





12 = 14  
13 = 22  
14 = 33

armor w40k = armor sw (veicoli, i mezzi grossi come leman russ, che ha toughness 17 (il max a parte i superheavy) mezzi intermedi con toughness intermedia avranno valori intermedi)

10 = 12  
11 = 24  
12 = 36  
13 = 48  
14 = 60



The setting is that of Warhammer 40000, so it's basically a setting of war. The main problem is how to play in a similar setting. One can obviously play a civilian campaign, but the setting is mainly focused on the military aspect so I think that this is the main concern of most players. So a Warhammer 40000 PC will probably be a member of some type of military organization.

The main problem here is that probably every player will want to play different races or at least different type of soldiers. Obviously mixing too much will not be permitted, so the players and GM must agree to what to do. However does not start thinking that all the PC have to be exactly equal. It will not be too exciting to have 5 Imperial Catachan Guardsman that differs only by the color of their hairs. Consider that the Empire of Warhammer 40000 is extended by a good portion of the galaxy, and the space is huge. In addition, the travel in the void of space is relatively slow, a good spaceship can travel a thousand light years in a day, and the galaxy is 100 thousand light years in diameter and 3 in thickness. More important is that the speed and safeness of the travel depends greatly by the condition of the Warp. A world can remain isolated by the rest of the Empire for many years, so has to be self sufficient in all respects. The vast majority of the Warhammer 40000 planets are structured as vassal government of the Empire, with an independent power structure (up to have rulers and kings), and the only concrete presence of the Emperor is in the form of some advisers and controllers, with only a little defensive garrison.

Also, the emptiness of the sidereal spaces are immense. There are probably many worlds unexplored, and the Empire is constantly expanding. The first approach at a new world is always supported by a military force, even if guided by diplomacy and politics.

Add lastly that PCs will probably not be the standard grunt, but will probably be a soldier with at least some special ability, be part of a special team of some sort, be an officer or a commander or something like this. In addition a PC can be an alien or a civilian added at his group for his peculiar capacity, a member of another military or paramilitary organization sent to a planet to represent that group interests and so on.

Given this, a typical Warhammer 40000 campaign can be from a militarized civilian campaign where some PC are member of the army and some not, and all have duties and affairs only partially in relation with the army (for example: a Commisar, an Inquisitor and a Space Marine that accompany them on a newly conquered world sent to control the presence of heresy in the population, plus an Eldar scholar with arcane technology knowledge that has to investigate alien (and possibly warped) lost technology of the world, plus a representative of an Imperial company that has interests on that technology) to a totally militarized and war drive campaign (for example: the PCs are in command of a platoon of soldiers sent to a new planet where an alien invasion of Tyranids is signaled), or anything in between. The role of the PCs can be totally in the war (if they are involved directly in a war) or more partial (if they are special purpose troops, guard of an ambassador or military police). Most campaign will involve a party of military PCs, some more militarily involved (the true soldiers) some less (the support personnel) in a militarized environment (like a newly discovered planet where is sent the Guard or the Space Marines to combat or control the population or maybe only be of protection of the pioneers, or a planet in which there are a more or less strong rebellion or heresy or chaos presence or war).



Possible races are:

**Human:** as ever, humans start the game with a free Edge. Mainly human PCs are Imperial Guard or mercenary / affiliated / non-military personnel employed by the army for various reasons.

**Space Marine:** technically not a race, since Space Marines are genetically enhanced humans. See the Space Marine background edge.

**Eldar:** The craftworlds of the Eldar are scattered across the stars, massive drifting starships that are home to the last survivors of a race that once ruled the universe. Now the Eldar battle against the other races of the galaxy, even resorting to piracy in their fight to avoid extinction.

Agile: all Eldars start the game with d6 in Agility.

Fast: all Eldar are Fleet-Footed.

Curious: all Eldar are Curious as the hindrance, but their curiosity goes further. When an Eldar find something that fascinates them, they can get focused in that particular subject or matter. In this case, they get +1 on rolls that involves that particular activity, but -1 on rolls that involves every other. This has to be governed by the GM. It does not have to be too frequent to get focused, it will grotesque being focused on every single task an Eldar has to do. Normally, in a single situation or place there will be a single thing that stimulates the curiosity of an Eldar, and the subject will remain in the Eldar mind until it is resolved or forget. If an Eldar maintain his focus for a long time it could become quite an obsession, up to becoming a new Path for the Eldar.

Innate psionics: all Eldars have natural psychic abilities. If not trained this will give no particular bonuses, but an Eldar can acquire Arcane Background (Psionics) even after character creation.

Advanced Technology: Eldars are an ancient race that possess the secret of a old and advanced technology. They have access to many high tech equipment. Their technology is also heavily linked to their innate psychic ability, so many of their equipment requires at least a minimum psychic capacity to be used. Their technology is therefore quite unusable by other races (GM call, but a non Eldar will receive at least a -4 to use their technology). However, they have the equivalent of the All Thumbs disadvantage when confronted to standard technology.

**Squat:** When humans first began to explore the galaxy some of the earliest colonies were settled on the worlds towards the galactic core. The high gravity and extremely harsh environment gradually changed the humans that lived there. They grew tougher, more resilient, and they also became shorter and squatter. This process took several thousand years, and during that time the new race began to develop its own cultural identity. When the galactic core was temporarily cut off from the rest of human society by warp storms, the inhabitants banded together into an independent confederacy which they called the Homeworlds.

Squats are hard-working and stubborn. They are an honorable people who take great pride in paying their debts and keeping their word. This means that they are reliable allies but very dangerous foes. If a Squat gives his word to do something he would willingly die in the attempt. Squats have two characteristics which some humans find difficult to understand. Firstly they are very materialistic. Squats will work hard to acquire money and possessions, and the more important a Squat is the greater his treasure hoard will be. When he dies his possessions are divided amongst his family and so passed on from generation to generation. A family's treasure is held very dear – it is both a source of wealth and a tangible link to its honored ancestors. The second quality which many humans find hard to understand is the Squats' over-riding obsession with vengeance and honor. Should a Squat be slain his family is honor-bound to avenge his death, while any harm done to one family member by an unrelated Squat will bring the whole family together to exact vengeance. Squats stick together and never forget a slight no matter how trivial or unintentional. Their stories and legends abound with examples of lone warriors battling to the death against impossible odds for their family's honor or of individuals returning from apparent death or dishonor to exact lasting and bloody revenge on their foes.

Skin of stone: Squats are stout and sturdy. They get +1 Toughness.

Bones of stone: Squats are stout and sturdy. They start the game with Vigor d6.

Mind of stone: Squats are stout and sturdy. They get +2 to resist Test of Wills and similar coercions.

Feet of stone: Squats are stout and sturdy. They have -1 Pace and their running die is a d4.

Heart of stone: Squats are stout and sturdy. They tend to be obsessed to whatever cause they see at the moment the most important, with two things in particular: accumulate great, tangible wealth for their glory and that of their family and bringing on their vengeance and family grudges one family of Squats on another. They gain the equivalent of the Obsession hindrance when confronted to the right motivation.

