

Warhammer 40,000 – Guardsmen

A Jumpchain CYOA

By sagajr **v. 2.3**

The Astra Militarum, also known as the Imperial Guard in colloquial Low Gothic, is the largest coherent fighting force in the galaxy. They serve as the Imperium of Man's primary combat force and first line of defense from the myriad threats which threaten the existence of the human race in the galaxy. It is composed of countless billions of men and women - millions of different Regiments, supported by a vast array of light and heavy armoured vehicles that provide the Guard's primary offensive punch. The Astra Militarum is usually the first Imperial force to respond to a threat if a world's Planetary Defense Force (PDF) fails to suppress it. They also garrison major locations of strategic or cultural interest to the Imperium and are often found in defensive roles. Supported by legions of heavy armour and thundering artillery, the Imperial Guard fight a never-ending war for the survival of Mankind in an unrelentingly hostile universe.

Welcome to the Warhammer 40,000 Universe Jumper! For the next decade (or even a longer period of time) you'll be fighting as a part of the indomitable war machine known as the Astra Militarum.

Have these **1000 Combat Points (CP)** and spend them wisely.

Era

You can pick your Era freely or you can choose to roll it randomly and gain an extra **+100 CP**. You will be involved in that Era's main conflict.

1.) War of the Beast: In 544.M32, a massive Ork WAAAGH! led by a mysterious warlord known only as the Beast rampaged across the Imperium, growing in size until it became the greatest Greenskin invasion that the galaxy had known to that date, eclipsing even the one defeated by Horus upon Ullanor Prime at the height of the Great Crusade.

2.) The Reign of Blood - Terran Crusade: The Reign of Blood was the name of the brutal period of Imperial history that occurred in the early centuries of the 36th Millennium, when the power-hungry tyrant, the Renegade High Lord of Terra Goge Vandire, gained direct control over the Adeptus Ministorum as well as the Adeptus Administratum by usurping the position of Ecclesiarch. High Lord Vandire was in power for almost a century before finally being overthrown in the midst of the Terran Crusade and slain by his own bodyguards, the Daughters of the Emperor, who later became the Sisters of Battle.

3.) The Bellrath Crusade: The Bellrath Crusade was one of the largest of its kind in centuries, conducted between 182.M38 and 435.M38 by the Imperium to liberate and dominate the area of space designated as the Laanah Rifts in the north-western fringes of the Segmentum Pacificus. The Laanah Rifts were a dangerous and largely uncharted area of space, much of which had remained untouched by human contact since before the Age of Strife, and the Crusade met stiff resistance to its progress from the start. Shortly after the opening thrust into the unknown, the Crusade was heavily engaged in fighting previously unknown xenos species, hideously degenerate void tribes and petty sub-human empires who denied the Emperor of Mankind's ascendancy.

4.) The Redemption Crusades: In 131.M39, the so-called "Redemption Crusades" began. In each of the Segmentums of the Imperium a great hero emerged. Like unto the Primarchs of old were these warriors, and the combined efforts of their Imperial Crusades push back the borders of the Imperium further than they have been for nearly 500 standard years. And then, 50 Terran years later, the five heroes vanished without a trace, spurring Ecclesiarch Inovian III to declare them Imperial Saints returned to the Emperor's side.

5.) The 41st Millennium: Gothic War, the Macharian Crusade, the Damocles Gulf Crusade, the Sabbat Worlds Crusade, the Tyrannic Wars (First Tyrannic War, Second Tyrannic War and Third Tyrannic War), the Badab War, the Wars for Armageddon, the Zeist Campaign, the 13th Black Crusade all happen during this era. You may start your Jump at the start of any of these major conflicts to participate in it.

6.) The Birth of the Great Rift and the Imperium Nihilus: The galaxy is torn asunder by a massive wall of Warp Storms. Tidal waves of unnatural energy rush outwards from the maelstrom, and with a horrific surge the planets of the Imperium are cut off from the guiding light of the Astronomican. For the Astra Militarum soldiers fighting in innumerable war zones, any hope of receiving reinforcement is lost, whilst whole regiments in transit are flung wildly off course or are swallowed outright by the roiling Warp. Even when the Astronomican finally blinks back into existence, it cannot pierce the Cicatrix Maledictum - the Great Rift that stretches from the Eye of Terror in the galactic west to the Scourge Stars in the east. Those planets and regiments in the Imperium Nihilus are left to fend for themselves, or be forever consumed by the darkness of this newborn Noctis Aeterna.

Starting Location

You will start on an Imperial Troop Transport ship that is currently enroute to a battle zone.

Age, Gender, Backgrounds

This is less about who you are now and more about where you are from. You are a Human, your age and gender may be decided freely, though you may not begin over the age of 50 and you must be more than 15.

Before selecting your Background you have to choose how you want to start in this Jump. You can start this Jump as a Guardsman or you can start it as a Commander (Colonel). Both have their own advantages and disadvantages.

If you start this Jump as a Commander you can create your own Regiment (for details see the Army Builder Supplement at the end of this document) and you may create and import more Companions.

Should you start as a Guardman your advantages will be the following: 400 CP stripend you can spend on the Items section and you are allowed to select any 6 Perks and those will be discounted for you.

After you decide your start you have to choose one Background from the list below. You get the Perk listed as a Bonus under your chosen Background for free. You may purchase Bonuses from other Backgrounds for **200 CP** each. Additional bonuses purchased do not give you their Background, only the perk from that Background.

If you want to, you can roll your Background using a d8 instead of choosing one. If you do so, you gain an extra **+100 CP** that you can spend as you wish. The Drop-In background can only be chosen, not rolled.

Drop-In - You know the drill. No background memories, no contacts, no enemies at the beginning. Your name showed up on your regiment's records and you just happened to be on the vessel taking you to your new comrades. As far as anyone else is concerned, you look like an ordinary citizen from an Imperial World. Though I will warn you that saying you're from Holy Terra or 'Earth' may raise some eyebrows...and I'd bite my tongue on any remarks on the Imperium or the strange things you've seen when the Commissar is nearby.

Bonus: Outsider - You likely possess something that the Imperium and its Inquisition absolutely dreads: an open mind. Strangely, for you at least, this is more of a benefit than a detriment. Even if you weren't before, you are an excellent out-of-the-box thinker, and unorthodox strategies or solutions you come up with (at least by the Imperium's standards) have a better chance of success. Stranger still, no matter how distant your mindset is from the Imperium, Chaos has difficulty influencing you… you would have to leap into the scheming or corruption of Chaos through choice for them to gain any purchase on your mind or soul.

1.) Imperial / Civilized World - Life in the Imperium is often said to be horrific. Inhumane. But more often than not, life is spent from birth to death on a simple, not terribly noteworthy planet within its borders. Your home world enjoys the basic comforts of life - service to the local mayors and lords of the planet, faith in the God-Emperor, and what little knowledge of the galaxy your simple life afforded you. Whether pressed into service or answering the call of duty, you left this comfortable and mundane lifestyle to disappear into the stars and fight for your Emperor.

Bonus: The Emperor's Luck - Fortune favors the bold. It also favors fools. Whichever category you fall under, you have an uncanny talent for surviving what usually kills the common Conscript or Guardsman before they ever get the chance to fight back. Stray weapon shells miss you by a hair, the Commissar makes an example of the nameless man next to you instead of yourself, and you manage to be the last person on an evacuation shuttle just before it departs. You will not die from random chance or unhappy circumstances with this luck - though the foe in front of you with a weapon drawn, or someone who has reason to despise you in particular, will still be more than enough. This luck is also able to influence your everyday life making it much more pleasant, free from small misfortunes and accidents that otherwise happen to others. It won't help in gambling but it will bring lucky encounters that can improve the life quality and comfort level of its user.

2.) Death World - Since the day you were born, you have lived within death's shadow. Your planet was unkind and unwelcoming, every bit of flora and fauna designed to bring an excruciating death to any living being that dared to walk within it, and even the land and weather could bring a horrifying end to any being too weak to brave it. You have managed to survive, through both grit and luck, growing up on such a planet from birth to adulthood. You might even be disappointed that the rest of the galaxy looks a bit tame in comparison.

Bonus: Born Killer - Odds are, your daddy got his head bitten off by a ten-foot tall ugly son of a bitch, and your mama choked on her own Emperor-damned blood after getting a nasty infection from the jungle. The impact it had on you? Eh, tough shit. You're physically fit and athletic enough to be considered someone just a little bit beyond what the peak of the non augmented human population in this Universe could reach. Not only is your body strong, but also your will is strong enough to let trauma from death or violence just slide right off. As far as you're concerned, it's just another day back home.

3.) Hive World - The mighty cities of the Imperium do not stop at a single metropolis or a collection of continents - they expand miles into the open sky, suffocating the atmosphere with their factories and rusted grandeur. They extend miles beneath the crust of their landmass, and stretch into grand valleys that were once blue oceans. Their populations are so numerous that the value of human life is miles below that of a loaf of bread or even a can of soylens, crowded and claustrophobic even within these endless hives. You grew up within it, either part of the machine or struggling to survive in its underbelly. There was no justice or helping hand - only you, with only your wits and your determination to help you survive.

Bonus: Gang War Veteran - Billions of people can live crowded together in a single Hive city and every one of these Hive Worlders is a potential soldier for Imperial forces, including the Imperial Guard and the Space Marines. The violent gangland lifestyle which most potential recruits are forced to live means they are already hardened and experienced in warfare. As one of the fortunate survivors of many bloody clashes between the various gangs, you're a skilled and experienced combatant who is welcomed in the Imperial Guard. While not as skilled as those recruited on Fortress Worlds, you do not fall far behind them. You are given **200 CP** that you can spend on Perks or Perk

upgrades if you like.

You're also used to the everyday struggle that is part of life under the polluted sky of the vast hives. Daily battles against hunger, contaminants and the horrors of the underhive transformed your body to tolerate higher level pollution and toxins much longer before health problems appear. You may last thrice as long in such an environment than any other healthy person and should your health take a blow from these harmful sources, their damage will be milder.

4.) Fortress World - All these bootstrapped, white-striped little boys and girls are just now getting up to speed with what you spent your whole life learning. March, aim, shoot. March, aim, shoot. The Fortress Worlds of the Imperium are entire planets of military installations that many Guardsmen call home - either preparing for deployment elsewhere or holding a critical objective or location to the Imperium for years and decades. Long enough for fortresses to be built, for old and new generations of soldiers to live and die within. You're a military child, literally born and bred to bolster the numbers of your homeworld - from nameless corners of the galaxy to the very mouth of hell on Cadia. You've been preparing your entire life to serve a true tour of duty in the Imperial Guard, and it looks like your chance has finally come.

Bonus: I Am A Soldier - Where others flee, your discipline holds. Where others panic and scatter, you recognize an opening and fight for the objective. Where others miss, you strike with deadly accuracy. You have a natural talent for all things in warfare, from firing your Lasgun to rallying a rout into returning to the fight. Take one additional **100 CP** and a **200 CP** Perk discounted **and** you can upgrade one of your Perks for free, no need to spend CP for its upgrade cost.

5.) The Noble - Your family was one of the privileged few, a bloodline tracing their lineage to the great lords and ladies of your home planet. While the Emperor and his Primarchs are said to have sired no heirs beyond their 'sons', the Astartes, there is no shortage of blue bloods and aristocratic families across the entire Imperium. Quite literally enough to make entire armies out of, in fact. Whether you are every bit as grand as your blood claims to be, or have entered the Guard out of decadence or disgrace, it's not unusual for the many, many children of nobles to enter the service of the Astra Militarum. It's not like they expect such a valued member of the Imperium to dirty their hands with actual battle in some trench somewhere, right?

Bonus: I Will Lead The Charge - Your nobility has given you both eidetic knowledge and long practice of etiquette, politics and fluency in High Gothic, and others can subconsciously recognize you as someone of importance - someone who is meant to do great things and be a person of general significance. The benefits are twofold. Firstly, you will find many opportunities to lead or advise critical missions, or to give counsel to those above your rank or station without them shooting you for speaking out of line. Your advice and input is valued, even if it is not necessarily followed blindly, especially if your advice has a history as a leading factor in success. Secondly, this nepotism will conspire to give you quicker promotions or advancements in rank - you may not find yourself in High Command overnight, but if spots just happen to open up from the unfortunate and sudden deaths of your superiors, you'll find your name near the top of the candidate list, as long as you aren't known to be *too* incompetent. Oddly, these benefits will persist in future realms, even ones that do not know of the existence of the Emperor.

6.) Forge World - You grew up among the endless manufactoria of the Adeptus Mechanicus, ceaselessly churning out weapons and equipment for the Imperium's eternal war machine. The venerated technology of a long-past time of prosperity, the perfected designs of old, made to roll into battle and arm the hands of not only the Imperial Guard but the many Ordos within the Imperium: that

is their nature and their purpose. You were specifically born and bred to work within this mighty system, and as such, you are no stranger to the ancient and venerated machines that make up the backbone of these two empires. It is not unusual for the Adeptus Mechanicus to raise such individuals to the Skitarii or welcome them to the cult proper… or, in your case, to assign them to Imperial Guard regiments that serve alongside its more 'common' troops.

Bonus: Blessings of the Omnissiah - The machine spirit calls to you, and you hear it. By necessity, the techpriest requires the aid of some of the more common citizenry of Forge Worlds in order to maintain it… though that's not a fact you should remind them of, or advertise to those concerned with heresy. You know how to maintain and repair any of the common equipment or battle vehicles of the Imperium, and it doesn't take you long to learn how to do the same for any other STC-built machines. Post-Jump, this knack and talent extends to any mass-produced item or machine in existence - and it won't take long for you to figure out the materials and processes for some of the less common stuff, if you can get your hands on it. Unfortunately the Blessings of the Omnissiah Perk can't help you to figure out unknown or alien technology on its own, but it can help you operate and use them correctly.

7.) Shrine World - Your life began under the light of magnificent cathedrals, with statues of the Emperor and the many Saints of the Imperium looming over you. You learned to speak by mimicking prayers to the God-Emperor of Mankind. Whether this upbringing made you pious and idealistic or jaded and resentful doesn't matter - faith has defined your life from the cradle to adulthood. Fortunately for you or otherwise, such learned and religious worlds are often called upon to serve in the Guard, and now you truly serve in the Emperor's own name.

Bonus: Faith Is My Shield, Hate Is My Sword - Your faith in the Emperor causes your soul to blaze with a golden light. Not enough to make you a prominent member of the Ministorum, but elevating your piety into a very real force. Your weapons, be they sword, Lasgun or otherwise, will deal greater damage to the profane or the unholy. The corruptive influence of the Warp will find you harder to influence or damage, as well - such deceptions and unnatural banes wilt under the Emperor's purifying light. Psychic attacks lose a great portion of their power against your faith shielded body and soul, while corruption cannot change your body, mind and soul unless you willingly embrace it yourself.

8.) Voidborn - Entire generations of soldiers and civilians are born, live and die aboard the mighty vessels of the Imperial Navy, built like cities or even countries unto themselves to support the manpower needed to maintain them. It's not unusual for families to spend their entire lives on such a vessel with only the claustrophobic cabins and corridors of these great ships as company, the howling void of space forever just beyond a few layers of steel and ceramite. Somewhat pale and unusually thin, the Voidborn are a valuable part of the Navy due to their natural aptitude for zero-gravity environments and their intrinsic understanding of life on a space-faring vessel. Still, it's not unusual for such people to be called to serve in the Guard, whether as volunteers or for more unfortunate reasons such as Warp exposure…

Bonus: A Dent In The Machine - As above, the Voidborn are naturally attuned to travel within the empty vacuum of space. They suffer no motion sickness or discomfort from vehicular travel, whether by sea, air, or zero gravity environments within space. Having long been used to the constant noise and eerie silences of the Imperium's ships has also given you an uncanny knack for spotting small but significant details that could spell disaster. An almost inaudible sound tells you that the engine is being tampered with, a distant twig splitting tells you an ambush is lying in wait nearby, and so forth. This sharpened sense of hearing and intuition for the cause of strange noises is able to overcome even the load roar of artillery or the battle cries of your comrades, and so long as you aren't completely deaf, you can always get some idea of what's coming, as long as it's making some sort of sound, though the further it is from your experience the vaguer your awareness will be. With some

more time, you can even start picking up such things with sight or even smell and touch…

Perks

If you make your build as a **Commander Jumper** you may choose **four** Perks to be discounted (CP cost halved). Discounted 100 CP Perks are free.

Guardsman Jumpers and any Companion imported or made can decide their own discounts instead of following the above mentioned guidelines. Pick 6 Perks that will be discounted for you. Discounted 100 CP Perks are free. They also gain **+400 CP** that can only be used for Perk Upgrades.

Imperial Infantry Training – Free

While most recruits are already trained soldiers at the time they are recruited into the Astra Militarum, selected from the elite top 10% of their planet's Planetary Defense Forces, it doesn't mean they are ready for their duty as an Imperial Guardsman. They must go through harsh training to be qualified as a Guardsman. Regular drills teach them to keep their heads cool under pressure, how to take orders, and how to cooperate with their squad mates better than before. Weapon and equipment maintenance, Imperial codes and signs, and vox orders are also taught during this period. In some cases this training also includes riding and mounted combat techniques and the know-how of taking care of these mounts. Due to the various cultural differences between the many worlds where Guardsmen are recruited into the vast armies of the Imperium, the Munitorum grant thorough education about the Imperial Creed, the common customs and cultural habits - including the main language of the Imperium if necessary - within the more civilized parts of the Imperium to the soldiers so they can avoid getting into trouble when they come into contact with others from different worlds.

At the end of their training, all Guardsmen have functional knowledge of every standard-issue weapon, vehicle and tactics of the Imperial Guard and can use their weapons with great accuracy. They are physically fit, have the stamina and strength to keep fighting for prolonged periods of time. Those who have completed this training can be considered among the elite soldiers of the Imperium of Man.

Abhuman – Free in this Jump (100 CP to Keep It)

This Perk will let you use your humanoid alt-forms from former Jumps in this Universe, that are not too different from humans, without inciting mutant hunt from the religious folks or encouraging trigger happy behavior from a Commissar. It will also let you use certain special powers and abilities without problems that could be replicated by technology or acts of faith in this universe. As long as you avoid showing outrageous powers or something that could be mistaken as a psychic power you won't be suspected and will not be treated as a dangerous mutant or someone touched by the Ruinous Powers. Fanwank responsibly.

The Perk also provides a special protection that hinders others who want to detect or analyze your powers making it impossible to be measured precisely (the results shown never be harmful to the Jumper). In this Jump this Perk is free, but if you want to keep it and use it in future Jumps, you have to pay **100 CP**. Should you keep it, it will similarly help you hide your supernatural nature from others and conceal your abilities or make them accepted by the general population in future Jumps. It will automatically scale to the new world or Universes power level and let you know which one of your abilities may cause you problems if you try to use them in front of others.

Combat Engineer – 100 CP

Siege warfare is something that the Astra Militarum is really good at. Creating or bringing down fortifications, roads and defensive structures, deploying and disposing of traps or mine fields, making vast networks of trenches are something that combat engineers excel at. If a Guardsman receives this training he/she may decide which part of this complex skill will be learned. If the trainee wants to learn the offensive side of this knowledge it is the **Breacher Training** that will be learned by him. It will allow the soldier to quickly locate possible weak points in fortifications and structures where he/she may be able to place explosives more precisely to bring down the defenses. Breachers often have a particular knack for locating and bypassing booby traps, cutting through razor wire, fording ditches, climbing over high obstacles and blowing holes in walls, doors, fortifications, and enemy soldiers unfortunate enough to be in their path. They are very good at handling explosives charges, demolition tools/weapons, grenades and are skilled in the creation of improvised explosives.

Those who focus their attention and training to gain more skills in the defensive side of this knowledge and practice will receive the **Pioneer Training**. While they also share the same knack mentioned at the Breachers, these Guardsmen are better at the disposal of the above mentioned traps and obstacles, to open a safe and clear route to friendly forces, instead of simply bypassing them. The Pioneers are very good when it comes to creating obstacles (improvised or standard variants), deploying dangerous defensive equipment like mine fields, reinforcing and repairing existing fortifications and structures. Fortifications managed by these soldiers tend to withstand much more damage before giving in and collapsing. These specialists are able to create defense lines, trenches, roads and obstacles very quickly even in seemingly unsuitable terrain.

You may take this Perk twice to get both the Breacher and the Pioneer training. If you take this Perk as one of your discounted Perks, the first purchase will be free, while the second only costs **50 CP**.

Combat Specialist Training – 100 CP

When you take this Perk you may decide which combat form you want to specialize. It can be close combat or ranged combat. Whichever you choose it will receive a great boost, elevating you way above your comrades and fellow Guardsmen in your field of expertise, and while this does not necessarily make you the equal of the Elites within your Regiment, you may be able to give them a good fight and sometimes even defeat them.

The **Close Combat Specialist** training turns the soldier into an especially gifted individual who can best even the average Orks and elite troopers - like Scions - in melee engagement while giving a good chance to fight back or even defeat superhuman foes like Chaos Space Marines and xenos like the Aeldari and Drukhari in close range combat. With this knowledge and proficiency it is possible to accurately measure an opponent’s true combat skills and should there be a flaw in an opponent’s techniques, it will be found out (utilizing this knowledge and taking advantage of it still depends on the soldier’s own abilities). The insight given by this training would help the combatant to survive most situations in a melee fight and also let him recognize and avoid hopeless combats early.

A **Sharpshooter** is a specialist trooper of the Astra Militarum who possess deadly skills that enable them to kill the enemies of the God-Emperor from afar using a wide range of different ranged weapons. Regardless of the weapon being used, the Sharpshooter displays a keen ability to locate an enemy, draw a bead on him, and to unleash the killing round at the most opportune moment. The Sharpshooter is a master of the doctrine of "one shot, one kill" and can be relied upon to send a single round, bolt or blast towards the heart of an enemy where hundreds, even thousands of rapid fire weapons have missed their mark. After this training the Sharpshooter becomes a truly fearsome

ranged fighter who can only be bested by the true Elites.

You may take this Perk twice to get both the Close Combat Specialist and the Sharpshooter training. If you take this Perk as one of your discounted Perks, the first purchase will be free, while the second only costs **50 CP**.

