Imperial Guard Regiment Gauntlet

By Darkseh

So you decided to take on the challenge? Your goal is to take over a hostile planet held by an enemy (of your choice) within a timespan of 10 years and after that defend it for another 10 years. This document will help you with creating a regiment that will be helping you in this endeavor. Take 1000 RP (Regiment Points) for a start. Additional RP can be gained either through drawbacks, stipends or as a reward at the end of scenario if you do well enough. No out of jump powers for you or companions that you decide to bring into this. You have to prove to your guardsmen that you are worthy of taking them along. If you have served in the Guard previously, then you gain further +200 RP to spend.



Contents

Contents

1. Homeworld

2. Regiment Type

3. Regiment Size

4. Regimental Morale

5. Regimental Doctrines

6. Regimental Equipment

7. Regimental Detachments

8. Replenishment of Forces

9. Command Squad

10. Worlds to Conquer
    - Obligatus Furvor - “Once idyllic world ravaged by war”
    - Purgatorio Imperialis - “Backbreaking labor in service of the God-Emperor”
    - 255-Cataphractus - “Orks in Toyland”
    - Niccinda Prime- “All that Glistens…”
    - Ballorth- “Lady of the Lake”
    - Nyaavis- “Cats go wild.”
    - Tucarro Fall- “Few Against Many”
    - Chilmeron -
    - Lanao 528- “Underground Mining World with bit of Tyranid problem”
    - Iphus - “Death from Jungle”

11. Scenario Drawbacks

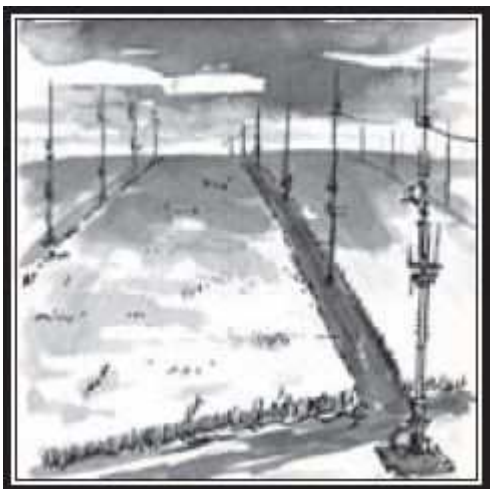
12. Epilogue

13. Credits

14. Notes

1. Homeworld

Agri-World (Free)

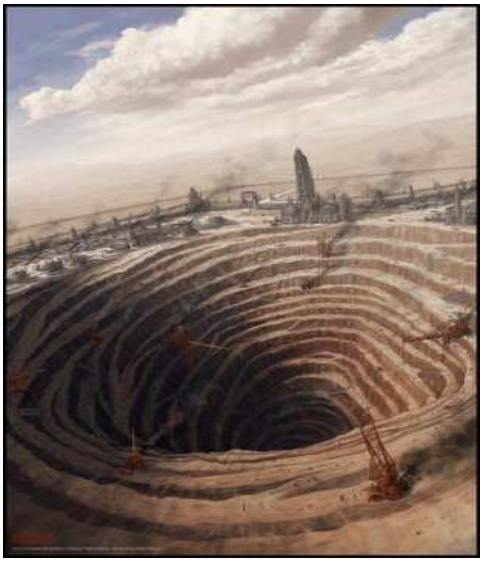


The Imperium of Man contains many planets and not all of them are capable of sustainable agriculture, which is whyAgri-Worlds exist, being majorly focused on production of foodstuffs for the masses of the Imperium. People from these worlds are simple and devout. They spend most of their lives farming and in prayer to God Emperor, but when duty calls, even they take up a lasgun and embark into the stars to fight in His Name.

Effect:

Guardsmen conscripted from these worlds tend to be relatively standard for human forces. They are decently fit, but lack any experience fighting anything but a faulty tractor. Faith governs most of their life, but when faced with cruelties of war, they do not last as long as truly indoctrinated members.

Mining World (Free)



The Mechanicus of Forge Worlds do not construct machines from air. Ships of the Imperium do not run on nothing. For all these resources are needed and mining worlds provide plenty of those. People on these worlds are subjected to grueling work and some would even throw themselves at the opportunity to get off their home rock.

Effect:

Life in the Mining World exposes people to many noxious fumes and other substances. People who survive these become tough to handle badly polluted environments and also being able to handle a beating. Work in mines has also taught them how to operate explosives properly and relatively safely.

Civilized World (Free)



Many think that hive worlds are the most frequent type of planet in the Imperium. They would be wrong as the civilized worlds make bulk of the planets under Imperial rule. These planets are highly varied and might be on technological level that is anywhere between the industrial revolution and modern Earth. Their people are vaguely aware of the vast Imperium, but until they get drafted into the Imperial Guard, they will never realize the truth.

Effect:
In many ways people from civilized world could be seen as jack-of-all-trades. They know something about technology but can't compare to techpriests, they are fairly devout, but do not reach lengths of Shrine worlds. In general, they are very average and not impressive in anything.

Feudal World (+100 RP)



As planets lost contact with each during the Age of Strife, they slowly regressed to their older roots. These types of planets have regressed to their medieval roots that split in various kingdoms and empires and each vie for control of the planet. They are all loyal to the God Emperor, but lack knowledge of the world outside of their planet. They only know that servants of the Emperor come in intervals to gather tithes and sometimes found regiments of soldiers. This is one of those regiments.
Effect:
These people probably are not the best shots with lasguns and are much better in melee. Still they will be able to learn to shoot fast. Otherwise expect general confusion when engaging with the outside world and an outdated view of the world. They are

Feral World (+200 RP)



Not all worlds in the Imperium are advanced and feral worlds are the best example of that. Its people are often primitive, reaching up to early agricultural societies, but mostly being at technology equivalent of Earth's Stone Age. One might not think such a world would have a place in an interstellar empire, barring considerable uplifting, but the Imperium values the savagery of the warriors such planets provide - far more than it values those who question its policies, to be sure.
Effect:
While these people have probably never seen anything resembling a lasgun in their life, primitive societies are often forged in the fires of war, where countless tribes and warlords seek to gain as much land for themselves. This makes them decent soldier material, but their inexperience with anything technical and culture shock that comes with being whisked away from their planets to fight for the Sky God makes them also hard to teach anything beyond basic military tactics and usage of simplest weaponry in the Imperial Guard. They are definitely good with melee weapons though and relish in their use.

Penal Colony (+400 RP)
Penal colonies are hard homes for hardened people. Your regiment has been plucked from the ranks of people given a life sentence of forced labor, along with all their descendents in perpetuity - and their sentences have just been upgraded to death sentences, to be carried out by the enemies of mankind on the world you've been sent to liberate.

Effect:



Do you like having a regiment full of people who want to see you dead ? Then this is the choice for you. Besides that Penal Regiments lack any proper equipment (each equipment piece that costs RP is +100 RP more expensive, if not specifically discounted to penal colonies origin) or morale (can't buy additional morale and are stuck at lower morale point than other regiments) and often are regarded as trash amongst trash and therefore you can't expect any other Imperial forces to help you in this scenario.

Hive-World (50 RP)



It is said in the Imperium that even a man who has nothing can still give their life for the Emperor. Hive-Worlds are the factories where men who have nothing are minted. Dominated by towering cities built atop themselves until they pierce the sky, untold billions dwell upon these worlds in quasi-feudal squalor as industrial workers, gangers, or worse in their wretched depths. Hiveworlders are both cheap and brutal, great virtues for a guardsman, virtues which your regiment was founded to exploit.

Effect:

People born under the shadow of their spire homes are very used to interacting with masses of humanity. Their knowledge of hive life has given them great advantage when fighting in closed spaces, but due to long time spent inside the cities, many are insecure when outside or suffer from outright agoraphobia.

Fortress World (200 RP)



Being born on this world is being born on eternal watch. Task of your people was always to safeguard their world as they knew if it falls, the great enemy will be able to reach the soft underbelly of the Imperium. Till now your world hasn't fallen despite many invasions of xenos, heretic and traitor alike. Time has come for the men and women of your world to venture forth from your fortress and take the fight to the enemies of the Imperium.

Effect: Your people have seen the worst that the enemies of the Imperium could throw at you and you stood to tell the tale. Expect increased endurance, both mental and physical to horrors of war

(such stuff is ordinary Monday to people from Fortress world). Also due to the harsh and unforgiving nature of these worlds, people from these worlds can be considered to have served in PDF for some years and are already skilled in their jobs to a certain extent.

Shrine World (100 RP)



Perhaps the Emperor himself once walked on this world, or a miracle in his name occurred during its conquest. Regardless, the ministorum is a proud steward of this holy land, and its people a proud flock under the emperor's banner. Your regiment is drawn from a stock whose dedication to the emperor and hatred for the xenos, the mutant, the witch, and the heretic is truly first rate. They shall be as holy cleansing flames, scouring worlds of corruption.

Effect: It is hard to imagine a force more violently dedicated to the destruction of the enemy than yours. Slaying the enemies of mankind is the highest honor your guardsmen can imagine, and so they will happily practice their techniques for purging the unclean all day if you let them. Additionally, you shall have little to worry about in terms of corruption or other daemon-blighted nastiness like the perils of the warp, because your men will gladly turn their guns upon anyone who falls from the emperor's grace, be they sliding into heresy or losing control of psychic powers.

War World (300 RP)



Forget the promise of soldiers who once knew the meaning of 'civilian life', for on the homeworld of your regiment there is only war. Whatever class the world previously held, it is presently defined by planetwide bloodshed and conflict - calling into question why its battle-proven soldiers have been siphoned away to serve in your regiment. Yet duty to the Emperor calls and everyone must answer.

Effect:

People from War Worlds tend to be grumpy and very insular, but gain their respect and you will see them become one of the most loyal forces you have at your disposal. They are extremely paranoid and distrustful of anyone that is not of their world.

Death World (300 RP)



Human bodies are the resource the imperium has in the greatest quantity. Unlike hiveworlds, however, deathworlds aim for quality rather than quantity. Even the most inhospitable areas of Earth lack the spark of hostility found in the most paradisiacal meadow of a deathworld, and your guardsmen benefit from the teachings of the hell on which they were born. They are true warriors at heart, but will you make them soldiers?

Effect: Imagine the deadliest region on Earth. Now duplicate that by 10. This is how the friendliest Death World looks like. People belonging to this region are insanely tough, hardened by the cruel life on the planet, where everything and everyone is trying to kill them. That is why they make for perfect soldier material and why you have picked them for your regiment.

Back

2. Regiment Type

Line Infantry (Free)



The most plentiful regiment type in the Imperial Guard. These men and women are the main barrier that stands between worlds of the Imperium and any enemies that oppose it. When you need someone to pad your numbers or just hold the line, you call for line infantry.

Effect:

Having your regiment as line infantry confers little to no benefits but also does not give any drawbacks. You are not restricted to most of the options, but also do not have many free or discounted options compared to other types.

Light Infantry (Free)

Units of this type excel in places where logistics are hard to come by and infrastructure of the planet is nothing to speak of. These units are never armed with anything that could either weigh them down or make them easier to spot. Their goal is often to exploit the complicated terrain to wage guerilla war and tire the enemy in protracted engagement until either they pull back or reinforcements arrive.

Effect:

Light Infantry regiments tend to be very ingenious folk, capable of adjusting to most of the terrains relatively easily (though not to the degree that actual terrain proficiency will provide). As a drawback, these troops cannot take any heavy vehicles or support weapons.

Recon Infantry (100 RP)
To wage war without any knowledge of enemy positions is a foolish thing to do. That is why the Imperial Guard fields regiments of recon infantry to scout enemy positions and inform the main force that delivers the main punch. Many times knowledge of enemy positions has proven indispensable in dislodging enemy positions and allowing Imperial forces to be best deployed according to the needs of the front.
Effect:
The key factor in successful recon is that you don't get spotted. For this reason recon infantry regiments tend to be quite adept in stealth operations. This of course means they don't have heavy vehicles or support weapons.

Heavy Infantry (200 RP)
These men have seen the worst of combat, being sent to breaches to drive wedge into enemy forces. Many of them can be veterans of their homeworld's regiments that managed to survive long enough to be elevated to the rank of heavy infantry. In some worlds heavy infantry constitute the strongest soldiers of PDF with a wealth of experience and experience of combat. These troops are often equipped with carapace armor and hellguns making them fierce and disciplined units on the field.
Effect:
Your troops are extremely well trained and seasoned from various skirmishes and campaigns they have been in. Which leads to them being very hard to replace compared to other regiments.



Siege Infantry (200 RP)
Hive City defenses are a mighty structure to attack and breach, often taking years or even decades of trench warfare to succeed in this endeavour. Siege infantry is made to excel in such an environment. It is the environment in which every soldier has a short lifespan, even for guardsman. Due to its attrition heavy environment, Siege Regiments tend to be bigger than other regiments and field armored detachments and artillery in greater numbers
Effect:
Due to heavy attrition warfare that Siege Infantry regiments practice, their skills in taking and holding fortificated positions is quite something, but due to the amount of the heavy armor, they are not a flexible regiment and take quite some time to get ready. As capturing hive is quite the slog, Siege regiments gain discount on regiment sizes.

Drop Infantry (200 RP)
Excelling at working behind enemy lines, these foolhardy soldiers are your go-to “airborne” regiment. Swooping down in their Valkyries and dropping off from the sky using their grav-chutes, they are able to secure and hold defensive positions until the heavier elements of Guard arrive. What they gain in mobility, they lose in ability to deal with enemy heavy elements and if those heavy Guard elements don’t arrive soon enough, your forces will be wiped out.



Effect:
Drop infantry relies on the element of surprise and it is the time when they do best. The longer the engagement goes on, the less effective they are as a unit, as ammo runs out and lack of heavy units comes back to bite them.

Back

3. Regiment Size



These sizes will only provide guardsmen and does not count any additional support elements or detachments that can be bought in upcoming sections. There are always 10 men in the squad unless mentioned otherwise.

Barely Sustainable = 500 Squads (5000 Men) (+200 RP)
This is the smallest regiment you can take. With this amount of soldiers you will be able to take and hold a city or space station without issue, but try taking on a hive city or whole planet without some extreme training and proper planning and you will fail.

Basic Regiment =1000 Squads (10000 Men) (Free)
This is the base amount guardsmen the Imperium is willing to give you. With this amount of soldiers executing small scale offensives becomes possible.

