

MACROMUNDA

IMPERIAL GUARD

HOUSE BOOK

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FACTION

IMPERIAL GUARD

A led mob is an army

The Imperial Guard are the Emperor's hammer of mortal men — the vast, uncounted soldiery that holds His galaxy one world at a time, not through any single warrior's might but through sheer disciplined mass. Every other faction fields fighters who are individually more than a man; the Guard field men, and win the only way men can. Their soldiers are the most expendable on any battlefield and the most numerous, a firing line of lasguns where rivals bring a handful of champions.

What makes that mass lethal is command. An officer does not win by fighting — he wins by making a hundred rifles fire as one, spending his own breath on Orders that turn scattered squads into a machine. Discipline holds the line together: the Commissar's pistol and the Priest's fury keep mortal men standing where terror should scatter them. Their durability is never a tough hide but numbers, cover, and the certainty that another rank waits behind the dead. Kill the officers and the machine falls apart — the whole strength of the Guard is a chain of command made of men who can be shot down like any other.

☠ FACTION SPECIAL RULES

✂ AURA OF DISCIPLINE

GANG RULE

Aura of Discipline: while a Commissar — or the Company Commander — stands upon the field, the fear that would scatter a mortal line is held in check by the certainty of his authority. Friendly non-officers within 6" of him automatically pass Nerve tests and re-roll a failed Cool test, standing where an ordinary mob would break and run. This is not the buff economy of Orders but the raw discipline that keeps the expendable line in the fight. Once per battle the Commissar may perform a Summary Execution: a friendly within 3" that has just failed a Nerve or Cool test passes it instead — at the price of that fighter taking a Flesh Wound, the Emperor's mercy delivered as a las-round. When the Commissar falls, the discipline he enforced falls with him, and the courage of the men around him is once more their own.

✂ VOICE OF COMMAND

GANG RULE

Voice of Command: the Imperial Guard do not win fights by fighting — their officers win by making a hundred lasguns fire as one. During its activation, instead of shooting or fighting, any officer — a Leader or an officer-Champion — may issue one Order to a friendly non-officer within its command range, either its Initiative or a flat 9", extended to 18" by a vox-caster; a Company Commander, as the senior voice, may issue two. Line of sight or a vox link is required. The Order modifies that fighter's next action this round — a massed volley, a marked shot, a free move, a rally, concentrated fire, or a bayonet charge — and then it is spent. An officer cannot act and command in the same breath, nor bank an Order for later; a subordinate may carry only one at a time, and any Order unused at the end of the round is lost. Nothing accumulates. Kill the officers and the Orders stop the instant they fall.

Expendable & Disciplined: every fighter in a Guard muster is a mortal, replaceable body, and its survival is bought in numbers, cover and the chain of command rather than a heavy hide. Guard armour never climbs beyond a modest ladder — light flak on a Conscript, flak on a Guardsman, carapace on a veteran or Scion, a refractor field on an officer, plate over an Ogryn — and no fighter here shrugs off wounds the way a transhuman does. In exchange, the muster fields more bodies than any rival and holds them in the fight by drill and by the officers among them. While a fighter stands within reach of its command, it endures; a leaderless mob, for all its numbers, breaks and runs.

ARMOURY

Weapon	Range		Accuracy		Str	AP	D	Am	Traits
	S	L	S	L					
Autogun	12	24	+1	-	3	-	1	4+	Rapid Fire (1)
Boltgun	12	24	+1	-	4	-1	2	6+	Rapid Fire (1)
Catachan Auto Shotgun	4	12	+1	-	4	-	1	4+	Knockback Rapid Fire (1) Scattershot
Gate Pattern Hellgun Lasgun	12	24	+1	-	3	-	1	2+	Rapid Fire (2)
Hotshot Lasgun	12	24	+1	-	3	-2	1	5+	Rapid Fire (1)
Lasgun	12	24	+1	-	3	-	1	2+	Rapid Fire (1)
Marksman Hotshot Lasgun	12	24	+1	-	3	-2	1	5+	Rapid Fire (1) Sniper
Ripper Gun	6	12	-	-	5	-1	2	4+	Melee (dual-profile) Rapid Fire (1)
Shotgun	4	12	+1	-	4	-	1	4+	Knockback Scattershot
Trench Shotgun	4"	12"	+1	-	4	-	1	4+	Knockback Rapid Fire (1) Scattershot
Trench Sweeper Shotgun	4	12	+1	-	4	-	1	3+	Knockback Scattershot
War Shotgun	4	12	+1	-	4	-	1	4+	Knockback Scattershot
Autopistol	8	12	+1	-	3	-	1	4+	Pistol Rapid Fire (1)
Bolt Pistol	4	12	+1	-	4	-1	2	6+	Pistol Rapid Fire (1)
Command Las	8"	12"	+1	-	3	-2	1	5+	Master-crafted (re-roll one Hit) Pistol
Hotshot Hand Flamer	T	-	-	-	3	-	1	5+	Blaze Pistol Template
Hotshot Laspistol	8	12	+1	-	3	-2	1	5+	Pistol
Laspistol	8	12	+1	-	3	-	1	2+	Pistol
Plasma Pistol	6	12	+1	-	5/7	-1/-2	2/3	5+	Overcharge/Unstable Pistol

☠ Flamer	T	–	–	–	4	-1	1	5+	Blaze	Template
☠ Grenade Launcher	12	24	–	–	*	–	1/2	4+	Blast	Knockback (by shell)
☠ Meltagun	6	12	+1	–	8	-4	3	6+	Melta	Scarce
☠ Plasma Gun	12	24	+1	–	6/7	-2/-3	2/3	5+	Overcharge/Unstable	Rapid Fire (1)
☠ Sniper Rifle	18	36	+1	–	4	-1	1	6+	Knockback	Rapid Fire (0) Sniper
☠ Vox Las Rounds	–	as host weapon	–	–	as host	as host	as host	one-use	Special ammo (any hot-shot weapon)	one attack ignores cover and invuln-cover bonuses
☠ Autocannon	24	48	–	–	7	-1	2	6+	Rapid Fire (1)	Unwieldy
☠ Battle Cannon	24	48	–	–	9	-2	3	6+	Blast (3")	Knockback
☠ Cadian Volley Gun	24	48	–	–	3	-2	1	6+	Rapid Fire (3)	Unwieldy
☠ Creeping Barrage Mortar	–	48	–	–	4	-1	1	4+	Blast	Heavy Indirect
☠ Earthshaker Cannon	–	72	–	–	9	-2	3	6+	Knockback	seeds a smoke marker on scatter to open ground
☠ Heavy Bolter	18	36	–	–	5	-2	2	6+	Blast (5")	Indirect
☠ Heavy Flamer	T	–	–	–	5	-2	1	5+	Unwieldy	
☠ Heavy Stubber	18	36	–	–	4	-1	1	5+	Rapid Fire (2)	Unwieldy
☠ Hotshot Volley Gun	18"	36"	–	–	4	-2	1	5+	Rapid Fire (3)	Unwieldy
☠ Inferno Cannon	T	–	–	–	6	-2	2	5+	Blaze	Template
☠ Lascannon	24	48	+1	–	9	-4	D3+2	5+	Unwieldy	Anti-Brute/vehicle
☠ Missile Launcher	24	48	–	–	*	-/-3	2/D3	5+	Blast	Unwieldy (by shell)
☠ Mortar	–	48	–	–	4	-1	1	4+	Blaze	Indirect
☠ Multi Laser	24	48	–	–	6	-1	1	6+	Unwieldy	
☠ Rocket Pods	24	48	–	–	5	-1	1	4+	Rapid Fire (2)	Unwieldy
☠ Rocket Pods	24	48	–	–	5	-1	1	4+	Blast (3")	Rapid Fire (1)
☞ Bayonet	E	–	–	–	+0	–	1	–	Melee	

↘ Bullgryn Maul	E	–	–	–	+3	–1	2	–	Concussion	Melee	Shield (4+ front)
↘ Catachan Knife	E	–	–	–	+1	–1	1	–	Catachan	Melee	
↘ Chainsword	E	–	–	–	+1	–1	1	–	Melee	Parry	Rending
↘ Devil Tree Bola	E	6	–	–	+0	–	1	–	Entangle	Melee	Thrown
↘ Devils Claw	E	–	–	–	+1	–2	1	–	Melee	Rending	re-roll Wounds vs T≤4
↘ Enforcer Shock Maul	E	–	–	–	+2	–1	1	–	Concussion	Melee	
↘ Entrenching Pick	E	–	–	–	+1	–1	1	–	Improvised	Melee	
↘ Entrenching Tool	E	–	–	–	+1	–	1	–	Improvised	Melee	
↘ Hunting Lance	E	–	–	–	+2	–2	1	–	Melee	one-use on the charge: +1 Damage	
↘ Power Fist	E	–	–	–	+2	–3	2	–	Melee	Power	Unwieldy
↘ Power Sword	E	–	–	–	+0	–2	1	–	Melee	Parry	Power
↘ Standard Bearers Power Sword	E	–	–	–	+0	–2	1	–	Melee	Parry	Power
Demolition Charge	–	6	–	–	8	–3	3	1/battle	Blast	One-shot	Scarce
Frag Grenade	–	Sx2	–	–	3	–	1	4+	Blast	Knockback	
Krak Grenade	–	Sx2	–	–	6	–1	2	4+	Blast		
Photon Flash Grenade	–	Sx2	–	–	–	–	–	4+	Blind	Flash	
Smoke Grenade	–	Sx2	–	–	–	–	–	4+	Smoke		
Toxic Bog Demo	–	6	–	–	8	–3	3	1/battle	Blast	Gas	One-shot
									Scarce		

✂ AUGMETICS

PERSONAL

COST 45

BIONIC LIMB / EYE OFFSETTING A LASTING INJURY

Augmetics: a bionic limb or eye grafted onto a much-rebuilt veteran, restoring what the Emperor's wars have taken. A fighter fitted with augmetics offsets a Lasting Injury, its ruined flesh replaced by crude but serviceable machinery. It is the mark of a soldier who has been broken and mended more than once and returned to the line each time — proof that in the Guard, a man is kept fighting long after his own body has given out.

✂ CAMO CLOAK

ACCESSORY

COST 20

HIDDEN SETUP

Camo Cloak: a hooded drape of dulled, patterned fabric that breaks a fighter's outline against broken ground. A trooper issued a camo cloak may begin the battle in hidden setup, lying unseen until it chooses to strike or is stumbled upon. It suits the ambusher and the marksman — the soldier who wins by being where the enemy does not expect and firing before he is ever seen. Off the firing line and into the shadows, the cloak turns an ordinary trooper into a threat that must be found before it can be answered.

✂ CARAPACE ARMOUR

ARMOUR

COST 35

4+ SAVE — VETERAN / SCION GRADE

Carapace Armour: rigid plates of moulded armaplas worn over the bodyglove, the grade issued to veterans and elite storm-troopers. It gives a 4+ save — the sturdiest infantry protection the Guard field short of a Brute's plate, and a real step up from the flak the ordinary line wears. Heavy and reserved for the soldiers worth keeping alive — the hardened Veteran, the Scion dropped behind enemy lines — it lets a trooper stand where a Guardsman in flak would fall.

✂ COMBAT STIMMS

PERSONAL

COST 25

ONE-SHOT COMBAT SURGE

Combat Stimms: a jab of battlefield chemicals — 'slaught and stimulants — that floods a fighter with a one-shot surge of aggression and numbness to pain. Favoured by the wildest jungle regiments, a dose drives a trooper harder for a moment than his body should allow, before the crash that follows. It is a gamble spent in a single decisive push, burning a man's reserves to win the instant that matters. The disciplined regiments take none of it; the savage ones swear by it.

✂ COMMISSARS WRIT

STATUS

COST inherent

THE WRIT OF SUMMARY AUTHORITY

Commissar's Writ: the peaked cap, the sash, and the sealed writ of summary authority that mark a Commissar to every soldier who sees him. It is not a purchase but the office itself — the visible sign of the power to steady a wavering line or to execute the man who breaks it. Where the writ is present, discipline is law and cowardice is a capital matter. It is the Aura of Discipline made into cloth and paper, worn by the officer whose word decides whether a frightened trooper stands or dies.

✂ ENGINEER SERVO ARM

PERSONAL

COST inherent

MECHADENDRITE SERVO-ARM

Engineer's Servo-Arm: a heavy mechadendrite mounted at the tech-priest's back, tipped with clamps and cutting tools. Integral to the Engineer and never carried by another, it serves as both his instrument of repair and, at need, a crushing close-combat limb. With it he coaxes machine spirits back to life, frees a jammed heavy weapon, or seizes a foe who strays too close and breaks him in its grip. It is the working hand of the regiment's keeper of machines.

✂ ENTRENCHING TOOL

ACCESSORY

COST inherent

DIG COVER FROM BARE GROUND

Entrenching Tool: the short, brutal spade every siege trooper carries — the same tool that serves as an improvised melee weapon in the trenches. In a Guardsman's hands it digs cover from bare ground, scraping a firing scrape or a rampart where the battlefield offered none. It is the humble instrument of the entrenched regiments, who fight from holes they carve themselves and make even open ground into a defensible line. The blade that shifts earth by day breaks a skull by night.

✂ FLAK ARMOUR

ARMOUR

COST 10

5+ SAVE — THE GUARDSMAN STANDARD

Flak Armour: the standard-issue protection of the Imperial line — layered ablative plates and padded fabric giving a 5+ save. It is the armour of the ordinary Guardsman: enough to turn a glancing round or a shell splinter, no proof at all against a determined hit. The Guard do not buy survival in armour marks, and flak is the honest measure of that — a mortal covering for mortal men, who live instead by numbers, cover and the officers keeping them in line.

✂ GRAV CHUTE

PERSONAL

COST 35

AERIAL-INSERTION DEEP-STRIKE DEPLOY

Grav-Chute: a compact descent harness that lets a trooper drop from a great height and land ready to fight. A fighter equipped with a grav-chute deploys by aerial insertion, arriving from reserve behind or amid the enemy rather than starting on the line. It is the signature kit of the storm-trooper regiments, whose whole doctrine is the precision drop — striking suddenly at a chosen point, far from where the foe braced to meet them. The sky itself becomes the flank no wall can guard.

✂ LIGHT FLAK

ARMOUR

COST inherent

6+ SAVE — THE RAW LEVY ISSUE

Light Flak: the thinnest issue in the Guard armoury — a stripped-down flak jerkin giving a bare 6+ save, handed to conscripts and levies. It is barely armour at all, protection in name for men expected to soak fire rather than survive it. A levy in light flak is the most disposable soldier a muster fields, and his kit says as much. What keeps him standing is never the jerkin on his back but the officer at his shoulder and the ranks pressing forward beside him.

✂ MAGNOCULARS

ACCESSORY

COST 25

COMMAND SIGHT – NEGATE HIDDEN SETUP / MARK A TARGET

Magnoculars: an officer's ranged sight, a set of powerful magnifying optics for reading the battlefield at distance. A fighter with magnoculars can pick out hidden foes and mark a target for the guns — negating an enemy's hidden setup or singling out a mark for concentrated fire. It is a tool of command rather than combat: the officer who sees first directs the fire that lands first. Through the lenses the fog of the field thins, and the Orders that follow fall where they will do the most harm.

✂ MASTER VOX

PERSONAL

COST inherent

RELAYS ONE ORDER BEYOND LINE OF SIGHT

Master Vox: a heavy long-range vox set carried by the Master Vox-Operator, powerful enough to relay a single Order beyond line of sight. Through it the chain of command reaches squads an officer could never see or shout to, an order passed across the field to men who never glimpsed the one who gave it. It exists only because the Guard fight by Orders — a communications weapon in a faction whose strength is the command net itself. Where the master set carries, the officers' voices reach the whole line.

✂ MEDIC NARTHECIUM

PERSONAL

COST 35

FEEL NO PAIN 6+ AURA + IMPROVED POST-BATTLE RECOVERY

Medic's Narthecium: the medi-pack, injectors and cutting tools of the Regimental Medic. Friendly fighters near its bearer gain a Feel No Pain 6+ against wounds that would otherwise fell them, and after the battle far more of the fallen are dragged back to fight again. It grants no miracle revival mid-fight — only the steady work of keeping mortal men alive a little longer than they had any right to be. In a muster that measures its strength in bodies, every soldier the narthecium saves is another gun back on the line.

✂ MUNITORUM SERVITOR

STATUS

COST 35

THE ENGINEER COMPANION HANGER-ON

Munitorum Servitor: a lobotomised maintenance familiar — half-man, half-machine — that shuffles at an Engineer's heel carrying ammunition, tools and spare parts. It attends the tech-priest alone, a mindless companion that hauls and fetches at his command and, fitted with a crude weapon, adds a dull volume of fire. It has no will and no fear, only the loops burned into its cortex. Where an Engineer serves, the servitor is his extra pair of hands and his beast of burden both.

✂ OGRYN PLATE

ARMOUR

COST inherent

BRUTE PLATE OVER ABHUMAN HIDE

Ogryn Plate: slabs of riveted armour bolted over an Ogryn's already thick hide, sized for a body no ordinary plate would fit. It is part of the Brute itself, never issued separately, giving the abhuman a soldier's save over a frame that shrugs off half of what strikes it. Between the plate and the hide beneath, an Ogryn wades through fire that would cut down a rank of Guardsmen and keeps coming. Armour for a creature built to absorb what the line cannot.

✂ PREYSIGHT

ACCESSORY

COST 25

RE-ROLL A HIT AFTER AIM

Preysight: a targeting optic favoured by the storm-trooper regiments, tuned to the precision drop. A fighter that has taken the Aim action may, through the preysight, re-roll a Hit — the marksman's second look that turns a good shot into a certain one. It rewards patience and position: the trooper who steadies, aims, and fires deliberately rather than spraying the line. In a small elite force where every gun must count, the preysight is what makes each careful shot tell.

✂ REFRACTOR FIELD

ARMOUR

COST 55

5+ INVULNERABLE FIELD – AP NEVER APPLIES

Refractor Field: a compact energy field generator worn by officers, throwing up a shimmering 5+ invulnerable screen that turns aside blows no plate could stop. Because it is a field and not armour, a hit's armour penetration never touches it — the screen either holds or fails on its own terms. It is the closest thing to real protection the Guard afford anyone, and it is spent on the men who matter most: the Commanders and Commissars whose fall would unravel the whole muster. The field keeps the chain of command standing one blow longer.

✂ REGIMENTAL STANDARD

STATUS

COST 55

RE-ROLL A NERVE IN 6 INCHES – THE COLOURS

Regimental Standard: the colours of the regiment, borne aloft on a battle-standard for every soldier to see. A friendly fighter within 6" of the standard may re-roll a failed Nerve test, its courage anchored to the banner that has flown over the muster's every fight. It is a totem of belonging as much as a rule — men do not break while the colours still stand, and rally to them when all else fails. Where the standard falls, so does the heart of the line; while it flies, the regiment holds.

✂ SERVO SKULL

STATUS

COST 30

RELAY-SIGHT COMPANION FAMILIAR

Servo-Skull: the gilded skull of a servant of the Emperor, reanchored to a hovering anti-grav mount and set to drift above the battle. It serves as a relay and a floating eye, feeding sight of the field back to its master and extending his awareness beyond his own line of vision. A grim, faithful familiar, it goes where a living scout could not and sees what a soldier on the ground cannot. Through its dead eyes the officer directs his men one step ahead of the enemy.

✂ SLABSHIELD

ARMOUR

COST inherent

4+ TO THE FRONT

Slabshield: a great riveted slab of a shield carried by a Bullgryn, broad enough to cover the abhuman behind it. Part of the maul-and-shield loadout and never bought on its own, it presents a 4+ save against anything striking from the front — a moving wall of plate that advances into fire and shrugs it aside. Behind a rank of slabshields an Ogryn charge becomes a rolling barricade, closing the ground the enemy's guns were meant to deny. The front it faces simply cannot get through.

✂ VOX CASTER

PERSONAL

COST 30

EXTENDS AN OFFICER COMMAND RANGE TO 18 INCHES

Vox-Caster: the regimental communications set, and the one item that exists purely to serve the Voice of Command. Carried near an officer, it doubles his command range to a flat 18", carrying his Orders across the field to squads far beyond the reach of his own voice. It is the faction's signature piece of kit — found nowhere else, because no other force fights by Orders the way the Guard do. The further an officer's word reaches, the more of the line moves as one machine.

☠ WEAPON TRAITS

✂ BLAST

WEAPON TRAIT

An area attack. Centre a circular blast marker of diameter X" (commonly 3" or 5") over the target point; ****every**** fighter (friend or foe) fully or partially under it is hit. Blast weapons do ****not**** roll to-hit against BS in the normal way — a scatter/placement mechanic applies if the shot misses its aim point. The signature trait of frag grenades, frag missiles, plasma cannons.

✂ CONCUSSION

WEAPON TRAIT

The hit rattles the target: it counts as having ****lower Initiative / is dazed**** for reaction or knockdown purposes, making follow-up knockdowns/pinning easier. Maces, concussion weapons, some grav.

✂ ENTANGLE

WEAPON TRAIT

The target is snared. On a hit (often on a specific result) the target is ****Pinned/cannot move freely**** or suffers an Initiative penalty to break free. Flails, chains, nets.

✂ GAS

WEAPON TRAIT

A cloud-based toxin effect (see Toxin) delivered as an area template/cloud; everyone in the cloud tests. Negated by a ****respirator / filter plugs****. Choke/scare/gas grenades.

✂ KNOCKBACK WEAPON TRAIT

If the weapon's **Strength** exceeds the target's **Strength** (or simply on a hit, per the weapon), the target is pushed **1"** directly away from the firer. Can shove fighters off ledges or out of cover (stub guns, shotguns, heavy stubbers).

✂ MELEE WEAPON TRAIT

The weapon can only be used at **Engagement range** (close combat). Baseline tag for CC weapons.

✂ MELTA WEAPON TRAIT

Anti-armour heat lance. At **Short range** the weapon's Damage is **doubled** (and it is brutal vs vehicles/structures). At Long range it is an ordinary, weaker hit. The signature of meltaguns/multi-meltas/melta bombs.

✂ PARRY WEAPON TRAIT

Defensive blade trait. When the fighter is attacked in melee, for each Parry weapon they hold they can **force the attacker to re-roll one successful hit dice** (one of the attacker's hits). Swords, knives. Two Parry weapons can give two re-rolls in some printings.

✂ POWER WEAPON TRAIT

A power-field melee weapon. **Ignores the target's armour save entirely** (the save cannot be taken at all — distinct from AP, which merely modifies it). Power swords/axes/mauls/fists. Often paired with other traits (e.g. Power + Unwieldy on a power fist).

✂ RAPID FIRE WEAPON TRAIT

The weapon can put out multiple hits. When you make the hit roll you may roll **X additional** Firepower/ammo dice; each that would normally hit scores an extra hit (subject to a -1 to-hit per extra dice after the first in some printings). More dice = more hits but more chances to trigger an Ammo check. The classic "spray" trait of autoguns/heavy stubbers/storm weapons.

✂ RENDING WEAPON TRAIT

On a **natural 6 to wound**, the attack improves: it gains additional AP and/or +1 Damage (the "rends armour" effect). Turns a mid-Str weapon into an armour-killer on lucky rolls (needle weapons, some blades).

✂ SCARCE WEAPON TRAIT

The opposite of Plentiful. Ammo is rare; once the weapon runs out it **cannot be reloaded** during the battle (it stays out of ammo). Common on exotic/heavy ordnance and special ammo. Pushes a weapon's effective cost down per-shot.

✂ SCATTERSHOT WEAPON TRAIT

A short-range spray (e.g. scatter shotgun shells). Typically grants extra hit dice at close range / hits more reliably up close, representing a shotgun cone. Often pairs with poor long-range Acc.

✂ SMOKE WEAPON TRAIT

Creates a **smoke cloud** area that blocks line of sight (grants concealment / breaks LoS through it). Used by smoke grenades and smoke dischargers — no damage, pure battlefield control.

✂ SNIPER WEAPON TRAIT

Treats the target's **range** and **cover** more favourably and often imposes **Pinning** or a Flesh Wound on a hit; can target specific fighters ignoring "nearest" rules. The marksman's-rifle trait.

✂ TEMPLATE

WEAPON TRAIT

Uses the flame/teardrop **Flamer template** instead of a to-hit roll. Place the template with its narrow end touching the firer; every fighter under it is automatically hit (they may get a chance to be hit on a roll, but there is no BS test). Ignores cover positioning to a large degree. The flamer family. Targets hit by a Template count as having been hit by a "guaranteed" attack.

✂ UNWIELDY

WEAPON TRAIT

Big, heavy, two-handed. The weapon takes **two hands** (cannot pair it with another weapon for extra attacks) and imposes a penalty when used (e.g. counts as fewer attacks, or a to-hit/Initiative penalty). The cost balancer on power fists, heavy melee, and some heavy ranged weapons (firing a heavy weapon unbraced).

SKILLS

✂ DIG IN

IMPERIAL GUARD SET

Dig In: the Guardsman's instinct is to get low and stay alive. If this fighter did not move during its activation, it counts as being in partial cover even while standing in the open, having gone to ground or scraped itself a hollow in the dirt. The skill turns patience into protection: a trooper who holds his position and refuses to be drawn forward is far harder to kill than one caught moving. It is the discipline of the entrenched line — hold the ground, present no easy target, and let the enemy come onto the guns.

✂ MASSED FIRE

IMPERIAL GUARD SET

Massed Fire: concentrated lasgun fire is more than the sum of its men. When this fighter and at least one friendly within 3" both shoot the same target, this fighter re-rolls a failed Hit — two guns trained on one foe finding the mark where one alone might miss. It rewards the Guard's native way of fighting: not the lone marksman but the firing line, bodies packed close and volleys layered until the target goes down. Sited among its squadmates and pointed at a shared target, an ordinary trooper's fire grows suddenly reliable.

✂ SERGEANTS BARK

IMPERIAL GUARD SET

Sergeant's Bark: the noise of an NCO holding the line by sheer volume. Once per round, when a friendly fighter within 6" of this fighter fails a Nerve or Cool test, that fighter may immediately re-test. It is a smaller, blunter discipline than a Commissar's aura — a hoarse shout that drags one wavering man back into the fight before he bolts — but it needs no officer's rank to use, and in a muster that fights in mortal bodies, one steadied trooper can hold a whole squad's corner of the line.

✂ STEADY HANDS

IMPERIAL GUARD SET

Steady Hands: the discipline of a veteran gunline passed to the crews around it. Friendly Heavy-Weapons Teams and Special-Weapons Troopers within 6" of this fighter may, once per round, treat their weapon as not Unwieldy, or ignore the penalty for moving and firing. It lets the muster's heaviest guns reposition and still put out fire, or loose the round they would otherwise have spent bracing. Around a steady hand an unwieldy weapon behaves — and the anvil of the Guard line keeps hammering even as it shifts.

✧ TAKE THE OBJECTIVE

IMPERIAL GUARD SET

Take the Objective: for the Guard, the mission comes before the man. This fighter re-rolls a failed Initiative or Cool test made to interact with an objective or to hold ground while an enemy is within 3" — steadying its hands over a demolition, a control panel or a held position when the fighting is close enough to break a lesser resolve. Where others waver at the decisive moment, a trooper with this discipline sees the task through, because the objective is what the muster was spent to take.

✧ VOICE OF COMMAND

IMPERIAL GUARD SET

Voice of Command: this fighter has learned to command, not merely to obey. It gains the Voice of Command and may issue Orders exactly as an officer does, as described in the faction signature — a promoted veteran-Sergeant taking up the authority of the chain of command. During its activation, in place of its own shooting or melee action, it may issue one Order to a friendly non-officer within command range, buffing that fighter's next action before the Order is spent. The skill turns a rank-and-file veteran into another voice on the field, another source of the Orders that make a mob into an army.



IMPERIAL GUARD · HOUSE DOSSIER

CADIAN SHOCK TROOPS

The layered line that does not break

Cadia is the layered line that does not break — the disciplined standard of the Astra Militarum against which every other Regiment is measured. It fields no single decisive body and no trick that wins a battle alone; its strength is breadth welded into one machine. Lasgun infantry hold the centre, special weapons reach for what the line cannot, heavy-weapons teams anchor the fire, and a Sentinel or a Leman Russ lends the armour — and over all of them stands the deepest officer corps in the faction, issuing the whole Order menu and choosing the right command for each moment rather than favouring one. Where Catachan strikes from cover, Krieg grinds forward, and the Tempestus drop from the sky, Cadia plants a firing line, layers its arms, and holds. Its fighters are mortal men in humble armour, expendable one by one and unbreakable together while an officer's voice reaches them and a Commissar stands among them. This is the iron benchmark — the Regiment that stood when a world fell, whose survivors fight on as the standard the Imperium sets for all the rest.

GANG COMPOSITION

CREDITS	1500
LEADERS	1
CHAMPIONS	4

BUILD RULES

- ♦ Starting credits: 1500 (converter-wide default); no per-fighter tithe — Voice of Command costs no credits
- ♦ Exactly 1 Leader (Company Commander; High-Command Leader is the mounted apex of that single slot)
- ♦ 0-2 Lieutenants/Sergeants · 0-1 Commissar · 0-1 Ministorum Priest · 0-1 each specialist (Medic/Master-Vox/Enginseer)
- ♦ Guardsmen the bulk; Conscripts cheap and plentiful; 0-2 Special-Weapons Troopers · 0-2 Heavy-Weapons Teams
- ♦ 0-1 Brute (Ogryn/Sentinel) · 0-1 super/super-heavy Brute (Leman Russ / Rogal Dorn / Baneblade — fortune-gatekeeper)
- ♦ Backbone: Gangers + Juves $\geq$ Leaders + Champions (the most body-heavy gang in the game)
- ♦ Cadian delta — 'Cadia stands': issues the WHOLE Order menu (no lean), swaps its 6th skill to Hold the Line, and runs the deepest officer corps

A Cadian gang musters on the converter-wide 1500 credits, spent on bodies and guns rather than on the Voice of Command, which costs no credits and is paid in the officers' activations. Exactly one Leader stands at its head — a Company Commander, or the mounted High-Command Leader who is the apex of that same single slot. Beneath him the officer corps runs deep: up to two Lieutenants or Sergeants, up to one Commissar and one Ministorum Priest, and one each of the Medic, Master-Vox and Enginseer specialists. Guardsmen form the bulk and Conscripts the cheap, plentiful levy; the gang may field up to two Special-Weapons Troopers and two Heavy-Weapons Teams, one Brute, and — at fortune's price — a single super or super-heavy Brute. One rule binds the whole: Gangers and Juves must at least equal Leaders and Champions, making Cadia the most body-heavy gang in the game. As Cadia stands, it issues the whole Order menu with no lean, swaps its sixth skill for Hold the Line, and runs the deepest command of any Regiment.

