

ONLY WAR

The

TRISDEKAN PRIMER



AURUM · OLEUM · FERRUM

Volume 2: Tours of Duty

Version 3.1 - Königstein, 2017-2023

TRAILING

CAHIXIS SECTORIAL PASSAGE

REINWARD

ИМАРИА
SUNO
Daxamand
Syraxaxaxia
Syraxaxia

SUNO

VICTORY & MORALITY

FELSO

TENKALLORE
Tens
Soo
Pyr

ИМАДИ

WHITEHEAD



SYNERGE CLUSTER

РАСАТЛА
Pur
Soo

ЕДИЛ ВУСС

ЕУСА

АСТЕРА & НАНН
Pur
Soo

ГЕЛТАН

АСТАРА

АСТЕРА

YOSHKHOD

Катриси
Уттоутиш
Nocimish

NOVA GUSTAV

NOVA CAR

NIVA

БИЛЛАДИ

НОВАТ

COIN
LUX

SYNERGE CLUSTER

DATA WORLD

FOUSE WORLD

WATER WORLD

DEATH WORLD

FORTRESS WORLD

ICE WORLD

FIDUAL WORLD

FRONTIER WORLD

INDUSTRIAL WORLD

FORSCER WORLD

GAZ GUAR

PIRINIC WORLD

SPIRIT WORLD

SPECIAL

WAR WORLD

КАНИАД SECTORIAL PASSAGE

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What's In This Book

Welcome to the *Trisdekan Primer*! This is a (currently) 3-volume series of expansions to Fantasy Flight Games' *Only War* roleplaying game.

The *Primer* aims to fill in many of the gaps left in *Only War*'s expansions, such as advanced options for many classes which did not receive them, and provide a plethora of rules and content to expand the depth of any variety of campaign.

These books aren't intended to be a monolith- by using rules from one part of the *Primer*, you aren't committing to using rules from all of them. The goal is to allow you, the GM or player, to pick and choose what you want or need to expand on your campaign.

Happy campaigning!
-Konigstein, 2023

Volume 2: Tours of Duty

The second volume of the *Primer* works as an expanded player's resource book, containing a huge variety of new options to help you customize, upgrade, and occasionally psychologically traumatize your Guardsmen. It includes new Specialties, dozens of new Talents, and an elaborate new Mount training system to add depth to playing cavalry regiments.

For details on Subsector Trisdeka and an armoury, see volumes 1 and 3 of this series, respectively.

A note on Playtesting

There is vastly more material in these volumes than I could ever have time to playtest- though most of it has been used in a limited fashion at least once in a game or two. If you feel that any of my rules are broken or nonsensical, please drop me a line at windowsfullofglass@gmail.com.

A note on Fonts

The *Primer* series uses the IM Fell English Roman font, as originally cut by Christoffel van Dijck, circa 1672. The Fell Types are digitally reproduced by Iginio Marini. www.iginomarini.com.

Acknowledgements

This series has been a labour of love, sweat and tears. Special thanks are absolutely in order to the good folks at Roll for Heresy, Ordo Discordia, to the ca/tg/irls and fa/tg/uys, to Swekky for kickass playtesting, Ablative Meatshield for proofreading, HMJ for the field toilets, Messiahcide for his kickass subsector map and work on the Chemical damage, Akklonia for the art, and to the good folks of *Open Skies*, *Coffee and Explosions*, *The Raid on Cadorna Peak*, *Pour L'Empereur*, *Space Resistance!* and *The Karacallian Front* for inspiring and playtesting bits of this document. I'd be remiss to not mention the writers at Fantasy Flight Games, who've created such a wonderful series of TTRPGs. Really sorry you lost the license. If you like my work, and want to consider checking out some of my other projects or contributing any of your hard-earned

shekels, consider checking out my [Patreon](#) or my [Itch](#).

Patron Roll of Honour

Extraordinarily special thanks to Alex H., Vaughn Love, Travis LaFave, exball, Robert Mayotte, Princess Moonbeam, cody stewart, Rogier Jordaan, GREGO117, Lalle, Nikolaj Steffensen, Cersei Lannister, John, A Dummie, Grumbles, That One Hunter, Ryan Kiser, JTR55, René Christensen, Jacob Torgerson, DRAMATA PARTY, Motormouth Jamie, Skylord Alex, Goat, Kyle, Grigsbot, Tim Black, Kraig M, John Anderson, Patrick lowe, Jack Dalgleish, Patrick M. and Miss Mae for their support.

Changelog

07/02/2017: Version 0.2. Overall spelling and grammar and formatting fixes. Made the tables look prettier. Added new several new Talents and reorganized the Talents section. Added one new Weapon and two new Mounts.

14/02/2017: Version 0.3. Another proofreading/editing pass. Improved formatting and added a sweet map by Messiahcide. Added several new pieces of Wargear and rewrote various Talents and Weapon Qualities.

22/02/2017: Version 0.4. Yet more proofreading, added a bunch of new art, a new Vehicle, and yet more wargear and weapons.

26/02/2017: Version 0.4.1. Big pass for content readability, a little bit more art, one new Talent, one new Weapon, added changelog

16/03/2017: Version 0.5. Formatting overhaul now that I actually know how to use Libreoffice

17/03/2017: Version 0.5.1. Minor formatting fixes, added missing gear weights

10/04/2017: Version 0.6. Tweaked a few Talents, added several new pieces of weaponry and gear, added Regimental Archetypes

15/04/2017: Version 0.7. Added a new Homeworld Option, added Expanded Gear Variants, began the Minor Worlds of the Cluster section

18/04/2017: Version 0.8. Added Psyker Advanced Specialties.

20/04/2017: Version 0.8.1 Added one Talent, gear for Psyker Advanced Specialties, minor formatting fixes

24/04/2017: Version 0.8.2 Added more Tennenlower, Edelweiss and Nivan fluff, added the True Nivans regiment option and several pieces of True Nivan gear, as well as a single Edelweiss vehicle

26/05/2017: Version 0.8.3. Added Commissar Advanced Specialties courtesy of Commander Beef, as well as rules for Ski Troops and Bicycle Troops, reworked the True Nivan/Nivan Junker fluff

12/06/2017: Version 0.8.4. More formatting fixes, a bit more Bellagian fluff, added some new weapons to the Armoury

16/06/2017: Version 0.8.5. Image compression fixes to cut filesize. Standardized formatting for Regimental statblocks. Added one new piece of Wargear, 3 new Talents, made many small tweaks to Talents and Armoury equipment. Added slightly more Dolcaterran fluff.

12/09/2017: Version 0.8.6. Some minor formatting changes for legibility. Rearranged the Armoury section so it makes more sense. Many more balance/content tweaks. Added a couple new pieces of art.

12/10/2017: Version 0.9. Added Stormtrooper Advanced Specialties, Vehicle Variants, and one new vehicle. Filled out the Melee weapons section slightly. Added five Exotic Weapons. Added two new Talents, including MARTIAL ARTS ACTION.

19/10/2017: Version 0.9.1 Added Pleasure World Homeworld, two pieces of art, did some formatting fixes.

26/10/2017: Version 1.0! The Make it Pretty Edition! Reformatted the entire document from scratch, added a ton of new images, did a ton of content editing and typo fixes. It's still not perfect, but it's getting better.

08/11/2017: Version 1.1. Fixed most of the formatting issues left over from 1.0, added Vehicle Customization. Added a couple weapon upgrades, one melee weapon, and made some rewrites/expansions to the Minor Worlds, Kurassiers and Skyboarders sections

19/11/2017: Version 1.2! The Trench Warfare Edition! Added rules for field guns and heavy bombardments, chemical weapons, and the Chemical Damage Type. Added in the Aerosani that I totally forgot to add ages ago. Also, the new Sutler Support Specialty, and some Unusual Ammunition options for lasguns.

04/01/2018: Version 1.3. Added in quite a few Talents inspired by XCOM. Slightly modified some art-thanks Lamerus. Made general edits, a few minor changes to some Support Specialties.

04/02/2018: Version 1.4. The 'IT'S ALMOST BEEN A YEAR, FUCK' Update. Balance pass on Advance Specialties and the Sutler to bring them a bit more in line with what's in the OW rules. Added four Advanced Specialties for the Sutler, and one new piece of Artillery. Many many many bits of editing, mostly on bits of gear and vehicles.

31/07/18 Version 1.5. The 'IT'S BEEN MORE THAN A YEAR, FUCK' update.

- Updated and resorted the Armoury sections, adding Plasma Ammunition, Flamer Customizations, Rifle Grenades, and some balance changes.
- Added quick-reference rarity tables
- Added a variety of sidebars on useful things
- Made some minor balance changes to Regimental Archetypes, various Talents and several Specialties
- New background image, new art by myself and Messiahcide, many new images

11/24/2018: Version 1.6. The Sidebar and Fluff Update. Added numerous adventure hooks for each planet, as well as a few images. Added some cultural detail for the soldiers of each regiment to make RPing them more interesting. Slightly expanded the fluff for Dolcatero. Various balance fixes to the Sutler. Slight balance changes to Nerve Gas. Expanded Ammunition section. Slightly reorganized the Vehicles and Mounts section. Changed table formatting to be a little prettier.

27/01/2019: Version 1.7 The "Twoish Year Anniversary" Update. Fixed the Flashfire talent so it actually makes sense for use with Flamers. Added new Sight weapon customizations. Added 9 new planet-specific Talents. Added a sidebar on regiment fluff creation. Added a ton of new art by yours truly.

26/02/2019: Version 1.8: The Cavalry and Children Update

- Added a couple more new Talents
- Added the Old Guard Advanced Specialty
- Added rules for Child Soldiers
- Added Barding
- Added stats for camels, mules and elephants
- Did tons of minor editing and rebalancing in all sections
- Added a crap-ton of images

20/12/2019: Version 2.0: The Volume Split

- Divided the Trisdekan Primer into a setting, character-building and armoury book to make editing easier. Added a kickass piece of cover art by Akklonia
- Volume 1: Tweaked and clarified the Korpogardistos regiment rules
- Volume 2: Added Battle Honours, new Regimental Drawbacks, and Habermann Soldiers. Made some balance tweaks on Actions, added three new Talents and two new Orders. Added Plasma Ammunition to the Sutler's ammo list.
- Volume 3: Separated Low-Tech and Blackpowder Weapons. Added seven new Blackpowder weapons and Duplex Bullets. Tweaked several weapon statblocks for more variety. Converted the 4-pounder into an artillery piece, rather than a

weapon. Added 2 new Blackpowder artillery pieces

05/06/2020: Version 2.1: The Chilly Archery Update

- Volume 1:
 - Added the Cold-Weather Warfare section, as requested by patron Alex H.
 - Added planet art by Evil Windly
 - Edited and tweaked several sections for clarity and continuity
- Volume 2:
 - Added the Arbalist, Yeoman and Trick Archery Talents. Tweaked the balance of several older Talents.
 - Reorganized Regiment Creation Options, Regimental Archetypes, Battle Honours, Advanced Specialties, Orders and Combat Actions
 - Added one new Battle Honour
 - Slightly buffed the Battle Song action
- Volume 3:
 - Added Longbows, Horn Bows, Asymmetrical Bows, and Compound Bows
 - Added several new Weapon Upgrades
 - Added Bodkin Arrows, Blunt Arrows, Whistling Arrows and Fire Arrows.
 - Added Crampons and Snow Goggles
 - Tweaked some weapon stats.
 - Reorganized several sections for clarity and ease of use

16/04/2021: Version 2.2: The Artillery & Air Support Update

- Volume 1
 - Updated several of the prebuilt Regiments with new Doctrines and gear
 - Added the Brumeran Horse Artillery, Edelweiss Grenzers and Tennenlowe MCDF premade regiments, plus fluff

- Added several new Adventure Hooks

• Volume 2

- Fixed the costs for the Regimental Drawbacks.
- Added the Artillery Spotter Guardsman Speciality
- Added the Junior Officer and Officer of the Fleet Support Specialties
- Added the Air Controller, Dropmaster, Model Officer and Tactician Advanced Specialties
- Tweaked the abilities of the Long-Range Patroller and Raider Advanced Specialties
- Added the Holy Martyrdom Equipment Doctrine
- Slightly reformatted the Mount Training section to make it look prettier
- Added one new Battle Honour

• Volume 3

- Added Spyglasses, Signal Flags and the Martyr Vest
- Added the Jezzail, Revolver Rifle and Trench Catapult
- Added the Ironcase Rocket and Flaming Arrow artillery pieces.
- Tweaked rules for horse-drawn artillery
- Updated and polished the vehicle section
- Added the Bruennhilde and Dvalinn prime movers.

14/11/2021: Version 2.3: The Belated Fourth Anniversary Update

• Volume 1

- Added a bit more art
- Tweaked, edited and reformatted several sections, fixed some errors in the Appendix.
- Added some new/variant gear to some of the premade regiments.

• Volume 2

- Added reference tables for regiment creation options
- Split the Training and Equipment Doctrine sections

- Slightly rebalanced the Early Modern and Pleasure World homeworlds.
- Added four new Regiment Types
- Added the Code Talkers Training Doctrine
- Buffed the Holy Martyrdom Doctrine
- Added a section elaborating on Child Soldiers
- Added the Recon Controller and Taskmaster Advanced Specialties
- Tweaked and rebalanced several of the preexisting Specialties, including the Intruder and Raider.
- Fixed the page references in the Sutler and Scrounger tables.
- Added the Expert Archetype, and rebalanced several others
- Added Force, Shock and Power expertise/mastery talents, as well as Shield talents.
- Rebalanced several Talents, including Caustic Jape.
- Volume 3
 - Added art for all the weapons.
 - Added four new Shields
 - Added the Parrying Dagger
 - Added shield-specific weapon upgrades
 - Updated and alphabetized the Melee Weapons section
 - Added 4 new Infiltrator weapons
 - Rebalanced some of the bows
 - Slightly tweaked availability rules
 - Condensed the Rifle Grenade rules
 - Slightly reorganized the Gas Warheads section
 - Buffed and rebalanced several of the Weapon Upgrades and Wargear options
 - Added two new pieces of Exotic Ammunition and one new Cybernetic
 - Added Vehicle and Mount Availabilities
 - Slightly simplified the Artillery system and condensed the Artillery rules blocks.
- Did some font trickery that *should* make all the volumes look the same, but also have smaller file sizes and be fully searchable/copy-pastable.
- Volume 1:
 - Numerous small tweaks and formatting/typo fixes.
 - Added missing “Katyush in Brief” sidebar, plus art.
 - Reworked all the premade regiments for better variety and more flavor.
 - Edited and condensed several sections of overly-verbose or unnecessary fluff.
 - Fixed nonsensical stats for the Kamalinka Flora.
 - Added rules for condensation in Appendix I.
- Volume 2:
 - Numerous small tweaks and formatting/typo fixes.
 - Removed several pieces of art I *definitely* didn’t have use permissions for.
 - Some Regiment Creation options and Talents cut and ported over to *Bellum Inter Barbaros*:
 - Men-At-Arms, Feudal Levy, Pike and Shot Formation, Primitive Skirmishers, Bicycle Troops, Code Talkers
 - Arbalist, Heater and Targe, Hoplite, Rodelero, Shieldbearer, Shield Expertise, Yeoman, Trick Archery
 - Added six new Training Doctrines
 - Tweaked the Talent/gear options for the Artillery regiments to add a bit of variety
 - Rebalanced and tweaked several Regimental Archetypes
 - Rebalanced and tweaked several Battle Honours
 - Added the Bomber Specialty
 - Added a couple more options to the Raider’s *Terror Weapons* ability

11/09/2023: Version 3.0: The Final Update

- All Volumes:
 - Spiced up formatting a teensy bit

- Rebalanced nearly all the Commissar Advanced Specialty abilities.
- Reworded/tweaked several Combat Actions
- Rebalanced or streamlined many Talents.
- Added the Fastball, Buttstroke and Can't Miss Talents
- Slightly tweaked and reorganized some of the Mount Training options.
- Volume 3:
 - Many items cut and ported over to *Bellum Inter Barbatos*:
 - Sling, Longbow, Asymmetrical Bow and Horn Bow.
 - Buckler, Chakram, Heavy Shield and Parrying Dagger.
 - Blunt Arrow, Bodkin Arrow, Fire Arrow and Whistling Arrow.
 - Aegisal, Guige, Shield Hook and Shield Spike.
 - Leather, Chainmail and Plate Barding.
 - Flaming Arrow artillery piece
 - Dozens of rules tweaks, clarifications, rewordings, etc.
 - Added separate weapon rules for the Heavy Autostrela
 - Added one new Implant System and one new piece of Armour
 - Added five new forms of Exotic Ammunition, in order to generalize grapeshot and canister across all muzzle-loading artillery pieces.
 - Greatly increased the Colossus Bombard's range.
 - Added several more weapon options for the Soyuz-Z4(A)
 - Added Availability for artillery pieces
- Fixed incorrect regiment setup for Katyushan 1st Armoured
- Added missing Snare quality to Kamalinka Flora's Adhesive Grasp
- Volume 2
 - Fixed error in the Can't Miss talent
 - Fixed the page references for Sutler ammo, and added Bolo Shells
 - Clarified the Bomber's Alternate Loadouts textbox slightly.
 - Fixed some Artillery regiments mentioning Land Crawlers instead of Bruennhildes
- Volume 3
 - Reworded Infiltrator quality
 - Fixed missing Drotik stats
 - Slightly increased the effects of several Vehicle Pattern Negatives
 - Shortened the Colossus' reload time
 - Added availability to Pack Howitzer's HEAT Rounds

20/10/2023: Version 3.1 Patch

- Volume 1

New Regiment Creation Options

“Reinforcements from Trisdeka? You mean a ragtag band of heathen primitives, drugged-up supermen, outright criminals and gear-frackers? Lovely.”

-Lord-General Bedfordium Harris

The following regiment creation options have been designed with some of the planets of Trisdeka in mind, but can of course be re-fluffed to fit other areas of the Imperium.

Homeworlds

Early Modern World

Many worlds in the wider Imperium have moved beyond the feudal stage, but are still developing towards more modern nationhood and the industrialization of the more primitive civilized worlds. These planets are known as Early Modern Worlds. Their societies tend to be semi-industrialized, centralized, and thus suitable for Imperial integration. Some are in a state of cultural renaissance as feudalism gives way to advanced artistic and philosophical achievement, while still others have only just begun to utilize steam power or electricity in their industries. Nonetheless, a dualism common in all Early Modern Worlds is the contrast between culture and conquest- many are dominated by huge continent-spanning empires locked in ferocious combat with their rivals, and all see colonization attempts spanning their oceans or great landmasses. The people these planets breed are curious, inquisitive and open to new ideas about the world around them, but just as able with fire and shot and steel.

Table 1: Regiment Options and Costs

Name	Type	Cost
Early Modern	Homeworld	1
Pleasure	Homeworld	3
Scrap	Homeworld	3
Foot Artillery	Reg. Type	2
Heavy Artillery	Reg. Type	5
Light Artillery	Reg. Type	3
Mech. Artillery	Reg. Type	4
Holy Martyrdom	Equipment	2
Ski Troops	Equipment	2
Called to Duty	Training	2
Child Soldiers	Training	2
Habermann Soldiers	Training	4
Limited Service	Training	2
Equestrians	Training	2
Omnissian Allies	Training	4
Siegemasters	Training	3
Vaulters	Training	3

Total Cost: 1 point

Characteristic Bonus: +3 to any two of

Toughness, Willpower and Weapon Skill

Skills: Athletics, Common Lore (War),

Linguistics (High Gothic), Survival

Talents: Duelist or Double Team

Wounds: +1 Starting Wound

Neoclassicism: Many Early Modern Worlds

have not yet developed a single unifying

planetary language, but certain common

dialects used for philosophy or learned

discourse are common, often derived from

'classical' languages spoken in the planet's

long-vanished history. Characters from an

Early Modern World begin play with

Linguistics (High Gothic), but are

otherwise unable to read or speak Low

Gothic, though they may be able to pick

out individual words or phrases.

Age of Reason: Early-moderners often pride

themselves on their scientific and

philosophical literacy, as well as their

willingness to embrace new ideas about the world around them. However, the ideas they do tend to embrace and utilize are often either horribly primitive or just plain wrong. Lore, Operate, Tech-Use and Medicae skills used by Early Modern characters only apply to technology or knowledge known in the 1700s on Earth- they can suture a wound, drive a carriage and operate a clock, for instance, but electricity is a scientific novelty, steam engines are still unfamiliar and disinfectants are wholly unknown.

Military Science: Early modern military strategy and tactics still revolve around the musketeer, the lancer, and bronze artillery, and many worlds have not yet had the time to fully appreciate what exactly they are tithing their men to do. Characters from these worlds cannot take the Operator Specialty when beginning play, though they are free to switch in to it at higher ranks. Further, they cannot purchase or receive any Weapon Training talents other than Blackpowder and Low-Tech until they have gained at least enough XP to change Specialties for the first time. Support Specialists other than Junior Officers from Regiments with this homeworld must use the rules for Mixed Regiments.

Pleasure World

The Imperium has few true Pleasure Worlds, and what constitutes pleasure varies from sector to sector, but their purpose is always the same- to provide leisure activities for the Imperial nobility, and even sometimes regular citizens. These planets could be gigantic luxury resorts, nature preserves, or even home to an

unusually high number and quality of brothels- there are no constants.

Pleasure Worlders almost universally make for terrible soldiers, employed only at truly desparate times. Some Pleasure Worlds may maintain a stable of gladiatorial warriors, but ceremonial arena combat cannot compare to the battlefields upon which the Imperial Guard regularly deploys.

Total Cost: 3 Points

Characteristic Modifiers: -3 to Toughness and Willpower, +3 to Fellowship and Perception

Skills: Sleight of Hand, Common Lore (Imperium), Charm, Linguistics (Low Gothic), and Perform or Trade (Pick One)

Wounds: -2 Starting Wounds

Fluency: Pleasure Worlders generally interact with their clients in the language of the nobility, but such interactions generally do not extend to the written word. Pleasure Worlders can comfortably speak High Gothic, but they may only be able to read a few words and certainly can't write it. They do not begin with Linguistics (High Gothic) as a result, but can always purchase its first rank for 100 xp regardless of their Aptitudes.

Eager to Please: The customer is always right- on some Pleasure Worlds, this mantra can mean the difference between life and death, or at the very least life and life with a substantial tip. Pleasure Worlders gain a +10 to any test made to ingratiate themselves with or suck up to their superiors, and -10 to any test made to resist, ignore or otherwise countermand direct orders from authority.

Excessive Lifestyles: Pleasure Worlders grow up in conditions that many Imperials, even some nobles, would find unbelievably

decadent and depraved, and excesses of food, drink and debauchery that would poleaxe lesser men pass them by, though not without a deeper moral cost. Pleasure Worlders begin play with 1d10+1 points of Corruption. However, they delay the negative effects of any consumable drug, foodstuff or medicine for a number of hours equal to their Toughness Bonus.

Scrap World

In places where the Adeptus Mechanicus hold sway, but their government is tenuous or disorganized, all the byproducts and waste of the Ommissiah's endless industry begin to pile up. These Scrap Worlds are covered in vast strata of machinery, junk and the detritus of countless industrial projects, from the downed hulks of voidships to simple garbage dumped by the inhabitants of other planets. The few miserable natives who eke out a living among the scrap are a surprisingly hardy bunch, often used as tech-serfs by whatever masters might rule their world. A life among long-dead machinery, industrial waste and pollution teaches flexibility, ingenuity and a certain nihilistic tenaciousness- soldiers from Scrap Worlds are often valued, as they may have many of the technological skills of a Forge Worlder with fewer of the scruples.

Total Cost: 3

Characteristic Bonus: +3 to Intelligence and Agility, -3 to Toughness

Skills: Tech-Use, Trade (Technomat), Survival, Linguistics (Techna-Lingua), Linguistics (Low Gothic), Navigate (Surface)

Talents: Initiated Maintenance and Hardy or Hatred (Machines and Servitors)

Wounds: -1 Starting Wound

Industrial Contaminants: The environments in which Scrap Worlders live are barely conducive to life, much less permanent human habitation. Toxic chemicals and runoff seep into the soil and groundwater, and generation upon generation of heavy metal poisoning or carcinogen exposure takes its toll- some Scrap Worlders simply live with their twisted forms, while others choose to replace them with crude machinery. A character from a Scrap World begins play with either a randomly-selected Minor Mutation or one Poor-Quality cybernetic limb of their choice.

Abberant Machine-Worshippers: Scrap-Worlders frequently have mixed feelings about their planetary overlords, or may worship a version of the Ommissiah that is so far removed from the original as to be almost unrecognizable. Regardless, they have little love for the red-robed servants of the Cult Mechanicus, and the feeling is mutual. Scrap-Worlders receive a -10 penalty to any Interaction test with members of the Adeptus Mechanicus or the citizens of proper Forge Worlds.

Machine Survivalists: Characters from Scrap Worlds receive a +5 bonus to any Test to make in-field repairs of mechanisms, or make unorthodox and illicit custom modifications to their weapons and gear.

Breathing life into a Regiment

Once you've figured out the crunch, or rules for a regiment, it's important to figure out *who* the regiment is, rather than *what* it is. The regiment is the palette of characters you're likely to be drawing from for the entirety of a campaign, so fleshing it out is of vital importance. When you've created a regiment, try asking yourself some of the following questions to help put some meat on its bones.

- Other than its Imperial classification, what is the Regiment's homeworld like?
- How devout are the people of this planet? How do they worship the Emperor, if at all?
- Why do soldiers from this homeworld join the Imperial Guard? Do they do so by force or by choice?
- Why does the homeworld raise Guard units? Are they following their tithe obligations, or are their cultural or strategic or patriotic reasons for recruitment?
- What kind of environments are the Regiment's soldiers best trained or suited to fight in?
- What are three unusual or distinctive cultural quirks people from this Regiment, and by extension this homeworld, demonstrate? Do they have unusual customs? Strange superstitions?
- Is the Regiment all made of rookie soldiers? Or is it a mix of new and old? Is it several units amalgamated?
- Is the Regiment all-male? All-female? Mixed?
- What kind of uniforms do the troops from the Regiment wear, if at all? Do they use camouflage? Are they expected to keep their uniforms and gear maintained to a certain standard?
- How well does the Regiment get along with the Munitorum? The Ecclesiarchy? The Commissariat? If they don't get along well, what happened?
- How do soldiers of the Regiment behave in the field? Are they honourable? Cruel? Do they treat their enemies with respect? Do they take prisoners? Do they have any particular military rituals?
- Does the Regiment have any past war heroes? Who do soldiers from the Regiment look up to?
- How does the Regiment treat civilians in the battle area? How do they handle soldiers fraternizing with each other?
- Does the Regiment have any skeletons in its closet? Any past failures or dark shames?



Regiment Types

Foot Artillery Regiment

Frequently found in trench-fighting scenarios, or environments too rough for more conventional artillery, Foot Artillery Regiments are equipped with very light weapons which are usually man-portable. Though they lack the range and firepower of the heavier artillery, they make up for it in flexibility.

Cost: 2 points

Characteristics: +3 Ballistic Skill, -3 Perception

Starting Skills: Navigate (Surface)

Starting Talents: Calculated Barrage

Standard Kit: 1 lascarbine (Main Weapon) and four charge packs per Player Character, 1 Mortar per every 2 player characters, 1 pair of magnoculars per Player Character, 1 vox-caster per Squad.

Foot Artillery for Individual Players

If you're dealing with a player who wants to be a Foot Artillery soldier in a campaign where each member of the Squad is from a different regiment, consider altering the Foot Artillery standard kit to "1 Mortar per Player Character." Helps give that mortar squad feel.

Heavy Artillery Regiment

Heavy or siege artillery regiments haul the largest weapons available to the Imperium, battering their targets to pieces from far over the horizon. Though seldom the most mobile, and horribly vulnerable to air attack or ambush, they represent the

heaviest firepower that the common Guardsman can call upon.

Cost: 5 points

Characteristics: +3 Ballistic Skill, -3 Toughness

Starting Skills: Operate (Surface) or Survival, Tech-Use

Starting Talents: Calculated Barrage, Hunter's Instincts

Standard Kit: 1 lascarbine (Main Weapon) and four charge packs per Player Character, 1 Siege-type Artillery per Squad, *Up to 2 Centaurs or 2 Bruennhildes or 2 Trucks or sufficient Mounts needed to tow Artillery per Squad*, 1 pair of magnoculars per Player Character, 1 Deadspace Earpiece per Player Character, 1 vox-caster per Squad.

Light Artillery Regiment

Towed artillery is often the cheapest and most mobile option available to the Astra Militarum, and Light Artillery regiments are deployed in a huge variety of roles; they can be tasked with long-range bombardments, infantry support, or even anti-tank duties.

Cost: 3 points

Characteristics: +3 Ballistic Skill, -3 Toughness

Starting Skills: Operate (Surface) or Survival

Starting Talents: Low Profile or Tank Hunter

Standard Kit: 1 lascarbine (Main Weapon) and four charge packs per Player Character, 1 Field or Mortar or Rocket-type artillery per Squad, 1 Centaur or Bruennhilde or Truck or sufficient Mounts needed to tow Artillery per Squad, 1 pair of magnoculars per Player Character, 1 vox-caster per Squad.

Mechanized Artillery Regiment

The Militarum fields a vast amount of mechanized artillery, heavy support guns on vehicle platforms that are more mobile and better-protected than their towed equivalents. In a pinch, vehicles like the Basilisk or the Gryphon can even be used as improvised tanks, their heavy armour giving them a great deal of survivability.

Cost: 4 points

Characteristics: +3 Ballistic Skill, -3 Toughness

Starting Skills: Operate (Surface)

Starting Talents: Ranging Fire

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

Special Equipment Doctrines

Holy Martyrdom

This regiment believes that a Guardsman's duty extends all the way to death, and that to take the enemies of the Emperor with you is the ultimate achievement of the faithful.

Cost: 2 Points

Standard Regimental Kit: 2 Krak Grenades, Martyr Vest, Headband with holy symbols

Ski Troops

This regiment is specially trained to operate with high mobility in snow or icy conditions, using skis to move at great speeds over terrain that would normally be

impassable to infantry on foot. Such regiments favor fit and healthy soldiers- an unfit skier is a dead skier on a battlefield.

Type: Special Equipment Doctrine

Cost: 2 points

Standard Regimental Kit: 1 pair of Skis, 1 pair of Ski Poles, 1 Survival Suit per Player Character.



Training Doctrines

Called to Duty

This Regiment's structure is highly meritocratic, team-based, and designed to instill strong bonds of loyalty between soldiers. The degree of operational effectiveness such high morale entails cannot be overstated.

Cost: 2 points

Esprit de Corps:

Characters from this Regiment count as having the Psyker Aptitude, but only for the purposes of purchasing advances in Willpower. Characters that would gain the Psyker Aptitude from their Specialty also gain a +10 bonus to all Fellowship-based Tests with other members of this Regiment.