Overstrength Regiment =5000 Squads (50000 Men) (200 RP)
(Discounted for Siege Infantry)
You have pulled a few strings here and there or Administratum got something wrong and you have ended with a bigger regiment than you were supposed to be assigned.

Imposing Regiment = 8000 squads (80000 Men) (400 RP)
(Discounted for Siege Infantry)
At this point your regiment is really something to behold. Your men will definitely be proud to be part of such a powerful regiment.

Small Army = 10000 squads (100000 Men) (600 RP)
(Discounted for Siege Infantry)
You have truly gathered formidable force. Even the ground shakes when your regiment is on the move. This amount of soldiers would probably allow you to even hold multiple planets if garrisoned well and supported by local PDF elements.

Siege Regiment = 20000 squads (200000 Men) (600 RP)
(Only available to Siege Infantry, not discounted to them)
You thought previous sizes were big. You were wrong. These regiments are made to breach through defenses of hive worlds through force of attrition and you were placed into command of one such regiment. Many worlds will quake in fear at the arrival of your regiment.

Back

4. Regimental Morale

Rebellious (+400 RP)
Your troops openly disagree with most decisions you make, expect them to often go against them, unless their own safety is compromised too much. If you do a bad job at commanding, they might even revolt and try to take over the regiment.

Disloyal (+200 RP)
These soldiers are very annoying. They will not outright disobey you, but will always try to hamper runnings of the regiment. They also do not hold their ground as long as their other fellow regiments.

Rank and file (Free)
Your soldiers are trained to stand firm when xenos attack and are able to hold for quite some time. They will be affected by the arrival of terrifying beasts or demons though. Many guardsmen run when they see Bloodthirster and yours are similar. They will still do their job and if they have no choice, they can be told to stand ground.

Fanatic (200 RP)
(Discounted for Fortress World)
Their loyalty to God Emperor is unquestioned and even when sent on a potentially suicidal mission, they believe it to be their sacred duty to do battle in his name. They are not fully crazed though and can be made to understand when to pull back or when orders have to be changed to handle new situations.

Overzealous (+400 RP)
These guardsmen don't stop before anyone, not even their commander. Their zeal and will to die for the Emperor is over the top. If you decide to tell your regiment to attack the hill, they will do so without question. But slight change in plans would lead them to suspect you of cowardice, therefore try to make your plans succeed on the first try, lest you will see most of your regiment die before you or execute you for spinelessness.



Back

5. Regimental Doctrines

This part concerns itself with training and tactics of your regiment. Discounts work in such a way, that if you get a single discount (having Recon Regiment and getting Additional Terrain Proficiencies) you have normal 50% off. If you get two discounts, such as in the case of Fortress World Siege Infantry and the Maze of Trenches Perk, you receive the perk for free.

Additional Terrain Proficiencies (100 RP each)
(Discounted for Recon Regiment)
While in transit, your regiment has discovered that your ship contains facilities for training in terrain that you haven't yet encountered on the planet. During your trip in Warp, your forces have gotten acquainted with the terrain and adapted its tactics to suit such terrain. They gain a certain level of terrain knowledge that will allow them to handle themselves better in it. They will be less acclimatized to it than their native biome, but it is definitely better than being thrown into totally unknown terrain.

Special Weapon Training (100 RP each)
Choose one weapon in your arsenal, your guardsmen now gain higher proficiency in their use and also even some minor knowledge about how to better maintain the gun.

First Aid Procedures (100 RP)
(Discounted for Recon Infantry and Light Infantry)
Your people are skilled at dealing with wounds and illnesses. These aren't anything major but even a small wound can start infection and that could end with amputation or even death of a guardsman. They have great knowledge on first aid and disease prevention in wartime situations.



The Wall of Guns (200 RP)
(Discounted for Line Infantry)
Rigorous training has made your guardsmen very precise and disciplined in their volleys. They sync extremely easily with their fellow squadmates to create a wall of lasfire to deter their enemies from getting even an inch closer, and blasting them to pieces with unified accuracy if they ignore the risk.

Maze of Trenches (300 RP)
(Discounted for Fortress World, War World, Siege Infantry)
Your regiment is very proficient at creating sophisticated defensive fortifications and trenches. Give them a week and they would create extensive trench perimeters 2 meters deep and few support trench lines. Give them a year and your front will be full of small fortresses with overarching lines of fire, artillery stations, pillboxes, barracks and other facilities. Your men must not be underestimated.

Well Supplied (300 RP)
Your regiment enjoys extreme attention from Munitorum and for some reason their supplies are always what you need. Lacking spare parts for your tanks ? There are some in the new shipment. Running low on artillery shells ? Munitorum got your back. This also further translates in later jumps, where your allies will always be there to aid you with supplies, when you really need them. You cannot expect them to bring you shells if they are medieval society, but they will supply you with anything that they can logically produce and you have need for.

Discipline and Honor (100 RP)
Your soldiers have been drilled into the shape that is expected of a proud soldier of Imperium. Their marching stance is perfect, etiquette when in the presence of higher ranking officers is by the book. Anything regarding presence in off-combat situations is perfect. These soldiers will always look like they are on a military parade. This can serve sometimes to make your soldiers look like toy ceremonial soldiers, which will lead them to be underestimated and this can be taken advantage of.



Shield Bearers (400 RP)
(Discounted for Fortress World and War World)
Your regiment has a particular set of skills that predispose them against losing battles of attrition. Specifically, your guardsmen are proficient at military training and wartime childcare. The only source of reinforcements a regiment receives, short of being merged with another understrength regiment, comes in the form of Whiteshields - recruits taken from worlds the regiment spent time on, or born into the regiment. As long as you have access to loyal populations or a good gender ratio and some startup time, you can expect a regular influx of Whiteshields, who will be ready to rise to full guardsman status once they have a few battles under their belts.

Intense Physical Training (400 RP)
(Discounted for War World and Death World)
Requirements to serve in your regiment are extremely taxing on the soldiers, but those who survive through hellish training come out steeled and ready to handle any burden or hurdle that might come their way. As a result of this training your men and women have very solid musculature and stamina to back it. Excellent for units that are expected to fight for a long time or expected to wear heavy equipment. This adds punch to your melee attack, but if you do not have skill in it, it will not matter much.

Stealth and Subterfuge (200 RP)
(Discounted for Recon and Death World)
Your guardsmen have mastered the art of stealth and subterfuge. Give them ideal terrain and they will blend in and disappear in a matter of seconds. While they might have problems hiding on a grassy plain, if you give them some time, they might come up with something. If in defence this also translates to ability to make well hidden bunkers, trenchworks and tunnel systems.



Affix Bayonets! (200RP)
(Discounted for Siege Infantry and War World)
Doing melee charge on an Ork is one of the worst ideas a guardsman can make. With this perk your guardsmen might actually have a chance. While normally the chance to kill a normal Ork in melee would be somewhere around 1 in 100, this makes it so that chances hover around 1 in 10. Though that's for fairly standard orks - the odds are far worse against anything stronger. It also makes guardsmen proficient in usage of melee weapons besides bayonets. Combined with Intense Physical Training this makes your soldiers unexpectedly proficient when it comes to engaging in melee.

They Just Won't Die! (300 RP)
(Discounted for Shrine World and Overzealous)
Soldiers of your regiment have such an enormous willpower that they are able to go much further than a normal human. If they lose a limb, they will still keep fighting and sometimes even with higher vigor. After some time they will of course die, but these moments of life can sometimes be precious for comrades as they can buy them precious time or sacrifice themselves by charging into enemy ranks.

Back

6. Regimental Equipment

This section allows you to customise basic gear your guardsmen get. Of course getting primitives and giving them hotshot lasguns is not gonna end very well so you would do well to either train them in the use of whatever they're given, or only give them things they already know how to use. You gain **200 RP** to be used specifically in this section.

Standard Equipment for Guardsman:
Choose One Main Gun

Las Lock (+400 RP)
If Napoleon had this weapon he might have won at Waterloo. But this is not a weapon that is really fit for the regiment in the 40k universe. Having only a single shot before having to reload is

an issue that you will have to deal with on a day to day basis. Only advantage this gun has over the M35 is that it has a bit more punch.

Autogun (+200 RP)



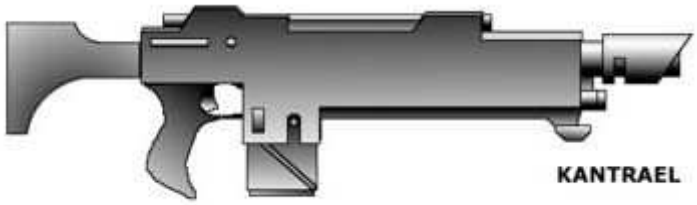
While this weapon is certainly better than weapons produced by current Earth, in the Imperium their reliance on ammo and logistics tied to it, make it a horrible weapon for a galaxy spanning government. Having to deal with this problem without sophisticated logistics and industrial base could prove fatal to your regiment.

Necromunda Pattern Lasgun (+100 RP)



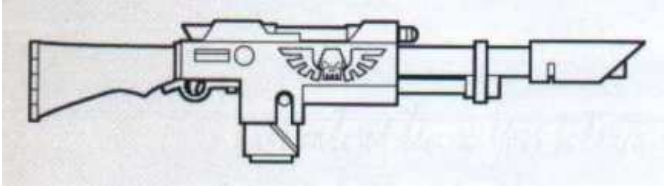
Popular amongst hivers of Necromunda, this lasgun exemplifies the need for compact and simple design for use in tight spaces of hives. Mass produced and inelegant weapon, it is definitely suited for someone who cares mostly about short range fire fights and having enough guns for their guardsmen.

Kantrael Pattern Lasgun (Free)



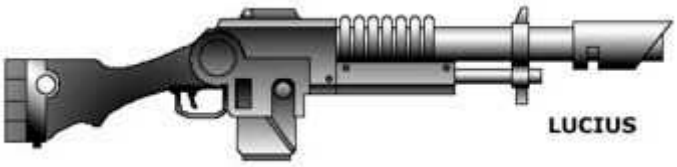
Iconic lasgun, often carried by regiments of Cadian infantry, this lasgun can be found on many worlds, where it does the duty to the Emperor, bringing death to Xenos, traitors and heretics alike. Finding spare parts for this gun is a doddle. Which is not really that needed because this gun is extremely sturdy and you will have a hard time breaking it. It features in-built bayonet lug and top-mounted rail for scopes and other accessories.

Locke-Pattern Lascarbine (Free)



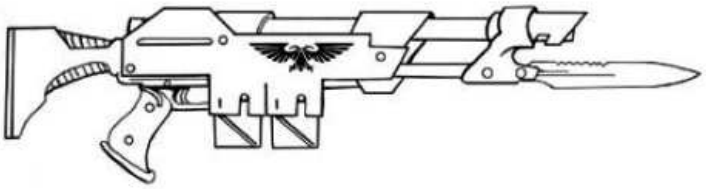
When you need to carry less weight than standard pattern lasgun, you take a lascarbine. While it packs less of a punch it is easier to carry with foldable stock and light construction. Preferred weapon for recon, drop and light infantry.

Lucius Pattern Lasgun(100 RP)



Signature weapon of the Death Korps of Krieg, this weapon is well suited for trench warfare, at least according to Kriegers themselves. It packs a mean punch, but compared to M35 it has way less shots (due to increased power) and also has issues with overheating. Kriegsmen seem to prefer it mainly for its power and don't care about stupid things like lasgun searing their skin or exploding in their face.

Merovech Assault Lasgun(200 RP)



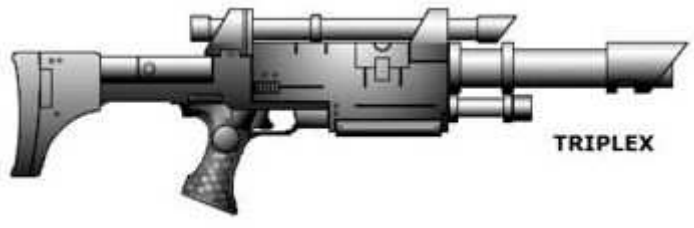
Designed for close range combat, this pattern of lasgun comes with a special two-magazine layout, which is needed as this beast has quite a rate of fire at its disposal. In exchange for that you have to deal with horrible accuracy and astounding speed with which it drains charge.

M35 M-Galaxy Pattern Lasgun (200 RP)



One of the popular patterns of lasgun in the Imperium utilized by forces from Catachan and Armageddon. Compared to its Kantrael counterpart, it lacks lug for bayonet, but it is lighter, easier to handle and boasts the ability to mount scope, which combined with the ability to exchange barrels allows you to switch your lasgun into long-las or lascarbine depending on your needs.

Triplex Pattern Lasgun(300 RP)



This is truly a fine piece of weapon. Developed and manufactured on the Forge-world of Triplex Phall, Triplex pattern lasgun is an exquisitely crafted weapon that is different to other lasguns in that it has variable firing modes compared to other lasguns, which only have one or two. It allows guardsmen to choose between full auto, semi auto and intense shot, each confering various advantages and increasing flexibility of the unit. Alas it is also more complicated to maintain than other lasguns therefore not seen among many regiments despite it's advantages.

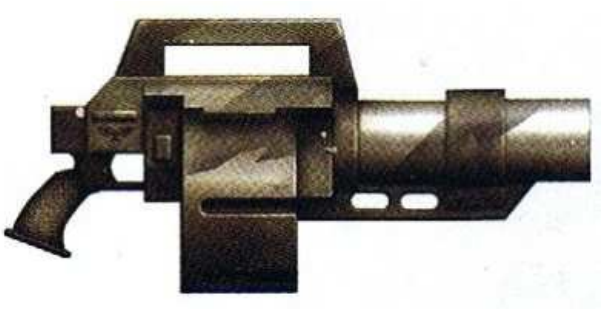
Hellgun(400 RP)



Restricted to Heavy Infantry
Only the most distinguished of the Imperial Guard Regiments get access to this marvellous weapon. Hellgun, also called Hot-shot Lasgun is one of the stronger types of lasguns with ability to fire much more high powered shots than most normal lasgun patterns. While these weapons are indeed powerful, they are also very logistic heavy weapons requiring both backpack ammo boxes and extensive maintenance to keep them running, therefore these weapons tend to be relegated only to the elite units of the Imperial Guard.

