The brutality of Imperial justice, however, means that the heavy pummelling often delivered with shock weapons is enough to prove fatal, regardless. It is no different within the ranks of the Imperial Guard. To use the various shock weapons listed here, a character must have the Weapon Training (Shock) Talent.

COMMAND BATON

Sometimes wielded by officers as a display of authority, the command baton also serves as both a tool of discipline and a battlefield weapon. The head of a command baton is decorative and often ornate, with skulls, aquilas, or the winged skull of the Imperial Guard's popular iconography. With the press of a rune, this decorative headpiece is charged with crackling energy, delivering punishing shocks to the enemies of the Emperor, or insubordinate Guardsmen. This is a one-handed melee weapon.

SHOCK GLOVE

Shock gloves are a range of devices that fit over one's hands and allow a person to electrify others with a mere touch. They run the gamut from bulky and obvious machines that glow ominously and occasionally spew forth clouds of smoke or steam to subtle micro-weave circuits hidden in seemingly innocuous fabric, depending on the specifics of their manufacture and purpose. Though rarely assigned to Imperial Guardsmen, shock gloves are occasionally used on the battlefields of the Spinward Front. Certain officers from the Scintillan Fusiliers like to wear the more elegant sorts of these contraptions, which allow them dispense a powerful blow that disorients all but the most resilient of foes without even drawing a weapon.

A shock glove is a one-handed weapon. A character can use a hand wearing a shock glove as normal to interact and hold items, but cannot hold anything in that hand while attacking with the shock glove.

SUPPRESSION SHIELD

Though more commonly associated with the grim lawmen of the Adeptus Arbites, suppression shields are sometimes used by Imperial Guard forces engaged long-term in house-to-house city-fighting operations. A heavy slab of ceramite, the defensive properties of the suppression shield are obvious.

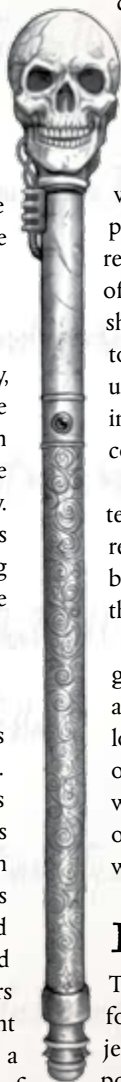
The defining characteristic of a suppression shield, however, is the powerful shock plate that allows the wielder to subdue an opponent in melee. Some models also feature a weapon lock in the upper corner, allowing the wielder to stabilise and fire a lasgun or shotgun while wielding the suppression shield. Taken together, these properties make the suppression shield ideal for combating renegades and traitors in the confines of a hab or the ruins of an Imperial city. The disadvantage of a suppression shield is that its shock generator requires a few moments to recharge after expending its energy. This means that an unsupported guardsman can be effectively overwhelmed in melee combat, providing the foe can sacrifice a few combatants in order to get close.

When its Recharge Quality causes it to lose power temporarily, or if it becomes unpowered for any other reason, a suppression shield can still be used as a weapon, but uses the profile for a normal shield (see page 185 of the **ONLY WAR** Core Rulebook).

A suppression shield is a one-handed weapon, and grants +4 APs to that arm and the wielder's torso. Good and Best Craftsmanship suppression shields have a weapon lock that lets the wielder brace a rifle against the edge of the shield. A character wielding a suppression shield with a weapon lock can wield a single Basic weapon in his other hand without the normal penalty for using a Basic weapon one-handed.

LOW-TECH WEAPONS

Technology is little-understood within the Imperium, for the techno-mystics of the Adeptus Mechanicus jealously guard its secrets. Though many strange and powerful melee weapons are utilised by the servants of the Imperium, the troopers of the Imperial Guard must rely on their trusty combat knife, and even officers sometimes go their entire careers without wielding any weapon more advanced than a finely crafted sword. To use the various low-tech weapons listed here, a character must have the Weapon Training (Low-Tech) Talent.



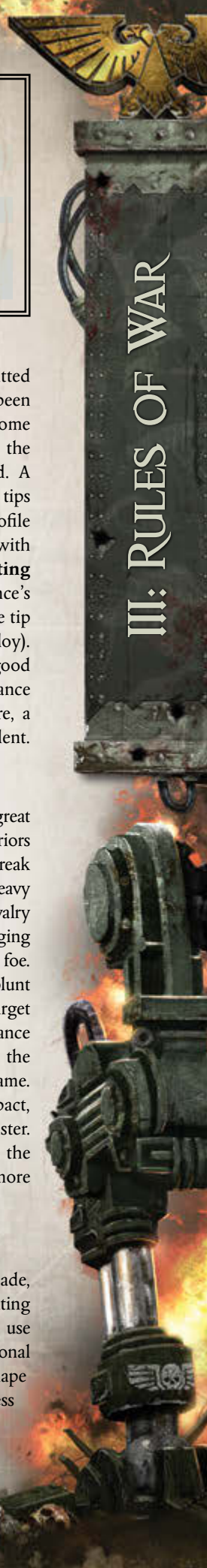


TABLE 3-14: LOW-TECH WEAPONS

Power Weapons							
Name	Class	Range	Damage	Pen	Special	Wt.	Availability
Axe	Melee	—	1d10+1 R	0	Unbalanced	4 kg	Common
Cavalry Spear	Melee	—	1d10 R	0	Proven (2), Unbalanced	7 kg	Scarce
Warknife	Melee	—	1d5+3 R	0		2 kg	Average
Flail	Melee	—	1d10 I+1	0	Flexible, Ogryn-Proof, Primitive (7)	8.5 kg	Scarce

AXE

Despite the efforts of the Departmento Munitorum, regiments raised from Feral Worlds are often slow to adapt to the use of lasguns and other advanced weapons, preferring those with which they are familiar. In some cases, such regiments may be provided with carbon alloy versions of their preferred weapons; others simply continue to use the primitive weapons of their home world. For such barbarians and feral worlders, axes are oft-used weapons, as they are easier to forge than a sword and highly dangerous in the hands of a strong warrior. This is a one-handed melee weapon.

CAVALRY SPEAR

A heavy weapon designed for use as part of a mounted charge, these weapons are used by certain Rough Rider regiments that eschew the traditional hunting lances, preferring something they can use multiple times over the course of an extended encounter. This is a one-handed melee weapon.

When it is used for an attack as part of a mounted character's Crushing Charge Mounted Special Action (see **Mounted Combat** on page 132), a cavalry spear gains the Proven (4) Quality.

FLAIL

Brutal weapons designed to maximise the strength of their wielder's swing, flails consist of a heavy head linked to a handle by a hinge or, in some particularly unpleasant variants, a section of rope, chain, or woven filament. This is a two-handed melee weapon.

WARKNIFE

While the Departmento Munitorum takes every measure to ensure compatibility of weapons, ammunition, and equipment, this proves quite infeasible in many cases. The Munitorum requirements for the knife included in a standard kit are broad enough that these weapons often reflect the culture of a regiment's home world to a greater extent than more technologically advanced gear. Many regiments from feral worlds, death worlds, and other brutal home worlds favour a heavier, broader, or longer blade than more "civilised" worlds. Generically known as warknives or combat knives, some regiments are particularly known for these weapons, as in the case of the Devil's Fang wielded by the jungle fighters of Catachan, or the "threshers" of the Mortressan Scythewind. This is a one-handed melee weapon.

HUNTING LANCE TIPS

While hunting lances are, by far, most commonly fitted with a powerful explosive charge, many variants have been implemented over the millennia. Often, this is due to some quirk of a regiment's home world, or, more rarely, the rediscovery of a lost weapon pattern by a forge world. A hunting lance may be equipped with any of the alternate tips detailed in this section, replacing the standard weapon profile given on page 185 of the **ONLY WAR** Core Rulebook with that for the new charge, as listed on **Table 3-15: Hunting Lance Tips**. For purposes of Logistics Tests, a hunting lance's availability is based on that of its tip (after all, without the tip a hunting lance is little more than a haft of wood or alloy). Unless otherwise noted, alternate hunting lance tips are good for only a single use, just as with the standard hunting lance charge. To use the various hunting lance tips listed here, a character must have the Weapon Training (Low-Tech) Talent.

Inferno Tip

The psychological effects of a cavalry charge are often as great as the physical damage inflicted. The sight of mounted warriors smashing into their lines and running infantry down can break the morale of an enemy force even when tanks and heavy weapons fail. This is doubly true when the charging cavalry leave a trail of flaming devastation in their wake, the raging inferno causing additional casualties amongst the panicking foe.

The hunting lance inferno tip consists of a broad, blunt head, designed to impact as much surface area of the target as possible, rather than to puncture armour. When the lance impacts a target, promethium canisters affixed below the blade expel their contents in a burst of white-hot flame. Usually, inferno tips are designed to break away on impact, leaving the enemy to contend with the burning fuel canister. Though their effects can frighten more skittish mounts, the utter terror they inflict on most enemies makes them more than worth the risks that accompany their use.

Krak Tip

Consisting of a shaped charge similar to that of a krak grenade, a hunting lance krak tip explodes with even more devastating effect than the standard hunting lance charge, making its use preferable against resilient enemies such as Orks. The additional weight of the dense explosives and the irregular, rounded shape make a hunting lance armed with a krak tip somewhat less well-balanced than one equipped with a standard charge. Consequently, some of the more traditional Rough Rider regiments look down on their use.

TABLE 3-15: HUNTING LANCE TIPS

Hunting Lance Tips

Name	Class	Range	Damage	Pen	Special	Wt.	Availability
Inferno Tip	Melee	—	2d10+4 E	5	Flame	4 kg	Scarce
Krak Tip	Melee	—	2d10+5 X	8	Concussive (3), Proven (2), Unbalanced	5 kg	Rare
Melta Tip	Melee	—	2d10+10 E	24	Inaccurate, Unwieldy	8 kg	Very Rare
Plasma Tip	Melee	—	3d10+3 E	8	Overheats, Unwieldy	6 kg	Extremely Rare
Poison Tip	Melee	—	1d10+6 R	4	Razor Sharp, Toxic (3)	4 kg	Rare
Shock Tip	Melee	—	1d10+2 I	2	Shocking, Recharge	4 kg	Scarce

REARMING HUNTING LANCES

Although too cumbersome to do in the midst of combat, it is possible to “reload” a hunting lance that has expended its charge. Likewise, it is possible to exchange an unused tip for one of a different type. Replacing a hunting lance’s tip requires a minimum of two Full Actions, and potentially more at the GM’s discretion. Exchanging the tip is a much more involved process than reloading a firearm, and does not benefit from the Rapid Reload Talent. The process requires the character to remain still. Consequently, attacks against a character in the process of reloading a hunting lance are made at +30. Should the character attempt to Evade an attack, any progress on reloading is lost and they must start anew on their next Turn. Should a character subsequently attack with a hunting lance before rearming it, treat it as an Improvised weapon.

Melta Tip

Most enemies would not expect that their heavy vehicles would be targeted by cavalry, giving an edge to Rough Rider squads equipped with melta-tipped hunting lances. Nevertheless, making a frontal charge against enemy armour is dangerous at best, and regiments that employ melta tips have a reputation for reckless behaviour and suicide missions. While incredibly devastating to armoured targets, melta tips are extremely heavy, and while this is not a problem when used against tanks or fortifications, they are ill-suited to use against smaller or more agile targets. Attacks with a melta tip suffer a –10 penalty.

Plasma Tip

Only employed in dire circumstances, and only by regiments hailing from worlds with deep ties to the Adeptus Mechanicus, the plasma tip is as rare as it is dangerous. When a hunting lance plasma tip impacts a target, it triggers a containment breach of the volatile energies stored within. As with all plasma weapons, to be granted the use of a plasma tip is something of a dubious honour. Plasma tips are dangerous to wield at best and considered somewhat suicidal at worst. Wielders must take care to direct their mount away as they strike, lest they be caught by the exploding energies of the plasma charge. The risk is deemed acceptable due to the plasma tip’s effectiveness against targets so tough or heavily armoured that even the krak tip is insufficient.