Crew Member – 100 CP

Imperial vehicles are rarely manned by a single individual - almost all are crewed by a small group of trained soldiers. You have received the necessary training to be a professional crew member of the most widely used and known Astra Militarum vehicles. You can drive all the tracked, wheeled and walking vehicles used by the Imperial Guard, use their armaments to gun down your enemies, and have received enough mechanical training and knowledge to perform quick battlefield repairs on these armoured war machines. Serious damage is beyond your expertise, requiring the help of an Enginseer, but you and your crew mates can easily fix minor issues if necessary.

If you wish, you may instead have trained by the Aeronautica Imperialis, qualifying as a pilot of the gunships and transports that convey, support and supply ground forces. Valkyries, Sky Talons, Vendettas and Vultures will be your tools to deliver suffering to the enemies of the Imperium and succor to its soldiers.

You may also choose to be taught to operate artillery weapons, be they mounted or deployed, with great skill and precision. You know and can perform the necessary calculations, have mastered the maps and codes, and possess the instinctive geographic and spatial understanding to guarantee an optimal performance.

You may purchase this Perk three times, selecting a single specialty with each pick. The first purchase is free for those who pick this Perk as their discounted perk, and the second and third selections need only 50 CP each.

Medical Training – 100 CP

Medics are highly respected and liked individuals who are equally skilled in rapid rehabilitation and long-term recovery treatments, while their forte is battlefield first aid. This not only makes them able to stitch the flesh and set the bones of injured, treat the wounded on the battlefield far from the sterile treatment rooms of the Medicae detachment of the Regiment, they can also keep their patient alive long enough to be transported back to base where they can receive further treatment. Combat Medics also know how to keep most epidemics under control, treat various diseases and sickness, prevent infections from spreading and are able to help out a chirurgeon in the operation room.

On deployment they keep their comrades, and if necessary their animal mounts, alive after many manners of injuries, and while a medic may be able to treat many problems and minor issues, he easily manages under the worst circumstances when dealing with near-fatal battlefield wounds.

Should the unfortunate event happen and the Medic arrives too late to keep a fellow Guardsman alive, he can send them on their journey to the Emperor painlessly.

Mission Specialist Training – 100 CP

Fighting against the Enemies of Mankind sometimes needs subtler methods than shelling the opposing forces with your artillery or burying them under the bodies of countless Guardsmen. Every Regiment has their own highly trained soldiers who can approach enemies without being noticed or cautious recon troops who gather and relay back important battlefield information, do scouting duties and use their own skills to prevent enemy infiltrators to achieve their own goals. When you take this Perk you may pick either the Infiltration training or the Recon Training as your field of specialization.

Anyone who trained in **Infiltration** will be an expert in all forms of camouflage, sensor deceiving techniques, adept at moving undetected and killing or incapacitating targets silently. These trained specialists can pass on these skills to their comrades as much as they can manage. After all, the effective stealth of the group depends on the subtlety of each individual member. Your instructors also made sure that you are able to open mechanical and electric locks easily with the right tools and as long as those locks do not have a machine spirit.

Those who focus on **Recon** skills will be blessed with keen eyes and an innate sense for the lie of the land, to be capable of finding a path through terrain others may have written off as impenetrable. As a Recon specialist, making maps, reading maps become second nature to you and you can create maps that can be understood even by uneducated people easily. You can direct your comrades as to which flora and fauna might be safe to eat. Having received additional training in waging war and surviving in a wide range of environments you can pass on the knowledge of every last threat the environment might pose to your comrades and how to avoid most of those dangers if possible.

No matter which training you take, your observation and monitoring abilities become better and you can notice miniscule changes in the environment easily. As a thoroughly trained specialist you can use these skills to detect enemy ambushes and can counter such tactics, launching counter-ambushes from an entirely unanticipated quarter.

You may take this Perk twice to get both the Infiltration and the Recon training. If you take this Perk as one of your discounted Perks, the first purchase will be free, while the second only costs **50 CP**.

Voice of Command – 100 CP

Your voice will be an assertion that you are in control, however desperate the situation. Hearing your voice - in person or over comms - reassures your fellow soldiers and subordinates and keeps them calm in a crisis, unless they are truly out of their minds. When emergencies occur, your voice cuts through the panic and people tend to obey, even if they aren’t in your chain of command. For you, miscommunication might be impossible. You don't need to fear soldiers doing the wrong thing at the wrong time. Any command given verbally will be executed the way you want it to be executed.

Such a strong and assertive voice also turns you into a good diplomat and persuader, easily winning any verbal fights against others who are not as skilled as you are in this field. You can use your oratory skills to create compromises more easily and calm even bitter foes down with a bit of effort. You’re someone who always knows what to say to achieve the desired effect - within reason of course, unless your targets are weak willed you cannot talk them into committing suicide or treason for example.

Balls of Steel – 200 CP

You have exceptional control over your emotions and mind. You can always remain calm no matter the situation, and are able to see the bigger picture without emotions getting in the way, though you will still be able to feel those emotions and understand the impact of the emotional component on that bigger picture. Your will is strong enough to save you from the effects of PTSD and other mental disorders inflicted by the horrors of war, even allow you to stare Chaos in the face and come out of it, if not unscathed, then untraumatised and more or less uncorrupted, as long as you weren't directly exposed to anything too Warpy. This will not immediately cure pre existing psychological traumas, but it can help you accept and move past it. It can also give you complete control over your sense of pain, and keep you sane regardless of your experiences as long as you want to remain sane.

For an additional **100 CP**, your willpower will be greatly enhanced. It can completely negate all types of mind controlling effects, possession and temptations, and greatly weaken the effectiveness of supernatural charisma of others who want to influence the possessor of this Perk. Corruption, that is not welcomed and embraced willingly by you, cannot take hold over your mind, soul and body anymore.

Chirurgeon – 200 CP

Chirurgeons are medical and anatomical specialists. They specialize not only in the art of healing and analytics, but also the art of repentance, interrogation, and the yielding of information through torture. Knowing the intricacies of human anatomy, they know the exact amount of punishment they can inflict on their subjects before it expires. They can inflict the maximum amount of pain for the least amount of effort, and then nurse their subject's shattered body back to health in order to begin the process again. While you are most experienced in the treatment of humans you can use your expertise to "treat" humanoid xenos with almost equal proficiency. Anyone as skilled as you are now can serve as a distinguished member of the Medicae detachment in a Regiment.

For an additional **100 CP**, all your mental capabilities will be strengthened. You enjoy enhanced intelligence, superior problem solving ability, exceptional analytical mind, eidetic memory and will be able to learn new trades and skills more quickly than before. If it is something that supplements or augments the knowledge base you already own, the learning process and understanding of it can be done four times faster than before, but if it is something outside of your field of expertise as a Chirurgeon, this booster can only speed up the learning process by two times.

As a highly skilled master in biology and biochemistry, your knowledge base expands to include various advanced medicinal sciences known to Mankind in this Universe. With this far-reaching skill base you may create your own version of medicines or poisons and tailor them to specific physiology or even use the rejuvenation process on yourself or to extend the lifespan of other people.

Comrades – 200 CP

You've learned the value of fitting properly amongst your fellow soldiers, working together with your squad as if you had all grown up together. As new faces appear, or you move on, you'll be able to form tight-knit groups quickly, even if you don't get along. After all, the Corporal might hate your guts, but the enemy might very well want to rip them out. You also have great luck when it comes to survival, or at least more so than most of your fellow Guardsmen. So long as you are surrounded by allies, attacks that would kill or cripple you tend to hit them instead.

For an additional **100 CP**, the enemy's attacks become less accurate against you and your unit (Platoon/Squadron sized or smaller combat unit). A direct hit from an attack turns into a glancing

hit that damages but does not kill the target. Attacks that originally placed only glancing and grazing hits will miss its target entirely. Area attacks become less effective against your group and the damage received from any hit that could still land on any of you will be decreased significantly for as long as there are at least two other comrades staying beside you.

Elite Soldier Training – 200 CP

Successfully having finished a training course created and directed by the greatest military instructors and specialists available within the Imperium of Man, you are among the most elite soldiers of the Astra Militarum. Through intensive physical and mental conditioning, your body can always fight at peak conditions. With your enhanced memory, tactical sense and knowledge you can plan, coordinate and execute platoon level operations efficiently. Your instructors trained you to move quickly, hide and fight in any environment even in the vacuum of space. After numerous combat simulations and live ammo training, you reached the same accuracy and combat proficiency in ranged combat as the Emperor's respected Tempestus Scions. In close combat skills your gains are remarkable, but they won't reach the Close Combat Specialist's expertise.

After the training all your physical attributes and senses are elevated to the peak of unaugmented human potential in this Universe.

In future Jumps this perk will automatically update itself to give you the skill set, knowledge and training to make you the equal of the best local universe's Special Forces members.

For an additional **100 CP**, you will also receive an education and a discipline that few within the Imperium could even dream of. You have closed your mind off from stress and pain that would break a common man's spirit, able to maintain your cool and shake off fear even in the face of overwhelming odds or supernatural terror. This will also give you strong resistance against mind altering effects be them psychic powers, mind altering drugs, pheromons, unnatural charisma or brainwashing methods.

In addition, your mind is sharper, able to quickly notice subtle details that the foolhardy or the overzealous would overlook; you enjoy a photographic memory and an ability to learn new trades and skills more quickly than before (need only half the time).

Your combat proficiency becomes better and refined enough to make you the equal of the Tempestus Scion's Tempestor Primes which also includes decades of real combat experience.

Leadership – 200 CP

Through all the study, the battles you have fought and the instructions given by superior officers, you recognized the importance of studying an enemy. This will give you a good idea of what they will do, and in turn you can word things just right so that your allies will learn how to counteract the enemy that much quicker. Through your effort, learning how to maneuver the battlefield comes naturally. Besides improvements in warfare you not only know how to command and lead others, you can raise their morale and use logic even in the face of emotional distress. Hard choices become easier to make, and people will naturally respect you more.

You also become better at handling people. Men and women under your command are objective about their own strengths and weaknesses, with an intuitive understanding of how their comrades compare. The best man for the job will be able to confidently volunteer himself, and his unit will recognize his capability.

For an additional **100 CP**, you can divide your attention between multiple combat situations at

the same time, commanding different groups of soldiers on different battlegrounds without losing in the details or making mistakes like mixing the commands and tactics between the different formations. Your handling of your subordinates reaches a new level that will earn the respect of your underlings, inspire them and bring out their hidden potentials. This helps them increase their skills in a short time and also helps you to identify and capture any hidden dangers (like traitors, saboteurs) within the ranks of your soldiers.

Operator – 200 CP

An Operator is a rare specialist who feels unusually comfortable around the Machine Spirits utilized by the military forces of the Imperium of Man. Although they do not possess the knowledge of the Enginseer, they are competent enough to rouse the Machine Spirits into action, and use them to great effect in battle. As an Operator you will receive a Cranial Mind Impulse Unit, also known as sense-links, that allow the owner to interface directly with a machine or technological device and communicate with them. This can greatly help you identify problems within the operation of a machine and make you better at maintaining and repairing all kinds of Imperial technology. When combined with Blessings of the Omnissiah Perk, the Operator is skilled enough to be the equal of an Enginseer when it comes to operation, maintenance, repair and building of Imperial technology.

As an Operator you also become intimately familiar with the strengths, weaknesses, and performance characteristics of vehicles you can connect to, and can ride them right to the red line and keep them there without risk of pushing them too hard or even push them beyond their normal limits for a short time without causing any damage to your ride. You will be able to turn even the environmental dangers to your advantages and use their force or cover to enhance the operation of your vehicle. Be it close combat, dogfight or ranged engagement, all your maneuvers, attacks and dodges with vehicles you control will be flawless and inspiring, earning you the title of true Ace.

For an additional **100 CP**, your skills in handling vehicles boosted further. It is hard to describe the differences precisely enough, but this boost will let you squeeze out about 25% more performance from your vehicles and their weapons, let them survive crippling damage by reducing it to minor damage with superior maneuvering or positioning, lengthen the operation time of all their parts by one-half compared to what you can do with the basic variant of the Perk. Your affinity with vehicles and other machines created a special bond that made it so that any time you operate any kind of technology things will not go wrong. Unless it is done intentionally by outside forces or people, breakdowns, machine failures, critical problems cannot happen as long as you are in control and personally oversee the operation of a machine.

Band of Brothers – 400 CP

A true squad is more than just a collection of people you have fought with: it’s a family, and family hangs together through thick and thin, even if they don’t like each other. Your platoon (up to 100 people) is empowered by the strength of that bond; the tighter it is and the longer it holds, the greater your abilities will be when working in unison. Forge your bond in fire and fury, fight through a bloody campaign and they’ll laugh off even the most insidious attempts to turn them against you or each other. In battle, it’ll seem like they can read your intentions the moment they form, acting in perfect concert with you no matter how lethal, distracting or stressful the situation. The more of you there are sharing this bond, the closer you work together, and the more of you who find your places slotting into the greater unity of your group, the better you’ll perform, going far beyond what any of you could achieve alone. And though it’s a soldier’s lot to go where his superiors order him, you’ll find these bonds don’t deteriorate with time or distance, and the chips tend to fall in such a way that you’ll have every chance to come together again.

For an additional **200 CP**, you now be able to affect a whole Company, or up to 1,000 people, instead of just a single Platoon, but the fewer the soldiers come under the effect of your Perk, the faster their advancement and the formation of the bond between you will be. Through this bond, you can sense each other's emotional state, could help to overcome emotional traumas much faster and let you avoid misunderstandings when transmitting orders or communicating without words. The final boon you all gain from this connection is a shared danger sense. If any of you fall into a dangerous situation, all of you will feel it.

Blank – 400 CP (Cannot be taken with Psyker)

You are one of the rare Psychic Blanks, who can negate any and all psyker activity within his Blank aura. The presence of a Blank provokes irrational feelings of unease, fear and hostility. These feelings may be mild in regular people, but in psykers they are unbearably strong. Unlike the other Blanks, your Blank aura, which spreads 10 metres beyond your body, will be repressible to allow you to pass for normal amongst most humans, but limiting its protection to yourself when fully retracted. Your aura can prevent manifesting psychic powers by Beta level or weaker ranked psykers, it can disrupt psionic communication and controlling methods regardless their strength until their target leaves the area covered by this ability, and it can pause the working of already active psychic powers of that level as soon as they come in contact with the Blank aura and they remain inoperable until the Blank aura leaves their vicinity.

Psychic powers created by Alpha and Alpha Plus Psykers won’t be hindered or negated by this Blank aura.

For an additional **200 CP**, your Blank aura will be strengthened further. Double the radius of the aura and it can be powerful enough to negate even Alpha Psykers and weaken psychic powers created by Alpha Plus Psykers. The negating effects also work on Psychic constructs, wards and defenses which will all be negated or weakened within the aura but unless they are physically destroyed their powers will return as soon as they are out of the Blank aura.

In future Jumps only archmages or stronger magicians and psychics on the same power level could breach this protection and affect you by their magic and psionics, but even their powers will be greatly weakened. Anyone weaker than them can forget to use their profane powers on you or anyone within your aura unless you allow it. The fear, uneasiness and hostility generated by the Blank aura will be under the Jumper’s control after this Jump and can be switched on and off at will or decide who will be affected by these negative effects within its range.

The upgraded Perk can make its owner, and anyone within its Blank aura, immune to unwanted magic and psionic effects entirely, yet it won’t hinder the user’s or his allies’ magic or psionic powers.

Commander – 400 CP

You are the equal of Ursarkar E. Creed in battlefield command skills. In war or combat, you and the forces you lead are never surprised. Furthermore, you will be able to convey a complicated tactical or strategic directive in the span of a few words, usually as some effortlessly quotable phrase. Any formations, down to the squad level and individual vehicles, can profit from your tactical insights and fight better than before. Through the combination of training and instructions, all units under your command will gain a major boost to their performance, reactions, precision and damage dealing ability. All these will be increased slightly as long as their Commander personally explains the plans to his subordinate officers, and if needed to, personally give command to the units serving under him. While rarely needed for them, Commanders are also proficient in strategic level planning. Taking this Perk as a **Commander Jumper** will also grant 3 additional Doctrine Points (Jumper’s Regiment

starts with 9 Doctrine Points instead of 6).

For an additional **200 CP**, you now possess all the skills, experience and foresight of Lord Solar Macharius, the greatest human Warmaster the Imperium ever had.

Your superhuman multi-tasking allows you to oversee and direct multiple engagements in real time without making mistakes. You gain a limited foresight ability that lets you make frighteningly accurate predictions about the moves and tactics of the enemy forces, so you can lay down complex plans that when executed carefully, let you turn the advantages of your enemies against them or turn your seemingly disadvantaged circumstances into your advantage. Even if these plans find their way into the hands of your enemies they will be unable to use it against your forces.

You can efficiently reorganize your units to improve their performance, reduce losses, and adapt to changing circumstances. With these changes you can guarantee that under your leadership no friendly forces suffer more than low single digit percentage losses in any single engagement no matter the odds, and the better utilization of available manpower and firepower make it possible to cause several times more damage to any enemy forces than anyone could predict.

Should an army under your direct command ever fall into a situation where winning is impossible for them, you can still find a way to make them disengage and disappear from the battlefront without suffering noticeable losses, denying the enemy the victory they want and making the efforts they put in chasing your forces fruitless.

By taking this upgrade as a **Commander Jumper** the Jumper's Regiment will gain an additional 3 Doctrine Points (starting Doctrine Points increased to 12 total including both the Commander and the Upgrtaded Commander Perks' additional points).

Lead By Example – 400 CP

A leader should be able to inspire the troops in more ways than anyone. Through extensive use of your charisma, knowledge and superior combat training you will be able to wake up the desire of advancement within others, especially soldiers, and to lead them to greatness. Anyone who watches you fight against the enemies of Mankind (in future Jumps this will be replaced by anyone who opposes your ideals or what you fight for), will gain new insights from that battle and their passion to become better will burn stronger than ever. Any combat where you personally lead units of fellow soldiers to slaughter the enemy, will temporarily increase the accuracy and team work of those who serve under you, given them combat abilities of an elite soldier during the fight (temporarily increase the combat effectiveness of a Conscript to Guardsman level, while a Guardsman's competency to Veteran level). You can inspire up to 100 soldiers at the same time through your actions.

Your inspiring presence can also reinforce the resolve of the soldiers and citizens on your side, who will execute their duties faster and with more precision. All you need to do is to stay close to them and watch them do what they do, and the soldiers and citizens start to work more diligently, will make less mistakes and work faster.

This Perk will also act as a charisma booster and increase the user's verbal and non-verbal communication skills, and will make him/her more likeable or fearsome (depending on the goal of the user and situation).

For an additional **200 CP**, you can inspire all the soldiers under your direct command as long as they can see you fighting either with their own eyes or through a live stream media. They all will enjoy the benefits of your inspiring presence. Acting as an overseer your presence makes every underling you supervise or instruct learn new things and advance in their training twice as fast as before (thrice as fast if you also have the upgraded Leadership Perk).

Your personal charisma and communications skills are boosted enormously and you will be able to inspire a ridiculous level of respect and loyalty from your underlings should you spend your time forging bonds with them and helping them out if they need help.

Vehicle Formation Tactics – 400 CP

Any vehicle squadron you lead will find their teamwork smoother and easier than ever before, able to work almost flawlessly in concert to cover ground, split or focus fire, support their allies, or excel in any other field of mechanized warfare - so long as you make sure to keep them on task. Your mastery of defensive maneuvering allows you to have each vehicle screen its fellows, spreading enemy attacks across your squadron as long as you're moving at a reasonable pace, and somehow you can always make sure the heaviest armour is facing the nastiest attacks. Even if the enemy were to destroy one of your vehicles, the crew will have an excellent chance of surviving more or less intact.

You are a master of mechanized psychological warfare, able to greatly demoralize your foes with the implacable advance of a wall of armour and heavy weaponry and the effortless destruction of their own vehicular elements. Moreover, enemy defenses and fortifications are little barriers to you; their weaknesses stand out to you the moment they come within range of your senses. And even if they're defended, your tactical acumen is such that you could emerge victorious - if not without casualties - against three times your number in comparable machines in an open field battle, as long as you were up against a commander who is not on your level of competency.

For an additional **200 CP**, your ability will be able to spread across an entire Company of vehicles and not limited to only a single squadron you lead personally. The crew of any vehicle in the Company you lead will always miraculously survive the destruction of their ride. Not necessarily unharmed, but the loss of their machine will not leave them unable to fight. Your tactical acumen strengthened further and with this help the opposing forces must bring out twice as much firepower and numbers to achieve the same result against you than before. Your forces can overpower enemies with five times of comparable force to your own without losses (not without damage, but at least you will not lose anyone).

Grace of the Emperor – 600 CP

By taking this Perk you will be given multiple boons that can help you survive in the bloody battlefields of this Universe.

1. You are blessed with exceptional luck, manifesting in a very strange and particular way. On the battlefield, when pressed by overwhelming odds that you and your forces could not by any sensible metric be expected to handle, you may call for the hand of the Emperor to intervene. Within moments, something will tip the situation in your favor, or at least far enough for you to disengage cleanly and live to fight another day. However, though the Emperor protects, greed will avail you nothing; beg His aid sparingly, lest you cross the line into ingratitude or dependence. Only the strong can survive.

2. Your exceptional luck will also be able to positively influence anyone the Jumper directly commands, create, raise or rule by giving all these individuals and creations the advantages of The Emperor's Luck Perk as long as they remain under the Jumper's care.

3. This Perk will help you survive a killing attack once every 10 years without ending your chain due to your death. You can choose how this will happen. Maybe you will be regenerated back to full health while radiating golden light or you will be pushed away from harm's way. This ability works

against both direct attacks (that target specifically you) and indirect ones (area attacks, attacks that destroy the vehicle you are on). You can keep all the unused 1-Ups you accumulate to use them later when the need arises.

Mutant – 600 CP

You are now a mutant who is either born with special abilities or given non-human powers through experiments and extensive augmentation (like Afriel Strain or Gland Warriors) or someone with the combination of both. You may purchase this Perk twice to have both advantages. Should you use a discount on this Perk the second purchase of it will also be discounted. Select one of the following advantage package when you take this Perk:

1. You are an unaging, biologically immortal being blessed with superior regenerative abilities and enhanced willpower (someone like Ollanius Persson). You are a level-headed, patient individual who will never suffer from boredom, never grow tired of the everyday life no matter how hard or luxurious it will be and can completely control his/her emotions. You can overcome the loss of loved ones who are not immortal and die when their time has come, leaving you behind alone much quicker and be able to move on remembering the happy times you spent together. You can easily deal with loneliness and never lose the ability to quickly make contact with others or return back to society to become its active member even if you left it behind for a long time.

