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## « *A reckless Disregard for Human Life* »

Airborne troops in the Grim Darkness of the 41<sup>th</sup> Millenium (v0.3)



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## Imperial Droop Troops Vehicles :

« **Chamois** » recon armored cars, **Gallia-pattern**. (Wheeled Vehicles, Enclosed)

A proven design dating from M.33, the Chamois line of light armored vehicles were initially designed to conduct reconnaissances in mountainous regions where the bigger Salamander recon tanks couldn't operate. The design is easily customizable and has resulted in lots of variants. Its ruggedness and heavy firepower for its size have made it a favorite for regiments that cannot have access to heavier vehicles, like drop troopers.

The original **Chamois** is equipped with a breech-loaded mortar and varying solid projectile weapons, in order to conduct reconnaissance operations and give support in infantry fights. The mortar is capable of direct fire and can use any mortar shell, including the Flechette, Krak and Melta shells.



The **Ibex** is meant to engage low-flying aircraft and is equipped with a twin-linked autocannon. This configuration is well-liked by crewmembers for its lethality against most infantry and light vehicles.

The **Steinbock** is a tank destroyer mounting a lighter version of the battle cannon usually found on the Leman Russ.



The Chamois and its variants are easily outclassed by more advanced vehicles. The rediscovery of STC fragments in 769.M36 allowed the techpriest of Gallia to update the design, resulting in the heavier and much improved **Markhor** tank hunter.



« **Weasel** » armored weapon carriers, **Otton I-pattern**. (Tracked Vehicles, Enclosed)

Compensating their small size by advanced technology from the Forges of Otton-III, the Weasel series of armored weapon carriers have proved their worth in a thousand battlefields. Highly customizable, the Weasel is sought after by elite corps that need an effective vehicle in a compact package.

The **Weasel** is a support vehicle armed with an autocannon. The vehicle comes equipped with an in-built good quality Auspex that cannot be removed from the vehicle under normal conditions.



The **Ferret** is a tank hunter version with 4 Hunter-Killer Missiles. The missiles are in a retractable pod that protects them when under way, and needs a full action to deploy. The vehicle comes equipped with an in-built good quality Auspex that cannot be removed from the vehicle under normal conditions.

Used for recon missions, the **Stoat** is a Weasel with upgraded sensors and comms-systems. Most officers requisition one for the excellent data-flow it provides.

The vehicle comes equipped with an in-built common quality Locke-Pattern Auspex, with a range of 2000m, that cannot be removed from the vehicle under normal conditions.

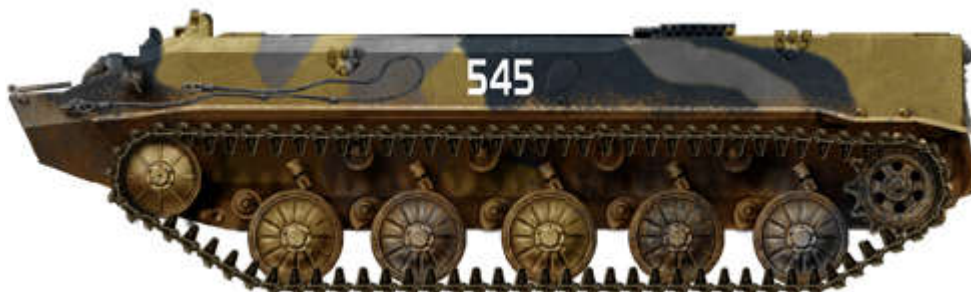
The **Mink** is a variant used in an anti-aircraft role. With advanced tracking protocols and powerful Flakk missiles, it is a deadly surprise for those that thought drop troopers to be helpless against flyers. The highly-sensitive sensors get a lot of false echoes when scanning close to the ground, and as a result are less useful against skimmers.

The vehicle comes equipped with an in-built common quality Locke-Pattern Auspex, with a range of 2000m, that cannot be removed from the vehicle under normal conditions.

« **Bear** » armored troop carriers, **Riourikid-pattern**. (Tracked Vehicles, Enclosed)

The Bear line of troop carriers is used mainly by the airborne regiments of Riourikid for extended operations behind enemy lines. Those vehicles are made with only toughness and self-sufficiency in mind, resulting in cramped and uncomfortable vehicles, even by the Guard's standards.