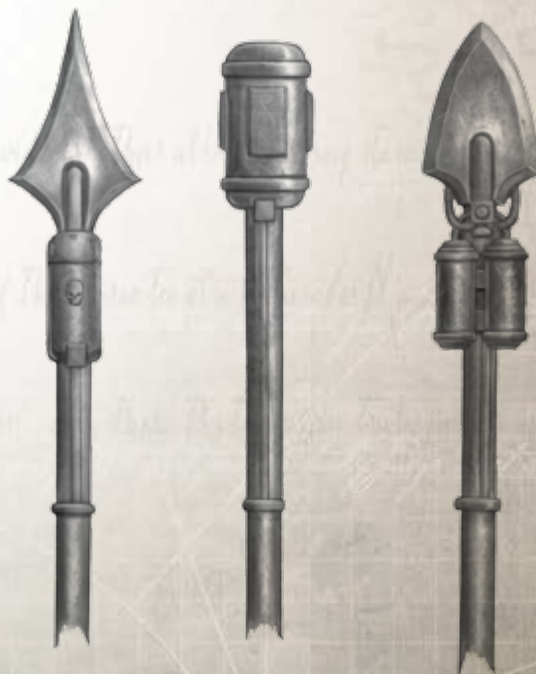
Poison Tip

Some xenos monstrosities that the Imperial Guard must face are so unnaturally resilient that even the explosive tip of a hunting lance is insufficient to incapacitate them on the charge. Against such foes, the virulent toxins of a poison tip can prove more effective. When necessary, a Magos Biologis can tailor the toxic payload to a particular creature, ensuring that even a minor flesh wound brings swift death to the abomination.

Shock Tip

While unusual, there are situations in which the Imperial Guard seeks to take prisoners, be they xenos specimens for study by the Mechanicus or traitors possessing vital intelligence. Fast-moving cavalry armed with shock-tipped hunting lances provide an excellent means for subduing dangerous, high-priority targets. The hunting lance shock tip utilises the same technology as other shock weapons, discharging a powerful jolt of electricity on impact, in order to incapacitate a target. Unlike other hunting lance tips, a shock tip is not destroyed when used, but temporarily expends its store of energy. While the tip is inactive due to the Recharge Quality, a hunting lance with a shock tip counts as a cavalry spear (see page 119).

Use of a hunting lance shock tip requires both the Weapon Training (Low Tech) and Weapon Training (Shock) Talents.



WEAPON UPGRADES

"Most holy Ommissiah, source of all knowledge, bless this scope, that it might find thine enemies and affix them with the gaze of thy judgment."

—From the Canticle of Calibration

The weapons of the Imperial Guard are immensely varied, and different regiments using the same weapons often find ways to make them unique based on the particular attachments they favour for their designated purpose on the battlefield.

AUXILIARY SHOTGUN

A cut-down shotgun holding a single cartridge can be affixed to a lasgun or similar weapon, which the user can fire instead of the primary weapon. These upgrades are particularly favoured for city fighting, where the additional close-range stopping power is invaluable when encountering an unexpected enemy at close-quarters. The added weight and cumbersome nature of an auxiliary shotgun are considered well worth it in such conditions, where long-range fire fights are comparatively rare.

The auxiliary shotgun can be fired instead of shooting with the weapon as normal (but both cannot be fired in the same turn), with the profile of a shotgun with a Clip of 1 (see page 174 of the **ONLY WAR** Core Rulebook).

Upgrades: Any Basic Las, Solid Projectile, or Bolt Weapon.

CHAIN ATTACHMENT

Many Imperial Guard regiments are trained to affix their standard issue combat knives to their lasguns as bayonets. Some veteran formations and particularly well-equipped regiments are able to mount chain-blades on their primary weapon, allowing them to be used in close combat with nearly the effectiveness of a chainsword, without requiring the user to switch weapons. This extra moment can make all the difference in desperate close-quarters combat. A weapon with a chain attachment can be used in close combat with the profile of a chain knife (see page 116).

Upgrades: Any Basic weapon.

EXTENDED MAGAZINE

Preferred by some for their visceral recoil, intimidating sound, and ammunition options, solid projectile weapons are ever at a disadvantage to las weapons in the issue of ammunition capacity. This can be partially remedied by the use of an extended magazine, which, while increasing the weight and possibly throwing off the balance of a gun, requires the user to reload less frequently. Solid projectile weapons are already seldom issued to the Imperial Guard. As such, few regiments have cause to use extended magazines, and so, these deceptively basic upgrades are in fact quite amongst the forces of the Imperial Guard.

A weapon with an extended magazine increases its Clip Size by half and increases its weight by one quarter.

Upgrades: Autopistol, stub automatic, autogun, or shotgun.

TABLE 3-16: WEAPON UPGRADES

Name	Weight	Availability
Auxiliary Shotgun	+2.0 kg	Scarce
Chain Attachment	+3 kg	Scarce
Extended Magazine	+3 kg	Scarce
Gun Carriage	+25 kg	Common
Gun Shield	+15 kg	Common
Grapnel Mounting	+2 kg	Scarce
Spoor Targeter	+ 0.5 kg	Very Rare
Symbol of Sanctity	+ 0.2 kg	Scarce

GUN CARRIAGE

Usually paired with a gun shield, a gun carriage provides a wheeled platform for moving the weapon and stable bracing for firing. A character who has mounted a heavy weapon on a gun carriage need not heft it, allowing him to reposition it more easily.

As a Half Action, a character can "lock" a Heavy weapon into a gun carriage (or remove it from the gun carriage). While it is "locked" in, it has a 45-degree firing arc and counts as being Braced. A Player Character or Comrade can move the gun carriage with him as part of any Full Move Action, but may not make Reactions in any Round in which he does so.

Upgrades: Any Heavy Las, Solid Projectile, Bolter, Melta, or Launcher weapon.

GRAPNEL MOUNTING

Grapnels are an incredibly useful tool, allowing soldiers to climb sheer surfaces or descend long drops safely, alongside countless other uses on the battlefield. Some Guardsmen take this to heart, even mounting them on their weapons so as not to have to carry a separate device.

A weapon with a grapnel mounting counts as being a grapnel and line (see page 201 of the **ONLY WAR** Core Rulebook) in addition to being a weapon.

Upgrades: Any Basic or Pistol weapon.

GUN SHIELD

Heavy weapons teams are often integral to a commander's battle plans, as outside of battle tanks and artillery, only they have the firepower to threaten some of the vehicles and alien monstrosities faced by the Imperial Guard. Lacking the mobility of other infantry, some regiments defend their heavy weapons with heavy plasteel shields mounted atop and around their guns. Due to the added weight, the shield must be paired with a gun carriage in order for the heavy weapon team to have any mobility whatsoever.

A gun shield provides 4 APs of Cover to the gunner and up to one other individual entrenched behind it.

Upgrades: Any Heavy Las, Solid Projectile, Bolter, Melta, or Launcher weapon.

SPOOR TARGETER

Reserved only for elite forces, these archeotech miracles contain sophisticated spoor-sniffers and micro-cogitators linked directly to the attached weapon. These systems inhibit the gun from firing when pointed directly at someone recognised by the micro-cogitators as an ally, making it nigh impossible for the user to shoot his comrades in the swirling confusion of combat, barring an unfortunate ricochet. Spoor targeters are particularly valuable when dealing with close-quarters fire fights, and are rarely assigned to anyone deemed more expendable than the ancient and irreplaceable technology of the targeter itself.

Through an esoteric arcane rite, a spoor targeter can be imprinted with the bio-profiles of up to 10 individuals, a process that takes 10 minutes and a **Routine (+20) Tech-Use Test**. Once an ally's signature has been implanted into the targeter, it prevents the attached weapon from triggering so long as there is a risk of hitting that ally. Even if pointed directly at the ally, the weapon's spirit loyally refuses to fire. A character with a spoor targeter can shoot into melee involving anyone whose bio-profile is loaded into the targeter with no penalty and never hits such individuals when doing so.

Attaching a spoor targeter to a weapon takes one hour and requires a **Difficult (-10) Tech-Use Test**.

Upgrades: Any Pistol, Basic, or Heavy weapon that does not have the Blast or Spray Quality, or any other Quality that would cause it to affect an area rather than a single target. A spoor targeter counts as a sight, and a gun can have only one sight.

SYMBOL OF SANCTITY

This upgrade covers various adornments made to show deference to the Omnissiah, in the hopes that the weapon's machine spirit might repay the respect it has been shown with its loyalty in times of need and darkness. These marks of reverence range from small, blinking devices to inscribed prayers to wax seals bearing the cogwheel of the Machine Cult. Some Enginseers in the Spinward Front give these to Guardsmen who frequently find themselves in conflict with their firearms, assuring them that the Omnissiah watches over the machine spirits of weapons with his mark.

The first time that a weapon with a symbol of sanctity jams during a game session, its wielder can immediately attempt to clear that Jam as a Free Action.

Upgrades: Any ranged weapon.



WEAPON CUSTOMISATIONS

"Non-sanctioned modification? No, sir, this is a, err, Wiskan-pattern MkIIIc, I have the Munitorum papers right here in my footlocker."

—Guardsman Klein, prior to his reassignment to a penal legion

Some modifications to weapons are approved or even performed by the red-robed Enginseers who accompany the Imperial Guard on the field of battle, while others are performed by the Guardsmen themselves, in the hopes that said representatives of the Omnissiah and other figures of authority will fail to notice the changes they have made. In either case, however, weapon customisations can significantly change the form and function of an existing weapon, giving it new utility or changing its purpose entirely.

CARBINE

Some Guardsmen prefer a lighter, more manoeuvrable weapon than a rifle, while also requiring more stability than a pistol can offer. With the addition of a stock and possibly some additional modifications, a pistol weapon can be effectively turned into a carbine. A weapon with this customisation changes its type to Basic and increases its Range by half.

Applies to: Any Pistol weapon.

SAWN-OFF

While most often applied to shotguns, other weapons are sometimes cut down. Though this modification results in a slight reduction in range and power, sawn-off weapons are lighter and more easily manoeuvrable, making them desirable for city fighting or boarding actions, where soldiers must be able to move through narrow doors or other openings, while keeping their weapon ready. Sawn-off weapons are also easier to conceal, a trait which, while desirable for hive gangers and other criminals, can also come in handy for a Guardsman attempting to hide his unsanctioned firearm during inspection.

A sawn-off weapon reduces its range and weight by one quarter and inflicts an additional +2 Damage when fired at Short Range or closer.

Applies to: Any shotgun or autogun.

EXTENDED BARREL

While the Departamento Munitorum issues long-lases and sniper rifles to dedicated snipers, some Guardsmen take it upon themselves to modify their weapons to better utilise their skill as a marksman. Often, this is most readily achieved with components from a similar or identical weapon, either scavenged from the field or "borrowed" from the quartermaster.

A weapon with an extended barrel increases its Range and weight by half.

Applies to: Any Las, Solid Projectile, or Bolt weapon.

MANUAL OPERATION

Expert marksmen sometimes disdain the use of automatic weapons, believing that a single, well-placed shot is far preferable. As a result of this thinking, some veterans modify their weapons to fire only single shots. While this may partially be for simple bragging rights, such modifications do reduce the wear on the weapon, maintaining its efficiency over longer periods of time.

A weapon with this customisation changes its fire mode to S/-/- and gains the Reliable Quality, or loses the Unreliable Quality, if it had it.

Applies to: Any Solid Projectile or Bolt weapon capable of Semi-Auto or Full Auto fire.

UNUSUAL AMMUNITION

Las weaponry is the Departamento Munitorum standard in many places, thanks to its dependability and ease of maintenance. Though las weapon power cells can claim a much higher shot capacity, las weaponry sacrifices some of the ammunition variety available to solid projectile weapons. Consequently, veteran Guardsmen often equip themselves with a shotgun or auto-weapon as a primary weapon or sidearm, in order to utilise different ammunition types depending on the situation. Though shotguns are sometimes issued to infantry squads assigned certain battlefield roles, more often than not, veterans equip themselves as they see fit, disregarding the prohibitions of the Departamento Munitorum. So long as these troops continue to get results, such minor infractions are usually overlooked.

ENVENOMED AMMUNITION

Though the practice is not officially sanctioned by the Departamento Munitorum, some Imperial Guard regiments find it effective to apply toxins or poisons to their weapons. While generally reserved for melee weapons, some regiments from feral worlds or death worlds apply venom from flora or fauna native to their home world to the ranged weapons utilised by their culture. Even some more “civilised” regiments have found this tactic effective for covert operations, where an envenomed arrow can incapacitate an enemy with almost complete silence and invisibility. To prepare such projectiles generally requires some expertise in chymistry, although Guardsmen hailing from death worlds often consider the application of poison to be a basic life skill. When preparing or wielding envenomed ammunition, a Guardsman must take great care, lest he inadvertently poison himself.

Effect: The weapon gains the Toxic (2) Quality.