The body stays at its prime, never aging beyond that point, it is immune to disease, poisons and toxins that are not esoteric in nature while highly resistant against unnatural ones, and unless an attack is able to completely dissolve or disintegrate the whole body or burn it into ashes or erase the mind or soul directly it cannot kill the perk owner. Any and every non-lethal physical damage will be healed in a minute, but the mutant can make it slower than that.

2. Your senses and physical performance (stamina, durability, reflexes, speed, strength, self-healing) is comparable to Astartes Scouts and your sustenance requirements are lowered to one-half. If you also have the One Man Army Perk your physical abilities will be equal to a Primaris Space Marine's. You will experience a similar level physical boost to any and all physical forms you take in future Jumps and it will work on any form/race/species altform you already possess.

One Man Army – 600 CP

You became a deadly killing machine Jumper, just like Sly Marbo. You are now known to possess Marbo's peerless expertise in combat and a wide variety of usefuls skills, abilities, traits, physical superiority and his other advantages that made him famous and feared by the enemies of Mankind.

Like the original One Man Army, you can track down and kill others undetected, hide and disappear before anyone is able to notice your kill. Moving unseen while remaining undetected to most sensors and senses. You can use your inhuman combat expertise, your knowledge in scouting, creating and using explosives and creating traps to ambush and kill seemingly undefeatable forces alone. You can quickly adapt to and survive in almost any environment where humans who grew up there are able to survive, and can find the most effective way to weaponize any terrain feature to use them against your enemies. In short, whatever Marbo can do, you can also do it.

Hiding from you is almost impossible. If you want to find your target on the battlefield you always will be able to do that. Your prey must use supernatural stealth abilities, go out of phase or disappear from the area completely to avoid you, your senses and hunter instincts. You gain a sixth sense that will alert you if you are being hunted, followed or tracked, or simply observed by others and it can even tell you the direction of the observer. It will alert you to the presence of surveillance devices.

Your physique, senses and your willpower receive a great boost and it will be twice as good than it was before. This boost will be applied to any and all physical forms you take in future Jumps and it will work on any form/race/species altform you already possess.

Psyker – 600 CP (Cannot be taken with Blank)

The “blessing” of the Immaterium touched your soul and granted you the ability to manipulate the unpredictable forces of the Warp. While this should put you under the jurisdiction of the Adeptus Astra Telepathica and you will be “enslaved” to them, you are free from this fate due to the CP backing. You are allowed to use your powers so long you are using it to help the Astra Militarum.

You are now an incredibly stable and sane **Beta Level** psyker who mastered two Psychic Disciplines. You can select your own Disciplines form the following ones: Biomancy, Divination, Pyromancy, Telekinesis, Telepathy, Psykana (this one is the discipline taught to Primaris Battle Psykers and it possess variable useful offensive, defensive and support powers taken from the other disciplines or created purposefully to give better control over the battlefield).

You may select additional Disciplines, but you must pay an additional **100 CP** for every extra Discipline.

Companions

Multiple different companion options can be purchased, but Companions cannot buy Companions nor take Drawbacks unless stated otherwise. If you roll the Background for your Companions, they will get the same extra CP that will be earned through the rolling process. They also get the same discounts as the Jumper.

Kill Team – 50 CP each for Guardsman Jumper, Free for Commander Jumper

With this option the Jumper is allowed to import up to 8 (9 for Commander Jumper) of his/her already existing Companions into this jump or may create up to 8 (or 9) new Companions. Each of them will be given a background of their choice plus 1,000 CP to spend on perks, items and vehicles (they gain the discount options and the additional item allowance like a non-commander Jumper). If they are new Companions you can freely specify their personality and appearance and they will be as loyal to you as you are loyal to them.

You may spend CP to increase the CP allowance of your Companions. Every 100 CP spent on this option will increase all your Kill Team Companions' CP allowance by 100 CP.

Jumper's Army – 100+ CP (Commander Jumper Only)

This is the mass import option for this jump. For **100 CP** the Jumper may import up to 100 Companions, while spending **200 CP** on this option will increase the number of Companions to 10,000. Finally, for **300 CP** the Jumper is allowed to import all of his/her Companions into this Jump. They will be given a background of their choice plus 600 CP to spend on Perks and Items. If you import hundreds of thousands as Companions they might not be placed in the same Regiment as you, but you will often meet them and could maintain contact with them without problem.

Canon Companion – Free

Has somebody here caught your eye? If you can convince them, you can take them along on your journey to the future worlds and Jumps. To convince someone you must first inform them about your Jumper status, explain to them what the Jumpchain is and what will await them if they want to follow you. After that you have to reach an agreement where they accept the Companions status and willingly follow you. You cannot use special powers, Perks and abilities to make them agree, they must do this out of their own free will. This could be dangerous so consider your choices thoroughly...

Your chosen Companion Candidate and you will be guaranteed to meet in the first year of your stay here, but only if they are alive and active when your adventure takes place in this Universe.

Whoever you took in successfully will be able to bring his or her own equipment and personal vehicle (anything that could be operated by less than a dozen people). All their vehicles and equipment will be given fiat backing and are given the same treatment as if they were bought with CP from this document. The crew members of every vehicle become the followers of the Companion who owns their ride.

Items

Jumper and his/her Companions, will be given **6 Discounts** each that they can use for their purchases in the Items and Items - Vehicles section. Once you pick an item to be discounted, all of the following purchases of that item will be discounted for you.

- The first purchase of a discounted 100 CP or cheaper item can be taken for free, but the following repeated purchase of that item will only halve its CP cost.

- Unless stated otherwise, ranged weapons purchased from this document will come with 1 loaded clip/magazine that won't run out of ammo/energy, but the ammo cannot be taken out from this container to be given to others or to pile up ammo reserves and supplies.

- During this jump the consumables (like ammunition, grenades, food, fuel, medical supplies, air filters, etc.) will be automatically restocked by the subordinates of the Departmento Munitorum at a friendly base or continuously from the supplies carried by the Regiment until they run out of them. After this Jump the used up consumables will replenish automatically every 24 hours.

- Destroyed, lost or stolen items will be replaced after 24 hours.

- **Guardsman Jumpers** are given **+400 CP** that can only be spent on Items and Vehicles.

Basic Gear (Can be taken only once) – Free

The following equipment is issued to all Guardsmen upon recruitment: Combat Knife or Bayonet, Guard-Issue Medical Supplies, 9-70 Entrenching Tool, a set of Gas Mask with Filters, a set of Vox Beads, Imperial Infantryman's Uplifting Primer handbook, multiple sets of combat fatigue, boots and military clothes, Military Backpack, Bedroll, Flask, Mess Kit and 2 weeks of Rations (not soylent based, nutritious but a little bland packed meals and meal bars), Grooming Kit, Infantry Light/Tac-Light, Survival Suit and Survival Kit, a set of Hazardous Environment Clothing, a set of Rebreather, Munitorum Tool Kit and specialist tools (medikit for Combat Medic/Chirurgeon, Mine-detector and bomb disposal tools for Combat Engineer, standard Auspex for Infiltrators and Recon troops, Lockpicks for Infiltrators).

Armour – Free to 200 CP

For **Free** of charge, all Guardsmen receive their own Flak Armour which is a light and relatively simple form of body armour used by the military forces of the Imperium of Man. Many layers of ablative and impact absorbent material go into making each suit, enough to deflect or negate most low-level attacks such as small arms, shrapnel, and proximity blasts.

Solid hits from high impact weapons can generally negate it, but given that it is relatively lightweight, cheap to produce, and dependable in most combat situations, many veterans keep using Flak Armour even when offered better. A Flak Armour set usually consists of a breastplate, shoulder pauldrons, knee plates, greaves and a helmet.

For **100 CP** you may replace the Flak Armour with a Mesh Reinforced Armour (increase protection significantly, decrease weight, cover the whole body) with Environmental Protection (can be vacuum sealed, resistant against harsh atmospheric conditions like radiation, extreme heat and cold, toxins and acids, and has its own internal temperature control unit to keep the wearer comfortable), built in Rebreather/respirator **or** you may change it to a Light Carapace Armour with breastplate, helmet, shin guards, knee and elbow protectors, reinforced boots and gauntlets. No

matter which one you choose, a Multi-spectral Oculum will be added to your helm.

For an additional **100 CP** more (**200 CP** total) you may replace your armour to a complete (cover the whole body) Carapace Armour with Environmental Protection and Omnishield Helm. You also get a set of targeting and imaging arrays and a Medi-Kit with your chosen armour.

Main Weapon – Free to 200 CP

All Guardsmen use one main gun to fight off the enemies of Mankind. Below you will find the list of weapons that are given to Guardsmen. If you want more than one weapon that is available for Free, the additional guns after the first, must be purchased for 50 CP each. If the chosen gun is not free to take, you need to pay the listed CP cost for it.

You may upgrade any of your purchased weapons to be a Master Crafted Weapon. To do this you must pay the same amount of CP that you spent to purchase that gun. If it was a free weapon, you must pay 50 CP.

Free - Lasgun: This is the most widely available basic weapon in the hands of the Imperium's brave soldiers. You do not have to worry about running out of ammo. This gun will come with a single power pack with infinite ammo capacity.

The Lasgun has power level and fire rate selectors built-in. This weapon comes with a modification kit that lets you change the basic Lasgun into a Long-Las (with an omni-scope). Normally the Long-las needs a different power pack type, but you can use it with your standard one without problem.

Master Crafted Lasgun receives enough boost to make it comparable to a Heavy Stubber both in power, range and in armour-piercing. In Long-Las mode the gun can release a beam that is comparable to a shot from a Heavy Bolter and turns the beam invisible to the naked eye.

100 CP - Bolter or Hot-Shot Lasgun or Lasrifle: The Bolter that is given by this option uses the rare .60 caliber bolter shells and it is scaled to the size of human users.

Master Crafted Bolter will be comparable to a Bolt Rifle (range, power, armour-piercing).

The Hot-Shot Lasgun, or Hellgun, is an enhanced version of the standard lasgun and it is known for its superior armour-penetrating capability. Not even the Power Armour could withstand the piercing power of this weapon. This weapon can be taken with a high capacity hot-shot power pack or a single backpack mounted charge pack. The Hot-shot Lasgun also has a conversion kit to turn this weapon into a Hot-shot sniper rifle (with advanced gun scopes) that exchanges high rate of fire for more killing power and greater attack range.

Master Crafted upgrade will increase the performance of this gun to match the Hot-shot Volley Gun's damage, raw power and attack range (sniper mode will be similarly boosted).

The Lasrifle was the signature weapon within the Imperial Army during the Great Crusade and the Horus Heresy and can still be found in some of the richer Regiments nowadays. It has greater range, better firepower, improved armour penetration compared to a Lasgun. It also has an overcharge (blast-charge) mode that halves the attack range of the gun, decreases its rate of fire to a dozen shots per minute and depletes a standard power pack much faster, but each charged shot will be almost as destructive as a direct hit from an autocannon.

Master-crafted Lasrifle shots are comparable to Long-Las attacks (both in power, range and penetration, invisible beam, but still keeps the rate of fire of the Lasgun), while blast-charged attacks will be able to penetrate even Power Armours and shoot faster and further in this mode.

200 CP - Other Weapon: You can select a man-portable ranged weapon used by the Astra Militarum infantry units or its predecessor the Solar Auxilia. If it is normally carried and operated by two people (like almost all standard heavy weapons in the Astra Militarum) you will be given a compact variant that is made for single person operation. If necessary it means attaching suspensor grav-plates to the body of the weapon.

Should you take a Grenade Launcher or a Missile Launcher both come with 3 ammunition types by default (1 magazine for each). For Grenade Launchers these will be Frag, Krak and Smoke grenades, while Missile Launchers are supplied with Frag, Krak and Flakk missiles by default.

Master Crafted upgrade will greatly increase the attack range of these weapons (by 50%), increasing the damage and armour-piercing slightly while doubling the AoE of the explosives.

Melee Weapon – Free to 200 CP

If you want more than one weapon that is available for Free, the additional weapons after the first, must be purchased for 50 CP each. If the chosen melee weapon is not free to take, you need to pay the listed CP cost for it. You may upgrade these close combat weapons to Master Crafted equipment, by spending the same amount of CP that you paid for your weapon (if it was for free you have to pay 50 CP).

First Free – Unique Close Combat Weapon: If you want something special that is different from the standard bayonet or combat knife, this option will give it to you. Feel free to create a special close combat weapon that will not give you special advantages (no chain weapon, no power weapon or armor cutting weapon, but it can be heavier, larger, use special material that makes it look better but do not give other advantages besides this and a little extra durability).

Master Crafted variants of these weapons will be comparable to standard chain blades in damage and armour-penetration.

50 CP – Chainsword: The Chainsword is essentially a sword with powered teeth that run along a single-edged blade like that of a chainsaw. Chainswords are not subtle weapons, and wielding one is a statement in its own right: they are horrific tools of war, designed to bite, tear and eviscerate where more primitive blades merely cut and slice. **Chainsword** is purchasable for **50 CP**.

Master Crafter variants of these weapons get a significant boost to their armour-piercing abilities which will be enough to easily cut through Carapace Armour protection. The weapons also become a bit lighter, much more balanced and easier to use.

100 CP+ – Power Weapons: You can purchase power swords and power mauls for **100 CP** each, Power Fist costs **200 CP**.

All Power Weapons utilize the same basic principles, which is to surround the specific weapon with a disruptive and highly destructive power field to bring havoc upon their target. Power Swords are the most popular type of powered weapon on the battlefields and it has the best armor penetration field.

Master Crafted Power Swords receive a great boost to their raw devastating power and a slight increase to their armour-penetration. They also become more balanced and easier to use in close combat.

A Power Maul (or mace) is effectively a baton surrounded by a power field, the power maul has a hidden subtlety: the power field setting can be extensively adjusted so that its disruption effect can vary from bashing a hole through a wall, to delivering a sudden knock-out blow to an individual.

Master Crafted Power Mauls are comparable to Thunder Hammers in destructive power. They are more powerful than Power Swords, but not as good as them in punching through physical protection.

A Power Fist (also known as a Power Glove) is a large metal gauntlet surrounded by an energy field that disrupts solid matter. It is large and slow in combat, and so the bearer must be willing to take damage before they can strike back.

Master Crafted Power Fists are magnificent pieces of technology. While the weapon itself does not gain much additional power or armour-penetration, it becomes much more compact, lighter and easier to use.

Sidearm – Free to 200 CP

You may find many different types of sidearms in the hands of the Imperial Guardsmen. While these small weapons do not serve as the primary killing equipment for their user, as a backup weapon they have their uses. If you want more than one sidearm that is available for Free, the additional pistols after the first, must be purchased for 50 CP each. If the chosen sidearm is not free to take, you need to pay the listed CP cost for it. You may upgrade these pistols to turn it into a Master Crafted weapon for the same amount of CP you spent on the weapon you want to enhance (if it was free you have to spend 50 CP).

Free - Laspistol: Similarly to its basic Main Weapon equivalent, this pistol comes with an unlimited ammo capacity power pack.

Master Crafted upgrade will give this pistol's blasts the destructiveness of an anti-materiel rifle and the range of a carbine.

100 CP - Bolt Pistol or Hot-Shot Laspistol or Blast Pistol: The Bolt Pistol is a human scale version of the Space Marine Bolt Pistol. This weapon also uses the rare .60 caliber bolter shells.

Master Crafted upgrades make this pistol equal to the Heavy Bolt Pistol.

Hot-Shot Laspistol is the high powered version of the standard Laspistol with the armour-piercing power to punch holes into a Power Armour and its wearer. These weapons are normally powered by a backpack mounted large power pack, but this one uses a high capacity hot-shot power pack.

The Master Crafted version of this pistol gains increase to its power and damage to match the Hot-shot Volley Gun, while the pistol's original attack range doubles.

Blast Pistol is a blast charger equipped, reinforced variant of the Laspistol that was originally used by the Imperial Army combatants during earlier eras. Nowadays it rarely appears on the battlefields but it is not entirely forgotten. It is an extremely accurate pistol that has the same destructive power of the Lasrifle blast-charged mode, but its attack range is shorter than the Laspistol and it fires slower than that sidearm and a standard power pack will be depleted after a dozen shots.

Master Crafted variant of this gun improves the attack range to Laspistol level, doubles the rate of fire while improving its penetration power to easily put holes into Power Armours.

200 CP - Plasma Pistol or Ripper Pistol: Pistol variant of the fearsome Plasma Gun. It is equally powerful and dangerous to the user's foes (and to the user should he overcharge it). Use Plasma Flasks as ammo source.

Master Crafted Plasma Pistol will be completely safe to use, no more overheating accidents will occur, and its basic performance will be elevated to match the standard plasma pistol's overcharge mode. Its overcharge mode will not increase the power of its shot further, but it will double its attack

range and as mentioned above, it will not endanger its user anymore.

Ripper Pistol is a high powered stub pistol that uses very expensive specialized ammunition. This ammo is known for its excellent armour-piercing ability (can pass through an artificer armour), and it also carries a lethal mixture of toxins that will be released into the body of the target, killing it even if the initial hit could not finish it off immediately. Unless your target is completely immune to all types of acids, poisons and toxins **or** regenerates damage at high speed **or** removes the bullet from its body it will be dead in a matter of seconds or minutes.

The Master Crafted variant of this potent pistol makes its shots cause horrific internal injuries that can instantly kill even an ork nob or a tyranid warrior or even the disgustingly resilient Nurgle Death Guard marines without the help of the toxins. The quality upgrade also doubles its attack range.

Filling Meal – 50 CP

This filling meal can restore drained morale, uplift the mood, give energy, warmth and bring a small amount of happiness to the bloody everyday life of a soldier. By taking this item you will be given a satchel that is always warm to the touch (not appear on thermal scans). Within it you will find 2 different food boxes and 2 flasks. Each food box holds one dish of your choice that is enough to fill the stomach of a hungry Ogryn (it is more than enough for 4 grown men). Before you open the box, you can decide what will be in it, but it must be something you already ate at least once and they must be non-magical meals. The food will always be at the perfect temperature. One of the two flasks holds a non-alcoholic common drink of your choice (water, juice, milk, tea, coffee, etc), while the other one is filled with a weak alcoholic beverage of your choice (beer, ale, wine, cider, but no hard liquor). The flask can hold 2 liters of beverages each. The satchel can only be used twice per day, but you must wait at least three hours between two uses.

Multifunctional Dataslate – 50 CP

It's… basically the tablet of today, albeit more rugged and compatible with both 40K tech and non-40K tech, includes data-jack, wireless communication and thermal charger. This small (A4 paper size when opened, A5 book size when closed) device comes with built-in language translator, short range vox, a pict and audio recorder/player, a compass/orienter and chronometer, have a holoprojector and it can help you communicate with machine spirits. Its storage capacity is limitless as long as it is used to store audio-video recordings, texts, pictures and simple games, but if you want to use it for making programs or to run complex programs, it will be only able to use a single Petabyte capacity for such functions. If you want to, it may come with a small printer attachment that can be detached from it for free.

Weapon Attachments – 50 CP

Each time you take this item you can select one of the following weapon attachments: close combat attachment, auxiliary grenade launcher attachment. Pistols may only take close combat attachment, bigger guns can be equipped with both the close combat attachment and the auxiliary grenade launcher.

The Close Combat Attachment can be chainblade attachment that is permanently built into your selected weapon's frame or you may choose a removable and rechargeable powered blade attachment that is fitted directly under the barrel of your gun and can cut through most body armour that is weaker than a terminator armour. The chainblade has the terrifying efficiency of a chainsword

in a more compact frame without losing the cutting and tearing power and it works well against any target. The powered blade is the smaller, less effective version of the power sword. When its power field is activated it can cut deeply into a Power Armour, but the small field generator lacks in power and is less devastating than a chainblade.

The Auxiliary Grenade Launcher is a common and quite popular attachment to the reliable Lasgun or to the Autogun. The type you can purchase is a variant that uses a pre-loaded internal magazine loaded with 5 grenades from a single type. You can buy this launcher separately and later attach it manually to the weapon of your choice. This weapon comes with 2 pre-loaded magazines. One of these will be loaded with Frag grenades and the other one is filled with Krak grenades. The used up grenades will be automatically restocked as soon as the user can visit the regiment's requisition officer or returns to a friendly supply base.

Auspex – 100 CP

An Auspex, also called a Surveyor, a Multi-scanner, or simply a Scanner, is a short-ranged Imperial sensor device used to detect motion, invisible gases, biological life-signs, energy emissions across a wide band of the electromagnetic spectrum and other information. This includes such emissions as heat, radiation and most forms of energy given off by vehicles and living troops.

Auspex's main tactical use is for triangulating the location of otherwise hidden enemy forces so that they can be fired upon by Imperial troops. The standard range of an Auspex is fifty metres, although walls more than fifty centimetres thick as well as certain types of building materials are able to block their active and passive sensor modes. Yours is a much stronger variant of the standard type and its detection range is expanded to two hundred metres and its signal could only be hindered by walls that are thicker than two metres. Anything thinner cannot prevent detection regardless of its material. Because you bought it with CP, this device cannot be jammed or tricked.

An Auspex can take the form of a separate hand-held device, or its mechanism may be built into a helmet as Auto-senses.

Camo Cloak – 100 CP

The Camo Cloak, also known as Cameleoline Cloak, is a cloak that is coated with a refractive chemical substance that morphically blends its colouration into the surrounding area to hide its wearer both from normal vision and thermal scans. The cameleoline is often woven into cloaks and smocks, or more rarely utilized, as a coating over armour plate (you can use this item to upgrade your armour to have all these functions). Its properties aid concealment during covert operations. Unlike the standard variant used by various forces in the Imperium, this cloak provides a limited radiation resistance and exceptional insulation against electrical attacks, halving their strength. This CP backed cloak has mesh underlay that provides better protection to its wearer than a Flak Armour.