The **Bear** is an armored tracked carrier, with hull-mounted twin-linked Bolters served by the passengers for only weapons. Most troops make good use of the numerous hatches on the sides and top of the vehicle to compliment that firepower. The Bear can be configured as a command vehicle ; in that case, it reduces its carrying capacity to 5 passengers and gains the Command and Control trait. Regiments using Ogryn shock troops use an open-topped version of the vehicle with reinforced axles to carry the Abhumans. It is identical to the Bear but gains the Open-Topped and Non-Sanctionned Design traits.



The **Grizzly** is a common field modification of the Bear that sports a two-men open turret equipped with an assault canon, in order to counter flying threats. As with all designs deviating from the orthodoxy, troopers using such vehicles risk the ire of the Omnissiah's servants.

For assaults in dense areas, the **Arcas** advance vehicle is another field modification, equipped with heavy flamethrowers at the cost of most of the passenger capacity. Most crew are wary of the massive promethium tanks inside the vehicle and add armor and dozer blades to it in order to improve their life expectancy as much as possible.



« **Walrus** » infantry fighting vehicles, **Riourikid-pattern**. (Tracked Vehicles, Enclosed)

The **Walrus** series of armored vehicles is the big brother of the **Bear** series, trading passenger capacity for firepower. Those vehicles are designed to operate in most adverse conditions, and on more than one occasion it brought the Fury of the Emperor to enemies that thought themselves protected by the elements.



The **Walrus** is equipped with a Multi-Melta, the **Seal** with an Autocannon, and The **Sea Lion** with a Multilaser and an Automatic Grenade Launcher as their primary weapons.

« **Marten** » off-road liaison cars (Wheeled Vehicles, Exposed/Open-Topped)

Four tires and a steering wheel. **Marten** is a catchall name for numerous designs in the imperial guard that share a minimalist design and cheap production requirements.

Due to the failings of the **Marten** in difficult terrains and frontline duty, the Guard relies on the **Wolverine** amphibious armored car, a more resilient version of the liaison car, when the **Marten** isn't up to the task.



« **Otter** » offroad pick-up trucks (Wheeled Vehicles, Enclosed)

The **Otter** is considered by most to be a **Marten** with a bigger engine and a cargo platform. It is often fitted with numerous pintle weapons and used as a gun truck for raids.

Droop Troops often find themselves without support from the artillery or the aeronautica. The **Badger** rocket artillery system was made to solve this issue. Barely more than a series of rocket tubes welded on a turret on the back of the truck, the **Badger** is nonetheless capable of unleashing a devastating hail of fire on the enemies of the Emperor.



« **Boar** » self-propelled gun (Tracked Vehicle, Exposed)

The **Boar** is one of the longest ranged artillery pieces available to drop troops. A venerable design, it is appreciated for its ability to rain death from afar as well as the punch it packs in close-quarter fights. Nonetheless, the vehicle isn't designed for point-blank attacks, and many careless crews using it as an assault gun died after a short series of successes when the enemy counter-attacked.

Like the Basilisk, the Boar is capable of being used as a direct fire siege gun. By spending a Full Action, the crew of Boar can remove (or add) the Indirect Quality to the Earthshaker Cannon mounted on their vehicle. All the usual requirements for Standard Attack Actions apply, such as Line of Sight, when firing the earthshaker cannon without this Quality.



« **Lynx** » support tank (Tracked Vehicle, Enclosed)

The **Lynx** is a proven support light tank concept hailing from the Agri-World of Vespuccia.

The airborne tank can be deployed very quickly on any corner of Vespuccia's immense cereal fields, quickly enough to repel the frequent raiders and invaders coming from the nearby Maelstrom.

The Lynx Demolisher Cannon can be used to shoot tube-launched missiles. Tube-Launched missiles are identical to regular missiles but have an availability increased by two steps (for example, a tube-launched Frag Missile would be considered Rare instead of Average).



« **Ocelot** » advanced light tank (Tracked Vehicle, Enclosed)

Where the Lynx is intended as an all-rounded light tank, the **Ocelot** is a pure hunter.

Equipped with a powerful engine and an advanced transmission, sporting rare optics and a gun usually seen on far bigger vehicles, this tank is the pride of the Vespuccian Rapid Reaction Force. Only the most prestigious regiments can use this machine, and it's one of the rare local designs used by the Vespuccian Imperial Guard levies.