Used with: Any Low-Tech ranged weapon.

TABLE 3-17: UNUSUAL AMMUNITION

Name	Availability
Envenomed Ammunition	Scarce
Solid Slugs	Common
Tracer Rounds	Common

SOLID SLUGS

Solid slug rounds replace the scattershot of standard shotgun cartridges with a solid lead round, giving up spread for improved damage against both armour and flesh.

Effect: A shotgun loaded with slug rounds increases its Damage by +1 and Penetration by +2. It loses the Scatter Quality.

Used with: Any shotgun.

TRACER ROUNDS

Tracer rounds are anointed with a pyrotechnic alchemical compound during construction, so that they burn brightly and visibly in flight, to allow for aiming corrections. Tracer rounds are usually interspersed with regular ammo, with every fourth or fifth round being a tracer. As a side effect of its luminescence, a tracer round can ignite highly combustible materials, and so certain precautions should be observed when firing them.

Effect: When making a Full-Auto Attack, the character scores an additional number of Degrees of Success equal to one half of the initial Degrees of Success, rounding up. If a Player Character's Comrade is equipped with tracer rounds, he adds an additional +5 to Ballistic Skill Tests when using the Ranged Volley Order (for a total of +10). At Point Blank Range, tracer rounds gain the Flame Quality. At the GM's discretion, tracers may have a chance of igniting inflammable materials at longer ranges, as well.

Used with: Any Solid Projectile weapon.



WARGEAR AND EQUIPMENT

"Honour the battle gear of the dead."

—From the Warrior's Catechism of Worship

While a Guardsman can nearly always rely on his standard kit, many missions require more specialised gear. To be entrusted with additional wargear by the *Departamento Munitorum* is a sacred honour, and any Guardsman who misuses his gear is guilty of disrespecting the Emperor's property.

CLOTHING AND WORN GEAR

The dizzying array of warzones in which the Imperial Guard must fight require a similarly diverse range of gear and uniform variants. Though depending on availability of resources and accuracy of clerical work, regiments do not always receive the luxury of attire appropriate for the environment in which they find themselves engaged.

ADEPTUS ASTARTES BOLT CASING

The near-mythical warriors of the Adeptus Astartes are the Emperor's Angels of Death, the ultimate champions of humanity and the greatest fear of the enemies of Mankind. Most Imperial Guardsmen go their entire lives without ever witnessing a Space Marine in action, but those who do are likely to be deeply moved by the experience. In the wake of an assault by these legendary figures, Guardsmen sometimes collect the bolt casings left behind as sacred relics that mark the passing of the Emperor's chosen warriors. Though most meaningful to those Guardsmen who witnessed the event, even a second-hand bolt casing left by the warriors of the Adeptus Astartes is a powerful reminder of the might of the Imperium, and all that the Emperor has done for Mankind.

A character carrying one or more Adeptus Astartes bolt casings gains a +5 bonus to Willpower Tests to resist Fear and Pinning.

EXPLOSIVE COLLAR

Sometimes used to ensure cooperation from the most unruly of penal legionnaires, an explosive collar leaves the Guardsman with little choice. Fitted around the penal legionnaire's neck, an explosive collar detonates when triggered remotely, or should it be tampered with. The small, directed charge is more than enough to remove the insubordinate's head, but inflicts only minor collateral damage.

The range of the remote trigger is typically up to 10 km, though conditions can sometimes limit this. When the collar explodes, it instantly kills the wearer and inflicts 1d10 Explosive Damage to anyone within three metres. The remote trigger can also be used to disarm and remove the collar. Removing the collar without the trigger requires a **Hard (-20) Tech-Use Test**; if the character attempting to remove it fails by three or more Degrees of Failure, the collar explodes.

TABLE 3-18: CLOTHING AND WORN GEAR

Name	Weight	Availability
Adeptus Astartes Bolt Casing	0.1 kg	Very Rare
Explosive Collar	0.5 kg	Scarce
Psychic Hood	2 kg	Extremely Rare
Vid-Relay	1 kg	Average

PSYCHIC HOOD

Psychic hoods are arcane devices that augment the powers of a psyker. Constructed of rare psy-conductive materials, the psy-lattice frame of a psychic hood must connect to the wearer's cranium at numerous points, and is often subdermally anchored for greatest effect.

A character wearing a psychic hood may spend his Reaction to attempt to nullify another psyker's use of a power, as long as the opposing psyker is within a number of metres equal to the character's Willpower Characteristic. Before the other psyker makes his Focus Power Roll, the character may spend his Reaction to make a **Focus Power (Willpower) Test**. Each Degree of Success he scores imposes a -10 penalty on the opposing psyker's own **Focus Power Test**. The psyker may choose the psychic strength at which he makes this Test, which can result in Psychic Phenomena, as usual. Additionally, a psychic hood grants the wearer a +5 bonus to all Focus Power Tests, including nullification attempts. A psychic hood cannot be used by, and provides no benefits to, a character who is not a psyker.

VID-RELAY

On rare occasions, some Imperial Guard squads are issued helmet- or shoulder-mounted vid-casters, allowing a dispersed squad to coordinate their activities much more accurately than verbal communication alone would allow. In many cases, however, the truth is that vid-casters allow a commanding officer to lead a dangerous mission, perhaps a suicide mission, from the safety of his command bunker. The other half of the vid-relay system consists of a receiver, which can take the form of a helmet-mounted visor or "flip-out" eyepiece.

Common-Craftsmanship vid-relays have a maximum range of about 10 km, while Good-Craftsmanship units can often reach 50 km or more. Best-craftsmanship units can maintain a connection between a planetary surface and a ship in orbit, with only minor delay. The effective range of a vid-relay, and the quality of the signal, can be greatly impacted by dense, intervening material or environmental conditions (such as operating underground or in the midst of a gravitic storm.) Vid-relays are usually accompanied by a vox-system.

If a Player Character and his Comrade are equipped with a vid-relay, the Player Character gains a +10 bonus to Awareness Tests. Additionally, the Player Character might be able to issue certain instructions or Orders to his Comrade while outside of Cohesion, at the GM's discretion.

TOOLS

Guardsmen with the right connections or with the favour of their superiors can gain access to a variety of specialised equipment with which to complete their missions. Even discounting such special issue gear, a wide range of equipment can be seen amongst the standard kit of different regiments, particularly those of a specialised nature.

TABLE 3-19: TOOLS

Name	Weight	Availability
9-70 Entrenching Tool	2 kg	Plentiful
Drop Canister	25 kg	Rare
Narthecium	3 kg	Rare
Snare Mines	1 kg	Average

9-70 ENTRENCHING TOOL

A key component of the standard kit of the Imperial Guard, the 9-70 entrenching tool is intended primarily for filling sandbags. This small, folding spade is invaluable for digging trenches, shoring up earthen mounds, and preparing other basic defensive structures. The heavy blade of the 9-70 also makes for an excellent improvised weapon, and many Guardsmen believe that a well-sharpened entrenching tool makes for a better melee weapon than their standard-issue knife.

A properly sharpened 9-70 entrenching tool can be used in melee combat with the profile of a warknife (see page 119), with the Primitive (8) and Unwieldy Qualities.

DROP CANISTER

A drop canister is a device that can hold a single heavy weapon, along with bipod or tripod and ammunition, or a comparable amount of equipment, delivered via grav-chute to a squad in the field. The canister is heavily reinforced, and together with the decreased velocity accorded by the grav-chute array, drop canisters can be relied on to deliver equipment even in the harsh conditions of battle.

A drop canister can be used to deliver arms and equipment to a unit already in position, or alongside troops deploying by grav chute. Deploying a drop canister from an aircraft requires an **Ordinary (+10) Operate (Aeronautica)** or **Challenging (+0) Intelligence Test**. If the character deploying the canister fails the Test, the drop canister lands a number of metres away from the intended location equal to ten times the Degrees of Failure, in a random direction.

NARTHECIUM

A sophisticated wrist-mounted medi-pack, a narthecium includes three auto-injectors and a powerful, diamantine-tipped saw for cutting through armour to provide emergency treatment to a wounded Guardsman. Consequently, narthecium are typically reserved for very well-supplied regiments, or medics attendant to an officer and his command squad. As well as providing all the benefits of a Good-Craftsmanship medi-pack, the user of a narthecium may administer a dose of a drug from one of the auto-injectors as a Free Action, when done in conjunction with a *Medicae* Test. Each auto-injector can be used to store a different type of drug.

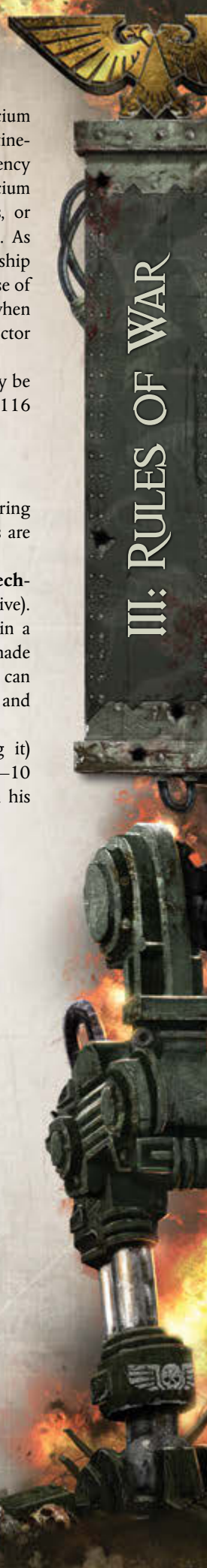
Though not authorised for such use, a narthecium may be used in melee with the profile of a chain knife (see page 116 with the Unwieldy Quality).

SNARE MINE

Often used by veterans and snipers to defend forward firing positions, and typically deployed in groups, snare mines are simply grenades connected to proximity detonators.

Placing a snare mine requires a **Routine (+20) Tech-Use Test** and requires one grenade (or other explosive). When a creature of Size (3) or larger approaches within a predetermined distance metres of a snare mine, the grenade detonates with its usual effect. The proximity detonator can be adjusted to trigger at a distance of 1, 2, or 3 metres and can be set with a delay from 0 to 5 Rounds.

Detecting a planted snare mine (before triggering it) requires a **Challenging (+0) Awareness Test** with a -10 penalty for every Degree of Success the user scored on his **Tech-Use Test** to plant it.



CYBERNETICS

"Harmonise, spirits of steel and mechanisms of flesh, blood, and bone! Make strong what was broken! Join your voices in a chorus to the Omnissiah!"

—Enginseer Delar Velun

The prevalence of cybernetics in the Imperial Guard varies wildly. Such technology may be all but unavailable to some regiments and standard issue for lost limbs for others.

TABLE 3-20: CYBERNETICS

Name	Availability
Inbuilt Blade	Scarce
Inbuilt Pistol	<i>Varies (see description)†</i>
Ocular Sight	Extremely Rare
Servo-Arm	Very Rare

IMPLANT SYSTEMS

Though the inscrutable Tech-Priests of the Machine Cult are perhaps the most avid users of cybernetic systems that replace the frailty of the flesh with the strength of steel, cybernetics are used by countless individuals across the galaxy. Given the terrible injuries that many suffer in the course of duty, many Imperial Guardsmen have one or more cybernetic implants.

OCULAR SIGHT

More specialised than regular cybernetic senses, an ocular sight typically replaces one eye with a system carefully calibrated for use with ballistic weapons. Cybernetic sights are particularly valuable for sharpshooters who are expected to operate multiple different weapons in the course of their duties rather than a single rifle or other firearm with which they intimately familiar.

An ocular sight is an implant that grants the same benefits as a cybernetic eye (see cybernetic senses on page 206 of the **ONLY WAR** Core Rulebook). Until it is activated, this is the only mechanical benefit it provides.

A character with an ocular sight can activate (or deactivate) its combat mode as a Half Action. When he does, he gains the Unnatural Ballistic Skill (1) Trait (or the Unnatural Ballistic Skill (2) Trait if the cybernetic sight is of Best Craftsmanship) but suffers a –20 penalty to **Awareness Tests** while it is active as his vision tunnels in to focus on his targets. Further, while it is active, he cannot benefit from any sight attached to his gun.

SERVO-ARM

Enginseers must often operate under less-than-optimal conditions, in the thick of battle and far from a proper machine temple. While Enginseers are often assisted by servitors, many find it beneficial to be as prepared as possible for any eventuality. A servo-arm allows a lone Tech-Priest to fulfil the functions of an entire repair bay, allowing him to even lift a Chimera armoured transport on its side so as to repair a broken tread link. A properly constructed and implanted servo-arm has stabilization and support systems running throughout the Enginseer's body, allowing him to achieve such feats without harming himself in the process.