**Ogryn:** The huge strength and durability of Ogryns makes them perfect soldiers for the Imperial Guard. They require almost no training, but they can only make use of the simplest weapons. A select few may even have a glimmer of initiative which makes them prime candidates for augmentic surgery to boost their brain-power to the point where they can become an Ogryn Sergeant or Bone 'ead.

All Thumbs: Ogryn are too numb and clumsy. They all have the All Thumbs hindrance.

Small mind: Ogryn have -2 to resist any attempt to persuade, command or influence them in a non violent way. They cannot raise Smarts above d4 at character creation, and have -2 to all Common Knowledge rolls.

Fear of the dark: all Ogryns have fear of small, dark or closed spaces. They have the Phobia minor hindrance.

Big'un: Ogryn are massive, they have Size +1, and starts with d8 in Strength.

**Ratling:** Though unsuited for many battlefield roles, Ratlings make excellent snipers, a position that more often than not doesn't involve actual combat. While they are often the butt of soldier's jokes, more than one unit has had cause to be grateful for the covering fire of a unit of Ratling Snipers.

Small: Ratlings are small compared to human size, they have a Size of -1.

Natural Shooters: Ratlings are naturally well versed in judging distances and picking small, moving targets. They can ignore up to 2 points of penalty given by long ranges, poor lighting, small targets, and anything regarding seeing or looking at small moving things.

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**Attributes:** attributes are acquired as usual.

**Skills:** skills are acquired as usual.

**Derived Statistics:** Pace, Parry, Charisma and Toughness are as usual. Load Limit is 5 times Str in lbs (or 2,5 times Str in Kg).

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Edges and Hindrances are acquired as usual.

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All PCs starts with 500\$ as usual.

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Fill in all the background details as usual.



Psionicists have discovered how to tap into their own psychic powers. They can manipulate matter, create fire, or control their own bodies with but a thought. Brainburn: When a psionic character rolls a 1 on his Psionics die (regardless of his Wild Die), he is automatically Shaken.

**Arcane Background (Weird science) (background):** Arcane Skill: Repair (Smarts); Starting Power Points: 10; Starting Powers: 1

Weird Science will be better renamed Dark Science. Its trappings would be more like obscure body grafted cybernetic augmentations or heavy and smoking black machinery than strange and bizarre blinking lights bulbs. Weird Science functions as usual, apart from the different trappings and maybe Malfunctions effects.

**Rank (Officer) (Leadership):** Requirements: Novice, Smarts d6+, Enlisted

The character is an Officer. See the Army section for details. He will start at the bottom of the ladder.

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**E:** Rank: Novice; PP: 3; Range: Self; Duration 3(1/r)

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For a complete list of edges, hindrances and additional rules refer to my compendium, it's at [http://web.tiscali.it/tavola\\_rotolante/risorse/edgehind.pdf](http://web.tiscali.it/tavola_rotolante/risorse/edgehind.pdf).

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For humans, advanced technology in Warhammer 40000 is more like a dark secret than a science. True science has become a religion, and advanced technology knowledge is religiously maintained by Adeptus in ancient libraries like old books were manually transcribed by monks amanuenses in old monasteries in the medieval eras, like ancient secrets that no one truly can totally understand. Veneration of the Machine God blends with real mechanical knowledge and the dividing point is difficult to find.

For this reasons, human technology has to be divided in three groups:

Standard technology: all normal technology, roughly like our own, like cars, easy electronic up to simple computers, small arms, medicine like that of the start of the '900, are standard and anyone with the proper skill can practice it.

Advanced technology: all technology above standard, particularly enhanced military technology like military weapons, military vehicles, powered armors, military aircraft, space technology, complex mainframe computers, advanced medicine and surgery, bionics, mind altering and such cannot be learned by standard training. It's a secret that no one understands completely, that is jealously guarded to keep it out of heretics hands, etc. So that technology can only be maintained and repaired by someone with Arcane Background (Weird Science). Note however that having that Edge is the only prerequisite to use Repair and such to maintain that technology. Someone without it can try at -4.

True Weird Science: custom made combi weapons, mastercrafted weapons and such marvel are the scope of Weird Science and Artificer edge.



**Imperial Guard:** Requisites: Novice, Strength d6, Vigor d6, Fighting d8, Shooting d8

Imperial Guard armies are amassed to take part in specific wars or campaigns and are usually recruited as close to the fighting as possible. For example, during the brief but bloody war against invading Orks on the world of Ryza, an army was raised from worlds such as Catachan, Ulani, Barac and Dulma'lin, all of which lie within ten thousand light years of Ryza.

Ten thousand light years can be traversed within 10-40 days by warp-capable spacecraft. By the time ships have been moved into position, munitions collected and troops assembled, the response time over this distance is in the order of between 30 and 120 days, typically about 75 days. This is the standard response time for the raising of Imperial Guard armies, though for prolonged conflicts troops may be brought in from much further away.

It is the speed of space travel that has shaped the way in which the Imperial Guard operates. The distribution of the fleet and settled human worlds is such that armies can be assembled only slowly. This process is too slow to guarantee the safety of any individual world at any moment. Fortunately, the Imperium has other forces which can react more rapidly, such as the fleets and Space Marine Chapters. In any case, a planet's initial lines of defense are its orbital fortresses and its own Lord's troops. These defenses have only to hold out long enough for an Imperial Guard army to be collected together and transported into position.

**CADIAN SHOCK TROOPS:** ignore every penalty to their Shooting from psychological conditions like being under stress, being shocked and even wounded.

**VALHALLAN ICE WARRIORS:** +1 to Soak rolls, Guts, Parry if adjacent to other Cadian Shock Troops. +1 Shooting and Fighting Orks.

**TALLARN DESERT RAIDERS:** +1 Fighting and Shooting from horseback.

**MORDIAN IRON GUARD:** +1 Shooting and Guts when in contact with other Mordian Iron Guard.

**ARMAGEDDON STEEL LEGIONS:** +1 Shooting and Drive when mounted on Chimeras (or other transport), +1 Shooting and Fighting against Orks.

**TANITH FIRST & ONLY:** all Tanith 1<sup>st</sup> & Only wear Cameleoline cloak. They get +1 Pace, Shooting and Fighting on any turn they start hidden from enemy eyes.

**CATACHAN JUNGLE FIGHTERS:** all Catachan wear Light armor instead of Carapace armor. If in a jungle environment they does not have the untrained penalty to Survival, and have +1 Fighting. They does not receive movement penalties and vision penalty in jungle or forest or similar terrains, and count cover bonus as one point higher.

**SAVLAR CHEM-DOGS:** +1 Shooting and Fighting against Orks. All Savlar Chem-dogs are equipped with Chem-inhalers. +1 to resist adverse effects of drugs and chemicals.

**TERRAX GUARD:** Officers get +1 to test of Wills and giving orders, and are equipped with Carapace armor.

**HARAKONI WARHAWKS:** all wears Carapace armor, +1 in rolls that involves landing and rescue mission made with troop transport ships and such.

**DEATH KORPS OF KRIEG:** +1 to Guts, Soak rolls and Shooting when in a situation of potential risk of death, outnumbered or otherwise on the loosing side. +1 to rolls that involves placing traps and entrenchment.