« **Scorpion** » tank destroyer (Tracked Vehicle, Enclosed)

Armor is the bane of the drop trooper. As a result, the **Scorpion** is one of the most employed vehicle in drop regiments. Sporting a powerful las canon and allowing for quick power pack reload during the battle, it is well-liked despite its pitiful armor and exposed rear area.



« **Mygale** » mobile weapon system (Tracked Vehicle)

The **Mygale Mk.4** is a mass-produced mobile chassis that gives lone guardsmen a way to move and fire heavy weapons. Most models can be set in sentry mode, though reports of friendly fire are common. The Adeptus Mechanicus considers this to be a non-issue caused by negligent guardsmen, thankfully resulting in no material damage.

The rarer **Mk.2** model possesses better mobility and an older machine spirit. When in Sentry mode, the Mygale is controlled by an Automated Logis Engine with the following characteristics (Ballistic Skill 40, Agility 20, Perception 25 as well as Awareness (Per) +10). It can also be programmed to patrol on a predefined path.



Regiments with the Automated Artillery equipment doctrine may take one Mygale per squad instead of a Tarantula.

« **Donkey** » motorized dray (& sledge) ( (Tracked/wheeled Vehicle, Open-Topped/Enclosed)

One of the most common tractor in the Guard's service, the **Donkey** is a small unarmored vehicle and an ubiquitous sight in most imperial warehouses.



The dray may be tracked or wheeled depending on the pattern. Apply the corresponding bonuses and penalties to the profile.

Some patterns, usually those operating on a Forge world or Dead world, possess a fully enclosed crew compartment with air recycling and life-support systems. Add the Enclosed and Environmentally Sealed traits to the vehicle, but reduce its manoeuvrability and tactical speed to -5 and 10 respectively, due to the reduced visibility caused by the viewing slits.

The dray can be used to pull various objects, the most common being the **M.30 pattern non-motorized transport unit**. A Dray can pull up to 4 loaded sledges without any loss in mobility. The sledge can be used as a makeshift cover or shield for Ogryns or vehicles.

## **Gear :**

### **« Rupert » Drop trooper dummy (15kg, Rare)**

The Elysia-pattern air-deployable diversion device (guardsman model n°3), commonly known as the Rupert dummy, is a child-sized doll in the likeness of an imperial drop trooper. When hit, the devices placed inside the Rupert will detonate in quick-succession, creating the illusion of a firefight. Common Quality dummies last for 2d10 rounds.

When detonated, anyone firing upon the Rupert must immediately make a Challenging (+0) Pinning test. Characters that succeed the test can make Challenging (+0) Awareness test to discover the ruse. A Rupert is considered to be equipped with a Searchlight and uses it automatically against the attacker when hit.

When a weapon inflicts Righteous Fury on the Rupert, it is destroyed and explode with the effects of a Frag Grenade.

Good Craftmanship models last for 3d10 rounds and also come with signal jammers, static generators, and phonographs barking orders and warcries in order to create a bigger and more believable disruption.

### **« Drop Spider », Riourikid-pattern Tarantula (300kg, Rare)**

Used since the The Drop Spider is a Tarantula sentry gun deployable via drop-pod. The Riourikid regiments use them to clear the way for droop troopers during massive assaults. Apart from the Orbital Deployment and Faulty IFF traits, the Drop Spider is identical to a regular Metalica-Pattern Tarantula (cf. Shield of Humanity p.143)

The Drop Spider is controlled by an Automated Logis Engine with the following characteristics (Ballistic Skill 35, Agility 40, Perception 35 as well as Awareness (Per) +10).

Regiments with the Automated Artillery equipment doctrine may take one Drop Spider per squad instead of a Tarantula.

### **Mygale remote controller (3kg, Rare)**

This device is used to control any Mygale mobile weapon system.

The controller allows the user to set and change Sentry mode for the Mygale, as well as move the unit and fire its weapon directly, using the user's Agility and Weapon Skill scores.

Activating the controller requires a successful Ordinary (+10) Tech-Use or Operate (Surface) test.

The remote has a range of 500m and the signal can go through 1m of rockrete.

Poor Craftmanship models rely on wire transmission, Good Craftmanship models are hardened against jamming.

### **Drop-Palette (120kg, Scarce)**

The Drop-Palette is a bigger version of the grav-chute, used to deploy vehicles and heavy equipment from aircraft without damaging them.