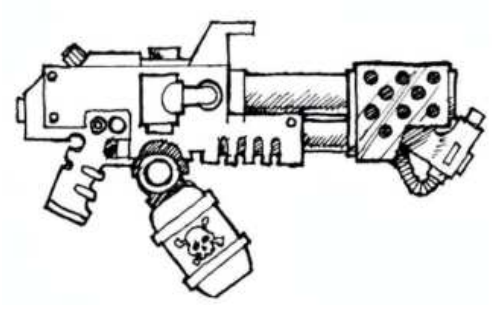
Support Equipment:
A single purchase of a weapon provides one member of the squad with training for the weapon and said weapon with a decent amount of ammo. Maximum members per squad with support equipment training is three.

Voss Pattern Grenade Launcher (100 RP)



One of the standard patterns of grenade launchers.It is widely used in Imperial Guard formations and can load up to 6 grenades, but many consider it not that accurate, even for a launcher. If you want precise fire, this is not a launcher for you. But if you are shooting into a horde of Termagants you don't really care where the shot lands as everywhere is going to be a hit.

Mk.IIIa "Heretic" Pattern Flamer (200 RP)**:**



Standard flamer of the Imperial Guard. Used since the times of the Horus Heresy this pattern of flamer has dutifully served both amongst regiments of Imperial Guard and chapters of Space Marines. Many appreciate its ability to torch a wide area, removing any enemy foolish enough to be in the general area of its flame.

Long Las(200 RP)



Standard sniper rifle used by most of the Imperial Guard units, compared to Absolution, is way easier to maintain and find ammo for, but compared to it is also less effective at taking out extremely heavy targets like light vehicles. It will suffice for killing any human or Xenos targets though. These weapons are the preferred weapon of Ratlings who are extremely proficient in using them, but you can also equip your normal guardsmen with this weapon.

Cadian Pattern Grenade Launcher (200 RP)



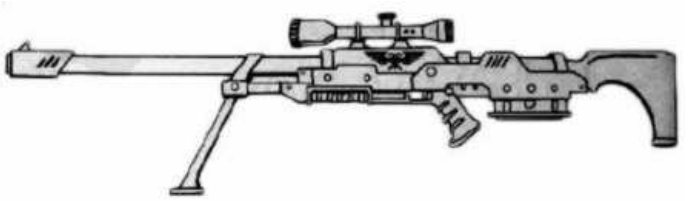
Upgrade over Voss pattern, Cadian Pattern is mostly found in Cadian regiments and other regiments capable of requisitioning this piece of equipment. Compared to Voss pattern, Cadian Pattern hosts 20 grenades in its magazine, capable of a high rate of fire and accuracy using ranging sights. However this weapon packs quite the punch so normal guardsmen need to brace themselves properly or they risk injuring themselves, which is a waste of Imperium's resources, namely themselves. No matter how insignificant they are.

Mars/Mezoa Pattern Melta Gun(300 RP)**:**



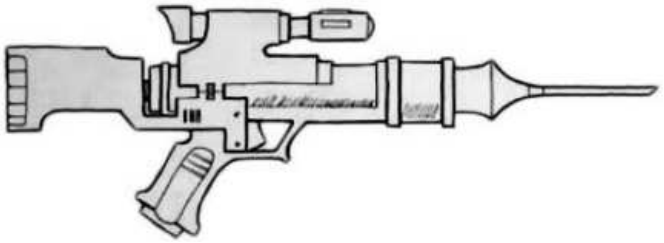
Short range weapons capable of discharging intense beams of heat that can go up tens of thousands degrees Centigrade. Effective in ending everything from a normal soldier (bit overkill, I would say) to the bigger machines of war like Leman Russes or Killa Kans, if positioned properly and aiming on proper weak points. The difference between the Mars and Mezoa patterns are in the way that they hold charge, Mars having in-built canister magazine, while Mezoa having its own backpack sized charge pack. This weapon tends to be the safer option when it comes to its handling, unlike Plasma rifles. What is not safe is its short range necessitating guardsmen getting really close to their target.

Absolution Sniper Rifle(300 RP)



When you need that extra punch that normal Long Las just does not provide, you turn to Absolution. While not as exquisitely crafted as Needle Rifle or Long Las, this bad boy can take down even light vehicles of the enemy with ease. It also comes standard with Tripod, Scope and Silencer. If you have Ratlings, they will not be able to use this weapon due to very bulky design and need for bullet carrying. But your men will be deadly with them too. Bring Emperor's Fury from afar!

Needle Rifle (300 RP)



Very specialised type of sniper rifle, allowing wielders to deliver miniature crystals full of toxins into the body of the enemy. You won't have much success penetrating heavily armored enemies so this weapon is better used as assassination tool as it is silent, deadly and effective. It generally tends to be the other weapon that Ratlings are fond of using due to their ability to stealthily move around the battlefield. That does not mean that normal humans are not capable of using them.

Mezoa Pattern Plasma Gun (300 RP)



Plasma gun is a dangerous weapon both to its enemies and to its wielder. Its superheated bolts capable of searing even Space Marine in Power Armor, but also very much capable of over heating and killing its wielder in backlash. Mezoa Pattern is one of the more common types of Plasma gun found in service of the Imperium generally found amongst armsmen in the navy. Despite that it is a formidable weapon capable of damaging anything from Tau Battlesuit, Ork Meganob to APCs and other light vehicles.

Locke/Accatran Pattern Missile Launcher (400 RP)



Missile launchers allow guardsmen to propel their ordnance even further than grenade launchers. There are two options laid before you. First is the standard shoulder mounted Locke Pattern rocket launcher. Quite hard to carry around, but packing enough punch to destroy heavily entrenched positions or medium vehicles, this is a reliable option for

any soldier. Accatran pattern launchers are much lighter than their Locke counterparts and while they are not as heavily striking, they still pack a punch and can even take out medium tanks with some clever positioning. Additionally, one of the guardsmen in the squad will be tasked with carrying spare munition for the weapon. Type of ammo is up to you (Frag, Krak, Flakk or Nightlight)

Choose Uniform:
Design of the uniform is up to you

Basic Uniform
(Free)
Uniform is issued to the regiment based on your design. It does not provide any significant effects besides camouflage, if you choose to incorporate that into your design.

No Standardized Uniform
(+100 RP)
Your people prefer to not wear any uniform of not, wearing whatever they can grab a hold of. This does not look good during any form of formal presentation nor will it win you favors, but at least you do not have to worry much about maintenance or procurement of standardized uniforms. Not only that it can be kind of problematic to tell anyone apart during combat situations.

Regal Uniform



(50 RP, Free if you have "Discipline and Honor")
Your regiment tries to be as pompous as possible. For some reason your uniform will always clean itself after some time so that your victorious march into liberated city looks as fancy as possible. Feel free to add fancy things not normally seen on Guard uniforms and don't worry about them coming off in the heat of battle. You always have to look fabulous in the battle.



Imposing Uniform (50 RP)
When the enemy sees you marching towards them, they will feel fear (or excitement, in case of Orks). As men marching towards them are one of the most feared regiments in the Imperium. Your uniform bears a chilling reputation amongst the enemies of the Imperium. Many have tried to test regiments from your homeworld only to find themselves battered and beaten into dust. Not every faction will feel this fear, especially if they have no concept of fear. But it can help you turn the tide of battle a bit towards you just based on what you are wearing.

Choose Equipment
Amount of equipment you get depends on every individual item

Standard Equipment
(Free and Mandatory)
Represents standard equipment provided to each soldier by Munitorum that is not specialist equipment.

Photo-Visor (50 RP)
Photo-visor is a special type of visor, used to protect wearers from bright flashes and to aid in seeing in low light conditions. It is generally utilized by Guardsmen during patrols. Purchase of this, allows each standard Guardsmen to equip either visor on their helmet or take Photo-contacts.

Magnocular (100 RP)
Normally every sergeant is equipped with basic magnoculars that allow him to recon enemy positions. This purchase upgrades those magnoculars into more advanced versions that provide various information readouts, when using magnoculars. Furthermore secondary magnoculars are issued to every squad.

Cameleoline Cloak (200 RP)
Used by recon regiments and everyone interested in not being seen, this cloak is made from rare artificial substance that adapts to the terrain it is near to allow the user to blend with terrain easily like Earth's chameleon. Due to the rarity of this material it is only deployed to very important specialist regiments and not present with every guardsmen. For every squad you get 1 Cameleoline Cloak. You can distribute these however you want, creating squads fully equipped with Cameleoline Cloaks. If you want, you can exchange 10 of Cameleoline Cloaks for Cameleoline Tarps allowing you to hide vehicles up to the size of Leman Russ.





Frenzon (200 RP)
(Discounted for Penal Colony)
This is a generic term for various kinds of combat drugs mostly used by penal legions. Main effect of the drug is to make the user fearless and fanatical for 10 minutes. This is very useful for when you want to push your soldiers to do something that is normally not considered very smart. Each soldier comes with 5 doses and these get resupplied on a weekly (at least are supposed to be resupplied) basis. Stacking of more doses will lead to overdose and wasting of both the drug and asset of the Imperium (the lasgun, soldier is holding)

Surveyors (200 RP)



(Discounted for Recon Infantry)
Not every time an enemy can be seen so easily. For times like these, the Imperial Guard has Auspex devices to detect hidden foes, invisible gases and energy emissions.These devices can be used up to 50 meters effectively. This makes it useful for many situations, where soldiers can come upon a hidden enemy, be it some Xenos or deadly gas. Upon purchase, each squad is provided 1 handheld Surveyor.

Grav-Chutes (200 RP)
(Free to Drop Infantry)



Sometimes mission necessitates for your soldiers to drop behind the enemy lines, but the drop zone is too hot and there is no secondary zone to drop your guardsmen to, you just have to drop them from the sky. For that Guardsmen from drop regiments are issued grav-chutes that contain anti-gravitic generators and two Prometheum fueled thrusters that aid both in directional control and further braking capabilities. Grav-chute is provided to every standard guardsman. Do take note that any guardsmen using heavy weaponry will have hard time using these so they will have to be dropped the standard way by establishing drop zones. Same goes for Ogryns.

Expanded Grenade Arsenal (200 RP)
Normally guardsmen are equipped with only sortiment of Frag and Krak grenades. This purchase diversifies your regiment's grenade sortiment to include Smoke, Melta, Concussion, Choke, Toxin and Virus Grenades. You can pick which of these are available and in what amounts. However this does not make Frag and Krak grenades any less prevalent. At most only 20% of your grenade stock is made of these more rare and specialist grenades.

Back

7. Regimental Detachments

Regimental detachments count as separate entities from the base guardsman group and do not count towards any size calculations. They represent detachments from other regiments given to you by the command. If it makes sense, these detachments will have the same homeworld as your regiment (Except Commissars), if not then you are free to fluff a basic regiment from which the detachment unit comes from. You gain **300 RP** to be used specifically in this section.



Commissariat Detachment
(Free and Mandatory)
To serve the Emperor and give battle in his name is the most holy of duties. For these ideals to be upheld, every regiment of the Imperial Guard has a number of commissars attached to their regiment. These honored elites of the schola progenium sit outside of the chain of command, ready with bolt pistol and chainsword to discourage cowardice and other wrongdoing via summary executions. A fresh guardsman fears the monster in front of him, but a seasoned guardsman fears the monster behind him just as much. You are provided 1 Commissar per regiment and 1 Junior Commissar per squad. During the course of a campaign, the Commissar can promote any number of Juniors to proper Commissars, which gives them the ability to execute soldiers and officers without fear of consequence from the higher rank Commissars.

Lead by Example (200 RP)
Upgrade to Commissariat Detachment
Your Commissars lead by example and do not kill your men without good reason (desertion is one of those good reasons). They motivate your soldiers to ever higher feats by performing them before their eyes. Just don't expect dozens of Ciaphas Cain, hero of the imperium to call your own. Even with 1,000,000 guardsmen, you probably wouldn't get one commissar of his caliber among your ranks.

Fear Ensures Loyalty (+200 RP)
Downgrade to Commissariat Detachment
Your Commissars will always try to find a reason to execute your soldiers and if you are not careful(Or, as the case may be, are too careful), they might accuse you of cowardice. Plan your battles well, because commissars are authorized to execute the incompetent as well as the cowardly. Only victory guarantees your survival. Your regimental commissar is also more likely to induce more juniors into the Commissariat provided you keep giving him reasons to do so.

Ogryn Detachment (300 RP)
**choose only one Abhuman Detachment*
Hailing from high gravity worlds, Ogryns are main shock troops of the imperial guard and out of all members of the Imperial Guard most capable in engaging enemies of Man in close combat. Their big bulk is balanced by their relative stupidity and fear of enclosed spaces. They tend to be one of the most loyal members of the Guard due to their stupidity and loyalty to fellow buddies from their regiment. Just do not try to cram them into Chimera. 5 Ogryns are included per squad. Each detachment contains some Gun Lugger and Bulwark Ogryns (Ranged and Melee Specialization respectively). Ratio depends on your choice Add 1 Ogryn squad per 10 Guardsman squads.



BONE Enhancements (200 RP)
Upgrade to Ogryn Detachment
Most of the Ogryns tend to be relatively lackluster in the intelligence department. So to solve that issue, chosen Ogryns partake in Biochemical Ogryn Neural Enhancement (BONE), which is intended to take outstanding Ogryn specimens and further expand their neural capacities. These Ogryns are respected by their fellows as leaders and often take lead of Ogryn squads and work as a connection bridge between Ogryns and normal IG commanders. Upgrade one of the Ogryns into Bone'ead.

Bullgryn Detachment (300 CP)
You thought Ogryns are tough ? You haven't seen these guys in battle. Clad in carapace armor made from discarded tank tracks and wielding a huge Slab shield or more buckler-like "Brute Shield, these units embody the notion of sturdiness. They tend to also be armed either with standard Ripper Gun, Power Maul or Grenade Gauntlet.

How Can They Be So Stupid (+200 RP)
Downgrade to Ogryn Detachment
You thought that normal Ogryns are stupid. You thought it could not get worse. You thought wrong. These Ogryn make you think that they have no brain whatsoever and function on similar energy like Orks do, but way dumber. Expect them to not be able to use ranged weapons that normal Ogryns are at least capable of understanding and will have to rely on them as melee weapons, swinging wildly without any planning.