🦴 GANG RULES

✂ COMBINED-ARMS DOCTRINE

GANG RULE

Combined-Arms Doctrine is how Cadia wields the Voice of Command — not as a favoured trick but as the whole menu, open every turn. Where each other Regiment leans on one or two Orders and adds a signature of its own, a Cadian officer may reach for any Order in the book and call the one the moment demands. When the enemy masses, he calls the massed volley of "First Rank, Fire!" into a lasgun line; when a single hard target must fall, "Take Aim" or "Bring It Down!"; when the objective lies open, "Move! Move! Move!" seizes it; when the line wavers, "Get Back in the Fight!" rallies it; when the foe closes, "Fix Bayonets!" meets him. Cadia takes no Regiment-Order and no lean at all — its breadth is its identity, and it fields the deepest officer corps in the faction precisely so it can issue the right command each round rather than the same one twice. Nothing is banked and nothing accrues: an officer spends his activation, one subordinate's next action is sharpened, and the word is gone. Kill the officers and the whole doctrine falls silent.

FIGHTERS

COMPANY COMMANDER

LEADER

✖ 83 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	3+	3	3	2	3+	2	5+	4+	5+	5+

SAVE 5+

SPECIAL RULES Voice of Command (*issues TWO Orders per round*)

Combined-Arms Doctrine (*issues the full Order menu, flexibly*)

Expendable & Disciplined (*flak + refractor field, never a super-body*) SEE SPECIAL RULES

PRIMARY

Cunning

Ferocity

Leadership

SECONDARY

Agility

Brawn

Combat

Savant

Shooting

Signature

STARTING GEAR Laspistol · Power Sword · Flak Armour · Refractor Field

EQUIPMENT LIST

PISTOL

Bolt Pistol 45 credits

Laspistol

included

CLOSE-COMBAT

Chainsword 25 credits

✂ *Enforcer Shock Maul* 50 credits

Kitbash a Cadian provost's shock-maul onto an officer. Priced above the stock chainsword and the comparable power sword.

Power Fist 60 credits

Power Sword

included

GRENADE

Frag Grenade 30 credits

Krak Grenade 45 credits

ARMOUR

Flak Armour

included

Refractor Field

included

STATUS

Vox Caster 30 credits

Regimental Standard 55 credits

Master Vox

in kit

The Company Commander is the mind of a Cadian gang and the single Leader every muster is built around. He does not win fights by fighting; he wins them by making a firing line act as one. Through the Voice of Command he issues two Orders each round, and under the Combined-Arms Doctrine he draws from the whole menu — a massed volley here, a marked target there, a squad hurled onto an objective — choosing the right word for the moment rather than the same word every time. He carries a laspistol and power sword behind flak and a refractor field that turns the shot meant to end him, but his armour is the least of him: kill the officer and the Orders stop the instant he falls. He fights from the second rank, close enough to be heard, and the line holds while he speaks.

HIGH COMMAND LEADER

LEADER

✖ 180 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
8"	3+	3+	3	4	3	3+	3	4+	3+	4+	4+

SAVE 4+

SPECIAL RULES Voice of Command (*two Orders + once/battle an army-wide Order*)

Combined-Arms Doctrine (*the full Order menu across the whole corps*) SEE SPECIAL RULES

PRIMARY

Cunning

Ferocity

Leadership

SECONDARY

Agility

Brawn

Combat

Savant

Shooting

Signature

STARTING GEAR Bolt Pistol · Power Sword · Flak Armour · Refractor Field

EQUIPMENT LIST

PISTOL

Bolt Pistol 45 credits

CLOSE-COMBAT

Chainsword 25 credits

Power Sword 45 credits

GRENADE

Frag Grenade 30 credits

Krak Grenade 45 credits

ARMOUR

Flak Armour 10 credits

Refractor Field 55 credits

STATUS

Regimental Standard 55 credits

Master Vox

in kit

The High-Command Leader is the mounted apex of the single Leader slot — a general of the Astra Militarum riding at the head of his corps, not a second commander but the grandest form the one may take. He issues two Orders a round as any Company Commander does, and once a battle his word carries across the whole field: a single army-wide Order that reaches every officer and subordinate at once, the strategic stroke that turns a firefight. The Combined-Arms Doctrine is his to spend in full, every Order in the menu open to him each turn. He rides with bolt pistol and power sword behind a refractor field, faster and tougher than the men he leads — yet the same truth binds him. The chain of command is made of men who can be shot, and when the general falls the Orders fall silent with him.

COMMISSAR

CHAMPION

≈ 110 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	3+	3	3	2	3+	2	5+	4+	4+	6+

SAVE 5+

SPECIAL RULES *Aura of Discipline (auto-pass Nerve in 6" + Summary Execution)*

Expendable & Disciplined (*the discipline that keeps the line standing*) SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- re-roll Cool

PRIMARY

Combat

Cunning

Ferocity

Leadership

Signature

SECONDARY

Agility

Brawn

Savant

Shooting

STARTING GEAR Bolt Pistol · Power Sword · Flak Armour · Refractor Field

EQUIPMENT LIST

PISTOL

Bolt Pistol 45 credits

Plasma Pistol 70 credits

CLOSE-COMBAT

Chainsword 25 credits

Power Sword 45 credits

GRENADE

Frag Grenade 30 credits

Krak Grenade 45 credits

ARMOUR

Flak Armour 10 credits

Refractor Field 55 credits

The Commissar is discipline made flesh — the officer whose presence, not his marksmanship, keeps an expendable line from breaking. Under the Aura of Discipline, friendly non-officers within 6" auto-pass Nerve tests and re-roll a failed Cool test; the mob does not run while he stands among it. Once a battle, when that is not enough, he makes a Summary Execution — a wavering fighter within 3" passes the test it has just failed, at the price of a Flesh Wound, the Emperor's mercy delivered by a bolt-round. He carries bolt pistol and power sword behind flak and a refractor field, and he is dangerous enough in his own right, but his true weapon is the certainty he instils in every soldier who can see him.

ENGINESEER

CHAMPION

55 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	4+	4+	3	3	2	4+	1	6+	5+	6+	5+

SAVE 5+

SPECIAL RULES Expendable & Disciplined (*tends the gang's machines with a servo-arm*) SEE SPECIAL RULES

STARTING GEAR Laspistol · Flak Armour · Enginseer Servo Arm

EQUIPMENT LIST	
PISTOL	PERSONAL
Laspistol 10 credits	Enginseer Servo Arm
GRENADE	in kit
Frag Grenade 30 credits	STATUS
ARMOUR	Servo Skull 30 credits
Flak Armour 10 credits	Munitorum Servitor 35 credits

The Enginseer is an Adeptus Mechanicus adept seconded to the Regiment, keeper of its machines and its heavier war-engines. His servo-arm is both tool and weapon — enough to crush a foe that closes, though he would sooner tend a stalled gun than fight. He is the one Regiment host for the Munitorum Servitor, the lobotomised familiar that attends him alone. Laspistol and flak keep him alive; his worth is in what he mends, coaxing a silenced heavy weapon or a stalled walker back into the fight when a lesser gang would leave it dead. Where the Enginseer walks, the machine-spirits of Cadia's arms are appeased.

LIEUTENANT SERGEANT

CHAMPION

× 70 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	3+	3	3	2	4+	1	6+	5+	6+	6+

SAVE 5+

SPECIAL RULES Voice of Command (*issues ONE Order per round*)

Expendable & Disciplined (*leads from the front, dies like his men*) SEE SPECIAL RULES

PRIMARY

Cunning

Ferocity

Leadership

SECONDARY

Agility

Brawn

Combat

Savant

Shooting

Signature

STARTING GEAR Laspistol · Chainsword · Flak Armour

EQUIPMENT LIST	
BASIC	GRENADE
Lasgun15 credits	Frag Grenade30 credits
PISTOL	Krak Grenade45 credits
Laspistol	ARMOUR
<i>included</i>	Refractor Field55 credits
CLOSE-COMBAT	Flak Armour
Bayonet10 credits	<i>included</i>
Power Sword45 credits	STATUS
Chainsword	Vox Caster30 credits
<i>included</i>	

The Lieutenant carries the Voice of Command down into the line — a junior officer close enough to the men to be heard over the guns. He issues one Order a round, a single word that sharpens a squad's next action, and it is his rank that lets a gang keep issuing Orders after the Company Commander falls. He leads from the front with laspistol and chainsword, flak his only real protection, and he dies much as his men do; what he leaves behind is a promoted veteran who takes up the Voice in his place. Two wounds and a firm hand make him the spine of the officer corps — the rank that holds the line together where the fighting is closest.

MASTER VOX OPERATOR

CHAMPION

✖ 55 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	4+	4+	3	3	2	4+	1	6+	5+	6+	5+

SAVE 5+

SPECIAL RULES Voice of Command (*Master Vox — relays one Order beyond line of sight*)

Expendable & Disciplined (*fragile but for the signal he carries*) SEE SPECIAL RULES

STARTING GEAR Laspistol · Flak Armour · Master Vox

EQUIPMENT LIST	
PISTOL	ARMOUR
Laspistol	Flak Armour
<i>included</i>	<i>included</i>
CLOSE-COMBAT	STATUS
Bayonet 10 credits	Vox Caster 30 credits
GRENADE	Master Vox
Frag Grenade 30 credits	<i>included</i>

The Master Vox-Operator is the reach of the chain of command — the specialist who carries the Cadian command-net on his back. Through the Master Vox he relays a single Order beyond line of sight, landing an officer's word on a subordinate the officer cannot see, anywhere the signal will carry. He is fragile, a bare specialist with laspistol and flak, and worth killing precisely for the array he bears; take him and the layered net collapses to what the officers can see with their own eyes. While he lives, the Regiment's Orders reach the whole field, and a Cadian gunline fights as one machine rather than a scatter of squads.

MINISTORUM PRIEST

CHAMPION

✖ 100 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	4+	3	3	2	4+	2	5+	5+	4+	6+

SAVE 6+

SPECIAL RULES *Aura of Discipline (zealot bark — re-roll a Nerve + +1 Attack in 6")*

Expendable & Disciplined (*a fragile firebrand in robes*) SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- re-roll Cool

PRIMARY

Combat Cunning Ferocity

SECONDARY

Brawn

Savant

Shooting

Leadership

Signature

STARTING GEAR Laspistol · Chainsword

EQUIPMENT LIST

PISTOL

Autopistol 10 credits

Laspistol 10 credits

CLOSE-COMBAT

Chainsword 25 credits

Power Sword	45 credits
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GRENADÉ

Frag Grenade 30 credits

Krak Grenade 45 credits

The Ministorum Priest is the Regiment's second voice of discipline, and where the Commissar rules by fear the Priest rules by faith. He is a firebrand in robes, a fragile fighter with little more than cloth between him and harm, who fights with laspistol and eviscerator-class chainsword and cares nothing for his own safety. His zealot's bark carries to every friendly fighter within 6": they re-roll a failed Nerve test and strike with +1 Attack in melee, hurled into the foe on the strength of his sermon. He stands beside the Commissar as a second discipline character, giving a Cadian gang two hearts that must both be silenced before the line will break — one held by the pistol, one held by the creed.

REGIMENTAL MEDIC

CHAMPION

55 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	4+	4+	3	3	2	4+	1	6+	5+	6+	5+

SAVE 5+

SPECIAL RULES Expendable & Disciplined (*narthecium*) SEE SPECIAL RULES

STARTING GEAR Laspistol · Flak Armour · Medic Narthecium

EQUIPMENT LIST	
PISTOL	ARMOUR
Laspistol	Flak Armour
<i>included</i>	<i>included</i>
CLOSE-COMBAT	PERSONAL
Bayonet10 credits	Augmetics45 credits
GRENADE	Medic Narthecium
Frag Grenade30 credits	<i>included</i>

The Regimental Medic is the reason a Cadian line can be spent and still endure. His narthecium projects a Feel No Pain 6+ aura to fighters around him, and in the post-battle sequence his care draws wounded soldiers back from lasting harm who would otherwise be lost. He is a specialist Champion and no great fighter — laspistol and flak, a close-combat blade at need — and he keeps to the ranks he mends rather than the front. In a faction that wins by numbers and the next rank behind the dead one, the man who keeps the ranks filled is worth more than his statline admits.

GUARDSMAN

GANGER

× 50 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	4+	4+	3	3	1	4+	1	7+	6+	7+	7+

SAVE 5+

SPECIAL RULES Expendable & Disciplined (*the ~50-credit benchmark, the bulk*) SEE SPECIAL RULES

PRIMARY

Cunning

Shooting

SECONDARY

Brawn

Combat

Ferocity

Savant

Signature

STARTING GEAR Lasgun · Bayonet · Flak Armour

EQUIPMENT LIST

BASIC

Autogun 15 credits

✦ Gate Pattern Hellgun Lasgun 30 credits

Kitbash a reinforced power-pack and heavy barrel onto a stock lasgun (Cadian Gate armoury pattern). Priced above the stock lasgun.

Lasgun

included

PISTOL

Laspistol 10 credits

CLOSE-COMBAT

Bayonet

included

GRENADE

Frag Grenade 30 credits

Krak Grenade 45 credits

ARMOUR

Flak Armour

included

The Guardsman is the mortal line of the Astra Militarum and the measure against which every other fighter is set — a single soldier in flak with a lasgun and a bayonet, one wound between him and the dark. Alone he is unremarkable; ranked shoulder to shoulder and told where to shoot, a hundred of him become a wall of las-fire that grinds down whatever the galaxy sends. He fights at range with the lasgun and finishes the work with the bayonet, holding his ground on drill and the certainty that another rank stands behind him. Expendable and disciplined, he breaks when leaderless and stands against anything the moment an officer's voice reaches him.

HEAVY WEAPONS TEAM

GANGER

× 70 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
4"	4+	4+	3	3	1	4+	1	7+	6+	7+	7+

SAVE 5+

SPECIAL RULES

Expendable & Disciplined (*two-crew gun platform*)

SEE SPECIAL RULES

PRIMARY

Brawn

Cunning

Shooting

Signature

SECONDARY

Ferocity

Savant

STARTING GEAR

Autocannon · Flak Armour

EQUIPMENT LIST	
HEAVY	ARMOUR
Heavy Stubber	130 credits
Mortar	140 credits
Lascannon	155 credits
Heavy Bolter	160 credits
Missile Launcher	165 credits
Heavy Flamer	195 credits
Autocannon	
<i>included</i>	

The Heavy-Weapons Team is the fire backbone of a Cadian gang — a two-crew platform hauling one of the armoury's heavy guns: heavy bolter, autocannon, lascannon, missile launcher, mortar or heavy flamer. It is slow, moving only 4", and its weapons are Unwieldy, so it fights best dug in and fed a target rather than manoeuvring. The crew are ordinary Guardsmen, T3 and a single wound apiece, protected by nothing better than flak; the value is entirely in the gun. Cadia leans on these teams harder than any other Regiment, layering two or three behind cover into a firebase that answers everything from massed infantry to enemy armour. Steady Hands and a marked target turn that slow, heavy fire into the anvil the whole line fights around.

SPECIAL WEAPONS TROOPER

GANGER

✖ 108 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	4+	4+	3	3	1	4+	1	7+	6+	7+	7+

SAVE 5+

SPECIAL RULES Expendable & Disciplined (*the squad's special-weapon answer*) SEE SPECIAL RULES

PRIMARY

Cunning

Shooting

Signature

SECONDARY

Brawn

Combat

Ferocity

Savant

STARTING GEAR Meltagun · Laspistol · Flak Armour

EQUIPMENT LIST	
PISTOL	CLOSE-COMBAT
Laspistol	Bayonet10 credits
included	
SPECIAL	GRENADE
Grenade Launcher65 credits	Frag Grenade30 credits
Plasma Gun100 credits	Krak Grenade45 credits
Flamer140 credits	ARMOUR
Meltagun	Flak Armour
included	included

The Special-Weapons Trooper is an ordinary Guardsman handed an extraordinary gun — the squad's answer to what a lasgun cannot kill. From the shared armoury he carries one special weapon: a flamer to clear cover, a meltagun to gut armour, a plasma gun to burn through the elite, or a grenade launcher to reach past the line. He is no tougher than any other soldier — flak, one wound, a laspistol at his hip — and he earns his place solely by the weapon he carries and the target it unlocks. Steady Hands from a nearby veteran lets him fire that heavy tool on the move; otherwise he plants himself and makes the shot count.

VETERAN GUARDSMAN

GANGER

75 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	3+	3	3	1	4+	1	6+	5+	6+	6+

SAVE 4+

SPECIAL RULES Expendable & Disciplined (*carapace 4+, the elite line*) SEE SPECIAL RULES

PRIMARY Combat Cunning Ferocity SECONDARY Agility Brawn Leadership
Shooting Signature Savant

STARTING GEAR Boltgun · Carapace Armour

EQUIPMENT LIST

BASIC

Lasgun 15 credits

Boltgun

included

SPECIAL

Grenade Launcher 65 credits

Plasma Gun 100 credits

Meltagun 135 credits

CLOSE-COMBAT

Chainsword 25 credits

GRENADE

Frag Grenade 30 credits

Krak Grenade 45 credits

ARMOUR

Carapace Armour

included

ACCESSORY

Magnoculars 25 credits

The Veteran Guardsman is the elite of the mortal line — a soldier who has survived enough battlefields to shoot straighter, hold steadier, and earn carapace plate over standard flak. He fights with lasgun or boltgun and may carry a special weapon of his own, and with magnoculars he reads a battlefield the rank-and-file cannot. Better in every soldierly respect than the common trooper — a 4+ save, sharper WS and BS, a firmer nerve — he is the body the Inquisition requisitions as its storm-trooper muscle. He is still a mortal man, still one wound from the dark, but he is the mortal man the Regiment trusts with its hardest work.

CONSCRIPT

JUVE

× 34 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	5+	5+	3	3	1	5+	1	8+	7+	8+	8+

SAVE 6+

SPECIAL RULES

Aura of Discipline

Expendable & Disciplined (*the cheapest body on the ladder, spent like ammunition*)

SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- re-roll Cool

PRIMARY

Savant

Shooting

SECONDARY

Brawn

Combat

Cunning

Ferocity

STARTING GEAR Lasgun · Light Flak

EQUIPMENT LIST

BASIC

Lasgun

included

PISTOL

Laspistol 10 credits

CLOSE-COMBAT

Bayonet 10 credits

GRENADE

Frag Grenade 30 credits

ARMOUR

Light Flak

included

The Conscript is the rawest levy the Regiment can field — a pressed body with a lasgun and light flak, almost no training, and the lowest cost on the whole ladder. His nerve is poor and his aim worse; left to himself he breaks and runs, but held inside a Commissar's Aura of Discipline he stands and fires with the rest. He is spent like ammunition, thrown forward in numbers to soak fire and hold ground that better fighters need not die for, and promoted to full Guardsman if he lives long enough to learn the trade. One wound, a 6+ save, and the certainty that there are always more of him — that is the whole of a Conscript.

OGRYN

BRUTE

✖ 136 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
6"	3+	5+	5	5	3	3+	3	6+	5+	7+	9+

SAVE 5+

SPECIAL RULES Expendable & Disciplined (*abhuman Brute — T5 W3, hits back and shrugs a blow*) SEE SPECIAL RULES

PRIMARY

Brawn

Combat

Ferocity

SECONDARY

Shooting

STARTING GEAR Ripper Gun · Ogryn Plate

EQUIPMENT LIST

BASIC

Ripper Gun 70 credits

CLOSE-COMBAT

Bullgryn Maul 60 credits

GRENADE

Frag Grenade 30 credits

ARMOUR

Ogryn Plate

in kit

Slabshield

in kit

The Ogryn is the Regiment's abhuman muscle — a slab of loyal, dull-witted strength that towers over the line it fights beside. T5 with three wounds and three attacks, it shrugs off blows that would fell a Guardsman and hits back hard enough to break a foe in a single exchange. It carries a ripper-gun that fires on the advance and clubs at close quarters, or a bullgryn maul behind a slabshield that walls off a whole approach. Slow of mind and simple to command, it does exactly what its officers tell it and no more — which, pointed at the enemy, is precisely enough. Where the mortal line is fragile, the Ogryn is the one body in a Cadian gang that can simply take a hit and keep coming.

VEHICLES

BANEBLADE

VEHICLE

≈ 700 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
6"	10	9	8	12	7+	3+	4+	7+	6+	7+	7+

LOCOMOTION Tracked

HARDPOINTS

- ♦ weapon — Hull arc (Crew)
- ♦ Heavy Bolter — Left arc (Crew)
- ♦ Heavy Bolter — Right arc (Crew)
- ♦ Lascannon — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ super-heavy

The Baneblade is the apex of the Imperial armoured corps rendered as a single \$5c model — a super-heavy war-machine grinding forward under a hull-mounted super-heavy main gun and a bristling secondary battery, one variant to the next: the Banehammer, Shadowsword, Stormlord and their kin trade the main armament for the job while the hull stays the same unturnable slab. Toughness 10 across its front facing, twelve Hull Points behind a 3+ armoured hull, it is the heaviest thing a Guard muster can field short of a Titan — slow at M6", near-unhandleable at Hnd 7+, and priced like the fortune it is. It resolves its facing Toughness, its Hull Points and its handling through the Ash-Wastes vehicle rules, and a mortal line simply cannot bring one down alone. It is no longer a "fortune-gate-keeper" held off the vehicle track — it is a \$5c super-heavy costed on merit (durability, offense and mobility on the square-law ledger, ≈2.2× the Rogal Dorn): very dear, and fieldable. 0–1 per gang, provisional.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

BASILISK

VEHICLE

✖ 180 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
7"	7	6	5	7	6+	4+	4+	7+	6+	7+	7+

LOCOMOTION Tracked

HARDPOINTS

- ♦ Earthshaker Cannon — Turret arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Indirect Fire (targets it cannot see)

The Basilisk is self-propelled artillery — a soft-skinned back-line gun that drops ordnance on targets it cannot even see. Its earthshaker cannon arcs a heavy shell over walls, ridgelines and rooftops to fall on foes who thought a corner or a reverse slope kept them safe, its wide burst scattering a massed formation and its Strength breaking light armour and fortified line alike. It reaches far past any weapon that might answer it, but that is its whole defence: its facing armour is thin and its rear all but open, so it lives at the back with a spotter feeding it marks and a screen of infantry between it and harm. A gang that fields one turns every scrap of cover on the field from a shield into a trap. One per gang, it resolves its facing Toughness, its Hull Points and its Loss of Control through the Ash-Wastes vehicle rules.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

CHIMERA

TRANSPORT

✖ 130 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
8"	7	6	6	7	6+	4+	4+	7+	6+	7+	7+

LOCOMOTION Tracked

HARDPOINTS

- ◆ Multi Laser — Turret arc (Crew)
- ◆ Heavy Bolter — Front arc (Crew)

SPECIAL RULES

- ◆ 0-1 per gang
- ◆ Transport (10 fighters)
- ◆ Firing ports (embarked fighters may shoot)

The Chimera is the armoured workhorse of every regiment — a tough Tracked transport that carries a squad into the fire and keeps hosing the line once they arrive. It is the Guard's Rhino-analog: not fast, not a killer, but reliable and hard to stop, its boxy hull proof against small-arms while its turret multi-laser rakes infantry and its hull heavy bolter sweeps the approach. Its true value is the cargo bay — a full squad rides inside, and the firing ports let them shoot from the hull as it rolls, so a Chimera does not just deliver a fireteam, it delivers one already in action. Fielded one at a time, it lives on its facing armour and its seven Hull Points rather than firepower, resolving its handling, its facing Toughness and its Loss of Control through the Ash-Wastes vehicle rules — the rolling strongpoint a Guard line is built around.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

HELLHOUND

VEHICLE

✖ 150 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
10"	7	6	6	7	6+	4+	4+	7+	6+	7+	7+

LOCOMOTION Tracked

HARDPOINTS

- ♦ Inferno Cannon — Turret arc (Crew)
- ♦ Heavy Bolter — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Volatile (fuel tanks — explodes catastrophically when wrecked)

The Hellhound is a fast flame-tank built on the Chimera hull — a close-range predator that races into short reach and washes whatever it finds in a sheet of burning promethium. Its turret inferno cannon is the whole point: a torrent of fire that immolates dug-in infantry and packed advances alike, with a hull heavy bolter to sweep the ground it charges across. It is quick for its class, but the same fuel that feeds the cannon makes it glass — a wrecked Hellhound goes up in a fireball that catches everything near it, so the crew live and die on the timing of the strike. A gang fields one to break a position no line can hold: get in close, burn it clean, and pull back before the tanks cook off. It resolves its handling, its facing Toughness, its Hull Points and its Loss of Control through the Ash-Wastes vehicle rules.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

LEMAN RUSS

VEHICLE

✖ 260 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
7"	8	7	6	8	6+	3+	4+	7+	6+	7+	7+

LOCOMOTION Tracked

HARDPOINTS

- ♦ Battle Cannon — Turret arc (Crew)
- ♦ Lascannon — Front arc (Crew)
- ♦ Heavy Bolter — Left arc (Crew)
- ♦ Heavy Bolter — Right arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang

The Leman Russ is the Guard's main battle tank — a slow, front-armoured turret platform that anchors a line rather than flanks it. Its heavy front facing shrugs off fire that would gut a transport, and its turret battle cannon lobs a bursting shell across the width of the field to scatter massed infantry, crack light armour and break a fortified position with one round. The main gun swaps to the job at hand — a vanquisher to kill tanks, a punisher to shred a horde, a demolisher for entrenchments — while a hull lascannon and two sponson heavy bolters let it engage across three arcs at once. It is dear, ponderous and thickly plated, sitting well below the super-heavy band but above anything a gang meets lightly. One per gang, it resolves its facing Toughness, its Hull Points and its handling through the Ash-Wastes vehicle rules — the iron centre a Guard battle-line forms up around.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

ROGAL DORN

VEHICLE

✖ 320 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
7"	9	8	7	10	6+	3+	4+	7+	6+	7+	7+

LOCOMOTION Tracked

HARDPOINTS

- ♦ Battle Cannon — Turret arc (Crew)
- ♦ Autocannon — Front arc (Crew)
- ♦ Heavy Stubber — Front arc (Crew)
- ♦ Heavy Bolter — Left arc (Crew)
- ♦ Heavy Bolter — Right arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang

The Rogal Dorn is the premium advanced battle tank — heavier, thicker-skinned and better-gunned than a Leman Russ, and the ceiling of the gang-scale vehicle track. Its turret twin-links a battle cannon so it puts two heavy shells where a Russ puts one, backed by a co-axial autocannon and heavy stubber slaved to the same mount for a spotting-and-suppression burst, with sponson heavy bolters covering the flanks. Ten Hull Points and the best facing armour on the track let it push into fire that would wreck a lesser tank and keep grinding forward. It is expensive — dear enough that a gang thinks hard before fielding it — but it is not a fortune-gatekeeper; it sits between the Leman Russ and the super-heavy Brute band, a main battle tank turned up to its limit. One per gang, it resolves its facing Toughness, its Hull Points and its handling through the Ash-Wastes vehicle rules.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

SENTINEL

WALKER

✖ 120 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
9"	6	5	5	4	5+	4+	4+	7+	6+	7+	7+

LOCOMOTION Walker

HARDPOINTS

♦ Autocannon — Front arc (Crew)

SPECIAL RULES

♦ 0-2 per gang

♦ Walker (strides over broken ground)

The Sentinel is a fast one-gun scout walker — long-legged and glassy, it strides over rubble, gullies and wreckage that would bog a tracked hull, flanking wide to bring a single heavy weapon to bear then loping away before the answer comes. Its front-fixed autocannon reaches out to crack light armour and heavy infantry; the mount readily swaps to a multi-laser, a lascannon or a heavy flamer to suit the hunt. Four Hull Points and light plate make it fragile — a hit that finds it usually finishes it — so it never anchors a line. It is a hunter, not a strongpoint: the Guard's skirmisher, striking from an angle the enemy cannot cover. Two may run together. It resolves its handling and its facing Toughness through the Ash-Wastes vehicle rules, its long stride letting it treat broken ground as open road.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

VALKYRIE

TRANSPORT

✖ 250 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
16"	7	6	5	8	6+	4+	4+	7+	6+	7+	7+

LOCOMOTION Flyer

ALTITUDE ACCESS Hover — reaches Grounded/Low

MINIMUM MOVE Hover — may hold station (no minimum move)

TURN CAP wide (Hover)

FIRING (LOW) Low altitude — normal accuracy, all hardpoint arcs fire

FIRING (HIGH) High/pass — strafe corridor: forward-fixed hardpoints along the line; Turret hardpoints also reach the sides

TRANSPORT Transport capacity: 12 (embark Grounded only, grav-drop rig)

HARDPOINTS

- ♦ Multi Laser — Front arc (Crew)
- ♦ Rocket Pods — Wing arc (Crew)
- ♦ Heavy Bolter — Left arc (Crew)
- ♦ Heavy Bolter — Right arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Transport (up to 12 fighters)
- ♦ Grav-chute insertion (passengers disembark after a Hover move)

The Valkyrie is the Guard's assault-transport flyer — a Hovering gunship-carrier that sweeps in fast, drops a squad by grav-chute into the heart of the fight and rakes the ground on the way through. Its Hover keyword frees it from the interceptor's tyranny of motion: it may hold station, settle to Low altitude and disgorge its passengers where they are needed, then climb away, and its integral chute rack lets a full complement bail out safely mid-battle. A nose multi-laser and wing rocket pods soften a landing zone as it arrives, with sponson heavy bolters covering the flanks. It is lighter and cheaper than the apex assault carriers, trading armour for speed and reach — a mobile insertion piece, not a brawler. One per gang, it resolves its Hull Points and facing Toughness through the Ash-Wastes vehicle rules, and its altitude, its Hover station and its ingress through the Flight rules.

Uses the Macromunda Flight rules — see Flying Mechanics.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

VENDETTA

GUNSHIP

✕ 270 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
18"	7	6	5	8	5+	4+	4+	7+	6+	7+	7+

LOCOMOTION Flyer

ALTITUDE ACCESS Interceptor — reaches Low/High (cannot land)

MINIMUM MOVE Minimum move 8"

TURN CAP tight (Interceptor)

FIRING (LOW) Low altitude — normal accuracy, all hardpoint arcs fire

FIRING (HIGH) High/pass — strafe corridor: forward-fixed hardpoints along the line; Turret hardpoints also reach the sides

HARDPOINTS

- ◆ Lascannon — Front arc (Crew)
- ◆ Lascannon — Front arc (Crew)
- ◆ Lascannon — Front arc (Crew)
- ◆ Heavy Bolter — Left arc (Crew)
- ◆ Heavy Bolter — Right arc (Crew)

SPECIAL RULES

- ◆ 0-1 per gang

The Vendetta is the pure interceptor gunship on the Valkyrie airframe — no cargo, all guns. Where its sister carries a squad, the Vendetta gives the whole hull over to three twin-linked lascannon in the nose and wings, a dedicated aerial tank-killer that hunts armour and fast movers from above. With no Hover capability it holds no station: it cannot land, and it must make its minimum move every round, screaming across the field at Low or High altitude and banking back for another firing pass. Its speed and altitude are its armour as much as its plate is — a target it has already overflown cannot easily answer, and by the time the guns bear again it is somewhere else. Sponson heavy bolters add close-in volume against infantry. One per gang, it resolves its Hull Points and facing Toughness through the Ash-Wastes vehicle rules, and its altitude, its minimum move and its passes through the Flight rules.