**KANAK SKULL TAKERS:** +1 Fighting and Toughness when running and attacking in the same round.

### **Equipment**

A typical Guardsman is equipped with a Lasgun, 2 energy batteries, a Flak armor, 2-4 grenades, a backpack with all his personal gear (food and water, first aid pack, additional clothing and specific equipment for the particular mission or planet), plus some equipment for the squad heavy or support weapons such as extra ammo or extra missiles or tripods and so.

A typical Storm Trooper is equipped with a Hellgun, 2 energy packs, a Carapace armor, 4 grenades, 1 meltabomb, a backpack with all his personal gear, plus some equipment for the squad heavy or support weapons.

A typical Ratling is equipped with a Sniper rifle, a spare clip, a Flak armor, a backpack with all his personal gear and all the hiding and stealth equipment.

A typical Ogryn is equipped with a Ripper gun, 2 spare clips and a properly tailored Flak armor.

A typical Rough rider is equipped with a Laspistol, a Sabre, a Hunting lance, 2-4 grenades, a meltabomb, a backpack with all his personal gear plus some equipment for the squad heavy or support weapons, plus obviously his steed and all the equipment to take care of it.

## **Imperial Guard Ranks**

### Officers:

Generals

Colonel (commands a Regiment)

Lieutenant Colonel

Major (commands a Battalion)

Captain (commands a Company)

1<sup>st</sup> Lieutenant

2<sup>nd</sup> Lieutenant (commands a Platoon)

### Troops:

Adviser Sergeant

Chief Sergeant

Master Sergeant

Sergeant (commands a Squad)

Chief Corporal

Master Corporal

Corporal

Guardsmen

Conscript (a trainee, upon finishing his training period is automatically promoted Guardsman)

## **Imperial Guard Army Structure**

The Imperial Guard chief commandant is the Lord Commander Militant of the Imperial Guard. The galaxy is divided in Strategic Commands, each corresponding to one of his four sectors (Cyphra Mundi, Bakka, Hydraphur and Kar Duniash) plus the Segmentum Solar as a fifth sector, each commanded by a Lord Commander. Down the organization of the Army are the Regiments, commanded by a Colonel. Every Regiment comes from a single world, and all of his troops up to the Colonel comes from the population of the world. The link between the Regiment and his command is maintained, in addition to the standard military hierarchy, by the presence of Advisors, mainly Commissars, that are the ear, eyes and voice of the Emperor. Every Regiment has the name of his home world followed by a number (like 1<sup>st</sup> Catachians). Regiments are divided into Companies (normally between 10 and 20, but this may vary greatly, and in case of a large number of Companies there can also be an intermediate division of Battalions commanded by a Major). Companies can be regular Infantry, Cavalry and such or special smaller Companies or Squads that depends directly from the Regiment commander with special purposes like Sentinel reckon Squads, transport Company of Chimeras or special purpose Squads of Veteran demolisher, infiltrators, engineers and special operation squads of many types. A standard Company is composed as follows, but bear in mind that it can vary greatly, based on the circumstances, the origin of the troops, and many other factors.

### ADVISORS

Advisors are associated personnel that does not fall directly under control of the Company Commander, but are instead under the direct control of the command over the Regiment. Every Company can have up to five Priests, five Sanctioned Psykers and five Commissars. They will normally accompany the Platoon Command Squad, and the other Command Squads if more than one is present, but can move and act as they wish in the Company.

## **INFANTRY COMPANY**

COMMAND PLATOON (it has a number of optional squads that can or cannot be present)

Command Squad on Chimera (the command squad can vary greatly as its Captain wish)

Captain

Veteran with Company Standard Bearer

Medic

Veteran with Master Vox-caster

Veteran with meltagun, plasma gun, grenade launcher or flamer

or 2 Veterans with one lascannon, autocannon, missile launcher, mortar or heavy bolter

2 x Techpriest engineer Squad on Chimera

Techpriest engineer

4 x Servitor with multi melta, heavy bolter, plasma cannon or powerfist

3 x Storm Troopers Squad on Chimera

Sergeant Storm Trooper

2 x Storm Trooper with meltagun, plasma gun, flamer or grenade launcher

Storm Trooper with vox-caster

6 x Storm Trooper

Hardened Veterans Squad on Chimera (this may vary greatly in number or presence)

Sergeant Veteran

2 x Veteran with lascannon, autocannon, mortar, heavy bolter or missile launcher

3 x Veteran with meltagun, plasma gun, grenade launcher or flamer

Veteran with vox-caster

3 x Veteran

- Special support section (normally up to three from the following)

Anti Tank Squad

Guardsmen and Sergeant with one lascannon or missile launcher

2 x 2 Guardsmen with one lascannon or missile launcher

Fire support Squad

Guardsmen and Sergeant with one heavy bolter or autocannon

2 x 2 Guardsmen with one heavy bolter or autocannon

Mortar Squad

Guardsmen and Sergeant with one mortar

2 x 2 Guardsmen with one mortar

Special weapons Squad

Sergeant

2 x Guardsmen

3 x Guardsmen with meltagun, flamer, grenade launcher, sniper rifle, demolition charges

- Armored support section (this squadron will normally be present if there is no Armored Company)

Armored Support Squadron

3 x Lemnass Battle Tanks or Lemnass Demolishers or Basilisks or Griffon

- Cavalry support section (this squadron will normally be present if there is no Cavalry Company)

6 x Armored Fist Squad on Chimera

Sergeant

2 x Guardsmen with lascannon, missile launcher, autocannon, mortar or heavy bolter

Guardsmen with meltagun, plasma gun, flamer or grenade launcher

Guardsmen with vox-caster

- Fast attack section (normally up to three from the following)

Sentinel Squad

3 x Sentinel

Hellhound Squad

3 x Hellhound

Rough riders Squad

Sergeant

2 x Rider with meltagun, plasma gun, flamer or grenade launcher

Rider with vox-caster

6 x Rider

- Ogryn allied section (normally up to three from the following)

Ogryns Squad on Chimera

Ogryn Bone 'ead

9 x Ogryns

- Ratling allies section (normally up to one from the following)

Ratling Sniper Squad

10 x Ratlings sniper

6 x INFANTRY PLATOON

Command Squad on Chimera

Lieutenant

Medic

Veteran with Vox-caster

Veteran with meltagun, plasma gun, grenade launcher or flamer

or 2 Veterans with one lascannon, autocannon, missile launcher, mortar or heavy bolter

6 x Infantry Squad

Sergeant  
Guardsmen with Vox-caster  
Guardsmen with meltagun, plasma gun, grenade launcher or flamer  
2 x Guardsman with one missile launcher, lascannon, autocannon, mortar or heavy bolter  
5 x Guardsman

## CAVALRY COMPANY

COMMAND PLATOON (it has a number of optional squads that can or cannot be present)

Command Squad on Chimera (the command squad can vary greatly as its Captain wish)

Captain  
Veteran with Company Standard Bearer  
Medic  
Veteran with Master Vox-caster