Narthecium – 100 CP

A sophisticated wrist-mounted medi-pack, a narthecium includes three auto-injectors (each auto-injector can be used to store a different type of drug) and a powerful, diamantine tipped saw for cutting through armour to provide emergency treatment to a wounded or infected or poisoned Guardsman. Beside the standard items available to medi-kits, it is loaded with combat-stimulants and auto-cauterising thermic gel, this narthecium is intended to ensure that wounded soldiers get back into the fight with the minimum of fuss - providing a wounded warrior can be patched and propped

sufficiently to complete his duty. It comes along with a miniaturized full-fledged diagnostic computer to help the work of the medics and a medical auspex (medispex). You got enough supplies to treat a whole platoon and should all these medical supplies and drugs be used up, they will be automatically restocked one day later or can be refilled from the regiment's supplies automatically. The diamantine tipped saw is a potent close combat weapon that is comparable to a chain blade.

Servo-Hunter – 100 CP

This piece of technology is a non-standard equipment that sometimes can be found in the hands of seasoned officers. The average Servo-hunters are classic examples of second-rate technology: these small, comparatively simplistic familiars are an inferior local variant of a Servo-skull, tasked with the exploration of a fixed location and the identification of any potential targets within. Servo-hunters are traditionally encased within the skulls of faithful hunting hounds, as the deceased animal's spirit is said to ensure that the drone's rudimentary logic-engine remains loyal and fierce. A Servo-hunter, when activated and released, will float silently and begin to search a nominated area for any targets which match preset parameters (usually human-sized heat sources). When these are located, it will provide its handler with some audible alarm, and will remain alongside the target, sounding that alarm, until deactivated. The Servo-hunter can also be used to patrol an area for intruders, or simply alert the controller if anyone approaches.

Your Servo-Hunter however, comes with more sophisticated programs, better sensors (half as potent as the Auspex item from this document), a camera and a communication device and it is equipped with a Heavy Laspistol, make it into a silent guardian with small size, tireless vigilance, and ability to hover in the shadows silently which make them surprisingly discreet and effective servant. It is also much more durable than any standard servo skull. It can remain operational even after receiving a direct hit from a krak missile. Any more than that and it will be deactivating. Destroyed or deactivated Servo-hunters will be replaced within one day.

For an additional **100 CP**, undiscounted, you can upgrade the sensors and detectors of the Servo-Hunter to detect any warp activity (psychic power activation, active warp sorcery, presence of a psyker) within 100 metre radius. The detection range of the life sign, thermal sign, radiation, toxicity sensors increased from to 500 metres and the Servo-hunter got an auto-mapping function to create a map of the area and transfer it to its master. Its Laspistol will be replaced with a Hot-Shot Laspistol.

For an additional **100 CP**, undiscounted, you will be given a dozen Servo-Hunters instead of a single one. Should you take the upgrade above all the hunter will have it.

Slate Monitron – 100 CP

The standard Slate Monitron is a device that is an upgraded, military variant of the common dataslate that also has a built-in bio-monitor and a secure, long range vox caster. It is worn upon the armoured forearm gauntlet to allow its wearer instant access to the latest command runes and war psalms, and can be used as a hacker tool. It also monitors vital signs, showing the pulse rate and health matrix of the wearer at all times so that his officer can instantly assess his condition as long as their Slate Monitron are connected into a network. It has a small (10 cm by 20 cm) display monitor and it comes equipped with all the features that dataslate has.

This variant also comes with 12 small beads (button sized, can be worn on armour or uniform) that can be given to others to create a communication network. You can monitor the lifesigns of those who carry a bead, send them messages or receive it from them (audio and video). These beads can function as remote cameras that let you see and hear what is happening around them. If you attach a bead to another Slate Monitron or a dataslate you can integrate them into your network. The

connection between the beads and the Monitron has a range limit of 1,000 Km and it cannot be intercepted, hindered by natural or artificial means and objects and it cannot be jammed in any way. If you own an Auspex, you can display its readings on the Slate Monitron and share the readings through your network.

Clarion Vox Array – 200 CP

This compact Clarion Vox Array, is a triumph of audio-military hardware that overrides its designated airwaves with the crystal clear and perfectly enunciated commands of the Commanders leading each detachment. By fiat it can not be scrambled. No jamming is strong enough to prevent this device's functions to send and receive messages, and no one can intercept or redirect the communication without authorization from its user. Any and all messages sent through it, or to it, will reach their intended target so long it is still within its communication range (the sender and receiver stays on the same planet or above it on a starship).

With this vox array yougain access to various reinforcement forces. Every day you are allowed to request the help of a Platoon or a vehicle squadron. You can call in any Platoon and Squadron type from the Army Builder Supplement, but any given day you can only call a single one. The reinforcement will arive in a couple minutes to your location and will stay with you for up to 3 hours before they must return and will leave you. If you are a **Commander Jumper**, you are allowed to request the help of a full sized Company, not just a single Platoon, and they are allowed to stay for 6 hours before they have to leave you. These reinforcements will have the same Doctrines that your regiment possesses and have the same background.

Box of Explosives – 200 CP

This small metal box holds multiple types of explosive devices. These explosives can be either Demolition Charges, Melta Bombs, Snare Mines (also known as claymore mines), Krak Grenades*, Frag Grenades*, Blind Grenades*, Smoke Grenades*, Anti Plant Grenades*, Photon Flash Flares*, Haywire Grenades or even Imperial Plasma Grenades*. You can choose the actual content of this box every time it is refilled. It has a capacity of 36 explosives total, where each Melta Bombs counts as 4, every Demolition Charge counts as 2, while Snare Mines and the other grenades count as 1 explosive each. If you use up all the explosives, it will be replaced by a new box in your warehouse after 24 hours (or automatically replenish its content from your Supply Stash item) and you can decide the actual content of it when you open it the first time. Grenades marked with * can be loaded into a grenade launcher. If you also purchased an auxiliary grenade launcher you may select a single * marked grenade type and you will be given two extra magazines loaded with that type of grenade.

Grav-Chute – 200 CP

The standard issue Grav-Chute is a small, back-mounted anti-gravity device that allows Imperial troops to float safely to the ground on a column of anti-gravitic force from any height in a world's gravity well, including sub-orbital heights. This grav-chute here, however, is a much more advanced one than the standard type used by drop troops in the Imperium. It can function exactly like the much more powerful Jump Packs used by the Space Marines and will allow its user to fly for a limited range at a time, to perform jumps that propel you to very far or very high, and to hover over the terrain. Its battery power is much stronger and lets you use it 1 hour continuously before it must be recharged. The lifting power of this system is limited to 225 kgs (500 lbs), but if the load goes over 150 kgs (~331 lbs) the operation time, the movement speed and jump/flight range will be halved.

Refractor Field – 200 CP

A Refractor Field is a small Imperial gravitic emitter that can generate a personal protective force field around an individual. The Refractor Field distorts the image of the wearer with a shimmering cloak of gravitic energy. The field, although less reliable than that generated by a Conversion Field, can stop a few shots from even the most powerful directed energy weapons, such as Lascannon and Plasma Gun. The shimmering side-effect of this Refractor Field will be negated for your field.

For a **100 CP** more, undiscounted, this field can be strengthened in its defensive power to match the Conversion Field's protection level. Alternatively you may choose to expand the protected area to 6 metres radius from the generator. You may purchase the upgrade twice to get both the range and power increase.

Bionics – 400 CP

High quality Bionics augment your body with artificial systems, reinforcing skeletal structure and rewiring the nerve system. The augmentation given by the various bionics make the Jumper's body more enduring, more powerful and superhumanly durable. After the installation of all the systems the Jumper's body will be equally strong, fast, enduring, resistant to damage and harmful substances as a Power Armoured Space Marine. Augmentations enhance the audiovisual senses to be thrice as good as the peak human senses, provide a single special sensory ability like ultrasonic hearing or thermo vision or telescopic vision, and give protection against sensory overloads. The qualitative changes in the digestive system decrease the need for food, water and sleep one-half of what it used to be without the bionics.

Should the bionics suffer any damage they need repair, that can be done manually or it will be done automatically should the augmented individual arrive at a supply base. If a bionic body part is destroyed it will be replaced with a new one in any supply base (in future Jumps it will be automatically replaced 24 hours after its destruction).

Rapier – 400 CP

The Rapier is a semi-automated, tracked directed energy weapon mount that is used by both the Astra Militarum and the Adeptus Astartes as a mobile heavy weapons platform. It is used to transport weapons that are too heavy for a single Guardsman or even an Ogryn to carry on his own.

The Rapier features on-board targeting systems and power generators (unlimited ammo). It can be operated by a single operator, but its Machine Spirit is a much more advanced variant, with superior Auspex Array (twice as good as the Auspex item you can purchase from this document) and Pict Recorder, that can engage enemy targets on its own and could be used as an autonomous sentry gun and scout. You may link your Slate Monitron or Multifunctional Dataslate to the Machine Spirit to maintain connection to it or to remote control the Rapier.

When you purchase this item you must choose which weapon you want to be installed on it. It could be armed with a quad Multilaser or a Laser Destroyer Array for anti-armour use.

Relic – 400 CP

You are now the owner of an Astra Militarum relic. Even if the relic itself is something that has not yet appeared in the era the Jumper is active it can be selected. It will be a copy of the original item if it is a unique one (like the Mask and the Blade). If the item is a weapon, it does not need any maintenance at all, always works perfectly and unless attacked with the intention of destroying it, it will never suffer any damage from any source. If it is body armour, it will repair itself quickly, replenish its supplies and you may change its appearance to something that fits your taste better. Using Discount on thi Item will make all purchases of Relics discounted, not just the first.

You can select one of the following Relics every time you purchase this item:

Archeotech Pistol - An Archaeotech Pistol was an ancient sidearm dating back to the Age of Technology. When you purchase this piece of technological wonder, you will be given the necessary parts to turn this sidearm into a compact rifle, greatly extending its attack range and giving it an automatic fire option and make it possible to add attachments to it.

Although the raw devastating power of each individual shot from the archeotech pistol/rifle falls behind the plasma and melta weapons, these archeotech guns provide other advantages, like higher rate of fire, more precision and extended range. Their lethality is high enough to kill a raging ork noble in ‘eavy armour or end the rampage of a Chaos Astartes with a single shot. They can even turn an armoured vehicle into a wreck with a few shots.

The pistol can shoot as far as a lascarbine, while the rifle can shoot a bit farther than a Long-las sniper rifle. The weapon comes with its own magazine that never runs out of charge/ammunition as long as it is loaded into the weapon, but you cannot take out ammunition from it.

Augmented Armour - This augmented armour type has almost completely disappeared from the inventory of the Imperial Guard after the early days of its creation. It is an enclosed, lightweight armour with complete environmental protection and void sealing. It provides slightly better protection than a Power Armour and it can greatly increase the survival chances of its wearer with its built-in state of the art medical equipment.

Displacer Matrix - This technological marvel comes in the form of a small amulet that is a superior protection field, stronger than even a Conversion Field. It can teleport its user to a safe location if it fails to protect the wearer and teleport him back moments later. The teleportation feature of this item is much more reliable than the non-CP backed version and it will activate 9 out of 10 times when the field fails to protect its user (the “standard” version activates less frequently).

Psi-jammer - Often either examples of prohibited and little understood technology, or even xenos artefacts, these devices generate a passive field which provides the same level of psychic protection that the un-upgraded Blank Perk gives its owner, but it has no aura and only protects its user and his/her items.

The Blade of Conquest - This ornate power sword is comparable to the Adeptus Astartes’ relic blades in destructive power, but smaller and nimbler than those two handed power swords. Bisecting a Chaos Terminator with a single swing can be done easily with this blade. The target needs more than just physical protection to avoid damage from this weapon.

The Deathmask of Ollanius - This ancient, holy artifact can grant the determination and endurance of the famous martyr himself, giving its user regeneration ability that could repair any physical damage in short time as long as its wearer is not dead yet, and it can project a protection field comparable to a Conversion Field/Iron Halo. Also, in the presence of traitors the mask will weep tears of blood.

Rain of Fire – 600 CP

With this communication device the Jumper may request fire support from the Navy, the Aeronautica Imperialis or an Artillery Company. You can designate an area with a 500 metres radius and no farther than 10 km from your current position to bring hell upon your enemies. The strike will arrive in a minute and it will be able to obliterate anything that is not as durable as a Reaver Class Titan in the designated area. You can only target areas that can be attacked from above. This fire support can be called in once per day.

Supply Stash – 600 CP

This supply stash will automatically replenish all consumables (foodstuff, ammunition, fuel, batteries, medical supplies) and recharge power packs for the Regiment under your command and keep it well equipped. It also provides various entertainment sources - books, booze, movies, games and gaming devices from this world and any world you previously visited - to help you and your Companions and soldiers relax between combat engagements and to keep boredom away.

This stash also allows you to equip and arm a Line Infantry Regiment in every Jump from now on, and should the need arise, you can use it to replace lost items without going through standard replacement procedures. The exact composition and types of these armour, weapons and other equipment is up to you, but these must be items that can be found in the Astra Militarum. Lost, given out or destroyed armour and weapons from this stash will be restocked at the end of the Jump.

In future Jumps should the Jumper become a member of a Military or Paramilitary organization he/she can expand the variety of this stash. Combat equipment used by regular units and Special Forces from that organization will be added to the repertoire of the stash. This will also include ammunition, grenades, food, medical supplies, clothes and hygiene packages used by that organization. Experimental and unique items will not appear in this stash. In settings where militaries use magical items like potions for healing and ability boosting or use pills/drugs distributed as cultivation supplies, only those given out to the non-unique units will be added to this stash. New forms of entertainment will automatically be added to this stash in future worlds.

Items - Vehicles

Vehicles purchased here get their own skilled, but otherwise generic crew members to operate that warmachine. They are followers, but the Jumper does not need to take them if He/She doesn't want them or lower their number from the standard amount.

- The CP backing will greatly increase the purchased vehicle’s mobility, maximum speed and armor protection. Ammunition and fuel never run out. The fuel tank is sealed, and the ammunition cases and main gun payloads can only be connected to their guns; they won’t work anymore if they are removed from the vehicle.

- Unless the vehicle itself is melted down entirely or exploded into smithereens, its crew will always survive the destruction of their ride.

- When a vehicle is destroyed it will be replaced by a new one at the start of next week.

- You are allowed to change the weapon loadout of the purchased vehicle. You can pick any weapon from any other vehicle that is used by the Astra Militarum as long as it is comparable in size to the one you want to replace.

Support Vehicle – Take 1 Free (additional vehicles cost 50 CP each)

Trojan Logistical Support Vehicle, Atlas Recovery Tank, Centaur Utility Tank and Samaritan Medical Transport vehicles can be purchased with this option. These are lightly armoured, non-combat vehicles that are barely armed or even unarmed. Both the Trojan and the Atlas are operated by a crew of three, while the Samaritan has a driver, 1 medic and a medical servitor. Centaur can be an enclosed variant. It is operated by a driver and a gunner and may transport up to 5 additional soldiers and may tow trailers or artillery carriages.

Light Vehicle – 50 CP each

Achilles Ridgerunner Vehicle, Sentinel Walkers (including the Aethon Heavy Sentinels), Tauros All-terrain Vehicle, Tauros Venator All-Terrain Vehicle, Taurox Armoured Transport, Taurox Prime Armoured Transport. These are the vehicles you can purchase through this option.

With the exception of the Sentinels, all the other vehicles are operated by a driver and a gunner.

Artillery – 100 CP each

Basilisk, Bombard/Colossus Siege MortarGriffon, Manticore, Medusa and Wyvern. These are self-propelled artillery vehicles. Their crew requirement is 4 Guardsmen (3 for the Manticore). Manticore comes with the ability to carry anti-air missiles beside the standard loadout, the Basilisk and Medusa can be taken in Mars-Solar Pattern that use Leman Russ chassis instead of the Chimera as the base for the vehicle. This will make them more stable and better armoured.

Medium Vehicle – 100 CP each

Carnodon Tank, Chimera, Chimedon, Chimerax, Chimerro, Dracosan Armoured Carrier, Salamander Command, Salamander Scout, Hellhound, Bane Wolf, Devil Dog, Hydra Flak Tank, Pegasus Armoured Fighting Vehicle and Pegasus Command Vehicle. These are the vehicles that can be purchased through this option. The standard crew complement of these vehicles are 3 people (while the Carnodon is operated by a team of 4).

Aerial Vehicle – 200 CP each

Valkyrie Transport, Vendetta Gunship, Vulture Gunship, Valkyrie Sky Talon Transport. These aircrafts operated by 2 people, one pilot and one gunner. Valkyrie and Vendetta flyers may be outfitted with door mounted Heavy Bolters that can be operated by dedicated door gunners (which will increase the crew numbers by another 2 soldiers) or by the transported soldiers (both the Valkyrie and the Vendetta can carry 12 human sized passengers or 2 Guardsman and 2 Cyclops Remote Detonation Vehicles or 2 Rapiers with their operators or 3 Tarantula Sentry Guns).

Battle Tank – 200 CP each

Leman Russ Battle Tank variants (including Thunderer Siege Tank and the Destroyer Tank Hunter) can be purchased through this option. Leman Russ Battle Tanks may choose from a large variety of main weapons and crewed by 3 to 5 people (if the tank doesn't have sponsons it can be operated by 3 people). The Leman Russ Tanks, except the Thunderer and Destroyer, may take 2 sponsons.

Heavy Vehicle – 400 CP each

Crassus Armoured Transport, Deathstrike, Dominus Armoured Siege Mortar, Gorgon Armoured Assault Transport, Macharius Tank (all known types), Malcador Tank (all four known types), Minotaur, Praetor Armoured Assault Launcher, Rogal Dorn Battle Tank, Valdor Tank Hunter. These are the vehicles available to purchase through this option. They are large, they are slow, they carry really heavy armor, very well armed and need numerous crew members to operate optimally.

Super-Heavy Tank – 600 CP each

Take command of either a Baneblade, Banehammer, Banesword, Doomhammer, Hellhammer, Shadowsword, Stormblade, Stormhammer, Stormlord or Stormsword super-heavy tank. Their crew requirement is the largest. All of these vehicles come equipped with 4 sponsons.

Drawbacks

You may take drawback options here to accumulate additional points to spend. Just be sure you don't overwhelm yourself by taking too many. As always, Drawbacks trump Perks and abilities.

Everything is Canon – +0 CP

The background stories of Warhammer 40,000 are in a state of chaos. Continously changing, some things disappear, others appear or long forgotten information and stories reappear time after time. You can easily find that what you read in a book will be denied or completely changed in another one or run into complete rewrite of previously existing lore. It's not easy to determine what is true, what is only true in a certain point of view and what is utter nonsense.

With this "drawback" you are permitted to choose what source you take as canon, or even run off a fanon interpretation as long as it does not contradict the wider setting. Alternatively, you can travel to a specific 40k fanwork or use this to carry on continuity from your previous visits to Warhammer 40k jumps. Note that taking this Drawback to travel to a significantly less dangerous interpretation of the setting will prevent you from taking any further Drawbacks.

Grimdark Continuity – +0 CP

Have you been in this Universe before, Jumper? Have you already changed the history of this Grimdark Universe during your previous visit? By taking this Drawback you can import your previous history here, bringing along all the consequences of your choices you already made. This can significantly change the seriousness of the setting and can change the difficulty of the Jump itself.

Afraid – +100 CP

At your core, you are a coward. Standing against some of the fearsome things out there on the field is enough to make a lot of people quake, but for you, you try to run and hide when the opportunity presents itself as long as this act will not lead to your immediate execution. You will do everything possible to stay out of danger and not face your fears. This Drawback negates any willpower perk, spell effect, psychic power that lets you overcome your fears, face fearsome foes, suppress fear or stand your ground in dangerous situations. If you are obstructed from running away and cannot hide you can fight back, but your combat effectiveness will only be as good as an untrained civilian.

Only in Death Does Duty End – +100 CP or more

Your time spent in this world will be longer. This drawback may be taken up to four times, however the effect is multiplicative (20, 40, 80 and finally 160 years). If you stretch your stay too long, you might die of old age before your time here expires. If that happens it will cause a chain failure. I hope you can gather enough money to pay for a rejuvenation or have the knowledge to use it on yourself…

Unruly Subordinates – +100 CP (Can only be taken by Commander Jumper)

A whole Company of rank and file soldiers don't do well with people ordering them around. They will also cause various problems and troubles that all come to bite in your ass in one form or another. In combat, when their life is on the line, they will only listen to the commands that could save their skin. If they are killed, either by the use of military laws to make them disappear or during combat, a different unit will change its behaviour to match these troublemakers. Thanks to these, the mortality rate of your Regiment in any combat engagement that involves them will be much higher. They are troublemakers who will be able to decrease the morale, destroy the moral integrity, lower the effectiveness of daily operations, disrupt the resting times of your other Guardsmen and should they be left without a supervisor to regulate them, they are prone to cause trouble outside of your Regiment, to civilians or generate conflicts between friendly forces. Expect criminal activities to appear where they go and do not hope in quick promotions should they take you as their target.

Injuries – +200 CP

During one of your former battles or maybe during a live ammunition training, you've been injured so severely that no amount of augmentation could bring you back to your natural state. Either you've lost more than one limb or maybe some of your internal/sensory organs (choose two from the following: stomach, lungs, heart, kidneys, eyes, ears, arm with hand, leg and foot) damaged so seriously that the chirurgeon have to replace them with their bionic equivalents to keep you alive and functioning. The Munitorum provided you with replacement bionics, but they could only give you below average quality ones that will need frequent maintenance (thrice per week if not in combat, once per day if you go to combat) and their performance is below your normal abilities. All your physical abilities and skills will suffer minor setbacks and be lowered by 20% until the Jump ends.

Should you take the Bionics from the Items section of this document it won't be affected by this drawback unless you want it to. If you let the Drawback extend to your Bionics, forcing you to perform frequent maintenance on every bionic augmentation system twice every week (fighting or not does not matter), you can double the CP given by this Drawback to 400 CP. However, it could be a very time consuming, knowledge and equipment demanding process. Without the continuous skillful maintenance you will experience the same 20% drop in performance mentioned above.

Outcast – +200 CP

You have been shuffled from unit to unit when yours suffers catastrophic casualties, leaving you without a proper home. People shun you for this, and even avoid you if possible, considering you a bad omen. Making friends is an arduous and slow process for you and once you are finally able to do... sometimes you are on your way to another unit again. Be it your immediate unit or the other units in your Regiment, you must work extra hard to earn the trust and approval of others. Until that happens you are not going to get help, your squadmates only stay with you as long as they must and even when they cannot leave you behind, they tend to ignore you. Your charisma, camaraderie strengthening and social-fu perks will not help to overcome this situation, only through hard working and commendable actions can you increase your reputation and acceptance. To make things worse, all Luck Perks you have will be weakened to such a degree to not be able to prevent the occurence of misfortunate accidents and let you miss fortuitous encounters. Accidents that happen in your vicinity tend to hit your squadmates and friends harder than you and make things worse for them.