Uses the Macromunda Flight rules — see Flying Mechanics.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

🦴 GANG TACTICS

D66

ROLL	TACTIC	TIMING
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11	First Rank Fire. Play this card in any round. Choose a friendly fighter armed with a basic or las weapon. Until the end of the round its weapon fires one extra shot, whether or not it already has the Rapid Fire trait — the massed volley loosed on your word.	ANY ROUND
12	Take Aim. Play this card in any round on a friendly fighter that is about to shoot. It re-rolls failed Hits and ignores cover with that attack — one marked shot, coldly placed.	ANY ROUND
13	Move Move Move. Play this card in any round. A friendly fighter immediately makes a free Move, double-timing across the open to close the ground or reach an objective.	ANY ROUND
14	Get Back In The Fight. Play this card in any round on a friendly fighter that is Pinned or Broken. It immediately recovers and may act as normal this round — hauled back into the firing line by a shouted command.	ANY ROUND
15	Bring It Down. Play this card in any round on a friendly fighter attacking a Brute, vehicle or other large target. Its next attack gains +1 Damage and improved AP — the whole line's fire concentrated on one hard mark.	ANY ROUND
16	Fix Bayonets. Play this card in any round. A friendly fighter makes an immediate free charge, or gains +1 Attack in melee this round — cold steel driven into the foe.	ANY ROUND
21	Cadia Stands. Play this card in any round on a friendly fighter standing on an objective or in cover. Until your next turn it auto-passes Nerve tests and cannot be forced to move by any enemy effect — Cadia does not yield the ground.	ANY ROUND
22	Combined Assault. Play this card in any round. Choose two friendly fighters within 3" of one another; both re-roll failed Hits against a single target they each attack this round — separate arms, one kill.	ANY ROUND
23	Hold The Line. Play this card in any round on a stationary friendly fighter. Until the start of your next turn it counts as being in full cover and auto-passes its first Nerve test — dug in and immovable.	ANY ROUND
24	Aegis Position. Play this card in any round on a friendly fighter in base contact with cover or a barricade. Until your next turn it gains +1 to its cover save and cannot be Pinned by ranged fire — the firing position holds.	ANY ROUND
25	Layered Fire. Play this card in any round. Up to three friendly fighters that shoot the same target this round each gain +1 to Hit against it — the layered combined-arms fire falling in sequence.	ANY ROUND
26	Field Promotion. Play this card the moment a friendly officer goes Out of Action. Choose a friendly Champion or Ganger within 6"; until the end of the battle it gains the Voice of Command and may issue one Order a round — the chain of command unbroken.	WHEN A LEADER/OFFICER GOES OUT OF ACTION
31	Disciplined Volley. Play this card in any round. Every friendly fighter that Aims this round and then shoots re-rolls a single failed Hit — the drilled volley, every rifle firing as one.	ANY ROUND
32	Steady Aim. Play this card in any round on a friendly fighter with a heavy or special weapon. It ignores the Unwieldy trait and the move-and-fire penalty for its next shot — the veteran's steady hands.	ANY ROUND
33	Command Net. Play this card in any round. Until the end of the round, friendly officers issue Orders at unlimited range across the board and need no line of sight — the Cadian command-net at full stretch.	ANY ROUND

34	The Whole Menu. Play this card in any round on a friendly officer. It may issue one additional Order this round, drawn from any part of the menu — the combined-arms doctrine spent to the full.	ANY ROUND
35	Dig Deeper. Play this card in any round on a stationary friendly fighter. It goes to ground: until it moves it counts as being in full cover and gains +1 Toughness against Blast weapons — deeper into the earth.	ANY ROUND
36	No Retreat. Play this card in any round. Until the start of your next turn, no friendly fighter may be made to Retreat or fall back by any effect, and each passes Nerve tests to remain in melee — not one step back.	ANY ROUND
41	Concentrated Barrage. Play this card in any round. Choose an enemy fighter; every friendly fighter that shoots it this round gains +1 to wound against it — the barrage concentrated on a single point.	ANY ROUND
42	Crossfire. Play this card in any round on an enemy fighter that two or more friendly fighters can see from different directions. It claims no cover save against their fire this round — caught in the crossfire.	ANY ROUND
43	Covering Fire. Play this card in any round. A friendly fighter shoots as an interrupt at an enemy that has just moved into the open; if it Hits, that enemy is Pinned — fire that pins the foe in place.	ANY ROUND
44	Rally Point. Play this card in any round. Every Broken or Pinned friendly fighter within 6" of a friendly officer immediately Rallies and stands — the men reforming on their sergeant.	ANY ROUND
45	Iron Discipline. Play this card in any round. Until the start of your next turn, friendly fighters within 6" of a Commissar or officer auto-pass all Nerve and Cool tests — discipline holding the whole line.	ANY ROUND
46	Marked Target. Play this card in any round after a friendly fighter Aims. Mark an enemy target; friendly fighters shooting it this round add -1 AP to their attacks — the focused fire of a called target.	ANY ROUND
51	Suppressing Fire. Play this card in any round on a friendly fighter that shoots but does not wound. The target and every enemy within 2" of it are Pinned — heavy fire that keeps the enemy's heads down.	ANY ROUND
52	Fire And Advance. Play this card in any round. A friendly fighter may shoot and then make a free 3" Move, or move and then shoot without the move-and-fire penalty — fire and manoeuvre in one breath.	ANY ROUND
53	The Gate Holds. Play this card in any round. Choose a friendly fighter holding an objective; until your next turn it may not be moved from it, gains +1 to its save, and auto-passes Nerve — the gate does not fall while it stands.	ANY ROUND
54	Counter Charge. Play this card when a friendly fighter is charged. It makes its Reaction attacks with +1 Attack and gains Parry — the line meeting the assault head-on rather than receiving it.	WHEN CHARGED
55	Flanking Sentinel. Play this card in any round on a friendly Brute or vehicle. It makes a free Move up to its full distance and then shoots — the scout walker swinging onto the enemy flank.	ANY ROUND
56	Armoured Spearhead. Play this card in any round on a friendly Brute, vehicle or Ogryn. Until your next turn it gains +1 Toughness and cannot be Pinned — the armoured tip of the advance grinding forward.	ANY ROUND

61	Last Stand. Play this card when your gang has fewer standing fighters than the enemy. Until the end of the battle, all friendly fighters gain +1 Attack and auto-pass Bottle tests — the men who will not be the ones to break.	WHEN OUTNUMBERED ON THE BOARD
62	For Cadia. Play this card once per battle. Until the start of your next turn, every friendly fighter re-rolls failed Hits and Nerve tests — the Regiment's war-cry answered along the whole line.	ONCE PER BATTLE
63	Precision Strike. Play this card in any round on a friendly fighter with a special or sniper weapon. Its next attack ignores cover and gains +1 to wound — one exact, deliberate shot.	ANY ROUND
64	Entrench. Play this card at the start of the battle, before the first round. Up to three friendly fighters begin the game as though in full cover wherever they deploy, having dug in overnight — prepared positions across the line.	START OF BATTLE
65	Wall Of Steel. Play this card when a friendly fighter is charged. Until the end of the round, it and all friendly fighters within 3" gain Parry and +1 to their save in melee — a locked wall of bayonets.	WHEN CHARGED
66	The Emperor Protects. Play this card once per battle on a friendly fighter about to suffer an Out of Action result. Roll a D6; on a 4 or higher it is Seriously Injured instead — the Emperor's hand turning the killing blow aside.	ONCE PER BATTLE

ALLIANCES

THE BROKEN WORLD FEUD

ALLIANCE

WHO	the faction that took a Cadian world — a Chaos, xenos or traitor gang that holds ground Cadia once held (any such gang; the Regiment's natural nemesis)
TERMS	campaign-level feud: while the feud stands, Cadia gains bonus reputation for a win against the enemy but the enemy's presence on the world is a running penalty until one side is driven off — the grudge of a world that fell

Cadia's oldest grudge is against whoever took one of its worlds. Any Chaos warband, xenos host or traitor gang that holds ground Cadia once held becomes the Regiment's natural nemesis — a broken-world feud carried at the campaign level. While the feud stands, Cadia gains bonus reputation for a victory against that enemy, but the enemy's continued presence on the world is a running penalty on the Regiment until one side is driven off for good. It is the grudge of soldiers who watched a world fall and mean to take it back: no truce, no forgetting, only the long work of reclamation.

WHO	an allied Imperial force that requisitions Cadian troops — the Inquisition (drawing Veteran Guardsmen + Tempestus Scions) or a Genestealer Cult's mortal wing (drawing the Brood-Brother rank-and-file); any such faction, phase-gated
TERMS	campaign-level requisition pact: while it stands, Cadia may second a Veteran Guardsman or rank-and-file body to the ally between battles for a reputation return; the ally may field that unit as its own, and Cadia gains a favour in exchange — the Regiment seconded to a campaign, not a fixed pairing

Cadia is the manpower reservoir of the Imperium, and it allies by requisition rather than by oath. An allied Imperial force — the Inquisition drawing Veteran Guardsmen and Tempestus Scions, or a Genestealer Cult's mortal wing drawing the Brood-Brother rank-and-file — may call on Cadian troops through a phase-gated pact. While it stands, Cadia may second a Veteran Guardsman or a rank-and-file body to the ally between battles for a reputation return; the ally fields that unit as its own, and Cadia gains a favour in exchange. It is the Regiment seconded to a campaign, not a fixed friendship — line troops lent where the Imperium needs them, and recalled when it does not.

🦴 FAVOURS

2D6

ROLL	FAVOUR	PATRON
4	A Cold Shoulder. The Munitorum's clerks are unmoved. You gain nothing this time — no credits, no materiel — and the requisition-writ is stamped, filed, and forgotten. High Command expects the Regiment to make do, as it always has.	THE DEPARTMENTO MUNITORUM & CADIAN HIGH COMMAND (THE IMPERIUM'S LOGISTICS AND THE REGIMENT'S OWN OFFICER CORPS)
5	Standard Issue. The quartermaster grants the bare minimum. You may draw a single common weapon or one suit of flak armour from Munitorum stores at no cost — standard issue, and nothing more.	THE DEPARTMENTO MUNITORUM & CADIAN HIGH COMMAND (THE IMPERIUM'S LOGISTICS AND THE REGIMENT'S OWN OFFICER CORPS)

6	Field Requisition. A field requisition clears the desk. Until your next muster you may purchase one Rare item as though it were Common availability — the supply lines briefly favour the Regiment.	THE DEPARTMENTO MUNITORUM & CADIAN HIGH COMMAND (THE IMPERIUM'S LOGISTICS AND THE REGIMENT'S OWN OFFICER CORPS)
7	A Word From The Commissar. A word from High Command sets the line in order. One friendly fighter carrying a lasting injury heals it, or one fighter In Recovery returns to active duty at once — discipline and care restoring the ranks.	THE DEPARTMENTO MUNITORUM & CADIAN HIGH COMMAND (THE IMPERIUM'S LOGISTICS AND THE REGIMENT'S OWN OFFICER CORPS)
8	Munitorum Largesse. The Munitorum opens its stores. You gain a modest sum of credits to spend at this muster and may requisition one special or heavy weapon at reduced availability — the logistics of the Imperium turning your way.	THE DEPARTMENTO MUNITORUM & CADIAN HIGH COMMAND (THE IMPERIUM'S LOGISTICS AND THE REGIMENT'S OWN OFFICER CORPS)
9	Veterans Drawn Out. Old hands answer the call. You may recruit a Veteran Guardsman into the gang at once, or promote one standing Guardsman to Veteran, drawing on the Regiment's reserve of seasoned troops.	THE DEPARTMENTO MUNITORUM & CADIAN HIGH COMMAND (THE IMPERIUM'S LOGISTICS AND THE REGIMENT'S OWN OFFICER CORPS)
10	A Heros Welcome. Word of the Regiment's deeds reaches High Command. One friendly fighter gains a bonus advancement's worth of experience and the gang gains reputation — a hero's welcome, and the standing that comes with it.	THE DEPARTMENTO MUNITORUM & CADIAN HIGH COMMAND (THE IMPERIUM'S LOGISTICS AND THE REGIMENT'S OWN OFFICER CORPS)

11	The Full Armoury. The full armoury is thrown open. You may requisition any two items from the shared Astra Militarum pool this muster at Common availability, whatever their usual rarity — the Regiment resupplied in full.	THE DEPARTMENTO MUNITORUM & CADIAN HIGH COMMAND (THE IMPERIUM'S LOGISTICS AND THE REGIMENT'S OWN OFFICER CORPS)
12	The Lord Solars Eye. The Lord Solar himself takes note of the Regiment. Once in the coming battle a single friendly officer may issue an army-wide Order to every friendly fighter at once, and the gang gains substantial reputation — the eye of high command upon it.	THE DEPARTMENTO MUNITORUM & CADIAN HIGH COMMAND (THE IMPERIUM'S LOGISTICS AND THE REGIMENT'S OWN OFFICER CORPS)

SUB-PLOTS

CADIA STANDS

SUB-PLOT

Reward: The Regiment's discipline becomes legend: once per post-battle sequence for the rest of the campaign, the gang may auto-pass a single Bottle test. This sub-plot can be claimed only once per campaign.

Cadia stands, and the Regiment's discipline passes into legend. Hold your ground: end three separate campaign battles unbroken, with no fighter fleeing the field at any point in any of them, and the story of the line that would not run becomes part of your gang's name. For the rest of the campaign, once per post-battle sequence you may auto-pass a single Bottle test — the men fight on because they have already proven they will. This sub-plot can be claimed only once.

THE OFFICER CORPS DEEPENS

SUB-PLOT

Reward: The chain of command is proven unbreakable: the gang may permanently field one additional Lieutenant/Sergeant slot above its normal ratio for the rest of the campaign. Claimable once per campaign.

The chain of command is tested and proves unbreakable. Lose your Company Commander, field-promote a Champion to the Voice of Command in his place, and then win the following battle with that promoted officer still standing — and the Regiment learns that its command depends on no one man. For the rest of the campaign you may permanently field one additional Lieutenant or Sergeant slot above your normal ratio, the officer corps grown deeper for having survived its own decapitation. This sub-plot can be claimed only once.

LEGENDARY NAMES

✧ THE HERO OF THE GATE

COMPANY COMMANDER / HIGH-COMMAND LEADER

XP cost (random): 6

XP cost (chosen): 12

The Hero of the Gate is a named commander of a named company — the officer who stood in the breach when a world's defence turned on a single position, and held it. While this commander is on the field, friendly fighters within 6" auto-pass Nerve tests, and once per battle it may issue an Order to a subordinate anywhere on the board, its voice carrying past every limit of range. But the man who held the Gate cannot bring himself to give ground: this commander may never voluntarily leave a held objective or fighting position while an enemy is on the board, and cannot make a Retreat action while any friendly fighter is engaged. He holds to the end, because holding is the only thing he knows. The title is earned at a cost of experience, or chosen for a greater price.

✧ THE MASTER GUNNER

HEAVY-WEAPONS TEAM / VETERAN GUARDSMAN

XP cost (random): 5

XP cost (chosen): 10

The Master Gunner is a named gunner — the soldier who cracked the enemy's armour when nothing else could, and whose name the crews now speak alongside the weapon. This fighter's heavy or special weapon re-rolls a single failed Hit each round and never counts as Unwieldy, laid and fired with a veteran's certainty. But the gun is the whole of him: rooted to it, this fighter may not benefit from a Move! Move! Move! Order and may not make a run action, fighting from wherever it first sets up and shifting only at a walk. The title is earned at a cost of experience, or chosen for a greater price.

✧ THE UNBROKEN SERGEANT

LIEUTENANT / SERGEANT

XP cost (random): 5

XP cost (chosen): 10

The Unbroken Sergeant is a named line-officer — the NCO the men will not break in front of, whose steadiness has become a byword in the Regiment. This fighter and friendly non-officers within 6" of it re-roll failed Nerve and Cool tests, held in the fight by nothing more than his presence. But he does not know how to fall back: this fighter must always move toward the nearest enemy or the objective, never away, and can never be the first friendly fighter to Retreat in a round. He goes forward because going back is not in him. The title is earned at a cost of experience, or chosen for a greater price.



TERRAIN

✧ AEGIS DEFENCE LINE

TERRAIN

The Aegis Defence Line is a length of prefabricated Imperial barricade — the dug-in firing position a Cadian line forms up behind, hauled into place and bolted down before the enemy comes. A fighter in base contact with or directly behind the line gains +1 to its cover save while it remains stationary, and counts as being in partial cover even against attacks that would otherwise ignore it. A Company Commander behind the line extends his command range by 3", the position steadying his whole net. A gang that controls the Aegis line as a territory may deploy it for free in one hold-the-line scenario each campaign.

✧ MUNITORUM DEPOT

TERRAIN

The Munitorium Depot is a fortified supply cache — arms, ammunition, and the requisition-writs that keep a Regiment fed, walled in against raiders. A gang that controls the Depot as a territory draws a modest, capped sum of credits at each muster in the post-battle sequence, and once per campaign may requisition a single free special or heavy weapon from its stores. The income is drawn once at muster and does not compound; the Depot feeds the line steadily, not richly.



SCENARIOS

✂ COMBINED ASSAULT

SCENARIO

ATTACKER	Cadia (a combined-arms push to take a contested strongpoint)
DEFENDER	the opposing gang (holding a fortified strongpoint the Regiment means to take)
DEPLOY	Cadia deploys massed at one board edge with its Sentinel/armour on a flank; the defender deploys in and around a central fortified strongpoint
OBJECTIVE	Cadia wins by taking and holding the strongpoint; the defender wins by holding it to the end
VICTORY	Cadia wins if it controls the strongpoint at the end of the game; the defender wins by denying it or breaking the assault
REWARDS	Cadia gains reputation and a free special/heavy weapon requisition for a successful assault; the defender gains reputation for holding
CONTROL TRACK	a Cadian win advances its Control-Track claim on the strongpoint; a defender win holds the marker where it stands

ATTACKER & DEFENDER

Cadia is the attacker, mounting a combined-arms push to take a contested strongpoint. The opposing gang is the defender, holding the fortified position the Regiment means to seize.

BATTLEFIELD

A central fortified strongpoint — a bunker, ruin or emplacement — ringed by open approaches and scattered cover.

DEPLOYMENT

Cadia deploys massed at one board edge, its Sentinel or armour set on a flank to sweep the approach. The defender deploys in and around the central strongpoint.

THE COMBINED ASSAULT

Cadia's strength is its layered arms — heavy weapons suppressing while the infantry advance and the armour turns the flank. The attacker that commits every arm together presses the strongpoint hardest.

ENDING THE BATTLE

The battle ends when Cadia holds the strongpoint uncontested, or when the assault is broken and driven off.

VICTORY

Cadia wins if it controls the strongpoint at the end of the game. The defender wins by holding it to the end, or by breaking the assault.

REWARDS

Cadia gains reputation and a free special or heavy weapon requisition for a successful assault. The defender gains reputation for holding the ground.

THE CONTROL TRACK

A Cadian win advances its Control-Track claim on the strongpoint. A defender win holds the marker where it stands.

ATTACKER	the opposing gang (assaulting a Cadian-held position in escalating waves)
DEFENDER	Cadia (dug in behind an Aegis line, holding the ground and issuing the RIGHT Order each round)
DEPLOY	Cadia deploys in and behind prepared cover (an Aegis line / barricades) around a central objective; the attacker deploys at the board edges and arrives in escalating waves
OBJECTIVE	Cadia wins by holding the central objective and not breaking; the attacker wins by taking the objective or routing the defenders
VICTORY	Cadia wins if it still controls the objective with an unbroken gang at the end of the final wave; the attacker wins by holding the objective at any point, or by driving every Cadian fighter off it
REWARDS	the defender gains bonus reputation for a clean hold (no fighter fled); the attacker gains reputation for each wave that breached the line
CONTROL TRACK	a Cadian hold advances its Control-Track claim on the district by one step (the line held, the world stays Imperial); an attacker win pushes the marker back toward the assaulting faction

ATTACKER & DEFENDER

Cadia is the defender, dug in behind an Aegis line and holding the ground. The opposing gang is the attacker, assaulting the position in escalating waves.

BATTLEFIELD

A central objective set in prepared cover — an Aegis line, barricades and firing positions the Cadians have raised around it — with open ground on every side.

DEPLOYMENT

The defender sets up in and behind the prepared cover around the central objective. The attacker deploys nothing at the start; its fighters arrive from the board edges in escalating waves, more entering play each round.

THE WAVES

The attacker brings a portion of its gang onto the board each round, the assault building until the whole force is committed. The defender must hold through every wave.

ENDING THE BATTLE

The battle ends when the final wave has been resolved and one side controls the objective, or when every defender has been driven off it.

VICTORY

Cadia wins if it still controls the objective with an unbroken gang at the end of the final wave. The attacker wins by holding the objective at any point, or by driving every Cadian fighter off it.

REWARDS

The defender gains bonus reputation for a clean hold in which no fighter fled. The attacker gains reputation for each wave that breached the line.

THE CONTROL TRACK

A Cadian hold advances the Regiment's claim on the district by one step — the line held, the world stays Imperial. An attacker win pushes the marker back toward the assaulting faction.



IMPERIAL GUARD • HOUSE DOSSIER

CATACHAN JUNGLE FIGHTERS

The jungle that kills you

Catachan is the jungle that kills the unready, given rank and a fighting knife. Bred on the deadliest death world in the Imperium, its soldiers do not hold a line — they own the ground, deploying unseen and striking from cover before the enemy knows a battle has begun. Where Cadia plants its feet behind a massed gunline and the Tempestus fall from the sky, Catachan vanishes into the terrain, waits with a predator's patience, and springs the trap at knife's length.

Half the Regiment can set up hidden across the field, and its officers spend their commands not on volleys but on the close assault — barking "Fix Bayonets!" and loosing the "Ambush!" Order that reveals a hidden killer mid-strike. The Catachan fighting knife re-rolls its kill against soft targets; demolitions crack a dug-in foe from the inside; heavy weapons fire from a hide the enemy never scouted. These are the hardest men in the Imperium, and their armour is the terrain and the camo cloak, not a mark of plate. By the time the foe meets the part of the Regiment he can see, the rest of it is already behind him. It does not fight for the ground — it was already standing on it when he arrived.

◉ GANG COMPOSITION

CREDITS	1500
LEADERS	1
CHAMPIONS	4

BUILD RULES

- ♦ Starting credits: 1500 (converter-wide default); no per-fighter tithe — Voice of Command costs activations, not credits
- ♦ Exactly 1 Leader (Catachan Captain, the front-line knife-master 'Devil')
- ♦ 0-2 Catachan Sergeants; 0-1 Commissar (leaned on least); 0-1 Demolitions Expert; 0-1 Medic
- ♦ Catachan Jungle Fighters the bulk (the knife line); Whiteshields cheap; 0-2 Special/Heavy-Weapons
- ♦ 0-1 Brute (Ogryn / Sentinel scout); Sentinel is the only walker (armour is Cadia's)
- ♦ Backbone: Jungle Fighters + Whiteshields (Gangers + Juves) $\geq$ Leaders + Champions
- ♦ Catachan delta - 'Born of the Jungle': up to HALF the gang may set up hidden; the fighting knife re-rolls a failed Wound vs $T \leq 3$; the Order-lean is 'Ambush!' + 'Fix Bayonets!'; swaps its 6th skill Steady Hands for Jungle Stalker

A Catachan gang musters on 1500 credits, with no per-fighter tithe — the Voice of Command is paid in activations, not coin. It fields exactly one Leader, the Catachan Captain, the front-line knife-master the Regiment calls a "Devil". Alongside stand up to four Champions, drawn from the Catachan Sergeants (no more than two), a lone Commissar the Regiment leans on least of any in the Imperium, a Demolitions Expert, and a Medic.

Catachan Jungle Fighters form the bulk of the line, the knife-armed veterans who carry the fight; cheap Whiteshields fill it out, and up to two Special- or Heavy-Weapons crews lend it reach. A single Brute — an Ogryn or a Sentinel scout, the Regiment's only walker — may anchor the force. Throughout, the backbone rule holds: Jungle Fighters and Whiteshields together must number at least as many as the Leaders and Champions combined. The whole gang fights under Born of the Jungle — up to half of it deploys hidden, its fighting knives re-roll the kill against soft targets, and its Orders lean into "Ambush!" and "Fix Bayonets!" over the massed volley.

🦴 GANG RULES

✂ 'AMBUSH!'

GANG RULE

"Ambush!" is the one Regiment-Order Catachan adds to the Voice of Command menu, and the sharpest blade in it. When an officer issues this Order to a friendly fighter that is set up hidden, that fighter immediately reveals and makes a shooting or melee attack with +1 to Hit, ignoring the target's cover — the spring of the trap, resolved before the enemy can react. It is the reward for the Regiment's patience: the hidden killer, held in the terrain across half the battle, loosed at the exact moment it hurts most.

Where Cadia keeps the full generic Order menu, Catachan trades that breadth for this single knife-edge. A Catachan Captain carries two Orders a round and a Sergeant one; an "Ambush!" spent well guts a target the foe believed was safe, then leaves the rest of the gang still unseen and still waiting.

✂ BORN OF THE JUNGLE

GANG RULE

Born of the Jungle is the rule that makes Catachan the ambush it is named for. It is no new resource — no tokens, no pool — but the way the whole Regiment fights. At deployment, up to half the gang may set up hidden, placed in or behind terrain and left off the board until it acts or is revealed; while hidden, a fighter cannot be shot. The Catachan fighting knife, in the hand of any fighter who carries it, re-rolls a failed Wound roll against a target of Toughness 3 or less — the practised gutting-stroke of soldiers raised where everything bites back.

The Regiment leans its Voice of Command into the close kill rather than the massed volley. Its officers spend their Orders on "Fix Bayonets!" — a free charge and an extra Attack — and on the Regiment-Order "Ambush!", which springs a hidden fighter into a strike the enemy never saw form. Catachan does not direct a firing line. It closes, and it closes from the dark.

FIGHTERS

CATACHAN CAPTAIN

LEADER

✖ 145 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
6"	3+	3+	3	3	2	3+	3	5+	4+	5+	5+

SAVE 5+

SPECIAL RULES Voice of Command (*the Devil — Voice of Command, TWO Orders a round*)

Born of the Jungle (*hidden setup + the re-rolling devil's-claw blade*)

Expendable & Disciplined (*the front-line knife-master, not a mounted grand-staff officer*) SEE SPECIAL RULES

Typed Effects

- re-roll Wound

PRIMARY

Agility

Combat

Cunning

SECONDARY

Brawn

Savant

Shooting

Ferocity

Leadership

Signature

STARTING GEAR Laspistol · Devils Claw · Flak Armour · Refractor Field · Camo Cloak

EQUIPMENT LIST

BASIC

Shotgun 30 credits

Catachan Auto Shotgun

in kit

PISTOL

Laspistol 10 credits

CLOSE-COMBAT

Power Sword 45 credits

Devils Claw

in kit

GRENADE

Frag Grenade 30 credits

Krak Grenade 45 credits

Demolition Charge 75 credits

ARMOUR

Flak Armour 10 credits

Refractor Field 55 credits

PERSONAL

Vox Caster 30 credits

ACCESSORY

Camo Cloak 20 credits

The Catachan Captain is the "Devil" — the front-line knife-master who leads the Regiment from the point of the ambush, not the rear of a staff column. He deploys hidden with his warriors, springs the trap in person, and carves through soft targets with a relic devil's-claw before the enemy has registered the reveal. Two Attacks off a strong statline and a refractor field keep him alive at the killing range where Catachan fights, and his Orders bend the whole gang toward the close assault.

Special Rules

- **Voice of Command (two Orders):** at the start of the round this fighter may issue up to two Orders to friendly fighters within its command range, driving the ambush and the charge — the Devil's roar carried down the line.
- **Born of the Jungle:** this fighter may set up hidden, and its Catachan fighting knife or devil's-claw re-rolls a failed Wound against a target of Toughness 3 or less.
- **Expendable & Disciplined:** its resilience is discipline, cover and terrain rather than a hardened body — a mortal soldier who wins by being unseen and by holding the men around him steady.

CATACHAN SERGEANT

CHAMPION

≈ 109 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
6"	3+	3+	3	3	2	3+	2	5+	4+	6+	6+

SAVE 5+

SPECIAL RULES Voice of Command (*junior officer — Voice of Command, ONE Order a round*)

Born of the Jungle (*the ambush-leader, hidden setup*)

Expendable & Disciplined (*leads the knife line from the front*)

SEE SPECIAL RULES

Typed Effects

- re-roll Wound

PRIMARY

Agility

Combat

Cunning

SECONDARY

Brawn

Savant

Shooting

Ferocity

Leadership

Signature

STARTING GEAR Laspistol · Devils Claw · Flak Armour · Camo Cloak

EQUIPMENT LIST

PISTOL

Laspistol 10 credits

CLOSE-COMBAT

Chainsword 25 credits

Devils Claw

in kit

GRENADE

Frag Grenade 30 credits

Krak Grenade 45 credits

Demolition Charge 75 credits

ARMOUR

Flak Armour 10 credits

ACCESSORY

Camo Cloak 20 credits

The Catachan Sergeant is the junior "Devil" — the ambush-leader who takes a knot of the gang into the terrain and springs it. He carries a single Order and a devil's-claw or chainsword, leading the knife line from the front rather than directing it from cover. Where the Captain shapes the whole battle, the Sergeant delivers the local kill: hidden, close, and over before the enemy finds the range.

Special Rules

- **Voice of Command (one Order):** at the start of the round this fighter may issue one Order to a friendly fighter within its command range — most often "Fix Bayonets!" or "Ambush!".
- **Born of the Jungle:** this fighter may set up hidden, and its Catachan fighting knife or devil's-claw re-rolls a failed Wound against a target of Toughness 3 or less.
- **Expendable & Disciplined:** its steadiness is drill and the chain of command, not a super-body; it wins from cover and by keeping the fighters around it in the fight.