The standard Palette accepts nine promethium drums or equivalent cargo, and is able to float up to half-capacity. The crossing of the Ango canal was mainly done on Drop-Palettes.

Palettes are highly modular, and two or more can be assembled to carry heavier or larger equipment.

A Drop-Palette must be recharged by a power source after each use.

Some patterns are equipped with retro-thrusters, anti-shock dampers, localization beacons or anti-grav plates for easier handling after landing.

### **Jump Pack (40kg, Near Unique)**

The Jump Pack is a bigger and more effective version of the grav-chute, containing thrusters for increased manoeuvrability, assisted jumps, or even flying. For more information see the Grav-Chutes Craftmanship & Pattern Variations section.

### **Landing Beacon**

When activated, the beacon shows its serial number and position, allowing for quick rallying upon landing. The signal may be picked by an auspex equipped with the correct decryption codes. Most models emit in very short and infrequent bursts and are capable of emitting in a specific direction, to mitigate the risk of enemy detection.

Cunning trooper may use landing beacons to signal a location for an artillery strike, or exchange data via morse-code, amongst other possibilities.



## Weapons :

### Light Mortar

A smaller version of the standard imperial mortar made to be carried and used by a single trooper, the light mortar is able to shoot a large range of ammunition, including illumination (Starflare) rounds. Some patterns shoot hand grenades fitted with a propellant charge, while others use specially made rounds that produce similar effects.

Weapon Name	Range	RoF	Dam	Pen	Clip	Reload	Special	Weight	Availability
Light Mortar	90m	S/-/-	*	*	1	Half	Inaccurate, Indirect (1), Ogryn-Proof	6	Average

\*Depends on the ammunition

## Customisation Options :

### Muzzle Grenade Adapter (ranged weapon)

This modification allows ranged weapons such as lasguns to fire rifle grenades affixed to the end of the barrel. Once the grenade is in place, it will be fired by the next pull on the trigger, expending ammunition as if the weapon was fired singly ; the character can not fire the weapon in another mode until the grenade is fired or removed (full action).

This modification wears down the barrel, removing the Accurate quality if the weapon previously had it.

Weapons affixed with rifle grenades have the following profiles, depending on their original class :

- Pistol ; 30m ; S/-/- ; Damage As Grenade ; Pen As Grenade ; Clip 1 ; Reload Full
- Basic ; 60m ; S/-/- ; Damage As Grenade ; Pen As Grenade ; Clip 1 ; Reload Full

Additionally, the weapon can be fitted with cumbersome, upsized version of the standard grenades. In that case they use the following profiles :

- Pistol ; 6 m ; S/-/- ; Damage As Missile ; Pen As Missile ; Clip 1 ; Reload Full ; Innaccurate
- Basic ; 15 m ; S/-/- ; Damage As Missile ; Pen As Missile ; Clip 1 ; Reload Full ; Innaccurate

Applies to : Any Pistol or Basic Las or SP weapon.

### High-Opening (grav-chute)

Tinkering with the grav-chute machine spirits, the guardsman sets it to open early, in order to have more time to react or observe the drop-zone before reaching the ground.

When trying to activate the emergency manual drogues, the character may roll twice and choose the result.

The user doesn't benefit from the free-falling to hit penalties anymore.

### Low-Opening (grav-chute)

Tinkering with the grav-chute machine spirits, the guardsman sets it to open very close to the ground, in order to maximize speed and discretion.

The guardsman gains a +20 bonus to Stealth Tests during his descent and halves the time spent in the air.



## Grav-Chutes Operation & Craftmanship :

**Grav-chutes** are the Imperial Guard's preferred method of deploying elite troops during airborne assaults. « Chutes » range from small anti-grav belts to massive backpacks with retro-thrusters. Though these devices are not strong enough to fly with - unlike true jump-packs - they slow a person's plummeting descent from any height to a survivable speed.

A grav-chute may carry a normal human trooper equipped with a basic weapon and most of its personal Standard Regimental Kit. Details on what constitutes an acceptable load are left to the GM's discretion. Overloading the grav-chute increases the risk of automatic deployment failure and limits mobility, adding +1 to the automatic deployment roll and imposing a -10 penalty to any Agility or Operate (Aeronautica) Test for every 10kg beyond the limit, as well as preventing the use of the Hoverer or Flyer Traits.

A grav-chute user must pass a Routine (+20) Operate (Aeronautica) Test to land where he intends to. Failure indicates that the character is off-course and scatters 1d10 metres for each degree of failure, in a random direction (see Core Rulebook p.192 for the scatter diagram).