Unreliable Tech – +200 CP or more

The Machine God hates you and placed a curse on you when you started this Jump. Any item given to you or gathered by you during your stay here or purchased from this document could break down and malfunction when you try to use it. This will not affect items you brought into this Jump from former settings and Jumps, only those made here by the locals. You must spend triple the amount of time to maintain your gear (or force you to do maintenance on „unbreakable" and fiat backed items) and some problems will still happen time after time that could hinder your progress or even put you into danger indirectly. Fortunately nothing will blow up in your face or burn you to cinders unless it is meant to do such a thing if it malfunctions. Any piece of technology that uses electronics or complex mechanics will be affected by this Drawback.

You may increase the CP bonus to **400 CP** if it affects all of your equipment, vehicles, weapons you bring into this Jump or create it with your powers and skills. If your items can regenerate, self-repair or self-recharge, they will lose this ability in this Jump.

Blacklisted – +400 CP

You don't know why, but your name will appear on the shit list from day one. Every terrible and even dangerous task is yours to complete, and you've been saddled with some pretty awful stuff. Even your accomplishments are generally overlooked, your failures and faults are magnified and you have less ribbons on your chest than even the do-nothings. Should you somehow be able to turn the tables on your ill-wishers and prove your usefulness through your actions bringing victories where everyone else would fail, it will only give you a short-lived rest, a few months at best, before those above you are replaced with new people who do not recognize your deeds. You can give up on earninglasting respect from your superiors or hoping to achieve promotions. Everyone under your command will be treated similarly by your superiors. I hope you are charismatic enough to keep their trust and loyalty despite all the suffering they have to go through because of you...

Cursed Encounters – +400 CP

Your luck will be twisted in a particular way during this jump. Any time when the superiors need a volunteer to a highly dangerous, but not outright suicidal mission, your name will always be the first one that comes into their minds. If there is a hidden threat that lurks in the shadows waiting for the ideal time to strike, it will always go into action as soon as you arrive at their area of operation which otherwise looks completely safe. Even if you somehow manage to run away from the dangers, like leaving an infested space station or a boarded and wrecked transport ship in a rescue pod, it will only delay your confrontation for a time and drive you toward a more problematic situation. No luck Perks could help to avoid such situations and those parts of the Luck perks that let you avoid problems or negate bad luck will stop working in this Jump. You are not unlucky enough to be thrown into an unsolvable situation that will lead to unavoidable and guaranteed death. There will always be a way out from it and even a slight chance to defeat the opposition and you can always try to run away from the problems. This curse will activate at least twice every year during your stay here.

Not Enough Supplies – +400 CP

Fighting without continuous supplies from the back is not something that can be done successfully. Something had happened with the requisition forms you sent to the Munitorum, because you will always get less than you need. At best, you will be given one-half of the needed consumable

supplies, but sometimes this will be dropped to one-third.

This drawback also affects the supplies and items purchased with CP or provided by Warehouse attachments and options, lowering their replacement amount and doubling the time between restocks.

If you purchased the Supply Stash item, it can be used to restock expended supplies once per day for you and your Companions, but it can only replenish used up supplies for your Regiment once per month. The available extra equipment, armour and weapons will be limited to 100 pieces during this Jump.

Legionnaire – +600 CP

You will serve in the Penal Legion for a long time during your stay in this Jump. For how long… as long as you survive 10 major battles. During this time you can only use standard issue equipment given to you, while your Warehouse becomes inaccessible, and anything you put/store in it is temporarily unavailable to you. As long as you remain in the Legion your Companions and Followers cannot meet you, help you or contact you. You will be forced to wear a fiat-backed tamper proof explosive collar which can be activated by any of your superiors, Commissars or supervisors if you go against orders, regulations or simply act disorderly or get involved in a fight with your “fellow” legionnaires.

If it is activated, unless you own 1-Up perks that will prevent chain failure in the case of death, you will be killed and your chain will end. You can only use such perks once to save you from execution by this collar, no matter how many 1-Up perks you have. Should you survive this period of time, every restriction from this Drawback will be lifted, the collar removed and you can reunite with your followers and Companions. Companions may take this Drawback to earn more CP and stay beside you if you also take it, but should they be killed by the collar, you will lose them for the rest of the Jump and anything they purchased from this document will be lost to them.

Powerless – +600 CP

Your access to perks, skills, abilities and any advantages from outside of this jump are sealed away until you leave this Jump. Your Warehouse is emptied and closed to you. No items or properties from earlier jumps are available to you, and even if you can bypass the closure of the Warehouse and be able to access it, you will find it empty, without any feature or option purchased previously from the Warehouse Supplement you use. You are allowed to use the Body Mod Supplement. Companions are similarly nerfed, and you don’t have access to your followers from former jumps at all.

PTSD – +600 CP

It is a terrible sickness that now makes you suffer. It may have slowly crept up on you, or it happened to you all at once. Your memories, your feelings, your... things are not quite right. Sometimes you are afraid or in panic, other times you are angry or anxious or depressed or tormented by hellish nightmares. Sadly there is no cure, no treatment or therapy that could help you overcome this terrible trauma during your stay here. Not even Willpower Perks or abilities picked up from this Jump or former Jumps let you negate it.

Scenarios

Scenarios are optional missions that you may choose to undertake in this Jump, but you may only take **one Scenario**.

Ork Hunters (Commander Jumper only)

Your regiment's job in this scenario is to clean up the remnants of a crushed Waaagh!, by eliminating the ork forces scattered throughout the sub-sector you are currently staying. Your forces will be augmented by an Abhuman Auxilia Regiment (20 Companies, including 2 light artillery companies, 2 anti-air companies, 2 hunter-killer companies and 14 Abhuman Companies each with enough transport vehicles to carry one-third of their troops) and placed together on an ancient Galaxy-class Armed Transport that will serve as your base of operation until you finish this scenario. The transport ship carries 2 fighter wings (40 aircraft total) and 2 bomber wings (40 aircraft total) which can be used during your operations.

You must visit 3 formerly liberated planets that reported ork sightings and need to completely crush the greenskin survivors you found there. Intelligence reports suggest that 1 of these planets only has large number of feral ork forces, on another one the orks are more advanced and they can muster forces similar to Snakebite Clan orks, while on the last planet the remnant ork forces possess the whole greenskin arsenal and their bases are protected by orbital defense guns and other fortifications. The total number of opponents are unknown, but the intelligence reports calculate with around a quarter million orkoid at the start of your operations. You need to plan carefully and decide the order of elimination properly, because this green menace can increase its numbers and access to higher technology quickly and they may be able to link up with each other.

As soon as you finish mopping up these remnant forces your Scenario ends and you can grab your rewards.

Reward:

1. You get the Galaxy-class Armed Transport as your own mobile base of operation. It is a modified, well armed and protected, self-sufficient starship that can house and support 100,000 people beside its experienced squat crew (now your followers). This ship's onboard manufactorum can refine fuel, can make food, create weapons, equipment and ammunition for your forces and for the 6 dropships, 20 Arvus Lighters, 2 bomber wings and 2 fighter wings it carries within its hangars.

2. Your regiment will be reinforced by 10 Abhuman Companies and the whole regiment gets the Favoured Enemy Doctrine.

3. Every member of your regiment (including any doctrine given allied forces and the new Abhuman Companies mentioned above) gains Companion status and you are allowed to import them into future Jumps either individually or the whole regiment as a single slot group Companion. You can decide at the start of each Jump how you want to import them.

Retirement Plans (Commander Jumper only)

This Scenario starts at the beginning of this Jump. Your task in this Scenario is to lead your regiment to several victories that the General Staff believes are impossible for a single regiment to achieve. You will fail if your regiment suffers enough losses that force them to be merged with other survivors from other regiments. If you can do all this until the end of your stay here, you earn the right

to settle down and retire from active service with your forces.

Reward:

1. You become the Governor of a newly (re)taken planet that is rich in natural resources (minerals, flora, fauna), has a small population (20 million inhabitants), a well equipped military base, and a few settlements with enough industrial capacity to make the whole planet self-sufficient. The planet and its populace will follow you to your future Jumps and can be inserted into any new setting you visit without problem. If you don't want to deploy the planet you can keep it attached to your Warehouse and you can visit it whenever you want.

2. You may import the members of your battleforce (Regiment and Allied Forces given by Doctrines), individually or you may import them as a single slot group Companion in future Jumps, but even if you don't want to import them as Companions they receive the same automatic resurrection treatment that is given to Companions in the Jumpchain.

The Butcher (Guardsman Jumper only)

This Scenario starts at the beginning of this Jump. At the start of the Scenario you and your Companions will be assigned to a Line Infantry Regiment (roll d25 four times to see which Doctrines this Regiment has). If you select this Scenario, your Companions can also take it.

Your (and your Companions' should they also take it) task in this Scenario is to accumulate at least 40,000 kills by using various methods when eliminating the enemies of Mankind. You must personally eliminate opponents from various races by using close combat attacks, ranged attacks from man portable ranged weapons, by using exposives, utilizing various traps and poisons. At least 25% of these kills must be done against unsuspecting enemies outside of combat without being caught in the act by anyone. Any mass kills that you create by calling in artillery strikes, directing orbital strikes will not count towards your goal.

Reward:

You (and your Companions should they also take this Scenario) gain the One Man Army Perk and all your purchased weapons gain Master Crafted upgrade for free.

The Man, the Myth, the Legend (Guardsman Jumper only)

This Scenario starts at the beginning of this Jump. At the start of the Scenario you and your Companions will be assigned to a Line Infantry Regiment (roll d25 six times to see which Doctrines this Regiment has).

Your task in this Scenario is to achieve sainthood. You must be accepted as a Living Saint both by the Astra Militarum, the Ecclesiarchy and the Imperial populace. How you achieve it is up to you, but it must be something that can bring significant advantages for the Imperium. This must happen during your stay here (10 years or more if you take the Only In Death Does Duty End Drawback).

After you are accepted by the populace and the above-mentioned organizations as a Living Saint you will have your rewards, but you must know that this will take time. You have to keep in mind that the acceptance process and canonization will take several years (roll a 2d3 to see how long it will take). You have to stay in this Jump until that acceptance arrives and when that happens you get your reward.

Reward:

1. Jumper becomes the Living Saint of the Astra Militarum. You will be given all the standard powers of the Living Saints like the corruption immunity, devastating ranged and melee attacks with handheld weapons against denizens of the Warp and the corrupted (also works against the unholy and supernatural in future Jumps), summonable golden energy wings for flight, complete environmental protection, no biological needs for sleep/food/drink/breathe, body won't produce waste anymore, generate a protective force comparable to a Conversion Field, greatly accelerated healing rate that can heal even the most horrific but not immediately lethal damage in a few hours without leaving scars behind and can even regrow lost limbs and regenerate organs in a few days.

2. From now on even if you run out of 1-UPs and still find yourself killed during a Jump you will not automatically fail your Jumpchain as long as you are resurrected by a Companion before that Jump ends. The Companion must have their own ability, item or spell to resurrect you.

3. You are given an elite Honour Guard Company formed with 15 experienced Grenadier Platoons to be your protectors. Every Grenadiers, their Officers and Advisors in the Honor Guard will gain the **Emperor's Luck** and the upgraded **Balls of Steel** Perks in addition to their already exceptional skills and abilities (every member has the upgraded **Elite Soldier Training** Perk, both Perks from the **Combat Engineer** and **Mission Specialist Training** Perks and they have the **Medical Training** Perk). The crew of their transport vehicles are selected from the aces of the Aeronautica operators and from the best gunners and drivers from the Militarum. All of their weapons are Master Crafted variants including their sidearms and the close combat weapons. Their armour has high quality environmental protection and cameleoline coating, and every member has a Refractor Field of their own. Officers and the Advisors will use Conversion Fields.

The Honor Guard has its own customized dropship that can transport them and their vehicle fleet. It is a flying command base for their Saint that can carry all the Honour Guard troops and their vehicles.

The Honor Guard is a single slot group Companion. These people are fanatically loyal to you and unshakeable in their determination to serve and protect you.

The Re-Unification Wars

(can be taken as an End Jump Scenario, available to all Jumpers)

This Scenario starts at the beginning of this Jump and your starting Era will automatically change to **The Birth of the Great Rift and the Imperium Nihilus** Era. You can do this Scenario even if you do not command your own Regiment. The Regiment you are part of will be stranded on the dark side of the Great Rift completely cut off from the guiding light of the Astronomicon. The exact location of your Regiment is on a planet that is on the brink of rebellion. Your immediate task is to pacify the rebels and take control of the planet.

Following the planetary takeover your task in this scenario is to build up your forces, gather allies and unify and protect Humanity on this side of the Great Rift under your rule. You can freely decide to do this unification in the name of the Emperor or you can create your own empire turning the former subjects of the Emperor of Mankind away from him.

After you become the undisputed leader of Humankind, accepted by every human on this side of the Milky Way Galaxy, you have to pacify all xenos forces to protect your new empire, either by destroying them, conquering their planets or making them your allies. Following the stabilization of your empire, you must bring the unified might of your new Empire to the other side of the Rift where you can act as a **Liberator** or as a **Conqueror**.

As a Liberator you must cleanse the enemy forces from all sectors held by Humanity and when you are invited to meet the Emperor you have to present the strengthened and unified Imperium to Him.

As a Conqueror you will do almost the same (killing enemies, taking back contested sectors and planets), but instead of giving up the fruits of your hard work you take it all for yourself, not letting it be taken away from you by the Emperor...

You cannot leave this Jump until you finish this Scenario!

Reward:

Jumper successfully finishing this scenario gain the following rewards:

1. All rewards that can be earned from **The Man, the Myth, the Legend** Scenario (Living Saint abilities, limited chain fail protection, group Companion Honour Guard Company).

2. If you have your own regiment its members gain Companion status and you are allowed to import them into future Jumps either individually or the whole regiment as a single slot group Companion. You can decide at the start of each Jump how you want to import them.

3. As a **Liberator** the Jumper come to possess the complete technological knowledge of Humankind from this setting, including every technological knowhow, complete STCs to reproduce each and every piece of tech from the Dark Age of Technology and the technological marvels that the Emperor kept for himself and never shared with anyone (like the creation method of the Custodes and their equipment, the Primarchs and even the creation Perpetuals).

4. As a **Liberator** you are allowed to select a complete Imperial Sector outside of the Sol Sector to become its lord and take it with you on your journey to future Jumps (placed into a pocket dimension which is attached to your Warehouse, but you can take it out and place it wherever you want at the start of any future Jump) with its populace, infrastructure, armies, attached fleets and space stations if it has any of those.

5. As a **Conqueror** your final reward will be the conquered parts of the Milky Way Galaxy with all its populated planets, fleets and armies. This galaxy, and its inhabitants (now your followers), will be placed in a pocket dimension that is attached to the Warehouse and can be freely visited by the Jumper and his Companios and any part of it can be summoned out and placed back when the Jumper wants it. This includes any and all xeno races who allied themselves with the Jumper or became slaves/willing subordinates of the new Human Empire. Conquered, but not destroyed xeno races will share their complete technology knowhow with the Jumper that lets you recreate anything they ever made or possessed.

6. If you **took this scenario as an End Jump Scenario**, then you gain your Oldwalker Spark as your final reward, regardless of if you are a Liberator or a Conqueror.

Ending

You've reached the end of your time here in this war torn Universe and, like always, you are faced with three choices. Where you go from here is up to you and, again like always, all drawbacks are revoked.

Do you want to *Go Home* to your original world?

Do you want to *Stay Here* in this Grim and Dark Universe to bring more glory to the God-Emperor?

Do you want to *Move On* to another world?

Notes

- Special thanks to HeavensAnon for the Backgrounds.

- Special thanks to Rokoran and DarkElfMistress for their guidance and suggestions.

- Special thanks to Horagalles for correcting my spelling mistakes.

- Special thanks to IGAnon for the Everything is Canon Drawback description.

- Skill Perks like the Breacher/Pioneer Training, Close Combat Specialist, Sharpshooter, Infiltration/Recon, Elite Soldier Training, One Man Army can strengthen each other making their user even better in combat and combat related skills, but the increase in skill will be a minor one. It is noticeable, but not as dramatic as it would be if the Jumper took a higher tier perk.

- The Born Killer and Elite Soldier Training Perks physical boost carries on and makes anyone who bought them a physically exceptional individual of their chosen species and form in future Jumps. If the new form's physical abilities come out weaker than those you may get from this Jump, you can use the higher attributes. Born Killer dial up the physical attributes and senses to 25% higher than what is considered the peak.

- The Imperial Infantry Training Perk's cultural and language education automatically updates in future Jumps to keep you well informed and knowledgeable about these things.

- Crew Member and Operator Perks lets you use similar vehicles from other Jumps with the same proficiency. In future Jumps the Mind Impulse Unit will allow wireless connection to machines and vehicles and control them with your mind as long as you stay close (no more than 3 metres away).

- The effects of multiple Comrades and/or Band of Brothers Perks do not stack.

- Each member of the single slot group Companion imported into future Jumps will get the Perks, powers and items they purchase with CP (all of them will be given the same things), but any Perks or powers that cost more than 400 CP will be weakened to half power. Items purchased for them will be given to each and every member of the group.

- Master Crafted Upgrade will increase the reliability of the weapon so that you do not need to perform any maintenance on that upgraded weapon unless it is deliberately damaged by an enemy attack that targets the weapon itself. No more jams, no misfires, no overheats will occur (plasma

weapons will not burn their user).

- If you augment, modify or enhance an item you paid for or it is given to you by a Scenario, that item will retain the modifications and if it will be destroyed, the new one you got will have the extra you added to the destroyed one.

You may import any of your items or vehicles into a similar one from this document. You can either combine them into one, add the imported item the functions and abilities of the new one or add the abilities and options of the imported item to the newly purchased one or simply give a new alt-form to the already owned item/vehicle.

- The Jumper's own Regiment can gather and bring along camp followers during the Jump and they can become followers if the Jumper wants to take them along to future Jumps, but they do not receive any advantages provided by Doctrines and Background Perks.

- Followers will follow you from Jump to Jump, they have anti-aging protection (both physical and mental and psychological, so they will not going crazy by living hundreds or even thousands of years) until the end of your chain (when they start to age normally), and if they do die then they will be replaced by a functionally-identical person before the start of the next jump/setting. All of them have the necessary training, skills and experience to do their jobs and fight well.

You may decide their gender, age, basic personality and Background (see Army Builder Supplement Regimental Backgrounds, only soldiers may take Background), but nothing more. If you want them to be individuals, feel free to import them as a Companion somewhere down the line/Jumpchain.

The Jumper and his/her Companions may use any Perks, spells or items to bring back the dead, to resurrect the fallen followers, but unless you do so, those who died in a jump will only be replaced at the end of the jump they died.

Followers will come equipped with their own standard body armour, basic gear and weapons including the Regiment's chosen mundane close combat weapon (low ranking officers and veteran sergeants may take chainsword instead and high ranking officers can be armed with a power weapon of their choice), a sidearm (mostly laspistol, a few officers and sergeants may be given bolt pistol or plasma pistol) and a main weapon and a few grenades. They can also be equipped with standard issue special weapons and heavy weapons if their unit may take those items.

All of their powers, abilities, items and equipment, vehicles will function without problem even outside this Universe and they will be supplied the same way as the Jumper (by the Munitorum in this Jump, or by the replenishing supplies provided by the Warehouse in future Jumps). If you make changes to the soldier's or vehicle's equipment, enhance or upgrade them, all these changes will be remembered and their replacements will be identically equipped and modified. Additional training, knowledge and powers given to your soldiers will be kept and should the soldier die, the replacement will come with all the powers, training and knowledge (but not the memories) the former one owned.

Miracles and prayers done by Ministorum Priests, attached Sororitas sisters or psychic powers manifested by Psykers also work in other Jumps, but their source is now independent from the Warp and the Emperor. They are freed from the Warp and its dangers.

Changelog v2.0.

- Commander Jumper and Guardsman Jumper advantages and bonuses listed more clearly at the start of each section where they take effect.

- Various typo fixes and format editing.

- Mutant Perk added.

- Psyker Perk added.

- Added Servo-Hunter, Filling Meal to the Items section.

- Added Psi-Jammer and Displacer Matrix to the Relics.

- Changes in Scenarios (minor scenarios removed, new scenarios added - Ork Hunters, The Butcher).

- Kill Team price change.

- Jumper's Army Companion restriction added.

- Squats added to the Abhuman Platoons options.

Changelog v2.1. & v2.2

- Changed the Perk discount rules for Commander Jumper.

- Added minor changes to Emperor's Luck Perk.

- Commander Perk will now give extra Doctrine Points for the Commander Jumpers.

- Removed The Emperor Protects Perk, parts of it (1 free 1-UP every 10 years, unused 1-UPs can be stored and used in later Jumps) integrated into Grace of the Emperor Perk, other parts are removed (complete chain failure protection).

- One Man Army Perk moved from 400 CP to the 600 CP section.

- If you use the discount option for the Mutant Perk you will gain the discount for its second purchase too without sacrificing another discount option.

- Using the discount option on a Relic item will make all further purchases of all Relics discounted.

- Mutant perk regeneration modified, Psyker Perk additional Disciplies are cheaper.

Changelog v2.3.

- Undiscountable Perk upgrades are now discountable.

- Aethon Heavy Sentinel added to the vehicles section and the army builder section.

Army Builder Supplement for the Warhammer 40,000 - Guardsmen Jump

This Supplement is an addition to the Warhammer 40,000 - Guardsmen Jump. It will allow the Jumper to be the Commanding Officer of a combat force. With the following rules you can build and customize your own army.

The Tactica Imperium sets down the basic template around which all Astra Militarum Regiments are to be organised. Each is divided into Companies, some with as few as 3, others with as many as 40, usually formed by 500 to 50,000 soldiers (sometimes with camp followers in similar numbers). Under truly dire circumstances the Munitorum may allow the creation of larger Regiments with more Guardsmen, but those are the exceptions, not the rule. Regiments that are unusually large are closely monitored by the Commissariat and the Inquisition, and most of the time they will be quickly split into multiple Brigades and attached to other, smaller Regiments.