COMMISSAR

CHAMPION

✖ 110 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	3+	3	3	2	3+	2	5+	4+	4+	6+

SAVE 5+

SPECIAL RULES

Aura of Discipline (*auto-pass Nerve in 6" + Summary Execution*)

Expendable & Disciplined

SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- re-roll Cool

PRIMARY

Combat

Cunning

Ferocity

Leadership

Signature

SECONDARY

Agility

Brawn

Savant

Shooting

STARTING GEAR Bolt Pistol · Power Sword · Flak Armour · Refractor Field

EQUIPMENT LIST

PISTOL

Bolt Pistol 45 credits

Plasma Pistol 70 credits

CLOSE-COMBAT

Chainsword 25 credits

Power Sword 45 credits

GRENADE

Frag Grenade 30 credits

Krak Grenade 45 credits

ARMOUR

Flak Armour 10 credits

Refractor Field 55 credits

The Commissar is the Imperium's discipline made flesh — bolt pistol, power sword, and a refractor field, standing at the shoulder of fighters who might otherwise waver. On Catachan he is the rarest of sights: these veterans are the steadiest men in the Guard, and lean on his pistol least of any Regiment. When he is present, though, nothing in his shadow breaks.

Special Rules

- **Aura of Discipline:** friendly fighters within 6" of this fighter automatically pass Nerve tests; and once per round it may Summary Execute a broken fighter within range to steady the rest.
- **Expendable & Disciplined:** a mortal officer whose armour is a refractor field and whose real strength is the resolve he lends the line, not a hardened body.

DEMOLITIONS EXPERT

CHAMPION

✖ 154 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
6"	3+	3+	3	3	2	3+	1	6+	5+	6+	5+

SAVE 5+

SPECIAL RULES Born of the Jungle (*sets the charge from the hide — hidden setup*)

Expendable & Disciplined (*the Regiment's sapper specialist*) SEE SPECIAL RULES

Typed Effects

- re-roll Wound

PRIMARY

Agility

Cunning

Savant

SECONDARY

Brawn

Combat

Ferocity

Shooting

Signature

STARTING GEAR Shotgun · Catachan Knife · Meltagun · Toxic Bog Demo · Flak Armour

EQUIPMENT LIST

BASIC

✧ War Shotgun 35 credits

Kitbash a sawn-and-rechambered heavy war-shotgun from salvaged Catachan parts. Priced above the stock lasgun and the stock shotgun.

Shotgun

included

PISTOL

Laspistol 10 credits

SPECIAL

Flamer 140 credits

Meltagun

included

CLOSE-COMBAT

✧ Devil Tree Bola 20 credits

Kitbash a bola of devil-tree vine and blades. Priced above the stock bayonet.

Catachan Knife

included

GRENADE

Frag Grenade 30 credits

Krak Grenade 45 credits

Toxic Bog Demo

included

ARMOUR

Flak Armour

included

PERSONAL

Combat Stimms 25 credits

ACCESSORY

Trappers Snares

in kit

The Demolitions Expert is the Regiment's sapper — the fighter who cracks a dug-in position from the inside and denies whole stretches of ground with seeded charges. He sets up hidden with the rest, works his way to the wall, and brings it down. A shotgun and a special weapon cover the breach; a toxic-bog charge and trapper's snares are the craft that makes him worth his slot.

Special Rules

- **Born of the Jungle:** this fighter may set up hidden, working unseen to the charge before it acts or is revealed.
- **Expendable & Disciplined:** a mortal specialist held in the line by drill; his edge is the demolition and the trap, not a durable body.

REGIMENTAL MEDIC

CHAMPION

✖ 55 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	4+	4+	3	3	2	4+	1	6+	5+	6+	5+

SAVE 5+

SPECIAL RULES Expendable & Disciplined (narthecium) SEE SPECIAL RULES

PRIMARY Cunning Leadership Savant SECONDARY Ferocity Shooting Signature

STARTING GEAR Laspistol · Flak Armour · Medic Narthecium

EQUIPMENT LIST	
PISTOL	ARMOUR
Laspistol 10 credits	Flak Armour 10 credits
CLOSE-COMBAT	PERSONAL
Catachan Knife 20 credits	Medic Narthecium 35 credits
GRENADE	Augmetics 45 credits
Frag Grenade 30 credits	

The Regimental Medic keeps the knife line in the fight — a specialist with a narthecium who drags a downed Catachan back to his feet and steadies the men around him against the worst of their wounds. He carries little beyond a laspistol and his tools; his value is the fighters he returns to the ambush, battle after battle.

Special Rules

- **Expendable & Disciplined:** a mortal specialist, armoured in flak and drill; his edge is the aid he gives, not a hardened body — his narthecium grants a Feel No Pain 6+ aura and improves post-battle Recovery for the gang.

HEAVY WEAPONS TEAM

GANGER

≈ 70 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
4"	4+	4+	3	3	1	4+	1	7+	6+	7+	7+

SAVE 5+

SPECIAL RULES Expendable & Disciplined (*two-crew platform fired from a hide*) SEE SPECIAL RULES

PRIMARY Brawn Cunning Savant SECONDARY Ferocity Signature Shooting

STARTING GEAR Heavy Bolter · Flak Armour

EQUIPMENT LIST

PISTOL	CLOSE-COMBAT
Laspistol 10 credits	Catachan Knife 20 credits
HEAVY	ARMOUR
Heavy Bolter 160 credits	Flak Armour 10 credits
Autocannon 180 credits	

The Heavy-Weapons Team is Catachan's firebase from the hide — a two-crew platform serving a heavy bolter or autocannon from a concealed position the enemy never scouted. It is slow and it is fragile, but it does not need to move: it fires from cover into a foe committed against the ambush, tearing at him from an angle he did not know was covered.

Special Rules

- Expendable & Disciplined:** a mortal crew whose survival is the hide, the cover, and the officer telling it where to fire — numbers and position, not a hardened body.

JUNGLE FIGHTER

GANGER

55 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
6"	3+	4+	3	3	1	3+	1	6+	5+	6+	6+

SAVE 5+

SPECIAL RULES Born of the Jungle (*the leaned signature Ganger — hidden setup + the re-rolling knife*)

Expendable & Disciplined (*the hardened knife line, above the raw-levy benchmark*) SEE SPECIAL RULES

Typed Effects

- re-roll Wound

PRIMARY

Agility

Combat

Cunning

SECONDARY

Brawn

Savant

Shooting

Ferocity

Signature

STARTING GEAR Catachan Knife · Lasgun · Flak Armour · Camo Cloak

EQUIPMENT LIST

BASIC

Lasgun 15 credits

Shotgun 30 credits

PISTOL

Laspistol 10 credits

CLOSE-COMBAT

Catachan Knife 20 credits

GRENADE

Frag Grenade 30 credits

Krak Grenade 45 credits

ARMOUR

Flak Armour 10 credits

ACCESSORY

Camo Cloak 20 credits

The Catachan Jungle Fighter is the leaned heart of the Regiment — a hard, knife-armed veteran who deploys hidden, waits, and kills at arm's length. He is no green levy: the death world kills those before muster, so even the bulk of the line is a soldier who has already survived more than most Guardsmen will ever face. Fighting knife and lasgun, a camo cloak, and the patience to use them make him the trap the enemy walks into.

Special Rules

- Born of the Jungle:** this fighter may set up hidden, and its Catachan fighting knife re-rolls a failed Wound against a target of Toughness 3 or less.
- Expendable & Disciplined:** a mortal but hardened body, held in the line by drill and terrain; it wins unseen and at the knife's length, not by soaking fire.

SPECIAL WEAPONS TROOPER

GANGER

✖ 108 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	4+	4+	3	3	1	4+	1	7+	6+	7+	7+

SAVE 5+

SPECIAL RULES

Expendable & Disciplined (*the ambush's close-range special weapon*)

SEE SPECIAL RULES

PRIMARY

Agility

Cunning

Shooting

SIGNATURE

SECONDARY

Brawn

Combat

Ferocity

Savant

STARTING GEAR

Meltagun · Laspistol · Flak Armour

EQUIPMENT LIST	
BASIC	CLOSE-COMBAT
Shotgun30 credits	Catachan Knife20 credits
PISTOL	GRENADE
Laspistol	Frag Grenade30 credits
included	Krak Grenade45 credits
SPECIAL	ARMOUR
Flamer140 credits	Flak Armour
Meltagun	included
included	

The Special-Weapons Trooper is the ambush's close-range punch — a Jungle Fighter handed a flamer or meltagun and pointed at the breach. Catachan leans its special weapon to the short kill rather than the long shot: the trooper deploys with the line, closes under cover, and looses a weapon that ends a knot of the enemy or opens a bunker in a single reveal.

Special Rules

- Expendable & Disciplined:** a mortal soldier held in the fight by drill and cover; its worth is the one devastating weapon it carries, not a durable body.

WHITESHIELD

JUVE

✖ 47 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
6"	4+	5+	3	3	1	4+	1	7+	6+	7+	7+

SAVE 6+

SPECIAL RULES Born of the Jungle (*the rare green Catachan — learning the hide*)

Expendable & Disciplined (*the cheap body, a knife still learning the dark*) SEE SPECIAL RULES

Typed Effects

- re-roll Wound

PRIMARY

Agility

SECONDARY

Brawn

Combat

Cunning

Ferocity

Savant

Shooting

STARTING GEAR Lasgun · Catachan Knife · Light Flak

EQUIPMENT LIST

BASIC

Lasgun 15 credits

PISTOL

Laspistol 10 credits

CLOSE-COMBAT

Catachan Knife 20 credits

GRENADE

Frag Grenade 30 credits

ARMOUR

Light Flak

in kit

The Whiteshield is the rare green Catachan — a raw recruit still learning the hide, thrown into the line to bulk it out cheaply while the veterans do the killing. A lasgun, a fighting knife, and a scrap of light flak are all he carries. Most do not last; the ones who do become Jungle Fighters, having learned the jungle's one lesson at the sharp end.

Special Rules

- Born of the Jungle:** this fighter may set up hidden, learning the ambush from cover before it has earned a Devil's blade.
- Expendable & Disciplined:** the cheapest body in the gang, held in the line by the officers above it — a knife still learning the dark.

OGRYN

BRUTE

✖ 136 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
6"	3+	5+	5	5	3	3+	3	6+	5+	7+	9+

SAVE 5+

SPECIAL RULES

Expendable & Disciplined (*abhuman Brute — T5 W3, jungle-broken, hits back and shrugs a blow*)

SEE SPECIAL RULES

PRIMARY

Brawn

Combat

Ferocity

SECONDARY

Shooting

STARTING GEAR

Ripper Gun · Ogryn Plate

EQUIPMENT LIST	
BASIC	ARMOUR
Ripper Gun70 credits	Ogryn Plate
CLOSE-COMBAT	<i>in kit</i>
Bullgryn Maul60 credits	Slabshield
GRENADE	<i>in kit</i>
Frag Grenade30 credits	

The Ogryn is Catachan's abhuman heavy — a slab of muscle at Toughness 5 and three Wounds, jungle-broken and turned loose with a ripper-gun. Where the rest of the Regiment fights unseen, the Ogryn is the anvil that takes a blow and hands back three, anchoring the line while the knives do their work in the dark. It is slow to reason and slower to fall.

Special Rules

- Expendable & Disciplined:** the exception that proves the rule — a rare hardened body among mortal men, though it too holds only while an officer points it at the enemy.

VEHICLES

BANEBLADE

VEHICLE

≈ 700 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
6"	10	9	8	12	7+	3+	4+	7+	6+	7+	7+

LOCOMOTION Tracked

HARDPOINTS

- ♦ weapon — Hull arc (Crew)
- ♦ Heavy Bolter — Left arc (Crew)
- ♦ Heavy Bolter — Right arc (Crew)
- ♦ Lascannon — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ super-heavy

The Baneblade is the apex of the Imperial armoured corps rendered as a single \$5c model — a super-heavy war-machine grinding forward under a hull-mounted super-heavy main gun and a bristling secondary battery, one variant to the next: the Banehammer, Shadowsword, Stormlord and their kin trade the main armament for the job while the hull stays the same unturnable slab. Toughness 10 across its front facing, twelve Hull Points behind a 3+ armoured hull, it is the heaviest thing a Guard muster can field short of a Titan — slow at M6", near-unhandleable at Hnd 7+, and priced like the fortune it is. It resolves its facing Toughness, its Hull Points and its handling through the Ash-Wastes vehicle rules, and a mortal line simply cannot bring one down alone. It is no longer a "fortune-gate-keeper" held off the vehicle track — it is a \$5c super-heavy costed on merit (durability, offense and mobility on the square-law ledger, ≈2.2× the Rogal Dorn): very dear, and fieldable. 0–1 per gang, provisional.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

BASILISK

VEHICLE

✖ 180 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
7"	7	6	5	7	6+	4+	4+	7+	6+	7+	7+

LOCOMOTION Tracked

HARDPOINTS

♦ Earthshaker Cannon — Turret arc (Crew)

SPECIAL RULES

♦ 0-1 per gang

♦ Indirect Fire (targets it cannot see)

The Basilisk is self-propelled artillery — a soft-skinned back-line gun that drops ordnance on targets it cannot even see. Its earthshaker cannon arcs a heavy shell over walls, ridgelines and rooftops to fall on foes who thought a corner or a reverse slope kept them safe, its wide burst scattering a massed formation and its Strength breaking light armour and fortified line alike. It reaches far past any weapon that might answer it, but that is its whole defence: its facing armour is thin and its rear all but open, so it lives at the back with a spotter feeding it marks and a screen of infantry between it and harm. A gang that fields one turns every scrap of cover on the field from a shield into a trap. One per gang, it resolves its facing Toughness, its Hull Points and its Loss of Control through the Ash-Wastes vehicle rules.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

CHIMERA

TRANSPORT

✖ 130 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
8"	7	6	6	7	6+	4+	4+	7+	6+	7+	7+

LOCOMOTION Tracked

HARDPOINTS

- ◆ Multi Laser — Turret arc (Crew)
- ◆ Heavy Bolter — Front arc (Crew)

SPECIAL RULES

- ◆ 0-1 per gang
- ◆ Transport (10 fighters)
- ◆ Firing ports (embarked fighters may shoot)

The Chimera is the armoured workhorse of every regiment — a tough Tracked transport that carries a squad into the fire and keeps hosing the line once they arrive. It is the Guard's Rhino-analog: not fast, not a killer, but reliable and hard to stop, its boxy hull proof against small-arms while its turret multi-laser rakes infantry and its hull heavy bolter sweeps the approach. Its true value is the cargo bay — a full squad rides inside, and the firing ports let them shoot from the hull as it rolls, so a Chimera does not just deliver a fireteam, it delivers one already in action. Fielded one at a time, it lives on its facing armour and its seven Hull Points rather than firepower, resolving its handling, its facing Toughness and its Loss of Control through the Ash-Wastes vehicle rules — the rolling strongpoint a Guard line is built around.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

HELLHOUND

VEHICLE

✖ 150 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
10"	7	6	6	7	6+	4+	4+	7+	6+	7+	7+

LOCOMOTION Tracked

HARDPOINTS

- ♦ Inferno Cannon — Turret arc (Crew)
- ♦ Heavy Bolter — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Volatile (fuel tanks — explodes catastrophically when wrecked)

The Hellhound is a fast flame-tank built on the Chimera hull — a close-range predator that races into short reach and washes whatever it finds in a sheet of burning promethium. Its turret inferno cannon is the whole point: a torrent of fire that immolates dug-in infantry and packed advances alike, with a hull heavy bolter to sweep the ground it charges across. It is quick for its class, but the same fuel that feeds the cannon makes it glass — a wrecked Hellhound goes up in a fireball that catches everything near it, so the crew live and die on the timing of the strike. A gang fields one to break a position no line can hold: get in close, burn it clean, and pull back before the tanks cook off. It resolves its handling, its facing Toughness, its Hull Points and its Loss of Control through the Ash-Wastes vehicle rules.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

LEMAN RUSS

VEHICLE

✕ 260 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
7"	8	7	6	8	6+	3+	4+	7+	6+	7+	7+

LOCOMOTION Tracked

HARDPOINTS

- ♦ Battle Cannon — Turret arc (Crew)
- ♦ Lascannon — Front arc (Crew)
- ♦ Heavy Bolter — Left arc (Crew)
- ♦ Heavy Bolter — Right arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang

The Leman Russ is the Guard's main battle tank — a slow, front-armoured turret platform that anchors a line rather than flanks it. Its heavy front facing shrugs off fire that would gut a transport, and its turret battle cannon lobbs a bursting shell across the width of the field to scatter massed infantry, crack light armour and break a fortified position with one round. The main gun swaps to the job at hand — a vanquisher to kill tanks, a punisher to shred a horde, a demolisher for entrenchments — while a hull lascannon and two sponson heavy bolters let it engage across three arcs at once. It is dear, ponderous and thickly plated, sitting well below the super-heavy band but above anything a gang meets lightly. One per gang, it resolves its facing Toughness, its Hull Points and its handling through the Ash-Wastes vehicle rules — the iron centre a Guard battle-line forms up around.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

ROGAL DORN

VEHICLE

✖ 320 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
7"	9	8	7	10	6+	3+	4+	7+	6+	7+	7+

LOCOMOTION Tracked

HARDPOINTS

- ♦ Battle Cannon — Turret arc (Crew)
- ♦ Autocannon — Front arc (Crew)
- ♦ Heavy Stubber — Front arc (Crew)
- ♦ Heavy Bolter — Left arc (Crew)
- ♦ Heavy Bolter — Right arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang

The Rogal Dorn is the premium advanced battle tank — heavier, thicker-skinned and better-gunned than a Leman Russ, and the ceiling of the gang-scale vehicle track. Its turret twin-links a battle cannon so it puts two heavy shells where a Russ puts one, backed by a co-axial autocannon and heavy stubber slaved to the same mount for a spotting-and-suppression burst, with sponson heavy bolters covering the flanks. Ten Hull Points and the best facing armour on the track let it push into fire that would wreck a lesser tank and keep grinding forward. It is expensive — dear enough that a gang thinks hard before fielding it — but it is not a fortune-gatekeeper; it sits between the Leman Russ and the super-heavy Brute band, a main battle tank turned up to its limit. One per gang, it resolves its facing Toughness, its Hull Points and its handling through the Ash-Wastes vehicle rules.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

SENTINEL

WALKER

✖ 120 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
9"	6	5	5	4	5+	4+	4+	7+	6+	7+	7+

LOCOMOTION Walker

HARDPOINTS

- ♦ Autocannon — Front arc (Crew)

SPECIAL RULES

- ♦ 0-2 per gang
- ♦ Walker (strides over broken ground)

The Sentinel is a fast one-gun scout walker — long-legged and glassy, it strides over rubble, gullies and wreckage that would bog a tracked hull, flanking wide to bring a single heavy weapon to bear then loping away before the answer comes. Its front-fixed autocannon reaches out to crack light armour and heavy infantry; the mount readily swaps to a multi-laser, a lascannon or a heavy flamer to suit the hunt. Four Hull Points and light plate make it fragile — a hit that finds it usually finishes it — so it never anchors a line. It is a hunter, not a strongpoint: the Guard's skirmisher, striking from an angle the enemy cannot cover. Two may run together. It resolves its handling and its facing Toughness through the Ash-Wastes vehicle rules, its long stride letting it treat broken ground as open road.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

VALKYRIE

TRANSPORT

✖ 250 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
16"	7	6	5	8	6+	4+	4+	7+	6+	7+	7+

LOCOMOTION Flyer

ALTITUDE ACCESS Hover — reaches Grounded/Low

MINIMUM MOVE Hover — may hold station (no minimum move)

TURN CAP wide (Hover)

FIRING (LOW) Low altitude — normal accuracy, all hardpoint arcs fire

FIRING (HIGH) High/pass — strafe corridor: forward-fixed hardpoints along the line; Turret hardpoints also reach the sides

TRANSPORT Transport capacity: 12 (embark Grounded only, grav-drop rig)

HARDPOINTS

- ♦ Multi Laser — Front arc (Crew)
- ♦ Rocket Pods — Wing arc (Crew)
- ♦ Heavy Bolter — Left arc (Crew)
- ♦ Heavy Bolter — Right arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Transport (up to 12 fighters)
- ♦ Grav-chute insertion (passengers disembark after a Hover move)

The Valkyrie is the Guard's assault-transport flyer — a Hovering gunship-carrier that sweeps in fast, drops a squad by grav-chute into the heart of the fight and rakes the ground on the way through. Its Hover keyword frees it from the interceptor's tyranny of motion: it may hold station, settle to Low altitude and disgorge its passengers where they are needed, then climb away, and its integral chute rack lets a full complement bail out safely mid-battle. A nose multi-laser and wing rocket pods soften a landing zone as it arrives, with sponson heavy bolters covering the flanks. It is lighter and cheaper than the apex assault carriers, trading armour for speed and reach — a mobile insertion piece, not a brawler. One per gang, it resolves its Hull Points and facing Toughness through the Ash-Wastes vehicle rules, and its altitude, its Hover station and its ingress through the Flight rules.

Uses the Macromunda Flight rules — see Flying Mechanics.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

VENDETTA

GUNSHIP

✕ 270 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
18"	7	6	5	8	5+	4+	4+	7+	6+	7+	7+

LOCOMOTION Flyer

ALTITUDE ACCESS Interceptor — reaches Low/High (cannot land)

MINIMUM MOVE Minimum move 8"

TURN CAP tight (Interceptor)

FIRING (LOW) Low altitude — normal accuracy, all hardpoint arcs fire

FIRING (HIGH) High/pass — strafe corridor: forward-fixed hardpoints along the line; Turret hardpoints also reach the sides

HARDPOINTS

- ◆ Lascannon — Front arc (Crew)
- ◆ Lascannon — Front arc (Crew)
- ◆ Lascannon — Front arc (Crew)
- ◆ Heavy Bolter — Left arc (Crew)
- ◆ Heavy Bolter — Right arc (Crew)

SPECIAL RULES

- ◆ 0-1 per gang

The Vendetta is the pure interceptor gunship on the Valkyrie airframe — no cargo, all guns. Where its sister carries a squad, the Vendetta gives the whole hull over to three twin-linked lascannon in the nose and wings, a dedicated aerial tank-killer that hunts armour and fast movers from above. With no Hover capability it holds no station: it cannot land, and it must make its minimum move every round, screaming across the field at Low or High altitude and banking back for another firing pass. Its speed and altitude are its armour as much as its plate is — a target it has already overflown cannot easily answer, and by the time the guns bear again it is somewhere else. Sponson heavy bolters add close-in volume against infantry. One per gang, it resolves its Hull Points and facing Toughness through the Ash-Wastes vehicle rules, and its altitude, its minimum move and its passes through the Flight rules.

Uses the Macromunda Flight rules — see Flying Mechanics.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

GANG TACTICS

D66

ROLL	TACTIC	TIMING
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11	Ambush. Play when a hidden friendly fighter reveals to attack this round. That fighter makes its first attack with +1 to Hit, and if it is a melee attack, +1 Strength as well — the trap sprung with full force. The enemy never saw it standing there.	ANY ROUND
12	Fix Bayonets. Play at the start of a friendly fighter's activation. That fighter may make a free Charge (Double) action this activation, and gains +1 Attack for any melee it makes this round. The order goes down the line and the knives come out.	ANY ROUND
13	From The Shadows. Play during deployment. One additional friendly fighter beyond your normal limit may be set up hidden, and one hidden fighter may be placed anywhere in terrain more than 6" from an enemy. More of the jungle is occupied than the enemy will ever know.	DEPLOYMENT
14	Knife In The Dark. Play when a friendly fighter makes a melee attack against a target that has not yet activated this round. That attack re-rolls all failed Hits and Wounds — the blade that finds the throat before the guard is up.	ANY ROUND
15	Into The Green. Play when a friendly fighter is activated. It may move through difficult terrain this activation with no movement penalty, and ends its move counting as in cover if it finishes within 1" of any terrain. The green swallows it whole.	ANY ROUND
16	Silent Kill. Play when a hidden friendly fighter takes an enemy Out of Action with a melee attack. That fighter does not reveal and remains hidden — the kill was silent, and the killer is still not there. No enemy may react to the attack.	ANY ROUND
21	Trappers Instinct. Play at the start of a round. Choose a friendly Demolitions Expert or a fighter carrying trapper's snares; it may immediately seed one trap in terrain within 3", as if it had spent an action. The jungle grows another set of teeth.	START OF ROUND
22	Death World Hardened. Play when a friendly fighter would suffer a Flesh Wound. It ignores that Flesh Wound this once — the pain is nothing a Catachan has not already felt from the planet that raised him.	ANY ROUND
23	Demolition Charge. Play when a friendly fighter throws or plants a demolition or Blast weapon. That attack increases its Blast size by one step and re-rolls the scatter or misfire — the charge set exactly where it will hurt most.	ANY ROUND
24	Melt Away. Play when a friendly fighter is activated within 1" of terrain. Instead of its normal action, it may move up to its Movement and set up hidden again, provided it ends more than 6" from any enemy. Gone before the shot is lined up.	ANY ROUND
25	Predators Patience. Play when an enemy fighter ends its activation within 3" of a hidden friendly fighter. That friendly fighter may immediately make a free melee or shooting attack against it, and remains hidden if the enemy is taken Out of Action. Patience, then the strike.	ANY ROUND
26	The Long Knife. Play when a friendly fighter fights with a Catachan fighting knife or devil's-claw. Its blade gains +1 Strength and the Rending trait for the round — the long knife of a Catachan veteran, honed for exactly this moment.	ANY ROUND
31	Sprung Trap. Play as a reaction when an enemy fighter moves within 1" of a terrain piece a friendly fighter is set up hidden behind. That hidden fighter immediately reveals and makes a free attack against the enemy, striking first — the trap you were standing in all along.	REACTION
32	Jungle Cover. Play when a friendly fighter is targeted by a ranged attack while within 1" of terrain. It counts as being in full cover against that attack, whatever the angle — the jungle is always thicker than it looks.	ANY ROUND

33	Blood Up. Play when a friendly fighter charges. It gains +1 Attack and +1 Strength for that fight — the blood is up, and a Catachan with his blood up is a hard thing to stop.	ANY ROUND
34	Whiteshields Nerve. Play when a friendly Whiteshield or Juve takes an enemy Out of Action, or passes a Nerve test within 3" of a Devil. Every friendly fighter within 6" of it may re-roll a failed Nerve or Cool test this round. The green ones learn fast, watching.	ANY ROUND
35	Camo Discipline. Play at the end of a round. Any friendly fighter that did not move this round and is within 1" of terrain may set up hidden again, wiping out the enemy's mark on it. Stand still in the green long enough and you disappear.	END OF ROUND
36	Devils Luck. Play when a friendly fighter fails a save or an Injury roll. Re-roll it — the Devil's own luck, the reason this Catachan walked off a world that kills everything else.	ANY ROUND
41	Terrain Mastery. Play at the start of a round. Until the end of the round, every friendly fighter treats all terrain as clear ground for movement and as cover for defence. The Regiment moves through the green like it was born there — because it was.	START OF ROUND
42	Toxic Air. Play when a friendly fighter attacks with a Gas or toxic weapon, or a toxic-bog charge. Enemy fighters caught in the template test Toughness at -1 this once — the death-world's air was already thick before you thickened it.	ANY ROUND
43	First Blood. Play the first time a friendly fighter takes an enemy Out of Action this battle. Seize the initiative: you may activate one additional friendly fighter before passing priority to your opponent. First blood, and the ambush rolls on.	ANY ROUND
44	Snap Ambush. Play as a reaction when an enemy fighter finishes a move within line of sight of a hidden friendly fighter. That friendly fighter reveals and makes an immediate free shooting attack with +1 to Hit before the enemy can act.	REACTION
45	Silent Approach. Play when a friendly fighter makes a Move action. It may move up to its full Movement toward an enemy without triggering any Reaction or overwatch, and without being revealed if it is hidden. It closes the distance and no one hears.	ANY ROUND
46	The Hide. Play when a friendly Heavy-Weapons Team, or a fighter that did not move this round, shoots from within 1" of terrain. That shot gains +1 to Hit and ignores the target's cover — a shot from a hide the enemy never found.	ANY ROUND
51	Bayonet Charge. Play when two or more friendly fighters charge the same enemy this round. Each of them gains +1 Attack for that combat — the whole knife line hitting home at once, bayonets fixed.	ANY ROUND
52	Nerves Of The Jungle. Play when a friendly fighter must take a Nerve, Cool or Bottle test. It passes automatically — a Catachan does not rattle for anything a battlefield can show him. The jungle showed him worse before muster.	ANY ROUND
53	Marbos Lesson. Play when a single hidden friendly fighter more than 6" from any other friendly fighter takes an enemy Out of Action. That fighter gains +1 XP and immediately sets up hidden again. One man, one kill, gone — the lesson Marbo teaches.	ANY ROUND
54	Cut The Head. Play when a friendly fighter attacks an enemy Leader or Champion. That attack re-rolls all failed Hits and Wounds — Catachan hunts the officer first, and the leaderless mob it leaves behind is easy work.	ANY ROUND
55	Stalk. Play when a friendly fighter is activated. It may make two Move actions this activation instead of shooting or fighting, ending in cover; if it does, it may set up hidden at the end of its move. The hunter closes the range unseen, one careful step at a time.	ANY ROUND

56	Claymore. Play during deployment. Place two free trapper's-snare traps in terrain anywhere in your half of the board. The first enemy to move within 1" of each takes a frag hit. The approach is mined before the enemy takes a step.	DEPLOYMENT
61	Green Hell. Play at the start of a round while you are fighting on a terrain-dense board. Every friendly fighter counts as being in cover for the whole round, wherever it stands. This is the Regiment's ground, and the green fights for it.	START OF ROUND
62	No Escape. Play as a reaction when an enemy fighter attempts to Retreat or Fall Back from combat with a friendly fighter. It may not — the friendly fighter blocks the withdrawal, and the enemy fights on where it stands. There is no leaving a Catachan at knife's length.	REACTION
63	Veterans Eye. Play when a friendly fighter shoots. It may re-roll a failed Hit, and on a hit ignores the target's cover — the veteran's eye that has picked targets out of the green its whole life.	ANY ROUND
64	Ambush Reload. Play when a hidden friendly fighter reveals to shoot. After the attack, it may immediately make a free Reload (Simple) action and stay where it is — the ambush that keeps firing, ready for the next one before the smoke clears.	ANY ROUND
65	Hold Your Breath. Play at the start of a round. Choose up to three friendly hidden fighters; they cannot be revealed by any enemy ability or action this round, only by their own choice to attack. Hold your breath, and hold the trap.	START OF ROUND
66	The Devils. Play when a friendly Leader or Champion with a devil's-claw fights. It gains +1 Attack and re-rolls all failed Wounds for the round, and every friendly fighter within 6" may re-roll a failed Nerve test. The Devils are loose, and the men fight harder for the sight of them.	ANY ROUND



ALLIANCES

✕ DEATH WORLD GUIDES

ALLIANCE

WHO	an allied Imperial force fighting on hard terrain - the Inquisition, a Rogue Trader's expedition, another Regiment out of its depth in the green; any such faction, phase-gated
TERMS	campaign-level attachment pact: while it stands, Catachan seconds a Jungle Fighter or Tracker to the ally as a terrain specialist between battles, granting the ally a hidden-setup slot; Catachan gains a favour in exchange - the Regiment lent to a campaign's hardest ground, not a fixed pairing

Catachan does not so much ally as get lent out. Its deadliest export is knowledge of the ground, and a hard-pressed Imperial force — an Inquisitorial retinue, a Rogue Trader's expedition, another Regiment out of its depth in the green — will pay in favours to borrow it. While the pact stands, Catachan seconds a Jungle Fighter or a Tracker to the ally between battles as a terrain specialist, granting that force one hidden-setup slot of its own; in return the Regiment banks a favour to call on later. The two observe map-level non-aggression while it holds. It is a specialist attachment lent to a campaign's hardest ground, phase-gated and never a fixed pairing — the jungle-fighters go where the terrain is worst, and leave when the work is done.