Veteran with meltagun, plasma gun, grenade launcher or flamer  
or 2 Veterans with one lascannon, autocannon, missile launcher, mortar or heavy bolter

2 x Techpriest engineer Squad on Chimera

Techpriest engineer  
4 x Servitor with multi melta, heavy bolter, plasma cannon or powerfist

3 x Storm Troopers Squad on Chimera

Sergeant Storm Trooper  
2 x Storm Trooper with meltagun, plasma gun, flamer or grenade launcher  
Storm Trooper with vox-caster  
6 x Storm Trooper

Hardened Veterans Squad on Chimera (this may vary greatly in number or presence)

Sergeant Veteran  
2 x Veteran with lascannon, autocannon, mortar, heavy bolter or missile launcher  
3 x Veteran with meltagun, plasma gun, grenade launcher or flamer  
Veteran with vox-caster  
3 x Veteran

- Fast attack section (normally up to three from the following)

Sentinel Squad

3 x Sentinel

Hellhound Squad

3 x Hellhound

Rough riders Squad

Sergeant  
2 x Rider with meltagun, plasma gun, flamer or grenade launcher  
Rider with vox-caster  
6 x Rider

- Ogryn allied section (normally up to three from the following)

Ogryns Squad on Chimera

Ogryn Bone 'lead  
9 x Ogryns

6 x ARMORED FIST PLATOON

Command Squad on Chimera

Lieutenant  
Medic  
Veteran with Vox-caster

Veteran with meltagun, plasma gun, grenade launcher or flamer  
or 2 Veterans with one lascannon, autocannon, missile launcher, mortar or heavy bolter

6 x Armored Fist Squad on Chimera

Sergeant  
2 x Guardsman with lascannon, missile launcher, autocannon, mortar or heavy bolter  
Guardsman with meltagun, plasma gun, flamer or grenade launcher  
Guardsman with vox-caster

## ARTILLERY COMPANY

Command Squadron



## Troops:

Veteran Sergeant brother

Sergeant brother (commands a Squad)

Veteran brother – Terminator

Brother – techmarine Servitor

Young brother (scout, upon the completion of their training they automatically becomes brothers)

## **Space Marine Army Structure**

The Legions of Adeptus Astartes are more commonly known as the Space Marines – the most powerful and the most dreaded of all human warriors. In some respects they are not really human at all but superhuman – superior in almost every way to an ordinary man.

Space Marines are organised into small independent armies called Chapters. Each Chapter has its own ships, its own uniforms, and its own distinct identity and traditions. Most Chapters operate from a world owned by the Chapter, known as the Chapter Planet. Chapter Planets are part of the Imperium, but they are ruled by the Space Marine Chapter that has its base there. Some Chapters are not based on a planet at all: their base of operations can be a vast space fleet, an orbital asteroid, or a giant space station. All the Space Marines in a Chapter belong to its warrior cult. In many cases, the warrior cults of the Space Marines preserve traditions and practices older even than the accepted ritual of the Ecclesiarchy. The details of these practices are rumoured to be barbaric and darkly sinister. Space Marines belonging to a Chapter are therefore spiritual brothers as well as brothers at arms. This dual role as physical and spiritual warriors is very important, and it is what makes the Space Marines such dedicated warriors.

There are approximately a thousand chapters of Space Marines at the current time. Most Space Marine Chapters are organised using the rules laid down in a set of guidelines call the Codex Astartes, that states that a Space Marine Chapter should consist of ten companies each of one hundred Space Marines. A company consists of ten squads each of ten men including a Sergeant. In addition to this basic fighting strength, each company has its own Captain, Standard Bearer, Chaplain and Apothecary. The Master of each Space Marine Chapter is its leader and spiritual head.

There are relatively few of these senior officers as most noncombatant roles within the Chapter are performed by the Chapter's human serfs. The two largest groups are the Librarians and the Techmarines. Consequently, these two are set aside from the other headquarters staff and considered separately.

Each of the ten companies that comprises a Chapter is led by a Space Marine Captain and includes supernumeraries such as the Company's Chaplain and Apothecary. The fighting strength of each company is made up of ten squads each of ten Space Marines led by a Sergeant.

Of the ten companies comprising a Chapter, the 1st Company consists of veteran troops and is invariably the most powerful. The 1st Company is the only one able to use the rare and treasured Terminator armour. All of the companies except the Scout company maintain Rhino transports for each of their squads and officers. The 1<sup>st</sup> Company also has a permanent establishment of Land Raiders for carrying Terminator squads. It is also customary for Dreadnoughts to remain a part of their company and their presence certainly bolsters the company's fighting strength. The 2nd, 3rd, 4th and 5th are Battle companies, each consisting of six squads of tactical Space Marines, two of assault, and two of Devastators. These four Battle companies form the main battle lines and generally bear the brunt of the fighting. The Assault squads of the Battle company may be deployed as bike squadrons or land speeder crews. Companies 6 and 7 are Tactical companies, each consisting of ten Tactical squads. These are intended to act as a reserve which may be used to bolster the main line, launch diversionary attacks, or stem enemy flanking moves. Company 6 is also trained to use the Space Marine bike and the entire company may be deployed as bike squadrons. Similarly, Company 7 squads are trained to fight with land speeders and the company acts as a light vehicle reserve formation. The 8th Company is an Assault company consisting of ten Assault squads. This is the most mobile company and is often equipped with jump packs, bikes and land speeders. The 8<sup>th</sup> Company is used in the assault role and wherever a strong hand-to-hand fighting force is needed. The 9th Company is a Devastator company, consisting of ten Devastator squads. It is the most powerfully equipped company in the Chapter and is used to bolster defence points and provide long range support. The Chapter's 10th Company is its Scout company consisting of a number of Scout squads. Scouts are youths who have been recruited and partially transformed into Space Marines. Until their physical transformation and training is complete they fight as Scouts. There is no formal size for a Scout company as the rate of recruitment is not fixed. Although most Chapters follow the guidelines in the Codex Astartes, this is not true of every single one. Some Chapters have a completely different Chapter organisation, such as the Great Companies used by the Space Wolves, while many others include unique formations and companies that are not described in the Codex Astartes such as the Ravenwing of the Dark Angels Chapter or the Death Company of

the Blood Angels. The majority of Chapters, though, follow the teachings of the Codex Astartes and treat its words as holy writ that should be followed as closely as possible.

**DETACHED PERSONNEL:** Every chapter has an Headquarter staff section that comprehends, together with the Master of the Chapter, Senior Officers, Administrative staff and Support personnel, a Librarian section with the Chief Librarian, Epistolaries, Codiciers and Lexicaniums and an Armoury section with Techmarines and Servitors. That last personnel becomes attached personnel to a Company when it goes into action, at the order of the commandant of the company. Every Company can be accompanied by three Techmarine Squads, composed by the Techmarine plus his four servitors. Also the Dreadnoughts are nominally under the Headquarter's Armoury, but usually remains with their original squads giving it support. The Scout Bike Squadrons are under the 10<sup>th</sup> Scout Company, but are often used as advanced early observers alone, directly commanded by the Headquarter of the Chapter.