Companies are further divided into core platoons/squadrons with additional auxiliary units - these could be other types of platoons or vehicle squadrons. The most commonly used Infantry Companies are formed with 6 elements in it, mostly Platoons, but sometimes Vehicle Squadrons are also included, while the standard vehicle Companies always consist of a single command vehicle and 3 squadrons of vehicles. Only Super Heavy Companies differ from this as they do not have a separate Command Unit and most of the time these units are formed by one to three super-heavy tanks. These are just the standard, most frequently used Company formations, but they can include much more elements than these (see Company Type descriptions for additional information).

Platoons usually consist of between two to six 10-man infantry squads led by a command squad whose commanding officer is a Lieutenant (Scion Command Squad and senior Tempestor in case of Tempestus Scions) and usually supported, or supervised, by an Advisor. Some Platoon types may include additional support squads which could increase the number of units and Guardsmen in it (see Platoon Types for further details), but not all Platoons could include such additions. Elite Platoon types usually lack these additions.

Your Regiment will be formed with 20 Companies!

Any unit taken from this Supplement will be given Follower status. When followers die their replacement will have exactly the same skills, upgrades and options, but they will be different people (appearance and personality will change somewhat every time).

The Jumper and his Companions can use OoC resurrection and repairing abilities to bring them back from destroyed/dead status. The lost units will not be replaced by new ones until the end of the Jump (no reinforcements) and should they die out completely the Jumper and his Companions will be transferred to another Regiment to continue their duties until the Jump ends.

If your Regiment's fighting strength drops to or below 5 Companies, it will be automatically merged with other survivors from other Regiments that participated in the same Campaign or Crusade to form a new Regiment with 20 Companies. This will change the Regiment's role to a Line Regiment and it will be built by following the creation rules of a Line Regiment. The leader will be the

highest ranking officer and should there be more than one Colonels after the merge, the leader will be the one with the highest combat record and who brought the most combat strength into the newly formed Regiment. After the Jump ends you will gain back your original force composition, not those you are transferred into after their destruction.

Unless a drawback is taken that delays it or lower the amount of it, their consumables (food, ammunition, explosives, fuel, spare parts) will be refilled once per week or once they arrive at a friendly base (whichever comes first).

No Companion may take up the role of the senior commanding officer, they must be given a lower rank than the Jumper's. They can become officers or they can act as special Advisors too.

The first step in creating your Regiment is choosing its Background, followed by selecting its doctrines, and finally picking the type of the regiment which determines the forces available to you. After this you can select 20 Companies from those available to your regiment type and finally choose the Platoons and Squadrons that serve in those Companies.

Choose the Background of your Regiment and its Guardsmen

You must select a Background for your Regiment. This will determine its place of origin, the knowledge and experiences of its soldiers and also provides certain benefits for them. The Jumper and Companions do not receive the Perk directly given by the Background, but may gain advantages from the Doctrines. Choose one Background from the following list (you can roll a d8 instead to randomly determine the background and should you do so, you gain an extra Doctrine point):

1. Civilised World - The Regiment gains the Additional Advisors **or** the Additional Platoon Attachments Doctrines for free and its human members all have the **Emperor's Luck** Perk.

2. Death World - All human members of the Regiment get the **Born Killer** Perk and the Regiment get one purchase of the Terrain Specialist Doctrine **or** it can take the Guerilla Expert Doctrine.

3. Forge World - The Regiment gains the Battlefield Repairs and Modifications Doctrine and every human member of the Regiment gets the **Blessings of the Omnissiah** Perk. Should they pick Skitarii Battle Maniple as Allied Forces, they get two maniple for every purchase.

4. Fortress World - The Regiment can take the Iron Discipline Doctrine for free and also gains two purchases of the Extra Training Doctrine.

5. Hive World - Hive worlders get the **Gang War Veteran** Perk's environmental protection and their Regiment get the Terrain Specialist (Urban) Doctrine and one Extra Training Doctrine.

6. Nobles - The Regiment receives **2 additional Doctrine Points** to spend (starts with 8 instead of Their equipment quality is high, every piece is much more durable and needs less maintenance.

7. Shrine World - Guardsmen get the **Faith Is My Shield, Hate Is My Sword** Perk, while the Regiment gets the Crazed Doctrine **or** may take the Devout Doctrine for free. Every Adepta Sororitas Mission Allied Force purchase gives this Regiment 2 Adepta Sororitas Mission not just a single one.

8. Voidborn - Every Guardsmen gets the **A Dent In The Machine** Perk. The Regiment automatically gains the Dropship Support Doctrine with 6 dropships and any squads within the regiment may take Arvus Lighter Shuttle as their transport vehicle option in place of the Chimera or Taurox.

Choose the specialities of your Regiment

There are so many planets where the various regiments come from, all with their unique structures, doctrines, habits and specialties. This uniqueness can be represented by purchasing Doctrines. Every Doctrine has its own advantages that allow the commander to upgrade the units with additional equipment, change their weapons or let them take additional unit types to fight in the army. Doctrines marked by a "*" will give their advantages to the Jumper and his Companions usually through additional training.

The number of **Doctrine Points available for the Jumper's Regiment is 6** (+1 if you rolled its Background instead of choosing it, +3 if you took the Commander Perk, and an additional +3 if you took the upgrade for the Commander Perk). You may purchase additional points by paying **100 CP** for each additional Doctrine Point. Unless stated otherwise, each Doctrine costs you 1 Doctrine Point.

Doctrines

1. Additional Advisors - Officers are usually supported by Advisors. The Advisor could be Commissar, Ministorum Priest, Tech-priest Enginseer (with or without servitor helpers), Primaris Psyker (Gamma Level or weaker), Astropath, Officer of the Fleet or a Master of Ordnance.

Without this Doctrine, the number of these specialist are limited (see Platoons and Companies), but if you take this Advantage, every officer in your army may include up to 7 such advisors (an Enginseer may bring up to 4 servitors, none of them counts toward the number of available advisors) into their Command Squad. The Advisors can be detached from the Command Squad to go to a specific unit.

2. Additional Platoon Attachments - Your army's Infantry Platoons, Armoured Fist Platoons and Drop Platoons (but no other Platoon types) are given access to additional unit types to use them within their ranks in the same way as the Special Weapon Squads, Heavy Weapon Squads and Conscripts. You can only include a total of up to 3 squads of these new units in a Platoon. The new available units - each counts as a single squad - are the following: any Recon and Hunter-Killer Squadron, any other single vehicle (except heavy and super-heavy types, only Drop Platoons may take aerial vehicle), Cyclops Remote Detonation Vehicle Unit (1 Operator and 3 Cyclops per unit), Veteran Squad, Grenadier Squad, Rough Rider Squad, any Abhuman Squad (limited to 5 abhumans in each squad - 10 if you choose Beastmen or Squats). You can include these units even if they would normally require specific Doctrines to be available to your force.

3. All-Arms Force - Should you take this speciality, you can put any Company types into your army even if they do not match your Regiment type. Do not forget that you still need to have the necessary Doctrines before taking in a unit that requires one to be available.

4. Allied Forces - Every time you pick this Doctrine you may take one of the following Imperial forces to help out during your battles. These Allied Forces become part of your Regiment and their members will be your followers, but they do not get any advantages, training or extra equipment from any other Doctrines! You can take this Doctrine more than once, but you can only take each Allied Forces type once. The available allied forces are the following:

- Adepta Sororitas Commandery (200 Sisters of Battle with up to 48 Adepta Sororitas vehicles). The Sororitas get their own Invasion Cathedrum dropship and a dozen armed Drop Pods.

- Adeptus Astartes Battle Company. You may select them from any Chapter, even a Primaris Chapter if they are available in your Era, but you cannot select a veteran or elite company from any Chapter (ie. you cannot take First Company stuffed with the Chapter's veterans, you cannot take named companies like the Dark Angel's Deathwing or Ravenwing). They come with their own transport vehicles and combat support vehicles, but this Company does not have its own Strike Cruiser or drop pods, they travel on the same transport ship your Regiment uses. The Astartes Battle Company has 3 Thunderhawk Gunships, and 6 Thunderhawk Transporters to help them attack and relocate quickly.

- Imperial Knight House Lance (5 Questoris Pattern Knights). You can replace any number of Questoris Pattern Knights from this Lance with 3 Armiger Pattern Knights. You may also choose to replace the Questoris Pattern Knights with Dominus Pattern Knights or with Acastus Pattern Knights, but your Lance is limited to up to 3 Dominus/Acastus Knight types total.

- Skitarii War Cohort formed by 3 Skitarii Battle Maniples (each with 100 Skitarii combat personnel and up to 30 Skitarii vehicles). The War Cohort is supported by a Cybernetica Datasmith, a Maniple of 6 Kastelan Robots and by a dozen Kataphron Battle Servitors.

A Skitarii War Cohort may consist the following units in any combination: Skitarii Vanguards, Skitarii Rangers, Sicarian units, Serberys units, Pteraxii troops, Sydonian Dragoons Walkers, Ironstrider Ballistarii Walkers, Onager Dunecrawlers Walkers, Skorpius Disintegrator Battle Tanks, Skorpius Dunerider Transports and Archaeopter aircraft variants.

- Tempestus Scions Battalion that inlcudes 3 Tempestus Scion Companies (each with 155 Tempestus Scions, 1 Commissar and 18 transport vehicles selected from Taurox Primes and Chimera variants). Every Company has their own aerial assets that includes 6 Valkyrie Squadrons, 6 Valkyrie Sky Talon Squadrons and 3 Gunship Squadrons.

Vehicles in all allied forces come with their own skilled crew and will be supplied by the Munitorum.

5. Battlefield Repairs and Modifications * - All vehicle crews and all techpriests serving in your Regiment received extensive training in jury-rigging and battlefield repair.

During battle they can quickly apply jury-rig repairs if necessary to keep their warmachine running and fight even if it receives serious damage that could take out other vehicles, but even a crew this skilled cannot do anything should their vehicle suffer devastating damage. After battle the speed these highly skilled specialists completely repair damaged vehicles is astounding and cut down the maintenance and repair time requirements to one-quarter.

Should your army lose combat vehicles your recovery crew will be able to gather more useful parts from the wrecks than others could do. If the recovery teams could gather wrecked and destroyed vehicles from the battlefield, they could replace the losses your Regiment's vehicle park suffered, but to do this they will need at least three similar vehicles to rebuild one operational vehicle.

When your Regiment is created you may include Destroyer Tank Hunter Squadrons and Thunderer Siege Tank Squadrons as Battle Tank Squadrons for your army. The Enginseers could change the armament on the Regiment's vehicles, completely refitting them if necessary, but to do this they must take those weapons from other vehicles or scavenge them from the battlefield.

6. Crazed - All your troops have grown so accustomed to fighting that they no longer fear or respect their enemy, sometimes they don't even respect their own life. They have seen it all and don't flinch in the face of enemy fire and attacks. Or they are simply drugged psychos who are constantly under the effects of various drugs. Regardless of what they are or who they are, these soldiers have virtually unbreakable morale on the battlefield that can easily overcome even the greatest casualties the units may suffer during combat. Instead of decreasing their morale and their fighting spirit the losses these units suffer only fuel their hatred and their eagerness to destroy their enemies so much that they frequently go beyond the expectations and bring glory and victory where everyone only expects defeat. Be aware that in their crazed state these soldiers sometimes disregard the orders and fight to do more damage than it would be necessary or fight by needlessly sacrificing themselves.

7. Devout - Your Guardsmen's faith in the Great Emperor of Mankind is much stronger than the average believers'. Any War Hymns performed by a Ministorum Priest that targets these pious combatants will be strengthened slightly, and its duration will last much longer. Beside this, the dedication of your forces will invite much more Ministorum personnel to serve beside your troops, and all your squadrons and platoons may take in an additional Ministorum Priest Advisor. With this advantage your Guardsmen will be unaffected by the temptations and mutations of Chaos, and will never surrender to the Ruinous Powers (or their equivalents in future worlds). The Regiment's Medicae Detachment will be supported by several Sister Hospitallers and dozens of trainees.

8. Dropship Support - This Doctrine gives your army direct support from the Navy. Each time you take this Speciality you are given 3 Dropships that will be permanently attached to your Regiment. These ships can be Devourer Dropships or Tetrarch Heavy Landers in any combination you like.

The **Devourers** are double decked designs where the upper deck is usually used to serve as a transport base for a full Infantry Company and their supplies while the lower deck is designed to hold a large amount of vehicles (for example a complete Armoured or Armoured Fist or Artillery Company or similar number of other vehicles), ammunition and fuel. This vessel is not designed for direct combat and only lightly armed. The ship can be used as a temporary base that carries enough supplies and a small support unit to keep its carried Companies in combat for 3 months.

The **Tetrarch Heavy Lander** is a smaller ship that is limited in carrying capacity (one complete Company), but much more heavily armed (with firepower comparable to a Leviathan) and armoured. It is designed to carry units directly into combat zones and defend them during their deployment and after that to provide long range fire support to the advancing units. The supplies carried by this ship could only keep the carried Company in combat for a single month. Cannot carry any heavy vehicles or super-heavy vehicles.

All dropships are capable of interplanetary travel, but they don't have warp drives.

9. Drop Troops * - All your infantry units are given extensive training in the use of grav-chutes and they come equipped with these small equipment. It can be quite helpful and a must have addition to any Air cavalry force. If you take this Doctrine you can include Drop Platoons and Companies in your Regiment and all human infantry units in these formations could take their own Valkyrie transports in place of other transport. You may include Imperial Navy Bomber Wings and Imperial Navy Tactical Air Wings within your Regiment if your regiment type allows it.

Without this Doctrine you cannot select the Drop Troops Regiment type, your army cannot take Drop Platoons and Companies, and is limited to either a single Bomber Wing **or** a single Tactical Air Wing if they are permitted within your Regimental type.

10. Expanded Company Command - The organization of your Regiment's Infantry Companies are different from the standard. Your Infantry Companies (Abhuman, Armoured Fist, Drop Infantry, Infantry, Siege Infantry Companies) Command Squads have an additional attached force that consist of a single Sentinel Squadron and 5 Heavy Weapon Squads (they can take their own transports). These units are placed under the direct command of the Company Commander who acts as their leader.

If you take the Additional Platoon Attachments Doctrine in addition to this one, you can also select units from that list and you may include heavy vehicles too, but super-heavies remain unavailable. You still cannot have more than 6 units attached to the Company Command unit even if you can pick them from a larger pool.

11. Extra Training * - Every time you pick this Doctrine you may take one of the following Perks for every Guardsmen in your Regiment: Combat Engineer, Combat Specialist Training, Mission Specialist Training.

12. Favoured Enemy * - When you choose this Doctrine, pick a non-human race or the mutants. Against that chosen opponent, all your units got extra training to predict their tactics, movements, to know their standard units, their equipment, their weak points, their behaviours, habits and how to fight against them more effectively. When faced against that particular opponent, the combat effectiveness of your Guardsmen will increase noticeably and they will rarely be forced into retreat by their enemy. In future Jumps you may pick a local race or foe to be your Regiment's Favoured Enemy.

13. Forge World Support - This Doctrine allows you to take Super-heavy tanks and Deathstrike Missile Launchers, to use Leman Russ Incinerator tanks, Carnodon Battle Tank squadrons and Land Speeder squadrons when you create your Regiment. Without this Doctrine you cannot take any of these vehicles.

14. Guerilla Experts * - Your Guardsmen are undisputed specialists in irregular warfare. These soldiers are experts in the utilization of unconventional tactics and cause havoc behind enemy lines. Hit and run, sabotage, ambushes and high mobility tactics are their everyday combat tactics and they perform these in an outstanding way. Sure, they can win in a traditional fight, but where is the fun in that? Their tactics conform to their actual unit types so even the tank squadrons will find the best methods to use these tactics, but the best performers, who will profit the most from these unconventional ways of fighting will be the infantry units. With this Doctrine all your human infantry units (no conscripts and no Abhumans) and Rough Riders get Cameleoline Cloaks for free.

15. Iron Discipline - Through training or personal experiences, all units in the army that have this Doctrine, can shrug off any non-supernatural attempts that try to break their morale, induce fear in them or turn them against their own people. Even in the rare cases where an opposing force is able to force your men to back off and turn tail, your soldiers will regain their senses and fighting spirit in a minute and return to the fight. They are as fearless as the famous Space Marines and will be able to remain unshaken and maintain their calm even in the most dire situations. Insubordination, going against regulations, breaking the Imperial Creed is unthinkable within their ranks. Any orders given to these Guardsmen will be executed quickly and precisely even suicidal orders will be accomplished without delay or second thought. PTSD and traumas cannot affect troops with this Doctrine.

16. Larger Regiment - Each purchase of this Doctrine simply increases the number of Companies within your Regiment by 10.

17. Mobile Command - Your Regiment owns a truly rare mobile command base. Choose one from below.

The **Capitol Imperialis** is an enormous assault transport that is able to carry not only the complete crew of the Regimental HQ, but may also transport a full Infantry Company (or two standard ones) and a full Armoured Company - no heavy or super heavy vehicles - inside its gigantic cargo and troop bays. It is a 90 metres tall slow moving mechanical monstrosity armed with hundred Bolters, multiple Heavy Flamers, 6 Plasma Cannons and a Behemoth Cannon. This cannon is an enormous ordnance weapon that can level multiple city blocks with a single attack or destroy complete Armoured and Infantry Companies with a single shot, but the available ammunition is extremely limited and it is very space consuming which will cut down the carried Companies to standard sized ones instead of full Companies. It may be equipped with a turreted Volcano Cannon at the top of the vehicle instead of the Behemoth Cannon to keep the higher troop capacity. This war machine's protection is comparable to the Warlord Titan in resiliency, including 6 titan grade Void Shields.

The **Leviathan** is more like a mobile firebase that can keep moving together with the advancing army while providing heavy fire support. Similar sized as the Capitol Imperialis, but more geared toward firepower instead of large transport capacity. It may only carry a single Infantry Company and cannot carry armoured vehicles inside. It is equipped with a top mounted landing platform where it can accept and serve a Valkyrie Transport or two Arvus Lighters (the Leviathan comes with either two Arvus or a single Valkyrie). Its protection is only comparable to a Reaver Titan, with 3 titan grade Void Shields, but it is much better armed than the Capitol Imperialis. On the top of the vehicle there is a Mega Battle Cannon Turret (Baneblade Cannon), on its front there is a Doomsday cannon, and there are twenty other weapon emplacements added to its hull. Out of these up to 8 could be armed with either Twin-Linked Lascannons or Quad-Linked Long-Barreled Autocannons or a Battle Cannon, while the remaining twelve emplacements can be equipped with Plasma Cannons or Twin-Linked Heavy Bolters. There are also multiple Heavy Flamers scattered throughout the hull to fend off assaulting infantry or to burn down nearby plants.

Whichever you choose it will come with the best communication and surveillance equipment available and will be supported by its own skilled crew, servitors and a group of experienced Enginseer.

18. Regimental Elites - Without this Doctrine, you cannot take any Veteran Platoons and Grenadier Platoons under your command when you create your army. You cannot include both Platoon types in the same Company.

19. Reinforcements - **This option will cost you 2 Doctrine choices**. Imperial Guard Regiments are not meant to be reinforced after their founding and they fight as long as there are able bodied Guardsmen in it. Should their number fall below acceptable level they will be merged with similar remnants from other Regiments to form a new fighting force from the survivors of those diminished formations.

Should you take this Doctrine however, your forces can replenish their losses. Once during this Jump (and once every 10 years in future Jumps) you can bring back the Regiment to its original size. Beside this, every time the Regiment falls below half-strength (loses half its Companies) it will automatically receive reinforcements that will arrive at your location in a month. The fresh troops provided by this automatic replenishment will be randomly chosen from the lost Company types and each reinforcements are limited to 6 Companies. These replacement units cannot change the original composition of the Regiment (even if it is random what Company you will receive each time, your Regiment cannot receive more Companies of any specific type than it has originally).

20. Send in the Next Wave - Your infantry platoons may incorporate much more Conscript units. Unlike a normal Platoon that is limited to a single unit of Conscripts, your Platoons may include up to 6 such units within their formation even if the number of Infantry squads are less than 6, but there must be at least 2 Infantry squads in the Platoon before you can take Conscripts.

21. Special Equipments - Your army's soldiers can be equipped with special, non-standard armours, weapons or other equipment. Every time you take this Doctrine you will be given 2 Upgrade points that can be spent on the following upgrade options (each option cost you 1 Upgrade point):

- Standard issue close combat weapons and bayonets can be replaced with monomolecular edge variants or world specific close combat weapons. While these weapons are not as powerful or devastating as power weapons, they can increase their user's close combat efficiency greatly.

- Lasguns can be replaced by Hot-Shot Lasguns or Autoguns/Shotguns with Special Ammunition or you may equip any Lasgun/Hot-shot Lasgun with Auxiliary Grenade Launcher.

- Standard body armour can be replaced with Light Carapace Armour **or** Reinforced Armour with Environmental Protection. Taking this option twice will give your soldiers complete Carapace Armour with Environmental Protection and Omnishield Helm.

- Any non-vehicle unit may take Cameleoline Cloaks while vehicles are given advanced camo netting.

- Bionic Augmentations (senses, up to 2 limbs, basic subdermal armour, muscle strengthening) for your troops. Increase their physical abilities to unaugmented peak human level. Subdermal armour increases the protection provided by their body armuor noticeably.

- You can add Rotor Cannon, RPG, Lascutter, Hot-Shot Volley Gun and Breaching Charges to the Regiment's Special Weapon stock, and Mole Mortars, Heavy Stubbers, Multi-Meltas and Plasma Cannons will be added to the Regiment's Heavy Weapons collection and now usable by Guardsmen.

- You may equip your Heavy Weapon Platoon's Heavy Weapon Squads with Rapier Carriers (3 Rapiers in a Heavy Weapon Squad; Quad-launcher, Quad-Multilaser and Laser Destroyer variants) and you may replace any number of your Heavy Weapon Squad in your Regiment with Tarantula Batteries (3 Tarantula Sentry Guns in each).

22. Special Vehicles - You may equip Veteran and/or Grenadier Squads with Hades Breaching Drill (this will not replace their standard transport option; it is an addition that may be used when necessary, but cannot be carried within their transport should they be issued one).

- You may take your standard Basilisk and Medusa artillery vehicles in the Mars-Solar Pattern variants that are built on the Leman Russ chassis. They lack the hull mounted secondary weapon, but they combine the mobility of a Chimera Transport with the durability of a Leman Russ Battle Tank, serve as a more stable firing platform that can fire accurately on the move and can provide direct fire support from the front lines.