WHO	a scavenger-baron or Rogue Trader factor who wants a stretch of death-world cleared - a xenos nest burned out, a ruin made safe, a trap-line pulled; any such faction, phase-gated
TERMS	reciprocal pact: Catachan clears and holds a contested piece of ground for the factor, and in return draws on his black-market supply - exotic demolitions, restocked charges, a bought skill; while the bargain holds, the gang may buy one flagged signature item at a fixed campaign rate the factor sets, and the factor takes the cleared territory's yield

Some deals are struck over a cleared trap-line rather than a treaty. A scavenger-baron or Rogue Trader factor who needs a stretch of death-world made safe — a xenos nest burned out, a ruin swept, a trap-line pulled — will bargain with Catachan, who can do the work no one else survives. While the bargain holds, the two observe map-level non-aggression: the Regiment clears and holds a contested piece of ground for the factor, and in return may draw on his black-market stores, adding one of its flagged signature items to its gang at the fixed campaign rate he sets. The factor keeps the yield of the cleared territory. It is phase-gated and conditional, and it lasts exactly as long as both sides still need it.

🦴 FAVOURS

2D6

ROLL	FAVOUR	PATRON
2	A Cold Trail. The Munitorum's ledger has no line for you this cycle, and Catachan High Command is busy elsewhere. You gain no favour — worse, a promised requisition fails to arrive. Choose one weapon or item in your Stash and set it aside: it is misrouted, and you may not field it in your next battle. The trail to supply has gone cold, and you fight the next battle on what you already carry.	THE DEPARTMENTO MUNITORUM & CATACHAN HIGH COMMAND (THE IMPERIUM'S LOGISTICS AND THE REGIMENT'S OWN VETERAN CADRE)
3	Scavenged Kit. The Trackers turn up something useful in the wreckage — never new, but serviceable. Add one Common weapon or piece of wargear from your fighters' equipment lists to your Stash at no cost. It is scavenged, patched, and smells of the swamp, but it fires when you pull the trigger.	THE TRACKERS' GUILD & THE JUNGLE-WORLD VETERANS (THE DEATH-WORLD'S OWN NETWORK OF GUIDES AND SCAVENGERS)
4	The Trackers Word. A Tracker shares what the ground told him. Before your next battle you learn the lie of the land: you may re-roll one failed roll to set up a fighter hidden, and one fighter that would not normally qualify may be set up hidden anyway. The jungle-world veterans always know the best place to wait.	THE TRACKERS' GUILD & THE JUNGLE-WORLD VETERANS (THE DEATH-WORLD'S OWN NETWORK OF GUIDES AND SCAVENGERS)

5	Jungle Cache. The veterans lead you to a buried cache. Add one of the following to your Stash at no cost for the next battle: a camo cloak, a demolition charge, or a set of trapper's snares. The death-world keeps its gifts hidden, and the Trackers know where to dig.	THE TRACKERS' GUILD & THE JUNGLE-WORLD VETERANS (THE DEATH-WORLD'S OWN NETWORK OF GUIDES AND SCAVENGERS)
6	Field Requisition. A field requisition comes through. You may add one weapon or item of Rare 9 or lower from your fighters' equipment lists to your Stash, with its availability roll automatically passed. The Munitorium moves slowly, but this once it moves for you.	THE DEPARTMENTO MUNITORUM & CATACHAN HIGH COMMAND (THE IMPERIUM'S LOGISTICS AND THE REGIMENT'S OWN VETERAN CADRE)
7	Veterans Drawn Out. High Command releases a veteran from another posting to fight beside you. For your next battle only, you may field a single Catachan Tracker as a Hired Gun at no upkeep — a hard, hidden killer lent to the line for one engagement. When the battle ends, he melts back into the green.	THE DEPARTMENTO MUNITORUM & CATACHAN HIGH COMMAND (THE IMPERIUM'S LOGISTICS AND THE REGIMENT'S OWN VETERAN CADRE)
8	Demolitions Resupply. The demolitions stores are opened to you. Restock any One-shot or Scarce demolition your fighters carry — toxic-bog charges, demolition charges, trapper's snares — returning each to full for the next battle at no cost. A Catachan gang that runs out of things to blow up is only half a gang.	THE DEPARTMENTO MUNITORUM & CATACHAN HIGH COMMAND (THE IMPERIUM'S LOGISTICS AND THE REGIMENT'S OWN VETERAN CADRE)
9	The Colonels Favour. The Colonel remembers his own. You gain a significant favour: choose either to add one Rare 10 or lower weapon or item to your Stash with its availability roll passed, or to heal one lasting injury on a fighter in your gang between battles. The chain of command bends, once, in your direction.	THE DEPARTMENTO MUNITORUM & CATACHAN HIGH COMMAND (THE IMPERIUM'S LOGISTICS AND THE REGIMENT'S OWN VETERAN CADRE)

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The Full Armoury. The full armoury is thrown open — every store, every crate, no questions asked. For your next post-battle sequence you may add items from your fighters' equipment lists with no availability roll required at all, buying freely up to your credits. The Munitorum will regret this generosity; you will not.

THE
DEPARTMENTO
MUNITORUM &
CATACHAN HIGH
COMMAND (THE
IMPERIUM'S
LOGISTICS AND
THE
REGIMENT'S
OWN VETERAN
CADRE)

SUB-PLOTS

OWN THE GROUND

SUB-PLOT

Reward: The Regiment owns the ground: for the rest of the campaign, on that board (or any board sharing its terrain type), the gang may set up up to TWO-THIRDS of its fighters hidden instead of half. This sub-plot can be claimed once per campaign, tied to one district.

Own the Ground triggers once your gang has fought three separate campaign battles on the same terrain-dense board or district, learning its every hide and approach. When it does, the Regiment owns the ground: for the rest of the campaign, on that board — or any board sharing its terrain type — you may set up up to two-thirds of your fighters hidden instead of half. This sub-plot is claimed once per campaign, tied to a single district. Fight the same green long enough and it stops being terrain and starts being yours.

THE SILENT TALLY

SUB-PLOT

Reward: The Regiment's reputation for vanishing becomes legend: once per battle for the rest of the campaign, a friendly hidden fighter that is about to be revealed by an enemy ability may instead remain hidden. This sub-plot can be claimed only once per campaign.

The Silent Tally triggers once your gang has won three separate campaign battles without losing a single hidden fighter — no fighter that began or became hidden taken Out of Action across those fights. When it does, the Regiment's reputation for vanishing becomes legend: once per battle for the rest of the campaign, a friendly hidden fighter about to be revealed by an enemy ability may instead remain hidden. This sub-plot is claimed only once per campaign. The enemy stops believing the ground is ever empty — and he is right to.

LEGENDARY NAMES

✕ THE CATACHAN DEVIL

CATACHAN CAPTAIN / CATACHAN SERGEANT / JUNGLE FIGHTER

XP cost (random): 6

XP cost (chosen): 12

The Catachan Devil is the killer no one saw — a Captain, Sergeant, or Jungle Fighter whose name the enemy learns only after the bodies are found. Its fighting knife and devil's-claw re-roll all failed Hits and Wounds, and once per battle it may reveal from hidden to make a full melee attack action for free, a blur of blade before anyone registers the movement.

But the Devil fights from the dark or not at all. It must always be among the first half of the gang set up hidden, and may never begin a battle deployed in the open — take away its concealment and you take away the fighter.

✕ THE FORTRESS CRACKER

DEMOLITIONS EXPERT

XP cost (random): 6

XP cost (chosen): 12

The Fortress-Cracker is the sapper who brings a stronghold down from the inside — a named Demolitions Expert whose charges have opened walls the artillery could not. Its demolition and Blast weapons strike at +1 Strength and +1 Damage against terrain and structures, and once per battle it may plant a charge that detonates for automatic effect at the start of its next activation.

But it is a craftsman who must ply his craft. It must expend a One-shot or Scarce demolition every battle it is fielded, or it earns no experience from that fight — a sapper who blows nothing up is a sapper wasted.

✕ THE TRACKER WHO NEVER LOST A MAN

CATACHAN SERGEANT / JUNGLE FIGHTER

XP cost (random): 6

XP cost (chosen): 12

The Tracker Who Never Lost a Man is the guide the whole gang trusts to bring it home unseen — a Sergeant or Jungle Fighter who knows every hide on the board before the first shot. While it is on the field, friendly fighters within 6" may set up hidden even without Jungle Stalker or a camo cloak, and re-roll a failed roll to remain hidden.

But its own kill always comes second to the gang's concealment. It may never voluntarily reveal itself while any friendly fighter remains hidden, and cannot break cover first — the guide holds the whole force unseen before he takes his own shot.

☠ TERRAIN

✂ JUNGLE SPRAWL

TERRAIN

The Jungle Sprawl is a dense tangle of death-world growth — the terrain-heavy board a Catachan gang treats as home ground. Every terrain piece in the Sprawl counts as eligible cover for hidden setup, so a Catachan fighter may set up hidden behind or within any of it, and all of it is difficult terrain the Regiment moves through freely, ignoring the movement penalty. A gang that controls the Sprawl as a territory may add one extra piece of jungle terrain to the board in any battle it defends there — the green closing a little tighter each time.

✂ TRAPPERS RANGE

TERRAIN

The Trapper's Range is a stretch of death-world the Regiment has trapped, cached, and mapped — a territory that yields guides and demolitions rather than credits. Controlling the Range grants, once per campaign cycle, one of: a free Catachan Tracker hire for the next battle, or a free demolition or toxic-bog charge added to the gang's stores. The Range also lets the gang re-roll one Rare Trade availability roll each post-battle sequence, turning up the death-world's hidden bounty for those who know where to look.

SCENARIOS

✂ DENY THE GROUND

SCENARIO

ATTACKER	Catachan (the demolition cell, tasked with cracking a dug-in position and denying the ground)
DEFENDER	the opposing gang (holding a fortified position - a bunker, a depot, a bridgehead - that Catachan means to bring down)
DEPLOY	the defender sets up in and around a central fortified terrain piece with a set of objective points on it; Catachan deploys at the board edges, with up to half its gang hidden, and may seed trapper's snares in the approach terrain
OBJECTIVE	Catachan wins by destroying the position (planting charges on the objectives) and denying the ground; the defender wins by holding the position intact to the end
VICTORY	Catachan wins if it detonates a majority of the objective points before the final round; the defender wins if it still holds a majority of them at the end
REWARDS	the attacker gains reputation for each objective destroyed and each defender caught by a seeded snare; the defender gains reputation for every charge defused or objective held
CONTROL TRACK	a Catachan win pushes the Control-Track marker toward Catachan (the position is rubble, the ground denied); a successful defence holds the marker for the defender

Some ground is not taken but denied. Catachan's demolition cell is loosed against a dug-in position with orders to bring it down and leave nothing worth holding.

ATTACKER & DEFENDER Catachan is the attacker, tasked with cracking a fortified position and denying the ground. The opposing gang is the defender, holding a bunker, depot, or bridgehead that Catachan means to level.

BATTLEFIELD & CREWS Set up a central fortified terrain piece with a set of objective points on it. Both players use their full crews.

DEPLOYMENT The defender sets up in and around the central position. Catachan deploys at the board edges with up to half its gang hidden, and may seed trapper's snares in the approach terrain before the battle begins.

BRINGING IT DOWN A Catachan fighter in base contact with an objective point may spend an action to plant a charge; the point is destroyed at the start of the next round. A defender in base contact with a planted charge may spend an action to defuse it.

ENDING THE BATTLE The battle ends when a majority of the objective points are destroyed, when either side bottles out, or at the end of round six, whichever comes first.

VICTORY Catachan wins if it destroys a majority of the objective points before the final round. The defender wins if it still holds a majority of them at the end.

REWARDS The attacker gains reputation for each objective destroyed and each defender caught by a seeded snare. The defender gains reputation for every charge defused or objective held.

CONTROL TRACK A Catachan win pushes the Control-Track marker toward Catachan — the position is rubble, the ground denied. A successful defence holds the marker for the defender.

ATTACKER	the opposing gang (moving through Catachan-held terrain, unaware how much of the jungle is already occupied)
DEFENDER	Catachan (up to HALF the gang set up hidden, waiting to spring the trap)
DEPLOY	the Catachan player sets up half the gang hidden anywhere in terrain across the board; the rest deploy at one board edge. The attacker deploys at the opposite edge and must move a target objective (a courier, a relic, a prize) across the board
OBJECTIVE	Catachan wins by gutting the target and melting back into cover; the attacker wins by getting its objective across the board intact
VICTORY	Catachan wins if the attacker's objective-carrier is taken Out of Action or the attacker bottles out; the attacker wins if it moves the objective off the far board edge
REWARDS	the defender gains bonus reputation for every enemy taken Out of Action while a Catachan fighter was still hidden (the ambush that was never seen); the attacker gains reputation for reaching the far edge
CONTROL TRACK	a Catachan win advances its Control-Track claim on the district by one step (the ground is theirs, unseen); an attacker breakthrough pushes the marker back toward the moving faction

This is the mission Catachan was built to fight — not a firefight but a trap, sprung on an enemy who does not yet know how much of the jungle is already occupied.

ATTACKER & DEFENDER The opposing gang is the attacker, moving through Catachan-held terrain to carry a prize across it. Catachan is the defender, up to half its gang set up hidden and waiting to spring the trap.

BATTLEFIELD & CREWS Set up a terrain-dense board. Both players use their full crews. The attacker's objective — a courier, a relic, a prize — begins with the attacking force.

DEPLOYMENT The Catachan player sets up half its gang, rounding down, as hidden markers placed anywhere in terrain more than 6" from an enemy fighter; the rest deploy at one board edge. The attacker then deploys at the opposite edge and must carry its objective across the board.

THE OBJECTIVE Catachan wins by gutting the target and melting back into cover. The attacker wins by getting its objective across the board intact.

ENDING THE BATTLE The battle ends when the attacker's objective leaves the far board edge, when either side bottles out, or at the end of round six, whichever comes first.

VICTORY Catachan wins if the attacker's objective-carrier is taken Out of Action or the attacker bottles out. The attacker wins if it moves the objective off the far board edge.

REWARDS The winner gains reputation. Catachan additionally banks bonus reputation for every enemy taken Out of Action while one of its fighters was still hidden — the ambush that was never seen.

CONTROL TRACK A Catachan win advances its Control-Track claim on the district by one step. An attacker breakthrough pushes the marker back toward the moving force.



IMPERIAL GUARD • HOUSE DOSSIER

DEATH KORPS OF KRIEG

The advance that does not stop

The Death Korps of Krieg is the advance that does not stop. Where other regiments manoeuvre, the Korps walks — a grey, masked line pressing forward in lockstep behind a creeping mortar barrage, taking ground by the simple, terrible method of putting bodies onto it faster than the enemy can clear them. Its soldiers are the cheapest real fighters on any battlefield, drawn in endless number from a levy that treats a life as ammunition and a death as an entry in a ledger. They do not break: the Grinding Advance frees them of Nerve and the gang of any thought of retreat, so they fight to the last man as a matter of doctrine. Officers turn that raw obedience into a machine, their Voice of Command leaning the whole line ever forward. This is a regiment built to spend itself — patient, penitent and unstoppable — that wins not by any single fighter's skill but by walking into the guns and mustering back almost whole.

• GANG COMPOSITION

CREDITS	1500
LEADERS	1
CHAMPIONS	4

BUILD RULES

- ♦ Starting credits: 1500; no per-fighter tithe — Voice of Command costs activations, not credits
- ♦ Exactly 1 Leader (Death Korps Marshal, the cold siege-master with TWO Orders)
- ♦ 0-2 Watchmasters; 0-1 Commissar/Quartermaster; 0-1 Ministorum Priest; 0-1 Combat Engineer; 0-1 Medic
- ♦ Krieg Grenadiers the bulk (the masked line); Conscripts UNCAPPED-cheap (the Krieg slot bonus — the endless levy); 0-2 Mortar/Heavy Teams; 0-1 Brute (Death Rider)
- ♦ Backbone: Grenadiers + Conscripts (Gangers + Juves) $\geq$ Leaders + Champions — Krieg skews this hardest of all, the most body-heavy gang in the game
- ♦ Krieg delta - 'We Owe a Debt of Blood': Krieg fighters never make Nerve tests; a gang below half strength does NOT make Bottle checks and keeps fighting; entrenching tools let any Krieg fighter dig a piece of cover; the Order-lean is 'Move! Move! Move!' + 'Into the Guns!' + the mortar barrage; swaps its 6th skill Steady Hands for Relentless Advance

A Death Korps gang is built body-first and officer-led. The controlling player starts with the standard credits and takes exactly one Leader, the Death Korps Marshal, whose Voice of Command carries two Orders rather than one. Around him gather up to four Champions — Watchmasters, a Commissar-Quartermaster, a Ministorum Priest, a Combat Engineer or a Medic — but the gang's substance is its masked line: Krieg Grenadiers form the bulk, while Conscripts come cheap and effectively uncapped, the endless levy fed in by the score. Mortar or Heavy Teams and a single Death Rider round out the roster. The Grenadiers and Conscripts must always outnumber the officers, and the Korps skews this harder than any other force — no gang on the ladder carries more bodies. It has no morale to lose: it never tests Nerve and never Bottles, and it musters its fallen back between battles by number rather than replacing them one prized fighter at a time.

👤 GANG RULES

✂ THE GRINDING ADVANCE

GANG RULE

The Grinding Advance is the doctrine that makes a Krieg gang unlike any other: casualties do not slow the attack — they are the attack. Krieg fighters never take Nerve tests, standing firm where another gang would waver, and the gang never makes Bottle checks, fighting on to the last man however many it has lost. There is no morale to break, because the regiment has already spent it. Layered onto the officers' Voice of Command, the doctrine leans their Orders toward forward movement — Move! Move! Move! and the falling mortar barrage — so that every round the line takes ground rather than holds it. The counterplay is simple and bleak: the enemy cannot rout the Korps, only kill it, and killing a gang built to be spent is slower work than it looks.

✂ 'INTO THE GUNS!'

GANG RULE

Into the Guns! is the one Order unique to the Korps on the Voice of Command menu, and it is exactly what its name promises. When an officer issues it, a single fighter — or a group of Conscripts within three inches of one another — makes an immediate free Move directly toward the nearest enemy and may shoot at the end of it, ignoring Pinning entirely as it goes. It turns the officers' authority into raw forward momentum, sending the masked ranks walking into fire that ought to stop them. It grants ground-taking and killing in one breath; its price is that it only ever points the Korps forward, into whatever is doing the shooting.

FIGHTERS

MARSHAL

LEADER

✖ 82 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	3+	3	3	2	4+	2	5+	3+	4+	5+

SAVE 5+

SPECIAL RULES Voice of Command (*issues TWO Orders per round*)

The Grinding Advance (*drives the grinding lockstep — 'Move! Move! Move!' and 'Into the Guns!'*)

Expendable & Disciplined (*flak + refractor field, never a super-body*) SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass

PRIMARY

Cunning

Ferocity

Leadership

SECONDARY

Brawn

Combat

Savant

Shooting

Signature

STARTING GEAR Laspistol · Power Sword · Flak Armour · Refractor Field · Gas Mask

EQUIPMENT LIST

BASIC

Lasgun 15 credits

PISTOL

Laspistol 10 credits

Bolt Pistol 45 credits

CLOSE-COMBAT

Chainsword 25 credits

Power Sword 45 credits

GRENADE

Frag Grenade 30 credits

Krak Grenade 45 credits

Demolition Charge 75 credits

ARMOUR

Flak Armour 10 credits

Refractor Field 55 credits

ACCESSORY

Gas Mask

in kit

STATUS

Vox Caster 30 credits

The Death Korps Marshal is a siege-master cut from the same grey iron as the line he drives — no duellist and no hero, an officer whose worth is counted in ground taken and bodies spent. His Voice of Command carries two Orders a round where a junior officer manages one, and he leans them into the Grinding Advance without pause: Move! Move! Move! and Into the Guns! walk the whole regiment forward through its own falling barrage. He fights with a laspistol and a power sword and trusts a refractor field over heavier plate, an ordinary body at the head of an

extraordinary machine. He never breaks and never yields a step; the advance is his to begin, and once begun it does not stop until the objective lies under Krieg boots.

COMBAT ENGINEER

CHAMPION

✖ 124 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	4+	3	3	2	4+	1	6+	4+	5+	5+

SAVE 5+

SPECIAL RULES The Grinding Advance (*the siege sapper of the grinding advance*)

Expendable & Disciplined (*a specialist body — demolitions and the entrenching spade*) SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass

PRIMARY

Brawn

Cunning

Savant

SECONDARY

Combat

Ferocity

Signature

Shooting

STARTING GEAR Trench Shotgun · Entrenching Tool · Meltagun · Flak Armour · Gas Mask · Demolition Charge

EQUIPMENT LIST

BASIC

✦ *Trench Sweeper Shotgun* 35 credits

Kitbash a long-barrel trench sweeper from a lasgun stock and shotgun barrel (Krieg siege pattern). Priced above the stock lasgun and the stock shotgun.

Trench Shotgun

included

PISTOL

Laspistol 10 credits

SPECIAL

Flamer 140 credits

Meltagun

included

CLOSE-COMBAT

✦ *Entrenching Pick* 15 credits

Kitbash a bladed weighted pick onto the entrenching tool. Priced above the stock bayonet and the entrenching tool.

Entrenching Tool

included

GRENADE

Frag Grenade 30 credits

Krak Grenade 45 credits

Demolition Charge

included

ARMOUR

Flak Armour

included

ACCESSORY

Gas Mask

included

The Combat Engineer is the sapper of the grinding advance — the specialist who opens the ground the line walks over and brings down whatever will not move. He carries a trench-shotgun for the close work, a meltagun and a demolition charge for bunkers and armour, and the entrenching tool that lets him cut cover from bare earth. Under the Grinding Advance he goes forward with the masked ranks, breaching wire and wall so the lockstep never has to

stop. Flak and the rebreather are his only protection; his worth is in the spade and the charge, clearing a road through the enemy's works one demolition at a time.

COMMISSAR QUARTERMASTER

CHAMPION

110 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	3+	3	3	2	4+	2	5+	3+	4+	6+

SAVE 5+

SPECIAL RULES Aura of Discipline (*auto-pass Nerve in 6 inches + Summary Execution*)

The Grinding Advance (*the body-economy of the grind*)

Expendable & Disciplined (*the discipline turned to the body-count, not morale*) SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- re-roll Cool
- auto-test-result Nerve pass

PRIMARY

Combat

Cunning

Ferocity

SECONDARY

Brawn

Shooting

Leadership

Savant

Signature

STARTING GEAR Bolt Pistol · Power Sword · Flak Armour · Refractor Field · Gas Mask · Quartermasters Ledger

EQUIPMENT LIST	
BASIC	ARMOUR
Lasgun15 credits	Flak Armour10 credits
PISTOL	Refractor Field55 credits
Bolt Pistol45 credits	ACCESSORY
Plasma Pistol70 credits	Gas Mask
CLOSE-COMBAT	in kit
Power Sword45 credits	STATUS
GRENADE	Quartermasters Ledger
Frag Grenade30 credits	in kit
Krak Grenade45 credits	

The Commissar-Quartermaster is discipline and accountancy in one grey coat — the officer who keeps the line steady and keeps the ledger of the dead. His Aura of Discipline lets friendly Krieg within six inches hold firm without testing Nerve, and a wavering fighter can be steadied by Summary Execution, a pistol-round that spends one body to save the rest. In his other role he carries the Grinding Advance, tallying the fallen so they can be replaced by number rather than mourned. A bolt pistol, a power sword and a refractor field arm him; the Quartermaster's ledger does the colder work. He does not lead the charge — he ensures that no one leaves it.

✖ 100 CREDITS

SAVE 6+

REGIMENTAL MEDIC

CHAMPION

55 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	4+	4+	3	3	2	4+	1	6+	5+	6+	5+

SAVE 5+

SPECIAL RULES Expendable & Disciplined (*narthecium*) SEE SPECIAL RULES

PRIMARY Cunning Leadership Savant SECONDARY Ferocity Shooting Signature

STARTING GEAR Laspistol · Flak Armour · Medic Narthecium · Gas Mask

EQUIPMENT LIST	
PISTOL	ARMOUR
Laspistol	Flak Armour
<i>included</i>	<i>included</i>
CLOSE-COMBAT	PERSONAL
Bayonet10 credits	Augmetics45 credits
GRENADE	Medic Narthecium
Frag Grenade30 credits	<i>included</i>
	ACCESSORY
	Gas Mask
	<i>included</i>

The Regimental Medic is the body-economy in the field — less a healer of men than a keeper of numbers, salvaging what the grind leaves behind. His narthecium grants friendly Krieg nearby a Feel No Pain roll against their wounds and lets him work Recovery on the fallen, dragging a fighter back to the line rather than letting a body go to waste. He carries a laspistol and flak beneath the rebreather and works behind the leading ranks, where the casualties gather. He does not halt the advance to save a life; he follows it, gathering the spent so they can be spent again.

WATCHMASTER

CHAMPION

× 61 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	3+	3	3	2	4+	1	6+	4+	5+	6+

SAVE 5+

SPECIAL RULES Voice of Command (*issues ONE Order per round*)

The Grinding Advance (*drives the lockstep advance beside the Marshal*)

Expendable & Disciplined (*flak + gas-mask, a hard disciplined body*) SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass

PRIMARY

Cunning

Ferocity

Leadership

SECONDARY

Brawn

Combat

Savant

Shooting

Signature

STARTING GEAR Laspistol · Power Sword · Flak Armour · Gas Mask

EQUIPMENT LIST

BASIC

Lasgun 15 credits

PISTOL

Laspistol

included

CLOSE-COMBAT

Bayonet 10 credits

Chainsword 25 credits

Power Sword

included

GRENADE

Frag Grenade 30 credits

Krak Grenade 45 credits

ARMOUR

Flak Armour

included

ACCESSORY

Gas Mask

included

The Watchmaster is the Marshal's hand along the line — a hard, unhurried junior officer who keeps the lockstep in step while the guns fall. His Voice of Command issues a single Order each round, most often the one that keeps the Grinding Advance moving, and he walks among the masked ranks rather than ahead of them. A laspistol and a power sword arm him beneath flak and the ever-present rebreather; he is a durable, disciplined body and nothing more ornate. Where the Marshal starts the advance, the Watchmaster holds it together, dressing the ranks and driving them onward one measured order at a time. He does not need to be brilliant, only unbending — and the Korps makes him exactly that.

KRIEG GRENADIER

GANGER

× 45 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	4+	4+	3	3	1	4+	1	6+	4+	6+	7+

SAVE 5+

SPECIAL RULES The Grinding Advance (*the leaned signature Ganger — masked, disciplined, never breaks*)

Expendable & Disciplined (*cheaper than the benchmark — fearless but expendable, meant to be spent*) SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass

PRIMARY

Cunning

Ferocity

Savant

SECONDARY

Brawn

Combat

Shooting

Signature

STARTING GEAR Lasgun · Entrenching Tool · Flak Armour · Gas Mask

EQUIPMENT LIST

BASIC

Lasgun 15 credits

Trench Shotgun

in kit

PISTOL

Laspistol 10 credits

CLOSE-COMBAT

Entrenching Tool 10 credits

GRENADE

Frag Grenade 30 credits

Krak Grenade 45 credits

ARMOUR

Flak Armour 10 credits

ACCESSORY

Gas Mask

in kit

The Krieg Grenadier is the masked line itself — a disciplined trooper cheaper than most factions' rank and file, meant to be spent and never to break. He carries a lasgun and the entrenching tool that digs his own cover, flak and the re-breather that lets him walk through his own falling barrage. Under the Grinding Advance he tests no Nerve and holds regardless of the losses around him; the doctrine that makes him fearless also marks him expendable. He is the body the whole regiment is built around — plentiful, obedient, and walking forward in lockstep into the guns without a backward glance.

KRIEG MORTAR TEAM

GANGER

55 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
4"	4+	4+	3	3	1	4+	1	6+	4+	6+	7+

SAVE 5+

SPECIAL RULES The Grinding Advance (*the creeping barrage*)

Expendable & Disciplined (*a two-crew platform walking Indirect fire ahead of the line*) SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass

PRIMARY

Brawn

Cunning

Savant

SECONDARY

Ferocity

Shooting

Signature

STARTING GEAR Mortar · Flak Armour · Gas Mask

EQUIPMENT LIST

PISTOL

Laspistol 10 credits

HEAVY

Mortar 140 credits

Heavy Bolter 160 credits

Autocannon 180 credits

Creeping Barrage Mortar

in kit

ARMOUR

Flak Armour 10 credits

ACCESSORY

Gas Mask

in kit

The Krieg Mortar Team is the creeping barrage given crew — a two-man platform that walks Indirect fire ahead of the advancing line. Set behind the masked ranks, it drops shells onto ground the lockstep has not yet reached, softening the enemy and screening the advance in smoke as the Korps closes. Flak and rebreathers cover both crew, who move slowly and shoot from cover rather than press forward. Under the Grinding Advance it is the leaned heavy backbone — not the tip of the attack but the rhythm behind it, the falling barrage the whole regiment marches in step with.

KRIEG SPECIAL WEAPONS

GANGER

55 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	4+	4+	3	3	1	4+	1	6+	4+	6+	7+

SAVE 5+

SPECIAL RULES The Grinding Advance (*the special-weapon body of the grinding line*)

Expendable & Disciplined (*a masked trooper carrying the squad's close answer*) SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass

PRIMARY

Cunning

Savant

Shooting

SECONDARY

Brawn

Combat

Ferocity

Signature

STARTING GEAR Flamer · Entrenching Tool · Flak Armour · Gas Mask

EQUIPMENT LIST

PISTOL

Laspistol 10 credits

SPECIAL

Grenade Launcher 65 credits

Meltagun 135 credits

Flamer

included

CLOSE-COMBAT

Entrenching Tool

included

GRENADE

Frag Grenade 30 credits

Krak Grenade 45 credits

ARMOUR

Flak Armour

included

ACCESSORY

Gas Mask

included

The Krieg Special-Weapons trooper is the masked line's close answer — a Grenadier carrying the tool that clears a trench the lasguns cannot. A flamer, meltagun or grenade launcher rides in his hands where another would carry a rifle, and the entrenching tool and flak come as standard beneath the rebreather. Under the Grinding Advance he walks forward with the rest, holding his fire until the range collapses and then emptying it into whatever holds the line. He is the reason the lockstep does not stall at the wire: when the advance meets cover, he is the body sent to burn it out.