Now you too can be the little girl in the 41st Millennium. Image from [Erica1940](#)

Child Soldiers

Either this Regiment's homeland has a low minimum recruiting age, or is so desperate for manpower that it will conscript anyone; regardless, the regiment is mostly composed of child soldiers. Children are small, nimble and may notice things that adults don't, of course, but they may not be prepared for the realities of war in the 41st millennium.

All Infantry Specialist characters in this

Regiment are considered to be children. Characters from this regiment cannot be Support Specialists- the rules for Mixed Regiments must be employed to generate Support Specialists for this regiment.

Cost: 2

Starting Traits: Size (3)

Child Soldiers as Comrades

So, you want your Guardsman to have a kid sidekick, huh? This can be accomplished by taking the Unusual Companion Talent in *Shield of Humanity*. As Comrades, Child Soldiers have access to standard Orders, plus the *Get Behind Me* and *Take 'Em Down* orders from the Ogryn, and the *Keep Them Off Balance* and *Hostiles Detected* orders from the Ratling (see *Shield of Humanity*, Chapter III, for more details.) If you need the statblock for a Child Soldier from your or another regiment, consider taking the Guardsman statblock in the core book, reducing their base Wounds by 3, then giving them Size (3) and Hardy, plus any relevant Regimental talents, traits or Skills.

If you want to generate Demeanors, considering using the Ogryn options, as they work well to represent particularly childish or single-minded characters.

Starting Talents: Hardy

Childish Innocence: Children characters take a -20 penalty to resist any social tests from adults or authority figures. They gain their first Mental Disorder after passing 20 Insanity, instead of 40.

Quick Learners: Children characters reduce the cost of all XP expenditures by 50 until they hit their first milestone to switch Specialty.

Equestrians

Centuries of mounted combat have taught the members of this Regiment the value of picking cavalry mounts, and instilled them with deep generational knowledge about the handling and training of such mounts.

Cost: 3

Starting Skills: Survival

Cavaliers: After spending at least 400 MX on a Mount Personality, characters from this Regiment may choose a single Mount Ability from a different Mount Personality, costing no more than 150 MX, and gain it for free. They may do this a second time after spending at least 1000 MX on their Mount.

Habermann Soldiers

A nightmarish process for producing inexpensive cybernetic soldiers, the Habermann Process was invented by a certain Archmagos Krawnch Habermann of, where else, Niva Gustav.

This bizarre surgery disconnects a human's mind from many of their senses and connects all of their autonomic nervous system up to an exterior control panel. A Habermann Soldier is numb save for their sight, but has total control over their



breathing, heart rate, immune response and all other bodily processes.

Needless to say, being converted to a Habermann is seldom a voluntary process, and it is frequently inflicted on Mechanicus penal soldiers when Servitorization is not an option.

All Infantry Specialist soldiers in this Regiment are Habermanns. Characters from this regiment cannot be Support Specialists- the rules for Mixed Regiments must be employed to generate Support Specialists for this regiment.

Cost: 4

Starting Traits: Machine (2)

Starting Talents: Iron Jaw

Veil of Emptiness: Habermann Soldiers have no sense of hearing, smell, taste or touch. They are completely immune to pain, such as the effects of the Crippling weapon quality, and gain a +30 bonus to any Test to avoid being Blinded.

...And I Must Scream: Though their bodies are horribly mutilated, the minds of Habermann Soldiers are very much intact. These characters begin play with 2d10 Insanity, lack the immunity to mind-influencing psychic effects from the Machine trait, and take a -30 penalty to interaction skill tests with characters who are not Techpriests, from Forge Worlds, or other Habermann Soldiers. They also impose the same penalty on Interaction Skill Tests made on them by those people.

Limited Service

Imperial Guard regiments that take on recruits for strictly-defined terms of service are few and far between, but the promise of a successful retirement, and the opportunity for reenlistment with benefits, makes for superior soldiers.

Cost: 2

Starting Skills: Common Lore (War, Local Front)

Veteran Recruits: Characters from this Regiment may choose to begin play with 1 less Fate Point than normal (to a minimum of 0); in exchange, they increase one Characteristic by 5.

Omnissian Allies

Though the Skitarii and Knight Houses are the primary combat force of the Mechanicus, there are thousands of worlds that field so-called “tech guard”, standard Militarum troops from Mechanicus client

worlds who owe much of their training, equipment and command structure to the support of Mars.

Cost: 4

Starting Skills: Trade (Armorer or Technomat or Metalworker)

Starting Talents: Initiated Maintenance

Mechnoikos: Characters from this Regiment halve the penalties to use Flame, Plasma, Shock and Melta weapons of Imperial manufacture when untrained.

Siegemasters

Regular contact with the continuous shock of firing from artillery weapons, or the crack of hand grenades, can instill a certain indifference, or at least level-headedness.

Cost: 3

Starting Talents: Sound Constitution

Blastproofed: Characters from this Regiment gain a +10 bonus to tests to resist the effects of the Concussive (x) Quality, and treat their Agility Bonus as being 1 higher for the purposes of Dodging attacks with the Blast (x) Quality.

Vaulters

The Guard is full of light infantry regiments who don't benefit from the wide available of effective flak armour suits, or may be expected to operate in skirmish conditions where mobility trumps taking cover. A little bit of physical training can go a long way in these cases.

Cost: 3

Starting Skills: Acrobatics or Dodge

Starting Talents: Evasive

Regimental Drawbacks

The following Regimental Drawbacks can be taken during regiment creation to provide a wider range of narrative and Regiment Point options, or imposed on a regiment during the course of play to reflect the effects of long combat service (see the section on Battle Honours, below)

Bloodthirsty

Humans can sink to their basest instincts in battle, and some who do so never quite return to what they were. These men and women are not quite broken, not yet, but they have a thirst for slaughter that is almost overpowering.

Regiment Points: 3

Die die diel! Each time a soldier from this Regiment kills a target, they must pass a Willpower Test. If they fail, they spend the next Turn continuing to savagely assail the body, even if doing so would waste

Table 2: Drawbacks

Name	Points
Bloodthirsty	3
Decadent	2
Exhausted	2
Mutinous	4
Overconfident	2
Paranoid	2
Poorly Trained	4
Shattered	5

ammunition or put them in danger. If they fail by more than two Degrees, they become Frenzied and gain 1d5 Insanity.

Decadent

The Imperium makes heavy use of combat drugs for its soldiers, but generally under fairly restrictive

circumstances. In those cases where discipline breaks down and the black market thrives, everpresent drug addiction can utterly destroy the effectiveness of an otherwise well-trained fighting force.

Regiment Points: 2

Got the Goods?: Members of this Regiment gain a +20 bonus to Tests to acquire or steal chems and intoxicants.

Tune In, Drop Out: Every character in this Regiment is permanently addicted to one chem of the GM's choice. Any time they are not under the influence of this chem they take a -10 penalty to Tests with their three highest Characteristics.



Exhausted

Even the most well-trained soldiers are not tireless, and with long and grinding combat every soldier eventually becomes a listless, stumbling shadow of their former selves. This Regiment's soldiers have been worked too hard in training or on the battlefield.

Regiment Points: 2

Carry That Weight: Any time soldiers from this Regiment go for more than 12 hours without proper rest and food, they reduce their Strength and Agility Bonuses by 1d5-2 (to a minimum of 1).

Mutinous

Sometimes the pressures of poor command grow so great that rebelling against the strictures of Militarum discipline seems like the only option. This Regiment has seen the worst that its leadership has to offer, and has had enough.

Regiment Points: 4

Quiet Plotting: A substantial minority, or a small majority, of this Regiment's soldiers, up to and including low-ranking officers, are actively plotting to kill or overthrow their commanders. The plot is well-established and near to achieving its goals.

What exact effect this has on gameplay is up to the GM.

Overconfident

The troops of this Regiment have undergone great victories, crushing their enemies over and over again. They are the unyielding hammer of the Emperor's might, the unbreakable point of His spear, a towering inferno of might which- you get the idea. Whether due to battle experience or training, the soldiers of this Regiment are riding high- but pride always comes before a fall.

Regiment Points: 2

We Can't Lose! Any time a member of this Regiment passes an Awareness, Lore, or Command Test related to assessing enemy strength or numbers with less than two Degrees of Success, they form an incorrect opinion about the threat presented by their target. This opinion will always involve the enemy being much less dangerous than they initially appear.



Paranoid

This Regiment's soldiers have seen some *crazy* stuff, man. Things you wouldn't believe- things *They* don't want you to know about. Who's "They"?! *Shhhhh!* They'll hear you! If only you knew how bad things really are!

Regiment Points: 2

Talents: Paranoia

The Eye in the Pyramid: Whenever a Character from this Regiment passes an Intelligence or Perception-based Test, they gain 1d5-3 Insanity (to a minimum of 0).

Poorly Trained

Sometimes troop training takes a second fiddle to expediency- so the Munitorum feels, anyways. For those soldiers who have been rushed through training, then thrust on to the battlefield utterly unprepared for the environment they have been posted to, the logic of such a decision is not particularly appealing.

Regiment Points: 4

Winging It: For their first 6 months of in-game time in a new theatre of battle, troops from this Regiment must roll twice and take the worse result on any Lore tests relating to their battlefield environment or any Tech-Use or Operate tests to use equipment they have been assigned for that environment.

Shattered

The soldiers of this regiment have seen things that haven't just broken them- they have been destroyed in body and soul by their experiences, but somehow they still live, listlessly following orders with minds that are hollow and full of deadly apathy.

Regiment Points: 5

Talents: Cold Hearted, Disturbing Voice
Less than Human: Soldiers from this Regiment are whole in body, but not in mind. They begin play with 3d10 Insanity, and take a -20 penalty to any Fellowship-based Tests with characters who a less severe Degree of Madness than they do.

Why Bother: Soldiers from this Regiment take a -2 penalty to all Initiative tests.



Regimental Archetypes

"You're all heroes or something. It don't matter. None of this matters."

-Commissar Karolus Brutananadilewski, Bellagian
698th

All regiments in the Imperial guard have their characters, faces who stand out from the crowd. The long-suffering quartermaster's assistant, the histrionic regimental piper, the jolly sergeant who greets his men with a wink and a lho-stick; all can be expressed through Regimental Archetypes.

Regimental Archetypes are an optional addition to Only War's character creation that functions not dissimilarly to the advanced character creation packages from Rogue Trader. Each Archetype can be purchased on character creation for 300xp, providing a choice of a temporary bonus Aptitude or two Skills, as well as various other special abilities to encourage effective RPing. Skills purchased in this way count as Skill Advances if the purchasing character already has the relevant skill.

A character may only purchase one Archetype, and the choice of Archetype is permanent. If the character chooses an Aptitude as their bonus, they lose this Aptitude the first time they reach a milestone to change Specialty- as a regiment evolves, so too do the soldiers who fight in it.

Black Marketeer

Bonus Skills: Commerce, Common Lore (Local Sector) *or Bonus Aptitude:* Fellowship

This character knows people who know people, and other members of the regiment come to them if they need items, weapons or gear above and beyond what can normally be found in Imperial supply depots. This character gains the effects of the Scavengers regimental doctrine: They can choose to take a +10 to Logistics tests, but if they roll doubles they attract unwanted attention from the authorities. If their regiment already possesses the Scavengers doctrine, they gain a further +10 to the logistics test from the ability but also attract attention on Logistics tests of 89-100.

Born Sergeant

Bonus Skills: Intimidate, Common Lore (Imperial Guard) *or Bonus Aptitude:* Leadership

This character was born with unusually strong lungs and a brazen voice that cuts through the din of battle. When it comes to being really loud, no one can compare. They gain a +10 bonus to any Command or Intimidate test that involves screaming at the top of their lungs. Unfortunately, they sometimes don't realize how loud they are- If this character makes a Fellowship-based test while hiding, sneaking, or engaged in combat, all enemy characters within earshot gain a +20 bonus to any tests to locate or detect them.

Creep

Bonus Skills: Intimidate, Scrutiny *or Bonus Aptitude:* Willpower

This character makes people around them uncomfortable, plain and simple. They may have a peculiar odour, or an unsavory sexual proclivity, or a tendency to giggle at exactly the wrong time, but regardless

people simply don't like them, and they often turn to darker places for solace. This character gains a +5 to Intimidate and Stealth tests, even if the skill is not Trained. Every time this character would gain Corruption they gain an extra amount equal to half their Fellowship bonus, rounded up.

Doc

Bonus Skills: Medicae, Scholastic Lore (Chymistry) *or Bonus Aptitude:* Intelligence
This character has a talent for mending scrapes and wounds, though they may not have any formal medical training. Regardless, they are often called upon to help in medical situations well beyond their knowledge, and their over-enthusiasm or unconventional approach can prove fatal. This character adds a further +1 to the amount of wounds they heal with the First Aid special skill use. If this character fails a Medicae test by more than four degrees, the subject of their ministrations must make a Difficult (-10) Toughness Test or die from the complications.

Expert

Bonus Skills: One Trade and one associated Common or Scholastic Lore (eg. Trade (Miner) and Scholastic Lore (Geology)) *or Bonus Aptitude:* Perception
This character spent a long time in a specific career before joining the Guard, and have the kind of practised ease in their field that only lifelong experience can bring. Unfortunately, that kind of experience tends to build biases and rivalries. Whenever this character fails a Perception or Common Lore test, they may immediately test again with one of their relevant Trade skills, taking the result of

their choice. They begin play with two field-specific Enemy Talents of the GM's choice.

Companies and Battalions

Many Imperial Guard regiments are truly gigantic by any standard, hurling tens of thousands of men into combat. Within such groups, regiments which can field whole battalions or extended companies numbering in the hundreds or low thousands of men, homogeneity is never guaranteed. Consider real-life cases like the First World War, where individual battalions of some regiments went years without making formal contact with, or fighting alongside, each other, and individual battalions developed their own distinct characters.

If you find yourself GMing an unusually huge regiment and want to add a little diversity to different companies, Talents may offer some flexibility- within each Company, consider offering one or two free Tier 1 Talents, or possibly training in a Skill, that varies from Company to Company. Naturally this isn't a particularly major bonus or change, but it offers some variety or differentiation between different elements of the Regiment.

Glory-Hound

Bonus Skill: Athletics, Interrogation *or Bonus Aptitude:* Offence

This character believes wholeheartedly in the glory of combat, and seeks to kill their

enemies as spectacularly as possible. They may also direct their passion for battle against their own allies, seeking out those with a less than enthusiastic attitude towards conflict. This character takes a -10 penalty to Willpower, Perception and Intelligence Tests if they are unable to engage in an ongoing fight or are in a situation where they are being forced to retreat, but a +5 to those Tests when engaged in combat.

Joker

Bonus Skills: Scrutiny, Sleight of Hand or
Bonus Aptitude: Social

This character always has a quip at the ready, a natural talent for cutting remarks, and can be counted on to make light of the grimmest situation. However, laughing at danger is not necessarily the safest way to preserve one's psyche. This character can test Fellowship to perform the Inspire Special Action in combat as a Free Action. However, any time they would take Insanity as a result of Fear effects, they gain a number of additional Insanity points equal to half their Fellowship Bonus, rounded up.

Mascot

Bonus Skills: Charm, Common Lore (Local Front) or *Bonus Aptitude:* Fellowship
Whether through luck, pluck or something wholly beyond their control, this character is considered to be a mascot by other members of their regiment, and their presence keeps morale high and soldiers willing to fight on. If they should come to harm, however, that same morale will falter. So long as this character is unhurt, all other allied characters from the same regiment gain a +10 to any Toughness or Willpower-

based Tests. If the mascot character suffers damage, these bonuses are removed until such time as they are fully healed. If they are Heavily Damaged or suffer any more damage beyond that, the bonuses instead become -10 penalties until such time as they are fully healed. If a Mascot is killed, the penalty lasts for 1d10 days, or until a new Mascot joins the squad.

Messenger

Bonus Skills: Athletics, Acrobatics or *Bonus Aptitude:* Agility

This character is fast, fast as a running beast, and they know when it comes to any race they're going to win. Often called on to deliver parcels and orders, they spend most of a fight moving at a rapid pace, and they tend to push themselves too far. This character treats their Agility bonus as being 1 higher for the purposes of calculating movement speed, and once per combat may double their total Agility bonus for the purposes of calculating movement for one round. The first time they gain Fatigue each session they automatically gain an additional level.

Objector

Bonus Skill: Dodge, Scholastic Lore (Philosophy) or Common Lore (Imperial Creed) or *Bonus Aptitude:* Defence

This character has moral or philosophical or religious objections to fighting, but have found themselves on the field of battle anyways. While their beliefs can inspire their allies to fight harder for a cause, they are often seen as a liability in combat. This character may reroll failed social tests to negotiate with enemies or groups who might otherwise be hostile to the Imperial Guard. However, this character receives a -

20 to any social tests when dealing with superior officers, unless they share the character's specific pacifistic beliefs.

Old-timer

Bonus Skills: Common Lore (Local Front),

Awareness or Bonus Aptitude: Toughness

This character has seen the fires of battle many times before, and has somehow lasted this long. Whether they are a veteran of their planet's PDF, or a transferee from a previous regiment, conflict has left them skilled but marked by loss. This character reduces all Insanity gain as a result of Fear tests by 1d5, to a minimum of 0. However, they begin play with 1d10 Insanity and 1d5 Corruption.



One-Man Army

Bonus Skills: Dodge, Parry or *Bonus Aptitude:* Finesse

This character is a more than competent combatant, but their combat prowess tends to alienate their peers. Being at the top of your game inspires overconfidence and vainglory in even the most seasoned veteran. This character gains a +10 bonus to all Fear tests so long as they are more than 10 meters away from the nearest allied character other than their comrade, but a -10 to Fear tests if they are less than 10 meters away.

Snitch

Bonus Skills: Deceive, Security or *Bonus Aptitude:* Social

This character is a necessary evil, a soldier who reports on their fellows to the political officers of their regiment. While being a snitch may have its perks, and has kept many a weasel, cheat and liar off the firing line, no one likes a backstabbing sell-out. This character receives a +10 bonus to all Fellowship-based tests with Commissars, disciplinarian officers or other stern authority figures, and a -10 penalty to all Fellowship-based tests with any character from their regiment or characters from other regiments who know that they are a Snitch.

Spook

Bonus Skill: Psyniscience, Scholastic Lore (Numerology or Occult) or *Bonus Aptitude:* Psyker

This character is a magnet for weirdness, and rumors abound of their supposed supernatural abilities. While this may not

be the case, it is true that their souls are different from those of their peers, and they may often find themselves blessed with preternatural luck or cursed with unnatural evil. This character begins play with 10 Corruption and a single Malignancy of their choice. If they wish, they may choose to spend 600xp at any time to purchase the Psyker Trait, a Psy Rating of 1, and a single Psychic Power with a cost of 200xp or less. They may purchase higher Psy Ratings and Psychic Powers as normal Sanctioned Psykers, and count as Unbound when determining Psychic Strength.

Stickler

Bonus Skills: Logic, Scholastic Lore (Bureaucracy) or *Bonus Aptitude:* Knowledge

This character has a stick up their bottom, and can generally be counted on to be pedantic when it comes to the rules and regulations of the Imperial Guard. When it comes to minutiae of paperwork, such humorless marionettes are valuable, but they are generally poor at taking the initiative. This character takes a -10 to all Willpower and Fellowship-based tests in any situation where they do not have a direct chain of command to rely on, but receive a +10 to Logistics rolls and any tests involving the filling of paperwork or matters of official doctrine.

Tinkerer

Bonus Skills: Trade (Technomat or Armorer), Tech-Use or *Bonus Aptitude:* Tech

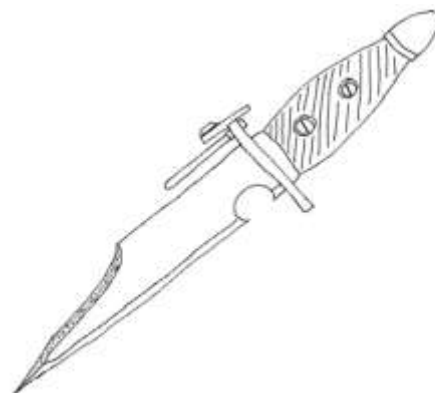
This character has a way with machines, but not to the degree of a Techpriest of the Adeptus Mechanicus. While their abilities can be handy, and they are often in demand for simple field repairs, they tend to attract

the enmity of those who maintain and provide their weapons. If making weapon customizations, this character takes no penalty to Trade tests for modifying weapons not part of their regiment's Kit, and can spend a Fate Point to automatically succeed on a Test to customize equipment that is part of their Regimental Kit. This character receives a -10 penalty to individual, but not Squad, Logistics tests, and a -10 penalty to all Fellowship-based tests with members of the Adeptus Mechanicus.

Woodsman

Bonus Skills: Survival or Navigate (Surface), Scholastic Lore (Beasts) or *Bonus Aptitude:* Fieldcraft

This character feels a connection to the wild places of the galaxy, and has a natural sense of direction. They might feel more at home in deep woods, or the tunnels under a hive, or the abandoned bowels of a voidship. Upon character creation, specify a single type of environment such as Tundra, Jungle, Desert, Hive Cities, etc as their home environment. This character increases the number of degrees of Success they get on any passed Survival Test in their home environment by 1, but reduce the degrees of success they gain on Survival Tests in all other environments by 1.



Battle Honours

“For faith and selflessness worthy of the Saints.”

-Inscription on the Edelweiss Cross of Steel.

Any long-serving regiment that successfully fights for the Imperium will see dozens of battles across multiple worlds and fronts, battles that irrevocably shape its nature as a fighting force. To honour their successes, Imperial regiments are frequently awarded (or award themselves) formal battle honours, a listing of all the campaigns the Regiment has ever embarked upon. The honours are primarily ceremonial- a way to prove the lineage and traditions of the unit- but more subtly they are reminders of where and how the unit has learned to fight.

In game terms, Battle Honours are regiment-wide bonuses that slightly alter the



New or Mixed Regiments and Battle Honours

Naturally, different regiments with different backgrounds will tend to have different honours, and newly-formed regiments will likely have none. At the GM's discretion, they might award a regiment a Battle Honour before the start of a campaign to reflect, for instance, the influence of experienced officers or Commissars on training.

Similarly, different units from Mixed Regiments receive different Battle Honours depending on which Component Regiment they originate from. Over time, however, new Battle Honours will naturally affect all characters in the Mixed Regiment, regardless of their unit of origin.

character of a Regiment after its service. These are comparable to Distinguished Service Medals, save that they affect any member of the Regiment (including newly-generated characters). For example, the soldiers of a Regiment which has won several battles against Orkish forces might have greater understanding of Orkish social hierarchy or equipment, while a Regiment which has engaged the Tau might have a grasp of maneuver warfare, Tau battle tactics, or even advanced plasma weaponry.

Battle Honours should only be awarded by the GM at the end of a major campaign- usually at the same time as Distinguished Service Medals or Kill Markers.

They apply to every character currently a member of the Regiment which has been awarded the honour, as well as any subsequent character generated for that Regiment. If multiple Regiments are serving in the same combat area, they can all expect to receive the same Battle Honour.

Battle Honours take on the name of the conflict they are awarded for; a battle for a hill numbered 86, for instance, would grant the Regiment the "Hill 86" honour. Generally speaking, Battle Honours do not provide direct bonuses to the skills or characteristics of a character, but rather slightly influence the environment in which they work.

Example Honours

What follows is a sampling of the kinds of Battle Honours one might encounter, and their benefits- it is of course up to the GM to create new honours or tailor these ones to their campaigns as they see fit.

Ambush/Infiltration Honour

This honour covers any engagement won primarily by surprise or stealth, usually against a larger enemy force. Members of this Regiment treat their Agility Bonus as being 1 higher for the purposes of determining movement so long as they have not been detected by enemy forces or are actively trying to hide.

Armoured Clash Honour

This battle honour implies an engagement between the Regiment's armoured elements and large numbers of enemy vehicles or cavalry in a head-to-head duel. Members of this Regiment may apply Weapon Customizations to Vehicle weapons.

Barrage Honour

This battle honour speaks to the Regiment's skill with the big guns, and their successes in destroying enemy forces with artillery at long ranges. Once per combat, members of this Regiment may roll twice on the Scatter diagram when calculating fire from an Indirect weapon and choose whichever result they prefer.

Battle of Attrition Honour

This battle honour covers any engagement involving long, drawn out battles fought over the same ground, or battles with unusually high casualties on Regiment's side. Members of this Regiment add an extra Clip's worth of ammo for their Main Weapon and one Smoke Grenade to their Standard Regimental Kit.

Bridgehead/Landing Honour

This honour commemorates a first assault, usually over water or from space, against an enemy concentration. Members of this Regiment pay half the XP cost to purchase their first and second ranks in the Dodge skill.



Civilian Cooperation Honour

This honour denotes a battle involving extensive protection of or cooperation with civilian elements on the ground, such as refugees or local resistance. Members of this Regiment pay half the XP cost to purchase their first rank in the Charm, Scrutiny and Investigation skills.

Defensive Warfare Honour

Winners of this honour have been engaged in static warfare to defend a strongpoint, like a city or fortified trench line.

Members of this Regiment pay 100 xp less to purchase the following Talents: Covering Fire, Trench Dweller, Vigilant, Light Sleeper.

Exotic Allies Honour

Winners of this honour have battled alongside allies who are unusual by normal Militarum standards, such as Abhumans, Astartes or even friendly xenos. Members of this Regiment gain a +5 to any Intelligence-based Tests surrounding these allies, and spend 100 less XP to purchase the Peer talent related to them.

Glorious Charge Honour

The thunder of hooves and the glitter of lances marked a great victory for this Regiment and its mounted cavalry. Any Mounts owned by members of this Regiment increase their Toughness and Agility by 3.

High-Technology Battlefield Honour

This honour commemorates a battle in which the Regiment's soldiers came to rely on a specific piece of unfamiliar technology or kit to help them win the day. Members of this Regiment pay half the XP cost to

Endless Service

Every Imperial Guard regiment changes over time as soldiers are killed, transfer into other fronts or are permitted a discharge from the Militarum- and these changes are not necessarily positive. For every great award and honour awarded a unit, it might also see catastrophic upheavals from within, as its soldiers deal with the stress and hardships of their positions.

To reflect the circumstances with which a Regiment has had to deal with, and to keep new characters made from within that Regiment up to date with a Squad, the GM can choose to, for roughly every second Battle Honour a Regiment earns, impose a new Regimental Drawback on the unit.

It is recommended that the Regiment Points provided by such a Drawback be no greater than 3, to avoid inflicting excessive penalties on the Squad over time. The effects of these Drawbacks may be temporary or permanent at the GM's discretion, and they provide no actual new Regiment Points to purchase gear/abilities, etc., regardless of their unit of origin.

purchase their first rank in the Tech-Use, Trade (Armorer) or Trade (Technomat) Skills. Additionally, they gain a +20 to Logistics Tests to acquire the piece of equipment in question.

Mobility Warfare Honour

This battle honour covers any engagement involving a battle of maneuver over a wide area, sometimes (but not always) with vehicles or cavalry. Members of this Regiment pay half the XP cost to purchase their first and second ranks in Navigate skills.

Trench Assault/Siege Honour

This battle honour covers any engagement involving an attack against a heavily fortified enemy position. Members of this Regiment pay 100 xp less to purchase the following Talents: Nerves of Steel, Calculated Barrage, Modify Payload, and Trench Raider.

Raiding/Guerilla Honour

This honour commemorates a battle involving a rapid, unexpected attack or flanking movement against an unprepared enemy position. Any member of this Regiment may reroll one missed attack against an unaware or surprised target once per combat, though they must take the second result even if it is worse.

Rearguard/Delaying Action Honour

This battle honour is for an engagement where a small unit stayed behind to cover the retreat, evacuation or repositioning of a larger unit of soldiers or civilians. Members of this Regiment gain a +5 bonus to Willpower Tests when fighting in conditions where they are outnumbered or surrounded by enemy forces.

Specific Enemy Honour

This honour covers protracted battle or battles with one specific variety of enemy, such as a Xenos species. Members of this Regiment automatically gain the Hatred and Enemy Talents related to the specific foe they were facing.



New Guardsman Specialties

Artillery Spotter

“B-10 this is E-15, adjust to three-four-one. Orks and light armour in the open, recommend incendiaries. Fire for effect!”

-Katyushan vox chatter

Nearly every Imperial Guard regiment uses forward observers in some capacity or others, to guide and direct artillery fire ordered from behind the lines. Artillery spotters are selected for their observational skills and coolness under fire; while seldom heavily armed, they are the eyes and ears of the big guns.

Artillery spotters are distinct from the higher-ranking Masters of Ordnance. Spotters usually have authority only over regimental or divisional-level artillery pieces, rather than the theatre-wide command reach of their counterparts.

Characteristic Bonus: +5 Perception

Starting Aptitudes: *Starting Skills:* Awareness, Navigate (Surface), Stealth or Tech Use, Scholastic Lore (Tactica Imperialis)

Starting Talents: Formidable or Heightened Senses (Sight) and Vigilant, Weapon Training (Las or Solid Projectile, Low-Tech)

Specialist Equipment: Handheld Targeter, Magnoculars, Vox-Caster

Wounds: 8 + 1d5

Artillery Spotter Advances:

Tireless Observer:

Type: Passive

Cost: 300 xp

The Artillery Spotter's Comrade covers their flanks and keeps a doubled watch

Limitations on Fire Missions

Playing an Artillery Spotter character implies that the Squad has at least one artillery regiment within range of them on the battlefield, or, for instance, an Armoured regiment free to do a bit of long-range bombardment.

Fire Mission abilities obviously cannot be used if no artillery is present in range, the Artillery spotter has no way of contacting artillery, or if the Artillery Spotter is in a location (such as deep underground) where conventional artillery might not reach.

When choosing artillery types for the Saturation Fire Mission, the GM should consider first what types of artillery are in range. A Squad involved in a siege or ambush-type scenario would obviously have access to more and better artillery than one operating behind enemy lines, for instance. Next, consider scaling the type and strength of artillery to the Logistics rating of the Squad, and their relative strategic importance; a squad of fresh recruits might get a mortar round or two, while a unit of hardened veterans should be trusted to direct Basilisk or Manticore batteries.

upon the enemy. As long as the Artillery Spotter's Comrade is in Cohesion, he gains a +20 to any Test to locate and identify enemy positions, strong points, mustering areas, hidden forces, etc. on the battlefield.

Support Fire Mission:

Type: Order (Half Action)

Cost: 400 xp

The Artillery Spotter and his Comrade feed targeting data to a nearby light artillery unit, calling in a small fire mission to better enable them to observe or traverse the battlefield.

As part of this order, the Artillery Spotter makes a Challenging (+0) Ballistic Skill Test and indicates a point (and not a character) on the battlefield within line of sight. At the end of the round, a mortar round hits near the designated position; roll on the Scatter Diagram to determine direction; it scatters by 2d5 meters, minus 1 meter for every Degree of Success on the Ballistic Skill Test, to a minimum of 1.