A servo-arm can extend up to 1.5 m from its shoulder or back mounting and has a fixed Strength value of 75 with the Unnatural Strength (7) Trait—the servo-arm always uses this value, regardless of the character's Strength Characteristic or Talents. Though incapable of fine manipulation, the servo-arm's powerful claw can be used to lift heavy objects or tether the user to a suitable anchor as a Free Action. In combat, the character can use the servo-arm to make a Standard Attack Action or strike with it as his Reaction for the Round (so long as he only uses it once per Round). A servo-arm has the following profile: Melee; 2d10+14 I; Pen 10; Unwieldy.

Best Craftsmanship servo-arms have a Strength of 85 with the Unnatural Strength (7) Trait (increasing Damage to 2d10+15).

To use an installed servo-arm, a character must have the Mechadendrite Use (Utility) Talent. To use it as a weapon, a character must also have the Mechadendrite Use (Weapon) Talent.

INBUILT WEAPONS

One obvious advantage of cybernetics, besides restoring the functionality of lost limbs, is the fact that cybernetics can be used to conceal all sorts of useful tools—including weapons. Inbuilt weapons can be added to cybernetic limbs such as bionic arms and mechadendrites, and count as part of the system to which they are bound. Installing an inbuilt weapon requires proper tools, a **Challenging (+0) Tech-Use Test**, and several hours.

INBUILT BLADE

A character with a cybernetic limb such as a bionic arm that does not already have a weapon installed in it can have an inbuilt weapon installed in the limb. If the inbuilt power blade is of Best Craftsmanship, then it is concealed within the bionic limb when not active. Observers must pass a **Hard (–20) Scrutiny Test** to notice it when searching for concealed weapons. The inbuilt blade counts as a Low-Tech Weapon and has the following profile: Melee; 1d10 R; Balanced.

The inbuilt blade is a part of the cybernetic limb, and does not count as a separate cybernetic system. If the cybernetic limb becomes unpowered for any reason, the mechanism controlling the blade also becomes unpowered.

INBUILT PISTOL

A character with a cybernetic limb such as a bionic arm that does not already have a weapon installed in it can have an inbuilt weapon installed in the limb. An inbuilt weapon can be any Pistol-class weapon with the Compact Upgrade. If the inbuilt pistol is of Best Craftsmanship, then it is concealed within the bionic limb when not active. Observers must pass a **Hard (–20) Scrutiny Test** to notice it when searching for concealed weapons.

The inbuilt pistol is a part of the cybernetic limb, and does not count as a separate cybernetic system. If the cybernetic limb becomes unpowered for any reason, the mechanism controlling the pistol also becomes unpowered.

An inbuilt pistol has the same profile as the weapon normally would, but its Clip Size is halved. An inbuilt pistol cannot fire if separated from the cybernetic appendage.

The Availability of an inbuilt pistol is the same as that of the normal version of the weapon.

VARIANT EQUIPMENT PATTERNS

“Ah, the noble Hesh-pattern heavy hand cannon. This looks to be an M38 Mk IX variant, likely produced between 883 and 889, based on the wave pattern in its robust frame. It is incredibly potent, but its machine spirit is notoriously surly. I strongly recommend no less than three blessings of cartridge consecration before any attempt to discharge it, but reciting the litany only twice upon every third chamber cycle would be acceptable if time is of the essence.”

—Tech-Priest Daret Felliron

The Imperium of Man spans more than a million worlds and has been in existence for more than ten thousand years. Throughout the ages, its technology has been carefully shepherded by the Adeptus Mechanicus, using the wonders of Standard Template Constructs (STCs). Unfortunately, despite their incredible value and power, the vast majority of STC patterns vanished after the Dark Age of Technology, their secrets hidden away in ancient ruins or captured by the enemies of the Imperium. With all these invaluable resources lost to the Imperium and the Adeptus Mechanicus, their agents will go to any length to require even the most “minor” STC. Entire crusades have been waged across the stars to recover a single STC fragment from the clutches of the enemy, and the merest rumour of their existence can spur the Adeptus Mechanicus to deploy incalculable quantities of resources to investigate the matter.

Specific forge worlds often have variations on these venerable designs, and each one seeks to discover new patterns, that it might restore some merest fraction of the knowledge lost long ago. Successful patterns not only provide forge worlds with prestige and power, but the most ubiquitous of these sometimes even become the most common version of a device found throughout a given region of the galaxy. The Lathe Worlds of the Calixis Sector, for instance, create many objects used across the Calixis Sector, and thus by the Guardsmen serving in the Spinward Front. Such consistency offers a tremendous asset for the Imperium, as it means that components are more easily replaced and overall performance specifications may be measured in a consistent fashion.

DESIGNING A PATTERN

When characters create their regiment, they may choose to have their regiment use a weapon or other piece of equipment that varies slightly from the standardised versions presented in this volume. Note that these rules are entirely optional. Game Masters and players may decide that all of the regiments in their campaign use standard patterns. These rules are offered to present an additional level of detail that might help add further variety to the regiments presented.



The variations in a pattern most likely reflect some aspect of the regiment’s home world. A weapon might inflict slightly more damage because it needs to be effective against some hideous native xenos. Alternatively, its range might be decreased because the planet inherently suffers from poor visibility, so extended range is less essential. It could also have an increased clip capacity, to deal with particularly resilient enemies. Alternatively, its internal cooling system might be better optimised to deal with planet’s brutal desert climate.

Even the largest modifications in this section are fairly minor compared to the complexity of the patterns themselves; after all, while some elements are adjusted based on region and intended function, there are some venerable and sacred mysteries within even the simplest of objects that few would have the gall to tamper with, lest the machine spirits within grow restless, wrathful, or corrupted.

USING VARIANT EQUIPMENT PATTERNS

There are a number of different ways to use the resources for creating variant equipment patterns provided in this section. As always, the Game Master is arbiter over which, if any, of the following methods for equipment pattern generation he wishes to use in his campaign. Below are just a few of the many ways in which the Game Master and players can use the rules for variant equipment patterns:

Systematic Pattern Generation: The most obvious option is to let luck decide; the Game Master can choose one or more pieces of equipment and roll (or allow the players to roll) on **Table 3–21: Number of Changes** for the item. Then, depending on what the item is, he would roll (or allow the players to roll) on the appropriate Pattern Positive and Pattern Negative Tables (see pages 129–131).

Custom Gear: The Game Master can, as another option, simply choose a number of appropriate Pattern Positive and Pattern Negative effects from the appropriate tables for a given item (see the tables on pages 129–131). This helps Game Masters to quickly create a flavourful piece of equipment for the Player Characters (perhaps as part of their Standard Regimental Equipment or Mission Assignment Gear) or for NPCs without the element of chance.

Give and Take: Another method that the Game Master could use for pattern generation is to allow the players to choose the result on the relevant Pattern Positive Table for a given item, while he chooses (or rolls for) the result on the Pattern Negative Table in question (see pages 129–131). This allows the players to get something in particular that they want on a variant pattern, but also introduces an interesting element of risk for them.

TABLE 3-21: NUMBER OF CHANGES

1d10 Roll	Positive	Negative
1	1	2
2–3	1	1
4–6	2	2
7–9	2	1
10	3	2

STEP 1: CHOOSE THE ITEM

The process begins by selecting the item to be modified. This can be any piece of manufactured equipment. While pattern variations are most common among ranged weapons, they also exist for melee weapons and many other types of equipment. Note that for this system to truly be representative of the regiment's home world, it should reflect some item that is manufactured on that world. Not every Imperial planet capable of raising a regiment also has the manufactorums necessary to provide all of its equipment. Many worlds import heavy weapons and other large-scale equipment. Consider the world's manufacturing resources before deciding to design a characteristic pattern.



STEP 2: DETERMINE THE NUMBER OF CHANGES

Once the item has been chosen, roll on **Table 3–21: Number of Changes**. This single roll determines both the number of changes to the pattern that have improved the item's performance and the number that have in some way degraded its performance. It is worth noting at this point that not all patterns are equally effective; some possess a better ratio of Pattern Positive effects to Pattern Negative effects. None, however, are completely without an upside or downside, as modifying a venerable pattern always has unavoidable or unforeseen consequences beyond the desired or intended changes to the design.

STEP 3: DETERMINE THE SPECIFIC CHANGES

After the number of changes have been determined, the designing players should make the appropriate number of rolls (determined in Step 2) on the tables appropriate for the type of device being designed. Tables are presented for ranged weapons, melee weapons, and general equipment (see pages 129–131). General equipment includes items such as armour, field gear, and any other product that could be synthesised in their home planet's manufactorums.

After the requisite rolls have been made, the modifications are assembled and the resultant pattern's profile should be determined. Finally, the variant device should be assigned a new pattern name. This is most commonly associated with the world where it is manufactured. However, it could alternatively be assigned a complex alphanumeric name or could instead be named after an individual responsible for rediscovering its design or spreading its fame. The Game Master and players are encouraged to come up with creative names and forge worlds of origin for the variant pattern equipment they create using the tools in this chapter, giving these items depth and a place in the narrative beyond their raw statistics.



TABLE 3-22: GENERAL EQUIPMENT PATTERN POSITIVE

1d10 Roll	Pattern Modification
1	Wide Distribution: Logistics Tests to acquire this item gain a +10 bonus in addition to any other modifiers.
2	Light Construction: Decrease the item's weight by 1 kg (to a minimum of 0.5 kg).
3	Durable: Whenever this item would be badly damaged or destroyed, roll 1d10. On a result of 6 or higher, it survives the event largely unscathed thanks to its rugged construction.
4	Elegant Design: Good Craftsmanship versions of this item count as being of Best Craftsmanship instead.
5	Valuable: For whatever reason, this item is particularly desired by many around the camp. Its owner can trade it away to gain a +20 bonus to the next Commerce Test he makes involving the individual who received it.
6	Superior Pattern: Logistics Tests to acquire Good and Best Craftsmanship versions of this item gain a +20 bonus in addition to any other modifiers.
7	Devotional Engravings: Once per game session, so long as it is in his possession, this item's owner may re-roll a failed Willpower Test to resist the effects of Fear or Pinning.
8	Badge of Status: Thanks to its design or the connotations it carries, this item grants its owner a +5 bonus to Charm and Command Tests he makes while it is visible.
9	Intimidating: Thanks to its design or the connotations it carries, this item grants its owner a +5 bonus to Intimidate Tests he makes with while it is visible.
10	Redoubtable: Once per game session, this item's owner may gain a +10 bonus to the next Test he makes using this item. If this item does not have any relevant uses, re-roll this result.

TABLE 3-23: GENERAL EQUIPMENT PATTERN NEGATIVE

1d5 Roll	Pattern Modification
1	Fixed Pattern: Logistics Tests to acquire Good and Best Craftsmanship versions of this item suffer an additional -10 penalty.
2	Unnecessary Features: Increase the item's weight by 2 kg.
3	Forgotten Construction: Characters suffer a -30 on Tech-Use or other Skill Tests to repair this item should it be broken or damaged.
4	Corrupted Pattern: Common Craftsmanship versions of this item count as being of Poor Craftsmanship instead.
5	Capricious: Any time a character uses this item for a Test, roll 1d10; on a result of 1, the device imposes a -10 penalty on the Test (in addition to any other modifiers it provides). If this item does not have any relevant uses, re-roll this result.



TABLE 3-24: RANGED WEAPON PATTERN POSITIVE

1d10 Roll	Pattern Modification
1	Longbarrel: Increase the weapon's Range by 10 metres.
2	High Impact: Apply a +2 modifier to the weapon's Damage when it is fired with the benefit of an Aim Action.
3	Venerable Design: This weapon gains the Proven (2) Quality. If it has the Proven (X) Quality already, increase the value of X by 1.
4	Lightweight Material: Decrease the weapon's weight by 2 kg (to a minimum of 0.5 kg). If it is a Basic weapon, its wielder reduces the penalty for firing it one-handed to -10. If it is a Pistol weapon, its wielder can draw it from its sheathe or holster as a Free Action.
5	Exceptional Pattern: Logistics Tests to acquire Good and Best Craftsmanship versions of this weapon gain a +20 bonus in addition to any other modifiers.
6	Rapid Clip Ejection: Reduce the Reload of the weapon by one Full Action (to a minimum of one Half Action).
7	Piercing: This weapon gains the Felling (2) Quality when fired at a target within Short Range. If it already has the Felling (X) Quality, increase the value of X by 2 when this happens.
8	Crippling Munitions: This weapon gains the Crippling (2) Quality. If it has the Crippling (X) Quality already, increase the value of X by 1.
9	Brutal Construction: This weapon gains the Ogryn-Proof Quality. If used as an Improvised Weapon, it has the following profile: Melee; 1d10 I; Ogryn-Proof, Primitive (8).
10	Incredibly Lethal: This weapon gains the Accurate Quality. If it has the Inaccurate Quality, it loses it instead. If it already has the Accurate Quality, it gains the Proven (2) Quality.