KRIEG CONSCRIPT

JUVE

× 36 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	5+	5+	3	3	1	5+	1	7+	5+	7+	8+

SAVE 6+

SPECIAL RULES The Grinding Advance (*the fed-in levy — dirt-cheap and fearless by doctrine*)

Expendable & Disciplined (*the cheapest body in the game*) SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass

PRIMARY

Ferocity

Savant

Shooting

SECONDARY

Brawn

Combat

Cunning

STARTING GEAR Lasgun · Entrenching Tool · Light Flak · Gas Mask

EQUIPMENT LIST

BASIC

Lasgun 15 credits

PISTOL

Laspistol 10 credits

CLOSE-COMBAT

Entrenching Tool 10 credits

GRENADE

Frag Grenade 30 credits

ARMOUR

Light Flak

in kit

ACCESSORY

Gas Mask

in kit

The Krieg Conscript is the cheapest real body on any battlefield — the endless levy, fed into the grind by the score and spent like ammunition. He carries a lasgun, an entrenching tool and light flak beneath the same rebreather every Korpsman wears, and little else; there is no economy in equipping a number. Under the Grinding Advance he is fearless by doctrine, walking into fire that would rout a braver soldier because the Korps has left him no other road. He takes ground not by skill but by arithmetic — where one falls, another takes up the number and keeps walking.

DEATH RIDER

BRUTE

≈ 130 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
9"	3+	4+	4	4	2	3+	2	6+	4+	6+	8+

SAVE 5+

SPECIAL RULES The Grinding Advance (*the lone fast element of the grind*)

Expendable & Disciplined (*a steed-mounted Brute*) SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass

PRIMARY

Agility

Combat

Cunning

Ferocity

SECONDARY

Brawn

Savant

Shooting

Signature

STARTING GEAR Laspistol · Hunting Lance · Flak Armour · Gas Mask

EQUIPMENT LIST

PISTOL

Autopistol 10 credits

Laspistol 10 credits

CLOSE-COMBAT

Hunting Lance

in kit

GRENADE

Frag Grenade 30 credits

ARMOUR

Flak Armour 10 credits

ACCESSORY

Gas Mask

in kit

The Death Rider is the one fast element in a regiment that walks — a masked lancer on a hard-bred steed, sweeping wide where the line grinds straight. His nine-inch move carries him around a flank the rest of the Korps will take an age to reach, and the hunting lance he levels strikes with brutal, armour-splitting force on the charge before settling to ordinary work. A laspistol rides at his hip and flak covers him, but speed and that first impact are his real weapons. Under the Grinding Advance he is the exception that proves the doctrine: the lone rider who breaks a flank open so the walking line can pour through it.

VEHICLES

BANEBLADE

VEHICLE

≈ 700 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
6"	10	9	8	12	7+	3+	4+	7+	6+	7+	7+

LOCOMOTION Tracked

HARDPOINTS

- ♦ weapon — Hull arc (Crew)
- ♦ Heavy Bolter — Left arc (Crew)
- ♦ Heavy Bolter — Right arc (Crew)
- ♦ Lascannon — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ super-heavy

The Baneblade is the apex of the Imperial armoured corps rendered as a single \$5c model — a super-heavy war-machine grinding forward under a hull-mounted super-heavy main gun and a bristling secondary battery, one variant to the next: the Banehammer, Shadowsword, Stormlord and their kin trade the main armament for the job while the hull stays the same unturnable slab. Toughness 10 across its front facing, twelve Hull Points behind a 3+ armoured hull, it is the heaviest thing a Guard muster can field short of a Titan — slow at M6", near-unhandleable at Hnd 7+, and priced like the fortune it is. It resolves its facing Toughness, its Hull Points and its handling through the Ash-Wastes vehicle rules, and a mortal line simply cannot bring one down alone. It is no longer a "fortune-gate-keeper" held off the vehicle track — it is a \$5c super-heavy costed on merit (durability, offense and mobility on the square-law ledger, ≈2.2× the Rogal Dorn): very dear, and fieldable. 0–1 per gang, provisional.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

BASILISK

VEHICLE

✖ 180 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
7"	7	6	5	7	6+	4+	4+	7+	6+	7+	7+

LOCOMOTION Tracked

HARDPOINTS

- ♦ Earthshaker Cannon — Turret arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Indirect Fire (targets it cannot see)

The Basilisk is self-propelled artillery — a soft-skinned back-line gun that drops ordnance on targets it cannot even see. Its earthshaker cannon arcs a heavy shell over walls, ridgelines and rooftops to fall on foes who thought a corner or a reverse slope kept them safe, its wide burst scattering a massed formation and its Strength breaking light armour and fortified line alike. It reaches far past any weapon that might answer it, but that is its whole defence: its facing armour is thin and its rear all but open, so it lives at the back with a spotter feeding it marks and a screen of infantry between it and harm. A gang that fields one turns every scrap of cover on the field from a shield into a trap. One per gang, it resolves its facing Toughness, its Hull Points and its Loss of Control through the Ash-Wastes vehicle rules.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

CHIMERA

TRANSPORT

✖ 130 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
8"	7	6	6	7	6+	4+	4+	7+	6+	7+	7+

LOCOMOTION Tracked

HARDPOINTS

- ◆ Multi Laser — Turret arc (Crew)
- ◆ Heavy Bolter — Front arc (Crew)

SPECIAL RULES

- ◆ 0-1 per gang
- ◆ Transport (10 fighters)
- ◆ Firing ports (embarked fighters may shoot)

The Chimera is the armoured workhorse of every regiment — a tough Tracked transport that carries a squad into the fire and keeps hosing the line once they arrive. It is the Guard's Rhino-analog: not fast, not a killer, but reliable and hard to stop, its boxy hull proof against small-arms while its turret multi-laser rakes infantry and its hull heavy bolter sweeps the approach. Its true value is the cargo bay — a full squad rides inside, and the firing ports let them shoot from the hull as it rolls, so a Chimera does not just deliver a fireteam, it delivers one already in action. Fielded one at a time, it lives on its facing armour and its seven Hull Points rather than firepower, resolving its handling, its facing Toughness and its Loss of Control through the Ash-Wastes vehicle rules — the rolling strongpoint a Guard line is built around.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

HELLHOUND

VEHICLE

✖ 150 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
10"	7	6	6	7	6+	4+	4+	7+	6+	7+	7+

LOCOMOTION Tracked

HARDPOINTS

- ♦ Inferno Cannon — Turret arc (Crew)
- ♦ Heavy Bolter — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Volatile (fuel tanks — explodes catastrophically when wrecked)

The Hellhound is a fast flame-tank built on the Chimera hull — a close-range predator that races into short reach and washes whatever it finds in a sheet of burning promethium. Its turret inferno cannon is the whole point: a torrent of fire that immolates dug-in infantry and packed advances alike, with a hull heavy bolter to sweep the ground it charges across. It is quick for its class, but the same fuel that feeds the cannon makes it glass — a wrecked Hellhound goes up in a fireball that catches everything near it, so the crew live and die on the timing of the strike. A gang fields one to break a position no line can hold: get in close, burn it clean, and pull back before the tanks cook off. It resolves its handling, its facing Toughness, its Hull Points and its Loss of Control through the Ash-Wastes vehicle rules.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

LEMAN RUSS

VEHICLE

✕ 260 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
7"	8	7	6	8	6+	3+	4+	7+	6+	7+	7+

LOCOMOTION Tracked

HARDPOINTS

- ♦ Battle Cannon — Turret arc (Crew)
- ♦ Lascannon — Front arc (Crew)
- ♦ Heavy Bolter — Left arc (Crew)
- ♦ Heavy Bolter — Right arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang

The Leman Russ is the Guard's main battle tank — a slow, front-armoured turret platform that anchors a line rather than flanks it. Its heavy front facing shrugs off fire that would gut a transport, and its turret battle cannon lobbs a bursting shell across the width of the field to scatter massed infantry, crack light armour and break a fortified position with one round. The main gun swaps to the job at hand — a vanquisher to kill tanks, a punisher to shred a horde, a demolisher for entrenchments — while a hull lascannon and two sponson heavy bolters let it engage across three arcs at once. It is dear, ponderous and thickly plated, sitting well below the super-heavy band but above anything a gang meets lightly. One per gang, it resolves its facing Toughness, its Hull Points and its handling through the Ash-Wastes vehicle rules — the iron centre a Guard battle-line forms up around.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

ROGAL DORN

VEHICLE

✖ 320 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
7"	9	8	7	10	6+	3+	4+	7+	6+	7+	7+

LOCOMOTION Tracked

HARDPOINTS

- ♦ Battle Cannon — Turret arc (Crew)
- ♦ Autocannon — Front arc (Crew)
- ♦ Heavy Stubber — Front arc (Crew)
- ♦ Heavy Bolter — Left arc (Crew)
- ♦ Heavy Bolter — Right arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang

The Rogal Dorn is the premium advanced battle tank — heavier, thicker-skinned and better-gunned than a Leman Russ, and the ceiling of the gang-scale vehicle track. Its turret twin-links a battle cannon so it puts two heavy shells where a Russ puts one, backed by a co-axial autocannon and heavy stubber slaved to the same mount for a spotting-and-suppression burst, with sponson heavy bolters covering the flanks. Ten Hull Points and the best facing armour on the track let it push into fire that would wreck a lesser tank and keep grinding forward. It is expensive — dear enough that a gang thinks hard before fielding it — but it is not a fortune-gatekeeper; it sits between the Leman Russ and the super-heavy Brute band, a main battle tank turned up to its limit. One per gang, it resolves its facing Toughness, its Hull Points and its handling through the Ash-Wastes vehicle rules.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

SENTINEL

WALKER

✖ 120 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
9"	6	5	5	4	5+	4+	4+	7+	6+	7+	7+

LOCOMOTION Walker

HARDPOINTS

- ♦ Autocannon — Front arc (Crew)

SPECIAL RULES

- ♦ 0-2 per gang
- ♦ Walker (strides over broken ground)

The Sentinel is a fast one-gun scout walker — long-legged and glassy, it strides over rubble, gullies and wreckage that would bog a tracked hull, flanking wide to bring a single heavy weapon to bear then loping away before the answer comes. Its front-fixed autocannon reaches out to crack light armour and heavy infantry; the mount readily swaps to a multi-laser, a lascannon or a heavy flamer to suit the hunt. Four Hull Points and light plate make it fragile — a hit that finds it usually finishes it — so it never anchors a line. It is a hunter, not a strongpoint: the Guard's skirmisher, striking from an angle the enemy cannot cover. Two may run together. It resolves its handling and its facing Toughness through the Ash-Wastes vehicle rules, its long stride letting it treat broken ground as open road.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

VALKYRIE

TRANSPORT

✖ 250 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
16"	7	6	5	8	6+	4+	4+	7+	6+	7+	7+

LOCOMOTION Flyer

ALTITUDE ACCESS Hover — reaches Grounded/Low

MINIMUM MOVE Hover — may hold station (no minimum move)

TURN CAP wide (Hover)

FIRING (LOW) Low altitude — normal accuracy, all hardpoint arcs fire

FIRING (HIGH) High/pass — strafe corridor: forward-fixed hardpoints along the line; Turret hardpoints also reach the sides

TRANSPORT Transport capacity: 12 (embark Grounded only, grav-drop rig)

HARDPOINTS

- ♦ Multi Laser — Front arc (Crew)
- ♦ Rocket Pods — Wing arc (Crew)
- ♦ Heavy Bolter — Left arc (Crew)
- ♦ Heavy Bolter — Right arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Transport (up to 12 fighters)
- ♦ Grav-chute insertion (passengers disembark after a Hover move)

The Valkyrie is the Guard's assault-transport flyer — a Hovering gunship-carrier that sweeps in fast, drops a squad by grav-chute into the heart of the fight and rakes the ground on the way through. Its Hover keyword frees it from the interceptor's tyranny of motion: it may hold station, settle to Low altitude and disgorge its passengers where they are needed, then climb away, and its integral chute rack lets a full complement bail out safely mid-battle. A nose multi-laser and wing rocket pods soften a landing zone as it arrives, with sponson heavy bolters covering the flanks. It is lighter and cheaper than the apex assault carriers, trading armour for speed and reach — a mobile insertion piece, not a brawler. One per gang, it resolves its Hull Points and facing Toughness through the Ash-Wastes vehicle rules, and its altitude, its Hover station and its ingress through the Flight rules.

Uses the Macromunda Flight rules — see Flying Mechanics.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

VENDETTA

GUNSHIP

✖ 270 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
18"	7	6	5	8	5+	4+	4+	7+	6+	7+	7+

LOCOMOTION Flyer

ALTITUDE ACCESS Interceptor — reaches Low/High (cannot land)

MINIMUM MOVE Minimum move 8"

TURN CAP tight (Interceptor)

FIRING (LOW) Low altitude — normal accuracy, all hardpoint arcs fire

FIRING (HIGH) High/pass — strafe corridor: forward-fixed hardpoints along the line; Turret hardpoints also reach the sides

HARDPOINTS

- ♦ Lascannon — Front arc (Crew)
- ♦ Lascannon — Front arc (Crew)
- ♦ Lascannon — Front arc (Crew)
- ♦ Heavy Bolter — Left arc (Crew)
- ♦ Heavy Bolter — Right arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang

The Vendetta is the pure interceptor gunship on the Valkyrie airframe — no cargo, all guns. Where its sister carries a squad, the Vendetta gives the whole hull over to three twin-linked lascannon in the nose and wings, a dedicated aerial tank-killer that hunts armour and fast movers from above. With no Hover capability it holds no station: it cannot land, and it must make its minimum move every round, screaming across the field at Low or High altitude and banking back for another firing pass. Its speed and altitude are its armour as much as its plate is — a target it has already overflown cannot easily answer, and by the time the guns bear again it is somewhere else. Sponson heavy bolters add close-in volume against infantry. One per gang, it resolves its Hull Points and facing Toughness through the Ash-Wastes vehicle rules, and its altitude, its minimum move and its passes through the Flight rules.

Uses the Macromunda Flight rules — see Flying Mechanics.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).



GANG TACTICS

D66

ROLL TACTIC

TIMING

11	Into The Guns. Into the Guns. Play when one of your officers issues an Order to a friendly Krieg fighter. That fighter may make its ordered Move directly toward the nearest enemy and still shoot at the end of it, ignoring Pinning as it advances. The line walks into the fire and answers it.	ANY ROUND
12	Creeping Barrage. Creeping Barrage. Play at the start of a round in which a friendly Mortar or Heavy Team will fire Indirect. Where its shot scatters, place a smoke marker; until the end of the round, friendly Krieg advancing behind that smoke cannot be targeted by Overwatch. The advance moves in the barrage's shadow.	START OF ROUND
13	No Retreat. No Retreat. Play when a friendly Krieg fighter would be moved backward by any effect — Knockback, a failed Reaction, an enemy push. It is not moved and holds its ground. The Korps does not surrender what it has already taken.	ANY ROUND
14	Dig In Deeper. Dig In Deeper. Play at the start of a round. One friendly Krieg fighter that did not move in the previous round digs in: place a cover marker in base contact with it, and it counts as being in partial cover until it next moves. The spade is always working.	START OF ROUND
15	Grinding Advance. Grinding Advance. Play at the start of a round. Until its end, friendly Krieg fighters moving directly toward the nearest enemy ignore the movement penalty for difficult terrain. Nothing underfoot is permitted to slow the line.	START OF ROUND
16	Debt Of Blood. Debt of Blood. Play in reaction to a friendly Krieg fighter being taken Out of Action. One other friendly Krieg with line of sight to the enemy responsible may immediately make a free ranged attack against it. A body is answered with a body.	REACTION
21	Fix The Line. Fix the Line. Play when a friendly Krieg fighter is Broken or Pinned. It is no longer Broken or Pinned and remains where it stands, and one friendly Krieg within 3" of it may make a free Move to close the gap. The rank is dressed and held.	ANY ROUND
22	Hold To The Last. Hold to the Last. Play when a friendly Krieg fighter is reduced to its last Wound. Until the end of the next round it may not be moved from its position by any effect and adds one to its hit rolls in close combat. It sells the ground dearly.	ANY ROUND
23	Masked Advance. Masked Advance. Play in any round. Until its end, friendly Krieg fighters treat Gas, Blaze and Choke templates on the board as open ground and move through them freely — the masked line walks where the enemy cannot follow.	ANY ROUND
24	Trench Rush. Trench Rush. Play when a friendly Krieg fighter begins its activation within 3" of an enemy in cover. It may make an immediate free Move into base contact and counts as having charged. The bayonet finds the trench.	ANY ROUND
25	Walk The Barrage. Walk the Barrage. Play at the start of a round in which a friendly Mortar or Heavy Team fires Indirect. Friendly Krieg that end the round nearer the enemy than they began may re-roll a failed hit against any target Pinned or Knocked back by that barrage. The line follows its own shells in.	START OF ROUND
26	Endless Levy. Endless Levy. Play at the end of a round in which a friendly Krieg Conscript was taken Out of Action. You may move one friendly Conscript held in reserve onto your board edge. The levy fills the gap as fast as it opens.	END OF ROUND
31	Cold Discipline. Cold Discipline. Play when a friendly Krieg fighter is targeted by a fear, terror or psychic effect that would force a test. It ignores the effect entirely. The Korps feels nothing a barrage has not already burned out of it.	ANY ROUND

32	Sap Forward. Sap Forward. Play at the start of a round. One friendly Krieg fighter that did not move in the previous round may make a free short Move from one cover marker to another, remaining hidden throughout. The sap crawls forward beneath the enemy's fire.	START OF ROUND
33	Bayonet The Breach. Bayonet the Breach. Play when a friendly Krieg fighter charges an enemy in or behind cover. It adds one to its Attacks for that fight. The breach is taken with the bayonet, not the gun.	ANY ROUND
34	Lockstep. Lockstep. Play at the start of a round. Choose three friendly Krieg fighters within 3" of one another; while each remains within 3" of another chosen fighter this round, it adds one to its hit rolls. The line kills as one body.	START OF ROUND
35	Mortar Walk. Mortar Walk. Play in any round. A friendly Mortar or Heavy Team that did not move may fire twice this round, its second shot resolved from where the first fell. The barrage walks across the ground step by step.	ANY ROUND
36	Into The Wire. Into the Wire. Play when a friendly Krieg fighter reaches enemy barricades or obstacles. It clears the obstacle without penalty and may still act normally afterward. The wire does not stop the advance.	ANY ROUND
41	Quartermasters Call. Quartermaster's Call. Play after the battle. Nominate one Conscript or Grenadier taken Out of Action this game; it returns to your reserve roster for the next battle at reduced draw on your resources. The ledger is balanced in bodies.	POST-BATTLE / ANY ROUND
42	Grim Resolve. Grim Resolve. Play when a friendly Krieg fighter suffers a Flesh Wound. Until the end of the round it ignores the penalty that wound would impose. Pain is noted and set aside.	ANY ROUND
43	Suppressing Line. Suppressing Line. Play at the start of the enemy's turn. Choose three friendly Krieg fighters that did not move in the previous round; enemies that move within their line of sight and 12" this turn count as being in the open. The firing line pins the ground down.	ANY ROUND
44	Advance Under Fire. Advance Under Fire. Play in any round. A friendly Krieg fighter that is Pinned may stand up and make a Move toward the nearest enemy as a free action. Fire does not keep the Korps down for long.	ANY ROUND
45	Spade And Gun. Spade and Gun. Play when a friendly Krieg fighter fights in close combat while on or beside a cover marker it dug. It adds one to its hit rolls for that fight — the entrenching tool is a weapon as much as a spade.	ANY ROUND
46	Feed The Grind. Feed the Grind. Play at the start of a round while your gang is below half its starting numbers. Until the end of the round, friendly Krieg fighters add one to their hit rolls in close combat. The grind bites hardest when the Korps has least left to lose.	START OF ROUND
51	Barrage Screen. Barrage Screen. Play at the start of a round. Place a smoke marker within 6" of a friendly Mortar or Heavy Team; it blocks line of sight as normal and does not disperse until the end of the following round. The advance moves in its own smoke.	START OF ROUND
52	Never Break. Never Break. Play when your gang would be required to make any check to keep fighting. That check is passed automatically. There is no morale left in the Korps to break.	ANY ROUND
53	Krieg Iron. Krieg Iron. Play when a friendly Krieg fighter would be taken Out of Action by a single hit. Roll a D6; on a 4, 5 or 6 it is Seriously Injured instead. Grey iron does not fall easily.	ANY ROUND
54	Standard Held High. Standard Held High. Play in any round while a friendly officer is on the board. Friendly Krieg within 6" of that officer may re-roll a failed hit roll this round. The colours are up and the line is watching them.	ANY ROUND

55	Overrun. Overrun. Play in reaction to a friendly Krieg fighter taking an enemy Out of Action in close combat. It may make an immediate free Move directly toward the next nearest enemy. The advance does not pause to count its dead.	REACTION
56	Trench Networks. Trench Networks. Play in any round. Until its end, friendly Krieg fighters treat all cover markers and terrain features as connected trenches, moving between them as open ground and counting as being in partial cover throughout. The board is the Korps' own siege line.	ANY ROUND
61	Death Rider Charge. Death Rider Charge. Play when a friendly Death Rider declares a charge. It adds 2" to its charge Move and may re-roll a failed hit with the hunting lance that turn. The lance finds the flank.	ANY ROUND
62	Concentrated Barrage. Concentrated Barrage. Play at the start of a round in which two or more friendly Mortar or Heavy Teams will fire Indirect. They may target the same point; if more than one hits, the target suffers one additional Damage. The guns fall together on one place.	START OF ROUND
63	Hold The Crater. Hold the Crater. Play when a friendly Krieg fighter defends an objective or cover marker in close combat. Until the end of the round it may not be moved from that spot and adds one to its hit rolls while it holds it. The crater is not given up.	ANY ROUND
64	Fresh Conscripts. Fresh Conscripts. Play before the battle. Add one Krieg Conscript to your gang for this battle at no cost, drawn from the endless levy. It is removed when the battle ends.	PRE-BATTLE / CAMPAIGN
65	The Last Marshal. The Last Marshal. Play in reaction to your Leader being taken Out of Action. One friendly officer or Champion may immediately issue an Order as though it were the Leader. The chain of command does not break with a single body.	REACTION
66	For The Emperors Debt. For the Emperor's Debt. Play at the end of the final round. If your gang still holds the ground it advanced onto, it gains bonus reputation regardless of its losses. The debt is paid in ground taken, not in bodies kept.	END OF ROUND

ALLIANCES

THE BUTCHERS BILL FEUD

ALLIANCE

WHO	a rival faction that Krieg has ground down, or an Imperial commander who despises the Korps' wasteful attrition — a blood-feud, phase-gated
TERMS	campaign-level enmity: while it stands, the two gangs may not agree map-level non-aggression and each gains a reputation bounty for taking the other's fighters Out of Action; the feud escalates the grind between them battle by battle

The Butcher's Bill is the enmity the Korps earns from those it has ground down, or from an Imperial commander sickened by its wasteful attrition. While the feud stands, the two gangs may not agree any map-level non-aggression, and each collects a reputation bounty for every enemy fighter it takes Out of Action across the front. The grind between them worsens battle by battle, a ledger of the dead that neither side will close until one of them is spent entirely.

WHO	an allied Imperial force committed to a grinding front — the Inquisition, a line Regiment, a besieging army; any such faction, phase-gated
TERMS	campaign-level attachment pact: while it stands, Krieg lends its siege-line to the ally to hold or break a fortified position between battles, granting the ally a dug-in defensive slot; Krieg gains a favour in exchange — the penitent regiment seconded to a campaign's hardest ground, not a fixed pairing

The Siege Pledge binds the Korps to an allied Imperial force set on a grinding front — an Inquisitorial warband, a line Regiment, a besieging army. While the pledge holds, the two gangs may agree map-level non-aggression, and the Korps lends its dug-in siege-line to hold or break a fortified position between battles, granting the ally a prepared defensive slot on ground it could not otherwise fix. In return the Korps is owed a favour. It is a penitent regiment seconded to a campaign's hardest ground — no fixed friendship, only a shared front and a debt of labour.

FAVOURS

2D6

ROLL	FAVOUR	PATRON
2	Standard Issue. Standard Issue. The siege-train answers grudgingly. For the coming battle your spent grenades and ammunition are replenished to full, and nothing more. The Korps is expected to make do with what it is given.	THE MUNITORUM SIEGE-TRAIN & THE DEATH KORPS HIGH COMMAND (THE WAR MACHINE THAT KEEPS THE ENDLESS LEVY FED AND REISSUED)
3	Fresh Levy. Fresh Levy. A draft is released from the endless levy. You may add one Krieg Conscript to your gang for the coming battle at no cost. It returns to the levy when the battle ends.	THE MUNITORUM SIEGE-TRAIN & THE DEATH KORPS HIGH COMMAND (THE WAR MACHINE THAT KEEPS THE ENDLESS LEVY FED AND REISSUED)
4	Shell Resupply. Shell Resupply. The barrage is kept fed. For the coming battle, one friendly Mortar or Heavy Team may re-roll its first failed Ammo check, its ready racks fully stocked from the siege-train.	THE MUNITORUM SIEGE-TRAIN & THE DEATH KORPS HIGH COMMAND (THE WAR MACHINE THAT KEEPS THE ENDLESS LEVY FED AND REISSUED)

5	Field Requisition. Field Requisition. The stores are opened to you for one draw. You may requisition a single item of common equipment — a weapon, a grenade or a piece of gear from the Korps list — and add it to one fighter for the coming battle, the Munitorum arming the advance it demands.	THE MUNITORUM SIEGE-TRAIN & THE DEATH KORPS HIGH COMMAND (THE WAR MACHINE THAT KEEPS THE ENDLESS LEVY FED AND REISSUED)
6	Munitorum Largesse. Munitorum Largesse. The war machine opens its coffers. You gain a bounty of credits in this post-battle sequence, the Munitorum funding the grind that in turn feeds it.	THE MUNITORUM SIEGE-TRAIN & THE DEATH KORPS HIGH COMMAND (THE WAR MACHINE THAT KEEPS THE ENDLESS LEVY FED AND REISSUED)
7	The Siege Train. The Siege Train. The full weight of the siege-train rolls up behind you. For the coming battle, one friendly Mortar or Heavy Team gains an extra reload and may re-roll scatter on its first Indirect shot — the guns that never run dry.	THE MUNITORUM SIEGE-TRAIN & THE DEATH KORPS HIGH COMMAND (THE WAR MACHINE THAT KEEPS THE ENDLESS LEVY FED AND REISSUED)
8	Replacement Draft. Replacement Draft. The dead are made good by number. Any Krieg Conscripts or Grenadiers taken Out of Action last battle are drawn back from the levy for a fraction of the usual draw, the ranks filled as fast as they emptied.	THE MUNITORUM SIEGE-TRAIN & THE DEATH KORPS HIGH COMMAND (THE WAR MACHINE THAT KEEPS THE ENDLESS LEVY FED AND REISSUED)
9	The Full Armoury. The Full Armoury. The armoury is thrown open to you. You may equip one fighter with a special or heavy weapon from the Korps list for the coming battle, the high command sparing no materiel for the advance.	THE MUNITORUM SIEGE-TRAIN & THE DEATH KORPS HIGH COMMAND (THE WAR MACHINE THAT KEEPS THE ENDLESS LEVY FED AND REISSUED)

10

Veterans Drawn Out. Veterans Drawn Out. The highest favour draws out the regiment's hardened survivors. One eligible fighter may take a skill from the Korps Signature set, or advance toward one — the few who have lived through the grind are worth the teaching.

THE MUNITORUM
SIEGE-TRAIN &
THE DEATH
KORPS HIGH
COMMAND (THE
WAR MACHINE
THAT KEEPS
THE ENDLESS
LEVY FED AND
REISSUED)

☠ SUB-PLOTS

✂ THE DEBT OF BLOOD

SUB-PLOT

Reward: The Debt of Blood: that fighter (or its numbered replacement) becomes a permanent gang icon — once per battle, when it is taken Out of Action, one friendly Krieg fighter gains a free Order-lean action ('Move! Move! Move!'). Claimed once per campaign.

Trigger. A single Krieg fighter is taken Out of Action in three separate campaign battles and recovered — or replaced under the same number — each time: a body that keeps paying and keeps coming back.

Reward. That fighter, or its numbered replacement, becomes a permanent icon of the gang. Once per battle, when it is taken Out of Action, one friendly Krieg fighter immediately makes a free Move directly toward the nearest enemy. This sub-plot may be claimed once per campaign.

✂ THE ENDLESS TRENCH

SUB-PLOT

Reward: The Endless Trench: for the rest of the campaign, the gang's Quartermaster's-ledger replacements cost one step cheaper, and it may bank Reputation into a permanent extra Conscript reserve slot. This sub-plot can be claimed once per campaign.

Trigger. The gang loses at least half its fighters across two consecutive campaign battles and musters back to full strength for the next — surviving the grind it inflicts upon itself.

Reward. For the rest of the campaign, the gang draws its fallen Conscripts and Grenadiers back from the levy one step more cheaply, and it may bank reputation into a permanent extra Conscript reserve slot. This sub-plot may be claimed once per campaign.

LEGENDARY NAMES

REMEMBERED BY NUMBER

KRIEG GRENADIER / KRIEG CONSCRIPT

XP cost (random): 6

XP cost (chosen): 12

Remembered by Number is the honour of a nameless soldier — a Krieg Grenadier or Conscript known to the regiment only by the numerals stencilled on his coat. When this fighter is taken Out of Action, the gang immediately gains a bonus to its next post-battle replacement roll, and one friendly Conscript may make a free ranged attack: the number falls, and the next takes it up. But he earns no experience of his own and can never be given a personal skill or advance — a number does not learn, and his legend belongs to the Korps rather than the man.

THE MARSHAL WHO TOOK THE FORTRESS

DEATH KORPS MARSHAL

XP cost (random): 6

XP cost (chosen): 12

The Marshal Who Took the Fortress is a named siege-master, remembered for a wall that fell to him. Once per battle he may issue his Into the Guns! Order to the entire gang at once, rather than to a single fighter or group, and every friendly Krieg fighter makes the free Move-and-shoot together. But he does not know how to give ground: he may never voluntarily end a Move further from the nearest enemy than he began it, and he will not learn.

THE WATCHMASTER WHO HELD TO THE LAST

WATCHMASTER / KRIEG GRENADIER

XP cost (random): 6

XP cost (chosen): 12

The Watchmaster Who Held to the Last is a named line-holder, the anchor a Krieg formation dresses itself against. While he is on the board, friendly Krieg within six inches that did not move this round cannot be shifted by Knockback or Blast and shrug off the first Flesh Wound they suffer each round — the line holds where it stands. But he is the anchor, not the spearhead: he may never deploy further forward than the rearmost third of his gang, and may never make a charge.