Grav chutes are pre-programmed to activate at a specified altitude ; a roll of 9-10 on a d10, though, indicates failure of the machine spirits and the character must pass a Challenging (+0) Agility Test or Routine (+20) Operate (Aeronautica) Test to reach the emergency manual drogues in time, otherwise he counts as having fallen two metres for each Degree of Failure.

As long as he is free-falling, the character is considered as running in combat (ranged attack made against him suffer a -20 penalty to Ballistic Skill Tests, but melee attacks gain a +20 bonus to Weapon Skill Tests).

**Poor Craftmanship** grav-chutes can only be used one before their power supply needs replacement ; **Good Craftmanship** grav-chutes have enhanced anti-grav systems and gives the Hoverer (6) trait for 2d5 minutes. Alarms sounds and icons prevent the user from being (deadly) surprised when the power finally runs out.

**Best Craftmanship** grav-chutes are good-craftmanship grav-chute that never fail to activate automatically.

Besides their use in airborne deployment, grav-chutes can also be used to nullify the weight of a character or item on the ground.

**Jump packs** are handled as good craftmanship grav-chutes, with the following specifics :

**Common Craftmanship** jump packs are treated as a Good Craftmanship grav-chute that gives the Unnatural Agility (12) trait for the purpose of jumping or leaping. The character must pass a Hard (-20) Agility or Challenging (+0) Operate (Aeronautica) Test when jumping or leaping or take falling damage.

**Poor Craftmanship** jump packs don't grant the Hoverer trait.

**Good Craftmanship** jump packs grant the Flyer (6) trait.

Jump packs can work for 2d10+5 minutes of regular use.

Changing a Grav-Chute or Jump-Pack power supply takes two full actions. For most models, the power unit weights 4kg and is Scarce.

## Grav-Chute Pattern Variations :

### Grav-Chute Pattern Positive

**Pinpoint Accuracy** : When scattering, the user deviates from X metres instead of Xd10m, X being the number of degrees of failure to the test.

**Landing Beacon** : The grav-chute is equipped with an integrated landing beacon. The system may be linked with other equipment to send condensed information like damage state or combat.

**Universal-pattern powerpack** : The grav-chute can accept any imperial or archeotech powerpack (like those used in las weapons, glow-globes, and so on). Power duration may vary depending on the powerpack.

**Haptic Control** : When hovering or flying, the character gains one free half-action of the movement subtype.

**Heavy Load.** The grav-chute may carry one additional fully-equipped human or equivalent weight without penalties. Those models are often used for training jumps or VIP evacuation.

**Grav-Chute Pattern Negative**

**High Scatter :** When rolling for scatter, the character deviates by an additional 10-Xd10m, X being the number of successes on the Operate (Aeronautica) test.

**Manual-use Only :** The grav-chute doesn't have an automatic opening system and must be triggered manually.

**Rough Landing :** The wearer automatically suffers 1d5 falling damage when hitting the ground.

**Highly visible :** The grav-field emits a bright halo of blue light, or the thrusters constantly belch out incandescent particles, making the user stand out. The light gives a +20 bonus to Awareness Tests and a +10 bonus to Ballistic Skill Tests made against the wearer. The halo may also grant the Fear(1) trait when the conditions are deemed appropriate by the GM.

**Reduced power supply :** The grav-chute has only 1d5 minutes of power (1d10 for jump packs) ; if taken with a poor-craftmanship grav-chute, the guardsman also doubles the number of degree of failure when taking falling damage.