TABLE 3-25: RANGED WEAPON PATTERN NEGATIVE

1d10 Roll	Pattern Modification
1	Inefficient Barrel: Apply a -2 modifier to the weapon's Damage when it is fired at targets outside of Short range.
2	Heating Issues: This weapon gains the Overheats Quality. If it has this Quality already, it loses the Reliable Quality if it has it.
3	Erratic: This weapon gains the Unreliable Quality. If it has the Reliable Quality, it loses it.
4	Bulky: Increase the weapon's weight by 2 kg. If it is a Pistol weapon, it becomes a Basic weapon.
5	Rare Model: Logistics Tests to acquire this weapon outside of its place of manufacture suffer a -20 penalty in addition to any other modifiers.
6	Small Clip: Decrease the Clip Size of the weapon by 5 (to a minimum of 1).
7	Corrupted Pattern: Common Craftsmanship versions of this weapon count as being of Poor Craftsmanship instead.
8	Diffuse Spread: Apply a -4 modifier to the weapon's Penetration when it is fired at targets outside of Short Range.
9	Recharge Cycle: This weapon gains the Recharge Quality. If it has this Quality already, it loses the Reliable Quality if it has it.
10	Delicate: Whenever this weapon Jams, roll 1d10. On a result of 1, the weapon's internal mechanisms seize up or snap, and it must be repaired with a Hard (-20) Tech-Use Test that requires at least several minutes before it can be fired again.



TABLE 3-26: MELEE WEAPON PATTERN POSITIVE

1d10 Roll	Pattern Modification
1	Finetuned: If this weapon has the Unbalanced Quality, remove it. If it has the Unwieldy Quality, it gains the Unbalanced Quality instead. If it has neither the Unwieldy nor Unbalanced Quality, it gains the Balanced Quality.
2	Serrated: Whenever this weapon's wielder scores three or more Degrees of Success on a Weapon Skill Test to attack with this weapon, it gains the Tearing Quality for the attack. If it already has the Tearing Quality, apply a +1 modifier to its Damage when this happens instead.
3	Venerable Design: This weapon gains the Proven (2) Quality. If it has the Proven (X) Quality already, increase the value of X by 1.
4	Lightweight Material: Decrease the weapon's weight by 2 kg (to a minimum of 0.5 kg). If it is a two-handed weapon, it becomes a one-handed weapon. If it is a one-handed weapon, its wielder can draw it from its sheathe or holster as a Free Action.
5	Exceptional Pattern: Logistics Tests to acquire Good and Best Craftsmanship versions of this weapon gain a +20 bonus in addition to any other modifiers.
6	Shearing: This weapon gains the Razor Sharp Quality. If it already has this Quality, or if its Penetration is 0, apply a +2 modifier to its Penetration instead.
7	Symbols of Duty: The wielder of this weapon gains a +5 bonus to Willpower Tests made to resist the effects of Fear and Pinning.
8	Envenomed: This weapon has the Toxic (1) Quality. If it already has the Toxic (X) Quality, increase the value of X by 1.
9	Incredibly Dense: This weapon is never destroyed when used to Parry a weapon with the Power Field Quality. It gains the Ogryn-Proof Quality.
10	Precisely Weighted: This weapon can be thrown. It counts as having a Thrown weapon profile that is identical to its Melee weapon profile, with a Range of 10 metres.

TABLE 3-27: MELEE WEAPON PATTERN NEGATIVE

1d10 Roll	Pattern Modification
1	Poor Grip: If the wielder fails a Weapon Skill Test with this weapon by a number of Degrees of Failure greater than his Weapon Skill Bonus, he loses his hold on it. It travels 1d5 metres in a randomly determined direction before coming to rest.
2	Sub-Optimal: Apply a -2 modifier to the weapon's Damage.
3	Crude: If this weapon has the Primitive (X) Quality, reduce the value of X by 1. Otherwise, it gains the Primitive (9) Quality.
4	Leaden: Increase the weapon's weight by 2 kg. If its wielder fails a Weapon Skill Test made with this weapon by a number of Degrees of Failure greater than his Weapon Skill Bonus, it becomes lodged in the ground or another surface. It requires a Half Action and a Challenging (+0) Strength Test to dislodge it.
5	Rare Model: Logistics Tests to acquire this weapon outside of its place of manufacture suffer a -20 penalty in addition to any other modifiers.
6	Shallow Cuts: Apply a -1 modifier to Critical Damage that this weapon inflicts (including Critical Damage from Righteous Fury).
7	Corrupted Pattern: Common Craftsmanship versions of this weapon count as being of Poor Craftsmanship instead.
8	Imprecise: This weapon gains the Inaccurate Quality. If it already has the Inaccurate Quality, it gains the Unwieldy Quality instead.
9	Awkward: If this weapon has the Balanced Quality, it loses it. Otherwise, it gains the Unbalanced Quality. If it already has the Unbalanced Quality, it gains the Unwieldy Quality instead.
10	Brittle: Whenever the attacker fails a Weapon Skill Test by a number of Degrees of Failure greater than his Weapon Skill Bonus, roll 1d10. On a result of 1, the weapon shatters.

MOUNTED COMBAT

"Sound the charge! These traitors are in for a surprise."

—Captain Yonast d'Lancier, 77th Mordian Light Patrol

Since the days of ancient Terra, the cavalry charge has been one of the most impressive displays of battlefield power available to humankind. Be they oddly armed mercenaries on barely trained horses, or ranks of gleaming knights atop sturdy thoroughbreds, the ancient warriors of old could smash through infantry like a melta charge through hull plating, and the sheer psychological effect of such a charge could end battles as quickly as the damage it inflicted. In the endless wars of the 41st Millennium, where tanks and God-Machines stride the battlefield and ships with thousands of crew hang in orbit unleashing megatons of explosive death, the cavalryman and his trusted steed still have a vital role to play.

RIDING UNTO BATTLE

Riding a Mount uses the Wrangling Special Use of the Survival Skill (see page 132 of the **ONLY WAR** Core Rulebook). Simply riding most steeds under normal conditions does not usually require a Test, but there are a number of special Actions that a rider can undertake while mounted that do require a Test (see **Mounted Special Actions**).

A character can ride any Mount with a Size Trait larger than his own Size Trait unless the Mount's specific Traits or abilities say otherwise.

MOVEMENT

Mounts travel using the standard Movement values listed for both Structured Time and Narrative Time.

During Narrative Time, a rider can simply use his Mount's Movement value and any movement-related abilities it possesses (such as the ability to swim, climb, or fly) instead of his own while riding. This allows troopers with Mounts to cross huge swaths of ground in what would take foot-slogging infantry much longer. Some Mounts can even cross types of terrain that their rider could not (such as those that can fly or climb sheer surfaces).

Riding during Structured Time is only slightly more complex. When a rider is seated on a Mount during Structured Time, the rider can take any of his normal Actions except for those with the Movement Subtype or those that would otherwise require him to Dismount. The rider can also take any of the Mounted Special Actions listed in this section. His Mount, which is (hopefully) focused on obeying his signals rather than taking its own initiative, takes no Actions (including Reactions) except as dictated by the Mounted Special Actions. Essentially, the two act as a single creature, sharing the rider's pool of Actions.

Some Mounts can also carry passengers beyond the rider.

Passengers are treated exactly like riders, except that they cannot take any of the Mounted Special Actions other than the Mount/Dismount Mounted Special Action.

MOUNTED SPECIAL ACTIONS

A character riding a mount can undertake the following special Actions during his Turn:

CANTER

Type: Half Action / Full Action (see description)

Subtype: Movement

The rider moves his mount at a controlled pace, its gait steady but still much faster than most infantry can move unassisted. This speed allows the rider to cover considerable distances without the difficulties that arise from trying to stay atop a mount moving at a full gallop.

This is a Mount's basic Move Action when carrying a rider who is directing its movement. The Mount makes a Half Move Action or a Full Move Action.

CRUSHING CHARGE

Type: Full Action

Subtype: Attack, Concentration, Melee, Movement

The rider puts his Mount into a sprint, offering a fearsome display of speed and aggression. Few can stand up to such raw power, and many foes break before their attackers even reach their lines when faced with a cavalry charge.

The Mount's rider has it move towards a target that is at least four metres away but still within its Charge Move (see **Table 1–4: Structured Time Movement** on page 33 of the **ONLY WAR** Core Rulebook). The last four metres of the Crushing Charge must be in a straight line. Once the pair reach their target, the rider makes a single melee attack by making a **Routine (+20) Weapon Skill Test**. If he succeeds, he inflicts one hit that cannot be Parried on the target, and his target must make a **Challenging (+0) Opposed Strength Test** against the Mount or be knocked Prone.

EVASIVE RIDING

Type: Full Action

Subtype: Concentration, Movement

The rider encourages his mount to move erratically, weaving and dodging as it moves and presenting a harder target for enemies trying to shoot the pair.

The rider makes a **Hard (–20) Survival Test** with a bonus equal to his Mount's Agility Characteristic and his Mount makes a Full Move (see **Table 1–4: Structured Time Movement** on page 33 of the **ONLY WAR** Core Rulebook). For every Degree of Success the rider scores on the Test, his foes suffer a –5 penalty to hit him or his Mount with ranged attacks, but he suffers the same penalty on his own Ballistic Skill Tests. If he fails this Test by a number of Degrees of Failure greater than his Agility Bonus, he is thrown from the saddle (see **Thrown** on page 135).



GALLOP

Type: Full Action

Subtype: Concentration, Movement

The rider pushes his Mount to its full speed, and the pair tears off into the distance, launching soil up into the air behind them.

As a part of this Action, the rider makes a **Difficult (-10) Survival Test**. If he succeeds, his Mount makes a Run Move (see **Table 1-4: Structured Time Movement** on page 33 of the **ONLY WAR Core Rulebook**), moving 5 additional metres for every Degree of Success the rider scores on the Test. If his Mount has the Sprint Talent, it can make use of it during this Action. If the rider fails the Test by a number of Degrees of Failure greater than his Agility Bonus, his Mount still takes off running, but he is thrown from the saddle (see **Thrown** on page 135).

MOUNT/DISMOUNT

Type: Full Action

Subtype: Concentration, Movement

The character gets atop his steed and prepares to ride out or dismounts so that he can move on foot.

The rider gets astride his Mount or disembarks from its back. Normally, this Action does not require a Test, but if the character is in combat or any other highly stressful situation, he must make a **Routine (+20) Survival Test** to calm his Mount and get on or off. If he fails this Test by a number of Degrees of Failure greater than his Agility Bonus, he is thrown from the saddle (see **Thrown** on page 135).

REARING STRIKE

Type: Half Action

Subtype: Attack, Concentration, Movement

The character incites his steed to attack, smashing its foes with iron-shod hooves, mauling them with savage claws, dismembering them with its vicious teeth, or even disgorging a gout of toxic liquid upon them, depending on the creature.

The rider has his Mount make an one melee or ranged attack, for which the rider makes a **Hard (-20) Survival Test** with a bonus equal to his Mount's Weapon Skill Characteristic for a melee attack or Ballistic Skill Characteristic for a ranged attack. If he succeeds, his Mount inflicts a single hit upon the target.

SIDESTEP

Type: Reaction

Subtype: Movement

The riders spots an incoming attack and jerks the reins to the side, hoping to pull himself and his Mount out of harm's way before the blow can land on them.

The rider makes an **Arduous (-40) Survival Test** with a bonus equal to his Mount's Agility Characteristic. If he succeeds, he and his Mount avoid one hit for every Degree of Success he scores, as with an Evasion Reaction. If he fails the Test by a number of Degrees of Failure greater than his Agility Bonus, he is thrown from the saddle (see **Thrown** on page 135).



SOARING LEAP

Type: Full Action

Subtype: Concentration, Movement

The rider motivates his Mount to jump, launching itself into the air and sailing over an obstacle such as a crevasse, trench, or low wall. It can even leap over enemies this way—provided that it clears them with the jump.