Ratling Detachment (200 RP)
**choose only one Abhuman Detachment*
Ratlings are one of the few Abhuman species accepted by the Imperial offices and are often accepted into the ranks of Imperial guard to serve as skilled sharpshooters and awesome cooks. Their main problem comes with the lack of discipline that they spread to their compatriots. Despite this they are very loyal to their comrades and when ratlings integrate properly into regiment, their loyalty can be counted on. Each Ratling Squad is composed from 3 Ratlings with las rifles. Additionally this purchase gives your troops access to good quality ratling cooks, that can work magic with even the blandest of ingredients. You are provided 1 Ratling squad per 10 normal squads.



Best Marksmen in This Part of the Sector (200 RP)
Upgrade to Ratling Detachment
While they are still ratlings by nature, they do not cause as much problems as other ratlings. Not only that, you seem to be particularly lucky to be able to have crack Ratling snipers (which is saying something as already normal Ratlings are able to outpace crack human snipers by wide margin)
Our Stuff Keeps Disappearing (+100 RP)
Downgrade to Ratling Detachment
Your ratlings are extremely keen on thievery and gambling. This will slowly spread through the rest of the regiment if you do not undertake some preventative measures.

Felinid Detachment (200 RP)
**choose only one Abhuman Detachment*
Originally found on planet Carlos McConnell, Felinids are a race of Abhuman Cat-like humans. Due to their flexibility, strength and ability to move unseen they have found their place in the armies of the God Emperor. Standard purchase gives you detachment of Felinid Guardsmen at ratio 1 squad per 10 normal guardsmen squads. Since there is not that much lore info on how furry Felinids are, it is left up to Jumper to choose, anywhere from catgirl (as portrayed on picture) to furry and anything in between.



Unseen and Ferocious (200 RP)
Upgrade to Felinid Detachment
Although Felinids are classified as a single abhuman species and most of those familiar with them have a common mental image of them, the species actually consists of a number of distinct, highly specialized strains. The so-called 'common felinid' is the product of interbreeding between various strains in the towns and cities of Carlos McConnell, and is favored by the guard for its balanced traits and high population. Your regiment, however, has gotten access to two rare and coveted purebred felinid types as well. These felinid strains are named after big cats that once roamed wilds of Terra, Tiger strain and Panther strain. Both of these strains display one of

the traits of Felinids to greater extent than other Felinids. Tiger strain represents more strength and flexibility based Felinids concentrated on catching the prey and killing it with their immense strength, while Panther strain represents the more stealthier approach to hunt even than normal Felinids. This does not mean that Tiger strain can't be stealthy or that Panther strain aren't strong. It's that one of the abilities of theirs is more pronounced. Every 5th Felinid squad is changed into a Tiger/Panther squad, depending on your choice.

Wild and Untamed (+100 RP)
Downgrade to Felinid Detachment
It seems these Felinids weren't really in contact with Imperium for a long time and have reverted to more base ways. They are more mentally simple, will often run around doing whatever they want and not listen to any orders. But from time to time, they might bring you dead Tau or Ork to show off. Be careful of giving them any access to catnip or empty boxes. And invest in scratch-resistant equipment.



Abhuman Detachment (300 RP)
**can't choose if any of the specific Abhuman detachments are chosen*
Do you prefer flexibility in your regiments that does not come with picking any specific Abhuman regiment or do you want detachment that comes with additional rare Abhuman units like Beastmen, Troths, Pelagers, Longshanks and others. This is the detachment for you. For every 10 squads, you can pick 1 Abhuman squad of your choice. These are not specially trained just Guardsmen trained to the level of their world (don't expect Neandors to have ever seen a lasgun). Compared to other detachments this one does not have the ability to downgrade or upgrade. So you are stuck with what you get on the first purchase.

Tempestus Scion Detachment (400 RP)
**can't choose if you are Heavy Infantry Regiment*
Extremely disciplined, fully indoctrinated into the Imperial Creed, these troops are the closest thing Imperium has to spec ops. Trained from their youth in the Schola Progenium, these units are the closest thing the Imperial Guard has as far as super soldiers are concerned. Armed with Carapace Armor and Hellguns, they will be your unwavering core of your Regiment, not giving up before even the worst odds imaginable. You gain 1 tempestus scion squad per 20 squads of guardsmen



Survived Through the Hell (100 RP)
Upgrade to Tempestus Scion Detachment
Instead of being beholden to one or other organization, your Tempestus Scion are instead taken from veterans of your regiment. While this provides you with a more stable way of getting "reinforcements" for your detachment, it does not mean that you can turn all your normal guardsmen into Tempestus Scion. Beyond 10% of your army being Scions, is asking both for troubles with Imperium, but also with logistics.

I Have Need of Your Services, Commander (+200 RP)
Downgrade to Tempestus Scion Detachment
Seems these Tempestus Scions were not gained through Ministorum requisition, but instead through your deal with Inquisition. In exchange for getting access to Inquisitorial Stormtroopers, you also become an asset of Inquisition. You will be sometimes forced to diverge part of your forces to various tasks that Inquisition requests you to participate in.

Psyker Detachment (400 RP)
Warp is a fickle thing.It can be used for your own benefit, but it has always a chance of turning on you and ripping you apart, opening a portal for demons to enter into realspace. But even then Psykers that can utilize Warp are both feared and demanded whenever the Imperial Guard is facing a foe, using vile xenos magics and heretical powers. But commissar will always be close by to administer bolter treatment, if psyker is found wanting. In the initial purchase you gain 1 standard sanctioned Psyker per 100 squads. These are only Savant Militants (basic military minded psykers) so don't expect them to hold against anything beyond minor demon incursion. All your psyker forces vary wildly when it comes to their powers ranging from Iota to rarer Epsilons.



Witness Your Doom! (100 RP)
Upgrade to Psyker Detachment
It seems you have gotten yourself hands on proper veteran psykers, Lieutenant-Savants Every 10th psyker is upgraded to this rank and it comes with much higher experience of psychical combat. Their power rank isn't necessarily upgraded, but their control of their powers is more stable and are much more of an asset compared to lower psykers of the same power rank.

Subject to Sanctions (+200 RP)
Downgrade to Psyker Detachment
Well, I guess you are not getting Savant Militants. Instead it seems that your regiment became dumping ground for newest initiates, which would be all good… if there were any senior psykers to aid them. They haven't been yet exposed to travails of real psyker combat and have had 0 combat experience, coming straight to you from Terra. Demon possession galore.

Ministorum Detachment (300 RP)
(Discounted for Shrine and Feudal Worlds)
It isn't easy facing everything the galaxy can throw at you. This is why the Ministorum will sometimes dispatch groups of priests to raise morale of the guardsmen around them and there is nothing more invigorating than seeing a priest with an eviscerator charging into a group of enemies, chopping them up into bits. Initial purchase of this detachment gives 1 Ministorum Priest, full of zeal, per 5 squads. These priests are armed with two-handed chainswords called Eviscerators, which they use to… eviscerate their enemies. These priests can be either attached into squads or grouped into one zealous group to act as your dedicated melee unit or anything in between.



Let me Preach his Name! (200 RP)
Upgrade to Ministorum Detachment
Your priests have something more. Their strikes feel as if the Emperor's own strikes, their voice booms as if the Emperor has descended to give commands to his flock. Your priests seem to invoke the faith powers with much more effectiveness and frequency. Daemons Beware! For the time of your doom is approaching.

My Cult is Better than Yours (+200 RP)
Downgrade to Ministorum Detachment
It seems that your priests are having a bit of schism. There are so many groups, with all having variations on how to venerate the Emperor. This sometimes leads to heated discussions and in the worst case, chainswords revving and heads being lobbed off.

Adeptus Mechanicus Detachment (Free)



Adeptus Mechanicus are important members of any mechanized or armored regiment and many normal ones as well. They are what keeps every machine oiled and anointed, ready to bear the hatred of the Imperium against the xenos, mutant and traitor alike. Generally these Admech members tend to be shunned by their peers. But the servants of Omnissiah know that this is their sacred duty as ordained by the Treaty of Mars.

You will get provided with a single enginseer squad per each vehicle you have and your whole regiment will gain 2 enginseers for every 5 squads. These enginseers are followed by small retinue of various utility and combat servitors (equipped with specialist weapons of your regiment). For each enginseer, add 3 utility servitors and 2 combat servitors. Every regiment gets this detachment and they come with basic knowledge of the machines your regiment wields.

Work Please (+300 RP)

Downgrade to Adeptus Mechanicus Detachment

For some reason, your enginseers don't really click with your regiment's machines. They tend to refuse their commands from time to time or require increased attention from enginseer to force them to work. This will make it quite hard to coordinate any attacks as not all weapons will work at the same time so commanders should be capable of restructuring the regiment to take nonfunctioning forces out of battle to begin repair procedures.



The Might of Mars (400 RP)

Upgrade to Adeptus Mechanicus Detachment

Seems your enginseers are not absolute nobodies in Mechanicum. Their skills are something to behold. Their ability to oversee rituals needed for operation of weapons is both efficient and graceful. Not only are their abilities strengthened so is their escort. Instead of normal combat and gun servitors, these servants of Mars replace all of the combat units with Kataphron Battle Servitors, mighty engines of war that unquestionably follow orders of their masters wielding weapons of untold destruction.

Heavy Weapons Detachment (300 RP)
(*Discounted for siege infantry and fortress world*)



As one would guess, the Lasgun isn't the most hard hitting gun in the arsenal of the Imperial Guard, so when heavier firepower is necessary, heavy weapons detachments can get the job done, whether it's a chaos predator tank or an endless swarm of Tyranids, they can specialize to decimate specific enemy types. You will be provided with 1 heavy weapons team for every 3 squads, by default you will get a 25/75 split of lascannons (anti-armor) and heavy stubbers (anti-infantry). Additionally you will get a mortar team for every 10 squads.

Travel Light (+100 RP)
Downgrade to Heavy Weapons Detachment
For some reason, your regiment eschews from use of heavier stationary weapons only having heavy stubbers and mortars. This means that your heavy weapons will only be used to suppress the enemy with a heavy amount of firepower, instead of also providing anti-tank capability.

More Firepower! (100 RP)
Upgrade to Heavy Weapons Detachment
Remember the ratios of lascannons and heavy stubbers ? Forget about it. This upgrade allows you to decide what kind of heavy weaponry your regiment brings. Heavy Missile Launchers, Heavy Bolters etc. Anything is fair game as long as it is something that the Imperial Guard uses normally.



Armored Detachment (500 RP)



Armored fist of the Imperium, these machines of war will not stop before Traitor, Xenos or Heretic. Leman Russ Tanks are mainstay in the armies of the Imperial Guard and there is a reason for that. They are extremely sturdy and reliable vehicles capable of taking huge amounts of fire, whereas normal tanks of other factions would have gone down long ago. You will be provided with 1 Leman Russ with crew per 20 squads. Furthermore, every 5th Leman Russ can be upgraded to one of the following variants: Punisher, Demolisher, Annihilator

Ancient Fury (+200 RP)

Downgrade to Armored Detachment

Seems your regiment was not able to get its hands on the famed Leman Russ, instead having to settle for the venerable but weaker predecessor of this machine, Malcador Assault Tank. Being in service since the Age of Strife, this machine does not house as strong of an engine as Leman Russ and its cannon is set up only in limited forward firing position. Its armour is at least heavier than Leman Russ to make up for this, which comes with further hits to the speed of this machine.

Armored Fist of the Guard (200 RP)

Upgrade to Armored Detachment

Your regiment has some awesome toys at their disposal, some being almost arcane for normal guardsmen to wield. These vehicles belong to the category of long lost designs or very rare pieces of destroyed forge-worlds. You have also acquired more standard Leman Russes to boot. You will be provided 1 Leman Russ with crew per 15 squads. You still get the option to get an upgraded variant with every 5th Leman Russ but this time, there are no limits on what pattern of Leman Russ you want.



Super-heavy Armor Detachment (700 RP)
Unavailable to "Barely Sustainable" Regiment Size



The mightiest machines the Imperial Guard has at their disposal, Baneblades are dangerous opponents for any of the enemies that the Guard might face. This rolling fortress of a tank is armed with an impressive array of weaponry including a turreted Mega Battle Cannon, coaxial Autocannon, three sets of twin-linked heavy bolters, two lascannon turrets (one on each side) and last but not least, Hull mounted Demolisher. While these machines are hard to destroy, if they do get destroyed, you will have to wait a long time before replacement arrives, if it ever will. One year is minimum, until the end of the gauntlet is the maximum. Take care of them, will you ? You will be provided with 1 Baneblade with crew per 1000 squads.

Discount Baneblade (+200 RP)
Downgrade to Super-heavy Armor Detachment



Seems Forge World that is supplying you has had quite a lot of orders for Baneblades that it can't meet anymore so they have resorted to producing Macharius tanks to keep up with demand. You are that one unlucky regiment that received Macharius supply instead of Baneblades. Don't misunderstand though. Macharius tanks are quite potent machines of war, being bigger than Leman Russes, but smaller than Baneblades, they are still armed with Twin-linked Battle Cannons, Hull Mounted Twin-linked Heavy stubbers and Sponson Heavy Bolters. You will be provided with 1 Macharius Tank per 200 squads. Every 10th Macharius Tank can be upgraded to one of its variants, further specializing them. Out of those there can only be a single Macharius Omega tank.

Failure is the weakness of the enemy (200 RP)
Upgrade to Super-heavy Armor Detachment
You have managed to acquire truly a relic of a tank. Your relations with Adeptus Mechanicus has seen them gifting you a single tank belonging to a variant pattern of either the Baneblade or Shadowsword. You can also acquire with this just normal Shadowsword. These tanks are true relics and loss of them is a grievous insult to capability of your regiment and will require much longer replacement time than any other tech, even other Baneblades. Expect to not see it until you finish the gauntlet.

Hunter-Killer Detachment (400 RP)



With roaring flamer, flaring melta, and blasting lascannon, the armored vehicles of the Hunter-Killer detachment make scorched wreckage of xenos and heretic armor. The anti-tank sentinel brings to bear a high capacity, engine-powered lascannon that can make headway through the armor of even the heaviest tanks. The Hellhound bathes fleeing enemies - crews of disabled tanks, for an example, but also high value targets - in searing promethium with its Inferno Cannon, a gun commonly seen on Imperial Titans, while mowing others down with its Heavy Bolter or supplemental Heavy Flamer. Finally, if the Devil Dog closes to spitting distance, it will promptly teach the enemy armor the fear of the emperor, blasting through even the thickest armor in one powerful shot of its Melta Cannon. This triad of powerful vehicles makes for one force, albeit slow and plodding, able to deflect and crush infantry and armor alike at a variety of ranges - well suited for audacious assaults on the enemy headquarters and elite forces. You will be provided with 1 Anti Armor Sentinel per 25 squads and 1 Hellhound + Devil Dog combo per 50 squads. All of these come with crew as always.