**Light Load :** The grav-chute acceptable load is no more than the weight of an unequipped normal human.

## Reference Tables : Vehicles (structural)

Name	Speed (tac.)	(cruise)	Man.	Size	Structure	Front	Side	Rear	Traits & Special Rules
Ibex	20	90	+20	Hulking	15	20	16	14	Sturdy, Anti-air (rudimentary)
Chamois	20	90	+20	Hulking	15	20	16	14	Sturdy
Steinbock	20	90	+20	Hulking	15	20	16	14	Sturdy
Markhor	20	100	+15	Enormous	25	25	22	16	Amphibious. Main weapon includes an Omni-Scope
Weasel	18	75	+5	Hulking	15	18	17	17	Auspex
Ferret	18	75	+5	Hulking	15	18	17	17	Auspex
Stoat	18	85	+15	Hulking	15	18	17	17	Advanced Command and Control, Improved Auspex
Mink	18	75	+5	Hulking	15	18	17	17	Anti-air (advanced), Improved Auspex
Bear	18	70	+0	Enormous	25	25	15	15	Damage Control, Amphibious
Grizzly	18	70	+0	Enormous	25	25	15	15	Damage Control, Amphibious, Anti-air (rudimentary), Open-Topped (gunners only), Non-Sanctionned Design
Arcas	18	65	+0	Enormous	25	30	30	15	Reinforced Armour, Extremely volatile, Non-Sanctionned Design
Walrus	18	70	+0	Enormous	20	30	20	16	Damage Control, Amphibious, Environmentally Sealed
Seal	18	70	+0	Enormous	20	30	20	16	Damage Control, Amphibious, Environmentally Sealed
Sea Lion	18	70	+0	Enormous	20	30	20	16	Damage Control, Amphibious, Environmentally Sealed
Marten	18	75	+10	Hulking	12	10	6	6	Exposed, Ramshackle
Wolverine	20	70	+10	Hulking	15	15	12	12	Amphibious, Open-Topped, Ramshackle
Otter	18	80	+10	Enormous	30	12	8	8	Exposed (cargo area only), Sturdy
Badger	18	80	+5	Massive	35	12	8	8	Sturdy, Non-Sanctionned Design
Boar	12	40	+0	Massive	40	20	10	10	Exposed
Lynx	16	65	+0	Enormous	35	30	22	22	Amphibious
Ocelot	22	110	+5	Massive	25	35	15	15	Enhanced Motive Systems, Distributed Ammunition Storage System Smoke Launchers. Main weapon includes an Omni-Scope
Scorpion	16	65	+0	Hulking	20	15	12	0	Weapon Energy Distribution, Open-Topped
Mygale mk.4	4	8	-10	Hulking	12	12	10	8	Remote-Controlled, Ponderous, Sentry, Faulty IFF
Mygale mk.2	8	8	-10	Hulking	12	12	10	8	Remote-Controlled, Ponderous, Sentry
Foldable Bike	16	65	-5	Weedy	6	5	3	3	Bike, Ramshackle
Dray	12	45	+0	Average	12	8	6	6	Winch
Sledge	-	-	-	Average	20	6	6	6	Immobile, Exposed
Drop Spider	-	-	-	Hulking	12	12	10	10	Orbital Deployment, Immobile, Enclosed, Sentry, Faulty IFF Weapons include a Preysense Sight and Targeter.

## Ammunitions

Ammunition Name	Class	Range	Dam	Pen	Special	Availability
Flechette shell	Launcher (Mortar)	20m	2d10+6R	6	Scatter, Tearing, Crippling (2), Feeling (2), *	Extremely Rare
Krak shell	Launcher (Mortar)	40m	2d10+4I	10	Razor Sharp, *	Extremely Rare
Melta shell	Launcher (Mortar)	40m	2d10+10E	24	Overheats, *	Near Unique
Flakk Missile	Launcher (Missile)	500m	2d10X	4	Flame, +20 Bonus to Ballistic Skill against Flyers	Extremely Rare
Archeotech Flakk Missile	Launcher (Missile)	600m	-	-	Haywire (30), Tearing, reroll failed WS hits	Unique
Thermobaric Rocket	Launcher (Missile)	*	2d10+2E	0	Blast (5), Flame, Concussive (4)	Very Rare