The rider makes a **Hard (–20) Survival Test** with a bonus equal to his Mount's Agility Characteristic. If he succeeds, his Mount moves its Run Move toward the obstacle (see **Table 1–4: Structured Time Movement** on page 33 of the **ONLY WAR** Core Rulebook). When it nears the obstacle, it jumps to clear it. The leap carries it a number of metres horizontally equal to twice its Strength Bonus plus 1 additional metre per Degree of Success on the rider's Survival Test. If it is important, the height attained during the leap is equal to one quarter of the distance leapt in metres, rounding up. If the rider fails the Test, his Mount shies away from the jump (the rider can still fail to clear an obstacle on a successful Test if his Mount does not leap far enough).

STRIKE AND FADE

Type: Full Action

Subtype: Attack, Melee, Movement

The rider has his steed swing close to an enemy so that he can make a melee attack as he passes his target.

The Mount's rider has it sweep up to any target within its Half Move (see **Table 1–4: Structured Time Movement** on page 33 of the **ONLY WAR** Core Rulebook). After reaching the target, the rider makes a **Difficult (–10) Weapon Skill Test**; if he succeeds, he scores a single hit with an appropriate melee weapon that upon his target. After making the attack (whether or not it hits), the rider may immediately have his Mount make another Half Move as a Free Action. As long as the rider's attack hits, the target of the attack cannot make a free attack against the Mount or its rider as the pair slips out of range.



MOUNTED FIGHTING

Mounted Riders can take any of their normal Actions except for those with the Movement Subtype or those that would otherwise require them to dismount. Riders can also take any of the Mounted Special Actions listed on pages 132–134. Mounts take no Actions (including Reactions) except as dictated by the Mounted Special Actions. The two always act at the rider's Initiative during combat encounters. Essentially, the two act as a single creature, sharing the rider's pool of Actions.

Attacking while Riding

Riders and passengers can use any normal Attack Actions that would not require them to disembark. Riders can also attack using some Mounted Special Actions. While being ridden, Mounts do not attack except as directed (such as by the Rearing Strike Mounted Special Action on page 133).

Attacking a Mounted Rider

Attacks against a rider on a Mount are made against the larger of the two for the purposes of determining the Size Trait of the target. Successful hits against Mounted targets can strike either the Mount or the rider depending on the roll to hit. When an attack hits a Mount carrying a rider, use the percentile dice result from the attack and reverse the digits (e.g. a result of 32 becomes a 23, etc). On a result of 01 to 70, the attack hits the Mount; on a result of 71 or higher, the attack hits the rider.

If a Mount is carrying passengers, then any hit to the rider is randomly distributed between the rider and the passengers.

Hits to the rider or passengers are always assumed to hit the Body. Weapons with the Blast or Spray Qualities hit both the rider and the Mount, as well as any passengers. Attackers can use the Called Shot Action to specifically target the Mount, rider, or a passenger.

A rider or passenger can spend his Reaction to attempt to Dodge or Parry an attack that would strike him personally, but not to protect his Mount. A rider can use the Sidestep Mounted Special Action to have his Mount avoid an attack (see page 133).

WOUNDING MOUNTS

Mounts have Toughness Bonuses and Wounds (and some have armour), and take Damage like any other creature. Once they have taken Damage greater than their total Wounds, they suffer Critical Damage as well. Mounts do not use the standard Critical Effects tables like regular creatures. Instead, consult **Table 3–28: Mount Critical Effects** to determine the effects of the Critical Damage (see page 135).



THROWN FROM THE SADDLE

There are many reasons why a rider might find themselves flung from their saddle. These tumbles are particularly dangerous, not just because of the height, but also because of the breakneck speeds frequently involved.

THROWN

When a rider is thrown, leaps, or otherwise falls from a Mount, he suffers Damage as though he had fallen from a height of 1d5 metres (see **Falling** on page 267 of the **ONLY WAR** Core Rulebook). If the rider failed a Test that caused him to fall from the saddle, then he suffers Damage as though he had fallen a number of metres equal to the Degrees of Failure by which he failed the Test. Various effects that hurl a rider from his Mount are described throughout this chapter.

CRUSHED

If the rider is knocked from his Mount at the same time that it collapses for any reason, then the rider must make a **Difficult (-10) Agility Test** or be trapped beneath his Mount. If he fails, then he suffers 1d10 Impact Damage + 1 additional point of Damage per Degree of Failure on the Test and gains 1d5 levels of Fatigue as the wind is struck. The rider must pass a **Challenging (+0) Strength Test** with a penalty equal to 5 times the value of the Mount's Size Trait to free himself from beneath his Mount unless the Mount stands up of its own accord (assuming it is capable of doing so).

TABLE 3-28 MOUNT CRITICAL EFFECTS

Critical Damage	Critical Effect
1	The blow staggers the Mount, forcing the rider to hold on a little tighter and pull the reins a little harder in order to maintain control. The rider must make a Challenging (+0) Survival Test . If he fails, he cannot take Actions with the Concentration or Attack Subtype until the end of his next Turn.
2	The attack startles the Mount and it rises up onto its hind legs (or it might even jump if the Mount only has two legs). The Mount is otherwise unaffected, but the rider must take a Difficult (-10) Survival Test or be thrown from the saddle (see the Thrown from the Saddle sidebar).
3	The Mount collapses under the force of the impact. The Mount gains 1 Level of Fatigue and is now Prone. If the Mount moved farther than its Full Move distance during its last Turn, it must make a Routine (+20) Toughness Test or become Crippled, and its rider is must make a Difficult (-10) Survival Test or be thrown from the saddle (see the Thrown from the Saddle sidebar).
4	A deep wound cuts into the Mount's flesh. The Mount must make a Challenging (+0) Toughness Test or gain 1d5 Levels of Fatigue. The Mount is also Stunned for 1 Round.
5	A tremendous hit punctures the Mount's ribcage and it shrieks in pain. The Mount must pass a Difficult (-10) Toughness Test or permanently lose 1d10 Toughness. The Mount gains 1d5 Levels of Fatigue.
6	The attack glances off the creature's head. As it cries out in pain and stumbles around the rider checks to see if his steed has been blinded. The Mount must make a Difficult (-10) Toughness Test or become Blinded for the remainder of the encounter. The rider must make a Hard (-20) Survival Test to avoid being thrown from the saddle (see the Thrown from the Saddle sidebar).
7	With a sickening crack, one of the Mount's limbs snaps, and it tumbles to the ground with a cry of bestial agony. The Mount falls Prone and must make a Difficult (-10) Toughness Test or be Crippled. Its rider is thrown from the saddle (see the Thrown from the Saddle sidebar).
8	The attack rips the Mount open or causes significant burns, and the beast struggles to stay on its feet. The Mount must pass a Hard (-20) Toughness Test or be Crippled. If the attack caused Impact Damage the Mount is Stunned for 1 Round. If the attack caused Rending Damage the Mount now suffers from Blood Loss. If the attack caused Explosive or Energy Damage, the Mount catches fire. If it is Crippled by this result, its rider is thrown from the saddle (see the Thrown from the Saddle sidebar).
9	The blow kills the Mount instantly and the beast tumbles to the ground dead. The rider is thrown from the saddle (see the Thrown from the Saddle sidebar).
10+	The attack kills the Mount in an extremely violent manner, rent apart in a spray of gore, burned to ash, or blasted apart. The Mount is killed instantly and the rider is thrown from the saddle (see the Thrown from the Saddle sidebar). If the attack that caused the fatal blow inflicted either an Energy or Explosive Damage, roll 1d10; on a result of 7 or higher, any explosive equipment, grenades, or ammunition on the Mount catch fire and detonate, causing 1d10+5 Explosive Damage to the rider and anyone within 1d5 metres. If the attack that caused the fatal blow inflicted Impact or Rending Damage, then the area is covered with gore and organs. For the rest of the encounter, anyone moving within 4 metres of the Mount's corpse must make a Challenging (+0) Agility Test or fall Prone.

CONDITIONS AND CRITICAL EFFECTS

Just as soldiers must maintain their weapons and vehicles, so too must they give specialised care to their Mounts ensure they remain at their physical peak. When injured, a steed needs time to heal, otherwise it risks becoming permanently affected and a burden upon its rider. **Table 3–28: Mount Critical Damage** contains a number of results that have a lasting impact on a Mount. These are similar to the special conditions suffered by regular characters, but vary in certain ways as described below.

Blinded

A Mount suffering from Blindness follows all the rules listed on page 266 of the **Only War** Core Rulebook. Whether this Blindness is permanent or temporary, a Blinded Mount imposes a –30 penalty on all Survival Tests to ride it (unless it is naturally a sightless creature).

As with human characters, permanent Blindness can be cured via appropriate cybernetics. Acquiring such cybernetics for an animal can be difficult, however, and so permanent loss of sight frequently marks the end of a steed's career.

Crippled

A Crippled Mount cannot move, and thus cannot take any Action with the Movement Subtype or make Reactions. Crippled Mounts cannot be ridden nor can they carry any equipment. A Crippled Mount remains Crippled until all Critical Damage has been removed, which can be an extremely lengthy process. In many cases, Crippled Mounts are too much of a burden on their units and must be left behind or euthanised. This is quite tragic, for both steed and rider.

Fire

A Mount that has been set aflame is tremendously dangerous and nigh-uncontrollable. As they instinctively react to the danger presented by fire, but have no real concept of what flame actually is or how to extinguish it, Mounts rarely attempt to put the fire out unless specifically trained to deal with this scenario. At the beginning of each of his Turns, the rider of a Mount that has been set on fire must also make a **Challenging (+0) Agility Test** or be set aflame himself. Further, he must make an **Arduous (–30) Survival Test** to keep his Mount under control; if he fails, his Mount automatically moves its Full Move distance in a randomly determined direction (see the **Scatter Diagram** on page 255 of the **ONLY WAR** Core Rulebook) and does not respond to any of his attempts to direct it that Turn. The rider can still make his own Actions (separate from the Mount's uncontrolled movement, such as attempting to Dismount or extinguish the fire) if his Mount runs out of control this way.

Starvation

Mounts are no different from people in that they need food and water to survive and maintain their energy. In most cases, there should be no need to track whether a Mount has been fed, but where appropriate—such as during extended missions away from base, or in extremely harsh environments where there would be little for the Mount to eat (be that in the form of grazing or catching and devouring smaller creatures)—the supplies of rations for Mounts might become



relevant. If the players are unable to feed their Mounts for long enough that malnutrition becomes a problem, then the Mount is said to be suffering from Starvation and must pass a **Challenging (+0) Toughness Test** or gain 1 Level of Fatigue at the end of each full day it goes without eating and drinking. Further, it cannot remove Fatigue by resting until it finds something to eat (or its rider finds something to feed it).

PASSENGERS AND ENCUMBRANCE

Most Rough Riders carry additional weapons, supplies, and other equipment, and this increases the burden their Mounts must bear. Thankfully, most Mounts are strong creatures capable of carrying much more than an average human can handle, and many troopers load their Mounts with additional equipment or even extra passengers should the situation require. There are limits, however, and an overburdened Mount can become a liability in combat rather than an asset.

Mounts can carry a single rider and his basic equipment and weapons without any encumbrance. If the Mount is large enough to carry a passenger then it may do so (along with that passenger's basic equipment and weapons). Players can substitute passengers for other weighty items, such as heavy weapons or other bulky pieces of equipment. These items cannot be used whilst affixed to a Mount. Each passenger or comparably-weighted item reduces the Mount's Agility Bonus by 1 for the purposes of Movement. Each time a Mount overburdened in this way would gain one or more Levels of Fatigue, it gains that amount plus one additional Level of Fatigue instead.

MOUNT TRAITS

Many beasts have special Traits that indicate special abilities for that particular Mount.

Bred for War

The Imperium has been in a state of constant war for thousands of years. Over such a vast span of time the methods of breeding and training riding beasts have improved significantly, allowing riders to turn instinctual creatures into living weapons of war. This Mount is used to the rigours of combat and the din of battle, and thus automatically passes all **Willpower Tests** to avoid fleeing due to the Bestial Trait.

Enduring

Some beasts of burden can tolerate extreme amounts of punishment, and can subsist for long periods of time without food or water, all whilst carrying their rider and his equipment. This Mount gains a +30 bonus to any **Toughness Tests** it makes due to dehydration or starvation and can carry one additional passenger or comparably heavy item without the associated penalties. A Mount with this Trait cannot be given the Wiry Trait.