The Artillery Spotter may call in any one of the specialized Mortar Rounds found on page 183 of the *Only War Core Rulebook*.

Saturation Fire Mission:

Type: Order (Full Action)

Cost: 500 xp

The Artillery Spotter and his Comrade coordinate with several nearby artillery batteries to call in a substantial volley of fire on their target.

As part of this order, the Artillery Spotter makes a Challenging (+0) Ballistic Skill Test and indicates a point (and not a character) on the battlefield within line of sight. In 1d5-1 Rounds (to a minimum of 1), a number of shots equal to

the Squad's Logistics Bonus from a piece of Field, Mortar or Rocket-type artillery of the GM's choice hit near the designated position; roll on the Scatter Diagram for each round to determine direction; each round scatters by 20 meters, minus 2 meters for every Degree of Success on the Ballistic Skill Test, to a minimum of 1.

This ability may only be used a number of times per mission equal to half the Squad's Logistics Bonus, rounded up (minimum 1).



Art by [Anton Moscovsky](#)

Bomber

"Pin, aim, toss. Pin, aim, toss. When we're done with you, you'll be beaming Orks in your sleep!"
 -Sergeant Blomen, 4th Tennanlowe "Airwolves"

The Imperial Guard fields whole regiments of grenadiers, and the use of hand grenades has become so universal that the distinction between a "regular" Guardsman and a grenadier becomes a matter of equipment. All that said, some Regiments do formalize the selection and training of grenadiers, choosing those soldiers with a strong throwing arm and a keen eye as designated bombers.

In combat, a steady and constant stream of hand grenades and explosives thrown by a squad's Bomber can be vital for flushing enemies out of cover and creating unexpected tactical advantages.

Characteristic Bonus: +5 Strength
Starting Aptitudes: Ballistic Skill, Fieldcraft, Finesse, Offence, Perception, Strength
Starting Skills: Athletics, Tech Use or Sleight of Hand, Common Lore (Imperial Guard, War)

Starting Talents: Hurler or Modify Payload, Weapon Training, (Las or Solid Projectile, Launcher, Low-Tech)

Specialist Equipment: One extra Frag Grenade and one of the following:

- Three Concussion Grenades and one Krak Grenade
- Regimental Basic Weapon with Auxiliary Grenade Launcher with two Concussion Grenades and one Krak Grenade
- Regimental Basic Weapon with Rifle Grenade Launcher with two Frag Rifle Grenades and one Krak Rifle Grenade

Alternate Loadouts

It is a universally acknowledged truth that a group of *Only War* players in want of explosives will always, always try to acquire way too many. With that in mind, GMs can tweak the Bomber, to give players more flexibility, by replacing the Specialist Equipment options with the following:

Instead of hand grenade only loadout, pick any combination of four Grenades from the list:

-or-

Instead of the Grenade Launcher/Rifle Grenade Launcher loadout, pick any combination of three Grenades from the list:

Anti-Plant, Blackpowder, Blind, Concussion, Fire Bomb, Frag, Hallucinogen, Halocarbon, Microwave Pot, Small Gas Shell (Tear Agent, Irritant or Vessicant), Smoke, Stun

You'll notice I haven't included Tube Charges or Krak Grenades on this list. Don't let your squad have too many of those. Shenanigans *will* ensue.

Wounds: 10 + 1d5

Bomber Advances:

Preferred Pineapples:

Type: Passive

Cost: 200xp

Every Regiment has their particular grenade doctrines, often making heavy use of specialized designs. Handling these requires care and attention to detail.

When this Advance is taken, the Bomber selects one specific type of Grenade with a rarity of Scarce or less. They, and everyone else in their Squad, gains a +20 bonus to all Logistics Tests to acquire that variety of grenade. Multiple Bombers in the same Squad must select different types of Grenade.

Additionally, all Grenades wielded by the Bomber gain the Reliable quality.

Flush 'em!

Type: Order (Full Action)

Cost: 400xp

With a combination of covering fire and careful aim, the Bomber and his Comrade use the blast of a grenade to force a target out of cover. The next time the Bomber attacks with a damaging grenade, after the grenade's damage and any Dodge tests are resolved, all characters still in the blast area must move a distance sufficient to exit the Blast radius, or equal to their Agility bonus, whichever is lower, regardless of whether or not they took damage. At the GM's discretion, characters with the Incorporeal, From Beyond or Machine traits might be immune to this effect.

If this movement would force a character into a hazardous situation, such as falling off a cliff or moving into hazardous terrain, they may make a Challenging (+0) Willpower Test to stop the movement before they reach the hazard.



New Support Specialties

Junior Officer

“Only thing more dangerous than Langeter rockets is a fresh-commissioned lieutenant with something to prove.”

-Sergeant-At-Arms Jean-Claude Mireaubert, Brumeran Korpogardistos

Junior Officers are the lowest rung of the Imperial Guard's commissioned command structure, having received a modicum of tactical and strategic training at one of the Militarum's many command schools. Though some are elevated from the ranks of experienced Sergeants and other non-commissioned officers, far too often these Imperial lieutenants are ill-trained, overconfident, or just utterly emotionally unsuited for the needs of command.

Casualties at the Junior Officer level are substantial, but a new officer who can find the courage, luck or tactical acumen to use the platoon of men assigned to them effectively can find themselves quickly rising up the ranks.

Characteristic Bonus: +5 Fellowship

Starting Aptitudes:

Defence, Fellowship, Fieldcraft, Leadership, Offence, Social

Starting Skills: Command, Common Lore (Local Front, War, Imperial

Guard), Scholastic Lore (Tactica Imperialis), Navigate (Surface)
Starting Talents: Heroic Inspiration or Combat Formation, Weapon Training (Chain, Las or Solid Projectile, Low-Tech)
Starting Traits: Overseer
Specialist Equipment: Good-Craftsmanship Laspistol or Good-Craftsmanship Autopistol, Chainsword or Good-Craftsmanship Mono-Sword, Commbead
Wounds: 8 + 1d5

Junior Officer Advances:

Instead of gaining a Comrade, a Junior Officer is accompanied at all times by a Troop Formation of Guardsmen (using the stats on page 372 of the *Only War Core Rulebook*, and the Formation rules from page 124 of *Enemies of the Imperium*). This Formation has a starting Unit Strength of 4. Subject to the GM's discretion, these Guardsmen may assist the Junior Officer and other members of the Squad in Tests, but do not otherwise count as Comrades. The Officer's Formation is refreshed up to full strength at the end of every mission, as new troops are assigned to them.

A Junior Officer may also purchase the following Advances:



Art by [Seugmeister](#).

Reinforcements:

Type: Passive

Cost: 100 xp

The vast majority of Imperial Guard regiments function best in large numbers, where they can outmaneuver the enemy and then drown them in massed firepower.

Each time the Junior Officer takes this Advance, they may increase the Unit Strength of their Formation by 1 Guardsman. This Advancement may be taken any number of times, provided the Formation never exceeds 12 members.

Squad Gunners:

Type: Passive

Cost: 200 xp

All but the most desperately under-armed or tactically uncreative Imperial Guard regiments field special or heavy weapon troopers of some kind.

Each time the Junior Officer takes this advance, they may equip one Guardsman in their Formation with their Regimental Favored Heavy Weapon, or one other Heavy Weapon of their choice, subject to the GM's approval and its availability to the Regiment. The Guardsmen so equipped are considered to possess the Talents needed to operate these weapons without penalty.

They function as Special Weapon Troops (see page 125 of *Enemies of the Imperium*.)

This Advance may be taken up to 2 times.

Confidence in Command:

Type: Passive

Cost: 300 xp

As a Junior Officer gains in confidence and experience on the battlefield, they become more comfortable in directing the actions of their men to greater tactical effect.

Each time the Junior Officer purchases this advance, they gain the ability to use one of the Severan Dominate Commands featured on page 130 of *Enemies of the Imperium*. This Advance may be taken up to 4 times, and the same Command cannot be purchased more than once.

Customizing Formations

Playing a Junior Officer involves having command over a substantial tactical unit of Guardsmen. It's only natural that players might want their Formation to match those Guardsmen already present in their Regiment. The GM might consider allowing a Junior Officer player to apply all the bonuses, penalties and equipment granted by their chosen Regiment. This implies a bit more book-keeping on the part of a player, but also makes the Formation unique.

What about Commanders?

The Junior Officer is obviously a different take on the Commander Advanced Specialty, though both have different roles and functions on the battlefield. Rules as written they *should* be able to coexist; consider fluffing a Commander as, say, a Corporal or squad-level NCO, while a Junior Officer is a bit higher up the food chain but less involved with the direct operations of a group of soldiers.

Junior Officers in Vehicle Regiments

Unfortunately, Only War's vehicle rules weren't really designed to dovetail with Formation rules. When dealing with a Junior Officer in an Armoured regiment, consider refluffing them as an Armoured Fist squad tasked with backing up the tanks, maybe?

Officer of the Fleet

“The sound of an Avenger’s Bolt Cannon firing does more for morale than a dozen Commissars.”

-Anonymous Fleet Officer, Ganf Magna

Officers of the Fleet are just that, Imperial Navy officers embedded within Imperial Guard regiments to direct and coordinate with Aeronautica Imperialis aircraft and voidships. They provide a valuable command and control link between the boots on the ground and the firepower in orbit, and are an incredibly valuable force multiplier in situations where air superiority can be maintained.

Characteristic Bonus: +3 Fellowship, +3 Perception

Starting Aptitudes: Ballistic Skill, Defence, Fellowship, Leadership, Offence, Perception

Starting Skills: Awareness, Command, Common Lore (Imperial Navy), Operate (Aeronautica), Scholastic Lore (Astromancy) or Navigate (Stellar)

Starting Talents: Peer (Imperial Navy), Air of Authority or Combat Sense, Weapon Training (Any two of Las, Solid Projectile, Bolt, Low-Tech)

Specialist Equipment: Naval Pistol or Bolt Pistol, Good-Craftsmanship Microbead, Carapace Chestplate, Magnoculars

Wounds: 6 + 1d5

Officer of the Fleet Advances:

Officers of the Fleet do not gain a Comrade, but they can buy the following advances for themselves.

Eyes in the Sky:

Type: Passive

Cost: 200 xp

Officers of the Fleet represent the interface between the average Guardsman and a vast network of aircraft, satellites, and orbital infrastructure. This tactical network can provide a Militarum Squad with up-to-the-minute navigational and tactical positioning.

The Officer of the Fleet, and members of the Squad they are in, gains a bonus to Navigate tests, and any test to estimate enemy movements, force concentrations or tactical composition, equal to three times the Squad’s Logistics Bonus. Once per mission per character, when they fail such a Test, they may immediately reroll it; they



Art by [Dirk Loechel](#).

must take the second result, even if it is worse.

Strafing Run:

Type: Order (Half Action)

Cost: 300 xp

The main role of the Officer of the Fleet is calling in air strikes, and these most commonly manifest as strafing runs by whatever Imperial fighter craft are in the area. Though these attacks are seldom damaging enough to seriously harm large targets, they are excellent for breaking up and disrupting infantry.

A number of times per mission equal to half the Squad's Logistics Bonus, rounded up, the Officer of the Fleet may call in a strafing run. They designate an area 5 meters across by 10 x their Logistics Bonus meters long within line of sight, and make a Difficult (-10) Command Test. If they succeed, at the end of the round, every enemy character within the area must pass a Difficult (-10) Pinning Test with a penalty equal to 5 x the Officer's Degrees of Success. If they fail by more than 4 Degrees of Failure, they immediately take a single Heavy Bolter hit to their Body location.

Strike Mission:

Type: Order (Full Action)

Cost: 500 xp

When heavily-armoured foes rear their heads, the Officers of the Fleet direct the Imperial Navy's Avengers and Thunderbolt attack aircraft to reduce them to ruin.

A number of times per mission equal to half the Squad's Logistics Bonus, rounded up, the Officer of the Fleet may call in a strike mission against nearby large targets. They must pass a Hard (-20) Command Test. If

they succeed, they may select a number of vehicles or characters of Size Hulking (5) or larger within line of sight equal to their Degrees of Success. At the end of the next round, if they are still out in the open, each of these targets must pass Hard (-20) Dodge test or Hard (-20) Operate (Surface) Test or take one hit from a Lascannon to the Body or Rear Facing, plus one extra hit for every three Degrees of Failure.

Where are the planes, though?

As with Artillery Spotters, playing an Officer of the Fleet character implies a battlefield where the Imperial Navy is present. This imposes some complications on things, mostly on the GM side.

First off, what kind of Navy units are available? Are there PDF aircraft present instead? Next, are they actually capable of getting to the Squad's location or responding to a request for a strike mission or strafing run? For an Officer of the Fleet to be most effective, it may be worth it to run missions destroying or suppressing local anti-aircraft guns, or risk losing the ability to call in strikes.

Lastly, air strikes will obviously be delayed, impeded or thrown off-course by extreme range, low fuel and ammunition, and even bad weather. They also can't be called in if the Officer of the Fleet has no way of contacting the Fleet, or if they're in a location (such as deep underground) where aircraft weapons can't reach.

Sutler

“Every man on this’ere battlefield needs the four basic food groups to keep ‘im fighting fit: corpse starch, rotgut, lho sticks and ammo! And I got all four!”

-Sutler Scuggins, Bellagian 88th “Bateman’s Cavaliers”

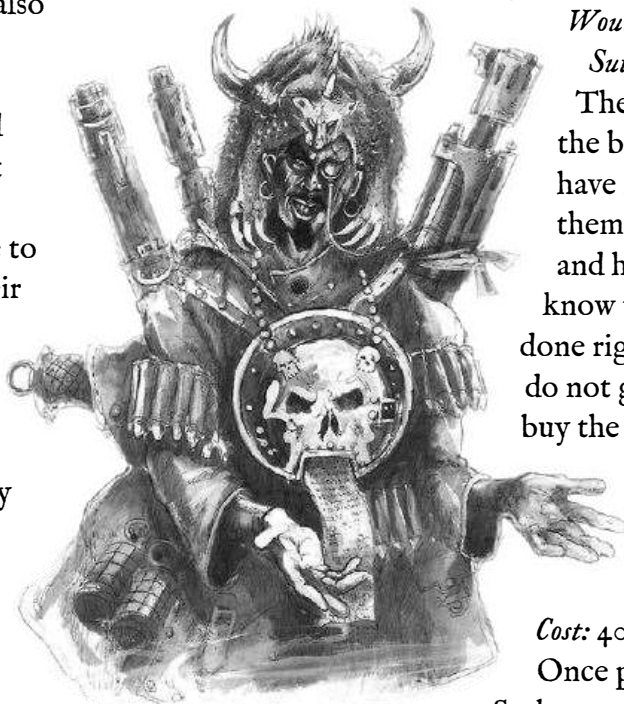
The representatives of the Munitorum on the battlefield, Sutlers are effectively combat supply officers. Mainly charged with protecting convoys of goods to the frontlines, they also serve as useful merchants for equipment, food and luxuries that soldiers wouldn’t normally be able to acquire from their regiments.

Just as often outright thieves and fraudsters as they are honest businessmen, the Munitorum’s vast and disorganized Sutler

Corps weaves its tenuous grasp throughout the Astra Militarum. Sutlers can be found on any battlefield where there are logistics to be managed, troops with disposable income, and loot to be stolen.

Characteristic Bonus: +5 Fellowship

Starting Aptitudes: Defence, Fellowship, Fieldcraft, Knowledge, Perception, Social, Toughness



Starting Skills: Commerce +10, Inquiry, Scrutiny, Common Lore (Imperial Guard, Administratum), Scholastic Lore (Bureaucracy)

Starting Talents: Munitorum Influence, Peer (Administratum or Black Market), Ears to the Ground, Weapon Training (Las or Solid Projectile, Low-Tech)

Specialist Equipment: Good-Quality Stub Revolver with Expander Rounds or Good-Quality Laspistol with Red-Dot Laser Sight, Survival Suit, Auto-Quill

Wounds: 7 + 1d5

Sutler Advances:

The best Sutlers work alone on the battlefield. Though they may have networks of contacts, and find themselves swarmed by supplicants and hangers-on when in camp, they know that if you want something done right, you do it yourself. Sutlers do not gain a Comrade, but they can buy the following advances for themselves.

Deep Pockets:

Type: Passive

Cost: 400xp

Once per character per combat, the Sutler can dig around and scrounge up a few extra rounds of specialty ammunition to give to their companions. A character within 2m of the Sutler can load their current weapon with one Clip full of one unusual ammunition, generated via Table 3: Sutler Ammunition. They must spend their next action(s), as many as are needed, reloading. At the end of combat, any remaining ammunition in the clip is lost as it returns to the Sutler’s vast mess of trinkets and gewgaws. Bullets don’t grow on trees, after all.

Table 3: Sutler Ammunition

d10	Autoguns	Location
1-3	Tracer Rounds	<i>Hammer, 123</i>
4	Amputator Rounds	<i>Core, 193</i>
5	Bleeder Rounds	<i>Core, 193</i>
6	Dumdum Bullets	<i>Core, 193</i>
7	Expander Rounds	<i>Core, 193</i>
8	Man-Stoppers	<i>Core, 194</i>
9	Subsonic Stub Rounds	<i>Vol. 3, 44</i>
10	Sutler's Choice	-
Shotguns		
1-2	Tracer Rounds	<i>Hammer, 123</i>
3-4	Amputator Shells	<i>Core, 193</i>
5-6	Bolo Shells	<i>Vol. 3, 39</i>
7-8	Solid Slugs	<i>Hammer, 123</i>
9	Inferno Shells	<i>Core, 194</i>
10	Sutler's Choice	-
Lasguns		
1-2	Hotshot Charge Pack	<i>Core, 194</i>
3-4	Lo-Charge Pack	<i>Vol. 3, 41</i>
5-6	Blitz Pack	<i>Vol. 3, 39</i>
7-8	Scrapmaker Pack	<i>Vol. 3, 43</i>
9	MPCP	<i>Vol. 3, 41</i>
10	Sutler's Choice	-
Plasma Guns		
1-5	Tough Luck!	-
6-7	Dust Cell	<i>Vol. 3, 40</i>
8-9	Filament Cell	<i>Vol. 3, 40</i>
10	QG Cell	<i>Vol. 3, 43</i>

Circle the Wagons:

Type: Free Action

Cost: 300xp

Sutlers seldom see offensive combat, but any supply officer worth their salt has an eye for the defensive. At the end of each turn in which they do not enter Overwatch, a Sutler automatically gains a free use of the Overwatch action, and can make one Single Shot attack against the first enemy that enters their standard cone of fire. This attack cannot trigger Righteous Fury. If the Sutler dodges or is attacked in melee, this effect is lost.

Waste Not, Want Not:

Type: Passive

Cost: 200xp

The Sutler's allies know that resources are at a premium on the battlefield, and that anyone who can't be trusted to contribute equipment can't be trusted as a customer. Any Player Character with a Sutler in their party gains a +5 bonus to any Test to locate valuable or useful salvage on the battlefield. The Sutler gains +10 to such tests. Additionally, the GM may secretly Test using the character's Awareness to notice hidden gems of gear or other valuables.

You Owe Me:

Type: Passive

Cost: 500xp

Sutlers are the social heart of the Munitorum, spreading rumors, favors and gossip as fast as they redistribute material wealth. Further, because they are technically outside the Militarum's chain of command, their social influence can spread surprisingly far, and influence those whose authority would otherwise be inviolate. A Sutler with this ability can use their network of contacts and debtors to make things happen on the battlefield, and fast. Once per session, a Sutler can decide to pull strings and add the party's Logistics score to any one test by themselves or an ally to get a favor from a superior officer or member of an allied force who otherwise does not answer to them. This Test ignores any penalties for poor reputation or Dispositions, and invokes no extra penalties if it fails. Such a test could be used to requisition an armoured vehicle, call in (or call off) an artillery strike, request emergency medical aid, a stay of execution, or anything similar.

New Advanced Specialty Options

Air Controller

“We see your smoke signal, Vigilance Alpha. Bringing down the lightning on them.”

-Imperial Navy vox chatter, Rynn’s World

Most Imperial Navy officers are content to remain well behind the lines, directing fire from afar. Some... aren’t. Air Controllers are those Officers of the Navy who choose to direct aerial strikes from as close to their targets as possible, making the best use of the Aeronautica Imperialis’ lighter elements, like Valkyrie and Vendetta gunships. Though they expose themselves to the most danger, they are incredibly effective in minimizing friendly fire and ensuring the Navy’s firepower is directed as efficiently as possible.

Prerequisite Speciality: Officer of the Fleet

New Aptitudes: Fieldcraft, Leadership, Offence, Perception, Social, Toughness

New Talents: Lockdown and Haze of War or Open-Air Operations

Specialist Equipment: Good-Craftsmanship Naval Pistol or Good-Craftsmanship Bolt Pistol, Good-Craftsmanship Microbead, Deadspace Earpiece, Light Carapace

Specialist Advances:

Air Cover:

Type: Passive

Cost: 300xp

Even a few stray shots from nearby aircraft can provide a huge force multiplier in a tight combat scenario, reminding enemy forces not to poke their heads out of cover for too long.

Whenever the Air Controller or a member of their Squad succeeds on an Overwatch

Helos in the AO

The Air Controller is the “really, really close air support” Specialty, which naturally implies the presence of Aeronautica Imperialis gunships nearby and in comms range. For a high-ranking Squad with an Air Controller, it might make sense for the GM to assign a dedicated Valkyrie or Vendetta gunship to provide them with both transport and fire support. Just remember, of course; if the area’s full of enemy anti-aircraft weapons, air strikes suddenly become a much riskier proposition.

attack, the Air Controller may cause the attack to deal damage as if it were made with a Heavy Bolter, as nearby aircraft rain fire on the target. This ability may be used once per combat for free; every activation after the first costs 1 point of Logistics.

Guided Missile Strike:

Type: Order (Free Action)

Cost: 300xp

Though expensive to manufacture, the Imperium’s suite of guided missile weapons represents the pinnacle of high-accuracy firepower. When the Air Controller makes a Full Aim Action against a target, they may also make a Hard (-20) Command Test; if they succeed, that target is immediately struck by a Hellstrike Missile. At the GM’s discretion, due to the guided nature of the Hellstrike, this attack may be able to hit targets inside buildings, behind cover, etc.

This ability may be used any number of times per encounter, but each use after the first costs 1 point of Logistics.

Incendiary Bombing Run:

Type: Order (Full Action)

Cost: 500 xp

Promethium munitions are inexpensive, easy to transport, and guaranteed to put the fear of the Emperor into the enemies of Mankind.

A number of times per mission equal to the Squad's Logistics Bonus, the Air Controller may call in a Promethium bombing run. They must pass a Challenging (+0) Command Test. If they succeed, they designate a 30-degree cone-shaped area with a length equal to 10m x their Logistics Bonus within line of sight. At the end of the next round, all targets within the area must make a Hard (-20) Dodge test or Hard (-20) Operate (Surface) Test or take a single hit from an Inferno Cannon (which here represents an explosion of burning Promethium).

For the next 10 rounds, this area is Dangerous Terrain and is full of Smoke.

Alternate Munitions

Promethium air strikes are well and good, but sometimes the Squad will find itself fighting enemies like the Necrons who don't really care about flame weapons. In these situations, the GM might consider re-statting the Incendiary Bombing run as a Plasma Bombing Run (doing damage as per a Plasma Cannon), a Melta Bombing Run (doing damage as per a Multi-Melta), or even something more exotic like a poison gas strike (using the chemical weapons profiles in Volume 3 of the *Primer*).



Caravaneer

“Yah! Yah! Ride, you sons-of-bitches! I’ve never lost a cargo yet, and now ain’t gonna be the first time!”

-Sutler Sherm Valdez, Bellagian 47th “Morris” Rangers”

The Munitorum by and large uses spaceborne vehicles to distribute its supplies, but as always, the Imperial Navy cannot be everywhere at once. In places where Imperial fronts are stretched thin, the Munitorum’s Sutlers step to the fore, using their skill and tenacity to transport war materiel, food, and key personnel through unbelievably hostile conditions.

The Caravaneers, as they are known, take on many forms- some might be commanders of large convoys of transport vehicles, always on the alert for predatory raiders, while others might be the drivers of huge herds of food animals or beasts of burden, wary for those who might try to interrupt their trek. Armed with lightweight gear, a can-do attitude and a talent for survival in harsh environments, they roam the rear lines of the Guard, delivering supplies wherever they need to go. There is no official training to become a Caravaneer, nor is it anything like an official title- rather, it is a role that many Sutlers find themselves falling into as the situation demands it. They are a hardy lot, and their presence on a distant battlefield may be the only connection with civilization a Guardsman has.

Prerequisite Speciality: Sutler

New Aptitudes: Agility, Ballistic Skill, Fieldcraft, Social, Tech *or* Toughness, Perception

New Talents: Either Hunter’s Instincts and Excellent Cook *or* Ace Operator *or* Skilled Rider

Specialist Equipment: Mono-Groxwhip *or* Good-Craftsmanship Hand Cannon *or* Hotshot Laspistol, Cavalry Mount *with* Riding Tack *or* Centaur Carrier *or* Dvalinn
Specialist Advances:

Ornery Cuss:

Type: Passive

Cost: 300xp

Mounted Caravaneers are famous for their foul attitude, lack of patience for the incompetent, and refusal to die under the direst circumstances. The same often applies to their mounts. The Caravaneer gains a +10 to any Tests to resist taking levels of Fatigue, and can ignore their first level of Fatigue so long as they are mounted. Their Mount gains the Enduring Mount Trait (See Hammer of the Emperor p.137). If it already has Enduring, it increases its Toughness by 5.

Bodger:

Type: Passive

Cost: 300xp

Through an ingenious collection of kludges, jury-rigging and unsanctioned modifications that would make a Techpriest weep, Caravaneers keep their vehicles running whatever the cost. As a Full Action, a Caravaneer can make a Challenging (+0) Intelligence Test to cause a vehicle to ignore the effects of one of the following Vehicle Conditions for 24 hours x their Intelligence Bonus. Fire Damaged

- Motive Systems Impaired
- Targeting Systems Destroyed
- Weapon/Turret Locked
- Weapon Disabled

This ability can only be active on a single vehicle at a time. If these modifications are ever discovered by an unfriendly or otherwise high-ranking member of the Adeptus Mechanicus, the Caravaneer gains the Enemy (Adeptus Mechanicus) Talent. The Caravaneer can gain Enemy multiple times in this way.

Mounted Rifleman:

Type: Passive

Cost: 400xp

To protect a supply caravan, a Caravaneer must first protect themselves, and the best know that mobility is the key to Defence when dealing with a long, slow supply train. To this end, many Caravaneers become superb mounted riflemen, capable of aimed shots from the back of beasts that would put marksmen to shame. When making Single Shot ranged attacks from the back of a Mount, a Caravaneer gains a +10 on their Ballistic



Skill Tests to hit, and a bonus to their Damage equal to one half their Perception Bonus, rounded up.

Convoy Master:

Type: Passive

Cost: 400xp

Every Imperial supply convoy overland will

attract hangers-on of some kind. Some are harmless, but in the thick of battle the last thing any Caravaneer wants to find is that someone has nicked their cargo. To that end, they exhort vehicle crews to keep an eye out for trouble. Whenever the other crew members of a vehicle a Caravaneer is riding or operating make Overwatch attacks, they increase the damage of those attacks by one half the Caravaneer's Perception Bonus, rounded up.

Dropmaster

“The correct arms and ammunition delivered promptly to the correct location can turn the tide of a battle more surely than a bayonet charge.”

*-The *Tactica Imperialis**

Outside of a very small number of Drop Regiments, the experience of most Guardsmen with logistical air support is minimal; supplies are most cheaply delivered by land, after all. Still, the Dropmasters of the Fleet are constantly busy behind the lines, preparing landing zones for transports and supply craft, and directly guiding in provisions for isolated or advance units on the front lines. The Dropmaster represents the logistical side of Imperial Navy support; frequently collaborating with the Sutlers and quartermasters of the Militarum, they ensure that the Guardsmen on the front are provided with the equipment they need, when and where they need it.

Prerequisite Speciality: Officer of the Fleet
New Aptitudes: Defence, Fellowship, Knowledge, Leadership, Perception, Tech
New Talents: *Either* Peer (Munitorum) *and* Drop Trooper *or* Munitorum Influence
Specialist Equipment: Data-Slate, Good-Craftsmanship Commbead, Combitoon, Mag-Boots
Specialist Advances:

Careful Loading:

Type: Passive

Cost: 200 xp

Whether by mathematical training or gut instinct, Dropmasters know how best to load up a vehicle with spare equipment and gear. Any vehicle a Dropmaster has had at least an hour to pack, repack and prepare

gains a +10 bonus to its Manoeuvrability and increases its Carrying Capacity by 2 until the end of the Mission.

Supply Drop:

Type: Order (Full Action)

Cost: 400 xp

Aerial supply drops are an extremely common logistical support system for the Imperial Guard, especially for lighter airborne regiments who might not be able to carry substantial reserves of ammunition. A number of times per mission equal to half the Squad's Logistics Bonus, rounded up, the Dropmaster may make a Challenging (+0) Command Test. If they succeed, within 1d10 minutes a Drop Canister (see *Hammer of the Emperor*, page 125) is deployed near their position. As part of the initial Test, the Dropmaster designates their target zone; if the test fails, the Drop Canister lands a number of metres away from the intended location equal to ten times the Degrees of Failure, in a random direction.

If the Drop Canister would land on top of a character, it may pass a Challenging (+0) Agility or Dodge test to get out of the way. If it fails, it takes 1d10 + 20 Impact damage, and the contents of the Canister may be damaged or destroyed.

The Drop Canister may contain one of the following options, as requested by the Dropmaster but ultimately determined by the GM;

- One Heavy Weapon with 3 clips' worth of ammunition
- Up to 45kg of assorted cargo; this could be lighter weapons, ammunition, grenades, or any other human-portable gear.

At the GM's discretion, the Dropmaster might be required to make a Logistics Test to determine if what they ask for is in the Canister; failure might result in items being lost, missing or replaced with Random Issue Gear, generated as per the *Only War Core Rulebook*.

If the Dropmaster requests equipment that was already Mission Assignment Gear, the GM is strongly encouraged to have local Munitorum officials become very curious as to what happened to the original Mission Assignment Gear, and why it needed to be replaced.

Materiel Drop:

Type: Order (Full Action)

Cost: 500 xp

The Sky Talon gunship is the standard

Aeronautica

Imperialis heavy gunship, capable of



hauling a wide variety of heavy loads over long distances. Their pilots work closely with Navy Dropmasters, ensuring that equipment gets where it is needed most.