Uneven Combination (+100 RP)

Downgrade to Hunter-Killer Detachment

Not every regiment always gets what they want. Sometimes it is logistical problems, errors in log keeping or just because of plain spite. For one reason or another, your combo of Hellhounds and Devil Dogs is compromised and while you can get some of them, there is not nearly enough to assemble as many hunter killer packs. They are still deadly weapons if used as infantry or armor support though. Pick either Hellhound or Devil Dog. This vehicle will have its availability bumped to 1 vehicle per 100 squads.

Hidden Killer (300 RP)

Upgrade to Hunter-Killer Detachment

Your regiment must be favored by either the Admech or Munitorum as you have obtained quite the piece of tech. Once thought a common vehicle in Solar Auxilia armory, nowadays Destroyer Tank Hunters are rare pieces of tech only given to few regiments, your being one of them. These tank destroyers are armed with a powerful weapon known as Heavy Laser Destroyer, which can make short work with even the heaviest of enemy armor. You receive 1 Destroyer Tank Hunter per 100 squads.

Mechanized Detachment (300 RP)



Do you believe that infantry should have to be wasted having to wade through enemy fire and attack enemy positions without any armor support ? No ? Then this detachment is for you. While you would be provided some flatbed trucks to transport your units around as a free option, those things would spontaneously combust at slightest enemy resistance. That is why you have been provided with Chimera APC. This workhorse of the Imperial Guard will serve you well when transporting infantry and providing support after they have disembarked. Armed with either Multi-las, Twin-linked Heavy Bolter, Heavy Flamer or Autocannon on turret, Heavy Stubber or Heavy Bolter on pintle mount and Hull-mounted Heavy Bolter, these vehicles can pack quite the punch if used correctly. And when transporting infantry, they can fire from the back of the vehicle through firing ports. This is though not the only vehicle provided as you also get small but reliable Centaur APC. This small thing is not very well armed, but damn if it isn't fast, even offroad. Capable of transporting less troops (5 vs 13), this vehicle is meant for transporting the elite forces on the battlefield fast. You will be provided with 1 Chimera per 5 squads and 1 Centaur per 10 squads.

Why are there no roads here ? (+100 RP)

Downgrade to Mechanized Detachment

It seems your regiment did not get any news about this new snazzy Chimera upgrade and are still stuck with Crusade-era Testudo APC. While many of the equipment of that era tends to be better than current tech available, Testudo is one of the few exceptions. Testudo is wheeled transport and therefore its offroad performance is quite poor. It is also less armored and features weaker weapon systems. Replace all Chimeras with Testudos and remove Centaurs.

Bring out the big boys (200 RP)

Upgrade to Mechanized Detachment

Do you need more capacity in your APCs ? Bigger size to intimidate your enemies as you roll towards their positions ? Then you have come to the right place. You will be provided with two giant types of APCs. One is Crassus, developed relatively recently during Great Scouring from STC found in the recaptured forge-world of Zhao-Arkhad. This beast is capable of transporting 35 soldiers along with 2 Cyclops Demolition Tanks (found in the following detachment) and is well armed and armored. Another piece of tech is Gorgon, while well armored is not as armed as Crassus. On other it can transport 50 soldiers in its hold over small distances to enemy lines and deploy them in mass assault. Their speed makes them not very useful for long trips. You will be provided additional 1 Crassus per 50 squads and 1 Gorgon per 80 squads.



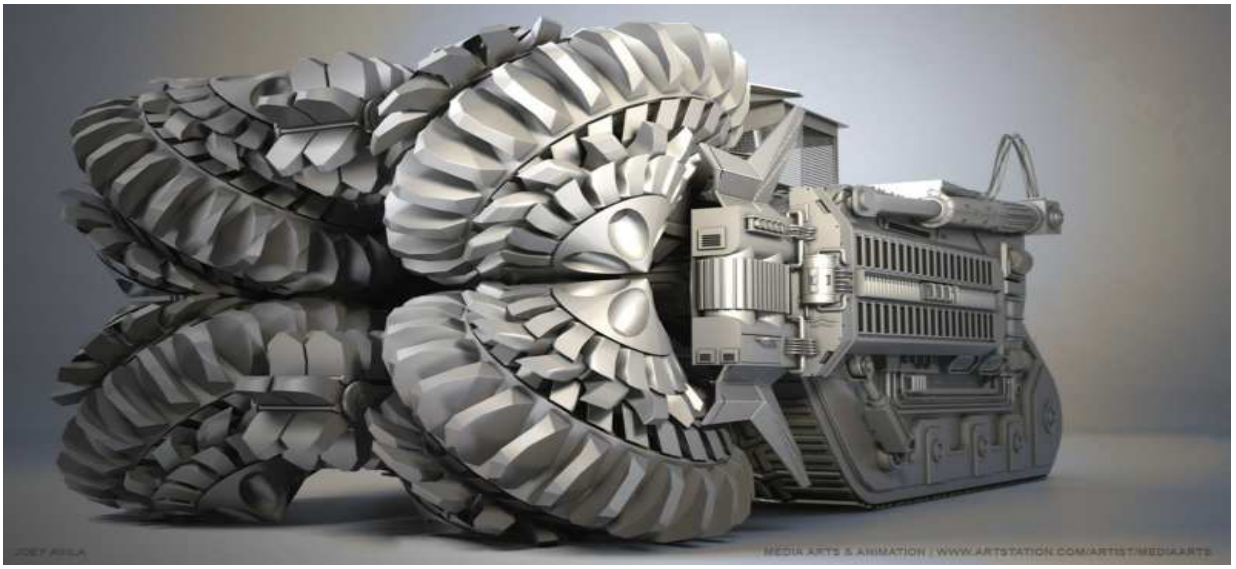
Engineer Detachment (200 RP)
While your soldiers can maybe dig good trenchworks and make good sandbag bunkers fast and easy, it isn't anything permanent, nor it gives them capability to assault similar positions. You might have explosives to breach the wall, but do your people know where to hit it for maximum effect ? That is what Engineers are for. These soldiers have been trained in the art of construction and destruction and are quite effective at both. In the initial purchase you will get a squad of engineers with satchel charges and various other tools for all activities needed. You will be provided with 1 engineer squad per 20 normal squads.

Casualties are just a number (+100 RP)
Downgrade to Engineer Detachment
Your engineers are really not concerned if their actions affect negatively the lives of your soldiers and they will take the most direct path to accomplishing their objective. Be careful to think through the orders you give them unless you also don't care about the lives of your soldiers.

New toys to play with (200 RP)
Upgrade to Engineer Detachment



Your engineers have been issued better equipment. Namely, Mole Launchers and Hades Breaching Drill. Mole Launchers are equipped to launch special burrowing torpedoes that burrow themselves through obstacles and then detonate inside. They are equipped with drills and a small power field emitter that allows them to cut through rock very quickly. This torpedo is also equipped with guidance that allows engineers to guide the torpedo to its destination. Hades Breaching Drill is basically a big drill that helps your engineers create new tunnels for new entrance tunnels into enemy lines. Further devices provided include, Atlas Recovery Tank and Cyclops Remote Demolition Vehicle. You will be additionally provided this equipment: 2 Mole launchers per engineer squad, 1 Hades Breaching Drill per 50 squads, 1 Atlas per 100 squads and 1 Cyclops per 200 squads.



Recon Detachment (200 RP)
Knowledge about the battlefield and enemy composition is vital for any commander and that is what recon detachment helps provide. While normal guardsmen have eyes and capability to range ahead of the force to find out information about the enemy, these folks are a bit better at it and also equipped for the job better than normal guardsmen. You get 1 recon squad per 10 squads and each one of these is equipped with powerful magnoculars that allow for range readouts, heat detection and allow for pict captures for later analysis. Furthermore each squad gains generic mode of transport, be it buggies, bikes etc. Every 5th squad is changed into vehicle crew with either Scout Sentinel or Tauros. If your regiment has *Stealth and Subterfuge* perk, these soldiers become even more adept than your already proficient soldiers at being hidden. Also they gain additional Camo-cloaks (even if your regiment does not have them) with this combination.



No vehicles for you (+100RP)
Downgrade for Recon Detachment
Any vehicles that you were promised in recon detachment, be it generic, Sentinel or Tauros ? Forget about them. Your recon unit is purely reliant on their two feet, this does limit their mobility unless you use different detachment's vehicles or your own infantry transport trucks. Transport trucks do not make for the greatest recon vehicle though compared to options offered by base purchase.

Reconnaissance-in-force (100 RP)
Sometimes the best way to know what enemy has in store for you is to launch small scale attacks to test capabilities of enemy defense. For that you will need stronger vehicles than just Scout Sentinels. Instead of just allowing choice of either Scout Sentinel or Tauros, Tauros Venator and Salamander Scout vehicles have been added to your choice pool.



Rough Rider Detachment (200 RP)
Many would think that the role of cavalry has already been surpassed by mechanization, but such is not the case in some specific situations. While these regiments are rare, they do serve a role in harassment, recon and light skirmishes. Very useful, when you don't have dedicated recon detachment or vehicles to commit to light skirmish. Besides nothing says Adamantium Balls like cavalry charge on surprised Chaos camp and mowing them down like animals they are. You get 1 Rough Rider squad per 20 squads. These riders carry with them simple explosive tipped hunting lance and either laspistol or Auto-pistol. They are carried into battle by relatively normal warhorses with minimal armor, which while not protecting as much the horse, gives it more mobility.
Age of Chivalry is not yet dead (+100 RP)
Downgrade to Rough Rider Detachment
Your cavalry are actual medieval knights, full with plate armor, lance, barding, sword and haughty attitude. They are nobles from some far off medieval world or they at least act like ones. They espouse code of chivalry and fair fight . They will never ambush an enemy, rather announcing themselves and then charging. Enough to run over some rabble, not enough to deal with Tau or Tyranids.
Age of Chivalry IS dead (100 RP each)
Upgrade to Rough Rider Detachment
Cavalry has to learn how to move with time, even if it takes them a few tens of thousands of years. Pick either two choices or double down on one of them: Armor, Mount or Weapons. Picking armor would get your soldier armed in flak armor and your mount in sort of flak barding. Doubling down instead replaces that armor with carapace for both rider and mount. Picking mount would get you environmentally adapted horse (pick environment), while doubling down would get you dangerous mount like Aethexe or Giant Reptile. Picking weapons would get your horsemen lascarbine training and lascarbine to carry on a holster on your mount. This would allow your unit to act like dragoons. Doubling down would replace your hunting lance with las lance (as in lance that can double as lasgun) and Reflector Shield on one of the hands. This upgrade can be purchased up to 2 times to fully double down on all three options.



Anti-Aircraft Detachment (400 RP)



Most of the enemies of the Imperium utilize aircraft to achieve air superiority so it would make sense for you to get some anti-aircraft cover. For this, you have been provided a plethora of hydra batteries and hydra flak tanks for you to defend your regiment with. Hydra is an anti-air system consisting of four rapid firing barrels that spew death towards the enemy flyers. While initially meant for the anti aircraft role, Hydra has no problem pointing its barrels downwards and disposing of light vehicles and infantry alike. One hydra tank or emplacement per 20 squads

Static Defense for Static Problems (+200 RP)

Downgrade to Anti-Aircraft Detachment

Your detachment has been assumed to be meant for defensive operations so Munitorum has seen it fit to only issue Hydra flak emplacements. This will be a bit of a problem, when conducting offensives, but not matter that much when holding ground. Your only options for anti-air are static emplacements.

Supreme Firepower (200 RP)

Upgrade to Anti-Aircraft Detachment



You have gained access to truly legendary pieces of equipment. Newly discovered Praetor Armoured Assault Launchers are armed to teeth with rockets capable of unleashing destruction on any enemies of the Imperium, be they in the skies or on the ground. Mind you, since this is an upgrade to Anti-Aircraft Detachment, the ratio of the Foehammer and Firestorm missiles is lesser compared to Pilum AA missiles, but it still gives you room for 1 or 2 proper Imperial barrages before needing to wait for restock. In addition to Hydra systems, you will receive 1 Praetor AAL per 60 squads.

Artillery Detachment (400 RP)



When you need to properly remove someone from existence, you know that you probably need some artillery. Signature artillery piece of the Imperial Guard is the Basilisk Artillery Platform. It is said that some battles are won just by judicious use of the artillery barrages provided by these artillery pieces. This is not the only artillery piece offered though as Munitorum has seen it to fit you out with Griffon mobile heavy mortar vehicle. While this vehicle is less popular amongst bombastic artillery crews, commanders can sometimes see its value in marrying speed, ease of maintenance and firepower in one nice small package. Provides 1 Basilisk with crew per 20 Squads and 1 Griffon per 10 squads. Basilisk can also be taken in a static emplacement role.

Make a Big Boom (+200 RP)

Downgrade to Artillery Detachment

Sadly due to the needs of other fronts, your Munitorum did not issue you with proper Basilisk guns and instead provided you with Medusa Siege Tanks. While packing much more firepower, it is also more close ranged and similarly like Basilisk, firing crew is exposed to enemy fire, this combination is less than stellar. You will still have Griffons available with you, but replace every Basilisk with Medusa.

Precision Fire (100 RP)

Upgrade to Artillery Detachment



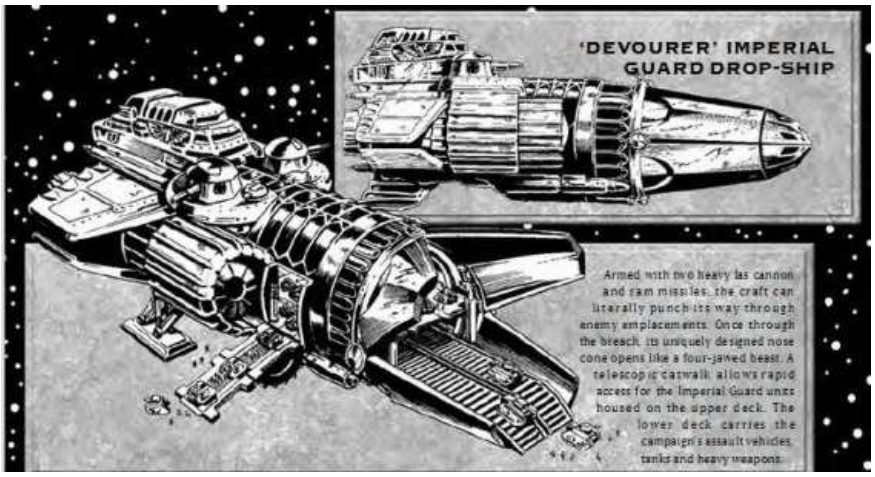
Munitorum has seen it important to issue rarer pieces of engineering for your Artillery Detachment. Firstly you get Manticore missile platform, mounting 4 pieces of rockets meant for either bombardment or anti-air support. In the latter they are less effective due to complicated reloading rituals that normally take hours to complete. Another piece of equipment is Wyvern, which like Griffon is a mortar system, but unlike Griffon, its application allows for only anti infantry mortar support using airbursting grenades that destroy big clumps of infantry. You gain 1 Manticore per 80 squads and you can pick how many Griffons out of your stock will get replaced with Wyverns.