- Your army may take Pegasus Armoured Fighting Vehicle Squadrons and may take Pegasus Command Vehicles in place of the Salamander vehicles.

- Get access to Achilles Ridgerunner Vehicle Squadrons as Hunter-Killer Squadrons.

- Get access to Aethon Heavy Sentinel Vehicle Squadrons as Hunter-Killer Squadrons.

- Any infantry unit that gets access to transport vehicle options may select any Chimera variants (Chimedon, Chimerax, Chimerro, Storm) or may take Taurox Prime transport or a Dracosan Armoured Transport. You may also take these vehicles with wheels instead of tracks. Grenadier Platoons, Tempestus Scion Platoons and attached Tempestus Scion Companies may take Vendetta Gunship as their dedicated transport.

- To represent the miriad variants of vehicles carried into combat by the multitude of Imperial Guard

Regiments, you are allowed to modify up to three non-flier vehicle types (like making your own Chimera variant or Leman Russ battle tank variants) of your choice that are available to your Regiment. The modification can completely change the weapon outfit of the selected vehicles and may give them either a higher speed or better maneuverability or reinforced armour or better engine and fuel consumption rate or it may replace their standard locomotion system to a different one.

- When the need arises your forces will be given Termite or Mole Subterranean vehicles or wet navy transport and combat vessels to support and transport your forces. These vehicles are given to your force temporarily when they are needed. At the end of this Jump you may select ten vehicles from these types to become an integral part of your Regiment. All have their own crew.

23. Sternguard * - This Doctrine makes your Guardsmen unquestioned masters of defensive fighting techniques. When the retreat happens these skilled soldiers stay behind to hold the line against all odds until the other units withdraw. They can hold defensive positions against superior opposition much longer than any other Guardsmen who lack their expertise, or perform running retreat, never staying in the same spot long enough while harassing the enemy to slow down their advance and chip away their numbers.

Every Infantry Company (Abhuman, Armoured Fist, Drop Infantry, Infantry and Siege Infantry Company types) with this Doctrine will be given a dozen Aegis Defense Line deployable fortifications and two dozen Tarantula Sentry Guns.

24. Tempestus Scions - Your army is given permission to integrate Platoons from the Militarum Tempestus High Command into your Regiment. They have their own command structure, advisors and vehicles. Their commander listens to the Regimental and Company Commander and if needed make suggestions to bring better results. Now you may include up to three Tempestus Scion Platoons in any Company that is allowed to take them.

25. Terrain Specialist * - Choose a terrain type, like jungle, mountains, forests, swamps, deserts or even urban terrain. All your soldiers got extensive survival, movement and combat training to specifically utilize all the chosen terrain's advantages to the highest levels. Traps, ambushes executed in that terrain type will be much more successful, your force's casualties drop significantly and if your soldiers decide to go into hiding in that terrain, finding them will be extremely hard.

Regiment Types

Regiments are always led by a Regimental Commander (Colonel), his Command Squad and a cadre of 3 Advisors on the field, supported by the staff of the Regimental HQ and usually contain between 10 to 30 fighting Companies. Regiments are much more strict when it comes to the Table of Organization and they will be founded to follow a specific, predetermined Regiment type with little room for freedom.

Unless you take the All-Arms Doctrine to overcome the Company Type, you can only select the Company Types that are mentioned in the description of your chosen Regiment Type.

Armoured - The hammer of the Imperial Guard, Armoured Regiments are made up almost entirely of fighting vehicles, and can be expected to field very high numbers of Leman Russ Battle Tanks or variants. Larger Armoured Regiments sometimes possess a few Super-Heavy Tank Companies. Usually ⅗ of the total number of units in these Regiments are Armoured Companies, and the rest is split between anti-aircraft, armoured fist, steel fury and super-heavy companies.

A variant of this Regiment type changed the majority of the formation from Armoured Companies to the mixture of Steel Fury and Super-Heavy Companies (⅗ of the force composition), while the supporting Companies are the Anti-Aircraft, Armoured and Mechanized Companies (remaining ⅖).

Artillery - Regiments made up almost entirely of Emperor's Wrath Artillery Companies (at least ¾ of the total force) are known as Artillery Regiments. Such combat formations can deploy a mixture of destructive weapons types or may specialise in a particular brand of long-range ordnance.

The rest of the force could incorporate Anti-Aircraft, Armoured Fist, Hunter Killer and Infantry Companies. Since Artillery Regiments are not intended for direct frontline combat, they are generally much smaller than other Imperial Guard regiments.

Drop Troops - You cannot select this Regiment Type unless you take the Drop Troops Doctrine! Some Regiments exist within the Imperial Guard who specialise in arriving on the battlefield from the skies. Such regiments are termed Drop Regiments or Drop Troop Regiments. At least ⅗th of the formation use Drop Infantry Companies and the rest of the regiment's forces can be selected from Hunter-Killer Company (usually Sentinels), Tactical Air Wings and Bomber Wings.

Line Infantry - A "standard" Imperial Guard Regiment will feature a predominance of fighting Guardsmen, as well as a number of organic fighting and transport vehicles. Despite being perceived as the most common of Regiment types, the variation between Infantry Regiments of different worlds can be shocking. The majority of all Companies in a Line Infantry Regiment are Infantry Companies (at least 60% of all the Companies), the rest can be selected from any other Company types, but keep in mind that some Company types require specific Doctrines to become selectable.

Transport vehicles may or may not be used and their number varies even in Regiments that share the same Regiment type and come from the same planet. Line Infantry Regiments may also include either a pair of Steel Fury Companies **or** a single Super-Heavy Tank Company (with Forge World Support Doctrine), and may also have a single dedicated Aerial Company type.

If the Regiment has the Drop Troops Doctrine it can take up to 2 Navy Wings and may include up to 4 Drop Infantry Companies. Drop Platoons also become available as Support/Supplementary Elements in the Infantry Companies.

Mechanised Infantry - A Regiment where all infantry units possess their own land based combat transportation. Mechanised Regiments feature a preponderance of the Chimera vehicle, but may also feature other transport vehicles, including designs unique to their homeworld. Mechanised formations may possess their own armoured units, anti-aircraft and sometimes even artillery companies, amongst other variations of fighting vehicles. Rough Rider Companies may also appear as part of the Mechanized Regiment. They either use motorbikes as their ride or mounts that are enhanced by bionics to help them keep up with the faster vehicles in the Regiment.

The total number of armoured vehicle formations (tanks, artillery, anti-aircraft vehicles, hunter-killer squadrons) and Rough Rider units limited up to ⅖ of all the units in this type of Regiment. May include a single Tactical Air Wing that becomes part of the Regiment's forces (even with Drop Troops Doctrine this limit won't change). The other ⅗ of the force are entirely based on the Armoured Fist Companies.

Reconnaissance - Reconnaissance Regiments operate ahead of other army commanders, using autonomy and personal initiative. This often breeds a strong sense of recklessness and daring, leading them to typically be considered ill-disciplined. Most of the time this formation type includes Armoured Fist Companies, Hunter-Killer Companies and Rough Rider Companies. Sometimes a single aerial formation may appear in their ranks. Taking this Regiment Type and also taking the Drop

Troops Doctrine will allow the commander to include up to 4 Company types from the Drop Troops Regiment's repertoire (ie.: Drop Infantry Companies and Naval Wings in any combination).

Siege - A variant of the Artillery Regiment is known as the Siege Regiment where the composition of force is based mostly on Siege Infantry Companies (roughly ⅗ of the total force), supported by Emperor's Wrath Artillery Companies (focusing on heavy artillery units), Infantry Companies, Anti-Aircraft Companies and a couple Armoured Companies and/or Abhuman Companies. Cannot take any aerial units and formations (drop troops and aircrafts are forbidden in this Regiment Type).

Regimental HQ

Due to the sheer size of regiments, the Colonel (or other ranking officer) in command is often advised by a regimental staff. Drawn from the regiment itself and other Administratum departments, this body of officers and enlisted personnel help the Colonel in coordinating and documenting the regiment and all of its activities. Members of the Commissariat, Adeptus Ministorum and Adeptus Mechanicus attached to the regiment are not considered part of a regimental staff but work alongside it. Often the staff of this **Regimental HQ** is subdivided into several sections which may include the following:

Operations - This section is responsible for issuing field orders, preparing battle plans, and compiling data on the regiment's situation. In many cases it is the most senior section of the staff and commanded by the regiment's second-in-command.

Intelligence - Responsible for collecting, analyzing and disseminating information about enemy forces, primarily reporting to the Operations section and the regiment's commanding officer in the form of daily intelligence reports. Often this section will include attached liaison teams, such as from the Imperial Navy for aerial reconnaissance or the Orders Dialogus to assist in interrogating captured Xenos. If the regimental headquarters has dedicated reconnaissance units attached to it, they are commanded directly by the Intelligence section to conduct specific scouting missions.

Communications/Signals - Oversees all communications between the regimental headquarters and its subunits, between sub-units within the regiment, and between the regiment and High Command. This section also maintains communications with other non-Imperial Guard units operating in the theater, and is responsible for eavesdropping on the enemy's communications which is then passed along to the Intelligence section. If the regimental headquarters includes a dedicated Communications company it reports directly to Communications/Signals, while a member of the Adeptus Mechanicus specializing in communications technology may also be attached to this section.

Transportation/Supply - This section is responsible for planning and coordinating the non-combat transportation of the regiment and its resupply by the Departmento Munitorum. During combat it is responsible for regulating the regiment's rear echelon, such as maintaining traffic flow and providing security for supply depots and lines of communication, and is supplied troops by the Operations section to accomplish this mission. Often this section is commanded by a Departmento Munitorum senior official and is in direct contact with any Departmento Munitorum supply columns assigned to transport material from rear stockpiles to the Regiment's supply depots.

Statistics/Administration - The Statistics and Administration section deals with all personnel matters and record-keeping within the regiment. This includes maintaining tables of organisation and

equipment and replacing combat losses, as well as keeping a record of the history of the regiment itself. It is often commanded by a senior official of the Administratum and staffed by Ordinates and Scribes.

Other non-combat units often attached to Regimental Headquarters may include a Medical Company, which reports to the Regiment's Surgeon Captain. The medical company is responsible for supplying Medics to a regiment's sub-units and maintains an aid-station to treat the wounded in the field. It is also responsible for transporting serious cases to a field-hospice in the rear.

The exact number of Officers and Guardsmen in each section varies. The total number of the Regimental HQ is usually between 300 and 600, but it may be as large as 1,200 people if the Regiment is formed by more than 20 Companies. This number includes vehicle crew and the members of Commissariat, Ministorum and Adeptus Mechanicus, but does not include the servitors who support the HQ. These sections are all equipped with their own vehicles, mostly Chimera Transports, Trojan Support Vehicles, sometimes Atlas Recovery Vehicles, Sentinels, Sentinel Powerlifters and Samaritan vehicles. The total number of these additional vehicles varies between 20 to 100, the vast majority of them are support vehicles and only a small part of this number are combat vehicles. Other non-combat vehicles or civilian vehicles (like Centaurs, trailers, trucks) can be found in even greater numbers in the hands of the support units.

Astra Militarum Company Types

After selecting the Regiment type you want to lead, you have to choose 20 Companies from the following Company Types that are available to your Regiment.
These 20 (or more if you also take the Larger Regiment Doctrine) Companies will be your starting battleforce in this Jump.

All Companies are formed with the combination of multiple Elements (never less than 3 with the upper limit of 12 to 15) selected from various Platoons and Squadrons and each Company has its own limitations for the available unit types (see Elements in their description) and their numbers. If an element type says you can have 0 to 3 Elements that means you can have up to 3 Platoons/Squadrons total from the listed Platoons/Squadrons, but you do not have to include any of them if you don't want to. If the minimum number is higher than 0 it means you must include at least that many Platoons/Squadrons from that element’s list.

Abhuman Company

1 Command Unit: Company Commander, Command Squad, up to 2 Advisors and a Chimera Transport.

3 to 12 Core Elements: Abhuman Platoons

0 to 3 Support/Supplementary Elements: Heavy Weapon Platoons, Recon and Hunter-Killer Squadrons, Heavy Vehicle Squadrons (Crassus and Gorgon types only).

Anti-Aircraft Company

1 Command Unit: Company Commander, Command Squad, up to 2 Advisors, a Chimera Transport and 1 Anti-Aircraft vehicle.

3 to 12 Core Elements: Anti-Aircraft Squadrons.

0 to 3 Support/Supplementary Elements: Heavy Weapons Platoons (every squad has their own dedicated transport vehicle to carry the troops, additional ammunition for themselves and for the other vehicles), Sentinel Walker Squadrons (Sentinel Powerlifters are preferred as close combat support and for giving assistance in reloading the vehicles).

Armoured Company

1 Command Unit: Company Command Tank Squadron (the Company Commander's Tank and 2 escort tanks), a Company Command Chimera or Salamander Scout Vehicle, up to 2 Advisors. The Company Commissar takes command of his own Battle Tank Squadron.

3 to 12 Core Elements: Battle Tank Squadrons (no Heavy Vehicle Squadrons), Attack Squadrons.

0 to 3 Support/Supplementary Elements: Anti-Aircraft Squadrons, Heavy Vehicle Squadrons (Macharius tanks, Malcador tanks, Rogal Dorn tanks or Valdors), Armoured Fist Platoon (limited to 1 Platoon).

All Armoured Companies come with their own attached support element in the form of 3 Techpriest Enginseer with their servitor retinue (either in Atlas vehicles or Chimeras of their own).

Armoured Fist Company

1 Command Unit: Company Commander, Command Squad, two Company Command Vehicles (a Chimera variant and a Salamander Command Vehicle), up to 2 Advisors. The Company's Commissar may take command of the Salamander Command Vehicle or may join any squad.

3 to 9 Core Elements: Armoured Fist Platoons.

0 to 6 Support/Supplementary Elements: Attack Squadrons, Anti-Aircraft Squadrons, Battle Tank Squadrons (3 Squadrons maximum), Recon and Hunter-Killer Squadrons, Heavy Weapon Platoons, Grenadier Platoons **or** Veteran Platoons, Sentry Gun Defence Force, Tempestus Scion Platoons. All infantry must be mounted on Transport Vehicles.

Drop Infantry Company (you need the Drop Troops Doctrine to take this Company)

1 Command Unit: Company Commander, Command Squad, 1 Valkyrie Transport, up to 2 Advisors.

3 to 9 Core Elements: Drop Infantry Platoons.

0 to 6 Support/Supplementary Elements: Aerial Attack Squadrons, Heavy Weapon Platoons, Veteran Platoons **or** Grenadier Platoons, Sentry Gun Defence Force, Tempestus Scion Platoons, Recon and Hunter-Killer Squadrons (except Salamanders). All infantry units are equipped with grav-chutes and they can only take Valkyries as their transport vehicle.

Emperor's Wrath Artillery Company

1 Command Unit: Company Commander and his Command Squad with a Command Chimera and a Salamander Command Vehicle. This Company may take up to 2 Advisors.

3 to 12 Core Elements: Artillery Squadrons of any type.

0 to 3 Support/Supplementary Elements: Anti-Aircraft Squadrons, Recon and Hunter-Killer Vehicle Squadrons. May take a single Heavy Weapon Platoon **or** a single Armoured Fist Platoon **or** a Sentry Gun Defence Force.

Always supported by an Ordnance Company, a support unit with Trojan, Centaur and Atlas Support Vehicles (between 10 to 20 total, not counting those directly attached to artillery platforms and carriages) and a lot of trailers fully loaded with ammunition for the artillery. The manpower of this

support unit varies between 40 to 100 Guardsmen and Munitorum personnel, and always have at least 3 Techpriest Enginseer with their servitor retinue.

Hunter-Killer Company

1 Command Unit: Company Command's Recon and Hunter-Killer Squadron (Commander's own vehicle equipped with extra communication arrays and 2 additional vehicles as escorts). No Advisors.

3 to 12 Core Elements: Recon and Hunter-Killer Squadrons.

0 to 3 Support/Supplementary Elements: Attack Squadrons, Rough Rider Platoons, Grenadier Platoons **or** Veteran Platoons, Tempestus Scion Platoons. All infantry units must have their own transports.

Imperial Navy Bomber Wing

Each Bomber Wing was formed by 10 to 20 aircraft total. The usual formation consists of 2 to 8 Marauder variants (Bomber, Colossus, Destroyer, Vigilant) and up to six Fighter Squadrons (Thunderbolt Fighters, Lightning Fighters, Avenger Strike Fighters). No Guardsmen serve in this unit and this formation is put under the command of an Officer of the Fleet who is an advisor to the Regimental Commander.

Imperial Navy Tactical Air Wing

1 Command Unit: Company Commander, Command Squad with a Transport, no Advisors.

3 to 12 Core Elements: Transport Squadrons (Valkyrie and/or Valkyrie Sky Talon Squadrons)

0 to 3 Support/Supplementary Elements: Vendetta Gunship Squadrons and Vulture Gunship Squadrons.

All Tactical Air Wing has its own dedicated Service Company equipped with Trojan Support Vehicles, Sentinel Powerlifter walkers, fuel and ammo trailers. The manpower of the Service Company varies between 40 to 100 people with 10 to 40 support vehicles.

Infantry Company

1-2 Command Unit: Company Commander, Command Squad and a Transport vehicle (any). If this Company is formed with 9 or more elements, there will always be a second Command Squad with its own commander. Each command squad may take up to 2 Advisors.

3 to 9 Core Elements: Infantry Platoons, Grenadier Platoons **or** Veteran Platoons.

0 to 6 Support/Supplementary Elements: Any Platoon or Squadron type available to the Regiment.

Rough Rider Company

1 Command Unit: Company Commander, Command Squad, up to 2 Advisors, everyone with mounts.

3 to 12 Core Elements: Rough Rider Platoons.

0 to 3 Support/Supplementary Elements: Recon and Hunter-Killer Squadrons, Abhuman Platoons (fast Beastmen types).

Siege Infantry Company

1-2 Command Unit: Company Commander, Command Squad and either a Centaur or Chimera or Taurox Transport vehicle. If this Company is formed with 9 or more elements, there will always be a

second Command Squad with its own commander. Each command squad may take up to 2 Advisors.

3 to 9 Core Elements: 2+ Infantry Platoons (always with as many Conscripts as possible) and Artillery Squadrons (emplacement/carriage types preferred).

0 to 6 Support/Supplementary Elements: Heavy Weapon Platoons, Sentry Gun Defence Force, Veteran Platoon (no more than 1), Artillery Squadrons, Anti-Aircraft Squadrons and Heavy Vehicle Squadrons (Crassus and Gorgon types only) may be taken as supplementary forces. Carriages and Flak Emplacements are moved by Centaur vehicles. Cyclops remote vehicles can be used by Infantry Squads in this Company. Non Conscript units may have their own transport vehicles.

Steel Fury Company

1 Command Unit: A Heavy Vehicle directly commanded by the Company Commander and his Command Squad. The Company Commissar may take command of his own heavy vehicle.

3 to 9 Core Elements: Heavy Vehicle Squadrons.

0 to 6 Support/Supplementary Elements: Anti-Aircraft Squadrons, Attack Squadrons, Armoured Fist Platoons, Battle Tank Squadrons (no heavy vehicles), Grenadier Platoons **or** Veteran Platoons.

The Company is assisted with their own dedicated Ordnance Company with 3 Atlas Recovery Vehicles and 6 Trojan support vehicles in addition to 3 Techpriest Enginseer with their servitors.

Super-Heavy Tank Company (you need the Forge World Support Doctrine to take this)

Up to 3 Core Elements: Super-heavy tanks (Baneblade or Banehammer or Banesword or Doomhammer or Hellhammer or Shadowsword or Stormblade or Stormhammer or Stormlord or Stormsword). One tank is commanded by the Company Commander, his command squad and 1 Advisor.

0 to 9 Support/Supplementary Elements: Anti-Aircraft Squadrons, Attack Squadrons, Battle Tank Squadrons, Armoured Fist Platoons, Grenadier Platoons **or** Veteran Platoons, Sentinel Squadrons.

If this Company consists of more than one super-heavy tank it will be supported by its own dedicated Ordnance Company with 1 Atlas Recovery Vehicle, 2 Trojan support vehicles and 1 Techpriest Enginseer with their servitors for each super-heavy tank.

Astra Militarum Platoon and Squadron Types

The following section gives you the description and unit composition of each and every Platoon and Squadron Types (or elements as mentioned above in the Company Types descriptions) that are available to the Astra Militarum Imperial Guard Organization.

Platoons marked with * require specific Doctrine before you can select them.

Infantry Platoon - Infantry Platoons make up the bulk of a company's fighting strength. Each one is led by a command squad, made up of a Lieutenant and four hand-picked Guardsmen, it may have one advisor and composed of a number of infantry squads, typically five, but it could be as few as two or as many as six, and may be supported up to 9 additional units from Special Weapons Squads, Heavy Weapons Squads or Conscript Squad. Conscript units are limited to 1 unit per Platoon unless you take the Send in the Next Wave Doctrine.

Platoons normally operate with their parent Company during large-scale battles, but are also capable of independent operation. Infantry Platoon units, with the exception of the Conscript unit, may take standard Chimera or Taurox transports to carry and support them.

- The Command Squad (4 Guardsmen) is the escort and bodyguard unit that sticks to their

commander. They can be equipped with various weapons and other equipment, and usually trained in other fields, like medical or vehicle crew training, to support their commander better.

- The Advisor who serve alongside the Platoon could be either a Commissar, a Ministorum Priest, a Techpriest Enginseer (with up to 4 servitors which could be either combat servitors or utility ones or both in a mix of your choice), a Primaris Psyker (Delta Level Psyker) or an Astropath. The Officer of the Fleet and the Master of Ordnance Advisors only appear beside higher ranked officers like Captains, Majors and Colonels.

- The infantry squads, backbone of the Imperial Guard, typically consist of a Sergeant and nine Guardsmen. They are armed with the reliable Lasgun, a bayonet, several grenades, protected by a Flak Armour and their faith. One member usually carries a Vox-caster, another may carry the squad's special weapon, while two other members of the squad form a weapon team and carry, use and maintain the unit's heavy weapon.

- Conscripts are conscripted civilians or PDF soldiers with some training and using only the most basic equipment. They are used in large numbers (each unit is formed by 20 to 50 Conscripts).