\* Weapon loses the Indirect quality

## Vehicles (operation)

Name	Weapons (F-fixed, H-hull, T-turret, S-sponson, C-coaxial, P-pintle)	Crew	Carrying Capacity
Ibex	Twin linked autocanon (T)	Driver, Gunner, Commander	-
Chamois	Gun-Mortar (T), Heavy Stubber or Twin Linked Autogun (C)	Driver, Gunner, Commander	-
Steinbock	Light Battlecanon (T), Heavy Stubber or Twin Linked Autogun (C)	Driver, Gunner, Commander	-
Markhor	Light Battlecanon (T), 2xHeavy Stubber (C&P)	Driver, Gunner, Commander, Loader	-
Weasel	Autocanon or Multilaser (P)	Driver, Gunner	-
Ferret	4 Hunter-Killer Missiles (S-front)	Driver, Gunner	-
Stoat	Heavy Stubber or Twin Linked Autogun (T)	Driver, Gunner, Commander	-
Mink	Flakk missiles (P)	Driver, Gunner	-
Bear	2xTwin-Linked Boltgun (H)	Driver, Commander	10
	Storm autocanon (T), 2xTwin-Linked Boltgun (H)	Driver, Commander, 2 Gunners	10
Grizzly			
Arcas	5xHeavy Flamer (H, S, S, S, S)	Driver, Commander, 4 Gunners	4
Walrus	Multi-Melta, 3xBoltgun (H,H, & P)	2+6	6
Seal	Autocanon, 3xBoltgun (H,H, & P)	2+6	6
Sea Lion	Multilaser, Auto Grenade Launcher (H), 2xBoltgun (H&P)	2+6	6
Marten	Universal Gun Mount	5	4
Wolverine	Universal Gun Mount	5	4
Otter	Heavy Stubber (P)	Driver, Commander, Comms-Operator	14
Badger	Rocket Artillery System (P), Heavy Stubber (P)	Driver, 2 Gunners/Loaders Driver, Commander, 2 Gunners	-
Boar	Earthshaker cannon (F)	Driver, Commander, 4 Gunners/Loaders	-
Lynx	Lynx Demolisher Cannon (T), Boltgun (C), Heavy Stubber (P)	Driver, Gunner, Commander, Loader	-
Ocelot	Ocelot Vanquisher Cannon (T), Boltgun (C)	Driver, Gunner, Commander	-
Scorpion	Lascannon (H), Twin-Linked Boltgun (H)	Driver, Commander, Comms-Operator, Gunner, Loader	-
Mygale mk.4	Universal Gun Mount	-	-
Mygale mk.2	Universal Gun Mount	-	-
Foldable Bike	-	Driver	Absolutely none
Dray	Universal Gun Mount	Driver	2
Sledge	Universal Gun Mount	-	6
Drop Spider	Various (T)	None (Automated Logis Engine)	-

## Vehicle Weapons

Weapon Name	Range	RoF	Dam	Pen	Clip	Reload	Special
Light Battle Cannon	600m	S/-/-	3d10+10X	8	1	Half	Blast (5), Concussive (3), Reliable
Chamois Gun-Mortar	450m	S/-/-	*	*	1	Full	*, Indirect (2)
Mink Flakk Missiles Launcher	300m	S/-/-	*	*	4	4Full	-20 WS penalty against ground targets
Grizzly Storm Assault Cannon	200m	-/-/10	2d10+8I	6	200	3Full	Storm, Tearing, Unreliable
Sea Lion Auto Grenade Launcher	40m	S/4/-	*	*	40	2Full	*, Inaccurate
Lynx Demolisher Cannon	50m	S/-/-	4d10+20X	10	1	Full	Blast (10), Concussive (3)
Lynx Demolisher Cannon (missile)	300m	S/-/-	*	*	1	2Full	*
Ocelot Vanquisher Cannon	900m	S/-/-	3d10+10X	16	1	Full	Accurate
Badger Rocket Artillery System	800m	S/2/10	*	*	30	5Full	*, Inaccurate, Indirect (3)
Boar Earthshaker Cannon	2,500m	S/-/-	4d10+10X	8	1	Full	Blast (20), Concussive (3), Indirect (5)

\* Depends on the ammunition

### Reference table for secondary or already existing weapons

Ibex Twin-Linked Autocannon	300m	S/3/-	3d10+8I	6	40	3Full	Twin-Linked, Reliable
Arcas Heavy Flamer	30m	S/-/-	1d10+5E	4	30	2Full	Flame, Spray
Multi-Melta	60m	S/-/-	2d10+16E	12	12	Full	Melta, Blast (1)
Autocannon	300m	S/3/-	3d10+8I	6	20	2Full	Reliable
Multi-Laser	150m	-/-/5	2d10+10E	2	100	2Full	Reliable
Lascannon	300m	S/-/-	5d10+10E	10	5	2Full	Proven (3)
Ferret Hunter-Killer Missiles	350m	S/-/-	3d10+6X	6	1	-	+20 Bonus to Ballistic Skill
Twin-Linked Autogun	100m	S/3/10	1d10+3I	0	60	2Full	Twin-Linked
Heavy Stubber	100m	-/-/8	1d10+4I	3	75	2Full	-
Boltgun	100m	S/3/-	1d10+5X	4	24	Full	Tearing
Twin-Linked Boltgun	100m	S/3/-	1d10+5X	4	48	Full	Twin-Linked, Tearing



# New Vehicle Traits and Upgrades

## Traits

### Faulty IFF (requires the Sentry Trait)

The Vehicle machine spirit is indiscriminate in its wrath.