Air Transport Detachment (300 RP)
Normally, the Imperial Guard does not get any control over the air elements and any lander craft, but since you are a special case, we will pull some strings to get some Valkyries and Sky Talons unto your command. These are veritable troop and vehicle transports that bring drop regiments and others into the thick of battle. Without this purchase you will still have access to normal Imperial Guard landers, but they will generally be not much of a “tactical” asset rather than strategical, not allowing you to deploy small squads and strike teams. While vehicles carried by Sky Talons only allow light vehicles, they still can provide additional punch needed for the infantry elements. Provides 1 Valkyrie per 20 squads and 1 Sky Talon per Light Vehicle (Tauros or Sentinel). Additionally, for every 5th Valkyrie/Sky Talon you get an additional Vulture gunship that can serve as air support for your units on ground.



Why should we give anything to you landlubbers ? (+100 RP)
Downgrade to Air Transport Detachment
The Navy wasn’t really a fan of the whole “give Regiment control of fliers” thing. After some serious bickering, we manage to make a deal for some Valkyries for you, but way less than on standard purchase. Instead of giving 1 Valkyrie per 20 squad, you will get 1 per 100 squads. Additionally no Sky Talons and Vultures have been secured for you so be careful, when conducting operations with Valkyries.

Land with style (200 RP)
Upgrade to Air Transport Detachment.



Sometimes you need something heavier, but not willing to dedicate whole Imperial transport. For that, the Navy has allowed you personal usage of Devourer Dropships. These huge ships can disgorge units of Guard in huge numbers along with armored support. For each size level that you get for your regiment, you get one Devourer.



Air Support Detachment (400 RP)
Further option for obtaining air elements, this detachment contains all the air support you could need for your operations. The Imperial Navy will lend you these aircraft for usage on airfields or launched from ships. They will provide you with any support personnel for establishing 1 airfield per size upgrade (min. 1 max. 6). Along with this you will be provided 20 squadrons of aircraft. Each squadron is composed of 3 flights of two aircraft each. Feel free to decide the ratio between Marauders, Lightnings, Thunderbolts and Avengers, depending on your needs. Each of them fulfils different roles in combat operations. Marauders are your bombers and strategic surveillance craft depending on patterns chosen. Thunderbolts are standard fighters of the Imperium and while they tend to be cumbersome, they are very tough and very well armed. Compared to that Lightning Fighters and its variant Lightning Strike Fighter are more agile and faster, with Strike pattern being used for ground attack roles. Last but not least, Avengers are A-10s of the 40k, used solely for ground attack roles on vehicles and clumps of infantry with its BRRRRRT cannon.

Favor for Favor (+200 RP)
Downgrade to Air Support Detachment
So we managed to get you these aircraft for cheaper, but sadly we have had to make a deal that you will be sometimes called upon by the Navy to do some missions in their own interest in exchange for this detachment. This will probably happen a few times during your tenure here, but at least the Navy will offer to transport elements of the regiment to the engagement zones without much fuss.



Orbital Support (400 RP)
Upgrade to Air Support Detachment
How did you get those stooges in the Navy to agree to this ? You will be approved for orbital bombardment detail on 1 strike / month basis from one of the escorting destroyers. While this might not seem like much, do not underestimate firepower of even the single Destroyer of the navy. Its macrocannons can cause earthquakes that reverberate through almost the whole continent and if placed wrongly can even crack tectonic plates. Be very careful when utilizing armaments of the Navy.

Back

8. Replenishment of Forces

Nobody expects you to keep on this campaign without losses and neither does Munitorum or wider Imperium want you to fail. But vagaries of the Warp are very complicated and do not allow for easy resupply of the regiment and its detachments. To make it easy to understand, you have been provided a list of reinforcements that are generally expected to arrive on each transport and if they do not arrive on each transport, then how many transports or time before you get replacement. In brackets you will see how the number is influenced whether you take upgrade or drawback to your supply situation. You get 4 transports a year so be careful to not make too many losses in your campaigns.

Troop replacements: 15% of losses per transport (+- 10%)
Ammo & Supplies: 50% of losses per transport (+- 25%)
Handheld weaponry & Heavy Weapons: 30% of losses per transport (+- 10%)
Light Vehicles (Tauros, Sentinels etc.): 60 vehicles max per transport (+- 20 vehicles)
APCs and other medium vehicles: 30 vehicles max per transport (+- 10 vehicles)
Tanks and Artillery pieces: 20 vehicles max per transport (+- 10 vehicles)
Aircraft: 20 pieces max per transport (+- 10 vehicles)
Macharius Tank: 2 vehicles max per transport (+- 1 vehicle)
Standard Baneblade: 5 years before replacement of single tank (No baneblade replacement with drawback, 2 years with upgrade)
Special pattern Baneblade: No replacement till gauntlet end. (No effect with upgrade or drawback)

9. Command Squad

Basic Command Squad (Free)
These guys are your run-of-the-mill command squad, consisting of Regimental Flag Bearer, Vox Operator and 2 Bodyguards. They come with a free Command version of Chimera APC that has a built in master vox that links in with all vox casters of your regiment and is also able to contact transport ships in orbit. They tend to get along well with each other and will gladly give their life for you, even if your whole regiment hates you.

My Own Command Squad (200 RP)
Compared to previous squads these guys are actual proper killing machines and are classed as companions. You can either create new companions or import your old ones. These companions, if imported, are limited in the same way as Jumper, but still can rely on their non-Jumpchain based powers and skills.

Additional Staff (50 RP each)
If you want more soldiers to protect, you will need to pay a premium for that kind of protection. Depending, if you have taken the “My Own Command Squad” option they benefit from being companion level soldiers and can be imports or they can be new characters from the setting. Maximum additional soldiers is 5. All of them will be basic bodyguards.

Astropath (100 RP)



This comm psyker is trained in usage of his powers to establish telepathic communication with astropaths in other systems, this allows your regiment to more directly ask for reinforcements and further guidance from the sector and other important intel. She is a bit haughty and enjoys the feeling of power being the only person that serves as a lifeline between you and the wider world. She is not the best fighter and often pretends to be clumsy. Or at least says that she is pretending. Her haughty front will slowly fall off as you spend time together and survive through various ordeals. She might even become a bit protective of you and try to get some deals from neighbouring worlds, sometimes without your knowing. This will lead to some minor things like additional equipment arriving, transports arriving earlier, being warned about imminent attacks and so on.

Master of Ordinance (100 RP)



Have you ever had a problem with your artillery not hitting their targets properly, when they should? Not having enough munitions to pound the enemy into the dirt ? Then you will need this lady and her almost magical skill in acquiring more ammo. If you weren't always well informed about the whole process she went to acquire said ammunition, you would think she is a heretical witch. Sadly the ammunition she procures only ties to your artillery detachments and mortars as anything beyond that is not her specialty. She can be a bit ruthless and her general answer to any problem is to pound it into dust with overwhelming artillery barrages.

Primaris Psyker (100 RP)



You have garnered a service of Primaris Psyker. These psykers are feared by many due to their overall disposition and uncomfortable atmosphere surrounding them. She is not happy about the whole "fear" part and this has led her to be very closed and focused on job and her own mental psyche (kinda important, when any mistake can lead to daemon incursion). She is scared of being seen as a monster and having to be exposed to the stares of people so you won't see her much. If you try to help her and make her feel accepted, she will turn a bit possessive. On one hand, her mental fortitude will go through the roof due to her being sure of herself and having support in you, but having a yandere psyker following you around can sometimes be a problem.

Relic Bearer (200 RP)



Your regiment gained control of one of the holy relics of your world, be it book, banner, bones of saint or anything else. This relic is a huge morale boost for anybody from your world and any devout Imperial citizen. Higher-ups thought it such an important relic, that they assigned you a Relic Bearer from one of the Tempestus Scion regiments. She is an orphan from your world and a rare female Stormtrooper at that. She is very good at her job, but for some reason, her armor isn't really that protective. Why does she only have chest armor and bits of armor on hips ? Nobody knows and especially fascinating is that any record of her getting shot ends with her being either shot in the hip or chest armor. On further investigation, you find that she is a serious exhibitionist and that she wears armor like this on purpose to provoke. With some negotiating, you might get her to actually wear full armor, but there will be times, when you are off the battlefield that she will be strolling around camp in the same old armor bikini.

Officer of the Fleet (200 RP)



The Imperial Navy has seen to it that your regiment has its own Navy attaché. Her attitude to you is very business like and expects you to do your job as she does hers. With efficiency and speed. She despises bureaucracy and will try to get through to the brass as fast as possible. Very rare type of officer considering how much nobility and officers love to delve and fester in the byzantine system of Administratum and other Imperial offices. This will lead to faster availability of Orbital and Aerial Support. Sometimes even other ships besides the destroyer will join in carnage to support your ground activities. When you get to know her more, you will find that she likes to spend a lot of time in bars, just hanging out with lower ranked officers and soldiers and getting absolutely wasted. Along with other soldiers. In her moments of weakness, she will let out that she misses her home station that is coincidentally close to your area of operations. Will you brave Warp just to get her to see her home station once more ? If you do, your relationship promotes to something more friendly and possibly even intimate.

Veteran Bodyguard (100 RP)



Battlefield is not a place where technically any sane Jumper should be and since your form here will be significantly reduced, you need to be careful. That is why you need someone to protect your back. This soldier is a grizzled veteran of many battles. She has skill in wielding most of the weapons of the Imperial Guard and even when push comes to shove, she can also handle non-Imperial weaponry due to a rare pass from the inquisition combined with more combat experience than any normal human should ever have to have. How could she get this amount of influence ? Nobody knows. She tends to act like the mother of the squad, always caring for everyone, but especially for you. She will notice, when you are tired and guard you, when you are at your weakest. If you fall asleep at your job, she will give you a lap pillow. Hanging around her for some time will peel more information about her previous work. She used to work for inquisition as one of the personal kill teams of one of the Inquisitors with huge reach in this part of the space. Which explains why she gets access to more weirder weapons in her arsenal. Her youthful appearance is also a result of rejuvenat treatments as her service to Inquisition was long one. Don't ask the lady her age, would you ?

Hospitaller Advance (200 RP)



Adepta Sororitas aren't just ladies in power armor. There are various orders of Adepta Sororitas and you have gained service from one of its members. She belongs to one of the Hospitaller orders, which travel around the galaxy to help sick and injured. Sometimes they attach themselves to units and provide aid to wounded and distressed. She has joined your regiment, while you were awaiting for your transports to arrive at the station. Her healing skills are top notch, almost rivalling Space Marine Apothecary. Her presence will also lead to slow trickling of Hospitaller personnel to start showing up in your regiment and generally improving quality of care and your hospitals. During off time, she seems to disappear somewhere and you always have issues finding her. If you do, you will find out that in her free time she likes to read fanfiction about forbidden love between guardsman and sister of battle. She would prefer if you kept this information private.

Confessor (200 RP)
Ecclesiarchy members always tend to be a bit more enthusiastic about Imperial Creed and she is no exception. Her passionate speeches about love of the Emperor and how we must pass judgement to the Great Betrayer strike true in many people that listen to her speeches. If you want somebody to push your troops into righteous zeal against the enemy, she could help with that. With all that being said, she is strangely compassionate to Abhumans, Psykers and other more weirder detachments of your regiment. It is rare for such a preacher to appear, but here we have her. Her sermons preach that only by joining hands and working together we can beat the great enemy of Chaos and it does not matter whether we are human, Space Marine, Ogryn or Psyker. As her activity expands you will find it that soldiers are more accepting of these members of the regiment. This standpoint does not make her very popular among Inquisition nor her peers. Will you protect her ?



Logisticus Adept (200 RP)
Regiment of your size has a lot of inventory to categorize and I doubt you plan to do that by yourself and you can't expect your soldiers to do this, right ? That is why you have sought the service of one of the Logisticus Adept techpriests. She is a bit of a weird case. While she is hardworking and will do her job efficiently, her side projects always seem to revolve around this strange artefact, she calls "Nicromic Coil Machine". Always trying to improve it and make it… make bread nice crispy and hot. Not a weapon, but a cooking item. Rare field of research for techpriest. While all is said and done, this girl also is surprisingly well connected as this weird cult of Toast seems to be well intermingled in the insides of local Forge-worlds so you can expect shipments of the vehicles and weapons to be full of higher quality stuff than normal. Who would have thought that the popularity of crispy bread would ring true amongst so many techpriests.



Back

10. Worlds to Conquer

1. **Obligatus Furvor (+100RP)** - "*Once idyllic world ravaged by war*"

Type: Agri-Word
Terrain: Mostly artificially flat ground for maximised agrarian output, urban centers
Expected Enemy: Rebels (Defending force), Orks, Tau
Description: A small world on the edge of Imperium space, Obligatus Furvor has enjoyed relatively free reign and light tithes, which has led denizens of the planet to grow complacent and even arrogant. When the last tithe ship fleet arrived, they were repelled by the populace and its Imperial Guard units rebelled in support of the rebellion. A few loyalist regiments are still on the planet but they are besieged by militia and traitor Guard regiments. Enemy units consist mostly of Line Infantry regiments and a single mechanized regiment. People have also repurposed few tractors into makeshift tanks. All PDF units on the planet followed the governor in his rebellion. When the planet is recaptured, you will have to deal with the reason why these regiments were here to begin with. The Tau Water Caste will try to get the planet to join the empire and should they fail, you should expect the Tau to invade your planet in a timely manner. Ork Marauders have also been spotted frequenting the region so possible skirmishes or small WAAAGH are definitely a possibility.