Any number of times per mission, the Dropmaster may make a Hard (-20) Command Test to requisition the delivery of light equipment, vehicles and other useful materiel by Sky Talon. If they succeed on the test, they may designate an area of open space large enough to fit a Size (7) vehicle within line of sight; in 10D10 minutes, minus 5 minutes for every Degree of Success on the initial test, a Sky Talon arrives to drop off their chosen cargo.

The Dropmaster may pick any one piece of cargo from Table 4; each has a different Logistics cost which permanently reduces the Squad's Logistics score.

Table 4: Materiel Drops

Equipment	Logistics Cost	Notes
Sabre Gun Platform	1d5	Dropmaster specifies weapon.
Tarantula Sentry Gun	1d5	May be either Metalica or Hadd-Pattern. Dropmaster specifies weapon.
Cyclops	1d5	Includes remote control.
Pack Howitzer	1d5	Includes 12 rounds, any number of which can be HEAT rounds.
Centaur	1d5 +1	-
Tauros/Tauros Venator/Tauros Commando	1d5 +2	Dropmaster specifies weapon for standard Tauros/Venator, and may choose if the Commando is Ramshackle or Rugged.
Sentinel Walker	1d5 +2	Dropmaster specifies weapon.
Prefab Fortification	2d5	A 5m x 5m x 1.5m rockcrete (16 AP) bunker fitted with firing slits for up to 12 Guardsmen; comes fitted with an explosive anchoring system that latches on to whatever surface it is dropped on.

Innovator

“Tennanlower Jnr. Lt. disciplined; used drop canisters to disrupt Orkish raid. Note to self: promote him when the heat’s died down.”

-From the diary of Lord General Scabeus duFour

For all its many flaws, the Astra Militarum represents a true meritocracy; soldiers who perform well and demonstrate a flair for command will quite often rise up the ranks by reason of their skill alone, regardless of background or social status. Such innovators often attract negative attention from their compatriots, whether through jockeying for promotion, class issues or jealousy, but those who survive the politicking go on to be some of the Imperium’s finest.

An Innovator is an informal designation for a Junior Officer who is willing to push the bounds of the *Tactica Imperialis*, and the general regulations of the Guard, in pursuit of victory. Creative and unpredictable on the battlefield, they lead their squads to victory in the most surprising ways.

Prerequisite Speciality: Junior Officer

New Aptitudes: Intelligence, Fellowship, Fieldcraft, Leadership, Perception, Social

New Talents: Combat Sense and Evasive or Paranoia

Specialist Equipment: Commbead, plus any three of the following: Good-Craftsmanship

Magnoculars, Chameleoline Cloak, 3 Smoke Grenades, 3 Demolition Charges, Combi-Tool, Signal Jammer, Stummer, Regimental Favored Basic Weapon

Specialist Advances:

Unconventional Armaments:

Type: Passive

Cost: 200 xp

The sheer variety of strange and unusual weapons available to the Imperium means that an officer can adapt the loadout of their squad to just about any situation, especially if they’re willing to bend the rules a little.

The Innovator may choose to equip one extra Guardsman in their Formation as a Special Weapons Troop, as per the Junior Officer’s *Squad Gunners Advance*. In addition, if they capture alien, heretical or otherwise exotic weaponry, they may choose to have one of their Special Weapons Troops wield that weapon instead of their previous gear, and they are considered to have all the Talents needed to operate it effectively.

Trouble Shaker:

Type: Passive

Cost: 200 xp

When you start making waves in an organization as hidebound as the Guard, you’re bound to attract the wrong kind of attention.

The Innovator gains a +20 bonus to social Tests to cover up rules transgressions, distract official attention, delay investigations, or otherwise keep them and their Squad out of disciplinary troubles.

Unconventional Tactics:

Type: Passive

Cost: 500 xp

Innovative and unusual tactical planning can be the result of long study, spur-of-the-moment improvisation, or even genuine strokes of inspiration; whatever it

is, it can have a potent effect on the battlefield.

Every time the Innovator makes a Perception, Navigate (Surface) or Intelligence-based test to analyze a combat situation, potential battlefield, or tactical engagement, they gain a single Tactic Point if they score three or more Degrees of Success. An Innovator may “bank” a number of Tactic Points equal to their Intelligence Bonus, and they are lost at the end of each combat.

In combat, the Innovator may spend a Tactic Point at the start of their turn to grant their Formation one of the following bonuses:

- The Formation’s first attack of their next turn gains Crippling, Snare or Felling (X), where X is the Innovator’s Perception Bonus.
- The Formation’s movement speed is doubled, and it ignores penalties from difficult or dangerous terrain. These bonuses last until the end of the Formation’s next turn.
- The Formation reduces Unit Strength damage from all sources by 1, to a minimum of 0, until the end of its next turn.
- A space adjacent to the Formation now contains a Snare Mine with a detection radius equal to the Innovator’s Perception Bonus, fitted with a grenade taken from the Innovator’s inventory.
- The Formation immediately hides or scatters; if the Innovator passes a Challenging (+0) Command Test their Formation is now considered hidden from the enemy until their next attack.



Inquisitorial Agent

“When there’s aught afoot/In your subsector/where can you seek aid?/Storm-troopers!”

-Informal anthem of the Ixaniad Inquisitorial Tempestus

Generally, the Inquisitorial Stormtroopers stand apart from their more conventional Tempestus brethren, and their training is far more couched in secrecy than that of ‘ordinary’ Tempestus Scions. The personal enforcers of the Inquisition, as well as guards for the nightmarish Black Ships and hidden Inquisitorial facilities, these elite soldiers are trained to fight off threats that attack the soul as much as they do the body. Most of the ‘Inquisitorial’ Stormtroopers who serve alongside the Imperial Guard, however, are merely regular Stormtroopers who, whether through personal valor, uncommon fortitude, or sheer misfortune have captured the attention of an Inquisitor. Fast-tracked for mental fortitude training and equipped with gear significantly better than their compatriots, they are often deployed to bolster conventional forces in the fight against xenos psykers or the works Chaos. Their combat tactics lack much of the mobility of their peers- it is useless to attempt to outrun beings whose minds are their deadliest weapons, after all. On the battlefield, they act as an unyielding



bulwark of faith to turn back the darkness wrought by the enemies of Man.

Prerequisite Speciality: Stormtrooper

New Aptitudes: Ballistic Skill, Fieldcraft, Finesse, Knowledge, Leadership, Willpower

New Talents: *Either* Resistance (Psychic Powers) *and* Jaded *or* Inspire Wrath

Specialist Equipment: Good-Craftsmanship Stormtrooper Carapace, Good-Craftsmanship Hotshot Lasgun with Laser Sight and the Sanctified Quality

Specialist Advances:

Divine Inspiration:

Type: Order (Half Action)

Cost: 400xp

Once per combat, an Inquisitorial Agent may spend a Half Action to allow all allies within a radius equal to their Willpower Bonus to gain the positive effects of a single Talent the Agent knows until the end of their next turn, even if they do not meet the prerequisites.

Sanctified Firepower:

Type: Order (Full Action)

Cost: 500xp

As a Full Action, an Inquisitorial Agent can make an Ordinary (+10) Command or Intimidate Test- if the test succeeds, the weapons of all allies within 5 meters gain the Sanctified and Proven (X) Weapon Qualities, where X is 2 + the number of Degrees of Success scored on the test, to a maximum of 6. This effect lasts for the remainder of combat.

Intruder

"You're... pretty good."

- Tempestus Major Samuel Pliskin, moments before garroting an Ork Kommando

The Tempestus has many units who function as infiltrators or covert insertion troops, operating under cover of darkness, sensor jamming or Cameleoline to encircle, pin down and instil terror in their enemies. Those from these regiments who truly excel at tactical espionage, who are not just good soldiers but good intelligence officers, are trained as Intruders. Their instruction brings them nearly to the level of skill of the nightmare agents of the Officio Assassinorium; like ghosts or serpents, they slowly and methodically creep their way into enemy fortresses, leaving a string of dead or unconscious guards in their wake. Intruders almost always work alone, supported over vox by a network of tactical officers, civilian specialists and Techpriests. Though seldom seen on conventional battlefields, they make their presence known in sieges, occupations or any other situation where covert operations are the order of the day. Where they operate, enemy officers have a knack for turning up dead, or kidnapped, vital documents seem to disappear from the middle of heavily-defended compounds, and terrifying war machines fall prey to relentlessly precise sabotage. When an Intruder is present, the very nature of war changes.

Prerequisite Speciality: Stormtrooper

New Aptitudes: Agility, Ballistic Skill, Fieldcraft, Finesse, Perception, Weapon Skill

New Talents: *Either Lone Wolf and Ambush or Crippling Strike*

Specialist Equipment: Synskin, Good-Craftsmanship Preysense Goggles, Best-Craftsmanship Delileus with Expander Rounds or Best-Craftsmanship Lascarbine with Lo-Charge Packs

Specialist Advances:

CQC Mastery

Type: Passive/Reaction

Cost: 200xp

Sometimes the nature of an infiltration mission means that conventional engagement with melee or ranged weapons simply isn't tactically advantageous. Fortunately, the Intruders are trained to use their enemies' bodies against them, turning the tide of a melee with lightning speed. The Intruder may make the Stun or Disarm actions as a Half Action, instead of a Full Action, and treats a target's Toughness Bonus as being halved for the sake of calculating damage from the Takedown action. When an Intruder passes a Dodge or Parry test against an enemy melee attack by more than two degrees, the enemy is disarmed and the attack fails. When an Intruder passes by more than three degrees, the target is also knocked Prone.

Sneaking Mission

Type: Passive

Cost: 300xp

Nothing ruins a prison break or hostage extraction faster than a loud or clumsy compatriot, and the Intruders train constantly to deal with such eventualities. For a number of minutes per day equal to the Intruder's Agility Bonus, all allies within a 5-meter radius of them gain a +20 to all Agility and Perception-based tests.

Long-Range Patroller

“For enemy, day we visit base is worst day of entire life. For us, is Tuesday.”

-Anonymous, Katyushan 4th Advance Spotters
Motorcycle Unit

The Imperial Navy is always reluctant to deploy aerial and space forces to a conflict unless they absolutely must, and the frequent need amongst the Imperial Guard for battlefield intelligence has led to the formation of long-range patrol units. Operating in environments where orbital or aerial surveillance is impossible or impractical, these small Stormtrooper divisions focus on extreme mobility for long periods of time, bypassing or punching through enemy strongpoints to reconnoitre well behind the lines. Such soldiers needs must be patient, observant, and remarkably tenacious, as they may well operate on missions with little to no support from their own forces. Most use customized versions of the Tauros or similar light vehicles, equipped with gigantic spare fuel tanks and packed with as much observation equipment and spare weaponry as their strained chassis can manage. In a pinch, this deliberate overarming allows Patrollers to operate not just as recon troops, but also as raiding parties, harassing supply lines and destroying the lines of communication.

Prerequisite Speciality: Stormtrooper
New Aptitudes: Agility, Fieldcraft, Offence, Perception, Tech, Toughness
New Talents: *Either* Resistance (Cold and Heat) *or* Tireless
Specialist Equipment: Good-Craftsmanship Magnoculars, Good-Craftsmanship

Survival Suit, Omnitool, Hotshot Laspistol with Laser Sight

Specialist Advances:

Astra Militarum Taxi Service:

Type: Passive

Cost: 200xp

Often seconded to non-Tempestus units, the best Patrollers learn quickly how to keep their passengers (and themselves), alive on vehicular voyages that would endanger the lives of lesser men. All allies within 5 meters of a Patroller gain the effects of all the Patroller's Heightened Senses or Resistance Talents. If they already have the same Talent or Talents, the effects of the two stack.

Not by Strength but Guile:

Type: Passive

Cost: 300xp

The Patrollers are trained in driving techniques that even other Stormtroopers would find almost suicidally dangerous, but their effectiveness is undeniable. Few foes are equipped for the sight of a Tauros Venator careening across the desert on only two wheels, or a Leman Russ ramping off the ruins of a bridge. The Patroller gains a +20 bonus to Operate tests to Jink, perform Evasive Manoeuvres, or Floor It!

Decisive Firepower

Type: Passive

Cost: 400xp

On the offensive, the Patrollers know that striking as quickly as possible, and as hard as possible, can be the deciding factor in victory. The weapons of any vehicle the Patroller crews all gain Proven (4).

Master of Ordnance

“Shipmaster, without a lance strike on this position, this whole system will be lost. Do your duty, for the Omnissiah!”

-Vox chatter, Niva Karl

While Imperial Guard Artillery Spotters are authorized to suggest and direct fire from divisional or regimental artillery units, the Masters of Ordnance hold much greater influence; with their mastery of protocol and dialect they can order strikes even from voidships in orbit, or from the heaviest strategic artillery available to the Militarum.

Prerequisite Speciality: Any Guardsman

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

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

Specialist Equipment: Deadspace Earpiece, Good-Craftsmanship Preysense Goggles, Good-Craftsmanship Vid-Relay, Handheld Targeter

Specialist Advances:

Continuous Direction:

Type: Passive

Cost: 300 xp

Masters of Ordnance and their Comrades are trained to the highest degree of ballistic science in the Imperium, and working as a team they can relay extremely accurate targeting information and fire correction orders to a wide variety of Militarum and Imperial Navy forces.

As long as the Master of Ordnance’s Comrade is in Cohesion, once per round he may choose to reroll any one Test made to

What’s going on here?

This is an alternate take on the Master of Ordnance Advanced Specialty already present in *Hammer of the Emperor*, with mechanics more in-line with the artillery bombardment abilities used in the Artillery Spotter Guardsman Specialty. Feel free to swap in this version of the MoO as your GM sees fit, or don’t! This version is considerably stronger than the core version of the character, but also puts a lot more hurt on the Squad’s Logistics rating.

As with the Artillery Spotter, much of the Master’s portfolio of abilities cannot be used in situations that artillery or orbital strikes cannot physically reach (deep underground, inside a large structure, etc.), or when there is no supporting artillery present.

When calling in Siege-type weapons, discretion is vital on the part of the GM; these are immensely powerful weapons which can trivialize combat encounters with weaker enemies. GMs should balance combat encounters and tactics based on the assumption that the enemy knows heavy artillery is present and has prepared accordingly.

Political and logistical concerns also apply here. If the party starts throwing around Colossus Bombard shells willy-nilly, the Munitorum should also get involved; they will want to know why such expensive ordnance is being expended like it grows on trees.

fire an Indirect weapon or call in fire from a supporting force; he must take the second result, even if it is worse. Additionally, whenever he rolls on the Scatter Diagram

for any weapon with the Indirect quality, he may roll twice and pick either result.

Hurricane Bombardment:

Type : Order (Half Action)

Cost: 500 xp

The Master of Ordnance and his Comrade coordinate with artillery batteries in range to call in accurate and effective fire on their targets.

As part of this order, the Master of Ordnance makes a Challenging (+0) Ballistic Skill or Command Test, and chooses one of the following options:

Precision Strike: A single round of artillery in the right place can turn the tide of a battle.

The Master of Ordnance indicates a point (and not a character) on the battlefield within line of sight. At the end of their turn, a single shot from an available piece of Field, Mortar or Rocket-type artillery of the Master of Ordnance's choice hits the designated position. The round scatters by a number of meters equal to 5-their Degrees of Success on the initial Test, to a minimum of 0.

As part of the initial Test, the Master of Ordnance may reduce the Squad's Logistics rating by 1 to instead call in a single shot from a piece of Siege artillery, selected by the GM.

Creepting Barrage: A "walking" line of artillery strikes moving across the battlefield both suppresses enemy defences and blows breaches in their fortifications.

The Master of Ordnance designates an area of ground 5m x their Logistics Bonus wide by 20 x their Logistics Bonus long. After 1d5-1 rounds, every character within the area must pass an Agility test with a penalty equal to 10 x their Degrees of Success on the initial Ballistic Skill or Command Test, or take damage from a single piece of Field, Mortar or Rocket-type artillery of the Master of Ordnance's choice.

Any fortifications, ground-based traps, landmines, trenches and other emplacements that might impede the advance of infantry or vehicles in the area are destroyed. At the GM's discretion, this might fill the area with Dangerous or Difficult Terrain.

As part of the initial Test, the Master of Ordnance may reduce the Squad's Logistics rating by 1d5 to double the width and length of the bombarded area and inflict damage as per a piece of Siege artillery, selected by the GM. The width and length of the area is calculated based on the Squad's Logistics Bonus before the reduction.

Box Barrage: A carefully-calculated defensive strike surrounds a strongpoint with a wall of detonations and shrapnel, delaying or cutting off an enemy advance.

The Master of Ordnance designates a square area of ground up to 5m x their Logistics Bonus wide by 5m x their Logistics Bonus long. 1d5-1 rounds later, every character not in this area, but within 100 meters of the Master of Ordnance, must pass an Agility test with a penalty

equal to 10 x the Master's Degrees of Success on the initial Ballistics Skill or Command Test, or take damage from a single piece of Field, Mortar or Rocket-type artillery of the Master of Ordnance's choice.

As part of the initial Test, the Master of Ordnance may reduce the Squad's Logistics rating by 1d5 to inflict damage as per a piece of Siege artillery, selected by the GM.

Lance Strike:

Type : Order (Full Action)

Cost: 600 xp

It is seldom necessary for the Imperial Guard to call in the terrifying power of the guns of the Imperial Navy to protect them; these are weapons of apocalyptic power,

capable of burning off the atmosphere of a planet.

As part of this order, the Master of Ordnance makes a Hard (-20) Command Test and indicates a point (and not a character) on the battlefield within line of sight. 1d5 +5 rounds later, -1 round for every Degree of Success on the initial Test, the ravaging beam of an Imperial Navy Lance weapon hits the designated position. It has the following profile;

Lance Strike (5d10 + 10 E | Pen 16 | Blast (4d10 + 5), Concussive (3))

This Order may be used any number of times per mission; every use after the first permanently reduces the Squad's Logistics Rating by 1d5.



Model Officer

“A textbook example of military efficiency, young lady. Continue to work in such a way and I can see bright things in your future.”

-Lord General Scabeus duFoure, to a Lieutenant of the Edelweiss Kurassiers

The Astra Militarum is often criticized in many higher-ranking Imperial circles for being a hidebound, ultra-conservative organization of backwards-looking old fuddy-duddies so lost in protocol and procedure that they couldn't find their own behinds with two hands.

This is true, to a degree, but the fact remains that the procedures and protocols of the Emperor's Imperial Guard are founded on millenia of extremely successful war-fighting on hundreds of thousands of fronts. Sticking to the exact letter of the *Tactica Imperialis* guarantees that, even if an officer is not the most creative or flexible in their tactics, those tactics will be at the very minimum fairly competent.

A Model Officer is a Junior Officer who has devoted themselves to just such a study, learning the tactical and strategic mores of their Imperium inside and out.

Prerequisite Speciality: Junior Officer

New Aptitudes: Fellowship, Fieldcraft, Knowledge, Leadership, Offence, Weapon Skill

New Talents: Total Recall *and* Strength in the Creed *or* Inspire Wrath

Specialist Equipment: Good-Craftsmanship Heavy Laspistol *or* Good-Craftsmanship Bolt Pistol, Good-Craftsmanship Chainsword *or* Power Sword, Commbead, Laud Hailer

Specialist Advances:

Mass Formations:

Type: Passive

Cost: 200xp

The *Tactica Imperialis* is clear that the strength in numbers of the forces of Humanity are some of their greatest assets, and that large-scale maneuvering allows a commander to bring the most firepower to bear on enemy targets.

Each time the Model Officer takes this Advance, they may increase the Unit Strength of their Formation by 1 Guardsman and increase the Squad's Logistics score by 3. This Advancement may be taken any number of times, provided the Formation never exceeds 20 members.

Standard Procedures:

Type: Passive

Cost: 300 xp

At its highest echelons, uniformity and standard operating procedure is the grease that turns the wheels of the Astra Militarum, and a rigid adherence to protocol brings stability and order amidst the chaos of a war zone. Those higher up the regimental chain of command usually appreciate it when their underlings behave in a predictable and measurable fashion, after all.

The Model Officer gains a +10 bonus to all social tests with higher-ranking members of their regiment and members of the Munitorum, as well as all Common Lore (Administratum, Imperial Guard *and* War) tests, and Scholastic Lore (Bureaucracy) Tests.

By the Book:

Type: Free Action

Cost: 400 xp

The dozens of collected books, essays, battle reports and other documents that form the combined *Tactica Imperialis* contain nuggets of operational wisdom covering a huge variety of combat circumstances from theatre-wide operational concerns down to the actions of individual soldiers. Careful reading of these near-holy books provides an Imperial commander with all they need to conduct successful warfare.

At the start of any of their turns in combat, the Model Officer may make a Challenging (+0) Scholastic Lore (*Tactica Imperialis*) test as a Free Action. If they succeed, they may “bank” one Tactic Point for every two Degrees of Success they make. At any other time in the combat, they may spend any number of Tactics Points to gain +1 Degree of Success on any one Test undertaken by them or a member of their Formation per point spent. A Model Officer may only bank a total number of Tactic Points equal to their Intelligence Bonus, and all stored Tactic Points are lost at the end of combat.



Old Guard

“The Orks broke upon their lines like on a redoubt of granite- By the Emperor, they accomplished with muskets and steel what our artillery and lasguns never could.”

-Anonymous report on the battlefield prowess of the Brumeran Korpogardistos.

Every Imperial Guard regiment that has seen prolonged combat tends to stratify naturally into two kinds of soldiers; the new recruits, and the old. The latter are far less numerous, but infinitely tougher, more dangerous, and truer to the glorious traditions of their regiment and homeworld.

The Old Guard is the consummate veteran soldier; grumpy, prone to grumbling and complaining at the drop of a hat, laden down with strange equipment and trophies issued, recovered or stolen from foreign battlefields, and forming a bulwark of manpower strong enough to crush even the fiercest of foes. In those Imperial Guard regiments which do not have regular demobilization policies, veteran soldiers can see decades of combat, and those with the luck and mental fortitude to endure it all can change the tide of a battle by their mere presence.

Prerequisite Speciality: Any

New Aptitudes: Same as previous Specialty. Add one of Fieldcraft, Finesse, Knowledge, Tech or Social.

New Talents: Either Jaded and any one of Ambidextrous, Resistance (Pick One), Peer (Pick One), Evasive, Lone Wolf, Reaction Fire

Becoming an Old Guard

The Old Guard Advanced Specialty is unlike all others in that it is class-agnostic. Any Support or Guardsman Specialty can switch to Old Guard, to represent them gaining extended battlefield experience and becoming the crack veterans of their unit.

However, while the Old Guard does offer greater flexibility than other Specialties, it carries with it one major limitation to represent their long field experience.

A character may only become an Old Guard after they have passed their campaign's second milestone to switch Specialties- in other words, a character may choose to play an Old Guard only on their third Specialty and up.

Or any one of Crack Shot, Crippling Strike, Munitorum Influence, Strong Minded, Formidable, Indefatigable, Low Profile
Specialist Equipment: Same as previous Specialty; increase the craftsmanship of any two items by one level, and gain one Weapon Upgrade with a rarity of Very Rare or less that can be applied to one weapon the character has Weapon Training for.

Specialist Advances:

Grumbler:

Type: Passive

Cost: 300xp

This character has earned, by length or success of service, a certain leeway in obeying orders or following perfect military protocol. Their superiors know this, and also know that that laxity makes

them all the more ferocious on the battlefield.

This character gains a +5 bonus to the non-damaging numerical effects of any Orders they receive, and reduces all incoming Insanity damage by 1, to a minimum of 0.

Last Man Standing:

Type: Passive

Cost: 400xp

Prerequisite: Character's Specialties have granted them no Comrades.

This character has seen hundreds of members of their unit come and go, the faces blurring together until they cannot remember who they've served alongside. Through it all, they endure, posting after posting, battle after battle.

This character gains a +20 bonus to any Test to resist Insanity, Fear or Corruption caused by the death of an ally. In addition, any attack roll against them that rolls doubles automatically hits the nearest ally's Comrade. If there are no Comrades near them that might take damage, they instead treat their Toughness Bonus as being doubled against such

attacks for the purposes of calculating damage.

Grizzled Veteran:

Type: Passive

Cost: 400xp

Prerequisite: Character's Specialties have granted them Comrade(s).

This character is a living font of useful combat knowledge, having seen, fought and over the myriad horrors of the Imperium's enemies. Their very presence in a squad instils discipline, coordination and a will to victory that can change the tide of the most desperate struggle.

Whenever this character has his, or any allied character's Comrade in cohesion, he gains a +10 bonus to all Tests. All allied characters in the Squad gain a +5 bonus to all Tests when they have a Comrade in cohesion.



Paymaster "LODS OF EMONE"

-Personal Motto of Paymaster Donnal Takarada

It is a common fallacy that the soldiers of the Imperial Guard are never paid. The Munitorum promises pay, it is claimed, but never delivers. This isn't accurate, of course, but there is a grain of truth. The Munitorum is a vast bureaucracy, and the funds (in dozens of different sectorial and regional currencies) often take far too long to get from the purses of Terra to the pockets of the common fighting man. Thus, many Guardsmen are quite used to being paid late, or too little, or not at all, or even, say, in decorative seashells or small cubes of processed metal instead of standard Imperial coinage.

The bureaucrats of the Munitorum are uncomfortably aware of this, and, seeking to reduce instances of insubordination or outright mutiny, often task trusted Sutlers with the job of supervising regimental pay. The title of Paymaster is strictly speaking inaccurate, as it is the regimental command staff and quartermasters who do the actual paying, but the Paymasters are there to ensure the cash flows on time, and to the right

people. Naturally, their influence is widespread and very, very well-respected. Holding the purse-strings of an entire regiment of heavily armed soldiers requires more than a little strength of character, and the few Paymasters to survive for any length of time tend to be men and women of remarkable guile and tenacity.

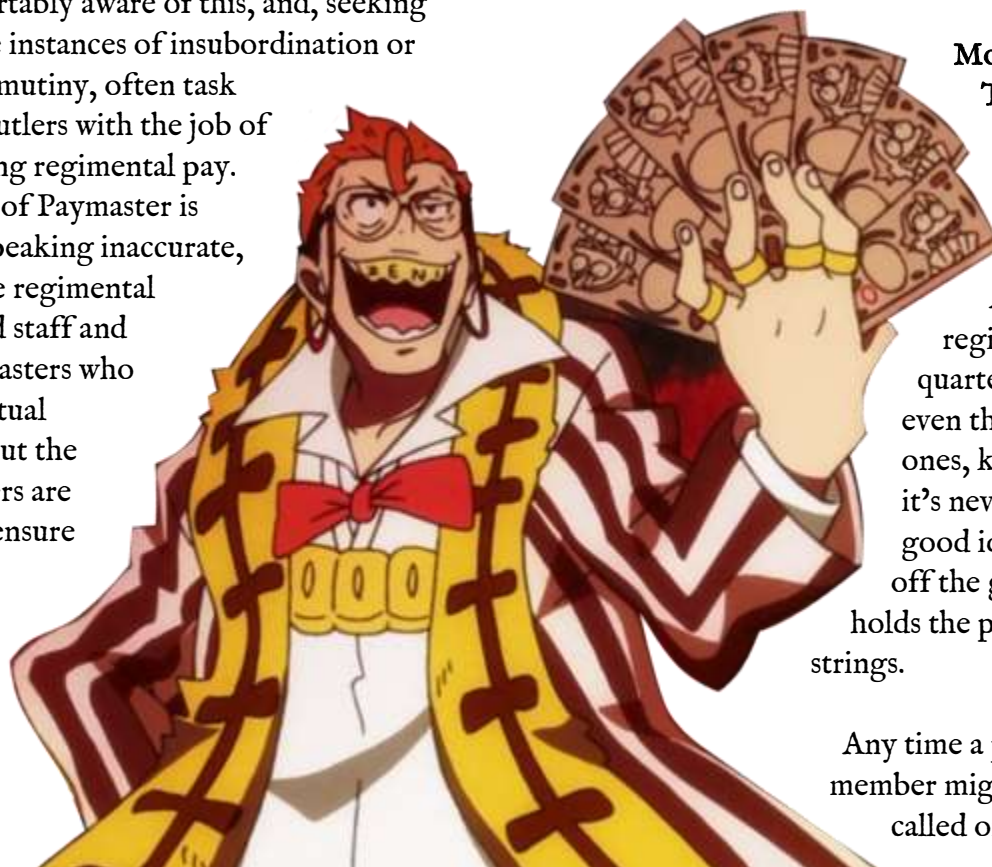
Prerequisite Speciality: Sutler

New Aptitudes: Defence, Fellowship, Knowledge, Intelligence, Perception, Toughness, Willpower

New Talents: *Either* Orthoproxy and Peer (Munitorum) *or* Munitorum Influence

Specialist Equipment: Carapace Breastplate, Calculus Logi Upgrade, Interface Port

Specialist Advances:



Money

Talks:

Type:

Passive

Cost:

200xp

Any

regimental quartermaster, even the wealthy ones, knows that it's never, ever a good idea to piss off the guy who

holds the purse-strings.

Any time a party member might be called on a to

make a roll based off the party's Logistics score, a Paymaster may, before the roll is made, spend a Fate Point to give that roll a bonus equal to 10 + twice the Paymaster's Fellowship Bonus.

Combat Bounties:

Type: Order (Free Action)

Cost: 500xp

Many Imperial regiments issue bounties for trophies taken from dead enemies, as a way to incentivize their soldiers to greater ferocity. Sutlers will often issue slightly less formal encouragements, to the same effect.

A Paymaster with this ability may spend a Fate Point to cause the attacks of all allies within a radius equal to the Paymaster's Fellowship Bonus to gain a Damage and Penetration bonus equal to the party's Logistics Bonus. This ability lasts for the duration of the combat in which it is activated. It can be activated any number of times in a session, over multiple combats, but every activation after the first decreases the party's Logistics Rating by 1 in addition to the Fate Point cost.

Dosh Sustain Thee:

Type: Passive

Cost: 400xp

Human beings are, no matter what they might claim, a greedy species. The lure of gold, treasures and riches can drive men mad, but also sustain them beyond the limits of human strength.

When a member of a Paymaster's Squad spends Fate, they may immediately make a Challenging (+0) Logistics Test. If they succeed,

they gain the effects of the Fate Point, but the point itself is not spent. If they fail, they take a number of points of Insanity equal to their Degrees of Failure + 1. The Paymaster cannot use this ability themselves, only grant it to others.