- Special Weapon Squads are 6-man squads of trained weapon specialists. Three of them use deadly special weapons and all of them utilize explosives with great proficiency.

- Heavy Weapon Squads are 6-man squads of trained heavy weapon specialists. They form three weapon teams and use their heavy weapons to support their comrades with long range firepower.

Abhuman Platoon - Some Astra Militarum Regiments use abhumans (mostly Ogryns, Bullgryns and Ratlings) in their combat force to enhance the strength and fighting ability of their army. The following units do not have their own command structure and commanding units, but are led to battle by a Lieutenant and his Command Squad, and usually supervised by a Commissar or sometimes a Ministorum Priest (other Advisors tend to avoid these human subtypes). In an Abhuman Platoon you can only have 2 to 6 Abhuman Squads each with 3 to 10 members, but Beastmen Squads usually formed with 10 to 30 Beastmen. Squat Squads always have 10 soldiers and up to half of their squads can be armed with 5 Heavy Weapons (the other squads may take either 2 special weapons or a heavy weapon and a special weapon).

- Although Ratlings make generally poor warriors, the Imperium still has a use for them, and they are often recruited into the Imperial Guard as snipers, the one battlefield role in which they excel. In this role they operate independently of the rest of the Imperial Guard force, and are equipped with sniper rifles (it can be a Long-Las or a Needle Sniper Rifle or a Stub Sniper Rifle) and flak armour.

- The largest and most physically powerful type of abhumans are the Ogryns. If a squad of these huge mutants number 6 or less individuals, they can be given a Chimera Transport to carry them, but unless a Commissar is in their vicinity when their commander try to put them back into the vehicle, they will not go inside (these brutes afraid of tight and dark places and only a Commissar could force them inside). Only super-heavy transport may carry a larger number of these warriors.

- Bullgryns are specialized heavily armed Ogryns used for close assault operations by the Imperial Guard. They carry oversized Slabshields that can be locked together to form a mobile defensive line and a Grenadier Gauntlet (short ranged grenade launcher). As above, these huge fellows may be transported in Chimeras, but only if their squad holds 4 or less Bullgryns. Only super-heavy transport may carry a larger number of these small giants.

- The Squats are short, stocky and physically hardy Abhumans, a subspecies of Humanity, who were adapted to the heavy gravity conditions. They had some of the best scientists and engineers in history who explored the frontiers of Human science and technology without the constraints of religion and rituals, and they are still known for their superior technological expertise. The quality of their equipment is exceptionally high, almost at the level of Master Crafted ones.

- Finally there are the Beastmen. They are usually savage, animalistic humanoids with various outlooks and abilities. Vast majority of them are only good for massed charges, but some rarer types are able to match the Grenadiers in a single field of expertise (like scouting, infiltration, assassination

or in close combat).

Armoured Fist Platoon (AKA Mechanized Platoon) - A common variant of the Infantry Platoon. It has all the basic elements and size limitations of the Infantry Platoon, including Special Weapon Squads and Heavy Weapon Squads, but it cannot take Conscripts. All the squads in this platoon mounted their own Chimera Transport variant (Chimedon or Chimerro or Chimerax or Storm Chimera) to increase their mobility and firepower. The command element of the Armoured Fist Platoon is usually supported by a Salamander Command Vehicle as their Platoon Command Vehicle beside the Chimera Transport variant that transports the Command Squad.

Drop Platoon - Infantry Platoons that received specialized training to use Grav-chutes and usually go into battle aboard a Valkyrie Transport are called Drop Platoons. Beside their extra training, their access to the Valkyries Transports and the use of Grav-chutes, they are exactly the same as the Guardsmen in the basic Infantry Platoons. The Drop Platoon cannot use Conscripts, but they can include Special Weapons Squads and Heavy Weapons Squads.

Grenadier Platoon * - It is a specialized form of the standard Infantry Platoon. The soldiers who serve in these units are Regimental Elites who mimic the training, combat skills and equipment of the Tempestus Scions. Their Platoon is formed by 6 Grenadier Squads each with 10 Grenadiers, beside the Platoon Command and sometimes an Advisor, but they can take no supportive units that are available to the Infantry Platoons. Their standard armament is based on the same Hot-Shot weapons used by Tempestus Scions and they are usually equipped with Carapace Armours. Some Grenadier units use Cameleoline Cloaks and lighter body armour instead of the bulky Carapace Armour, while others trade their Hot-Shot weapon to high-powered lasgun that is equipped with auxiliary grenade launcher or use shotguns loaded with special ammunition. Each squad of this platoon may take up to 4 special weapons and some of them carry and use special explosives. They may have their own Chimera - including its variants - Taurox, Taurox Prime or Valkyrie Transport.

Heavy Weapon Platoon - A relatively common variant of the Infantry Platoon that is quite popular within the circle of Infantry Commanders. It is formed from the same command element of the Infantry Platoon but instead of various squad types it only has a single unit type in it in great numbers, the Heavy Weapon Squad. It can consist between 3 to 15 heavy Weapon Squads squads. Each squad may or may not have their own separate battlefield transport vehicle like a Taurox or a Chimera (or a Valkyrie if they are part of a Drop Infantry Company/ Drop Troops Regiment).

Rough Riders Platoon - Rough Riders are fast moving troops of the Imperial Guard, mounted on a horse/animal/beast/grox/bike or other mount. They are deployed on the battlefield as scouts, patrol units and for quick hit-and-run attacks; living mounts allow Rough Riders to function far from Imperial supply lines, in terrain unsuitable for mechanised warfare, and avoid detection. Rough Riders' Command Squad members, their Officer and Advisor (Commissar or Ministorum Priest only) get their own mounts and their Platoons usually are formed by 2 to 6 Rider Squads with no auxiliary units to back them up.

Sentry Gun Defence Force - A Sentry Gun Defence Force is a detachment which makes heavy use of the Tarantula Sentry Guns. Each formation consists of four Tarantula Sentry Gun Batteries, each with three Tarantulas, which are controlled by a dedicated Platoon Command Squad, led by a Lieutenant, and can also include two Heavy Weapon Squads armed with Sabre Gun Platforms (3 platforms in each squad). The infantry units can ride their own transport vehicles and the Tarantulas are either air-dropped to their position or they can be transported to their location on trailers attached to the infantry transports of this defense force or they can have their own Trojan or Centaur vehicles

and crew to bring these guns to their location. These formations usually don't have their own Advisors, but they can invite the help of a Techpriest Enginseer and his servitors, with their own transport vehicle, to keep these automated sentries well maintained and operational.

Tempestus Scion Platoon * - Tempestus Scions, also known as Storm Troopers in Low Gothic, are the elite shock troops of the Imperial Guard and Militarum Tempestus. They are trained to carry out special operations such as deep strike assaults, reconnaissance and infiltration beyond enemy lines. Storm Troopers are the very best human soldiers the Guard can call upon, their combat skills are unmatched by any Guardsman. They can form platoons with a Scion Command Squad led by an experienced Tempestor, may be supported by a single Advisor, usually a Commissar, and between 2 to 6 Tempestus Scion Squads each with up to 10 members. Each squad may have their own transport vehicle which can be a Chimera variant, a Valkyrie or a Taurox Prime Transport.

Veteran Platoon * - Battle hardened, more experienced variant of the Infantry Platoon. Instead of Infantry Squads, they use Veteran Squads, and sometimes even form their own Veteran Special Weapon Squads (no conscripts, no heavy weapon squads or any other type of platoon attachment units are available to them). Veteran Squads consist only of battle hardened survivors of many difficult battles. These 10-men squads usually carry and use multiple special weapons (up to three) and they are given access to heavy flamers beside the standard heavy weapon. Veterans have the liberty to change their standard issue lasgun to a different pattern or replace it by shotgun or even change it to a pair of laspistol if they want to. Every Veteran Platoon is led by an experienced Officer and his Command Squad with an attached Advisor, and there are between 2 to 6 Veteran Squads or Veteran Special Weapons Squads in any combination in each of their Platoons. The latter squad type is formed by 10 Veteran Guardsmen, all of them armed with identical special weapons. Any veteran infantry unit may be carried by Taurox or Chimera transports - including Chimera variants - or even Valkyries if they are part of a Drop Infantry Platoon/Company or a Drop Troops Regiment.

Vehicle Squadrons (each with 3 vehicles unless stated otherwise)

Vehicle Squadrons marked with * can only be selected if you have the Doctrine that allows you to take them.

Aerial Squadrons

Valkyrie Sky Talons - The Valkyrie Sky Talon is a support aircraft used for heavy lifting in combat theatres, the Sky Talon is armed for self-defense and to assist the other assault carriers as they clear drop zones of the enemy. They deliver their cargo (anything lighter and smaller than a heavy vehicle), then quickly exit rather than engage in prolonged combat with enemy forces.

Vendetta Gunships - The Vendetta Heavy Gunship is a Valkyrie variant attached to Imperial Guard units which, in addition to the increased armour, are equipped with three Twin-linked Lascannons, and used as a tank hunter after dropping off any unit being transported by it.

Vulture Gunships - The Vulture Gunship is a vehicle closely related to the Valkyrie which has been converted into an attack aircraft, sacrificing its troop-carrying capacity for increased firepower.

Anti-Aircraft Squadrons

Hydra Flak Tank Squadron, Flak Batteries Emplacements, Manticore Squadron - The Hydra is based on the Chimera chassis, replacing its troop-carrying abilities with a big gun turret on top, munitions and targeting systems for its weapon, and the fuel to haul it all around. Its weapon is normally associated with fixed platforms, but the Hydra is made for the purpose of deploying anti-air support in non-permanent locations and as a mobile backup. The Manticore is the same vehicle you can find in Artillery Squadrons, but those taken here are armed with anti-air missiles for long range anti-air defense. Each squadron is supported by a Trojan Support Vehicle and its crew with an attached trailer that carries additional ammunition.

Artillery Squadrons

Every artillery squadron type is supported by a Trojan Support Vehicle with an attached trailer that carries additional ammunition.

Light Artillery Squadron - Wyvern Suppression Tank and Griffon Mortar and their carriage variants (towable Quad Heavy Mortar AKA Thudd Gun and Heavy Mortar). You may also field Bombast Field Gun, Heavy Lascannon or the Mallus Rocket Launcher as a light artillery squadron (these guns are carriages that must be deployed before use). All vehicles use the Chimera chassis except the deployable carriage variants. Each deployable gun served by a crew of 3 and their squadron consist of 3 such carriages with the same gun, and each gun is towed by Centaurs that also transports the crew and ammo.

Artillery Squadron - Basilisk, Bombard/Colossus Siege Mortar, Manticore, Medusa vehicles and their deployable variants. Each carriage/platform variant served by a crew of 5 Guardsmen, their squadron consisted of 3 artillery of the same type. Each carriage/platform also has its own Trojan vehicle that moves the gun and its crew. Bombard and Colossus squadrons also have 3 Trojan Support Vehicles or 3 Centaurs that carry the crew (the artillery only has space for the driver) and they come with a trailer loaded with ammunition.

Heavy Artillery Squadron - Deathstrike Missile Launcher*, Dominus Siege Bombard, Minotaur Artillery Tank, Praetor Armoured Assault Launcher vehicle (armed with both anti-infantry, anti-tank and anti-air missiles). Each Heavy Artillery Squadron consists only of a single Heavy Artillery Vehicle not three and each artillery has its own Trojan Support Vehicle!

Attack Squadrons

Hellhound, Banewolf, Devil Dog Squadron - The Hellhound is an Imperial Guard flame tank, based on the chassis of the Chimera. It is armed with a large flamer known as an Inferno Cannon, discharging lethal self-igniting chemicals to flush out infantry in dense terrain and urban combat zones. It is feared by all enemies because of its ability to cover a wide area with flames and cause horrific losses to units that cluster together.

- The Bane Wolf uses a Chem Cannon. Bane Wolves are used when the complete eradication of the enemy is warranted, as they smother their targets in broiling clouds of noxious gas that dissolve organic material in moments.

- The Devil Dog uses a Melta Cannon. Devil Dogs are able to tear through heavy troops and armoured tanks in short order.

Battle Tank Squadrons

Carnodon Battle Tank Squadron * - The Carnodon Battle Tank is a versatile medium battle tank whose origin dates back to the Great Crusade. As a premier mobile fire platform, it was regularly adapted to combat a wide variety of foes and respond to any number of battlefield conditions. The Carnodon can be armed with either twin Lascannons, Multilasers, or Autocannons or a single Volkite Culverin on its turret as well as sponson-mounted Autocannons, Lascannons, Multi-lasers, Heavy Bolters, Heavy Flamers, or Volkite Calivers.

Destroyer Tank Hunter Squadron and Thunderer Siege Tank Squadron * - Battlefield modifications of destroyed or heavily damaged Leman Russ tanks. The Destroyer is armed with a hull mounted Laser Destroyer, a long ranged, accurate and devastating tank killer laser weapon, while the Thunderer carries a hull mounted Demolisher Cannon as its main armament. Both tank types lost their turret and they cannot take sponson weapons, but they are lighter, much more agile and faster than the standard Leman Russ tanks.

Leman Russ Battle Tank Squadron - The Leman Russ is the main Battle Tank of the Imperial Guard. This rugged and dependable tank has been used for centuries and while fundamental changes in construction and appearance have occurred its capabilities have changed very little, able to operate in a variety of environments and withstand enemy fire while delivering powerful tank-killing blows. It can be equipped with a large variety of main guns.

Heavy Vehicle Squadron: Crassus Armoured Transport, Gorgon Armoured Assault Transport, Macharius tank, Malcador tank, Valdor Tank Hunter, Rogal Dorn Heavy Battle Tank. Heavy vehicle squadrons are limited to a single vehicle per squadron, not three!

Recon and Hunter-Killer Vehicle Squadrons

Achilles Ridgerunner Vehicle Squadron * - The Achilles Ridgerunner is a common sight throughout the Imperium. Although not specifically designed for military use, it has proven remarkably effective as an outrider and scout vehicle. These vehicles are equipped with two Heavy Stubbers and a single Imperial Guard Heavy Weapon. Ridgerunners are environmentally protected and can be used in harsh climate conditions, in polluted or toxic atmospheres. They are somewhat slower, not as agile as the Tauros vehicle variants and cannot take any standard Imperial Guard vehicle equipment, but it has its own onboard survey equipment.

Land Speeder Squadron * - Without the direct support from a Forge World, these versatile small vehicles are unavailable to the Regiments of the Imperial Guard. This Land Speeder is similar to the old Proteus Pattern Land Speeder that was widely used by the Legions during the Great Crusade and after that saw much action in the various battlefields during the Horus Heresy. It comes armed with a Heavy Bolter, a Plasma Cannon and two Hunter-Killer Missiles. The Heavy Bolter can be replaced with a sensor and communication package or by a Multi-laser, while the Plasma Cannon can be replaced by a Lascannon or a Multi-Melta. The vehicle is manned by two Guardsmen in Carapace Armour.

Pegasus Armoured Fighting Vehicle * - The Pegasus AFV is a shortened Chimera chassis equipped with a powerful engine and a four wheel drive system. It can easily outrun and outmaneuver most vehicles. It has a crew of one driver and two gunners, equipped with the same armament as the Chimera Transports (except the lasguns) and it carries various sensory equipment.

Salamander Scout Vehicle Squadron - The Salamander Scout Vehicle, also known as the Salamander Reconnaissance Tank, is a small reconnaissance vehicle used by the Imperial Guard and based on the Chimera chassis. It is designed primarily for reconnaissance duties and is lightly armed and armoured but very fast.

Sentinel Walker Squadron - A Sentinel is a bipedal, all-terrain walker used by the Imperial Guard for a number of missions including reconnaissance and search-and-destroy. They are fitted with advanced gyro-stabilizers to improve their balance, and their power plants include noise-reduction technology for stealthy operation, and Auspex Arrays to help in its hunter-killer missions.

- A variant of the standard Sentinel is the Armoured Sentinel. It carries heavier armour and may have access to additional heavy weapons. It is a little slower than the scout variant and lacks the stealth capability, but it can survive direct combat actions longer and the heavier weapons give it a much more devastating punch.

- Basic Sentinels that are utilized by Drop Regiments and Companies modified to carry specialized Grav-Chutes that allow them to be carried onto the battlefield by a Valkyrie or a Valkyrie Sky Talon and dropped from above. These Drop Sentinels can be armed with a Multi-melta or a Heavy Bolter, but they can also select their armament from the commonly available Sentinel weapons.

- The last variant of these walkers are not dedicated combat vehicles. The PowerLifter variants do not carry ranged weapons, they are equipped with heavy lifter attachments that can also be used in combat if necessary. Their short combat range (close combat only) and weak armour makes them unpopular, but these vehicles usually can be found alongside almost every Artillery unit where they are used to carry ammunition.

- Aethon Heavy Sentinels* are the heavier, better armed predecessors of the reliable and well known sentinels used by the Astra Militarum. Unlike the newer Sentinel variants these predecessors are much better armed while combining the protection of the Armored Sentinels with the speed and sensors of the Scout variants. They are armed with a Multi-laser and two missile launchers and sometimes even outfitted with jump jets / grav-chutes or even with a Flare Shield. Due to their increased performance and more numerous armament they consume fuel and ammunition at a higher rate than the newer, weaker sentinel types preferred by the Munitorum.

Tauros and Tauros Venator Squadron - The Tauros Rapid Assault Vehicle is a sturdy all-terrain vehicle used mainly on the frontier worlds of the Imperium. They are used by the Explorators team and even various brigands and renegades. These vehicles are light enough to be carried by Valkyries or Vendettas into battle.

- The Tauros Venator is a further modified version of the Tauros, the principle change being the replacement of the standard anti-infantry weapon with a twin set of heavier weapons such as Multilasers or Lascannons. The increased energy/munition reserves required for this weapon means the rear of the vehicle has to be extended and an extra pair of wheels installed to maintain vehicle stability.

Transport Vehicles

The following vehicle types serve as dedicated transports in the Imperial Guard forces and do not form separate squadrons (vehicle platoons). They are assigned to specific units to carry and support them in combat zones. Transport Vehicle marked with * can only be selected if your Regiment has the Special Vehicles Doctrine.

Centaur - The Centaur is a small, fast, armoured utility vehicle that is used in a wide variety of battlefield roles. The Centaur can serve as an Imperial Guard Command Squad transport, a

communications vehicle, and a supply vehicle, but is most commonly used as an artillery tow vehicle during prolonged sieges of fixed enemy emplacements.

The vehicle has a normal crew complement of only two - a driver and a gunner - but can be crewed by just one in special circumstances. A Centaur can carry up to five passengers in its open-topped crew compartment. Its notoriously robust and powerful engine can run even on low-grade promethium or any type of fossil fuel.

Chimera and its variants - The Chimera is the primary armoured infantry transport for the Imperial Guard. Highly durable and practical it has been used as a chassis for many other vehicles and has been in service for many thousands of years, typifying the fast moving warfare favoured by the Imperial Guard. Besides the added mobility, firepower and protection, Chimeras allow infantry to take extra gear, including med-kits, vox equipment and more ammunition, making them far more efficient than their foot-slogging infantry. Any infantry unit can purchase this transport vehicle if they are not prevented from doing it by a special rule or by their numbers (the whole squad must be able to fit into the vehicle). Infantry squads equipped with Chimera are often called Armoured Fist Squads.

- The Chimedon assault vehicle is the most heavily armed version of the Chimera, destroying enemy vehicles that stand in the way of Imperial advances. It mounts a turreted Conqueror Cannon.

- The Chimerax is a more heavily modified assault version of the Chimera, providing Imperial assaults with protection against enemy flyers and troops. It is armed with four turret-mounted autocannons.

- The Chimerro, which is basically a standard chimera with Multilaser turret weapon, possessed either a single Hunter-Killer Missile Launcher tube attached to the turret and an automated reloading system **or** a rack of 8 cubic box Missile Launchers on the top of the rear hatch.

- Storm Chimera is issued to specialised frontline assault units and is simply an up-armoured and faster variant of the standard Chimera with extensive ablative armour plating to increase its endurance. The Storm Chimera is also always armed with a turret-mounted Autocannon.

Dracosan Armoured Transport * - The Dracosan Armoured Carrier was a heavy-duty, tracked transport used during the Great Crusade and Horus Heresy eras. The Dracosan Armoured Transport was manufactured to standards only usually required of war machines destined for service with the Legiones Astartes. It was large enough to accommodate twenty troops, with its flare shield and heavy armour was enough to protect them from intense enemy fire.

Pegasus Command Vehicle * - The Pegasus Command Vehicle is a variant of the Pegasus AFV that allows Imperial Guard Commanders to move with great speed to any part of a battlefield where their presence is required. It is crewed by one driver, one gunner, and one officer and is armed with a single hull mounted Heavy Bolter. It is equipped with fire control and communication equipment, being able to call in artillery barrages. In addition to the comm-link the Pegasus Command Vehicle is equipped with sophisticated sensors, movement/heat detectors, and other surveillance equipment.

Salamander Command Vehicle - The Salamander Command Vehicle is equipped with better command and communication equipment and frequently used by Armoured Company HQ's and Armoured Reconnaissance Squadrons. While it is not a real transport vehicle, it can serve as a mobile base of operation and personal transport for Commanders and their Command Squad (in this case the squad members serve as the vehicle's crew).

Taurox and Taurox Prime - The Taurox APC is a robust vehicle which can holds up to ten human soldiers and the vehicle's thick armored plates, quad tracks, and supercharged engine allow it to go

nearly anywhere, hurtling across ruined cities and rubble-strewn wastelands with equal speed. The standard Taurox is armed with twin-linked Autocannons mounted on either its sides or turret and a pintle-mounted Storm Bolter.

- The Taurox Prime is a more heavily armed infantry assault version of the Taurox used by Tempestus Scions. Due to the complexities of their missions the Taurox Prime can be armed with a variety of heavy weapons and sometimes be used the same way as the attack squadrons.

Valkyrie - The Valkyrie Airborne Assault Carrier is a heavily armed Imperial Aircraft with VTOL (Vertical Take-off Or Landing) capabilities, used to ferry special forces such as Scion Squads and Drop Troop Regiments such as the Elysian Drop Troops and Harakoni Warhawks to and from combat zones. It may carry light vehicles (like a Tauros, a Tauros Venator or Sentinel Walkers) hanged from its underside without losing much mobility, and its engines are powerful enough to lift and carry even a Chimera Transport or a Taurox Transport, but it will considerably hinder its mobility and range.