Loyal Populace: Loyalists (20% of populace split in various holdouts). Various militia outfits are present on the planet. 2 badly beaten Line Regiments, one from this world, the other from a world called Fulmen



Complications:
No Support (+200RP): Soon after you arrive, you discover that all the pockets of resistance have been quelled and you will have no allies during your conquest.
Xeno Alliance (+500RP): Tau Water Caste arrived way earlier and managed to convince the governor to throw his lot with Greater Good. Expect heavy resistance and technologically advanced Tau units with Gue'vesa support.
Reward:
Conquering this planet allows your soldiers to benefit from a much better supply of food. Never worry about food ever again.

2. **Purgatorio Imperialis (+300RP)** - *"Backbreaking labor in service of the God-Emperor"*



Type: Penal World, Necron Tomb World
Terrain: Barren World, Mountainous, Prison Complexes positioned in the base of the mountain with mine shafts extending from them.
Expected Enemy: Rebels (Inmates), Necrons
Description: Purgatorio Imperialis was once normal Penal World that churned out Penal Legions in service of the Imperium, but during one of the extremely strong solar storms, most of the automated defenses were fried, which led to the planet-wide revolt. Those people that were content with their lot were murdered and Arbites were overwhelmed, with most of the Arbites pulling towards the main control complex, Purgatorio Primaris, located on top of the highest mountain. While they were comparatively self sufficient in this complex. There were not enough Arbites to retake the whole planet so since the inmates rebelled, Astropaths in Purgatorio Primaris have been sending distress signals and your regiment was first to answer. You will have to somehow deal with enemy forces and do that in 3 years otherwise the Imperial Navy will come and enact Exterminatus on the world. Inmates are armed with basic infantry armaments and riot control gear. They have managed to repurpose some of the automated defenses into support weapons. And they have copious amounts of frenzon. As you arrive, you will get a short distress signal from the other side of the planet begging for help and this signal will be cut short very fast. Arbites will tell you that the complex that was sending distress has no friendlies there anymore. Upon arrival to the complex, you will find that no inmates are present. The complex itself shows signs of combat, but no corpses. What you DO find is a tunnel, leading deeper into the mountain. Arbites will tell you that the tunnel wasn't there when the Prison Complex was active. Aside from the inmates, you will also have to deal with the fact that this world is a slowly waking Tomb World of the Necron Dynasty. Thankfully for you and anyone that isn't Necron, this Tomb World is comparatively smaller and its denizens are still slowly waking up. As time goes on, more and more Necron warriors will awake and march against Imperial forces. At the end of the 8th year, most of the defenses of the Tomb will be fully active.
Loyal Populace: Remnants of Arbites (they make up 1% of the whole population)
Complications:
Necron Insomnia(+400 RP): Instead of taking a long time for Tomb World to wake up, most of the Tomb World would be awake by the 2 year mark and after another 4 years, the whole Tomb World would be activated. Unless you have taken another drawback increasing the size of the tombs, this drawback would make it hard for most of the

regiments and would require extensive planning and maybe even external support. If such a drawback had been taken, it would become near impossible for any regiments other than the best of the best to hold the world without extensive outside support.
Additional Armaments(+200 RP): Inmates have managed to get to the main armory on Purgatorio Imperialis and arm themselves with proper armaments. They even have some Leman Russes.
Reward: With conquest of Purgatorio Imperialis, huge amounts of frenzon are yours to do as you fit. Furthermore you will gain access to a functionally unlimited (by a regiment's standards) supply of prisoners to do with as you please. Their gender and race in further Jumps will be up to you.

3. **255-Cataphractus (+400RP)** - *"Orks in Toyland"*

Type: Armory World
Terrain: Storage Warehouses the size of 21st century cities, both on surface and underground.
Expected Enemy: Teched up Orks, Tau
Description:



Imperium has such a military focused industry that many of the planets are designated just for storing unused equipment. And what happens when such a world comes in contact with Orks ? 255-Cataphractus happens. Few months ago, a distress signal was sent from the local garrison that several objects had been detected on the periphery of defense auger arrays. Soon it was concluded that these objects were of Ork origin and after some time contact was cut with defenders of the planet. With it your regiment was sent to try to retake the planet from the vile xenos. You contemplate whether this is such a good idea with a single regiment of Guard. Once you arrive, you will discover that Orks are having a blast (sometimes literally) on the armory world. They have acquired many pieces of imperial equipment and have orkified them to their liking. This fight is not going to be an easy one. Another thing that you will have to worry about besides the vile Orks are going to be Expeditionary forces of Tau Empire. They have heard of this planet housing vast technological repositories so they have dispatched forces to secure it and see what they can glean from Imperial technology. You must prevent this at all costs.
Loyal Populace: Pockets of PDF and Imperial Guard elements, estimated survival: not likely

Complications:
Heavy Aerial Presence (+300): It seems the armory world has done good on Orkish capabilities to field air elements and it can be assumed that for most of the mission's duration, you will be contending with constant ork air superiority. Tau have been made aware of aerial presence of Orks and have also strengthened their Air Caste contingents
The Ground Quakes (+300): The Orks seem to have not only looted the vast armories of this world, but in a shocking display of intelligence a large group of Mekboyz are using the materials of this world to churn out Gargants, Stompas and Killa Kans at a rapid pace. Right now their numbers are only slightly raised and still massively spread out, but if the orkz are left to their own devices it will not stay that way for long.
Rewards : After the fight for the planet ends, your people get on the work of examining remains and arms in the storage of this planet. And they discover the motherlode. In one of the city sized warehouses, they manage to find what was once equipment that Solar Auxilia would use in their Great Crusade to join the galaxy under rule of the Emperor of Mankind. Many lost relics and even schematics, how to maintain and produce these wonders were found, although many of them are corrupted and/or contain limited information.

4. Niccinda Prime (+300RP) - *"All that Glistens…"*



Type: Maiden World
Terrain: Rings of Mountains, fertile plains, vast forests and sparkling lakes.
Expected Enemy: Eldar Exodites, Local Beasts and the occasional Exarch
Description: The world of Niccinda Prime is a lush world eligible for a paradise world designation. Already a coalition of Nobles from a nearby Hive World have drawn up plans to make this world a booming pleasure world. However, the world is already occupied by a number of Eldar Exodites who have dwelled upon it before the dawn of the imperium. After the initial attempt at taking this world failed miserably it was abandoned by the imperium for a number of years before the formation of your regiment. While you massively outnumber the Eldar presence here this by no means makes your mission easy. A baseline eldar could wipe the floor with groups of your less experienced troops due to inhuman speed and centuries of experience. Furthermore they have tamed large sections of the native fauna and will be using them to devastating effect. Worst of all, there will be a retaliatory attack by craftworld eldar sometime in the next 10 years led by a single Exarch. You will be facing a race superior to yours in every way besides numbers and raw volume of firepower, make sure to leverage your strengths or your death will be humiliating.

Loyal Populace: Imperial remnants of the first attack and certain Eldar, who are certainly using you for their own ends.
Complications:
Drukhari Friendliness (+200): For some unknown reason a group of Dark Eldar vessels were in the area. While a lot less of a threat as these ships seem to be but a shadow of a normal raiding party, their expertise in piracy will serve them well as they constantly harass your supply lines and attack your commanders for the sake of an impromptu alliance between the two Eldar breeds.
Seer's Gambit (+200): A series of unlikely coincidences have hindered your troops in every step they have taken. It was only a matter of time before you found out exactly why. A venerable Farseer is now trying to ensure your conquest takes as long as possible, though for some reason they seem to be against simply killing you or sending information to the native defenders. Regardless, it seems like your stay might be a lot longer than you expected.
In Dying Light (+300): It seems that the exodites have not completely cast off their origins. Deep within a dust choked vault exodites now arm themselves with the superior technology of their craftworld brethren en masse. Needless to say this will cause their military power to skyrocket, though their lack of recent if any experience in its usage could be their undoing.
Reward: Your troops have travelled far in their service, perhaps in their travels they may have come across other paradise worlds, perhaps not. But either way there is something about this world that sets it apart from the others, a serene sense of calm that even a Krieger would be hard pressed to ignore, aside from the wonders that such an effect could have on your Guardsmens mental health it seems that this calm has spread to the Immaterium, making travel to and from (provided they arrive at the same place they left) this world exceptional easy. At ease guardsman, you've more than earned it.

5. Ballorth (+200RP) - "*Lady of the Lake"*

Type: Desert world
Terrain: Endless dunes of sand, Oasis cities, small saltwater ocean
Expected Enemies: Crazed fanatics, Chaos cultists
Description Ballorth was once a site of great battle during the Great Crusade, while God Emperor still walked amongst men, it is said that somewhere on this planet, there exists a relic from God Emperor himself. This tale has led to a great influx of pilgrims to this planet, which only has few oasis settlements. But after some time, rift formed between the pilgrims and this has led to increasing tensions between populations of various cities. And after that spark has lit. Two factions have formed, both split in opinion of how events of Ballorth came to be and the final resting location of the relic. Each faction though agreed that it's resting in the body of water, which "coincidentally" is near each of the faction's main bases of operation. Another peculiarity of the situation is that both sides have submitted requests for intervention of the Imperial Guard and since Higher ups are also confused by this and are under pressure by both groups, you have been sent there as both a scapegoat and possible solution to the problem. Your goal is simple, restore order on Ballorth by aligning with one or other side. Zealots aren't the only thing for you to worry

about here though. Chaos cults have sprung up on this planet and are preaching that in one of the lakes, there is demonic entity of the great power. Who is correct is for you to discover as you are going there to subjugate the world and bring it back to the light
Loyal Populace: Parts of the planetary defense force, crazed fanatics.
Complications:
Fucking Redemptionists(+200RP): The trouble with zealots of the Imperial Cult is that they tend to have substantially broader definitions of heretic, mutant, and xenos than are officially represented in Imperial law, and little regard for the idea of 'sanctioned. Maybe it was the psykers, maybe it was the enginseers, maybe you brought some abhumans, maybe it was the way one of your preachers prayed to the emperor. What matters is that the faction you tried to ally with is now convinced you are heretic traitor mutant xenos, and has turned against you. For the time being, they haven't set aside their differences to put you down, so you may still have time to divide and conquer them, but you have the distinct misfortune of fighting on two fronts with few, if any, allies. You need to fully subjugate the planet now.
Fucking Heretics(+400RP): The trouble with the suppression of all knowledge on chaos, and the loose grip the Ecclesiarchy holds on the imperial cult, is that people have no ability to recognize chaotic symbolism and practices while having the freedom to worship the Emperor in whatever way they see fit. The result is that the faction you have elected to go up against is infested with practices and ideas derived from the worship of the chaos gods, and the more overt chaos cults are actively recruiting from and infiltrating it, making them a far bigger problem. Worse still, the inquisition has picked up on the process, and if you don't achieve results quickly enough the planet and every bit of your regiment which has touched its surface will be scoured clean by the fires of the Sisters of Battle, or worse, Exterminatus.



Reward: The fruits of this world vary wildly depending on the nature of the battle. The most obvious benefit of a shrine world is the swarm of warm, willing bodies to throw into the fires of war. Assuming you've been able to preserve one of the local factions, you will have an immense supply of manpower to tap for insane, unbreaking cannon fodder. If you've had to kill off both factions, meanwhile, there will be nobody to stand in the way as you load up the reliquaries of the planet on your ships, fortifying the faith and morale of your regiment and guarding it from chaotic and psychic forces to some extent.

6. **Nyaavis (+300RP)** - *“Cats go wild.”*

Type: Feral World
Terrain: Various biomes, slightly hilly, tending between subtropical and tropical temperatures
Expected Enemy: Feral Ork Tribes, Hostile Felinid Tribes, Dark Eldar, Tyranids
Description: Once a prosperous Felinid colony, it has been blocked from the rest of the Imperium by a horrible Warp storm forbidding any travel there for many hundreds of years, populace has regressed to Medieval Age tribal kingdoms. After their rediscovery, Imperial officials have found that the planet is in a state of constant warfare between various felinid tribes. Added to that are also Feral Orks present mostly around the equator in the jungles and occasional Dark Eldar raids for fresh slaves. Your goal is to pacify the populace and bring it to Imperial heel. After successful subjugation, you will still have to pacify equatorial Orks in the jungles and deal with Dark Eldar raids. As a final test, a small Tyranid hive ship is heading towards the system. It is predicted to arrive during the last year and commence invasion of the planet. I hope you are ready.
Loyal Populace: Friendly Felinid Tribes
Complications:



Catnip War(+300RP)**:** Conflict between the tribes is way more heated and is oftentimes influenced by consumption of certain types of plants on Nyaavis, that drives Felinids mad with rage and develops creeping addiction. Now additionally to dealing with warring tribes, you will also have to deal with addiction to these plants that have swept over the whole planet. All tribes will be way less inclined to cooperate, especially if under influence. If you manage to deal with these issues, you will be able to keep the Nyaavisian catnip, which will become less rage inducing and more pleasure inducing. Also its effects will lessen allowing felinids to use it as a recreational drug.
Hunger Grows(+700RP)**:** It seems that Tyranids have stopped by a few systems on the way to Nyaavis. Their fleet is now three times bigger than it was. I seriously hope you have a good plan to deal with this.

Reward: Felinids of Nyaavis are very hardy individuals and make for excellent close range fighters. They are not great with lasguns,but due to the existence of few gunpowder weapons, they are also not really afraid of it and can be taught its usage. They will prove strong stock for any Felinid detachment you have.

7. **Tucarro Fall (+300RP)** - "*Few Against Many*"

Type: Hive World
Terrain: Smog Filled Spires And The Ruins Of Numerous Buildings, That's if the world is fine, expect anything
Expected Enemy: ???, Very few things besides astropathic difficulties could cause this, none of them good.
Description: Tucarro Fall is relatively new for a hive world, being only a few centuries old. . Its populace is relatively pious, the Governor somewhat loyal and its gangs being the only real problem, a normal Hive World in every sense. What is not normal however is the fact that the Tucarro Fall has seemingly disappeared, Astropaths ceased communications and all Merchant fleets in the area are not responding to hails. Your regiment was sent in as the first response due to fears that some form of rebellion or worse has occurred. The mission seems to be easy at first, the entire colony merely consisting of a single massive yet eerily empty hive, until during the reactivation of a hive's defunct plasma generator by your enginseers the troops hear something dark and terrible from underground. Before they can take any chance to investigate a massive tide of humanoid abominations bears down on your troops. . Once imperial citizens of every stripe their minds have been twisted by something unfathomably malicious and hungry. You face the entire population of a Hive World twisted by the Plague of Unbelief, also known as the zombie plague. Your mission is now not only to clear the world from this vermin but also to find and kill the seven nurglite sorcerers hidden in the bowels of the underhive. Good luck soldier, the Emperor Protects.