### **SPACE MARINE VETERAN (1<sup>st</sup>) COMPANY**

Command Squad on Rhino OR on Land Raider Crusader (if not teleported)

Captain

Chaplain

Librarian

Veteran Sergeant with power weapon

Apothecary

Veteran Space Marine with Company Standard

Company champion

2 x Veteran with Heavy bolter, Missile launcher, Multi melta, Plasma cannon, Lascannon, Flamer, Melta gun or Plasma gun

Veteran Space Marine

OR the squad may be equipped with Terminator armors:

Captain

Chaplain

Librarian

Terminator Sergeant

2 x Terminator with Assault cannon, Heavy flamer or Cyclone missile launcher and Chainfist

3 x Space Marine Squad on Rhino

Veteran Sergeant with Bolt pistol and Chainsword

Veteran with Heavy bolter, Missile launcher, Multi melta, Lascannon or Plasma cannon

Veteran with Flamer, Meltagun or Plasma gun

7 x Veteran

3 x Space Marine Assault Squad on Rhino

Veteran Sergeant with Bolt pistol and Powersword

Veteran with 2 Lightning Claws or Powerfist

Veteran with Bolt pistol and Powersword

7 x Veteran with Bolt pistol and Chainsword

4 x Terminator Squad on Land Raider (if not teleported)

Sergeant with power weapon

2 x Terminator with Assault cannon, Heavy flamer or Cyclone missile launcher

2 x Terminator with Chainfist

4 x Terminator Assault Squad on Land Raider (if not teleported)

Sergeant with 2 Lightning claws or Thunder hammer and Storm shield

4 x Terminator with 2 Lightning claws or Thunder hammer and Storm shield

3 x Land Raider Squadron

3 x Land Raider

3 x Techmarine Squad on Razorback

Techmarine

3 x Servitors

Combat Servitor

### **SPACE MARINE BATTLE (2<sup>nd</sup> to 5<sup>th</sup>) COMPANY**

Command Squad on Rhino

Captain

Chaplain

- Librarian
- Veteran Sergeant with power weapon
- Apothecary
- Veteran Space Marine with Company Standard
- Company champion
- 2 x Veteran with Heavy bolter, Missile launcher, Multi melta, Plasma cannon, Lascannon, Flamer, Melta gun or Plasma gun
- Veteran Space Marine
- 6 x Space Marine Tactical Squad on Rhino
  - Sergeant with Bolt pistol and Chainsword
  - Space Marine with Heavy bolter, Missile launcher, Multi melta, Lascannon or Plasma cannon
  - Space Marine with Flamer, Meltagun or Plasma gun
  - 7 x Space Marine
- 2 x Space Marine Devastator Squad on Razorback (or Rhino)
  - Sergeant with Bolt pistol and Chainsword
  - 4 x Space Marine with Heavy bolter, Missile launcher, Multi melta, Lascannon or Plasma cannon
  - 5 x Space Marine
- 2 x Space Marine Assault Squad on Rhino
  - Sergeant with Bolt pistol and Powersword and Jump pack
  - 2x Space Marine with Flamer or Plasma pistol and Jump pack
  - 7 x Space Marine with Bolt pistol and Chainsword and Jump pack
- OR a squad may be deployed as a Bike Squadron
  - Biker Sergeant
  - 2 x Biker Marine with Flamer, Meltagun or Plasma gun
  - 2 x Biker Marine
- OR a squad may be deployed as an Attack Bike Squadron
  - 3 x Attack Bike
- OR a squad may be deployed as a Land Speeder Squadron
  - 3 x Land Speeder or Land Speeder Tornado or Land Speeder Typhoon
- 3 x Techmarine Squad on Razorback
  - Techmarine
  - 2 x Servitors
  - Gun Servitor
  - Combat Servitor

## **SPACE MARINE RESERVE TACTICAL (6<sup>th</sup>) COMPANY**

- Command Squad on Rhino
  - Captain
  - Chaplain
  - Librarian
  - Veteran Sergeant with power weapon
  - Apothecary
  - Veteran Space Marine with Company Standard
  - Company champion
  - 2 x Veteran with Heavy bolter, Missile launcher, Multi melta, Plasma cannon, Lascannon, Flamer, Melta gun or Plasma gun
  - Veteran Space Marine
- 10 x Space Marine Tactical Squad on Rhino
  - Sergeant with Bolt pistol and Chainsword
  - Space Marine with Heavy bolter, Missile launcher, Multi melta, Lascannon or Plasma cannon
  - Space Marine with Flamer, Meltagun or Plasma gun
  - 7 x Space Marine
- OR the squad may be deployed as a Bike Squadron
  - Biker Sergeant
  - 2 x Biker Marine with Flamer, Meltagun or Plasma gun
  - 2 x Biker Marine
- OR the squad may be deployed as an Attack Bike Squadron

- 3 x Attack Bike
- 3 x Techmarine Squad on Razorback
  - Techmarine
  - 2 x Servitors
  - Gun Servitor
  - Combat Servitor

### **SPACE MARINE RESERVE TACTICAL (7<sup>th</sup>) COMPANY**

#### Command Squad on Rhino

- Captain
- Chaplain
- Librarian
- Veteran Sergeant with power weapon
- Apothecary
- Veteran Space Marine with Company Standard
- Company champion
- 2 x Veteran with Heavy bolter, Missile launcher, Multi melta, Plasma cannon, Lascannon, Flamer, Melta gun or Plasma gun
- Veteran Space Marine
- 10 x Space Marine Tactical Squad on Rhino
  - Sergeant with Bolt pistol and Chainsword
  - Space Marine with Heavy bolter, Missile launcher, Multi melta, Lascannon or Plasma cannon
  - Space Marine with Flamer, Meltagun or Plasma gun
  - 7 x Space Marine

OR the squad may be deployed as a Land Speeder Squadron

- 3 x Land Speeder or Land Speeder Tornado or Land Speeder Typhoon
- 3 x Techmarine Squad on Razorback
  - Techmarine
  - 2 x Servitors
  - Gun Servitor
  - Combat Servitor

### **SPACE MARINE RESERVE ASSAULT (8<sup>th</sup>) COMPANY**

#### Command Squad on Rhino

- Captain
- Chaplain
- Librarian
- Veteran Sergeant with power weapon
- Apothecary
- Veteran Space Marine with Company Standard
- Company champion
- 2 x Veteran with Heavy bolter, Missile launcher, Multi melta, Plasma cannon, Lascannon, Flamer, Melta gun or Plasma gun
- Veteran Space Marine

#### 10 x Space Marine Assault Squad on Rhino

- Sergeant with Bolt pistol and Powersword and Jump pack
- 2x Space Marine with Flamer or Plasma pistol and Jump pack
- 7 x Space Marine with Bolt pistol and Chainsword and Jump pack

OR the squad may be deployed as a Bike Squadron

- Biker Sergeant
- 2 x Biker Marine with Flamer, Meltagun or Plasma gun
- 2 x Biker Marine

OR the squad may be deployed as an Attack Bike Squadron

- 3 x Attack Bike
- OR the squad may be deployed as a Land Speeder Squadron
  - 3 x Land Speeder or Land Speeder Tornado or Land Speeder Typhoon
- 3 x Techmarine Squad on Razorback
  - Techmarine