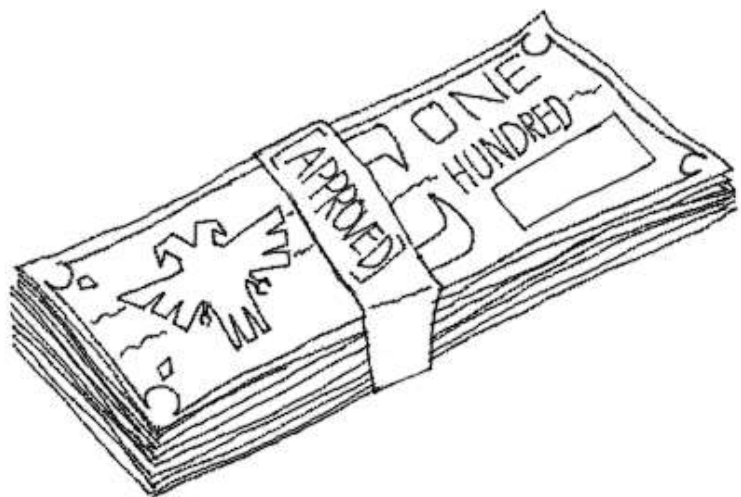
Wolves of the Spinward Front:

Type: Passive

Cost: 300xp

When a front begins to dissolve and turn to anarchy, or when the order of a regiment dissolves and its soldiers begin to loot, pillage and plunder, their first target will often be regimental cash stores- gold may not fill the stomach, but it certainly fills the imagination. Paymasters know they are always under threat, and seek to defend the Munitorum's assets with merciless force.

A Paymaster with this ability gains a +10 to the Opposed Agility Test to act first in Overwatch. Whenever they make a succesful ranged Overwatch attack, they Pinning Test the enemy must undertake increases in difficulty by an amount equal to the squad's Logistics Score -10, to a minimum of 5.



Psykana Haplotist

"You call yourselves premiere psykers. I say no: you have only just begun."

-Master Xavier Yurishima, founder of the Collegia Haplotica

Though the Tennanlower Haplotists have long since vanished into the irradiated ruins of their homeworld, their ideas have spread across the Galaxy, and some members of the Psykana still train the occasional Haplotic psyker. Yet more stumble across the works of the Haplotists, especially Xavier Yurishima's seminal *Una Mens ad Unius*, and embark on the path by themselves. The result is the same: psykers who focus on a single discipline to the exclusion of all others, suppressing most of their latent abilities in order to force their specialty to become stronger.

Rare on the battlefield, these overspecialized psykers are incredibly devastating, wielding abilities that go well beyond that of their conventional brethren, and with greater stability than most. Becoming a Haplotist requires mental fortitude and long training- weak Haplotists tend to end up insane or dead. Haplotists wield a variety of specialized equipment developed by the Psykana and the Collegia Haplotica, but their reliance on a single psychic discipline can leave them vulnerable when confronted with the larger range of abilities available to other Psykers.

Prerequisite Speciality: Sanctioned Psyker
New Aptitudes: Defence, Intelligence, Psyker, Offence, Toughness, Willpower
New Talents: Haplotic Focus and Haplotic Talent (See Below)

Specialist Equipment: Hexagrammatic Robes, Aether Staff, Poor-Craftsmanship Wavespar Harness

Specialist Advances:

Enlightened Overseer

Type: Passive

Cost: 300xp

A Haplotist's Overseer has witnessed the culmination of whatever their charge's chosen school of witchery is, and has learned how best to resist its perils, and teach others to do the same. As long as the Haplotist's Companion is in Cohesion, all allies within a number of meters equal to the Haplotist's Fellowship Bonus x 2 gain a +20 bonus to any Test to resist powers of the same Discipline as the Haplotist's.

Ways of the Haplotist

"Telekine, telepath, biomancer, pyrokineticist, diviner. By your powers combined, you are... unstoppable!"

-Xavier Yurishima, addressing the Collegia

Each Haplotist selects a single Way, and focuses on it to the exclusion of everything else. Upon switching into the Haplotist Advanced Specialty, select one of the Ways below. This choice can only be made once and is permanent. The Way you select must match the Discipline you selected for the Haplotic Focus talent.

Way of the Dynamiphore

Discipline: Telekinesis

Haplotic Talent: Lightning Reflexes

Dynamiphores study the power of motion, and, by the consumption of a variety of reflex-enhancing substances, become ever-moving masses of tics and jitters, claiming that by living in motion they understand

the forces their minds can exert. They are ferociously able telekines, able to move immense masses into the air, though their focus is often overly-precise, and they struggle to telekinetically control more than one object at a time.

Grand Defiance: Within an atmosphere, planetary gravity is the greatest limiter of motion, or so claim some Dynamiphores. Their greatest triumph is being able to exert so much mental pressure they can ignore gravity entirely. This power allows a Dynamiphore to make a Very Hard (-30) Willpower Test as a Full Action to activate one of two effects. Rolling doubles on the test or failing it generates Psychic Phenomena.

Autokinesis: The Dynamiphore can levitate themselves, gaining the Flyer (X) trait, where X is 2 + their Psy Rating. While flying, they can continue to manifest powers as normal, but their Psy Rating is treated as being 2 for the purposes of manifesting. They cannot manifest the alternate power of Grand Defiance (see below) while flying. This power lasts for a number of rounds equal to their Willpower Bonus. At the end of the last round, they settle slowly to the ground, unharmed.

Extrokinesis: Alternately, the Dynamiphore may cast Grand Defiance on a single object weighing up to 2000kg x their Psy Rating. They may continue levitating the object for as long as they choose, moving it a number of meters equal to their Willpower Bonus per round. For every round after the first 5, they take one point of Fatigue. When they end the power, the object drops out of the air.

Way of the Numinous Esper

Discipline: Telepathy

Haplotic Talent: Peer (Adeptus Astra Telepathica)

Numinous Espers believe their path lies within the thoughts of others, and they are constantly listening in on the surface thoughts of all those around them, subsuming their own personalities in the babble of their surroundings. Though they almost always come across as silent or unemotional, they experience a constant and overriding empathy. Numinous Espers almost always get along well with Astropaths, as the former have an understanding of the troubles of the latter yet are much more apt at communicating their needs to non-psychic individuals. Many Imperial Guard commanders dislike working with Numinous Espers even more so than regular Sanctioned Psykers because of the absence of privacy their presence entails, but their combat abilities are inarguable.

Great Link: The true power of the Numinous Esper is their ability to break down the barriers around the subconscious mind, unlocking the buried thoughts of human beings and sharing them. These so-called Great Links synchronize the unconscious minds of the Esper and their targets, causing the entire group consciousness to think alike- subjects of a link may not notice it, but they move faster, react with more coordination and have an instinctual knowledge of the thoughts of their allies.

A Numinous Esper can make a Very Hard (-30) Willpower Test as a Full Action to create a Great Link between themselves

and a number of allies or enemies within range equal to 2 x their Willpower Bonus. Rolling doubles on the test or failing it causes the Esper to take $1d5 + 5$ points of Insanity, and triggers Psychic Phenomena. All allied subjects of the link gain the Unnatural Characteristic (2) Trait for every single one of their Characteristics until the end of the combat.

Enemies in the link take a -10 penalty to all Tests for the duration of the power as their minds are clouded with errant thoughts and psychic noise.

Upon the end of the final round all allies in the link must make an Routine (+20) Willpower Test, and all enemies a Difficult (-10) Willpower Test, or take a number of Insanity Points equal to the duration of the power in rounds.

Way of the Planete Aeon

Discipline: Divination

Haplotic Talent: Blind Fighting

Planete Aeons are cold, intellectual masters of probabilities. They forgo many of the mystical ties of common Imperial diviners for a detached and systematic study of statistical likelihoods and the regular algebraic patterns that underlie day-to-day existence.

Curiously, one of the most common forms of study is through mock combat- Aeons scrutinize fighters to be able to quantify every single one of their movements, and develop an ingrained, academic understanding of the motions of battle, allowing them to essentially fight by rote muscle memory even if disoriented by darkness or injury. Aeons are also compulsive gamblers, seeing the power of time, random chance and perhaps even the



The all-too-frequent side effect of improperly applied Haplotic techniques. Fortunately, this particular mistake was a minor one, and did not tear open a warp rift.

fates in the simple mathematical motions of the dice. Many battlefield commanders find their pronouncements and their curiously stilted combat style quite weird, but their tendency to seemingly generate good luck has earned them a welcome place in the Guard.

Rend Chance: The Aeons are not limited to predicting the future, and can, by focusing all their strength, alter it. This ability is outwardly discouraged by the Psykana, but more high-ranking Aeons than will admit know how to use it and have. A Planete Aeon may make a Very Hard (-30) Willpower Test as a Free Action. If they fail or get doubles, they trigger Psychic Phenomena and take 1d5 +1 points of both Insanity and Corruption as their mind becomes briefly unstuck from time. If they succeed, they make pick a single dice roll made during the next round of combat and change the result to whatever number they would like. This can effect their dice rolls, allied dice rolls, and even the dice rolls of enemies. Rolls changed by an Aeon cannot be rerolled or otherwise ignored.

Way of the Journeyman Humorite

Discipline: Biomancy

Haplotic Talent: Sound Constitution

Journeyman are bon-vivants who take joy in the lives the God-Emperor has given them. Large of appetite and large of heart, they make it their purpose to foster growth and life wheresoever they may be. Their training, paradoxically, involves want and deprivation, starving themselves and living alone in the wilderness until all their worldly possessions have rotted away. Only by accepting the joyousness of merely existing and persevering can they take the

Way of the Humorite, combining their positive outlook with a great deal of biomantic and medical training. Though they are not welcome in the field hospitals of the Imperial Guard in the same way that, say, Sisters Hospitaller might be, their grasp over more arcane methods of life-preservation can bring Guardsmen back from the most heinous of wounds.

Curiously, it is the Mechanicus who take objection to the work of the Humorites, for they feel that the life-energy-manipulation techniques they have perfected come dangerously close to violating the Mechanicus precepts against reanimating the dead.

Deny Death: By concentrating a truly immense amount of life energy via the Warp, a Humorite can force tissue near them to cling to life even in the face of devastating wounds, a technique which can save lives, though at a gruesome cost. As a Full Action, a Journeyman Humorite may make a Very Hard (-30) Willpower Test. Failing the test or rolling doubles triggers Psychic Phenomena and causes them to take a number of Wounds equal to their Psy Rating as the life energy surges out of their body. If the Test succeeds, all allies within a 10 meter radius are incapable of dying for a number of rounds equal to 10 + the Humorite's Willpower Bonus. They ignore any Critical Damage effects that cause Stunning, Fatigue, Blood Loss or Death, but not those that cause loss of limbs or organs, such as Blindness. Once the duration of the power ends, all those effected experience the effects of their critical damage spontaneously as the energies knitting their tissues together fail. If they suffered any additional Critical

Damage since the beginning of the power, they also receive 1 point of Corruption and Insanity for every point of Critical Damage taken.

Way of the Thermifer

Discipline: Pyromancy

Haplotic Talent: Resistance (Heat)

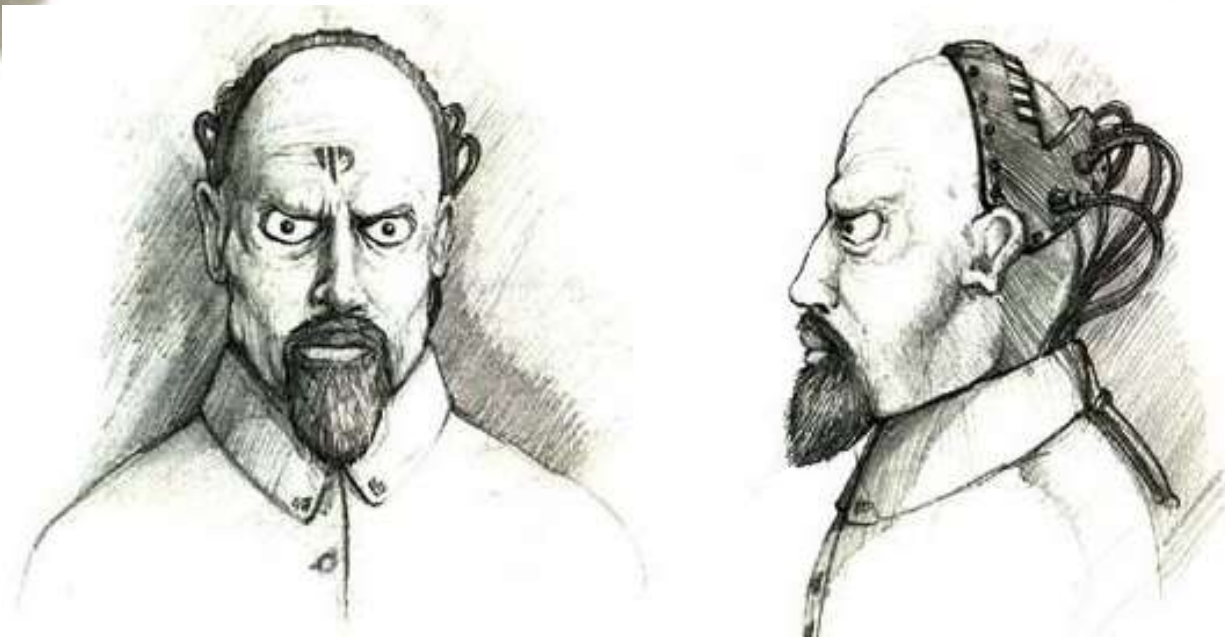
While the common pyromaniac may take joy in kindling a flame, and the Incinerants of the Ministorum zealous passion, the Thermifers see their abilities as a cosmic necessity, pushing back the slow inevitability of entropy. For them, it matters not from whence the flame flows, only that it does. Lean, quick-tempered (from years of eating burnt food, as the pleasures of the flesh are seen as impure), and covered with burn scars, the Thermifers are a grim and humorless lot, until they enter into combat. When their anger is set alight, they burn with a screaming, raving passion that puts even the zealots of the Imperial Cult to shame, raging against the dying of the light. The Emperor is their God of Fire, source of their psychic gift, and they intend to honour Him on his Throne with gifts of heat and light. Fire for the Lord of Flames! Embers for his Enemies!

Radiant Accelerance: Thermifers do not merely manipulate flame, but all forms of heat and high-energy matter, and their most direct application of this technique is a powerful one indeed. By converting Warp energy directly into thermal potential energy and feeding it into the surrounding environment, they can vastly accelerate the movement of particles, turning small fires into mighty conflagrations and bolts of high-energy plasma into apocalyptically

powerful weapons. As a Full Action, a Thermifer may make a Very Hard (-30) Willpower Test to enhance the power of all energetic reactions within a radius of 10+ his Willpower Bonus meters. If the test fails or rolls doubles, the Thermifer takes 2d10 points of Toughness Damage and triggers Psychic Phenomena.

If they succeed, any weapon or damaging effect with the Energy or Explosive type, including mundane fires, gain a bonus to their Damage and Penetration equal to 1+ the Thermifer's Willpower Bonus. This effect lasts until the end of the combat. Anyone in the area of effect as the power ends must make a Challenging (+0) Toughness Test or gain 1d5 points of Fatigue from the sudden wave of heat the end of the reaction releases.





Xavier Yurishima, from his days as a Savant stationed with the Valhallan Ice Warriors.

Psykana Savant

“Gentlemen, in exactly 37 seconds four Orks will crest that ridge. The two on the left will be armed with axes- squads one and two, you will neutralize. The two on the right have guns. Leave them to me.”

-Lieutenant-Savant Vale Revok, in action with the Edelweiss 114th

Those Sanctioned Psykers who survive their first encounter with an enemy often find that promotion comes easily- despite their training many Sanctionites are unequipped for battlefield conditions, and those psykers who can keep their heads (often literally), or who demonstrate capable leadership abilities will be promoted to the rank of Savant, often assigned squads of novice Combat Psykers or even ordinary troopers to lead. Though they tend not to get along well with their men, for the superstitions against psykers are understandably well-entrenched, the close coordination between their supernatural powers and a well-trained

body of men can change the course of whole battles. Savants are found leading from the front, spending as much time issuing commands to their followers as they do smiting the enemy with psychic energy. Despite their mystic talents, many Savants do not stand out much from the troopers around them- any sensible Savant knows that survivability and armour protection override the stylistic tenets of the Psykana when one's life is on the line.

Prerequisite Speciality: Sanctioned Psyker
New Aptitudes: Fellowship, Fieldcraft, Leadership, Offence, Psyker, Willpower
New Talents: *Either* Combat Formation *and* Air of Authority *or* Iron Discipline
Specialist Equipment: Suit of Carapace Armour, Good-Quality Chainsword *or* Common-Quality Power Maul, Common-Quality Bolt Pistol *or* Good-Quality Hand Cannon *or* Good-Quality Hand Flamer, Psyker Focus.
Specialist Advances:

Snap Invocation

Type: Passive

Cost: 500xp

The finest combat psykers have learned to rely on their powers even while deftly dodging incoming fire or engaged in the fiercest of melees, and they have learned to manifest their abilities with remarkable speed.

In combat, the Savant can choose to manifest a power at an accelerated rate- a power requiring a Full Action instead takes a Half Action, and one that would normally be a Half Action instead manifests as a Free Action. They can still only manifest one power per Turn, any all powers manifested this way automatically generate Psychic Phenomena with a +20 on the roll.

Psychic Corona

Type: Full Action

Cost: 300xp

The psychological effect of a combat psyker, especially against foes unfamiliar with warp magic, cannot be underestimated, and many Savants are quick to exploit this.

As a Full Action, a Savant can concentrate their abilities in a showy display about their allies designed to rally friends and terrify foes. They must make a Difficult (-10) Willpower Test. If they fail, they take 1 point of Fatigue. If they succeed, all allies within a radius equal to the Savant's Psy Rating gain the Fear (x) Trait, where X is 1 + 1 for every 3 degrees of success the Savant scored on their test. This effect lasts for a number of rounds equal to the Savant's Willpower Bonus.

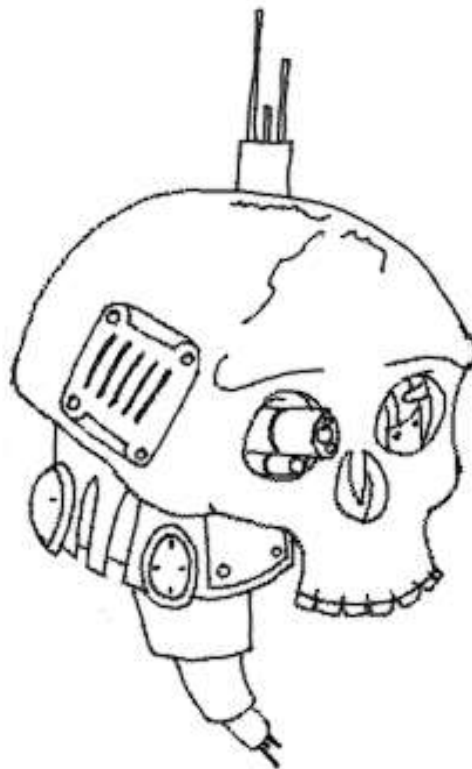
Veteran Overseer

Type: Passive

Cost: 200xp

Following a Savant into the fires of battle is a truly herculean task, especially for a Psykana Overseer charged with supervising, controlling and protecting their companion. The Overseers of Savants tend to be just as battle-hardened as those they accompany, and can often coordinate manoeuvres with their Savant at a nearly instinctual level.

As long as their Comrade is in Cohesion, a Savant with this upgrade gets a +5 bonus to all Dodge, Parry and Awareness Tests on any turn where they have not manifested any powers.



Psykana Scholar

“The Emperor has buried all the secrets of Mankind in the depths of the great unexplored realm of the subconscious- if knowledge is indeed power, then are we, the thinkers, not the most powerful of all?”

-The *Librium Mnemonicae*

Though it is most famed as the trainer and overseer of the Sanctioned Psykers, Astropaths and various other official warp-manipulating individuals used by the Imperium of Man, the Adeptus Astra Telepathica is also to a large degree a research institution. Charged with the study of all

things related to the human mind, from simple psychology to the biological functions of psychic manifestation, the Scholars of the Psykana can be found at work all across the Imperium. Most Scholars are trained from a young age, selected from those Sanctionites who demonstrate a particular gift for study and classical instruction, but more conventionally-trained veteran psykers who have been in the right place at the right time, or who have picked up useful knowledge in the course of their duties may be field-promoted to the role of Scholar. Their role on the battlefields of Ixaniad and Calixis is firmly in support of



combatants- while they can still bring to bear their psychic might, it is their insights into any number of strange and obscure topics that make them most valuable. As they are generally expected to be noncombatants, most Scholars are issued fairly heavy defensive gear, and a copy of the *Librium Mnemonicae*, a text developed by the Psykana which is designed to put the reader into a meditative mindset to better recall information.

Prerequisite

Speciality:
Sanctioned
Psyker
New

Aptitudes:
Defence,
Intelligence,
Knowledge,
Perception,
Psyker,
Willpower
New Talents:
Either Total

Recall and Polyglot or Foresight
Specialist Equipment: Hexagrammatic Robes, Librium Mnemonicae, Poor-Quality Refractor Field, Psy Focus
Specialist Advances:

Palace of the Mind

Type: Order (Full Action)

Cost: 200 xp

The Scholar's internal perception of their mind has been shaped by training or habit into an intricate maze of imaginary "rooms", each containing carefully arranged data. The Scholar can have their comrade recite a series of predetermined code-phrases that will lock the Scholar into their Mind Palace, deadening their senses

but greatly increasing their capacity for recall.

A Comrade in cohesion can recite the code words as a Full Action, causing the Scholar to enter the Palace for any length of time- while they are in their Palace they receive a +20 bonus to all Intelligence, Toughness and Willpower-based Tests, but a -20 to all Agility, Strength and Perception-based Tests. A Scholar who is in their Palace can only make half-action moves, and cannot make Reactions, until they leave the Palace. Leaving the Palace requires a Full Action as they slowly come back to their senses.

Temporal Projection

Type: Full Action

Cost: 500xp

The Scholar can temporarily transcend their physical form, letting their mind drift through the physical world unhindered by ordinary threats.

Creating a temporal projection requires a Difficult (-10) Willpower Test and a minute of meditation, upon which the Scholar's body is treated as Helpless. The temporal projection has all the same stats as the Scholar, but has the Phase trait. The Scholar can use their psychic powers while they are Phased, but their Psy Rating is reduced to 2 and their powers always trigger Psychic Phenomena. At any time, a

Scholar can end their projection as a Full Action.

This ability is incredibly draining: it only lasts for a number of minutes equal to the Psyker's Willpower Bonus, inflicts 1d5-1 levels of Fatigue when ended, and can only be used once every 24 hours. If the Psyker's body is injured while they are engaged in a Temporal Projection, the projection is immediately returned to their body and they take 1d10 points of Insanity in addition to the damage of the attack.

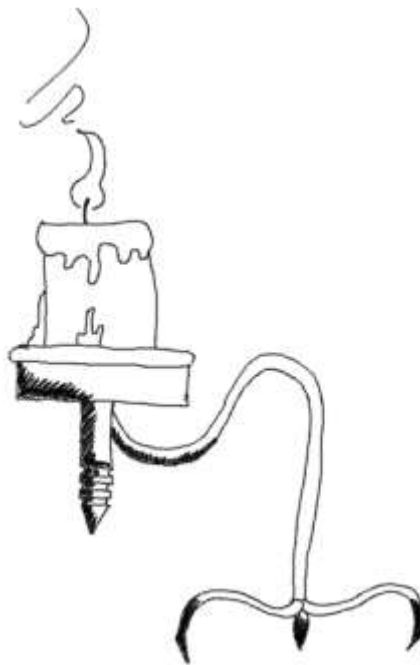
Dark Secret

Type: Half Action

Cost: 500xp

The Scholar can look deep within themselves and beyond, pulling free arcane knowledge from the depths of their subconscious, or even the Warp, and use their own powers to use it against their enemies.

Once per Combat, a Scholar may make a Hard (-20) Intelligence Test and designate a single enemy target- if the Test succeeds, that target loses the benefits of a single positive Trait, as selected by the Scholar, for the duration of the combat. If the Scholar fails the Test by more than one degree, they take 1d5+1 points of Insanity and a number of points of Fatigue equal to their Degrees of Failure, as they dredge up knowledge they were perhaps not meant to know.



Raider

“Either we all win, or we all die.”

- Motto of the Edelweiss 2nd “Mutigmann”
Grenzer Regiment

Though the tank, skimmer and drop pod have long proved their worth in breaking the stalemate of trench warfare, the Imperium often finds itself in situations where even such technologies cannot crack enemy positions. It is for these desperate attacks against heavily entrenched positions that the Tempestus Raiders were created. These elite storm forces forgo many of the heavy weapons of their more conventional kin for a focus on mobility, grenades, and hand-to-hand combat. They rapidly pass through enemy trench lines, sowing havoc and softening the defences to prepare for subsequent attacks. Casualty rates among Raider units are naturally staggering, but those few who can survive are some of the most terrifying close-quarters fighters the Imperial Guard can muster.

Training Raiders is a long and arduous process, and thus their numbers are stretched precariously thin, but even the presence of one on a trench line can turn a grinding war of attrition back into a winnable war of mobility.

Prerequisite Speciality: Stormtrooper
New Aptitudes: Agility, Fieldcraft, Finesse, Offence, Weapon Skill, Willpower
New Talents: *Either* Trench Raider *and* Evasive *or* Hip Shooting *or* Swift Attack
Specialist Equipment: Best-Craftsmanship Mono-Warknife *or* Best-Craftsmanship Shock Maul, 2 x Concussion Grenade, 1 x Krak Grenade, Stormtrooper Carapace

Specialist Advances:

Storm Tactics

Type: Passive

Cost: 300xp

Raiders have the importance of high-speed, low-drag shock warfare drilled in to them, and are more than willing to encourage their comrades-in-arms to match them. The Raider’s base movement speed is increased by 2 meters. All allies within a 5-meter radius of the Raider increase their movement speed by 1 meter and gain a +2 bonus to all Initiative tests.

Terror Weapons

Type: Passive

Cost: 500xp

Though their tactics focus primarily on light weaponry, the Raiders are no strangers to the devastating psychological effects of good, old-fashioned shock and awe, and train in the use of a huge range of combat techniques.

Before each mission, a Raider may choose any two of the following bonuses. They last for the duration of the mission. Once per mission, a Raider may spend a Fate Point to select two bonuses to replace the old ones.

- They automatically score two extra Degrees of Success on Full-Auto Bursts with ranged weapons.
- When they do damage with a weapon with the Flame quality, the difficulty of the test to resist catching fire is increased to -20.
- All of their ranged attacks at Short distances or closer gain +2 Penetration.

- When making attacks with grenades, they may increase or decrease their Blast radius by 1.
- Whenever they score more than three Degrees of Success on a melee attack, that attack's first hit gains Crippling (2).
- Their melee attacks gain the Infiltrator quality.
- They take no penalties to firing Basic or Pistol weapons from vehicles.
- They treat the value of any enemy's Fear trait as being reduced by 1, to a minimum of 0.
- All Armour they wear is treated as having 1 extra AP against Impact damage, in addition to any other bonus effects.
- They gain a +20 bonus to any Test to locate and avoid land mines, tripwires, razor wire or other floor-based traps and snares.
- They may apply the benefits of the other effect chosen to any allies within a 5-meter radius.



Racketeer

"We find the defendant not guilty on three counts of gangsterism, sixteen counts of smuggling contraband, four counts of moonshining, two counts of assault on a superior officer, one count of impersonating an Imperial saint..."

-Excerpt from a Bellagian court martial

Few in the Commissariat would ever care to admit it, but the Imperial Guard, especially those regiments drawn from more lawless worlds, is rife with an undercurrent of organized crime. On those planets whose regiments have fixed terms of service, gang members often deliberately join the Guard for paid military training, and having ex-Guard enforcers in the ranks is seen as a sign of quality for any respectable mobster. Guard connections can open up a whole new galaxy of contraband smuggling, arms trading, drug dealing, and any one of a limitless number of criminal pursuits.

It is only natural that such corruption and venality would also spread to the Munitorum, and Sutlers, as individuals already responsible for the ebb and flow of wealth and goods into a regiment, often find themselves actively or unintentionally collaborating with the criminal element. Such work demands an element of physical

toughness and a willingness to do some bodywork, as many criminal gangs demand fairly violent 'proof of loyalty' from their new members.

Prerequisite Speciality: Sutler

New Aptitudes: Fieldcraft, Knowledge, Offence, Perception, Social, Strength, Weapon Skill

New Talents: *Either* Peer (Underworld) *and* Pugilist *or* Ratling Requisitions *or* Sudden Strike

Specialist Equipment: Hot-shot Laspistol *or* Good-Craftsmanship Shotgun with Sawn-Off Customization, Good-Craftsmanship Mono-Trench Dagger *or* Good-Craftsmanship Bellagian Cosh

Specialist Advances:

The Battlefield is Yours:

Type: Passive

Cost: 300xp

Keeping your hands clean is a vitally important part of any criminal's work, but the Racketeers who frequent the Imperial Guard know that sometimes it's necessary to make a mess in defence of your interests. When a Racketeer enters Overwatch, they may designate a single one-handed melee weapon in their inventory. If they are the target of an enemy melee



attack while in Overwatch, the Racketeer may make a single standard melee attack against that target before the enemy resolves their attack. If the Racketeer's reaction attack kills, stuns or otherwise prevents the enemy from completing their attack, the Racketeer does not leave Overwatch. If the enemy attack succeeds and does damage, the Racketeer leaves Overwatch.

Goons:

Type: Passive

Cost: 200xp

Few truly profitable crimes can be done without backup, or a little bit of muscle. The Racketeer gains a Comrade. This ability can be purchased twice.

'Protection' Detail

Cost: 200xp

Dumb muscle is dumb muscle no matter where you go in the galaxy- the wrong sort of people hanging around can often convince where open threats fail. The Racketeer's Comrades provide a +5 bonus to Weapon Skill and Intimidate Tests while they are in Cohesion. This bonus does not stack. If the Racketeer has two Comrades, any character both Comrades are in Cohesion with (or direct line of sight of), also gains a +5 bonus to Logistics Tests.

Friends in Low Places

Type: Passive

Cost: 200xp

The criminal underworld is a social world, where connections are just as important as talent. If you served with the right people, or know people who served with the right people, you can gain access to circles of influence that might otherwise be barred to

others. Any character (including the Racketeer) who is accompanied by or in Cohesion with one of the Racketeer's Comrades gains the effects of the Peer (Underworld) Talent, or loses the negative effects of the Enemy (Underworld) Talent if they had it.

Alternate Takes on the Racketeer

It's quite possible you might want to play a Racketeer, but your campaign takes a direction that doesn't involve much messing around with the criminal elements underlying the Guard. A hyper-religious Shrine World regiment, for instance, might not have much to do with organized crime, nor would a regiment of elite Stormtroopers working directly under the command of an Imperial general.

If you find that the Racketeer doesn't make sense in your campaign, but still want to play one, simply refluff them. When switching Specialties to Racketeer, change all the mentions of Peer or Enemy (Underworld) in their abilities to a single other group. A Racketeer with Peer (Mechanicus) might be an enforcer or strongman for a Forge World's trade delegation, say, while Peer (Navigators) might represent a high-level bodyguard for a member of the Nobilitate.

As long as the character still makes sense, and the GM okays it, the sky's the limit!