Each time an ally enter the fire arc of the vehicle's weapons, the vehicle must succeed in a Difficult (-10) Awareness test or consider the ally as a valid target.

Vehicles equipped with a Spoor-Targeter never target imprinted individuals.

A character with the Tech-Use Trait may attempt to correct the machine spirit programming. The difficulty of the test and the final result of the operation are left to the GM's discretion.

### Non-Sanctioned design

Characters associated with the vehicle suffer a -20 penalty when interacting with servants of the Omnisiah.

## Upgrades

### Universal Pintle Mount

Type: Standard

Upgrades: Any Vehicle

Install/Repair Base Difficulty: +30

The vehicles possesses a pintle mount with a standard-pattern attachment system.

A vehicle with this upgrade can be equipped with any basic weapon by making a successful Easy (+30) Tech-Use or Trade (Armourer) test.

Mounts follow the rules for pintle weapons, or turret weapons if they are equipped with a gun shield.

The same vehicle can be upgraded with multiple mounts, to the GM's discretion.

### Universal Gun Mount

Type: Standard

Upgrades: Any Vehicle

Install/Repair Base Difficulty: +10

The vehicles possesses a reinforced pintle mount with a standard-pattern attachment system.

A vehicle with this upgrade can be equipped with any basic weapon by making a successful Easy (+30) Tech-Use or Trade (Armourer) test.

The vehicle must be of Enormous size or bigger unless specified otherwise in its description.

Mounts follow the rules for pintle weapons, or turret weapons if they are equipped with a gun shield.

The same vehicle can be upgraded with multiple mounts, to the GM's discretion.

### Weapon Energy Distribution

Type: Standard

Upgrades: Any Vehicle

Install/Repair Base Difficulty: -10

The vehicle engine provides enough power to directly recharge connected las weapons and power packs.

A las weapon connected with the vehicle's engines is considered to have an infinite clip. This include the vehicle's own las weapons.

Power packs can be reloaded following the usual rules (see Core Rulebook p.192)

### Winch

Type: Standard

Upgrades: Any Vehicle

Install/Repair Base Difficulty: +10

The vehicle possesses a winch and may tow a single vehicle up to its own size-class. Two vehicles with this upgrade may tow a vehicle up to two size larger, four may tow vehicles up to four size larger, and so on. Towing imposes a -10 penalty to the vehicle's manoeuvrability. In addition, towing a disabled or larger vehicle halves the vehicles Tactical and Cruising Speed and reduces its Manoeuvrability to -20. Winching a vehicle into position takes 2 minute (24 Full Actions) and both vehicles must remain stationary whilst this process is completed.

Credits : Made by anon for the /40krpg/ thread on /tg/, pics taken from tanks-encyclopedia.com

Proofread, feedback and suggestions by anons.

Anyone that finds a sideview drawing of a Firos 30 or another MRLS truck will have the Emperor's thanks.

The « Chamois » series is inspired by Panhard armored cars : AML 60, AML 90, AML S530 and ERC 90 ; the « Weasel » series by the Wiesel AWC ; the « Bear » and « Walrus » by the soviet BTR-D and BMD ; the « Lynx » by the M551 Sheridan ; the « Ocelot » by the M8 AGS ; the « Scorpion » by the ASU-57 and ASU-85 ; and the « Rupert » dummy by the Overlord Rupert dummies.

**Anon's native language isn't english, and as a result I'd really like if you pointed grammar errors and other mistakes to me.**

Thanks for reading, and tell us how your drop troopers games went.

changelog

v.02 Fixed a couple typos.

Added the option for environmentally sealed drays.

Added the Mygale remote controller in the gear section.

Aligned the vehicle tables for an easier read.

Tweaked some weapon's reload rates.

Added Drop-Palettes, Jump Packs, Rifle Grenades and the Grav-Chutes section.

v.03 Added the option for bigger rifle grenades, and grav-chute overload modifiers.

Added the « knee-mortar » weapon.

Next update : Special talents and adverse jump conditions tables.



V0.3  
13/05/2016