- 2 x Servitors
- 2 x Combat Servitors

## **SPACE MARINE RESERVE DEVASTATORS (9<sup>th</sup>) COMPANY**

### Command Squad on Rhino

- Captain
- Chaplain
- Librarian
- Veteran Sergeant with power weapon
- Apothecary
- Veteran Space Marine with Company Standard
- Company champion
- 2 x Veteran with Heavy bolter, Missile launcher, Multi melta, Plasma cannon, Lascannon, Flamer, Melta gun or Plasma gun
- Veteran Space Marine

### 10 x Space Marine Devastator Squad on Razorback (or Rhino)

- Sergeant with Bolt pistol and Chainsword
- 4 x Space Marine with Heavy bolter, Missile launcher, Multi melta, Lascannon or Plasma cannon
- 5 x Space Marine

### 3 x Techmarine Squad on Razorback

- Techmarine
- 2 x Servitors
- 2 x Gun servitors

## **SPACE MARINE SCOUT (10<sup>th</sup>) COMPANY**

### Command Squad on Rhino

- Captain
- Chaplain
- Librarian
- Sergeant with Power weapon
- Apothecary
- Company champion
- 2 x Scout with Heavy bolter, Missile launcher or Sniper rifle
- 2 x Scout with Power weapon

### up to 10 x Scout Squad

- Scout Sergeant with Power weapon
- Scout with Heavy bolter or Missile launcher
- 2 x Scout with Sniper rifle
- 6 x Scout

OR the squad may be deployed as a Scout Bike Squadron

- Biker Sergeant
- 4 x Biker Scout

### up to 3 x Techmarine Squad on Razorback

- Techmarine
- 2 x Servitors
- 2 x Combat servitors



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Name	Range	Damage	ROF	Cost	Weight	Shots	AP	Notes
Autocannon	36	3d10	2		90	100	5	Semiauto, HW
Boltgun	24	2d8+1	3	450	10	30	3	Auto, Str d6
Bolt pistol	12	2d6+1	1	200	4	6	2	Semiauto
Flamer	Cone	2d10	1			6	-	Str d6, Flame
Grenade (frag)	5	3d6	1	75		5	-	MBT, thrown
Grenade (krak)	5	3d8	1			5	5	Thrown, HW
Heavy bolter	36	2d10+1	3	1000	84	200	5	Auto, Fix, HW
Assault cannon	24	2d12+1	4		75	300	5	Auto, Fix, HW
Heavy flamer	C or 12	2d10	1			6	-	S8, Snap, Flame, HW
Heavy stubber	36	2d8+1	3		25	200	4	Str d8, Snap, Auto
Hellpistol	12	2d6	1	200	4	17	2	Semiauto, Reliable
Hellgun	24	2d8	3	400	8	30	3	Auto, 3RB, Reliable
Lasgun	24	2d8	3	400	8	30	2	Auto, 3RB, Reliable
Laspistol	12	2d6	1	200	3	17	1	Semiauto, Reliable
Lascannon	50	4d10+2	1		90	10	14	Fix, HW 40
Meltagun	12	3d12	1		15	10	20	Str d8, melta
Missile (frag)	48	3d6	1			1	2	LBT, Fix
Missile (krak)	24	4d8+2	1			1	8	Fix, MBT or HW30
Mortar	24	4d8	1			1	-	MBT, Snap, HW
Multi laser	36	3d8	3			60	2	Auto, Fix, HW
Multi melta	24	4d8+2	1		60	10	20	Fix, melta
Plasma cannon	36	3d10	1		70	10	16	Fix, hot, SBT, HW
Plasma gun	24	3d8+2	1		15	10	14	hot, Str d8, HW
Plasma pistol	12	2d10+1	1		6	10	8	hot
Ripper gun	24	2d8+1	3		15	30	2	Str 8, auto, reliable
Shotgun	12	1-3d6	1-2	150	11	2	1	+2 Shooting
Sniper rifle	50	2d8	1	750	20	5	4	Snapfire, toxin
Storm bolter	24	2d8+1	4		15	60	3	Str d8, Auto
Melta bomb	-	4d6	-			-	10	Melta, MBT
Demolition ch.	3	4d6	-	100		-	-	LBT, thrown, HW
Hunter killer m.	100	4d6	1		-	1	140	MBT, vehicles, HW
Typhoon mis.	48	2d10+1	1			-	3	MBT, TL
Battle cannon	100	4d8	1		-	-	30	MBT, HW
Demolisher	100	5d10	1		-	-	68	HW
Inferno cannon	C or 25	2d10	1		-	-	-	Flame, SBT, HW

Name	Range	Damage	ROF	Cost	Weight	Shots	AP	Notes
Earthshaker c.	120	4d10	1		-	-	45	LBT, HW
Vengeance mis.	50	2d10+1	1		-	1	6	LBT, HW, min 12
Castellan mis.	50	-	1		-	1	-	See rules, min 12

SBT: small burst template; MBT: medium burst template; LBT: large burst template

HW: Heavy Weapon, if it has a number after it's the AP against vehicles (or other rigid armor).

Scope: a laser scope gives +1 to Shooting if the target is not too lighted, or +2 if the user does not move.

Hot: on a roll of 1 in the Shooting roll (regardless of wild die) the weapon gets too hot to function properly. It has to be cooled for one turn or another similar result would mean a weapon explosion.

Melta: gets HW at x2 AP under half its range.

Reliable: this weapon is immune to the Malfunction effect and can reroll any roll to see if the weapon malfunction or broke in any way.

Flame: ignores all but totally sealed armor.

Fix: to fire the weapon the user has to set it, so it cannot shoot if he has moved in this turn.

Snap: snapfire penalty, if the shooter moves the turn he shoot he gets -2 to hit.

Toxin: this weapon inoculates toxins. If he gets to inflict at least a Shaken result it do at least a Wound.

TL: twin linked weapons. Two (or more) weapons that fire at the same time and at the same target with one Shooting roll, they get +1 to hit and +1 dice of damage (if they are HW? Troppo sennò? Solo +1?).

Castellan missiles: when fired place a LBT as usual. That area now is a mine field of Melta mines (count as Melta bombs).

Auto: can fire ROF attacks at -2. Every attack consumes ROF ammunitions.

3RB: +2 to hit and damage if fires 3 rounds.

Semiauto: +1 to hit and damage with double tap (2 rounds).