Recon Controller

“Roger, command. Pathfinder Sky Eye confirms 47 Drukbari raiders waiting in ambush on the next dune. Recommend fire for effect on the reverse slope to maximize casualties.”

-Vox chatter, Kalf

Imperial Navy Intelligence is an organization of vast but tenuous scope, integrated as it is with the Militarum, the Administratum, and the Inquisition. Recon Controllers are the closest Intelligence comes to the frontlines, embedded with Guard units to process, direct and interpret orbital or aerial intelligence at the tip of the sphere.



Art by [Sgt. Smile](#).

To be a Recon Controller represents a posting of considerable rank in the Navy, as they are trusted with sensitive and up-to-the-minute codes and data; for this reason, they are seldom deployed without considerable Militarum protection, for their capture would be a great loss.

Prerequisite Speciality: Officer of the Fleet
New Aptitudes: Agility, Fieldcraft, Intelligence, Knowledge, Leadership, Perception

New Talents: *Either* Vigilance and Total Recall *or* Foresight

Specialist Equipment: Good-Craftsmanship Magnoculars, Pict-Recorder, Vox-Caster, Data Slate, Emergency Auto-Martyrdom Capsule

Specialist Advances:

Audi, Vide, Tace:

Type: Passive

Cost: 300xp

High-Priority Target

The presence of a Recon Controller in a squad implies a certain degree of access to classified or sensitive information. On campaign, Recon Controllers make an obvious target for well-organized enemy forces seeking to capture intelligence resources; the things they know can turn the tide of a theatre war, after all. If playing as a Recon Controller, remember that your character might be privy to information the rest of the squad could be executed for knowing, and that sharing that info might be grounds for a firing squad.

When GMing a squad with a Recon Controller, keep in mind that any remotely tactically-minded enemy would see the Controller as a valuable prize to be taken.

A Recon Controller is a trusted, if very minor, member of the vast organization that is Imperial Navy Intelligence, and can draw on a vast reserve of situational intelligence.

The Recon Controller, and every member of their Squad, gain a +20 bonus to any test to locate or notice invisible or hidden foes. Any time they would be Surprised, they can pass a Challenging (+0) Perception Test to be able to act as normal.

Lay of the Land:

Type: Passive

Cost: 300xp

Recon Controllers receive the most up-to-date aerial pict and auspex data available to anyone short of an Imperial General, and can use this accurate intel to great effect in combat.

At the start of every combat, the Recon Controller may make a Hard (-20) Intelligence Test, modified by the party's Logistics score. If they succeed, they may designate an area of the battlefield with a radius equal to $2m + 2m$ for every Degree of Success on the test. This area has been well-scouted, and Squad members within it count as having access to full-body cover providing 8 AP of protection. Enemies cannot gain the benefit of the cover in this area. Additionally, the GM must tell the Recon Controller if there are any mines, traps or concealed access points for enemy reinforcements within the area, though they need not be specific where they are.

This ability may not be used in combat areas that could not be scouted by low-flying aircraft with auspex units, such as deep underground or in the bowels of a hive city.

Scouting Run:

Type: Order (Full Action)

Cost: 500 xp

The Marauder Pathfinder and Marauder Vigilant are the tactical and strategic reconnaissance variants of the Navy's Marauder heavy bomber, and both are at the disposal of the Recon Controllers.

A number of times per mission equal to double the Squad's Logistics Bonus, the Recon Controller may call in a scouting run. They designate an area 5 meters across by $20 \times$ their Logistics Bonus meters long within line of sight, and make a Challenging (+0) Command Test. If they succeed, at the end of the round, they may choose one of the following to occur within the area:

- The area is illuminated by Starflare Rounds dropped from above.
- Every character within the area must pass an Ordinary (+10) Agility Test or be blinded as per the effects of a Photon Flash Grenade.
- The area fills with smoke and chaff, as per a Blind grenade, which dissipates as per the Smoke (X) Quality.
- All comms devices within the area count as being under the effects of a Signal Jammer for the next 1d10 rounds.
- Enemies within the area cannot benefit from the effects of Cover, and Indirect attacks against them gain a +10 to hit for the next 1d5 rounds.

This ability may only be called in on areas which are outside or accessible by aircraft.

Scrounger

"If you need to ask where I found it, you don't deserve to have it."

-Sutler Dyomin, Katyushan 13th

Ratlings may be known for getting 'useful items procured', but they aren't the only ones, and theft is not necessarily tantamount to theft of something useful. When you need something that just works, you call on a Scrounger. These more technically-minded members of the Munitorum are heavily proscribed by the Mechanicus, and for good reason. Their task, in no uncertain terms, is to comb the battlefield for anything of use left on bodies or abandoned by soldiers, and make sure it ends up back in the regimental supply chain.

The practical upshot of this, of course, is that Scroungers often have to heavily tinker with or modify what they scavenge to keep it working, and have no scruples about stealing xeno or heretical equipment if it will make them a few Thrones. Though what they dredge up is often as unpredictable as the tides of war itself, every regiment worth

its salt knows, and relies upon, someone like a Scrounger.

Prerequisite Speciality: Sutler

New Aptitudes: Agility, Defence, Intelligence, Fieldcraft, Knowledge, Perception, Tech

New Talents: *Either* Modify Payload and Initiated Maintenance *or* Battlefield Techwright *or* Armour-Monger

Specialist Equipment: Auspex, Lascutter, Combi-tool

Specialist Advances:

Whatever Works:

Type: Passive

Cost: 200xp

On the battlefields of the 41st millennium, there are as many types of weapons as there are stars in the sky, and a Scrounger has sampled the martial delights of a surprising number of them.

A Scrounger reduces the penalties of using any weapon they are not

Trained on by an amount equal to 10 plus their Intelligence Bonus. Any ally

within a radius equal to the Scrounger's Fellowship Bonus reduces the penalties by 5.

Hands Off:

Type: Passive

Cost: 500xp



Competition for salvage is fierce, and on those battlefronts populated by multiple regiments with an inclination for scavenging protecting one's finds is a matter of life and death.

If anyone in a Scrounger's Squad owns an item of Very Rare Availability or higher, the Scrounger and the entire Squad gains a +5 bonus to all Overwatch attacks. This bonus increases by +5 for each step in rarity above Very Rare that applies to an item owned by a party member. For example, if the party owned an Extremely Rare item, the bonus would be +10, Near Unique would be +15, etc.

It Was Like That When I Found It:

Type: Passive

Cost: 200xp

The Mechanicus knows that the Munitorum is always seeking to cut corners and shave off costs, even at the cost of permanent harm to precious, precious machinery. The Munitorum knows the Mechanicus knows, too.

A Scrounger with this ability gains a +10 to Decieve tests against members of the Adeptus Mechanicus, and increases

Alternate Takes on the Scrounger
Scroungers as a Specialty obviously don't mesh well with Adeptus Mechanicus-themed parties, given that most of their role involves what is essentially mild tech-heresy.

In parties where this wouldn't make much sense, consider presenting the Scrounger as a Cyber Seer or Technomancer, those members of the Mechanicus charged with cataloguing and recording data on all manner of weapons, equipment and tactics.

the difficulty of Sleight of Hand tests against themselves by -10.

Catch!:

Cost: 300xp

Sutlers are known for carrying around a bizarre miscellany in their deep pockets (see what I did there?), but Scroungers up the ante even further.

A number of times a day equal to half the party's Logistics

Bonus, rounded up, the Scrounger can grab something vaguely grenade-shaped from their pocket and throw it at an enemy as a Half Action. This functions a standard thrown grenade attack, except what the grenade actually *is* is not generated until the attack (and any scatter, misfires, etc) have already been rolled. Generate a grenade from Table 5.

Table 5: Scrounger Grenades

d10	Grenade	Location	Effect
1	A Rock!	-	1 + STR Impact damage
2	Photon Flash	Core, 183	-
3	Frag	Core, 183	-
4	Krak	Core, 183	-
5	Fire Bomb	Core, 182	-
6	Concussion Grenade	Vol. 3, 31	-
7	Stun	Core, 184	-
8	Pocket Sand!	-	Blast (2), affected targets must test Toughness or be Blinded for 1d5 rounds
9	Black Promethium Canister	Vol. 3, 31	-
10	Hallucinogen	Core, 182	-

Signifier

“During the Ork bombardment, Piper Laidlaw stood on the battlement, and played his company forward. The effect of his splendid example was immediate; the men, taking heart, charged and routed the xenos.”

-Praetorian Guard Order of the Lion Citation

All regiments make use of Signifiers in some form or another, though few bear the name and many are unofficial positions. Signifiers are simply those soldiers who have as their duty maintaining the morale of and inspiring their allies. They are not official morale officers like Commissars, but they are those regimental musicians, standard-bearers, and icon-holders whose very presence uplifts those suffering soldiers around them.

Signifiers often lead from the front, but their role is less combative and more supportive- whether they are guiding troops by holding high some symbolic banner or totem, or causing the enemy to quake in their positions with a blare of menacing music, or even soothing the fevered brow of the wounded with some familiar memory of home, all find their home in combat. Some regiments deploy full bands of Signifiers into combat, while others will assign troops to escort reliquaries or important objects. Their roles are as diverse and varied as the regiments they serve with.

Off the battlefield, many Signifiers end up as the organizers for regimental events such as parades and demonstrations- as the exemplars of their regiment’s martial traditions, they are expected to maintain the highest possible standards of discipline

and regimental culture, and instill that same standard in their comrades.

Prerequisite Speciality: Any Guardsman

New Aptitudes: Defence, Fieldcraft, Leadership, Strength, Toughness, Willpower

New Talents: *Either Leap Up and Radiant Presence or Formidable*

Specialist Equipment: Good-Quality Accatran Heavy Laspistol *or* Best-Quality Hand Cannon *or* Best-Quality Chainsword, Regimental Instrument *or* Regimental Standard

Comrade Advances:

Bawdy Marching Song

Type: Order (Free Action)

Cost: 200 xp

The Signifier can order his Comrade to play a lively, if somewhat obscene, folk song that encourages others nearby to move quickly and watch their footing. Until the end of the Signifier’s next turn, all allies in earshot count their Agility Bonus as being 1 higher for the purposes of determining movement.

Rousing Quickstep

Type: Order (Full Action)

Cost: 400 xp

As long as the Signifier and his Comrade are in cohesion, they can play an ancient and long-remembered tune from their homeworld that inspires even the war-weary and injured to fight on with renewed vigour. The Signifier makes a Hard (-20) Perform Test. If it succeeds, all allies within earshot can ignore the effects of their first point of Fatigue for the remainder of the combat. If it succeeds by more than 2 Degrees of Success, all allies within earshot

can reroll one failed Test per round for the remainder of combat.

The Standard Mustn't Fall!

Type: Passive

Cost: 300xp

If the Signifier is engaged in melee, all allies within 20 meters of him and his Comrade, regardless of the Comrade's location, gain the Hatred talent against whatever type of enemy is currently attacking the Signifier.

Hold Fast!

Type: Order (Full Action)

Cost: 400 xp

While in Cohesion, the Signifier and his Comrade can, as a Half Action, order his allies to rally around the Standard and defend it against all comers. For the next 1d5 rounds, the Signifier and all allied characters within a number of meters equal to his Fellowship bonus gain the Unnatural Toughness (X) Trait, where X is half the Signifier's Fellowship bonus, rounded down.



Taskmaster

"It is unquestionably necessary for us to sacrifice much for our Emperor, but what cost is too great?"

-Lord-General Scabeus DuFour

The *Tactica Imperialis* states that quantity has a quality all of its own, but some Imperial officers truly take this motto to heart. Whether in command of poorly-trained conscripts or penal legionnaires, Taskmasters are those officers who count on weight of bodies to destroy the enemies of the Imperium. Frequently closely allied to the Commissariat, these brutal soldiers rely on personal intimidation and utter disdain for the dangers of combat to drive their soldiers forward like frenzied animals.

Many of these officers end up dead, all too frequently "fragged" by their own men. Some, like the infamously driven Marshall Kubrik Chenkov of Valhalla, end up heroes. Regardless, the names of their soldiers are seldom remembered.

Prerequisite Speciality: Junior Officer

New Aptitudes: Leadership, Offence, Strength, Toughness, Weapon Skill, Willpower

New Talents: Disturbing Voice and Takedown or Executioner

Specialist Equipment: Heavy Laspistol or Bolt Pistol, Loud Hailer, Good-Craftsmanship Mono-Groxwhip, Carapace Chestplate

Specialist Advances:

Send in the Next Wave!

Type: Order (Full Action)

Cost: 200 xp

By the time an officer has developed the confidence to spend the lives of their men freely, they are usually of high enough rank

to have the manpower to back up their goals.

As a Full Action in combat, if a Taskmaster's Formation has taken any damage, they may test Logistics to immediately restore it to its original Unit Strength as the regiment deploys reserve troops. This ability may be used any number of times per mission, but every use after the first costs 1d5 points of Logistics. It may only be activated if a source of reserves or reinforcements is available.

Forward, maggots!

Type: Passive

Cost: 500 xp

To truly motivate a mob of conscripts requires iron will and considerable charisma, but only to a certain point.

So long as a Taskmaster has taken no damage in a combat, their Formation is immune to Fear, and they may choose to give them the effects of the Frenzy talent. If the Taskmaster is wounded (thereby

Strength in Numbers

Many of the Taskmaster's abilities are strongest when they have manpower to burn. In the case of a player who has specced into Taskmaster with a very small Formation size, the GM might consider allowing them to keep buying the Junior Officer's Reinforcements advance until their Formation hits the maximum size of 12. You might also consider upping that limit to 20.

causing the Formation to lose its Fear immunity), the GM may have their Formation immediately make a Fear test based on whatever they are fighting.

their formation would fail a Pinning test, they may choose to have them lose 1d5-1 Unit Strength to ignore the effects of Pinning for the remainder of the combat.

In addition, the Taskmaster gains a +10 bonus to the Command or Intimidate test to restore the Cohesion of a fleeing unit.

Grinding Advance

Type: Passive

Cost: 400 xp

Imperial mass combat tactics are at their most brutal and, arguably, ineffectual, when employed against static Defences.

Whenever a Taskmaster's Formation encounters traps or mines that might impede their progress, they may expend 1d5-1 of the formation's Unit Strength to automatically 'defuse' them. Whenever



Kubrik Chenkov by [Nicklaus of Krieg](#).

Commissar Advanced Specialties

“A good Commissar can stare down an Ork and win. A great Commissar can stare down a Planetary Governor and win.”

-Apocryphal

Commissars are exceptional individuals, but generally undergo very similar training, with little variance from Schola Progenium to Schola Progenium. Further, they are less likely to go through the many battlefield roles seen by common soldiers of officers- to reflect this, a Commissar’s choice of

Advanced Specialties functions a little differently. These are less aspects of training or doctrine, and more the direction a Commissar’s career takes within their regiment, whether they become heroic leaders from the front, master manipulators, or terrifying spectres of imperial orthodoxy. A

Commissar can only switch Specialties once, and their choice is permanent. Further, a Commissar can only ‘unlock’ a



Specialty through certain in-game actions, as detailed below.

Commissar-Captain

“Faith is its own reward.”

-Commissar-Captain B.B.M.H.I.H.N Macedon,
Plothian Crusaders

The twin rank of Commissar-Captain is a rare one, generally held by senior commissars or those who have taken on a more administrative role in their regiment. A Commissar-Captain is charged with

supervising the regular Commissars of a regiment, but also has a direct hand in tactical planning and operations- they are just as much of a battlefield leader as their regular contemporaries, but their wealth of knowledge makes them somewhat more valuable supporting combat than engaged in it.

Prerequisite Speciality:

Commissar

Prerequisite: Character must have spent significant amounts of time cooperating with the upper leadership of their regiments, and have survived at least one major Imperial campaign

New Aptitudes: Fellowship, Fieldcraft, Finesse,

Leadership, Perception, Social, Weapon Skill

New Talents: Heroic Inspiration *or* Inspire Wrath, Combat Sense *or* Foresight

Specialist Equipment: Best-Craftsmanship Command Baton *or* Good-Craftsmanship Chainsword *or* Good-Craftsmanship Power Sword, Good-Craftsmanship Emperor's Will Laspistol *or* Good-Craftsmanship Bolt Pistol, Carapace Breastplate

Specialist Advances:

Velvet Glove

Type: Passive

Cost: 300xp

Long service has lead the Commissar-Captain to discover that sometimes a soft touch is required to dig out the roots of corruption, allowing it to be crushed by the Iron Fist of Imperial Justice.

Before attempting an Interaction Skill Test, the Commissar-Captain can attempt a Difficult (-10) Charm check as a Free Action to soften the target/targets up, playing off their expectations to lower their guard. Every 2 Degrees of Success lowers the Difficulty of the following check by 1 step.

Castigating Shout

Type: Full Action

Cost: 500xp

The Commissar-Captain has embraced his role on the battlefield as a force of morale, his booming curses and inspiring oaths doing much to reinvigorate his allies and shatter the will of his enemies.

As a full Action, a Commissar-Captain may force a number of enemies or allies within hearing

range equal to his Strength Bonus to make an Opposed Challenging (+0) Willpower Test versus the Commissar-Captains' Command Skill. Every Degree of Success causes each enemy to take 1 level of Fatigue. With 5 Degrees of Success, enemies are stunned for 1 round, the force of the rebuke halting them in their tracks.

Allies affected must make a Hard (-20) Willpower Test, with +10 per degree of success achieved by the Commissar-Captain. On a Success, they ignore the effects of Fatigue and gain a +10 bonus to Fear Tests until the end of the encounter.



Hero of the Imperium

"Frak this, for my faith is a shield proof against your blandishments!"

-Commissar Ciaphas Cain (Attributed)

Holt. Sterne. Gaunt. Raege. Cain. Fuklaw. These are the names of some of the Imperium's legendary Commissars, brave men and women who have spat defiance into the jaws of the enemies of Mankind time and time again and lived to tell the tale. The title of Hero of the Imperium can be awarded to any Imperial citizen, but its most famous recipients are often of the Commissariat, a fact which has sometimes earned the medal the disparaging title of 'Commissar's Cross'. Regardless, none can doubt the incredible benefits towards morale a decorated Hero of the Imperium can bring to the battlefield, and their selflessness and bravery is second to none.

Prerequisite Speciality: Commissar

Prerequisite: Character must have risked life and limb in an act of personal heroism that changed the course of a major battle, and survived.

New Aptitudes: Agility, Fellowship, Finesse, Leadership, Offence, Weapon Skill

New Talents: Strength in the Creed and Unshakable Faith or Tireless

Specialist Equipment: One Good-Craftsmanship pistol-class ranged weapon of Very Rare Availability or more, one Good Craftsmanship one-handed melee weapon of Very Rare availability or more, Good-Craftsmanship Light Carapace Armor

Specialist Advances:

Paragon of Might

Type: Passive

Cost: 500xp

Legends of the deeds of this Commissar have spread, and much like The Defender of the Imperium Ciaphas Cain, even the enemies of the Imperium have begun to recognize tales of him.

The Hero of the Imperium gains +20 on Interaction tests with the common citizenry of the Imperium, or anyone who might view him in a positive light, and a -20 to attempt to influence the enemies of the Imperium in a positive manner. While in combat, the Hero of the Imperium is considered to have a Fear Rating of 1, provided they have not suffered any Critical Wounds.

Glory to the Emperor!

Type: Free Action

Cost: 500xp

It is believed that some of the actions of the Hero of the Imperium are actually divinely supported by the Emperor of Mankind. While this may not be true, it is obvious that the Hero of the Imperium seems to draw His focus when fighting the Enemy on the battlefield.

When triggering Righteous Fury, the Hero of the Imperium may spend a Fate Point to immediately kill their target in a fashion that is loud, spectacular and bound to attract attention and future acclaim or notoriety. This ability may only be activated once per combat.

S-Company Officer

"Ignorance is Power. Rectitude is Strength. Obedience is Truth."

-Motto of the Edelweiss 12th Security Company

Few regiments are large enough or undisciplined enough to require an S-Company, but in those few that do the very name inspires almost irrational panic. The S-Company, or Security Company, is a small unit of independent troops answering only to the regiment's Commissar, with the duty of searching out any threats to the internal security of the regiment and assisting with the 'containment' of those units on the battlefield who may be on the verge of a total rout. S-Company soldiers are frequently recruited from other regiments or from the Stormtroopers of the Schola, in order to minimize any ties of loyalty they would develop with the unfortunate other members of their regiment. Few Commissars more directly embody the brutal disciplinarian side of their occupation than those who command S-Companies.

Prerequisite Speciality: Commissar

Prerequisite: Character must have successfully rooted out and captured a major traitor to the regimental order, or personally rallied a significant number of routing or retreating soldiers.

New Aptitudes: Ballistic Skill, Defence, Fellowship, Leadership, Social, Toughness, Willpower

New Talents: True Grit and Iron Discipline or Fearless

Specialist Equipment: Good-Craftsmanship Bolt Pistol with Laser Sight or Best-Craftsmanship Sawn-off Shotgun, Good-Craftsmanship Shock Maul or Good-

Craftsmanship Suppression Shield, Carapace Breastplate, Manacles
Specialist Advances:

Security Detail

Type: Passive

Cost: 350xp

The S-Company Officer is given command of a squad of Stormtroopers. These are most frequently soldiers from Terraxia, whose Schola Excubitos is famous for training Commissars and their assistants, or they may be from some other world of grim repute.

The Officer gains a Comrade. This Advance may be taken a number of times equal to their Fellowship Bonus.

Blocking Detachment

Type: Order (Full Action)

Cost: 400xp

The S-Company Officer orders all their Comrades to stand behind the Squad, providing extra firepower... and a grim reminder of what might happen if they retreat.

The character making this Order may have any number of their Comrades beyond the first within Cohesion use a Full Action to participate in the Order. As part of this Order, the character issuing it must make a Difficult (-10) Command Test with +10 for each Comrade participating in the Order. Until the end of the next round, every character in earshot gains a +5 bonus to Ballistic and Weapon Skill Tests per degrees of Success on the Test. They also take a -20 penalty to all Willpower-based Tests, but ignore the effects of Fear (2) and lower. The Officer can only use this Order

once per combat, and must have at least one Comrade within Cohesion to enact it.

Only in Death Does Duty End

Type: Passive

Cost: 400xp

The S-Company has the solemn duty of guarding prisoners deemed either too dangerous for execution or holding vital information that must be extracted. As such, they are expected to throw their lives down at a moments notice, if need be, to prevent access to their charge.

If the S-Company Officer fails a Pinning or Fear check, as a Reaction they may suffer 1d5 damage, ignoring Armor and Toughness, in order to act normally. In addition, should the S-Company Officer or

a prisoner be about to suffer a killing blow, as a Free Action, a Stormtrooper can accept the hit instead, as they throw their body in the way. The Comrade must be in Cohesion with the target of the attack.



Talents, Orders, Skills and Actions

"I'm sorry, Trisde-what?"

-Lord Commander Roboute Guilliman

The Synerge Cluster fields a bizarre array of troops, all with their own unusual combat tactics, customs, and ideas.

New Skill

This skill is designed primarily for use by the Signifier Advanced Specialty, but can be purchased by any character with access to a musical instrument or who wishes to sing.

Perform (Fellowship)

Aptitudes: Social, General

Perform is the ability to play musical instruments, or carry enough of a tune for your singing to sound musical. While not always a useful skill on the battlefield, musical instruments find their home in trenches and dugouts across the Galaxy, whether it be for official ceremonies, raising morale, or even lulling comrades to sleep on a quiet night. Musical performances are often useful as a tradable service, with many willing to offer up a tot of service synthol to someone who can distract them from the hell of battle, even for a few minutes.

When Perform is used against an opponent (for instance, when trying to drown out someone else's music), it is an Opposed Test. Perform is Opposed by itself.

Skill Use: Full Action for basic music, Extended Tests for longer pieces

New Talents

The following Talents are purchased as standard, and some come with prerequisites. Several of these talents are homeworld-specific (listed in their Prerequisites), meaning that only a character who is from that planet, or a character who has served alongside characters from that planet for a significant amount of time (at least several months), for instance, can purchase it provided they meet the other prerequisites.

If a player really, really, *really* wants one of these Talents, let them have it, of course- if they can justify why their character would have such a talent. The GM has the final say on whether or not they might cost extra.

Some Talents listed here only have one Aptitude- these are uncommonly powerful (some might argue broken) abilities that require significantly more xp to purchase.

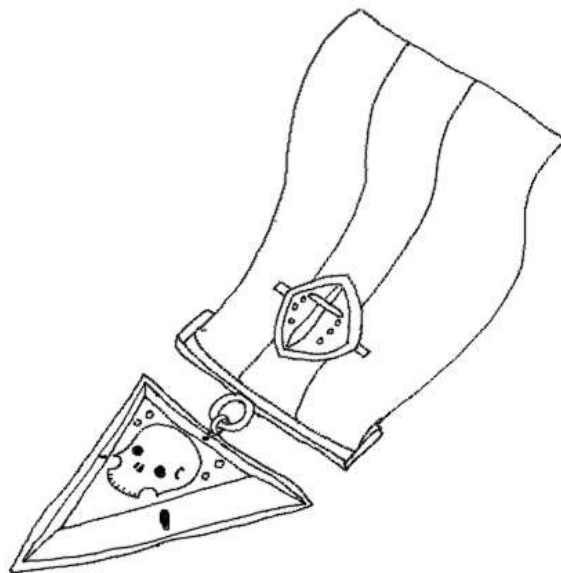


Table 6: Tier 1 Talents

Talent	Prerequisites	Aptitudes		Benefit
Aggressive Action	Edelweiss	OFF	STR	Spend Reactions to gain a damage bonus
Buttstroke	WS 35, Weapon Training (Low-Tech <i>or</i> Chain)	WS	GEN	Stun targets with bayonet strikes.
Chterngek Protector	Psyker, Katyushan	PSY	FLD	Reduce psychic dangers in snow and ice
Covering Fire	BS 35, AG 35	BS	FIN	Use Overwatch to disrupt enemies
Distracting Strike	PER 30, BS 30	OFF	PER	Distract enemies with thrown weapons
Evasive	AG 35	AG	DEF	Gain one-time bonus to Dodge
Fickle Fortune	Bellagian	WP	GNL	Become luckier?
Firebug	Weapon Training (Flame)	WP	OFF	Ignore fatigue when using flame weapons
Flak Dodger	Tennanlower	AG	DEF	Avoid anti-aircraft fire
Haze of War	-	BS	PER	Reduce penalties due to smoke
Hunter's Instincts	PER 30, BS 30	OFF	PER	Deal extra damage to uncovered enemies
Hurler	STR 35	STR	FLD	Throw weapons further
Illicit Mods	Junker	FLD	TEC	Customize weapons more
Illogical Target	Tech-Use, Dodge, Maniple 931	DEF	TEC	Reduce aim of mechanical enemies
Lockdown	BS 30, PER 30	BS	LDR	Make Pinned enemies easier to hit
Lone Wolf	-	FLD	OFF	Gain bonuses when operating solo
Reaction Fire	AG 30, PER 30	PER	DEF	Spend Reaction to Overwatch
Tizherin	Stealth, Katyushan	FLD	AG	Move stealthily in snow and ice
Trench Dweller	-	FLD	DEF	Increase protection of prepared positions
Trench Raider	AG 35	FLD	OFF	Move freely in trenches
Weapon Training (Blackpowder)	-	FIN	GNL	Use Blackpowder weapons without penalty

Table 7: Tier 2 Talents

Talent	Prerequisites	Aptitudes Benefit
Ante Up	Bellagian	WP GNLAvoid spending Fate by gambling
Arsonist	Weapon Training (Flame)	FLDOFF Increase flamer area denial strength
Bayonet Expertise	WS 40, Weapon Training (Chain <i>or</i> Low-Tech)	WS FLD Fight effectively with bayonets
Biggest Booms	Tech-Use	FLDTEC Spend Fate for blast damage
Blackpowder Weapon Expertise	BS 35, WS 35, Weapon Training (Blackpowder)	BS WS Use blackpowder weapons in melee
Caracole	BS 45, Survival, Edelweiss	BS FLD Make ranged attacks during Strike and Fade
Cool Under Pressure	PER 40, Reaction Fire	PER WP Spend Fate for deadly Overwatch
Diving Charge	AG 40, Operate (Aeronautica), Tennanlower	OFFWS Make flying charge attacks
Executioner	Frenzy <i>or</i> Jaded	OFFSTR Do more damage to injured enemies
Flashfire	AG 40, Flame Weapon Training	OFFAG Spend Fate for free fire attacks
Forceful Focus	WP 35, WS 35, Weapon Training (Force)	PSY WS Deal more damage with Force weapons
Formidable	Iron Jaw, Sound Constitution	T DEF Reduce explosion damage
Grazing Fire	Deadeye Shot	BS FIN Spend Fate to deal damage on misses
Indefatigable	WP 40, Evasive	OFFDEF Score kills to reduce enemy aim
Launcher Weapon Expertise	BS 40, Weapon Training (Launcher)	BS T Avoid explosive blast damage
Low Profile	AG 40, T 35	FIN DEF Improve protection of cover
Open-Air Operations	Tennanlower	AG DEF Gain bonuses when fighting with little protection
Peacekeeper	FEL 35, Maniple 931	SOCWP Defuse arguments and conflicts
Power Weapon Expertise	WS 40, Weapon Training (Power)	WS OFF Shatter enemy weapons
Ranging Fire	BS 40	BS INT Use Indirect Fire to guide allies
Shadowstep	Evasive	AG DEF Character is harder to hit with Overwatch
Shockproof	T 35, Junker	DEFTEC Resist negative electrical effects
Shock Weapon Expertise	WS 35, Weapon Training (Shock), Awareness	WS PER Stun targets more easily
Shredder	BS 40	BS OFF Damage armour with ranged attacks
Snap Shot	AG 40, Lightning Reflexes	BS AG Make two Single Attacks per turn at a penalty
Sudden Strike	WS 35, Quick Draw	WS FIN Deal more damage on first strike
Trench Veteran	Trench Dweller	FLDDEF Improve morale in prepared positions
Unarmed Style	STR 40 <i>or</i> AG 40, Natural Weapons <i>or</i> Unarmed Warrior	STR FIN Apply special effects to unarmed attacks

Table 8: Tier 3 Talents

Talent	Prerequisites	Aptitudes	Benefit
All In	Bellagian	WP GNL	Burn Fate for a risky power attack
Antimaterialist	BS 40, Tech-Use +10, Maniple 931	BS OFF	Destroy machinery and structures better.
Blackpowder Weapon Mastery	BS 40, WS 40, Blackpowder Weapon Expertise	BS WS	Increase melee damage of black powder weapons
Brick Outhouse	STR 50, Bulging Biceps, Edelweiss	STR T	Character is ridiculously muscular
Can't Miss	WS 40, Weapon Training (Low-Tech or Chain)	GEN	Follow bayonet strikes with gunfire
Caustic Jape	FEL 40, Charm (+10) or Intimidate (+10)	SOC OFF	Enrage enemies with sick burns
Close and Personal	Hip Shooting or Storm of Iron	BS -	Spend Fate for better point-blank crits
Driving Skirl	Perform	SOC GNL	Terrify enemies with music
Ever Vigilant	PER 50, Cool Under Pressure	PER -	Enter Overwatch as a Free Action
Explosive Righteousness	-	OFF -	The next best thing to Exploding Dice
Fastball	STR 40, AG 35, Hurler, Sleight of Hand	STR BS	Make semi-auto attacks with thrown weapons
Fire Bomber	Weapon Training (Flame), Tank Hunter	FIN OFF	Cripple vehicles with fire
Force of Will	WS 40, WP 40, Forceful Focus	PSY WS	Channel powers through Force attacks.
Haplotic Focus	WP 50, Strong Minded	PSY KNW	Specialize in a single psychic Discipline to the exclusion of all else
Hoist the Colours	Command, Regimental Standard	LDR STR	Rally allies around a planted Standard
Killer Instinct	BS 45, AG 45, Hip Shooting	OFF AG	Character does more crits while Hip Shooting
Launcher Weapon Mastery	BS 50, Launcher Weapon Expertise	BS T	Rapidly load launcher ammunition
Plunging Fire	INT 40, BS 40	INT PER	Frighten enemies with long-range fire
Power Weapon Mastery	WS 45, Power Weapon Expertise	WS OFF	Destroy anything with power weapons
Precision Shot	Crack Shot	BS PER	Spend Fate for crit attack
Rapid Toss	Biggest Booms	AG -	Spend Fate to throw fast
Rebellious Pride	Junker	OFF WP	Gain free attacks when commanded
Sentinel	BS 40, Cool Under Pressure	DEF FIN	Gain extra Overwatch hits
Streltsy of Old	BS 40, Weapon Training (Low-Tech), Katyushan	BS LDR	Inspire allies further with Streltsy weapons
Strike Like Thunder	WS 40, Shock Weapon Expertise, Awareness +10	WS PER	Stun the unstunnable.
Trench Defender	Trench Dweller, Trench Veteran	FLD DEF	Improve accuracy and slow enemies in prepared positions
Unconventional Leadership	STR 50 or WP 50 or Int 50, Air of Authority	LDR GNL	Command using alternate Characteristics

Talent List

Aggressive Action

Tier: 1

Prerequisites: Edelweiss Character

Aptitudes: Offence, Strength

Edelweiss doctrine teaches offensive tactics on a level that most other soldiers would find foolish. The Edelweiss, being gigantic hyper-muscular supersoldiers, don't particularly mind.