Irritable

This creature is not terribly friendly at the best of times, and once its ire is ignited, it is all that a rider can do to stay on and survive. Of course, the rider will likely fare much better than anyone unfortunate enough to be caught in its path. This Mount grants its rider a +20 bonus to **Survival Tests** to use the Crushing Charge and Rearing Strike Mounted Special Actions. However, whenever the rider of a Mount with this Trait fails a **Survival Test** to control it, he adds 1 additional Degree of Failure to his failed Test. A Mount with this Trait cannot be given the Placid or Skittish Traits.

Loyal

Over time, some creatures develop a sense of loyalty to their riders, expressing this in both a willingness to perform dangerous actions and in the way they will stay with their masters to the bitter end, often waiting with the body of a fallen rider, unaware that their companion is seriously injured or even dead. Loyal Mounts do not leave their riders when they are Thrown from the saddle. Further, Riders gain a +10 bonus to **Survival Tests** when attempting to control a Mount with this Trait.

Paralytic Venom

There are many poisonous creatures within the Imperium, and whilst many of them tend to make poor riding beasts on account of their toxicity or general temperament, there are the occasional few such beasts that are docile enough to be coaxed into combat where they might bring their low-level poisons to bear. This Mount's attacks gain the Toxic (2) Quality. However, rather than suffering additional Damage, for every two Degrees of Failure on the Test to resist the Toxic Quality, the victim gains one Level of Fatigue.

Placid

Not every riding beast is a natural fighter—not even after years of selective breeding, expert training or genetic manipulation—and some even lack the basic drive to fight, seemingly oblivious to threats unless directly under attack. Mounts with this Trait grant their rider a +10 bonus to **Survival Tests** to control them outside of combat, but impose a -10 penalty on **Survival Tests** to control them during combat encounters. A Mount with this Trait cannot be given the Irritable Trait.

Skittish

The Mount is nervous and takes flight easily when faced with unfamiliar or high-stress situations. A Mount with the Skittish Trait grants its rider a +20 bonus to **Survival Tests** to use the Evasive Riding and Sidestep Mounted Special Actions. However, it inflicts a -20 penalty to its rider's **Survival Tests** to use the Crushing Charge and Soaring Leap Mounted Special Actions. A Mount with this Trait cannot be given the Irritable Trait.

Terrain Master

This Creature has large padded feet, widely splayed toes, double-jointed legs or even a preternatural ability to sense uneven ground. It suffers no penalties for moving over difficult terrain.

Wiry

Thin-limbed and nimble, the steed is mostly made up of tightly bound muscle groups and cartilage. This usually makes such creatures strong combatants and fast runners, but limits their endurance and ability to carry large amounts of equipment. This Mount can only carry its rider plus the rider's basic equipment and weapons. It cannot carry passengers or any additional equipment, but it counts its Agility Bonus as being two higher for the purposes of movement. A Mount with this Trait cannot be given the Enduring Trait.



MOUNT PROFILES

"What is it like to ride into glorious battle atop a noble, loyal steed? If I ever find out, I'll tell you."

—Gellen Kegn, Luggnum Sewer Rats 83rd Aethexe Cavalry

The following are just a small selection of some of the varied and exotic steeds that have found their place upon the battlefields of the Spinward Front.

AETHEXE

The Aethexe is a large and aggressive reptilian predator with a foul temper and an impressive capacity to devour raw flesh at startling speeds. Its large body is supported by massive, muscular forelegs that allow it to power forward through its native jungles on Werslaug and seize prey before tearing it apart with its vicious jaws. By contrast, its hind legs are short and stubby, keeping its mighty frame stable and low to the ground.

Several regiments in the Spinward Front have been assigned to master the riding of this creature, including the Kharak 21st Heavy Lancers. The Kharak are renowned for both their effectiveness on the battlefield and the incredibly low rate of injuries their riders suffer from the insatiable Aethexe; after generations of training the beasts, less than one in four soldiers suffer mount-related incidents that require the implantation bionic limbs during their active duty careers.

The Luggnum Sewer Rats 83rd were also assigned Aethexe as cavalry mounts in a move by the Departmento Munitorium that surprised all involved, most especially the members of the 83rd, who had been expecting equipment for the close-quarters tunnel clearing for which their regiment is renowned. Pressed into service as Rough Riders, however, the Luggnum adapted to their circumstances and the 83rd became a capable if not exceptional Rough Rider regiment that earned several minor distinctions on Hervara. The Aethexe proved capable of surviving the ash-wastes at least as well as their riders, and so the Luggnum 83rd was instrumental in securing portions of the Drury-Cobhan line exposed to the volcanic surface of the planet.

Aethexe (Minion)									
WS	BS	S	T	Ag	Int	Per	WP	Fel	
40	01	50	44	29	13	28	22	09	

Movement: 6/12/18/36

Armour: Scaly skin (3)

Skills: Awareness (Per), Dodge (Ag), Stealth (Ag).

Talents: Crushing Blow.

Traits: Bestial, Bred for War, Deadly Natural Weapons, Irritable, Natural Armour (3), Quadruped, Size (5).

Weapons: Shredding claws and teeth (Melee; 1d10+7 R; Tearing).

Availability: Rare.

Wounds: 16

Total TB: 4

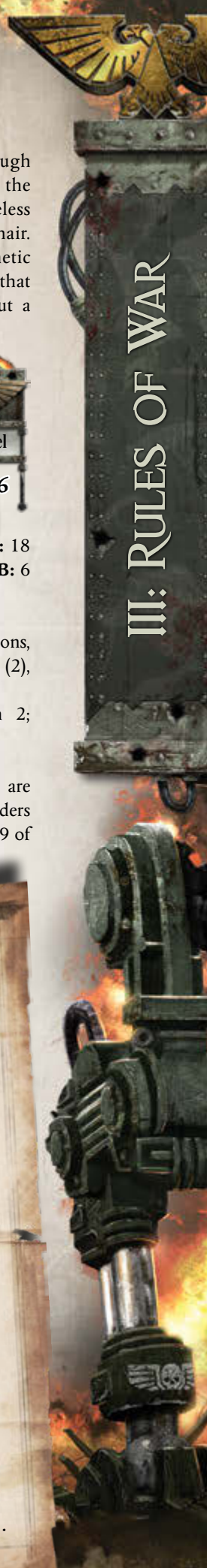


GROX

Easily one of the most common and well-known creatures within the Imperium, a Grox is an enormous reptilian beast used for everything from farming to food. Given their role as livestock, the creatures are overly aggressive and excessively territorial. However, it is these very traits that mean that, when properly motivated, Grox make for adequate—if dangerous and difficult to control—steeds. Groxwhips are said to have been named for herding these creatures, but few are willing to attempt using such an instrument on a Grox lest they provoke its considerable ire.

When enraged, the creatures become nigh-impossible to control. However, they also have a tendency of running rampant across anything in the proximity—including one's foes—causing considerable havoc and devastation as their riders desperate cling to their backs and wait for the storm to subside. As such, certain regiments in the Spinward Front have been known to use these creatures as pack-beasts and occasional mounts.

The presence of Grox on a battlefield can have a positive impact on morale despite the creatures' nature, however, as their cooked flesh is, if nothing else, better than field rations. Further, given their massive stature, only a few Grox need to fall in any each engagement to keep their meat in steady supply. Of course, eating one's steed might seem a bit macabre to some Guardsmen, while others take to it with considerable gusto.



Grox (Minion)									
WS	BS	S	T	Ag	Int	Per	WP	Fel	
24	0I	6I	60	19	11	26	33	08	

Movement: 6/12/18/36
Armour: Thick hide (3)
Skills: Awareness (Per).
Talents: Frenzy.

Traits: Bestial, Irritable, Natural Armour (3), Natural Weapons, Quadruped, Size (6), Stampede, Surprisingly Palatable†, Unnatural Strength (2), Unnatural Toughness (2).
Weapons: Crushing feet (Melee; 1d10+8 I; Pen 0; Primitive [7]).
Availability: Scarce.

†**Surprisingly Palatable:** A dead Grox still has its uses, and the simplest is to turn it into a highly nutritious and unexpectedly palatable foodstuff. Grox meat is preferable to standard issue rations, and thus a dead Grox that is reasonably intact (and was not killed by poisonous or Warp-based weaponry) can be harvested for food. A fully-grown Grox usually has enough meat to feed a Squad of 10 Guardsmen for 3 days.

HORSE

The mainstay of most Rough Rider regiments throughout the Imperium, horses are the result of countless generations of selective breeding to make them powerful runners that are highly responsive to their riders. Rugged and reliable, these trusty steeds have carried the Imperial Guard to victory across innumerable battlefields on thousands of worlds.

Horse (Minion)									
WS	BS	S	T	Ag	Int	Per	WP	Fel	
25	0I	5I	44	36	14	30	25	10	

Movement: 8/16/24/48
Armour: None.
Skills: Awareness (Per), Dodge (Ag).
Talents: Hard Target, Hardy, Sprint.
Traits: Bestial, Bred for War, Loyal, Natural Weapons, Quadruped, Size (5), Sturdy.
Weapons: Hooves (Melee; 1d10+5 I; Pen 0; Primitive [6]).
Availability: Rare.

KRIEG DEATH RIDER HORSE

The Death Korps of Krieg have their own unique Rough Rider formation known as the Death Riders. Like the individual Krieg soldiers, their mounts are faceless creatures, clad in heavy rebreather and devoid of any hair. These creatures were once horses, but years of genetic manipulation has created a superior breed, one that will charge into the thickest of fighting without a single thought for its own safety or survival.

Krieg Death Rider Horse (Minion)									
WS	BS	S	T	Ag	Int	Per	WP	Fel	
30	0I	750	48	32	10	25	34	06	

Movement: 8/16/24/48
Armour: Armour plating (All 3).
Skills: Awareness (Per).
Talents: Hard Target, Jaded, Sprint.

Traits: Bestial, Bred for War, Indifferent, Natural Weapons, Quadruped, Size (5), Sturdy, Unnatural Strength (2), Unnatural Toughness (2).

Weapons: Clawed hooves (Melee; 1d10+7 R; Pen 2; Primitive [7]).

Availability: Very Rare.
Gas Masks: The horses Death Riders ride to battle are usually clad in a larger version of the gas mask their riders carry. This counts as a Respirator/Gas Mask (see page 189 of the **ONLY WAR** Core Rulebook).

Krieg Death Rider Horse
 Battlefield Role:
 Combat Mount
 Associated Regiments:
 Death Riders of Krieg



Diet: Herbivore
 Safety Notes: These purpose-bred steeds are highly aggressive. Avoid provocation.

III: RULES OF WAR

MARRU

Discovered by the Brygun Dynasty of Rogue Traders on a world deep within the Koronus Expanse, the majestic winged feline creatures known as Marru were brought to the Calixis Sector where they became an instant marvel within many noble circles. Their pelts and exquisite wings sat within grand banquet halls, and living specimens were paraded to entertain and fascinate the aristocrats. Marru breed at a tremendous and almost uncontrollable rate, and what had once been a rare beauty was fast becoming an innumerable pest. It was Krynus Brygun, one scion of that dynasty, who first determined that the creatures could be used as passable if capricious mounts and began selling the creatures to certain elements of regiments in the Spinward Front.

Marru (Minion)									
WS	BS	S	T	Ag	Int	Per	WP	Fel	
40	0I	45	34	39	15	42	23	15	

Movement: 8/16/24/48

Armour: None.

Skills: Awareness (Per), Dodge (Ag), Stealth (Ag).

Talents: Catfall, Heightened Senses (Hearing), Leap Up.

Traits: Bestial, Dark Sight, Deadly Natural Weapons, Flyer (8), Quadruped, Size (5), Stealthy, Terrain Master, Unnatural Perception (2).

Weapons: Fangs and claws (Melee; 1d10+4 R; Pen 0).

Availability: Extremely Rare.

Wounds: 12

Total TB: 3

MUKAALI

The Mukaali is a creature perfectly adapted to a life of stifling heat and shifting sands. Tall and long-necked, a Mukaali have wide padded feet that help them move across soft sand drifts and other perilous desert terrain. Mukaali tend to be passive creatures and extremely slow to anger. This makes them unsuited to combat, yet they are still used by numerous Rough Rider regiments, especially those that hail from the sands of Tallarn.