Name	Damage	Weight	Cost	Min Str	AP	Notes
Hunting lance	Str+4	10	500	d8	1	Reach 2, +4 AP, +2 dam first round, HW
Bayonet	Str+1	1	25	-	-	
Bayonet on rifle	Str+2	1	25	-	-	Parry +1, Reach 1, malfunction
Sword	Str+3	8	300	d6	-	
Knife	Str+1	2	50	-	-	
Battle Axe	Str+3	10	300	d8	-	
Saber	Str+2	4	200	-	-	
Chainsaw	Str+6	20	200	d6	-	1 on Fighting die (not Wild) hits the user
Ripper gun	Str+3	15	800	d8	2	Parry -1, 2 hands
Eviscerator	Str+6	20	200	d6	-	2 hands
Powerfist	Str+6	15	2000	d8	15	Parry -1, HW
Thunder hamm.	Str+6	15	4000	d8	15	Parry -1, at least Shaken if hits, HW
Lightning claws	Str+3	20	4000	d8	15	If used in pairs ignores off-hand penalty
Chainfist	Str+6	15	3000	d8	15	Parry -1, AP 30 against vehicles, HW
Power weapon			+500		+15	Add a Psionics roll to damage at 1 PP
Force weapon			+2000		+15	
Chain weapon	+2		+150			
Whitchblade	Str+3	8	3000	d6		Add Psionics roll to damage at 1 PP, HW

Malfunction: if rolls a 1 on his skill die (regardless of the Wild die) when using this weapon in close combat the weapon to which it is attached broke and is unusable as a firearm.

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Standard armors cover enough to be considered full (the helmet gives protection 50% of the times if not wearing a mask to protect face). However it's not completely sealed, and leaves weak spots on arms and legs to be hit by snipers or called shots.

Name	Armor	Weight	Cost	Notes
Light armor	2	8	300	Covers entire body
Flak armor	4	12	600	Covers entire body
Carapace armor	6	20	1000	Covers entire body
Scout armor	6	25	4000	Covers entire body
Power armor	10	100	30K	Powered, Heavy mount
Artificer armor	15	150	100K	Powered, Heavy mount
Terminator ar.	16	220	800K	Powered, Heavy Armor, Heavy mount, cannot run
Storm shield	8	6	10K	Only slow attacks (no shots), cumulative with other armor
Combat shield	-	8	25	+1 Parry, leave hands free

Powered: this armor protect the entire body, have audio sensors on the ears, and visual sensors feeding back to a screen inside the helmet. They are hermetically sealed, providing air from oxygen tanks concealed in the rear, and are powered by long-life batteries, each lasting 72-hours. Recharging from a special recharging unit takes 6 hours. Every suit contains a comm-unit with a 5-mile range. The weight of the armor is negligible to the wearer, as the servos allow him easy movement. However, it does become important when moving over weak surfaces, such as ice or wooden floorboards.

Heavy mount: this armor can carry a heavy weapon and has special systems that can fix the user to the ground without needing of mounting or dismounting it. This has no practical effect apart from the commodity of carrying all the weapon on a single person. Terminators can also fire the turn they move.

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### **Leman Russ Battle Tank**

Acc/Top Speed: 5/20; Toughness: 77/58/29 (17 base); Crew: 4; Cost: Military only

Notes: Night Vision; Heavy Armor; Improved Stabilizer; Tracked

Weapons: turret mounted Battle cannon (40 rounds, if shoot cannot move or shoot other weapons), hull mounted Lascannon (powered) or Heavy bolter (300 rounds), 2 left and right mounted Heavy bolters (300 rounds) or Heavy flamers (10 rounds), pintle mounted Heavy stubber (2000 rounds) or Storm bolter (2000 rounds).

### **Leman Russ Demolisher**

Acc/Top Speed: 4/20; Toughness: 77/65/40 (17 base); Crew: 4; Cost: Military only

Notes: Night Vision; Heavy Armor; Improved Stabilizer; Tracked

Weapons: turret mounted Demolisher (30 rounds, if shoot cannot move or shoot other weapons), hull mounted Lascannon (powered) or Heavy bolter (300 rounds), 2 left and right mounted Heavy bolters (300 rounds) or Heavy flamers (10 rounds).

### **Chimera**

Acc/Top Speed: 6/25; Toughness: 25/17/15 (12 base); Crew: 1+12 (or 6 Ogryns); Cost: Military only

Notes: Night Vision; Heavy Armor; Improved Stabilizer; Tracked; Amphibious or Dozer blade; lateral and rear hatches

Weapons: turret mounted Multi laser (powered), Heavy bolter (500 rounds) or Heavy flamer (10 rounds), hull mounted Heavy flamer (10 rounds) or Heavy bolter (500 rounds), Hunter-killer missile (2 missiles), six hull Lasguns (powered, operated by passengers), one passenger may fire from the top hatch his weapons.

### **Hellhound**

Acc/Top Speed: 5/22; Toughness: 34/25/15 (12 base); Crew: 2; Cost: Military only  
Notes: Night Vision; Heavy Armor; Improved Stabilizer; Tracked; Dozer blade  
Weapons: turret mounted Inferno cannon (6 rounds), hull mounted Heavy bolter (500 rounds), pintle mounted Heavy stubber (1000 rounds) or Storm bolter (1000 rounds), Hunter-killer missile (1 missile).

### **Basilisk**

Acc/Top Speed: 4/12; Toughness: 25/15/15 (12 base); Crew: 1; Cost: M\$  
Notes: Night Vision; Heavy Armor; Tracked  
Weapons: Earthshaker cannon (40 rounds, if shoot cannot move or shoot other weapons), hull mounted Heavy bolter (300 rounds).

### **Griffon**

Acc/Top Speed: 4/12; Toughness: 25/15/15 (12 base); Crew: 1; Cost: M\$  
Notes: Night Vision; Heavy Armor; Tracked  
Weapons: Earthshaker cannon (40 rounds, if shoot cannot move or shoot other weapons), hull mounted Heavy bolter (300 rounds).

### **Sentinel**

Acc/Top Speed: 5/30; Toughness: 15/15/15 (10 base); Crew: 1; Cost: M\$  
Notes: Night Vision; Heavy Armor; Improved Stabilizer; Legged  
Weapons: one of Heavy flamer (10 rounds), Multi laser (powered), Autocannon (150 rounds) or Lascannon (10 rounds, it recharges with the power of the engine).

### **Bike**

Acc/Top Speed: 15/40; Toughness: 9 (7 base); Crew: 1; Cost: \$2000 (da modificare)  
Notes: Reinforced Chassis (ignore 4 points of damage from jumps or falls as long as the rider makes an appropriate Driving roll to land correctly); Off-Road Wheels (treat as Four Wheel Drive)  
Weapons: 2 x Bolter (30 rounds, each, TL).

### **Attack bike**

Acc/Top Speed: 12/30; Toughness: 10 (7 base); Crew: 2; Cost: \$2000 (da modificare)  
Notes: Reinforced Chassis (ignore 4 points of damage from jumps or falls as long as the rider makes an appropriate Driving roll at -2 to land correctly); Off-Road Wheels (treat as Four Wheel Drive)  
Weapons: 2 x Bolter (30 rounds, each, TL), one of Heavy bolter (300 rounds) or Multi melta (10 rounds).

### **Rhino**

Acc/Top Speed: 6/25; Toughness: 22/22/16 (13 base); Crew: 1+10; Cost: M\$  
Notes: Night Vision; Heavy Armor; Improved Stabilizer; Tracked; Dozer blade; lateral and rear hatches  
Weapons: hull mounted Storm bolter (2000 rounds), pintle mounted Storm bolter (1000 rounds), Hunter-killer missile (1 missile), up to 2 passenger can fire their weapons from the hatches.