TERRAIN

✂ THE ARTILLERY EMPLACEMENT

TERRAIN

The Artillery Emplacement is a fortified gun-pit and ammunition store built for the creeping barrage. A friendly Mortar or Heavy Team set up within it ignores the penalty for moving and firing — it is already emplaced — and may re-roll scatter on its first Indirect shot of the battle. Held as a territory across a campaign, the Emplacement grants one extra mortar reload or demolition charge in the post-battle sequence: the barrage that never runs dry.

✂ THE TRENCH NETWORK

TERRAIN

The Trench Network is a dug-in siege line of trenches, saps and craters — the ground a Krieg gang treats as home. A Krieg fighter moves through it as though it were open ground and counts as being in partial cover while doing so; one that ends its activation in a trench without shooting is fully hidden until it next acts. Held as a territory, the Network lets the gang begin any battle it defends there with two cover markers already placed, dug in before the enemy arrives.

SCENARIOS

✕ HOLD THE CRATER

SCENARIO

ATTACKER	the opposing gang (assaulting a Krieg-held siege line, trying to force the penitents off ground they will not leave)
DEFENDER	Krieg (dug into a fortified trench-line with entrenching tools and a Mortar Team, holding to the last)
DEPLOY	Krieg deploys inside a fortified trench/crater zone in the centre, digging cover markers before the battle; the attacker deploys along one board edge and must take the position
OBJECTIVE	the attacker wins by clearing the Krieg from the crater; Krieg wins by still holding it when the battle ends, whatever the cost
VICTORY	Krieg wins if at least one Krieg fighter remains in the crater zone at the end (it never Bottles, so it plays to the last man); the attacker wins only by taking every Krieg fighter in the zone Out of Action
REWARDS	Krieg gains reputation for each full round it holds the crater below half strength; the attacker gains reputation scaled to how quickly it clears the position
CONTROL TRACK	a Krieg hold locks its Control-Track claim on the district (the line that could not be shifted); an attacker clearance seizes the marker outright

ATTACKER & DEFENDER The defender is a Death Korps gang, dug into a fortified trench-line and holding to the last. The attacker is the opposing gang, assaulting a position the penitents will not leave.

BATTLEFIELD A fortified trench and crater zone dominates the centre of the board, ringed by the open ground the attacker must cross.

DEPLOYMENT The Krieg gang deploys inside the crater zone and, before the battle begins, digs in — placing cover markers throughout the fortified ground. The attacker then deploys along one board edge and must take the position.

OBJECTIVE The attacker seeks to clear every Krieg fighter from the crater. The Krieg gang seeks to still hold it when the battle ends, whatever the cost.

ENDING THE BATTLE The battle ends when no Krieg fighter remains in the crater zone, or when the attacker withdraws. The Krieg gang never Bottles and plays to the last man.

VICTORY The Krieg gang wins if at least one of its fighters remains in the crater zone at the end. The attacker wins only by taking every Krieg fighter in the zone Out of Action.

REWARDS The Krieg gang gains reputation for each full round it holds the crater while below half strength. The attacker gains reputation scaled to how quickly it clears the position.

THE SIEGE A Krieg hold locks its claim on the district's control track — the line that could not be shifted. An attacker clearance seizes the marker outright.

ATTACKER	Krieg (walking forward in lockstep under a creeping mortar barrage, into the enemy's guns)
DEFENDER	the opposing gang (dug in across a fortified line, trying to break the advance before it arrives)
DEPLOY	the defender sets up anywhere in its half of the board, in and behind cover; Krieg deploys along its own board edge in a single lockstep line. Objectives sit along the defender's line and at its rear
OBJECTIVE	Krieg wins by walking the line into contact and taking the fortified ground; the defender wins by breaking the advance or bleeding it dry before it crosses
VICTORY	Krieg wins if it holds more objectives on the defender's half at the end than the defender does, OR takes the rearmost objective; the defender wins if Krieg fails to reach the line, or the defender holds all objectives when the battle ends
REWARDS	Krieg gains bonus reputation for each objective taken while still below half strength (the advance that did not stop); the defender gains reputation for every Krieg fighter taken Out of Action beyond half the gang
CONTROL TRACK	a Krieg win advances its Control-Track claim on the district by one step (the ground taken by bodies); a defender hold pushes the marker back toward the defending faction

ATTACKER & DEFENDER The attacker is a Death Korps gang, walking forward in lockstep beneath a creeping mortar barrage. The defender is the opposing gang, dug in across a fortified line and trying to break the advance before it arrives.

BATTLEFIELD A fortified defensive line runs across the defender's half of the board, with objectives set along it and at its rear.

DEPLOYMENT The defender sets up anywhere in its own half, in and behind cover. The Krieg gang deploys along its own board edge in a single lockstep line.

OBJECTIVE The Krieg gang seeks to walk the line into contact and take the fortified ground. The defender seeks to break the advance or bleed it dry before it crosses.

ENDING THE BATTLE The battle ends when the Krieg gang holds the defender's line, when its last fighter is taken Out of Action, or when the defender is broken. The Krieg gang makes no Bottle checks.

VICTORY The Krieg gang wins if it holds more objectives in the defender's half than the defender does at the end, or if it takes the rearmost objective. The defender wins if the Krieg gang fails to reach the line, or if the defender still holds every objective when the battle ends.

REWARDS The Krieg gang gains bonus reputation for each objective taken while below half strength — the advance that did not stop. The defender gains reputation for every Krieg fighter taken Out of Action beyond half the gang.

THE SIEGE A Krieg win advances its claim on the district by one step on the control track — ground taken by bodies. A defender hold pushes the marker back toward the defending faction.



IMPERIAL GUARD • HOUSE DOSSIER

MILITARUM TEMPESTUS SCIONS

The scalpel from the sky

The Militarum Tempestus Scions are the scalpel from the sky — the Schola Progenium's finest, drilled from childhood into the storm-troopers of the Tempestus and dropped by grav-chute onto the one place a battle turns. Where the mass Regiments of the Guard advance and grind, this House appears: a small, carapace-armoured strike force that trades numbers for quality and placement. Its hot-shot weapons strip armour the common lasgun cannot touch; its officers spend the Voice of Command not to direct a horde but to aim a handful of elite guns at the precise, armour-cracking kill. Every fighter is a Scion or better — there are no Conscripts, no chaff, no cheap bodies to throw away — and there are never enough of them. A Tempestus gang fields fewer fighters than any sibling and asks each to be worth ten of the enemy's. It is the deliberate counterweight to the disposable horde: cold, disciplined excellence that arrives from above, guts its target, and is gone before the answer comes. Its soul is the storm-trooper's certainty — few, and the best, and already on top of the enemy before the enemy knows the strike has begun.

👤 GANG COMPOSITION

CREDITS	1500
LEADERS	1
CHAMPIONS	4

BUILD RULES

- ♦ Starting credits: 1500; no per-fighter tithe — Voice of Command is paid in an officer's activations, not credits
- ♦ Exactly 1 Leader (Tempestor Prime, the strike commander with TWO Orders)
- ♦ 0-2 Tempestors; 0-1 Commissar; 0-1 each specialist (Medic / Master-Vox); 0-2 Special-Weapons / Gunner Scions; 0-1 Brute (Taurox Prime, prohibitive)
- ♦ Tempestus Scions the bulk; Aspirants the cheap-end body; NO Conscripts and NO cheap chaff (the Schola produces only elites - written identity)
- ♦ Backbone: Scions + Aspirants (Gangers + Juves) $\geq$ Leaders + Champions - but the SMALLEST backbone of any Regiment: expect to field fewer bodies than any sibling, each far better
- ♦ Tempestus delta - 'Aerial Insertion': up to the whole gang may begin in reserve and grav-chute deploy from round 1, placed anywhere $\geq 6"$ from an enemy; hot-shot weapons carry AP-2; the Order-lean is 'Take Aim!' + 'Bring It Down!' + 'Mark Target!'; swaps its 6th skill Steady Hands for Precision Drop

A Tempestus gang musters from 1,500 credits and fields no per-fighter tithe — the Voice of Command is paid in an officer's activations, not in credits. Exactly one Leader stands at its head: a Tempestor Prime with two Orders. Beneath the Prime come up to two Tempestors, a single Commissar, one each of the Medic and Master-Vox specialists, and up to two Special-Weapons or Gunner Scions; a lone Taurox Prime is available but prohibitively dear. Tempestus Scions form the bulk of the line, with Aspirants at the cheap end — but there are no Conscripts and no chaff, for the Schola musters only elites. The backbone of Scions and Aspirants must at least match the officers above it, yet it is the smallest backbone any Guard Regiment fields: a Tempestus gang brings fewer bodies than any sibling, each of them far better. Champion, specialist, Gunner, and Brute slots unlock as the gang earns Reputation. Above all sits the drop — Aerial Insertion — which lets up to the whole gang begin in reserve and grav-chute onto the field from the first round.

👤 GANG RULES

✂ AERIAL INSERTION

GANG RULE

Aerial Insertion. Up to the whole gang may begin a battle held in reserve rather than deployed, and from the first round onward its fighters grav-chute down onto the field, each placed anywhere more than 6" from an enemy. This is the strike that defines the Regiment: the Tempestus does not advance across a battlefield, it appears on top of the target. Every hot-shot weapon in the gang strips armour, striking at AP-2, and the officers lean the Voice of Command into the precise kill — 'Take Aim!' to steady the shot and ignore cover, 'Bring It Down!' to focus the armour-cracking fire, and the Regiment's own 'Mark Target!'. There are no tokens and no pool to manage: an officer spends an activation, the Order lands once, and it is gone. The counterplay is the drop itself — a gang committed from reserve arrives in the open, and a defender who punishes the landing can gut the strike before it strikes.

✂ 'MARK TARGET!'

GANG RULE

Mark Target! When an officer issues 'Mark Target!' to a friendly fighter, that fighter's next hot-shot attack treats the target as having no cover and suffering -1 to its save, stacking with the armour-stripping AP the hot-shot round already carries. This is the painted kill — the officer calls a fighter, names the mark, and the Scion's next charge goes through cover and armour together as though the target stood in the open and unarmoured. It is the one Order the Tempestus adds to the Voice of Command menu that no other Regiment fields, and it is the heart of the strike's method: not to out-shoot a foe, but to strip away everything protecting the one fighter that has to die. Like every Order, it is spent from an officer's activation and lands once.

FIGHTERS

TEMPESTOR PRIME

LEADER

✖ 150 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	2+	3	3	2	3+	2	4+	4+	4+	4+

SAVE 4+

SPECIAL RULES Voice of Command (*issues TWO Orders per round*)

Aerial Insertion (*the drop-master - leads the grav-chute insertion and the 'Mark Target!' Order*)

Expendable & Disciplined (*carapace 4+ and a Schola refractor - elite, never a super-body*) SEE SPECIAL RULES

PRIMARY

Agility

Cunning

Ferocity

SECONDARY

Brawn

Combat

Savant

Leadership

Shooting

Signature

STARTING GEAR Command Las · Power Sword · Carapace Armour · Schola Refractor · Grav Chute · Master Vox

EQUIPMENT LIST

BASIC

Hotshot Lasgun 40 credits

PISTOL

Laspistol 10 credits

Hotshot Laspistol 35 credits

Bolt Pistol 45 credits

Plasma Pistol 70 credits

Command Las

included

SPECIAL

Plasma Gun 100 credits

Meltagun 135 credits

CLOSE-COMBAT

Chainsword 25 credits

Power Fist 60 credits

Power Sword

included

GRENADE

Frag Grenade 30 credits

Photon Flash Grenade 30 credits

Krak Grenade 45 credits

ARMOUR

Carapace Armour

included

Schola Refractor

included

PERSONAL

Grav Chute

included

Master Vox

included

ACCESSORY

Magnoculars 25 credits

Preysight 25 credits

STATUS

Vox Caster 30 credits

The Tempestor Prime is the strike commander — the officer who drops with the gang rather than directing it from the rear. Voice of Command lets this fighter issue two Orders each round, and the Prime leans them into the precise, armour-cracking kill: 'Take Aim!', 'Bring It Down!', and the Regiment's own 'Mark Target!'. A master-crafted command-las and a power weapon arm the officer; carapace under a Schola refractor field keep it standing; a grav-chute carries it down with the insertion and a Master Vox relays its Orders across a scattered drop. With BS 2+ and two Attacks the Prime is dangerous in its own right, but its worth is the two Orders that aim the whole strike. It is elite, never a super-body — the Prime falls to the same wounds as any Scion, and the gang is built around keeping it alive to give the order that ends the fight.

COMMISSAR

CHAMPION

× 110 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	3+	3	3	2	3+	2	4+	4+	4+	5+

SAVE 4+

SPECIAL RULES Aura of Discipline (*the Schola's iron - re-roll a Nerve and +1 Attack within 6 inches*)

Aerial Insertion (*drops with the strike team, the discipline on the ground*)

Expendable & Disciplined (*carapace 4+ and a refractor field - disciplined, not super*) SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- re-roll Cool

PRIMARY

Combat

Cunning

Ferocity

Leadership

Signature

SECONDARY

Agility

Brawn

Savant

Shooting

STARTING GEAR Bolt Pistol · Power Sword · Carapace Armour · Refractor Field · Grav Chute · Commissars Writ

EQUIPMENT LIST

BASIC

Hotshot Lasgun 40 credits

PISTOL

Laspistol 10 credits

Bolt Pistol 45 credits

Plasma Pistol 70 credits

CLOSE-COMBAT

Chainsword 25 credits

Power Sword 45 credits

GRENADE

Frag Grenade 30 credits

Krak Grenade 45 credits

ARMOUR

Carapace Armour 25 credits

Refractor Field 55 credits

PERSONAL

Grav Chute 35 credits

STATUS

Commissars Writ

in kit

The Commissar is the Schola's iron made flesh — the discipline officer who drops with the strike and holds it steady on the ground. Its Aura of Discipline lets nearby Scions re-roll a failed Nerve test and lends them a further Attack in the press, the cold certainty of the Progenium radiating out to six inches. A bolt pistol and a power sword arm it for the close work; carapace under a refractor field keep it alive; a grav-chute puts it in the insertion with the fighters it steadies. Its cap and writ are the Aura of Discipline itself — where the Commissar stands, the strike does not break. The Tempestus need morale least of any Guard, and use the Commissar instead as a force-multiplier on an already-disciplined line.

MEDIC MASTER VOX

CHAMPION

✖ 67 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	3+	3	3	2	3+	1	5+	4+	5+	4+

SAVE 4+

SPECIAL RULES Aerial Insertion (*drops with the strike team*)

Expendable & Disciplined (*carapace 4+, a specialist body - fragile, vital, not super*) SEE SPECIAL RULES

PRIMARY

Cunning

Leadership

Savant

SECONDARY

Agility

Ferocity

Signature

Shooting

STARTING GEAR Hotshot Laspistol · Bayonet · Carapace Armour · Grav Chute · Medic Narthecium · Master Vox

EQUIPMENT LIST	
BASIC	ARMOUR
Hotshot Lasgun40 credits	Carapace Armour
PISTOL	included
Laspistol10 credits	PERSONAL
Hotshot Laspistol	Augmetics45 credits
included	Grav Chute
CLOSE-COMBAT	included
Bayonet	Master Vox
included	included
GRENADE	Medic Narthecium
Frag Grenade30 credits	included

The Tempestus Medic and Master Vox-Scion are the strike's twin specialists — the body that keeps a Scion alive and the body that keeps the Orders flowing. The Medic's narthecium grants a Feel No Pain 6+ aura on the field and better recovery afterward; the Master Vox relays one Order beyond the officer's line of sight, so a scattered drop still fights as one. Armed only with a hot-shot laspistol and a blade, wearing carapace and a grav-chute, this fighter is fragile and vital in equal measure — a single Attack, a specialist's nerve, no pretension to the front line. In a gang that fields fewer bodies than any sibling and cannot spare a single one, the specialist who keeps the finest whole earns its place many times over.

TEMPESTOR

CHAMPION

≈ 110 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	2+	3	3	2	3+	2	5+	4+	5+	5+

SAVE 4+

SPECIAL RULES Voice of Command (*issues ONE Order per round*) Aerial Insertion

Expendable & Disciplined (*carapace 4+ and a Schola refractor*) SEE SPECIAL RULES

PRIMARY Agility Cunning Ferocity SECONDARY Brawn Combat Savant
Leadership Shooting Signature

STARTING GEAR Command Las · Power Sword · Carapace Armour · Schola Refractor · Grav Chute

EQUIPMENT LIST

BASIC

Hotshot Lasgun 40 credits

PISTOL

Laspistol 10 credits

Hotshot Laspistol 35 credits

Bolt Pistol 45 credits

Command Las

included

SPECIAL

Plasma Gun 100 credits

Meltagun 135 credits

CLOSE-COMBAT

Chainsword 25 credits

Power Sword

included

GRENADE

Frag Grenade 30 credits

Photon Flash Grenade 30 credits

Krak Grenade 45 credits

ARMOUR

Carapace Armour

included

Schola Refractor

included

PERSONAL

Grav Chute

included

The Tempestor is the junior officer of the strike — a line commander who grav-chutes in with the squad and carries the Voice of Command for one Order a round. Where the Prime aims the whole insertion, the Tempestor aims a wing of it, leaning the same precise Orders into the hot-shot kill. It carries a command-las and a power weapon, wears carapace beneath a Schola refractor field, and drops on a grav-chute with the fighters it leads. BS 2+ and two Attacks make it a capable killer, but its value is the Order it spends turning a handful of elite guns onto the one target that matters. A second officer lets a Tempestus gang run two axes of the strike at once — the Prime marks the warlord, the Tempestor breaks the flank.

SCION GUNNER

GANGER

× 95 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	3+	3	3	1	4+	1	5+	4+	5+	5+

SAVE 4+

SPECIAL RULES Aerial Insertion (*drop-fire support*)

Expendable & Disciplined (*the heavy Scion, the armour-shredding storm of las*) SEE SPECIAL RULES

PRIMARY Brawn Cunning Shooting SECONDARY Ferocity Savant
Signature

STARTING GEAR Hotshot Volley Gun · Bayonet · Carapace Armour · Grav Chute

EQUIPMENT LIST

PISTOL	GRENADE
Hotshot Laspistol 35 credits	Frag Grenade 30 credits
SPECIAL	Krak Grenade 45 credits
Plasma Gun 100 credits	ARMOUR
HEAVY	Carapace Armour
Hotshot Volley Gun	<i>included</i>
<i>included</i>	PERSONAL
CLOSE-COMBAT	Grav Chute
Bayonet	<i>included</i>
<i>included</i>	

The Scion Gunner is the strike's fire support — the body that drops with a hot-shot volley gun and turns it on anything armoured enough to survive the line's rifles. That gun's Rapid Fire (3) throws a storm of armour-piercing las downrange; its Unwieldy bulk is the trade for carrying that much firepower on one fighter. Carapace and a grav-chute put the Gunner in the insertion with the rest, and a steady BS makes every one of those shots count. Where the Special-Weapons Scion answers a single hard target, the Gunner answers a crowd of them — the surgical fire-base that opens the drop and covers the extraction, melting elites and light vehicles with volume the Tempestus rarely brings anywhere else.

SCION SPECIAL WEAPONS

GANGER

≈ 106 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	3+	3	3	1	3+	1	5+	4+	5+	5+

SAVE 4+

SPECIAL RULES Aerial Insertion (*drops the surgical guns - plasma, melta, hot-shot volley*)

Expendable & Disciplined (*the special-weapon Scion, the anti-armour of the strike*) SEE SPECIAL RULES

PRIMARY

Agility

Cunning

Shooting

SECONDARY

Brawn

Combat

Ferocity

Signature

Savant

STARTING GEAR Plasma Gun · Hotshot Laspistol · Bayonet · Carapace Armour · Grav Chute

EQUIPMENT LIST

BASIC

Hotshot Lasgun 40 credits

PISTOL

♣ Hotshot Hand Flamer 45 credits

Kitbash a template igniter onto a hot-shot laspistol. Priced above the stock hot-shot laspistol.

Hotshot Laspistol

included

SPECIAL

Meltagun 135 credits

Hotshot Volley Gun

in kit

Plasma Gun

included

CLOSE-COMBAT

Bayonet

included

GRENADE

Frag Grenade 30 credits

Krak Grenade 45 credits

ARMOUR

Carapace Armour

included

PERSONAL

Grav Chute

included

The Scion Special-Weapons carries the surgical guns — a plasma gun by default, or a meltagun or hot-shot volley gun drawn from the strike's armoury for the job at hand. This is the fighter a Tempestus gang drops onto the target it cannot answer with hot-shot lasguns alone: a Brute, a vehicle, a fighter in the heaviest armour. A hot-shot laspistol and a blade round out the kit; carapace and a grav-chute carry it in with the rest. A steady BS and a cold nerve make the single, decisive shot the reason the body exists — it drops into range of one hard target and breaks it before it can answer.

TEMPESTUS SCION

GANGER

✖ 65 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	3+	3	3	1	3+	1	5+	4+	5+	5+

SAVE 4+

SPECIAL RULES Aerial Insertion (*the leaned signature Ganger - carapace 4+, AP-2 hot-shot, the grav-chute drop*)

Expendable & Disciplined (*the elite line body, well above the Guardsman benchmark*) SEE SPECIAL RULES

PRIMARY

Agility

Cunning

Shooting

SECONDARY

Brawn

Combat

Ferocity

Signature

Savant

STARTING GEAR Hotshot Lasgun · Hotshot Laspistol · Bayonet · Carapace Armour · Grav Chute

EQUIPMENT LIST

BASIC

✦ *Marksman Hotshot Lasgun* 55 credits

Kitbash a marksman scope and extended barrel onto a hot-shot lasgun (Schola sharpshooter pattern). Priced above the stock hot-shot lasgun.

Hotshot Lasgun

included

PISTOL

Laspistol 10 credits

Hotshot Laspistol

included

SPECIAL

Plasma Gun 100 credits

Meltagun 135 credits

CLOSE-COMBAT

Bayonet

included

GRENADE

Frag Grenade 30 credits

Krak Grenade 45 credits

ARMOUR

Carapace Armour

included

PERSONAL

Grav Chute

included

ACCESSORY

Preysight 25 credits

The Tempestus Scion is the signature body of the strike — the carapace-armoured storm-trooper with an armour-stripping hot-shot lasgun and a grav-chute, worth far more than the Guardsman it leaves behind on the muster rolls. A Scion drops from reserve onto the target, fires an AP-2 volley that cracks armour the common lasgun cannot touch, and carries a target-designator to paint the marked kill for the squad. A reliable BS, carapace, and the drop are the whole of its trade: quality and placement in exchange for numbers. This is the leaned elite bulk of a Tempestus gang — not the cheapest ganger any Regiment fields, but the best, and the body every other role in the strike is built to support. Few Regiments field a line body this good; none field as few of them.

SCION ASPIRANT

JUVE

× 60 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	4+	4+	3	3	1	4+	1	6+	5+	6+	6+

SAVE 4+

SPECIAL RULES Aerial Insertion (*the Schola cadet - still carapace-armoured, still drops*)

Expendable & Disciplined (*the cheap-end body, but still elite - no true chaff here*) SEE SPECIAL RULES

PRIMARY

Agility

Cunning

Shooting

SECONDARY

Brawn

Combat

Ferocity

Savant

Signature

STARTING GEAR Hotshot Lasgun · Hotshot Laspistol · Bayonet · Carapace Armour · Grav Chute

EQUIPMENT LIST

BASIC

Hotshot Lasgun

included

PISTOL

Hotshot Laspistol

included

CLOSE-COMBAT

Bayonet

included

GRENADE

Frag Grenade

30 credits

ARMOUR

Carapace Armour

included

PERSONAL

Grav Chute

included

The Scion Aspirant is the Schola cadet — the youngest of the storm-troopers, and still an elite by any other measure. It carries a hot-shot lasgun and laspistol, wears the same carapace as its seniors, and drops on the same grav-chute; only its greener statline and single Wound mark it as unproven. This is the cheap end of a Tempestus roster, but there is no chaff here — the Progenium musters no levies and no Conscripts, so even the cadet fights in armour with an armour-stripping gun. The Aspirant is where a gang grows its next Scion: blooded in the drop, promoted with experience, it is the line's future learning the strike one insertion at a time.

VEHICLES

BANEBLADE

VEHICLE

≈ 700 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
6"	10	9	8	12	7+	3+	4+	7+	6+	7+	7+

LOCOMOTION Tracked

HARDPOINTS

- ♦ weapon — Hull arc (Crew)
- ♦ Heavy Bolter — Left arc (Crew)
- ♦ Heavy Bolter — Right arc (Crew)
- ♦ Lascannon — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ super-heavy

The Baneblade is the apex of the Imperial armoured corps rendered as a single \$5c model — a super-heavy war-machine grinding forward under a hull-mounted super-heavy main gun and a bristling secondary battery, one variant to the next: the Banehammer, Shadowsword, Stormlord and their kin trade the main armament for the job while the hull stays the same unturnable slab. Toughness 10 across its front facing, twelve Hull Points behind a 3+ armoured hull, it is the heaviest thing a Guard muster can field short of a Titan — slow at M6", near-unhandleable at Hnd 7+, and priced like the fortune it is. It resolves its facing Toughness, its Hull Points and its handling through the Ash-Wastes vehicle rules, and a mortal line simply cannot bring one down alone. It is no longer a "fortune-gate-keeper" held off the vehicle track — it is a \$5c super-heavy costed on merit (durability, offense and mobility on the square-law ledger, ≈2.2× the Rogal Dorn): very dear, and fieldable. 0–1 per gang, provisional.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

BASILISK

VEHICLE

✖ 180 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
7"	7	6	5	7	6+	4+	4+	7+	6+	7+	7+

LOCOMOTION Tracked

HARDPOINTS

- ♦ Earthshaker Cannon — Turret arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Indirect Fire (targets it cannot see)

The Basilisk is self-propelled artillery — a soft-skinned back-line gun that drops ordnance on targets it cannot even see. Its earthshaker cannon arcs a heavy shell over walls, ridgelines and rooftops to fall on foes who thought a corner or a reverse slope kept them safe, its wide burst scattering a massed formation and its Strength breaking light armour and fortified line alike. It reaches far past any weapon that might answer it, but that is its whole defence: its facing armour is thin and its rear all but open, so it lives at the back with a spotter feeding it marks and a screen of infantry between it and harm. A gang that fields one turns every scrap of cover on the field from a shield into a trap. One per gang, it resolves its facing Toughness, its Hull Points and its Loss of Control through the Ash-Wastes vehicle rules.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

CHIMERA

TRANSPORT

✖ 130 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
8"	7	6	6	7	6+	4+	4+	7+	6+	7+	7+

LOCOMOTION Tracked

HARDPOINTS

- ◆ Multi Laser — Turret arc (Crew)
- ◆ Heavy Bolter — Front arc (Crew)

SPECIAL RULES

- ◆ 0-1 per gang
- ◆ Transport (10 fighters)
- ◆ Firing ports (embarked fighters may shoot)

The Chimera is the armoured workhorse of every regiment — a tough Tracked transport that carries a squad into the fire and keeps hosing the line once they arrive. It is the Guard's Rhino-analog: not fast, not a killer, but reliable and hard to stop, its boxy hull proof against small-arms while its turret multi-laser rakes infantry and its hull heavy bolter sweeps the approach. Its true value is the cargo bay — a full squad rides inside, and the firing ports let them shoot from the hull as it rolls, so a Chimera does not just deliver a fireteam, it delivers one already in action. Fielded one at a time, it lives on its facing armour and its seven Hull Points rather than firepower, resolving its handling, its facing Toughness and its Loss of Control through the Ash-Wastes vehicle rules — the rolling strongpoint a Guard line is built around.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

HELLHOUND

VEHICLE

✖ 150 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
10"	7	6	6	7	6+	4+	4+	7+	6+	7+	7+

LOCOMOTION Tracked

HARDPOINTS

- ♦ Inferno Cannon — Turret arc (Crew)
- ♦ Heavy Bolter — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Volatile (fuel tanks — explodes catastrophically when wrecked)

The Hellhound is a fast flame-tank built on the Chimera hull — a close-range predator that races into short reach and washes whatever it finds in a sheet of burning promethium. Its turret inferno cannon is the whole point: a torrent of fire that immolates dug-in infantry and packed advances alike, with a hull heavy bolter to sweep the ground it charges across. It is quick for its class, but the same fuel that feeds the cannon makes it glass — a wrecked Hellhound goes up in a fireball that catches everything near it, so the crew live and die on the timing of the strike. A gang fields one to break a position no line can hold: get in close, burn it clean, and pull back before the tanks cook off. It resolves its handling, its facing Toughness, its Hull Points and its Loss of Control through the Ash-Wastes vehicle rules.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

LEMAN RUSS

VEHICLE

✖ 260 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
7"	8	7	6	8	6+	3+	4+	7+	6+	7+	7+

LOCOMOTION Tracked

HARDPOINTS

- ♦ Battle Cannon — Turret arc (Crew)
- ♦ Lascannon — Front arc (Crew)
- ♦ Heavy Bolter — Left arc (Crew)
- ♦ Heavy Bolter — Right arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang

The Leman Russ is the Guard's main battle tank — a slow, front-armoured turret platform that anchors a line rather than flanks it. Its heavy front facing shrugs off fire that would gut a transport, and its turret battle cannon lobbs a bursting shell across the width of the field to scatter massed infantry, crack light armour and break a fortified position with one round. The main gun swaps to the job at hand — a vanquisher to kill tanks, a punisher to shred a horde, a demolisher for entrenchments — while a hull lascannon and two sponson heavy bolters let it engage across three arcs at once. It is dear, ponderous and thickly plated, sitting well below the super-heavy band but above anything a gang meets lightly. One per gang, it resolves its facing Toughness, its Hull Points and its handling through the Ash-Wastes vehicle rules — the iron centre a Guard battle-line forms up around.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

ROGAL DORN

VEHICLE

✖ 320 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
7"	9	8	7	10	6+	3+	4+	7+	6+	7+	7+

LOCOMOTION Tracked

HARDPOINTS

- ♦ Battle Cannon — Turret arc (Crew)
- ♦ Autocannon — Front arc (Crew)
- ♦ Heavy Stubber — Front arc (Crew)
- ♦ Heavy Bolter — Left arc (Crew)
- ♦ Heavy Bolter — Right arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang

The Rogal Dorn is the premium advanced battle tank — heavier, thicker-skinned and better-gunned than a Leman Russ, and the ceiling of the gang-scale vehicle track. Its turret twin-links a battle cannon so it puts two heavy shells where a Russ puts one, backed by a co-axial autocannon and heavy stubber slaved to the same mount for a spotting-and-suppression burst, with sponson heavy bolters covering the flanks. Ten Hull Points and the best facing armour on the track let it push into fire that would wreck a lesser tank and keep grinding forward. It is expensive — dear enough that a gang thinks hard before fielding it — but it is not a fortune-gatekeeper; it sits between the Leman Russ and the super-heavy Brute band, a main battle tank turned up to its limit. One per gang, it resolves its facing Toughness, its Hull Points and its handling through the Ash-Wastes vehicle rules.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

SENTINEL

WALKER

✖ 120 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
9"	6	5	5	4	5+	4+	4+	7+	6+	7+	7+

LOCOMOTION Walker

HARDPOINTS

- ♦ Autocannon — Front arc (Crew)

SPECIAL RULES

- ♦ 0-2 per gang
- ♦ Walker (strides over broken ground)

The Sentinel is a fast one-gun scout walker — long-legged and glassy, it strides over rubble, gullies and wreckage that would bog a tracked hull, flanking wide to bring a single heavy weapon to bear then loping away before the answer comes. Its front-fixed autocannon reaches out to crack light armour and heavy infantry; the mount readily swaps to a multi-laser, a lascannon or a heavy flamer to suit the hunt. Four Hull Points and light plate make it fragile — a hit that finds it usually finishes it — so it never anchors a line. It is a hunter, not a strongpoint: the Guard's skirmisher, striking from an angle the enemy cannot cover. Two may run together. It resolves its handling and its facing Toughness through the Ash-Wastes vehicle rules, its long stride letting it treat broken ground as open road.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

TAUROX PRIME

VEHICLE

✖ 350 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
8"	8	7	6	5	6+	3+	3+	5+	4+	5+	5+

LOCOMOTION Tracked

HARDPOINTS

- ♦ weapon — Front arc (Crew)
- ♦ weapon — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang

The Taurox Prime is the Tempestus' own war-machine — an armoured tracked transport that carries a drop squad to the fight and fights alongside it, the only vehicle a Schola gang fields in its own right. It is fast for its weight, grinding forward at speed on heavy tracks, thickly plated to the front where it means to take fire and lighter behind. A battle-taurox cannon and its hull weapons are built into the fixed forward mount, firing where the hull points; the crew turn the whole machine to bring them to bear rather than tracking a target across an arc. Fielded one at a time, it is a centrepiece rather than a workhorse — deliberately kept below the ruinous cost of an Imperial battle-tank, because a Tempestus strike is a scalpel and not a hammer. It resolves its damage, its wrecks and its handling through the Ash-Wastes vehicle rules, an armoured spearhead that drops the Scions where they are needed and covers the ground they cross.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

VALKYRIE

TRANSPORT

✖ 250 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
16"	7	6	5	8	6+	4+	4+	7+	6+	7+	7+

LOCOMOTION Flyer

ALTITUDE ACCESS Hover — reaches Grounded/Low

MINIMUM MOVE Hover — may hold station (no minimum move)

TURN CAP wide (Hover)

FIRING (LOW) Low altitude — normal accuracy, all hardpoint arcs fire

FIRING (HIGH) High/pass — strafe corridor: forward-fixed hardpoints along the line; Turret hardpoints also reach the sides

TRANSPORT Transport capacity: 12 (embark Grounded only, grav-drop rig)

HARDPOINTS

- ♦ Multi Laser — Front arc (Crew)
- ♦ Rocket Pods — Wing arc (Crew)
- ♦ Heavy Bolter — Left arc (Crew)
- ♦ Heavy Bolter — Right arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Transport (up to 12 fighters)
- ♦ Grav-chute insertion (passengers disembark after a Hover move)

The Valkyrie is the Guard's assault-transport flyer — a Hovering gunship-carrier that sweeps in fast, drops a squad by grav-chute into the heart of the fight and rakes the ground on the way through. Its Hover keyword frees it from the interceptor's tyranny of motion: it may hold station, settle to Low altitude and disgorge its passengers where they are needed, then climb away, and its integral chute rack lets a full complement bail out safely mid-battle. A nose multi-laser and wing rocket pods soften a landing zone as it arrives, with sponson heavy bolters covering the flanks. It is lighter and cheaper than the apex assault carriers, trading armour for speed and reach — a mobile insertion piece, not a brawler. One per gang, it resolves its Hull Points and facing Toughness through the Ash-Wastes vehicle rules, and its altitude, its Hover station and its ingress through the Flight rules.