At the start of every combat turn, this character can spend a Reaction to give themselves a +2 damage bonus to any Attacks this turn. This ability cannot be combined with All-Out Attacks or any other ability that uses a Reaction.

All In

Tier: 3

Prerequisites: Bellagian Character

Aptitudes: Willpower, General

The most predictable aspect of the Low Rollers of Bellagia is their unpredictability.

Their obsession with luck and fortune can lead them to take near-suicidal risks, which sometimes even pay off.

A character with this Talent who is suffering from at least one point of Critical Damage can spend a Fate Point to add 3d6 extra damage with the Proven (4) Quality to a single melee or ranged weapon attack. If the attack succeeds in hitting an enemy, regardless of whether or not it does damage, the character can

then roll 1d5. On a roll of 1, the character immediately dies as something terribly unlucky happens to them. On a roll of 5, the character regains all their Wounds as the Emperor's Fortune flows through them.

Ante Up

Tier: 2

Prerequisites: Bellagian Character

Aptitudes: Willpower, General

Bellagians are just as famous for winning battles by the skin of their teeth, or by outright cheating, as they are for dying horribly within seconds of being deployed. The key question when fighting alongside them always becomes "do I feel lucky?" When this Character spends a Fate Point, they may choose to roll a d10. On a roll of 1 or 2, the Fate Point is not used, but they gain its positive effects. On a roll of 10, the character immediately dies as something unlucky happens to them.



Antimaterialist

Tier: 3

Prerequisites: BS 40, Tech-Use +10, Maniple 931 Character

Aptitudes: Ballistic Skill, Offence

The soldiers of Maniple 931 wear many hats, in addition to their distinctive blue helmets; they are policemen, peacekeepers, and if necessary a heavy demolitions force prepared to raze the entirety of Niva Gustav, and every machine on it.

When attacking structures, vehicles, and enemies with the Machine trait, characters with this Talent increase the damage of all of their attacks by 1d10. This extra damage can inflict Righteous Fury.

Arsonist

Tier: 2

Prerequisites: Weapon Training (Flame)

Aptitudes: Fieldcraft, Offence

To truly destroy a fixed structure, it is necessary to saturate it with flammable chemicals, and ensure those chemicals burn for the longest time possible. The flame troopers of the Synerge Cluster know this well, and adjust their weapons accordingly. Characters with this Talent increase the range of any Flame weapons they wield by 10m. When making using the Scorched Earth action, any enemies within the area of effect take a -10 to their Agility Test to not catch fire.

Bayonet Expertise

Tier: 2

Prerequisites: Weapon Skill 40, Weapon Training (Low-Tech or Chain)

Aptitudes: Weapon Skill, Fieldcraft

The humble bayonet is an oft-overlooked element in any Guardsman's arsenal, but one which makes an effective offensive

weapon. A character with this Talent wielding a Melee Weapon Attachment, Chain Weapon Attachment, or Mellow-Pattern Piton Driver treats their melee weapon as having a range of 2 meters, increases its Penetration by 1, and adds double their Strength bonus to its Damage when Charging.

Biggest Booms

Tier: 2

Prerequisites: Tech-Use

Aptitudes: Fieldcraft, Tech

Bakuretsu, Bakuretsu, la la la!

Once per combat, this character can spend a Fate Point to either make their next attack with the Blast quality deal Righteous Fury on a roll of 9 or 10, or increase the value of its Blast by 1d10.

Blackpowder Weapon Expertise

Tier: 2

Prerequisites: Ballistic Skill 35, Weapons Skill 35, Weapon Training (Low-Tech)

Aptitudes: Ballistic Skill, Weapon Skill

Few Imperial Guard regiments utilize black powder weapons, but anyone experienced with the ways of pike and shot knows they are best at extremely close range.

A character with this Talent can use black powder or flintlock Basic or Heavy weapons to make ranged attacks in melee with no bonuses or penalties to hit. They gain a +20 to hit in melee with Pistol black powder or flintlock weapons.

Blackpowder Weapon Mastery

Tier: 3

Prerequisites: Ballistic Skill 40, Weapons Skill 40, Blackpowder Weapon Expertise

Aptitudes: Ballistic Skill, Weapon Skill

While musket balls are often ineffective against heavy armour, the flash of powder and the thunderous discharge of smoke can often stun even the best-prepared of enemies at short enough ranges.

A character with this talent who makes a ranged attack with a black powder or flintlock weapon at point-blank range or while in melee treats their weapon as having the Concussive (2) and Proven (3) Qualities, and increases its Penetration by 2.

Brick Outhouse

Tier: 3

Prerequisites:

Bulging Biceps,
Strength 50,
Edelweiss
Character

Aptitudes: Strength,
Toughness

The Edelweiss
sometimes take

their obsession with physical fitness to a degree that beggars belief, resulting in soldiers who look more like weightlifters than combatants. While this seldom provides a major strategic advantage, the fact of the matter is that most Edelweiss soldiers can easily tear their enemies limb from limb in close combat.

Characters with this Talent gain a +20 bonus to Intimidate Tests, a +20 to Athletics Tests to lift, move or push heavy objects, and the Sturdy trait.

Butt Stroke

Tier: 1

Prerequisites: Weapon Skill 35, Weapon Training (Low-Tech or Chain)

Aptitudes: Weapon Skill, General

Bayonet fighting is not a particularly complicated art, and most Guardsmen quickly grasp that the blunt end of their rifle is as much a weapon as the sharp end. A character with this Talent wielding a Melee Weapon Attachment, Chain Weapon Attachment, or Mellow-Pattern Piton Driver who makes a melee hit with more than three Degrees of Success may spend their Reaction to grant the attack the Concussive (0) quality.



Can't Miss

Tier: 3

Prerequisites: Weapon Skill 40, Weapon Training (Low-Tech or Chain)

Aptitudes: Weapon Skill,
General

Opinions are varied as to whether shooting someone off a bayonet is overkill or best practice. When a

character with this Talent makes a successful melee attack with a Melee Weapon Attachment, Chain Weapon Attachment or Mellow-Pattern Piton Driver that does more than four degrees of success, they may spend a Reaction to immediately spend a round from the weapon's Clip and inflict one automatic ranged hit against their target, striking the same location as the melee attack. If the weapon is of lower than Good craftsmanship, they roll 1d10: on a 10 it is now Jammed. This ability cannot be combined with the Butt Stroke talent.

Caracole

Tier: 2

Prerequisites: Survival, Ballistic Skill 45,
Edelweiss Character

Aptitudes: Ballistic Skill, Fieldcraft
 A common Edelweiss cavalry tactic, the Caracole involves approaching a target at high-speed, then turning broadside to it to discharge a pistol or rifle shot at close range. Though it necessitates careful coordination, the effects of a well-executed caracole maneuver from Edelweiss dragoons can be devastating.
 A character with this Talent can choose to make a single attack with a ranged weapon instead of a melee weapon during a Strike and Fade mounted action. Successfully making this attack requires a Difficult (-10) Ballistic Skill Test.

Caustic Jape

Tier: 3
Prerequisites: Charm (+10) or Intimidate (+10), Fellowship 40
Aptitudes: Social, Offence
 This character can, by some spiteful gift of mind, break out one-liners that would make the foulest-tempered drill sergeant blush. When deployed on the battlefield, such wordplay can be a devastating tactical weapon. As a Half Action, this character may pick an enemy within earshot and make an opposed Challenging (+0) Charm or Intimidate vs. Routine (+10) Willpower Test to taunt them viciously. The player in question must actually insult the enemy, and the GM is free to modify the difficulty of the Test based on the quality of the insult. If the enemy fails, they must spend their next turn sputtering and making weak comebacks until they become Frenzied. They remain so, and unable to issue detailed commands, use advanced technology, or cast psychic powers, for the remainder of combat or until they are knocked Unconscious. If the target was

already Frenzied or already possesses the Frenzy Talent, they become Frenzied as normal save that they will likely take dangerous or even suicidal risks to get themselves closer to the character who mocked them.

If this character has the Heroic Inspiration Talent, using this ability is a Free Action. This Talent has no effect on enemies with the Machine or Bestial Traits, as well as enemies who do not understand the character's language.

Chterngek Protector

Tier: 1
Prerequisites: Psyker, Katyushan Character
Aptitudes: Psyker, Fieldcraft
 The Chterngek are the mysterious entities that deeply traditionalist Katyushans believe lurk in the boundaries between the bright lights of the fire and the inky cold darkness of the ice- they can be helpful or harmful, but the places where they gather are full of arcane power that can be harnessed.
 A Psyker with this Talent can choose to reduce any rolls on the Psychic Phenomena or Perils of the Warp table by -10 while manifesting in snow or icy terrain.

Close and Personal

Tier: 3
Prerequisites: Hip Shooting or Storm of Iron
Aptitudes: Ballistic Skill
 Though the Commissariat generally frowns on unbridled savagery on the part of Imperial Guardsmen, seeing it as the first step on the road to moral contamination, it cannot be denied that being close enough to see the whites of an enemy's eyes can turn the meekest soldier into a whirlwind of

death. This character may spend a Fate Point to inflict Righteous Fury on a roll of 9-10 for the remainder of combat, but only when making ranged attacks against enemies at Point-Blank Range. If their weapons already activate Righteous fury in this range, increase the range to 8-10.

Cool Under Pressure

Tier: 2

Prerequisites: Reaction Fire, PER 40

Aptitudes: Perception, Willpower

There is a state of sublime and perfect calm that exists in the heat of battle, when time seems to slow to a crawl and one can trace the lazy path of a lasbolt through the air. Few soldiers can call up such focus, but those who do are deadly. This character can spend a Fate Point to make all their Overwatch attacks for the remainder of the round gain a +10 to hit, and inflict Righteous Fury on a roll of 9 or 10.

Covering Fire

Tier: 1

Prerequisites: BS 35, AG 35

Aptitudes: Ballistic Skill, Finesse

The *Tactica Imperialis* teaches that even inaccurate, unguided fire can be a useful tool to make the enemy keep their heads down. When this character is in Overwatch and attacks an enemy, that enemy takes a -10 to all their Ballistic and Weapon Skill tests on their next turn, even if the initial attack didn't hit.

Distracting Strike

Tier: 1

Prerequisites: Ballistic Skill 30, Perception 30

Aptitudes: Offence, Perception

Throwing knives, axes and the like are seldom the tools that win fights, but a clever soldier with halfway decent aim can use them to disorient and distract their enemies.

Whenever a character with this Talent attacks a non-vehicle target with a non-Grenade Thrown weapon, that target takes a -10 penalty on all Ballistic Skill and Weapon Skill Tests until the end of their next turn, regardless of whether the attack hit or not.

Diving Charge

Tier: 2

Prerequisites: Operate (Aeronautica), Agility 40, Tennaflower Character

Aptitudes: Offence, Weapon Skill

The signature tactic of the Tennaflower Skyboarders is their swooping combat dives- rushing full-tilt at the ground, they level off at the last possible second,



transferring their momentum into crushing blows against unsuspecting foes. Though incredibly dangerous, the force of an armoured man and the weight of his skyboard can pulverize even well-armoured foes.

A character on a Skyboard or other equivalent Flying mount can spend a Full Action to make a diving charge. They must begin their turn at High Altitude, and make a Difficult (-10) Operate (Aeronautica) Test. If the Test succeeds, they drop to Hovering Altitude and may make a single melee attack at a +20 bonus against an enemy target within half their Flying Movement distance. The attack has the Concussive (2) and Felling (X) quality, where X is the number of degrees of Success they scored on the original Test, and increases its Penetration by X. If they fail the Test by more than 2 degrees, they fall off their mount instead.

Driving Skirl

Tier: 3

Prerequisites: Perform

Aptitudes: Social, General

Standing firm in the face of oncoming fire to play a musical instrument might seem counterintuitive on the battlefield, but those truly inspired regimental musicians who do manage the task can terrify their enemies by their seeming untouchability. A character with this Talent who is not in Cover can make a Hard (-20) Perform Test as a Half Action. If the test succeeds, they count as having the Fear (X) trait, where X is 0 + 1 for every two Degrees of Success they scored on the Test. All enemies within line of sight must make Fear tests as normal. This ability lasts for a number of rounds equal to 1d5 + half of their

Willpower Bonus, rounded up, but the character must remain out of cover and devote all of their non-movement actions to continue playing for the duration.

Evasive

Tier: 1

Prerequisites: AG 35

Aptitudes: Agility, Defence

Lighter-armoured regiments will frequently teach their soldiers movement patterns designed to minimize their exposure to enemy fire on the battlefield. This character gains a +20 bonus to their first Dodge test each combat.

Ever Vigilant

Tier: 3

Prerequisites: Cool Under Pressure, PER 50

Aptitudes: Perception

Few soldiers can keep a level head about them when running full-tilt, but those who can make superb point men, spearheading an advance while still providing accurate covering fire for their allies. When this character makes a Full Move, they may immediately enter Overwatch at the end of their turn as a Free Action. They may only take Single Shots when Overwatching in this way.

Executioner

Tier: 2

Prerequisites: Frenzy or Jaded

Aptitudes: Offence, Strength

Many more savage or disciplined regiments teach their soldiers to strike purposefully at wounded enemies, hammering them down with relentless strikes to ruin the morale of their allies. This character gains a +20 to hit any target that has already taken Critical Damage in this combat.

Explosive Righteousness

Tier: 3

Aptitudes: Offence

Sometimes things happen on the battlefield which simply cannot be explained rationally. The Emperor provides. This character's Righteous Fury attacks also do 1 Wound of damage, ignoring Armour and Toughness, for every living enemy within 2 meters of them, to a maximum of 4. If this bonus damage would inflict Critical Wounds, resolve whichever Critical Damage effect is higher on the relevant Critical Table.

Fastball

Tier: 3

Prerequisites: Sleight of Hand, Hurler, STR 40, AG 35

Aptitudes: Strength, Ballistic Skill

Theoretically, there must be a point at which one hits "too many hand grenades". If there is, the skilled grenadiers and bombers of the Militarum have yet to describe it. A character with this talent can make Semi-Auto Burst attacks with thrown weapons, with a Rate of Fire equal to their Agility Bonus-1, to a minimum of 2.

Fickle Fortune

Tier: 1

Prerequisites: Bellagian Character

Aptitudes: Willpower, General

The peculiar luck of the Bellagians is renowned across the Synerge Cluster, though some are luckier, and indeed unluckier, than most.

A character with this Talent gains one extra Degree of Success on all successful Tests, and one extra Degree of Failure on all failed Tests.

Fire Bomber

Tier: 3

Prerequisites: Weapon Training (Flame), Tank Hunter

Aptitudes: Finesse, Offence

Hunting armoured vehicles with flame weapons is a difficult art- it requires exact knowledge not only of the target's weak points, but also of what if any components, especially motive, are air-breathing and thus vulnerable to flame.

When a character with this Talent makes an attack with a Flame weapon against a vehicle, their attack is automatically treated as hitting the vehicle's Rear Facing. If the resulting attack does damage, the target must automatically roll 1d5 on the Motive Systems Critical Hit Table as burning fuel spills into its engines.



Art from [here](#).

Firebug

Tier: 1

Prerequisites: Weapon Training (Flame)

Aptitudes: Willpower, Offence

Though the Incinerants of the Ministorum are the most famous flamer-users of the Spinward Front, there are no shortage of flame troopers who are just as devoted to their scorching weapons. These so-called ‘firebugs’ are driven to frenzied activity by the crackling of the flames.

A character with this Talent equipped with a Flame weapon ignores the negative effects of their first level of Fatigue and gains a +1 bonus to the damage of their first successful Flamer attack each combat.

Flak Dodger

Tier: 1

Prerequisites: Tennenlower Character

Aptitudes: Agility, Defence

As first-wave assault troops, and airborne first-wave assault troops, Tennenlower soldiers frequently find themselves under fire from enemy heavy weapons, especially anti-aircraft guns. They train heavily to be able to avoid such weapons as a result.

A character with this Talent gains a +10 bonus to Dodge vehicle weapons, and a +15 bonus to Dodge weapons on Vehicles with the Anti-Air Trait(s). These bonuses do not stack.

Flashfire

Tier: 2

Prerequisites: Flame

Weapon Training, AG 40

Aptitudes: Offence, Agility

If you’re going to set something on fire, you might as well do it as quickly as possible, so you can proceed to setting something else on fire with minimum fuss.

A character with this Talent can spend a Fate point to make a single attack with a weapon with the Flame quality as a Reaction, at any point in the turn order. This attack, which can only be activated once per Round, gains the Inaccurate quality, or grants enemies a +10 on tests to dodge it if it has the Spray quality, but doesn’t count towards the usual one attack per Round limit.

Forceful Focus

Tier: 2

Prerequisites: Weapon Training (Force), Weapon Skill 35, Willpower 35

Aptitudes: Weapon Skill, Psyker

Force weapons are vanishingly rare in the Imperial Guard, wielded by only the most trusted of Battle Psykers. With experience,



they can be molded and shaped into weapons of shattering power. Once per Round, when a Psyker with this Talent damages an enemy with a Force weapon, they may make the Opposed Willpower test to inflict bonus damage as a Free Action instead of a Half Action.

Force of Will

Tier: 3

Prerequisites: Forceful Focus, Weapon Skill 40, Willpower 40

Aptitudes: Weapon Skill, Psyker

A well-honed Force weapon is as much a psychic conduit as it is a tool of destruction, allowing its wielder to channel their psychic might in any number of ways. Few Imperial psykers have the martial skills to use their weapons in this way, but those who do are unstoppable on the battlefield.

Once per Round, when a Psyker with this Talent damages an enemy with a Force weapon, they may forgo the opposed Willpower test to deal extra damage to instead cast one Psychic Power of their choice as a Free Action, provided its original casting time was a Half Action or less. They treat their Psy Rating as being 1, and cast as if they were Unfettered, but take no penalties for being engaged in a melee or distracted.

Formidable

Tier: 2

Prerequisites: Iron Jaw, Sound Constitution

Aptitudes: Toughness, Defence

Though the human body can never truly adapt to the intense pressure, heat and vibration shocks of explosions, any experienced demolition or artillery trooper

becomes somewhat accustomed to such harsh conditions.

When this character takes damage from a weapon with the Blast Quality, they halve the number of Wounds of damage they receive after accounting for armour and Toughness, rounding up.

Grazing Fire

Tier: 2

Prerequisites: Deadeye Shot

Aptitudes: Ballistic Skill, Finesse

The wise marksman knows that even missing a shot can provide a tactical advantage, showering an enemy with splinters or destroying their cover. This character may spend a Fate Point to make missed attacks against enemies still inflict 1 Impact damage ignoring Armour and Toughness to the Body for the remainder of combat. Multiple missed hits from Semi-Auto Bursts, Lightning Attacks, etc., still only count as one missed attack.

Haplotic Focus

Tier: 3

Prerequisites: WP 50, Strong Minded

Aptitudes: Psyker, Knowledge

The long-dead Collegia Haplotica of Tennenlowe taught psykers a dangerously powerful induced monomania, the Way of the Haplotist, which allowed devotees to deliberately cast aside most of their psychic talent in exchange for massive raw power within the confines of a single Discipline.

When purchasing this Talent, select a single Psychic Discipline for which the character knows at least 3 Powers. So long as they are casting Powers from this Discipline, they gain a +10 to any tests to manifest at the Fettered level, and can treat

their maximum Push Psy Rating as being 1 higher than usual. In addition, when manifesting Push powers at Psy Ratings of +1 or +2 above their Unfettered level, they generate Psychic Phenomena as if they were manifesting at the Unfettered level. When this talent is purchased, the character becomes unable to learn any new techniques from Disciplines other than their chosen Discipline, and if they already have powers from other Disciplines, they can only be cast with an effective Psy Rating of 1. Casting powers from other Disciplines automatically generates Psychic Phenomena.

Haze of War

Tier: 1

Prerequisites: Dolcaterran Character

Aptitudes: Ballistic Skill, Perception

To fight with black powder weapons is to fight in thick clouds of smoke, and the most experienced Dolcaterran musketeers develop an uncanny ability for locating their enemies even in poor visibility. Characters with this Talent gain a +10 bonus to hit targets concealed by smoke, fog, mist or darkness.

Hoist the Colours

Tier: 3

Prerequisites: Command, character possesses a Regimental Standard

Aptitudes: Leadership, Strength

By finding a suitable spot to plant a banner or symbol of their regiment, soldiers and officers claim a spot of land as their own, and those near the banner often find themselves giving their all to prove the standard-bearers right.

As a Full Action, a character and his Comrade in cohesion can plant their

Regimental Standard, defying the enemy to come and take it. All allies within 10 x the character's Willpower Bonus meters gain a +10 to any Test of their choice each round, and treat their Toughness Bonus as being 2 steps higher for the purposes of resisting damage so long as the planted character does not move or Dodge.

Hunter's Instincts

Tier: 1

Prerequisites: Per 30, BS 30

Aptitudes: Offence, Perception

Far too frequently, Guardsmen find themselves facing off against brutishly large enemies, or targets so huge and tough that the idea of taking cover is laughable. In such cases, a calm eye for weak points can do surprising damage. This character's ranged attacks against enemies who are not in cover deal 1 extra damage.

Hurler

Tier: 1

Prerequisites: STR 35

Aptitudes: Strength, Fieldcraft

Though a mortar is often the best way to get small, targeted explosives downrange, many regiments whose combat tactics emphasize offensive grenade use will further train the throwing arms of their tallest and strongest soldiers. This character treats their Strength Bonus as being 2 higher for the purposes of determining thrown weapon range.

Illicit Mods

Tier: 1

Prerequisites: Junker Character

Aptitudes: Fieldcraft, Tech

Given the tense relations between the Nivan Junkers and the Adeptus

Mechanicus, it is unsurprising that they have few compunctions about making extra modifications to their equipment. Characters with this Talent count Poor-Craftsmanship weapons they have customized as being Common Craftsmanship, and may add one extra Customization to all weapons.

Illogical Target

Tier: 1

Prerequisites: Tech-Use, Dodge, Maniple 931 Character

Aptitudes: Defence, Tech

Though it has not been bloodied against many of the Imperium's more conventional foes, the troopers of Maniple 931 have a great deal of experience fighting machines and insane servitors. They have come to instinctively recognize the targeting patterns and algorithms that govern these mechanical menaces' weapons systems, and move in such a way as to provide a difficult target.

Enemies with the Machine trait that attempt to attack this character receive a -10 to any Ballistic or Weapon Skill Test used to make the attack.

Indefatigable

Tier: 2

Prerequisites: Evasive, WP 40

Aptitudes: Offence, Defence

The *Tactica Imperialis* notes that skilled but unseasoned warriors stop and glory in their small victories, denying themselves mobility and the advantage. A real veteran keeps their momentum up at all times. When this character scores a kill during their turn, the first attack directed against them before the start of their next turn receives a -30 penalty to hit them.

**IN ARMAGEDDON
THE WIND
DOESNT BLOW
IT SUCKS**



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 COSTUME DESIGNER JAN HARLAN
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Killer Instinct

Tier: 3

Prerequisite: Hip Shooting, BS 45, AG 45

Aptitudes: Offence, Agility

Rational logic dictates that firing randomly from the hip should not be an effective tactic, but some characters manage to make it work by sheer aggressiveness. After activating the Hip Shooting Talent, this character's weapons deal Righteous Fury on a roll of 9 or 10 for the duration of their Turn.

Launcher Weapon Expertise

Tier: 2

Prerequisites: Ballistic Skill 40, Weapon Training (Launcher)

Aptitudes: Ballistic Skill, Toughness

One of the first things a good explosive weapons trooper learns is how to not kill themselves and their allies with the back blast. When this character attacks with a Launcher or Explosive weapon and would damage themselves or an ally with it, they and their allies gain a +20 bonus to their Dodge rolls to avoid damage, and count their Agility bonus as being 2 higher for the purposes of dodging out of the Blast radius, if applicable.

Launcher Weapon Mastery

Tier: 3

Prerequisites: Ballistic Skill 50, Launcher Weapon Expertise

Aptitudes: Ballistic Skill, Toughness
The other great vulnerability of the Launcher, whatever the kind, is the difficulty of handling and loading ammunition. Once per combat, a character with this Talent and their Comrade in Cohesion can immediately load a single round into their Launcher weapon as a Reaction.

Lockdown

Tier: 1

Prerequisites: BS 30, Per 30

Aptitudes: Ballistic Skill, Leadership

One of the real advantages of suppressive or tracer fire is that it gives allied troops something to aim towards, while at the same time keeping their target immobile and making them an easier target. This character's allies gain a +10 to hit any target that is Pinned as a result of this character's attacks or abilities.

Lone Wolf

Tier: 1

Aptitudes: Fieldcraft, Offence



Imperial Guardsmen should always stick together, but there's one in every regiment- some jerk who just thinks they're too cool for everyone else. Sometimes they may be justified, but more often than not such overconfidence will be their undoing. This character gains a +5 to Agility and Ballistic Skill-based Tests when they are more than 10m away from any allied character, including their Comrade if they have one.

Low Profile

Tier: 2

Prerequisites: AG 30, T 30

Aptitudes: Finesse, Defence

Effective city-fighting requires relearning how to move- not just keeping your head down, but making every possible piece of environmental protection work as hard as possible for you. This character increases the effective AP of any cover they might be occupying by 4.

Open-Air Operations

Tier: 2

Prerequisites: Tenna Lower Character

Aptitudes: Agility, Defence

Tenna Low Skyboarder tactics transition from high-mobility offence to static defence when they make landfall, and their combat training emphasises fire evasion and

tactical repositioning in order to maximize the amount of time they can hold out. A character with this Talent who is wearing Armour with a maximum AP value on any hit location of 3 or less gains a +10 to all Dodge Tests when they are not in Cover, and can ignore the negative effects of rough or difficult terrain for a number of turns per combat equal to their Agility Bonus.

Peacekeeper

Tier: 2

Prerequisites: Fellowship 35, Maniple 931
Character

Aptitudes: Social, Willpower

Even the lowest-ranking soldiers from Maniple 931 are used to confrontations and constant arguments, and many from the regiment have by necessity become excellent at conflict resolution. Characters with this Talent gain a +20 to any Fellowship-based test used to resolve arguments, calm down a crowd, or prevent a fight from breaking out.

Plunging Fire

Tier: 3

Prerequisites: Intelligence 40, Ballistic Skill 40

Aptitudes: Intelligence, Perception

Over a long enough distance, even a near-miss shot can be enough to startle or panic an enemy. If the shot actually hits, well—that's just icing on the cake.

As a Full Action, a character with this Talent can fire a near-miss shot with a non-Blast Quality weapon at a target outside 3 x the weapon's Range but within 4 x the weapon's Range. That target must now pass a Challenging (+0) Fear Test. Additionally, the weapon firer makes a Punishing (-50)

Ballistics Test, adding aim bonuses, but not range modifiers- if it succeeds, the target takes a single hit to the Body as normal.

Power Weapon Expertise

Tier: 2

Prerequisites: Weapon Training (Power),
Weapon Skill 40

Aptitudes: Weapon Skill, Offence

The weapons of noble bladesmasters and brutal gangers alike, the crackling blades and bludgeons of power weapons are just as much symbols of Imperial might as the humbler chainsword. To truly use them effectively requires taking advantage of the sheer violence of their impact to rend armor and blast ordinary weapons to smithereens.

A character with this talent has an 85% chance of destroying non-Power Field weapons they parry with Power weapons. Additionally, they increase the penetration of all Power weapons they wield by 2.

Power Weapon Mastery

Tier: 3

Prerequisites: Power Weapon Expertise,
Weapon Skill 45

Aptitudes: Weapon Skill, Offence

Many of the Imperium's most legendary weapons are driven by power fields- they are the arms that strike down xenos, conquerors, traitors and heretics alike. Any Imperial soldier wielding a power weapon strives to write their name in the stars, and live up to the legacy of the Sword of Sondar, Liberatus, or Yarrick's Klaw.

A character with this Talent gains a +10 bonus to Parry tests with Power weapons. Additionally, their Power weapons can destroy Warp Weapons and Natural

Weapons as if they lacked the Power Field quality.

Precision Shot

Tier: 3

Prerequisites: Crack Shot

Aptitudes: Ballistic Skill, Perception

A good sniper boasts that they can shoot the wing off a fly at 200 paces. A great sniper can shoot the good sniper while they're busy boasting. This character may spend a Fate Point to make their next ranged attack inflict Righteous Fury on a roll of 6-10. They cannot spend Fate Points to reroll the attack if it misses.