### **Razorback**

Acc/Top Speed: 6/25; Toughness: 22/22/16 (13 base); Crew: 1+6; Cost: M\$  
Notes: Night Vision; Heavy Armor; Improved Stabilizer; Tracked; Dozer blade; lateral and rear hatches  
Weapons: turret mounted 2 x Heavy bolter (500 rounds, each, TL) or 2 x Lascannon (powered, TL), pintle mounted Storm bolter (1000 rounds), 6 marines, up to 2 passenger can fire their weapons from the hatches.

### **Whirlwind**

Acc/Top Speed: 5/20; Toughness: 22/22/16 (13 base); Crew: 1; Cost: M\$  
Notes: Night Vision; Heavy Armor; Improved Stabilizer; Tracked  
Weapons: turret mounted Whirlwind multiple missile launcher (10 salvos of Castellon or Vengeance missiles, if shoot cannot move or shoot other weapons).

### **Land speeder**

Acc/Top Speed: 14/56; Toughness: 12 (9 base); Crew: 1; Cost: M\$  
Notes: Night Vision; Improved Stabilizer; Grav lift

Weapons: one of Heavy bolter (300 rounds) or Multi melta (10 rounds).

### **Land speeder Tornado**

Acc/Top Speed: 14/56; Toughness: 12 (9 base); Crew: 1; Cost: M\$

Notes: Night Vision; Improved Stabilizer; Grav lift

Weapons: one of Heavy bolter (300 rounds) and Assault cannon (300 rounds) or Multi melta (10 rounds) and Heavy flamer (10 rounds).

### **Land speeder Typhoon**

Acc/Top Speed: 14/56; Toughness: 12 (9 base); Crew: 1; Cost: M\$

Notes: Night Vision; Improved Stabilizer; Grav lift

Weapons: Heavy bolter (300 rounds) and Typhoon multiple missile launcher (5 salvos).

### **Predator Annihilator**

Acc/Top Speed: 5/20; Toughness: 35/22/16 (13 base); Crew: 1; Cost: M\$

Notes: Night Vision; Heavy Armor; Improved Stabilizer; Tracked

Weapons: turret mounted 2 x Lascannons (powered, TL), 2 left and right mounted Heavy bolters (300 rounds) or Lascannons (powered), pintle mounted Storm bolter (2000 rounds).

### **Predator Destructor**

Acc/Top Speed: 5/20; Toughness: 35/22/16 (13 base); Crew: 1; Cost: M\$

Notes: Night Vision; Heavy Armor; Improved Stabilizer; Tracked

Weapons: turret mounted Autocannon (500 rounds), 2 left and right mounted Heavy bolters (300 rounds) or Lascannons (powered), pintle mounted Storm bolter (2000 rounds).

### **Vindicator**

Acc/Top Speed: 5/20; Toughness: 35/22/16 (13 base); Crew: 1; Cost: M\$

Notes: Night Vision; Heavy Armor; Improved Stabilizer; Tracked

Weapons: hull mounted Demolisher cannon (30 rounds, if shoot cannot move or shoot other weapons), hull mounted Storm bolter (2000 rounds), pintle mounted Storm bolter (2000 rounds).

### **Land Rider**

Acc/Top Speed: 4/12; Toughness: 75/75/75 (16 base); Crew: 3 + 10 (or 5 Terminators); Cost: M\$

Notes: Night Vision; Heavy Armor; Improved Stabilizer; Tracked; Power of the machine spirit; front assault ramp and lateral hatches

Weapons: hull mounted 2 x Heavy bolter (500 rounds, each, TL), left mounted 2 x Lascannons (powered, TL), right mounted 2 x Lascannons (powered, TL), pintle mounted Storm bolter (2000 rounds).

### **Land Rider Crusader**

Acc/Top Speed: 4/12; Toughness: 80/75/75 (16 base); Crew: 3 + 15 (or 8 Terminators); Cost: M\$

Notes: Night Vision; Heavy Armor; Improved Stabilizer; Tracked; Power of the machine spirit; front assault ramp and lateral hatches; Frag assault launchers (before opening the front hatch can detonate three frag grenades template centered on the left front corner, the center of the front of the land raider and the right front corner)

Weapons: hull mounted 2 x Assault cannon (1000 rounds, each, TL), hull mounted Multi melta (20 rounds), 2 left and right mounted Hurricane bolters each composed of 6 x Bolters (300 rounds, each, TL), pintle mounted Storm bolter (2000 rounds).

### **Dreadnought**

Acc/Top Speed: 5/30; Toughness: 25/25/15 (12 base); Crew: 1; Cost: M\$

Notes: Heavy Armor; Legged; Improved Stabilizer; Str d12+4

Weapons: Left arm with a Powerfist and one of Storm bolter (500 rounds) or Heavy flamer (10 rounds); the left arm can be replaced with a Missile launcher (4 Krak missiles and 6 Frag missiles). Right arm with one of Assault cannon (500 rounds), 2 x Lascannons (10 rounds, each, TL, recharges with the power of the engine) or Multi melta (10 rounds).





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Race: Human

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Guts d4, Notice d6, Persuasion d6, Streetwise d8, Taunt d6, Intimidation d6, Knowledge (area) d4

Edges: Connections, Rich

Hindrances: vow (control the world), dark secret (Qolat member), Doubting thomas

Pace: 6, Parry: 5, Toughness: 5, Charisma: 0, Load limit 30, Total weight 1

Gear: Dagger, Camel, 450 Dinarii of goods to trade

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Genestealers are

Attributes: Agility d12, Smarts d10 (A), Spirit d8, Strength d8, Vigor d8

Skills: Fighting d12, Intimidation d8, Notice d10, Stealth d10

Pace: 8 (run d10); Parry: 8; Toughness: 10 (6 base)

Special Abilities: Armor +4: chitinous scales; Multiple arms: counts as two fisted, ambidextrous and multiaction penalty to extra attacks are reduce to -1; Rending claws: Str +2 AP 2 HW; Fear; Fearless;

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Genestealers are

Attributes: Agility d12+2, Smarts d10, Spirit d10, Strength d12, Vigor d12

Skills: Fighting d12, Intimidation d8, Notice d10, Stealth d10

Pace: 8 (run d10); Parry: 8; Toughness: 14 (9 base)

Special Abilities: Armor +6: chitinous thick scales; Multiple arms: counts as two fisted, ambidextrous can make up to 4 hand to hand attacks without penalties; Rending claws: Str +3 AP 15 HW 30; Fear -4; Fearless; Size +1;

# INDEX

Technology.....	9
Imperial Guard Army.....	10
Space Marine Army.....	14
1) Race.....	5
2) Traits.....	6
3) Edges and Hindrances.....	6
4) Gear.....	6
5) Background Details.....	6
Equipment.....	25
New Hindrances.....	7
Modified hindrances.....	7
New edges.....	7
Modified Edges.....	7
New Powers.....	8
Compendium.....	9
Weapons.....	20
Armors.....	22
Vehicles.....	22
Guardsmen.....	26
Genestealer.....	27
Broodlord [WC].....	27