Uses the Macromunda Flight rules — see Flying Mechanics.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

VENDETTA

GUNSHIP

✖ 270 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
18"	7	6	5	8	5+	4+	4+	7+	6+	7+	7+

LOCOMOTION Flyer

ALTITUDE ACCESS Interceptor — reaches Low/High (cannot land)

MINIMUM MOVE Minimum move 8"

TURN CAP tight (Interceptor)

FIRING (LOW) Low altitude — normal accuracy, all hardpoint arcs fire

FIRING (HIGH) High/pass — strafe corridor: forward-fixed hardpoints along the line; Turret hardpoints also reach the sides

HARDPOINTS

- ♦ Lascannon — Front arc (Crew)
- ♦ Lascannon — Front arc (Crew)
- ♦ Lascannon — Front arc (Crew)
- ♦ Heavy Bolter — Left arc (Crew)
- ♦ Heavy Bolter — Right arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang

The Vendetta is the pure interceptor gunship on the Valkyrie airframe — no cargo, all guns. Where its sister carries a squad, the Vendetta gives the whole hull over to three twin-linked lascannon in the nose and wings, a dedicated aerial tank-killer that hunts armour and fast movers from above. With no Hover capability it holds no station: it cannot land, and it must make its minimum move every round, screaming across the field at Low or High altitude and banking back for another firing pass. Its speed and altitude are its armour as much as its plate is — a target it has already overflown cannot easily answer, and by the time the guns bear again it is somewhere else. Sponson heavy bolters add close-in volume against infantry. One per gang, it resolves its Hull Points and facing Toughness through the Ash-Wastes vehicle rules, and its altitude, its minimum move and its passes through the Flight rules.

Uses the Macromunda Flight rules — see Flying Mechanics.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).



GANG TACTICS

D66

ROLL	TACTIC	TIMING
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11	Aerial Insertion. Play this tactic before the battle begins. Up to three additional friendly fighters that would otherwise deploy normally may instead begin in reserve and grav-chute in as an Aerial Insertion, dropping from the first round more than 6" from any enemy. The strike commits deeper to the drop than the enemy prepared for.	PRE-BATTLE
12	Mark The Kill. Play at the start of any round. Choose one enemy fighter in line of sight of a friendly officer; until the end of the round, the first friendly hot-shot attack against that fighter treats it as having no cover. The mark is called before a shot is fired.	START OF ROUND
13	Bring It Down. Play in any round when a friendly fighter shoots a target with more than one Wound on its profile, or a vehicle. That attack gains +1 to its Damage. The strike focuses everything it has on bringing the hardest thing on the field down.	ANY ROUND
14	Surgical Strike. Play as a Reaction when a friendly fighter that arrived from reserve this round makes its first shooting attack. That attack may be resolved as though the fighter had Aimed, even if it did not. The blade goes in exactly where it was aimed.	REACTION
15	Take Aim. Play in any round when a friendly fighter makes a ranged attack after Aiming. That attack ignores the target's cover bonus to its save. The Scion has time, and takes it.	ANY ROUND
16	Precise Placement. Play before the battle begins, after deployment zones are set. One friendly fighter deploying from reserve this battle may be placed up to 3" closer to an enemy than the drop normally allows, though never within 3". The insertion is walked in tighter than doctrine permits.	PRE-BATTLE
21	Drop And Gut. Play as a Reaction when a friendly fighter arrives from reserve within 6" of an enemy. That fighter may immediately make a free shooting attack with a hot-shot weapon before the enemy can react. It lands already firing.	REACTION
22	Carapace Discipline. Play in any round when a friendly Scion would suffer a Flesh Wound from a ranged hit. Roll a D6; on a 4+, the carapace turns the blow and the Flesh Wound is ignored. The Progenium's plate holds where a lesser fighter's would not.	ANY ROUND
23	Cold Nerve. Play at the start of any round. Until the end of the round, friendly fighters within 6" of a friendly officer automatically pass Nerve tests. The storm-troopers do not flinch.	START OF ROUND
24	Mark Target Relay. Play in any round when a friendly officer issues 'Mark Target!'. The Order may be relayed to a second friendly fighter within 6" of the first, so two guns fire on the same painted kill. The mark passes down the squad.	ANY ROUND
25	Hot Shot Overcharge. Play in any round when a friendly fighter makes a ranged attack with a hot-shot weapon. That attack gains a further -1 AP, the charge-pack pushed past its safe rating. Should the attack miss, the weapon cannot be fired again until it is Reloaded — the overcharge burns the cell dry.	ANY ROUND
26	Scalpel Not Hammer. Play at the start of any round. Choose one enemy fighter; until the end of the round, friendly fighters gain +1 to Hit against that fighter and -1 to Hit against every other enemy. The strike commits to one kill and ignores the rest.	START OF ROUND
31	Clean Extraction. Play at the end of any round. One friendly fighter within 3" of a board edge that is Standing may immediately move into reserve, removed from the table as though extracted. It has done its work and is gone before the answer comes.	END OF ROUND
32	Vantage Drop. Play before the battle begins. One friendly fighter deploying from reserve may be placed on any terrain feature at least 3" tall, regardless of the usual placement rules, so long as it is more than 6" from an enemy. The Scion drops straight onto the high ground.	PRE-BATTLE

33	Designated Marksman. Play in any round. Nominate one friendly Scion; until the end of the battle, that fighter may re-roll a single failed Hit each round with a hot-shot weapon. The squad's best shot is given the room to work.	ANY ROUND
34	Storm Of Las. Play at the start of any round. Until the end of the round, friendly fighters firing hot-shot weapons on Rapid Fire count their target as one point of Toughness lower. The volume of armour-piercing las is simply too much to weather.	START OF ROUND
35	Preysight Lock. Play as a Reaction when a friendly fighter with a target-designator Aims at an enemy. Until the start of your next round, every friendly hot-shot attack against that enemy gains +1 to Hit. The mark is locked and shared.	REACTION
36	No Cover For You. Play in any round when a friendly fighter shoots an enemy in cover. That attack ignores the enemy's cover entirely, treating it as standing in the open. The strike drops where the cover does not reach.	ANY ROUND
41	Insertion Feint. Play before the battle begins, after both gangs have declared their reserves. You may re-declare which of your fighters begin in reserve, feinting one drop to mask another. The enemy braces for a landing that does not come.	PRE-BATTLE
42	Plasma Focus. Play in any round when a friendly fighter fires a plasma weapon. That attack may be fired at its maximal setting without the risk of overheating for this shot alone. The specialist pushes the coils and trusts the drill.	ANY ROUND
43	Melta Breach. Play as a Reaction when a friendly fighter with a meltagun ends its move within short range of an enemy vehicle or barricade. It may immediately make a free shooting attack against it. The breach is burned open on the way in.	REACTION
44	Disciplined Withdrawal. Play at the end of any round. One friendly fighter may make a free move of up to 3" directly away from the nearest enemy, provided it ends the move in cover or out of line of sight. The strike gives ground on its own terms, never in a rout.	END OF ROUND
45	Second Strike. Play in any round when a friendly fighter that has already shot this round is activated again by an Order. It may fire a second time at -1 to Hit. The officer wrings one more shot from a gun that has already spoken.	ANY ROUND
46	Painted For The Drop. Play at the start of any round. Choose one enemy fighter; until the end of the round it is painted, and any friendly fighter arriving from reserve this round may target it ignoring cover. The mark is set for the insertion to answer.	START OF ROUND
51	Armour Of The Schola. Play in any round when a friendly officer would be reduced to no Wounds by a ranged hit. Its Schola refractor field is given a re-roll on its invulnerable save against that hit. The Progenium's best does not fall cheaply.	ANY ROUND
52	Silent Insertion. Play before the battle begins. Fighters your gang deploys from reserve this battle do not trigger enemy reactions or overwatch on the round they arrive. The drop comes down before the enemy hears it.	PRE-BATTLE
53	Command Override. Play as a Reaction when a friendly officer is within 6" of a friendly fighter that has just failed a Nerve or Cool test. The officer overrides the failure and the test is passed. The Voice of Command brooks no hesitation.	REACTION
54	Elite Reserves. Play in the post-battle sequence. One Scion Aspirant that fought in the battle and survived gains a bonus experience point toward its promotion to a full Tempestus Scion. The Schola marks a cadet ready for greater trust.	POST-BATTLE / CAMPAIGN

55	Hot Shot Fusillade. Play at the start of any round. Until the end of the round, friendly fighters may fire hot-shot Basic weapons as though they had the Rapid Fire (1) trait. The line pours out everything its charge-packs will give.	START OF ROUND
56	Drop Zone Control. Play in any round while a friendly fighter is within 3" of a Drop Zone terrain feature or an objective it controls. Until the end of the round, friendly fighters may arrive from reserve within 3" of that point rather than the usual distance. The corridor belongs to the strike.	ANY ROUND
61	Mark And Melt. Play as a Reaction when a friendly fighter fires a meltagun at a target that has been marked this round. That attack gains +1 to its Damage. The mark is called, the breach is burned, and nothing behind the armour survives.	REACTION
62	Aspirants Blooding. Play in any round when a friendly Scion Aspirant takes an enemy Out of Action. That Aspirant immediately gains a bonus experience point. The cadet is blooded, and the Schola takes note.	ANY ROUND
63	Surgical Retreat. Play at the end of any round. Up to two friendly fighters within 6" of a board edge may move into reserve, extracted from the field. The strike breaks contact clean, ready to drop again elsewhere.	END OF ROUND
64	Cold Precision. Play at the start of any round. Until the end of the round, friendly fighters do not suffer the -1 to Hit penalty for firing at long range with hot-shot weapons. The Scions steady, and the distance stops mattering.	START OF ROUND
65	Break Their Armour. Play in any round when a friendly fighter hits an enemy with a hot-shot weapon. Until the end of the battle, that enemy suffers a further -1 to its save against hot-shot attacks, its plate cracked and worked open. The armour, once broken, stays broken.	ANY ROUND
66	The Scholas Finest. Play before the battle begins. If your gang fields no Conscripts and no hired guns — only Scions of the Schola — one fighter of your choice gains +1 to a single characteristic check of its choosing for the whole battle. The finest fight best when they fight alone.	PRE-BATTLE

ALLIANCES

THE INQUISITORIAL SECONDMENT

ALLIANCE

WHO	the Inquisition (an Ordo drawing the Tempestus as its sanctioned storm-trooper escort) - or any allied Imperial force needing a surgical strike, phase-gated
TERMS	campaign-level requisition pact: the Tempestus is the Inquisition storm-trooper core-common, drawn as sanctioned muscle by REFERENCE from this dossier (single source of truth on <code>cadian.md</code> <code>requisition_source</code>), NEVER re-authored in the Inquisition House; while the secondment stands, the ally may field a small Scion escort and the Tempestus gains a favour in exchange - an elite escort lent to the Ordos, not a fixed pairing

The Militarum Tempestus Scions are the Inquisition's storm-trooper core — and in a campaign an Ordo may draw them as its sanctioned escort. Under the Inquisitorial Secondment, an allied Inquisition force, or any Imperial commander needing a surgical strike, requisitions Scions by reference from the strike's own muster, never re-mustered elsewhere. While the secondment stands, the ally may field a small Scion escort in its own battles, and the Tempestus gains a favour in return. It is a phase-gated pact, opened only when the campaign brings the two forces together — an elite escort lent to the Ordos for a season, not a fixed pairing. No Inquisition fighters join a Tempestus gang for a normal battle; the arrangement lives entirely at the campaign level.

THE WASTEFUL COMMAND FEUD

ALLIANCE

WHO	a rival gang the Tempestus has humiliated with a clean surgical kill, or an Imperial commander who resents being shown up by the storm-troopers' precision - a blood-feud, phase-gated
TERMS	campaign-level enmity: while it stands, the two gangs may not agree map-level non-aggression and each gains a reputation bounty for taking the other's fighters Out of Action; the feud sharpens as the Tempestus keeps proving the point battle by battle

Not every Imperial force is glad to be shown up by the storm-troopers' precision. A rival gang humiliated by a clean surgical kill, or a commander who resents watching the Tempestus do in one drop what cost him a company, becomes an enemy. Under the Wasteful Command Feud, while the enmity stands the two gangs may not agree any map-level non-aggression, and each earns a reputation bounty for taking the other's fighters Out of Action. It is phase-gated, opened when the campaign sets the two against each other, and it only sharpens as the Tempestus keeps proving the point battle by battle.

FAVOURS

2D6

ROLL	FAVOUR	PATRON
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2	Favour 2. The Schola Progenium quartermaster stands with the strike — the storekeeper who issues the Progenium's best to those who earn it. While this patron favours your gang, once per battle you may re-roll a single failed Ammo test on a hot-shot weapon, the quartermaster having kept your fighters in fresh charge-packs. He expects the kit returned as well-used as it was issued.	THE SCHOLA PROGENIUM QUARTERMASTER (ELITE KIT ISSUED AT COST TO THE STORM-TROOPERS WHO EARN IT)
3	Favour 3. A sanctioned Munitorum supply-drop answers your requisition — a canister of standard kit dropped to the strike between insertions. While this patron stands with your gang, you may begin each battle with one extra frag or krak grenade issued free to a fighter of your choice. The Munitorum asks only that the paperwork be filed; the Tempestus rarely bothers, and the drops come anyway.	A SANCTIONED MUNITORUM SUPPLY-DROP (STANDARD KIT DROPPED TO THE STRIKE BETWEEN INSERTIONS)
4	Favour 4. The Schola's surgeons stand with the strike — the Progenium keeps its finest in the field by mending them fast. While this patron favours your gang, once per post-battle sequence you may re-roll a single Lasting Injury result on a Scion, the surgeons pulling a fighter back from a wound that would have ended a lesser soldier. The Schola tends what it has already made; it does not waste it.	THE SCHOLA'S SURGEONS (THE FINEST CANNOT BE CHEAPLY REPLACED, SO THEY ARE CHEAPLY REPAIRED)
5	Favour 5. An Inquisitorial requisition writ is pressed into the officer's hand — the Ordos lend the strike a favour, and expect it called in for their own ends later. While this patron stands with your gang, once per campaign you may ignore the Rare or Illegal restriction on a single hot-shot or special-weapon requisition. The Inquisition's seal opens doors; what it asks in return is left unwritten, and always paid.	AN INQUISITORIAL REQUISITION WRIT (THE ORDOS LEND THE STRIKE A FAVOUR IT CAN CALL IN)
6	Favour 6. The drop-fleet armoury answers — the void-crews who rig the strike's insertion gear issue a fresh piece to the cell. While this patron favours your gang, you may equip one fighter with a grav-chute or a target-designator free of charge for the coming battle, drawn from the fleet's stores. The riggers take pride in a clean drop; give them one.	THE DROP-FLEET ARMOURY (A FRESH GRAV-CHUTE OR DESIGNATOR ISSUED TO THE STRIKE)
7	Favour 7. A veteran Tempestor lends the strike his tutelage — an old officer who has led more drops than the cell has fought battles. While this patron stands with your gang, one fighter of your choice may add +1 to a single Advancement roll this post-battle sequence, drilled sharper by a master of the insertion. The veteran teaches only those who listen; the rest he lets learn the hard way.	A VETERAN TEMPESTOR'S TUTELAGE (AN OFFICER TEACHES THE STRIKE A SHARPER DRILL)
8	Favour 8. The Schola's honour-roll opens to the strike — a place on the Progenium's list of its finest, earned in blood and precision. While this patron favours your gang, you gain bonus Reputation for each enemy Leader or Champion your gang takes Out of Action this battle, the Schola crediting the cell for every hard kill. A name on the roll is not given; it is worked down to, one confirmed target at a time.	THE SCHOLA'S HONOUR-ROLL (THE GANG'S REPUTATION BUYS A NAME ONTO THE LIST OF THE FINEST)

9	Favour 9. An Ordo Xenos ammunition tithe reaches the strike — a case of targeted rounds cut for the hardest quarry the Inquisition can name. While this patron stands with your gang, once per battle a single hot-shot attack may treat its target as having no cover and no invulnerable-cover bonus, the specialist load finding a fighter that thought itself hidden. The Ordo tithes the rounds freely; it expects them spent on the things it fears.	AN ORDO XENOS AMMUNITION TITHE (TARGETED ROUNDS FOR THE STRIKE'S HARDEST JOB)
10	Favour 10. A Lord Commissar's commendation falls on the strike — the highest patron the Schola offers, marking the cell for greater work. While this patron favours your gang, once per campaign you may summon the Lord Commissar to the field as a Dramatis Persona for a single battle, the Schola's cold iron made legend fighting at the strike's side. His attention is an honour and a warning both: the finest are watched most closely of all.	A LORD COMMISSAR'S COMMENDATION (THE SCHOLA'S HIGHEST PATRON MARKS THE STRIKE FOR GREATER WORK)

SUB-PLOTS

THE MARKED LIST

SUB-PLOT

Reward: The Marked List: that officer may, once per battle, nominate one enemy Leader or Champion at deployment as 'marked'; the first friendly hot-shot attack against that fighter each round treats it as having no cover and -1 to its save. Claimed once per campaign.

The Marked List. When a single friendly officer has personally taken three enemy Leaders or Champions Out of Action across separate campaign battles, it has kept a list — names worked down one at a time, each crossed off in blood — and this sub-plot is claimed.

Once per battle thereafter, at deployment, that officer may nominate one enemy Leader or Champion as marked. The first friendly hot-shot attack against that fighter each round treats it as having no cover and -1 to its save. The reward is claimed once per campaign, and the names on the list only grow.

THE SCHOLA INVESTMENT

SUB-PLOT

Reward: The Schola's Investment: the gang may permanently promote one Scion Aspirant to a full Tempestus Scion at no credit cost, and once per campaign may recover a Scion from a fatal injury as though it had survived - the Schola judges this cell worth the further investment. Claimed once per campaign.

The Schola's Investment. When the gang has ended three separate campaign battles with every fighter it fielded surviving — no Scion taken Out of Action and left unrecovered — it has kept a strike team perfectly intact across a season, and the Schola takes notice.

The Progenium judges the cell worth further investment. The gang may permanently promote one Scion Aspirant to a full Tempestus Scion at no credit cost, and once per campaign may recover a Scion from a fatal injury as though it had survived. The reward is claimed once per campaign — the finest are not mustered cheaply, and the Schola protects what it has already made.

LEGENDARY NAMES

THE LORD COMMISSAR ✂ OF THE STORM TROOPERS

COMMISSAR (TEMPESTUS) - A DISCIPLINE OFFICER REMEMBERED AS THE SCHOLA'S COLD IRON MADE LEGEND

XP cost (random): 6

XP cost (chosen): 12

THE LORD COMMISSAR OF THE STORM-TROOPERS

A Commissar of the Tempestus remembered as the Schola's cold iron made legend — a discipline officer whose presence alone steadies a whole strike. Taken for 6 experience at random or 12 chosen.

Once per battle, this Commissar may issue 'Mark Target!' to the entire gang at once; every friendly hot-shot attack against the marked target that round treats it as having no cover and -1 to its save.

Its standard, though, is unyielding: a friendly Scion within 6" that flees, bottles, or leaves the table without orders may not be recovered normally in the next post-battle sequence. The Schola's iron does not forgive.

✂ THE MARKSMAN OF THE MOST CONFIRMED KILLS

TEMPESTUS SCION / SCION GUNNER

XP cost (random): 6

XP cost (chosen): 12

THE MARKSMAN OF THE MOST CONFIRMED KILLS

A Tempestus Scion or Scion Gunner remembered for the sheer count of precise kills — a marksman whose tally is spoken of across the Schola. Taken for 6 experience at random or 12 chosen.

This Scion re-rolls a single failed Hit with a hot-shot weapon each round for free, and every enemy it takes Out of Action at range earns the gang a bonus point of Reputation — the confirmed count, still climbing.

It will not fight in melee while a target remains at range: as long as any enemy stands on the table more than 3" away, this Scion may not declare a Charge. The marksman kills at distance, or not at all.

✧ THE TEMPESTOR WHO LED THE DEADLIEST DROP

TEMPESTOR PRIME / TEMPESTOR

XP cost (random): 6

XP cost (chosen): 12

THE TEMPESTOR WHO LED THE DEADLIEST DROP

A Tempestor Prime or Tempestor remembered for the insertion that gutted an impossible target — the officer who brought a strike down where no one believed it could land. Taken for 6 experience at random or 12 chosen.

Once per battle, when this officer issues an Order to a fighter arriving from reserve, that fighter may make a free Aim-and-shoot the moment it lands — the deadliest drop, led again.

The legend binds him, though: this officer must always begin in reserve to grav-chute in, and may never start a battle on the table. The man who led the deadliest drop leads every drop.

☠ TERRAIN

✧ THE DROP ZONE

TERRAIN

THE DROP ZONE

A marked deployment point — a cleared insertion corridor the strike drops onto, its coordinates burned into every Scion's descent.

A friendly Scion arriving from reserve within 3" of the Drop Zone adds +1 to its Precision Drop bonus, or gains that bonus for the shot even without the skill. A gang that controls the Drop Zone as a territory may deploy one extra fighter from reserve each battle — the corridor the strike owns, and no one else lands in.

✧ THE SCHOLA ARMOURY

TERRAIN

THE SCHOLA ARMOURY

A cache of hot-shot weapons and carapace plate — the Progenium's kit stored forward, close to the fighting it was issued for.

A friendly Scion within 3" of the Schola Armoury may re-roll a failed Ammo test on a hot-shot weapon once per battle. A gang that controls the Armoury as a territory gains, in each post-battle sequence, one free hot-shot volley gun or one free set of carapace repairs — the storm-trooper kit that never runs short.

✂ AERIAL INSERTION STRIKE

SCENARIO

ATTACKER	the Tempestus (the whole gang begins in reserve and grav-chute drops onto a key target/objective, guts it, and extracts)
DEFENDER	the opposing gang (dug in around a high-value objective it did not expect to be hit from above)
DEPLOY	the defender deploys normally around the central objective; the ENTIRE Tempestus gang begins in reserve and may grav-chute deploy from round 1, placed anywhere $\geq 6"$ from an enemy
OBJECTIVE	the Tempestus wins by taking the central objective Out of Action / into its control and extracting fighters off the board edge; the defender wins by holding the objective and preventing the extraction
VICTORY	the Tempestus wins if it controls or destroys the objective AND extracts at least half its fighters as survivors; the defender wins if the objective still stands and is uncontested at the end, or if the Tempestus fails to extract
REWARDS	the Tempestus gains reputation for the objective gutted AND a bonus for every fighter extracted as a survivor (the strike preserved); the defender gains reputation scaled to how many Scions it pins down or takes Out of Action before extraction
CONTROL TRACK	a Tempestus success is a decapitation - it does NOT hold the district (the strike extracts) but it strips the defender's Control-Track claim on it; a defender hold locks the claim outright

THE ATTACKER The Militarum Tempestus Scions. The whole gang begins in reserve and grav-chute drops onto a key target, guts it, and extracts before the defender can answer.

THE DEFENDER The opposing gang, dug in around a high-value objective it did not expect to be struck from above.

BATTLEFIELD Set a single high-value objective at the centre of the table, with the defender's positions and terrain arranged around it.

DEPLOYMENT The defender deploys as normal, around the central objective. The entire Tempestus gang begins in reserve; from the first round onward its fighters may grav-chute in as an Aerial Insertion, each placed anywhere more than 6" from an enemy.

THE OBJECTIVE The Tempestus must take the central objective — holding it, or putting its defenders Out of Action — and then extract fighters off the board edge. The defender must hold the objective and stop the strike from getting away.

ENDING THE BATTLE The battle ends when the Tempestus has extracted its survivors, when it bottles out, or when the defender has driven off or destroyed the strike.

VICTORY The Tempestus wins if it controls or destroys the objective and extracts at least half its fighters as survivors. The defender wins if the objective still stands uncontested at the battle's end, or if the strike fails to extract.

REWARDS The Tempestus gains reputation for the objective gutted, with a bonus for every fighter extracted as a survivor. The defender gains reputation scaled to how many Scions it pins down or takes Out of Action before they can escape.

CONTROL TRACK A Tempestus success is a decapitation, not an occupation: the strike does not hold the district, but a clean result strips the defender's claim on it. A defender hold locks that claim outright.

TACTICS For the Tempestus, this is the pure expression of the drop: place the insertion, gut the target, and be gone. For the defender, the answer is to punish the landing — a strike caught in the open the round it arrives can be broken before it strikes.

ATTACKER	the Tempestus (a surgical decapitation cell sent to kill one specific enemy fighter - the marked warlord)
DEFENDER	the opposing gang (protecting its leader/champion, who is the sole objective)
DEPLOY	the defender deploys normally with its nominated Leader or Champion as the marked target; the Tempestus deploys along one edge or from reserve, its whole purpose the marked kill
OBJECTIVE	the Tempestus wins by taking the marked enemy fighter Out of Action; the defender wins by keeping that fighter alive to the end of the battle
VICTORY	the Tempestus wins the instant the marked fighter is taken Out of Action; the defender wins if that fighter is still standing (not Out of Action) when the battle ends or the Tempestus bottles/extracts
REWARDS	the Tempestus gains a large reputation bounty for the marked kill and a bonus if it extracts survivors afterward; the defender gains reputation for keeping the target alive and for every Scion it takes Out of Action
CONTROL TRACK	the marked kill strips the defender's Control-Track claim on the contested district (its warlord fell); the defender keeping the target alive locks its claim

THE ATTACKER The Militarum Tempestus Scions — a surgical decapitation cell sent to kill one specific enemy: the marked warlord.

THE DEFENDER The opposing gang, protecting the nominated fighter who is the sole objective of the battle.

BATTLEFIELD Any standard battlefield; the terrain matters only as cover for the hunt.

DEPLOYMENT The defender deploys as normal and nominates one Leader or Champion as the marked target. The Tempestus deploys along one board edge or begins in reserve to grav-chute in — its whole purpose the marked kill.

THE OBJECTIVE The Tempestus must take the marked enemy fighter Out of Action. The defender must keep that fighter alive to the end of the battle.

ENDING THE BATTLE The battle ends the instant the marked fighter goes Out of Action, or when the Tempestus bottles out or extracts without the kill.

VICTORY The Tempestus wins the moment the marked fighter is taken Out of Action. The defender wins if that fighter is still standing when the battle ends or the strike withdraws.

REWARDS The Tempestus gains a large reputation bounty for the marked kill, with a bonus if it extracts survivors afterward. The defender gains reputation for keeping the target alive and for every Scion it takes Out of Action.

CONTROL TRACK The marked kill strips the defender's claim on the contested district — its warlord fell. Keeping the target alive locks that claim.

TACTICS For the Tempestus, everything bends to one fighter's death — screen the mark's guards away, paint the target, and put the drop in range of the single kill. For the defender, the marked fighter should never be left in the open; a wall of bodies between it and the strike is worth more than any counter-attack.