Rapid Toss

Tier: 3

Prerequisites: Biggest Booms

Aptitude: Agility

Few Imperial sports are as underappreciated as the ancient, venerated game of reflex, precision and judgement known as *calidum tuberculum*. Played most frequently by the young, it requires fast hands, a sound judgement of one's own limits, and superb hand-eye coordination. Those *tuberculum* masters who find themselves in the Imperial Guard can often put their skills to good use. This character may spend a Fate Point to attack with a single Thrown weapon as a Free Action. This does not count towards the usual once per round limit on attacks. They cannot attack with any other Thrown Weapons on the turn this ability is activated.

Ranging Fire

Tier: 2

Prerequisites: Ballistic Skill 40

Aptitudes: Ballistic Skill, Intelligence

Any good Imperial mortar team knows that they are not operating in a vacuum- as spotters feed information to them, they can field detailed targeting information back to the spotters, ensuring more accurate fire at long ranges. When a character with this Talent makes a successful attack against an enemy target with a weapon with the Indirect quality, all of their allies within a 30-meter radius may reroll any missed ranged attacks against that target until the end of the character's next turn.

Reaction Fire

Tier: 1

Prerequisites: Agility 30, Perception 30

Aptitudes: Perception, Defence

Quite often, the best way to avoid enemy fire is to kill the enemy before they can shoot, though it is hard to make such spontaneous and instinctual firing very precise. At the end of their turn, this character can use their Reaction to enter Overwatch. They can only make a number of attacks with their weapon equal to their Agility Bonus -2 (to a minimum of 1) during Reaction Fire, and they cannot inflict Righteous Fury. If at any point before the start of their next turn they take damage, fatigue or Insanity, they leave Overwatch.

Rebellious Pride

Tier: 3

Prerequisites: Junker character

Aptitudes: Offence, Willpower

The Nivan Junkers are bitterly, violently independent, and violent power struggles are not unknown in their society. When in combat, they will often wilfully ignore orders, for their personal pride more than anything.

Whenever an allied character in earshot fails a Command, Charm or Intimidate Test, this character may make a single Attack Action as a Free Action. This attack cannot trigger Righteous Fury, and this ability may only be activated once per Round.

Sentinel

Tier: 3

Prerequisites: Cool Under Pressure, BS 40

Aptitudes: Defence, Finesse

The most legendary defenders of the Imperium are those who can stand on the ramparts, picking off oncoming enemies with coolness and precision as fire rains down around them. Once per Round, when this character makes a successful Full-Auto or Semi-Auto attack in Overwatch, they increase their number of hits by 1, to the maximum listed in their weapon's stats. Once per round, if they make a successful Single Attack, they can immediately attempt a second Single Attack against the same target provided their weapon has sufficient ammunition. These additional attacks and hits cannot trigger Righteous Fury.

Shadowstep

Tier: 2

Prerequisites: Evasive

Aptitudes: Agility, Defence

Prolonged study in optics and the mechanics of human and xenos vision teach that most organic entities just aren't that good at locating immobile targets, or targets that do not move in regular ways—taking advantage of this can make one that much harder to hit. Enemies receive a -20 penalty to hit this character with Overwatch attacks.

Shockproof

Tier: 2

Prerequisites: Toughness 35, Junker Character

Aptitudes: Defence, Tech

The Nivan Junkers are used to combat conditions that are often incredibly hostile to the continued functioning of machinery, especially the cybernetics so many of them bear. Their heavy use of machine-disrupting weaponry also brings with it risks of collateral damage, so they have developed a wide variety of minor modifications and coping strategies to keep themselves safe even in the midst of the heaviest storms of scrambling radiation. A character with this Talent gains a +20 to resist the effects of damage with the Shocking Quality, and reduces any roll on the Haywire Table that effects them, their cybernetics or their equipment, including any vehicle they are currently operating, by 2.

Shock Weapon Expertise

Tier: 2

Prerequisites: Weapon Training (Shock), Weapon Skill 35, Awareness

Aptitudes: Weapon Skill, Perception

Shock weapons are more commonly employed off the battlefield, used to keep recalcitrant Guardsmen in line or enact summary discipline against green recruits. As any victim of a shock weapon can tell you, what makes them truly effective is their wielder's ability to find the spot to hit that hurts the most.

A character with this talent treats their target's Toughness Bonus as being 1 lower for the purposes of calculating damage with Shock weapons, and inflicts a -10 penalty on the test to avoid being Stunned.

Shredder

Tier: 2

Prerequisites: BS 40

Aptitudes: Ballistic Skill, Offence

Even the finest piece of armour is not invincible, and prolonged impacts, or even just a lucky shot, can cause structural weaknesses in armour. This character can spend a Fate Point to make all of their attacks during a combat reduce enemy AP. Any successful attack they make permanently reduces the enemy's AP on the hit location by an amount equal to one half of the attacking character's Ballistic Skill Bonus, rounded up.

Snap Shot

Tier: 2

Prerequisites: Lightning Reflexes, AG 40

Aptitudes: Ballistic Skill, Agility

Though many Imperial Guard regiments field dedicated sniper teams, there is also a tactical role for more squad-level sharpshooters, who use less-precise aimed fire to take out high-value enemy targets. Rapid operation of a single-shot weapon is key to this concept. As a Full Action, this character can make two Single Attack actions in one turn with a Basic or Pistol weapon that has no Semi-Automatic or Automatic fire rate. These attacks receive a -10 penalty to hit and the Inaccurate quality.

Streltsy of Old

Tier: 3

Prerequisites: Ballistic Skill 40, Weapon Training (Low-Tech), Katyushan Character

Aptitudes: Ballistic Skill, Leadership

Those Katyushan soldiers who choose to specialize in symbolic and antique *Streltsy*

weapons are themselves referred to as *Streltsy*, but those among them who distinguish themselves in battle earn the title *Streltsy of Old*. These brave warriors are symbol of the military and technological strength of Katyush, and they can turn the tide of many a battle. A Character with this Talent treats all weapons with the *Streltsy* quality as if they were Battle Standards as well, with the resultant stat bonus stacking with the stat bonus from the weapon themselves. Additionally, they add one half their Ballistic Skill Bonus, rounded up, to any such weapon's Damage.

Strike Like Thunder

Tier: 3

Prerequisites: Shock Weapon Expertise, Weapon Skill 40, Awareness +10

Aptitudes: Weapon Skill, Perception

"Commissar Braghe? Real bastard, that one. I mean you have to be, to keep abhumans in line. Once saw him drop a Bullgryn with a shock maul- just stroked the thing gently 'cross the back of the neck and it fell like a sack of flour."

The first time a character with this talent successfully hits an enemy with a shock weapon in combat, the enemy must test Toughness to avoid being stunned, even if the attack did no damage. This Talent only applies on the first hit to each enemy in a combat. Subsequent hits inflict Stunning as normal.

Sudden Strike

Tier: 2

Prerequisites: Weapon Skill 35, Quick Draw

Aptitudes: Weapon Skill, Finesse

Many different philosophies of melee combat emphasize the first strike- landing

the first blow against an enemy before they can react can turn the tide of a duel before it even starts. This character has taken that idea to heart- their first successful melee attack each combat deals +3 damage.

Tizherin

Tier: 1

Prerequisites: Stealth, Katyushan Character

Aptitudes: Fieldcraft, Agility

Katyushan parents scare their children straight with stories of the Tizherin, a massive snake that lurks in crevasses in the ice to snatch up children who wander out of the safety of their tunnels alone. In military parlance, the same refers to those Advance Spotters and other reconnaissance troops who have become adept at moving unseen in snow and ice. A character with this Talent gains a +10 to any Stealth test while in snow or icy conditions, and takes no penalty to Stealth while in snow shoes or skis.

Trench Defender

Tier: 3

Prerequisites: Trench Dweller, Trench Veteran

Aptitudes: Fieldcraft, Defence

Even the most well-protected trench is inevitably invaded, and the most well-prepared veterans are those who ready themselves for combat within their own defensive lines. By setting booby traps and concealed enfilade firing points, even mighty enemies can be delayed and turned back.

Characters with this Talent gain a +10 to any and all Ballistic and Weapons Skill tests within their Prepared Position.

Additionally, all enemies within the trench

treat it as Difficult Terrain, even if they would otherwise ignore terrain of that type.

Trench Dweller

Tier: 1

Prerequisites: None

Aptitudes: Fieldcraft, Defence

Even a modicum of experience and prep-work can turn a poor defensive position into a secure one. The addition of grenade trenches, proper sandbagging and duckboards mean the difference between life and death. With an uninterrupted hour of work, this character can improve a pre-existing defensive position; while within the confines of this Prepared Position, they gain a +10 to Dodge tests against Blast weapons and increase the AP value of all Cover in the area by 1. The effects of this talent do not stack across multiple characters, but at the GM's discretion might increase the size of the fortified area.

The Trench Talents

You may be looking at the Trench Dweller/Veteran/Defender series of Talents and wondering "okay, how much ground does this apply to?" Obviously a single Guardsman can't defend a kilometer of trench line, but even a few extra sets of eyes can make a difference.

As a rule of thumb, a Prepared Position should be roughly the radius the character can cover as a Full Action movement. That radius doubles for every other character with Trench Dweller who is involved, to a maximum of whatever makes the most sense given the terrain and the presence of allied forces, etc.

Trench Raider

Tier: 1

Prerequisites: Agility 35

Aptitudes: Fieldcraft, Offence

When a conflict turns from mobility to the slow, grinding attrition of trench warfare, new tactics are called for. Trench raiders are a sign of such tactics, light and mobile troops who can break into enemy Defences and wreak havoc against defenders unprepared for a close assault.

A character with this Talent never treats trenches or fortified positions as Difficult Terrain.

Trench Veteran

Tier: 2

Prerequisites: Trench Dweller

Aptitudes: Fieldcraft, Defence

Experienced trench fighters know the value of their own prepared positions, and can keep their cool even under blistering fire. Once per scene or combat, a character with this Talent can choose to reroll any one failed Willpower or Intelligence-based test while in their Prepared Position, but they must take the second result even if it is worse. Further, all cover in their Prepared Position increases by an additional 2 AP.

Unarmed Style

Tier: 2

Prerequisites: Strength 40 *or* Agility 40, Natural Weapons *or* Unarmed Warrior

Aptitudes: Strength, Finesse

There exist few planets in the Imperium which do not possess some form of local martial art or fighting style to allow an unarmed combatant to survive in combat. Though martial arts such as these are of debatable use on the battlefield, they can be lifesavers in close quarters or when one's

back is to the wall. Upon purchasing this Talent, a character can choose one of the following effects to apply to their unarmed melee attacks.

- *Barking Toad Style Kung Fu:* Uses explosive palm strikes. Unarmed attacks gain Concussive (o).
- *Wolf's Fang Style:* Tears at the foe with hooked fingers. Unarmed attacks gain Crippling (1).
- *Katyushan Bludka Tunnel Fighting:* Wobbles past defences. Unarmed attacks gain Flexible.
- *Edelweiss Savatte:* Hit the enemy until it dies. Unarmed attacks gain Felling (1).
- *Imperial Hyperjudo:* Kick ass for the Emperor. Unarmed attacks gain Sanctified and Snare (1).
- *Fist of the Red Star:* You are already deleted. Unarmed attacks gain Shocking.
- *Void Spin:* Disrupt the enemy's divine ratios. Unarmed attacks gain Proven (5).
- *Temperus Maximus' Rage Kata:* FUUUUU-. Unarmed attacks gain Tearing and Unwieldy.
- *The Mentor's Path:* Turn your wisdom against them. Unarmed called attacks suffer no penalty.
- *Psyker's Crusher:* IT'S NO USE. Unarmed attacks gain Force. May only be taken if the character has a Psy rating.
- *Aquilean Sambo:* Simple, straightforward and brutal. Unarmed attacks gain +2 damage.

This Talent can be purchased multiple times, choosing a different Style each time. When making unarmed attacks, characters can choose which style or style(s) they wish to use.

Unconventional Leadership

Tier: 3

Prerequisites: Air of Authority, Strength 50 or Willpower 50 or Intelligence 50 (see below)

Aptitudes: Leadership, General

The *Tactica Imperialis* says that not all leaders inspire their followers through charisma alone. Some lead from the front, urging their allies on with acts of might. Some treat their troops as pieces on a Regicide board, moving them with careful planning. Yet more lead from among their men, suffering the same privations as their followers but enduring through sheer will.

A character with this Talent can choose to use either their Strength, Willpower or Intelligence instead of their Fellowship for the purposes of Command Tests. The decision of which Characteristic can be substituted this way is made upon taking the Talent and is permanent, and the Talent can only be taken once.

As an added bonus, when this character achieves certain milestones or goals in combat, every ally within a number of

meters equal to their Strength, Intelligence or Willpower Bonus (whichever this character chose on taking the talent) immediately becomes Inspired, as per the Inspire special action of the Command skill. The triggers are as follows:

- *Strength:* This character defeats an enemy in melee combat.
- *Willpower:* This character passes a Fear Test, or when they succeed in using the Terrify action.
- *Intelligence:* This character passes a Scholastic or Forbidden Lore Test in combat with more than four Degrees of Success.

Weapon Training (Blackpowder)

Tier: 1

Prerequisites: -

Aptitudes: General, Finesse

This talent functions as a new specialization for the Weapon Training Talent, allowing training in the use of Blackpowder Melee, Pistol, Basic, Heavy and Vehicle Weapons.



New Orders

Not all of the following Orders are considered Generic as in the core rulebook, and some require the Veteran Comrade talent as a prerequisite.

Blind Volley

Type: Order (Full Action)

Order: Basic

Prerequisites: Ballistic Skill 25

Aptitudes: Ballistic Skill, Defence

Effects: While suppressing fire is common in the Guard, firing wildly, even with a weapon not designed for it, can still force enemies to get their heads down.

The character who issues this Order has their comrade mag-dump their weapon in the general direction of the enemy. The Comrade empties their weapon's Clip, and the targets and everything within 1d10 + the character's Ballistic Skill Bonus meters must make a Challenging (+0) Pinning Test or be Pinned for one round. The Comrade must spend the next round(s) reloading his weapon as normal.

Coordinate Toss

Type: Order (Half Action)

Order: Veteran

Prerequisites: Tech-Use, Sleight of Hand

Aptitudes: Finesse, Perception

Effects: What's better than one grenade in an enemy trench? Two, of course.

The next time this character throws a grenade, their Comrade does so as well, aiming for roughly the same spot. After resolving the first grenade attack, resolve a second attack on a nearby square. Roll on the Scatter diagram- the second grenade lands 1d5-2 (to a minimum of 0) meters away in that direction. Grenades thrown are

taken from the Character's stock of grenades, not the Comrades'.

Find their Range!

Type: Order (Free Action)

Order: Veteran

Prerequisites: Deadeye Shot, Sharpshooter

Aptitudes: Perception, Ballistic Skill

Effects: A well-trained soldier, especially an artilleryman or sniper, learns very quickly how to judge the distance to a target by eye. This allows a coordinated fireteam to lay down accurate fire even at very long ranges.

The character making this Order gains a +20 bonus to shots at Long or Extreme range on their next ranged attack this turn.

Fix Bayonets!

Type: Sweeping Order (Half Action)

Order: Sweeping

Prerequisite: Double Team or Combat Formation

Aptitudes: Weapon Skill, Offence

Effects: Long Militarum study has revealed that the sight of a line of Guardsmen fixing their bayonets and preparing to charge can have a devastating effect on the morale of human enemies.

This Character and his comrade affix bayonets to their weapon, preparing to charge in a terrifying manner. The character making this Order may have any number of his (or others') Comrades beyond the first within Cohesion participate in the Order. As part of this Order, the character issuing it must make a Difficult (-10) Command Test with a +5 bonus for each Comrade participating in the Order. The Character, and all affected Comrades, gain Fear (X) until the end of their next Turn against all human enemies

they are currently engaged with, where X is the number of Degrees of Success on the original Test. This Order cannot be used if the characters involved lack bayonets or equivalent melee weapons.

Form Square!

Type: Sweeping Order (Half Action)

Order: Sweeping

Prerequisites: Combat Formation

Aptitudes: Weapon Skill, Defence

Effects: A compact square formation of bristling bayonets and melee weapons can provide line infantry with some defence against charging enemies.

This Character and his comrade(s) tighten their formation, preparing to fend off an enemy charge. The character making this Order may have any number of his (or others') Comrades beyond the first within Cohesion participate in the Order. As part of this Order, the character issuing it must make a Difficult (-10) Command Test with a +5 bonus for each Comrade participating in the Order. The Character, and all affected Comrades, gain a +10 bonus to Parry Tests against enemy melee attacks until the end of their next Turn, with an additional +5 bonus for every two Comrades involved in the Order.

Heave that Gun 'Round!

Type: Order (Full Action)

Order: Basic

Prerequisites: Strength 35

Aptitudes: Strength, Offence

Effects: While many of the Guard's strongest soldiers are famous for wielding heavy weapons on their own, a heavy weapons trooper can move their gun easily with assistance from an ally and keep it steadied.

After this Order has been issued, if their Comrade is in Cohesion, this character can move a number of meters equal to his Strength bonus and re-brace his weapon as a Half Action. He does not lose the effects of Bracing on his weapon if he uses a Reaction to Dodge before the end of his next turn.

Rousing Chant

Type: Order (Free Action)

Order: Basic

Prerequisites: Fellowship 30,

Aptitudes: General, Social

Effects: Sometimes the memories of home and the simple comradeship of the camp can form the greatest bulwark against the terrors of the enemy.

This character and his comrade burst into song, or chanting, or some recital of familiar culture that might inspire their friends to take heart. The character may make an Ordinary (+10) Perform Test. If they succeed, all allies in earshot suffering from Shock may choose to reroll any failed Willpower tests to snap out of Shock for the remainder of the combat.

New Combat Actions

The following combat actions are intended to supplement those already present in the Only War core rulebook, and can be utilized by any character equipped with the right gear or weaponry.

Battle Song

Type: Half Action

Subtype: Concentration, Miscellaneous Music on the battlefield can both inspire allies and demoralize enemies, often at the same time.

The character must make a Challenging (+o) Perform Test. All allies in earshot who are not Deafened gain a temporary bonus to their Willpower and Toughness of +2 for each Degree of Success on the original test (minimum +2), for as long as the original song is sustained.

All enemies within earshot who are not Deafened take a temporary penalty to their Ballistic Skill and Weapons skill of -2 for each Degree of Success on the original test (minimum -2). This song may be sustained for any number of Rounds, but the performer cannot communicate normally while performing it, and it ends if they ever Dodge. All Battle Song tests by a character wielding a Regimental Instrument provide double the bonus/malus, namely +/-4 per Degree of Success instead of +/- 2.

Scorched Earth

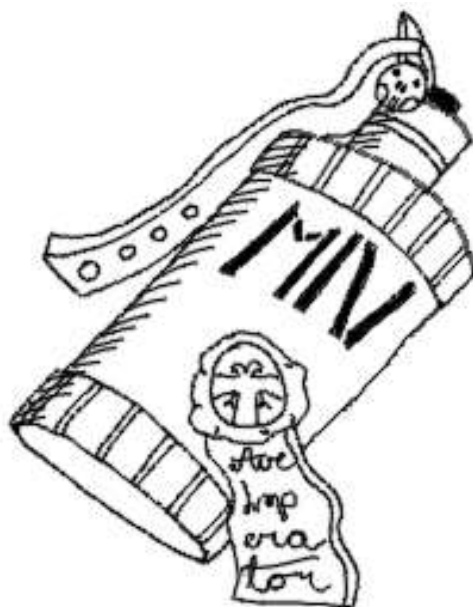
Type: Full Action

Subtype: Attack, Ranged

Flamers are often employed less as assault weapons than as area-denial tools, used to restrict the movement of enemy troops or lock down enemy emplacements so that they can be dealt with at a later date.

A character equipped with a Flame weapon that also has the Spray or Blast Quality can use this Action to set an area of ground equal to their Flame weapon's normal Spray or Blast radius on fire. The area designated must be within range of their weapon.

That area burns for 2d5 rounds and is treated as Difficult Terrain until extinguished. Characters moving through the area must make a Challenging (+o) Agility Test or catch fire. At the GM's discretion, certain wheeled vehicles, especially open-topped ones, might catch fire from moving through the area as well. Using this Action consumes two shots from the weapon's Clip, or the entirety of its Clip if it only holds one shot.



Mount Training

“That camel is the most foul-minded old bastard I’ve ever known – but he’s saved my hide more times than I can count.”

-Captain L.H. Godger, Calfian Desert Patrol Corps

The Rough Riders of the Imperial Guard are an oft-underappreciated branch of that venerable institution. Many scoff at the notion of mounted warfare in the age of tanks, hover-vehicles and walkers, seeing the Militarum’s combat riders as little more than an anachronism.

While it is true that cavalry has a more limited tactical use on the battlefields of the 41st millennium, the Rough Rider regiments continue to storm and charge their way through the ranks of the Imperium’s enemies regardless. It’s hard to talk tough about anachronisms when several thousand angry horses with equally angry Guardsmen riding them are galloping straight for you, after all.

In many mounted regiments, it is the bond between the rider and their mount, and the individual character of that mount, that makes for such a powerful fighting team. No two riding beasts are exactly alike, and with proper care and training even humble farm

Training a Mount in-character

The MX system grossly oversimplifies the process of training an animal, and players may wish to incorporate more of a roleplaying element.

Training a mount in any of its Personality abilities should take a number of ingame weeks equal to the hundreds’ digit of its XP cost. The GM might also incorporate one or several extended Survival tests, modified by any relevant skills.

animals can become terrifying warriors.

Mount Personalities

The following rules are intended to give the mounts of cavalry characters as much character and flexibility as Comrades get – to make choosing a cavalry regiment give just as much room for customization and flexibility as choosing a vehicular one. Upon receiving a new Mount, a player can choose from four different Personalities that reflect that Mount’s individual physical traits and characteristics. The choice of Personality is permanent for an individual Mount. If a character wishes to abandon their Mount and requisition a new one to change personalities, they should discuss it with their GM.

Each Personality is divided into a small upgrade tree with seven Mount Abilities, each of which has a certain cost in MX, or Mount Experience. MX is accrued at half the rate of a character’s regular Experience Points; the rider gains 100xp, the Mount gains 50 MX, for instance. Once a Mount has enough MX to buy a certain Mount Ability, they can do so in exactly the same way as a character would normally purchase an advance with XP.

If a Mount is killed in combat, MX does not carry over to a newly acquired Mount. The rider is free to choose a new Personality for this new Mount, and begin earning and spending MX for them.

Palfrey

These mounts are not strictly speaking bred for war. More commonly used for transportation, they have a smooth, even gait, and are well-suited for controlled riding. Palfreys are great jumpers and show animals, perfect for riding on display.

Elegant Step

This mount moves with an even, flowing gait, and its proud, decorative appearance makes those who ride it appear all the more noble and refined.

Increase this Mount's Agility characteristic by 5. Its Rider gains a +5 bonus to Charm and Command skill tests while mounted.

100 MX

Delicate Impulse

This mount is light on its feet, and has acquired a knack for sudden, explosive jumps.

This Mount gains the Acrobatics Skill. Its rider gains a +10 bonus to tests to make the Soaring Leap action.

150 MX

Relaxed Confidence

This Mount has learned a certain degree of focus, an understanding of the manoeuvres that its rider requires of it.

This Mount gains the Bred for War Mount Trait. If it already has Bred for War, it increases its Agility by 3.

150 MX

Leaping Courbette

This mount can keep its footing on even unstable terrain, and can jump with unparalleled skill.

This mount gains the Terrain Master Mount Trait. If it already has Terrain Master, it increases its Agility by 3. The mount uses its Agility Bonus instead of its Strength Bonus for the purposes of calculating distance and height jumped with the Soaring Leap action.

200 MX

Swirling Mezair

Rearing backwards, this Mount swipes at its foes with speed and considerable balance.

This Mount's melee attacks gain Flexible. Its Rider may spend a Fate Point to grant all of their melee attacks while mounted the Flexible quality until the end of combat.

200 MX

Springing Capriole

This mount is so mobile and agile that it sometimes seem as if its feet never touch the ground, and it makes for a remarkably slippery target.

This Mount's rider gains a +20 bonus to Sidestep. Any time it passes a test to Sidestep, it may freely move a number of meters equal to half its Agility Bonus. If the Rider fails a test to Sidestep, they are not thrown from the saddle.

300 MX

Symbol of Elegance

This mount's carriage and gait are breathtaking, even to those who know little about such things. Riding it inspires awe and respect in all around.

Increase this Mount's Agility characteristic by 5. Its rider gains a further +5 bonus to Charm and Command Tests while mounted, and can reroll failed Charm and Command Tests while mounted, though they must take the second result even if it is worse.

300 MX

Courser

These light war mounts are bred and built for speed and agility. They can cover ground with great rapidity, and are steady enough on their feet to allow their rider to fire ranged weapons from their backs. Off the battlefield, they often find employment in races.

Swift Runner

This mount has a keen eye for the world around it, and seems to derive great joy from running with all of its strength. A rider who can tame such a creature must possess great physical capacity.

Increase this Mount's Perception characteristic by 5. Its Rider gains a +5 bonus to Athletics and Dodge skill tests while mounted.

100 MX

Nose for Speed

This Mount is naturally fast-moving, and can read the terrain ahead of it with ease.

This Mount gains the Sprint Talent. If it already had Sprint, it increases its Perception by 3.

150 MX

Joy of the Chase

Though this Mount is not necessarily aggressive, it has a steady head in times of danger and can be trusted on the attack.

This Mount gains another rank in the the Awareness Skill. Its Rider gains a +10 bonus to Strike and Fade Actions.

150 MX

Arrow's Flight

Moving with incredible speed, this Mount has developed a talent for powerful acceleration.

On any turn in which this Mount makes an action with the Movement Subtype, it imposes a -10 penalty on all Ballistic and Weapon Skill Tests to hit it or its rider until the start of its next turn. This effect stacks with any other abilities that impose such penalties.

200 MX

Eat the Horizon

This Mount has developed considerable stamina, and can run for lengths of time that would kill lesser beasts.

This Mount gains the Enduring Mount Trait. If it already had Enduring, increase its Toughness by 3.

200 MX

Spirit of Swiftmess

This Mount has become even faster, rivalling racing beasts and even motor vehicles for speed and power.

This Mount gains Unnatural Agility (2), or increases the value of that Trait by 2 if it already had it.

300 MX

Lord Among Beasts

A perfect physical specimen of its species, this Mount is in prime condition and can survive incredibly inhospitable conditions.

This Mount can still move while Crippled, though its Agility bonus is halved for the purposes of calculating movement and it imposes a -20 penalty on all Survival tests to ride it. It gains Unnatural Agility (1), or increases the value of that trait by 1 if it already had it.

300 MX

Rouncey

The humble Rouncey is an all-purpose Mount, bred more for loyalty and ease of training than anything else. Though their physical prowess may not be the most impressive, they tend to be naturally intelligent, and can be taught all kinds of useful tricks.

Clever Devil

This mount is uncommonly intelligent, and occasionally seems to possess a wit or understanding that is almost human. Riding such an animal requires one to keep up with its cleverness.

Increase this Mount's Intelligence characteristic by 5. Its Rider gains a +5 bonus to Awareness and Scrutiny tests while mounted.

100 MX

Cheeky Blighter

This Mount's uncanny cleverness and character have helped it succeed and thrive in unexpected ways.

This Mount gains the Combat Formation Talent and the Sleight of Hand Skill. It may attempt to steal small items it believes can aid its Rider.

150 MX

Man's Best Friend

This Mount has developed affection and trust for its rider, and will remain at their side come hell or high water.

This Mount gains the Loyal Mount Trait. If it already has it, increase its Intelligence by 3.

150 MX

Problem Solver

This Mount sometimes demonstrates near-human levels of intelligence, and can be relied on to perform simple tasks with ease.

This Mount gains the Logic Skill and increases its Intelligence by 3. It can reliably follow simple commands like carrying messages to specific people, moving objects, or solving simple puzzles.

200 MX

Loyal Companion

The bond between this Mount and its Rider is truly a wonder to behold.

On any turn in which this Mount's rider takes damage, the Mount may take the damage instead. In addition, the Rider gains a +5 bonus to Willpower Tests while Mounted.

200 MX

Embodiment of Cleverness

This Mount has developed a rapport with its Rider that allow the two to work together as a perfect team. This Mount's Rider gains a +5 bonus to all Survival Tests to control it, and can reroll failed Scrutiny and Awareness Tests while mounted, though they must take the second result if it is worse.

300 MX

Courage Without Ferocity

A truly remarkable beast, this Mount is willing to ride to certain doom to keep its Rider safe.

This Mount gains Touched by the Fates (1). At the GM's discretion, it might gain further Fate Points if it survives particularly dangerous situations with its Rider.

300 MX

Destrier

The largest and most physically imposing of Mounts, the Destrier is bred for power and aggressiveness. They are fearless and prone to violence, well-suited for charges and heavy cavalry work.

Unyielding Mass

This mount stands steady as a rock, gripping the earth with the confidence borne of physical power. To tame it, one must be able to equal this raw, animalistic energy.

Increase this Mount's Strength characteristic by 3, and its Toughness by 2. Its Rider gains a +5 to Intimidate and Interrogation Tests while mounted.

100 MX

Warlike Gait

Filled with a lust for combat, this Mount can be relied on to trample all those that stand in its way.

This Mount gains the Frenzy talent. If it already had it, it instead increases its Strength by 3.

150 MX

Stone Crusher

This Mount is a brawny, muscular creature, capable of lashing out with great strength.

This Mount's natural melee weapons gain Tearing and increase their Damage by 2. Its natural ranged weapons, if it has them, increase their damage by 5.

150 MX

Thunderous Hooves

When its ire is up, this Mount shakes the ground with its fury, scattering its enemies.

This Mount increases its Strength by 2, and gains the Irritable Mount Trait. If it already had Irritable, it loses all the negative effects of that trait.

200 MX

Directed Madness

This Mount works itself into a great fury when in a fight, but this anger is focused, hardened like a shield.

This Mount reduces all Critical Damage table rolls by 1, to a minimum of 0.

200 MX

Unyielding Warrior

This Mount is a colossus of combat, and can make even seasoned warriors quail.

When this Mount is Frenzied, it gains Fear (1) and increases its Strength by 5. Its Rider gains a +5 to all Fear Tests while mounted, and ignores the negative effects of any levels of Fatigue when their Mount is Frenzied.

300 MX

Titantic Charge

When it has built up enough momentum, this Mount is utterly unstoppable, bowling through its obstacles as if they were nothing.

This Mount increases its Toughness by 5, and gains Natural Armour (3), or increases the value of its Natural Armour by 3 if it already had it.

300 MX

But Wait, There's More!

“Yes, this is the page where I spill my other content.”

-Konigstein

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