Mukaali are particularly useful as mounts because of their sheer stamina, which allows them to cross vast swaths of inhospitable environments without rest. These hardy beasts can go for long periods of time without food or water. This makes them an attractive proposition for long campaigns where re-supply is difficult. In fact, Mukaali are usually much more resilient than their riders, and so their ability to endure is rarely put to anything resembling a true test.

Those Tallarn Rough Rider regiments that employ Mukaali use the beasts to strategically outmanoeuvre their foes, using the tireless creatures to ride for days so that they can strike from angles unexpected.

Mukaali (Minion)									
WS	BS	S	T	Ag	Int	Per	WP	Fel	
2I	0I	54	46	22	10	35	10	14	

Movement: 8/16/24/48

Armour: Toughened hide (3)

Skills: Awareness (Per).

Talents: Iron Jaw, Hardy, Resistance (Heat).

Traits: Bestial, Enduring, Natural Armour (3), Natural Weapons, Placid, Quadruped, Size (6), Sturdy, Terrain Master (desert terrain only), Unnatural Strength (2), Unnatural Toughness (2).

Weapons: Hooves (Melee; 1d10+7 I; Pen 0; Primitive [7]).

Availability: Rare.

Wounds: 20

Total TB: 6



VENUMEX

No records exist of when the Venumex was introduced to the Calixis Sector, although small colonies of this peculiar carnivorous lizard are found on jungle-heavy worlds across the Sector and even within a few worlds of the Koronus Expanse. The Venumex is gangly, lean, walks on two legs and is perfectly adept at hunting smaller animals for food. It also produces a mild toxin that it can spit from its mouth to slow larger prey. The Venumex has been used on several worlds that other mounts cannot tolerate, and the Rough Rider regiments that have been assigned these creatures as mount speak highly of their durability, if not their friendliness or pleasant smell.

Venumex (Minion)									
WS	BS	S	T	Ag	Int	Per	WP	Fel	
29	15	32	44	40	18	28	21	09	

Movement: 7/14/21/42

Armour: None.

Skills: Awareness (Per), Dodge (Ag), Stealth.

Talents: Hard Target, Resistance (Poison).

Traits: Bestial, Natural Weapons, Paralytic Venom†, Size (5), Skittish, Wiry.

Weapons: Slashing claws (Melee; 1d10+3 R; Pen 0; Primitive [7], Toxic [2]), venomous spit (Basic; 15m; S/-/-; 1d10+4 I; Pen 4; Toxic [2]).

Availability: Very Rare.

†The Toxic Quality of this creature's attacks works in accordance with the Paralytic Venom Trait, rather than the usual rules for the Toxic weapon Quality.

URSIR

Large, six-legged omnivores from the frozen world of Modrubeo IV in the Koronus Expanse, Ursir are the favoured mounts of the Martreb 99th "Ragers." Known on their home world for attacking their prey with their slashing claws and crushing jaws, these muscular predators are covered in a thick fur that slowly adapts to the colour of their current surroundings as they shed. Despite their size, Ursir move with a loping gait that allows them to cover vast amounts of terrain much faster than expected. Ursir are independent creatures, but can be ridden by those patient or wilful enough to try. They are particularly deadly fighters when enraged, capable of rearing on to their hind legs to smash their prey with their front legs, though this manoeuvre often proves equally dangerous to first-time riders—especially when the Ursir decides on its own to strike. In the Spinward Front, many a squad of Severan Dominate troopers has broken and fled in the face of the ferocity of Ursir cavalry.

Ursir (Minion)

WS	BS	S	T	Ag	Int	Per	WP	Fel
30	01	75	64	23	14	31	29	16

Movement: 8/16/24/48

Armour: None.

Skills: Awareness (Per), Stealth.

Talents: Crushing Blow, Iron Jaw.

Traits: Bestial, Bred for War, Deadly Natural Weapons, Irritable, Quadruped, Size (5), Unnatural Strength (2), Unnatural Toughness (2).

Weapons: Deadly teeth and claws (Melee; 1d10+9 R; Pen 0).

Availability: Extremely Rare.

Wounds: 16

Total TB: 6

UCERNOX

The Ucernox is a massive, moderately territorial herbivore that hails from a forgotten world in the Koronus Expanse, characterised by its bulky quadrupedal frame, thick and segmented hide, and imposing horns, one of which sprouts from its nose and another pair of which form an imposing crest on its head. The Beleroph Rogue Trader Dynasty brought this creature to various agri-worlds across the Calixis Sector in the hopes that it could be harvested for food and used as a plowbeast. However, the Ucernox's seemingly placid nature belied a stubborn cunning and a tendency to erupt into occasional, extreme violence that caused most farming populations to simply release the creatures into the wild. When the war began in the Spinward Front and resources on certain worlds grew scarce due to heavy tithes, several agri-worlds gathered the wild creatures and sent them as part of their requisite contributions. Though the creatures were initially slaughtered for food, certain regiments such as the Rinon 3rd Rough Riders, who had recently lost their horses to a plague, discovered that it was easier to ride the creatures than eat them. Besides their thunderous charges, Ucernox are notable for being one of the few mounts capable of carrying an Ogryn into battle without cybernetic augmentation.

Ucernox (Minion)

WS	BS	S	T	Ag	Int	Per	WP	Fel
21	01	60	860	25	11	18	31	09

Movement: 8/16/24/48

Armour: Scaly skin (3)

Skills: Awareness (Per).

Talents: Hardy, Iron Jaw.

Traits: Bestial, Irritable, Size (6), Enduring, Natural Armour (3), Quadruped, Unnatural Toughness (2).

Weapons: Headbutt (Melee; 1d10+6 I; Pen 0).

Availability: Very Rare.

Wounds: 18

Total TB: 8

CREATING NEW MOUNTS

There are many different types of creatures that fill the ranks of the Rough Rider regiments, and the selection included within this book only scratches the surface of the wild and varied beasts that have carried Guardsmen into battle over the millennia. If the players and GM wish to they can create new mounts for their own Rough Rider regiments, and the following give some basic guidelines on how this is done.

GENERATING MOUNT CHARACTERISTICS

When creating a new kind of mount, use the Characteristics below as the baseline. The GM or players creating the mount can then divide 60 additional points amongst its Characteristics. No more than 30 points can be put into a single Characteristic, and except in rare cases at the Game Master's discretion, most mounts should have Intelligence and Fellowship Characteristics of 20 or lower.

Mount (Minion)									
WS	BS	S	T	Ag	Int	Per	WP	Fel	
20	01	30	30	30	10	25	20	10	

ABILITY POINTS

After determining the Mount's Characteristics, the GM or players creating the Mount decide which Skills, Talents, and Traits it should possess. A Mount has a budget of 12 points that the GM or players creating it can divide between its various attributes and abilities, as detailed below.

MOUNT SKILLS

All Mounts begin with the Awareness and Survival Skills at Rank 1 (Known). The GM or players creating the Mount can choose to add one or more additional Skills from the following list at Rank 1 (Known) for 1 point each.

Skill Options: Athletics, Dodge, Stealth.

MOUNT TALENTS

Mounts do not begin with any Talents by default. The GM or players creating the Mount can then choose to add one or more Talents from the following list for 1 point each.

Talent Options: Blind Fighting, Catfall, Crushing Blow, Die Hard, Frenzy, Hard Target, Hardy, Heightened Senses (Any One), Iron Jaw, Jaded, Leap Up, Resistance (Any One), Sprint.

MOUNT TRAITS

All Mounts begin with the Bestial, Size (5), and Natural Weapons Traits. The GM or players creating the Mount can then choose to add one or more additional Traits from the following list for 1 point each (note that some of these are new Traits are found under **Mount Traits** on page 137).



Trait Options: Amphibious, Blind, Bred for War, Brutal Charge (3), Crawler, Dark-Sight, Deadly Natural Weapons, Enduring, Fear (1), Flyer (8), Loyal, Machine (2), Natural Armour (3), Paralytic Venom, Placid, Quadruped, Regeneration (1), Size (6), Skittish, Sonar Sense, Stampede, Sturdy, Terrain Master, Undying, Unnatural Characteristic (Any One) (2), Wiry.

MOUNT WEAPONS

Some mounts have crushing hooves or rending talons, while others have shearing teeth and toxic saliva. The GM or players creating the Mount can choose to give its attacks one or more weapon Qualities from the following list for 2 point each.

Weapon Quality Options: Corrosive, Proven (2), Razor Sharp, Tearing, Toxic (2).

Additionally, some Mounts are actually capable of launching ranged attacks, spitting spines or sprays of poison. The GM or the players creating the Mount can choose to add a ranged attack for 3 points with one of the following profiles:

Ranged Attack Options: Breath Weapon (Basic; 10m; S/-/-; 1d10+2 I; Pen 0; Spray), Spine Shot (Basic; 15m; S/-/-; 1d10+4 I; Pen 4).

DETERMINING WOUNDS

All Mounts begin with 12 Wounds. For each unspent point remaining at the end of the process of creating the Mount, it gains an additional +2 Wounds.

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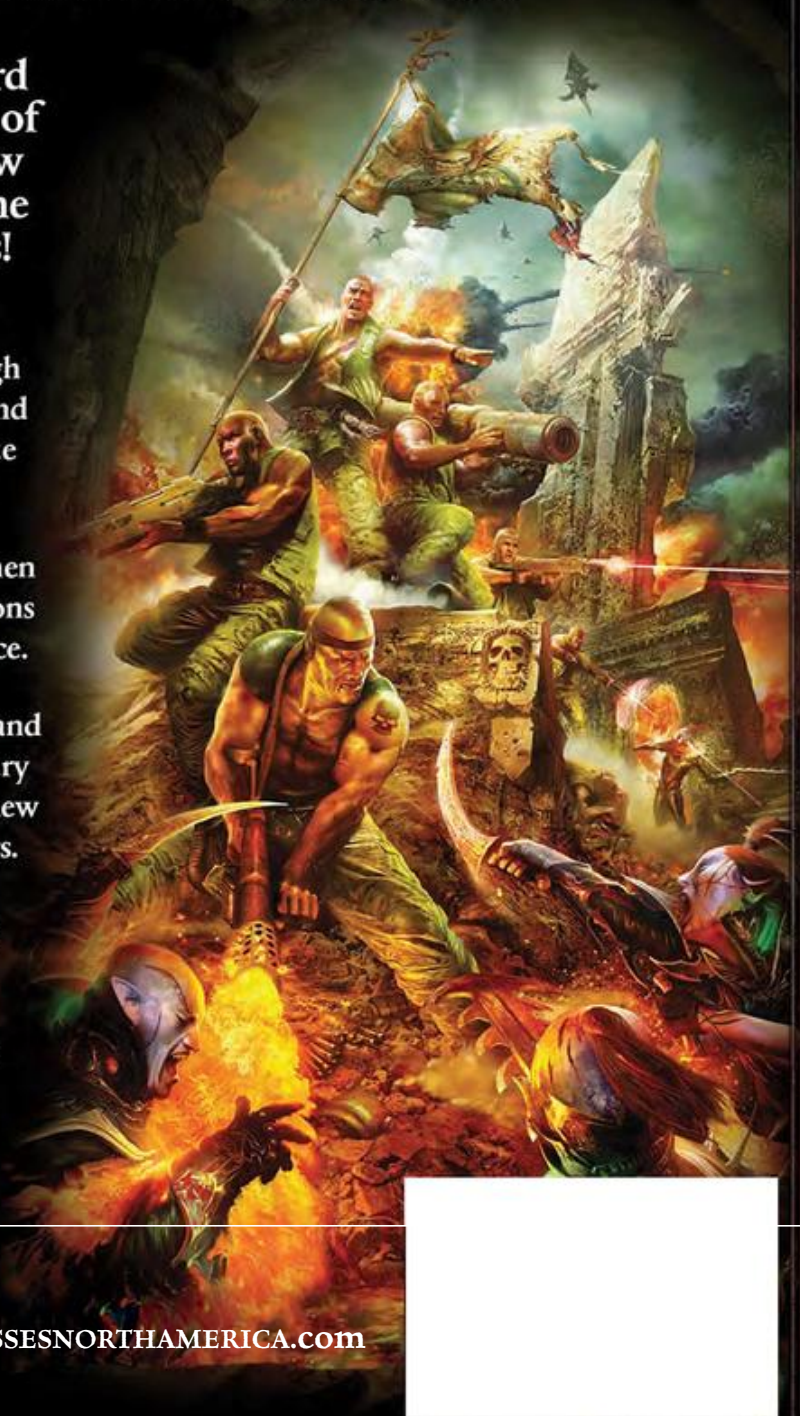
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