Loyal Populace: PDF and Arbites Remnants, Armed Civilians and Underhive Gangers.
Complications:
Sterilized (+200): In the initial confusion most of your regiment will be seperated, unfortunately the other part of the regiment was the one that carried most of the supplies. Now you must make do with less men, less vehicles and much less munitions until you can fight your way back to your men.

Chronic Backstabbing Disorder (+200RP): Normally you would be able to ally yourself with the numerous pockets of resistance left, now that is but an empty fantasy. Everyone you come across thinks you will betray them inevitably, ironically making their own betrayal inevitable.
Obscuro (+400RP): The Obscuro Designation is given to a rare few threats by the inquisition, its threat falling outside what even the most battle hardened Grey Knight has encountered. Normally you would only have to wonder what kind of warp anomaly could warrant such, now you will see it firsthand. The Tyrant Star has appeared above your world, its very presence will see Rogue Psykers come out of the woodwork as the earth itself shakes as if the planet itself desires to be free of its chains. Its Baleful light will indiscriminately curse the minds and bodies of all, creating foul Abhumans that rival even the most deadly xeno in their mutations. Leave quickly lest you be counted amongst its count.
Reward: During the final sweeps of the hive, your troops managed to find a secret biolab. In this lab you find what seems to be remains of a research team that was tackling the disease spread through various methods. Surprisingly they were successful but something went horribly wrong in the lab as what was found there will haunt the dreams of even one such as you. Nonetheless this lab will be crucial in combating any future contagions, whether warp borne or natural they can all be cured in time.

8. **Chilmeron (+600RP)** - *"The Factory Steel on the Walls of Society"*

Type: Minor Forge World
Terrain: Hyper-Polluted Wastes, Perilous Factories, Unspeakable Techno-Catacombs, Ordinance-filled Warehouses
Expected Enemy: Heretical techpriests, heretical skitarii
Description: In better times, Chilmeron was the grinding cog that kept this region of space operational. Though comparatively young and low output by the standards of forge-worlds, it more than sufficed when it came to supplying the numerous worlds that depended on it. It was a dark day two hundred years ago when, for no adequately explained reason, its vast forge-cities, factory-cathedrals, and foundry-megalopoli began to reduce in output, slowly declining in such a manner as to starve its dependents of materiel. Some would even blame the smog-choked former tundra's decline for the overall degeneration of the whole region of space, as cuts had to be made in all areas of life and defense. Things became much worse just a few decades prior, though, as the reason for the export deficit became clear - an infiltrating, growing cell of the levelist tech heresy had been engaging in increasingly bold embezzlement and redirection of resources in preparation for a coup to seize the forgeworld and enforce its heretical dissemination of technical knowledge throughout the sector. Though the loyal holdouts of the Adeptus Mechanicus continue to fight valiantly to retake their home, owing to Mechanicus force shortages in the region, a lack of nearby space marines, and the utter stalemate threatening to slowly grind the world's industry to dust they have *reluctantly* deigned to call upon the services of your regiment to aid them in eliminating the treacherous elements from their midst. Though you may die, it is a sacrifice they're willing to make for a slightly lower degree of industrial devastation.

The conflict won't end with your elimination of the levelist threats, though. The Dark Mechanicum has heard of the forge-world's disarray, and will be sending a force to seize it for *even more* heretical purposes in due time. You'll just have to fend them off too.
Loyal Populace: Loyalist techpriests, loyalist skitarii
Complications:
The Grim Darkness (+400RP): Oh dear. It seems the administratum was slow to inform the munitorum, who were slow to inform your regiment of this issue. The Dark Mechanicum has already arrived and taken the planet for their own use by means of divide and conquer. You'll face far more horrific, unsavory mechanical abominations in your time here, along with a far more war-hardened and ruthless foe. Furthermore, when their heretic allies catch word of your offensive against them you'll be on the clock to face something even the most renowned guardsmen are forbidden to speak of - a company of traitor astartes.
Terrors From the Deep (+300RP): It is said that the labyrinths that run under the surface of Mars are full of technological abominations from bygone ages, to the extent that while the catacombs are perhaps one of the richest and most concentrated places in the galaxy to search for archaeotech and STC fragments, the return on investment is too poor to justify a concerted effort, when compared to explorator fleets. Chilmeron is nowhere near that extreme in any sense of the word, but it does in fact have a technological abomination problem in its lower reaches. Or rather, had, because for some reason the abominations of science have begun migrating out of regions you never would have had cause to send troops to during your campaign to the surface. These are horrible things that fly in the face of all decency and fairness, and the greatest consolation you're owed is that they're just as hostile to your foes as your friends.



Reward: What could possibly need to be said about having a forge-world, even a small, damaged, short-staffed one, in your debt? You will never again have to worry about supply inconsistencies for any but the most advanced technologies owed to your regiment, nor will you ever run short on enginseers. This debt and its dividends could only grow in worth if, somehow, you were to supply the locals with samples of ancient technology and its schematics. You would quickly find yourself receiving what they could produce out of begrudging gratitude and - more importantly - shame at being in your debt, as the techpriests work to put into production the ancient miracles of science you restored to their databanks.

9. **Lanao 528 (+400RP)** - *“Underground Mining World with bit of Tyranid problem”*

Type: Subterranean Mining World
Terrain: Underground cave complexes, Old Mines, Underground cities both inhabited and abandoned
Expected Enemy: Genestealers (early threat), Tyranids (late threat), Chaos cultists, rebelling gangs
Description: Lanao 528 looks on the surface to be a seemingly uninhabited barren world full of craters made by impacting asteroids, but this could not be farther from the truth. In its underground lies a huge labyrinth of cities, caves, mines and various other subterranean features. Craters themselves are most of the time used as entrances for ships offloading and onloading cargo.Most of its populace has never seen the surface, calling it the Overworld and fearing it greatly. It was otherwise a normal mining world found in many corners of the galaxy. This all changed, when mass disappearances started. Whole settlements just gone. It even roused interest in the local Inquisition cell, which sent one of its Inquisitors to check. Since he entered the tunnels, he has not returned.



Then came the actual attacks. At this point it came to light that the problem facing this colony was Genestealer insurrection. Due to the closeness of your regiment, you have been sent to this location as a first response. You think that they don’t really expect you to survive long.
Besides the existence of the Genestealer cult there seems to be a rising cult of Slaanesh as people in the mines are craving for pleasure and new sensations to deal with extreme monotony of their lives. Your task is to preferably clear the planet or at least hold a significant part of it before the timer runs out.
Loyal Populace: Miners, Arbites, friendly Gangs
Complications:
Secret War (+200): Somehow through extreme luck, your adversaries managed to come across abandoned manufactorum, allowing the Genestealer cult to arm themselves with better weapons and tools. They are now much tougher nut to crack.

Tremors (+200): This planet seems to be quite seismically active, which leads to relatively frequent earthquakes. These can often create new paths or destroy the old ones. Facilities are walled off and revealed again from different sides. This will create both stressful areas to fight in and also a very unpredictable one.
Reward: Due to an abundance of materials, your logistics will not be as complicated and will allow you to requisition equipment way more easily. It functions in a similar way to the logistics perk, but only in the sub-sector, where the planet is located. Additionally, if you manage to somehow clear the planet of all taint and even find the lost inquisitor, Inquisition will be way more inclined to close one eye towards slightly heretical things you might do (having too many abhumans or psykers in your regiment, sometimes using tech that is not exactly human in origin etc.). Be careful not to overdo it as they will also monitor you with much greater interest since you managed to do such a great feat without aid of Space Marines or Sisters of Battle.

10. **Iphus (+500RP)** - *"Death from Jungle"*

Type: Jungle Death World
Terrain: Extremely dense jungle with relatively rare clearings containing settlements of colonists and natives. Abandoned settlements get overgrown quite quickly.
Expected Enemy: Orks, Natives, Fauna and Flora of the Jungle



Description: Iphus is one of the most dangerous worlds in its sector owing to its extremely dangerous fauna and flora and occasional Tribal Ork insurrection. Why would anyone want to go and live on this planet you ask ? Pure profit is the reason. Rogue trader Eleanora from the esteemed dynasty of Noirgrim has found this planet to contain a very rare type of tree that, when extracted and used in the creation of furniture, can yield very exquisite and sturdy results. This furniture turned out to be a hit in neighbouring hive worlds so Eleanora decided to establish colonies on this planet dedicated to harvesting these trees. Due to her longstanding positive relations with your regiment, she has called in a favor with you to help her defend her holdings from everything that may threaten its existence and profit. Good luck commander, quite a lot of coins is at stake .
Loyal Populace: Colonists and a few Native tribes
Complications:
They are Savages(+100RP): Your colonists do not consider tribesmen to be civilized enough, touting that they are barely even people. In the same way tribals do not want to have anything to do with strangers from the stars and want to see them wiped out. Expect more intense conflicts between humans.

Death Wish(+400RP): It appears that your people are not the first to have walked on this planet. Long ago this planet was the domain of the Old Ones, using this planet's flora and fauna in a variety of experiments with unknown intentions but introduced psykers into whole species. Where before you might have had to contend with bee swarms, large beasts and deadly spiders, now the bees can grow and shrink on command, the beasts aren't affected by physics and the spiders can teleport.
Tyranid Taint(+800RP): You idiot. It seems you have unleashed Tyranid brood on what is assumed by them to be prime lunch material. Expect Tyranids to struggle for a few years, but later start coming up with extremely dangerous new strains inspired by fauna and flora of this jungle. If you do not nip this in the bud quickly, you might just doom the whole galaxy.
Reward:(+400RP)Taming a Death World is never an easy task, and for some it goes on without end. Your work on Iphus means that is no longer the case for you. Through sheer grit, determination, and a clever application of cybernetics and drugs, the Guard has domesticated a number of the larger and more dangerous fauna of the planet, trained them, and outfitted them into proper aerial support, cavalry, transportation, and artillery platforms. You gain a massive complex dedicated to the breeding, training, and upkeep of these beasts, as well as enough freshly trained beasties to support your entire Regiment.

Back

11. Scenario Drawbacks

Intra-Regimental Rivalries (+100 RP)
For some reason your regiment really does not get along with each other. Expect bickering and fights to break out often.

Inter-Regimental Rivalries (+200 RP)
It seems that your actions in this universe have caused one of the regiments of the Imperium to extremely dislike you. They will try to hinder your progress at almost every step of the way.

One Regiment, Two Doctrines (+200/400 RP)
Your regiment has gone through rough times and Command has decided to merge you with another regiment that has also undergone extreme losses. There is one problem though. Your doctrine difference could not be further apart. If you are a drop regiment, the newbies are from Siege Regiment and vice versa. For the 200 CP version, they will have issues getting used to doctrinal differences, but barring occasional lack of understanding of tactics and usage of equipment, they will not prove as much of a hindrance. For the 400 CP version, they will be like fish outta water. Your doctrine is outright alien to them. Do not expect them to be able to ever do good in your regiment and will mostly serve to drag you down.

Why did we get a crate full of socks ? (+400 RP)
(can't be taken with Well Supplied)

Munitorum seems to never get their shit together. You will get supplies, but they will never be of much use. Expect to hoard enormous amounts of winter equipment, while on a desert planet or getting rations that are way past their expiration date.

There is no end to them (+400 RP)
So you have decided to take this assignment for a longer time. Imperial Sector Command is pleased to hear that. You still have 10 years to prepare and capture the planet, but instead of 10 years, you have to hold the planet for 30 years. This will also slightly lead to increased frequency of more potent invasions (can't have you getting bored out there).

Cadia Stands (+500RP)
During transit or before you were about to head out on your crusade, you will hear grave news. Your homeworld has fallen to the enemies of the Imperium and they have made it unrecoverable for Mankind. Do not expect any reinforcements from homeworld to arrive after a year as last survivors trickle in. You will have to rely either on other regiments or locals.



Guns ? We don't need those (+600 RP)
Your regiment is of firm belief that they do not need any fancy guns or vehicles. Horses, swords and bows are where it is at. These can be reasonably advanced, so they will accept chainswords, if you can procure them in such a huge number.

Imperial Crusade (+800RP)
You thought these planets were all located in different solar systems far away from each other so that happenings on one won't affect the other ? Think again. You have been sent into an extremely habitable system, where most of the planets are colonized by the Imperium. Sadly, all of these planets are ones mentioned previously. All ten of them, with their own various issues. Any you haven't opted into will have their own regiments tasked with righting the wrongs, but they won't do a perfectly thorough job - you can expect hostiles from one planet to overflow onto the others from time to time, and you shouldn't even think of taking **Obscuro**, because the Tyrant Star would shine on the entire system. You will have to deal with pretty much the scenario that happens in the Soulstorm game. Furthermore, don't expect any friendly imperial forces to be entering the system any time soon aside from your reinforcements; this is all part of a bigger, wildly undermanned crusade, and there's nobody to spare bailing you out of your mess.

There's how many!? (Variable)
Instead of just one planet, you need to capture and hold a *subsector* of them. You must take at least 1 more planet to be a part of that subsector, and for each planet, you add that planet's RP value to the value of this drawback, as a bit of compensation, you also get another 5 years to prepare for every 2 planets added. This drawback upgrades the final reward to consist of all the planets you have held during this time.

Back

12. Epilogue

If you had gained aid from External Forces:
As your forces finish their service to the Imperium, now their service is to the Jumper.
If you had not gained aid from External Forces:
For managing to defend and control planet/s that you have decided to fight for without any external help, you will be awarded with all the defended planets. If they are located in the different systems, those planets will all merge into one solar system.

13. Credits

Big thanks to Lord-Of_Rotten_Ham for allowing me to do this supplement.
I also want to thank people that contributed in giving me ideas about various aspects of the jump. I especially want to thank PlotVitalNPC and Cyphron for their help with the jump. Without them, this supplement would be way harder to do.

14. Notes

- While the Imperial Navy is technically under control of assets that you get under Air Transport and Air Support Detachments, for the sake of this scenario, they are under the control of the Regimental Commander.
- Why are Felinids part of the offered Abhuman detachments but other Abhumans of similar rarity are not ? Because we are all degenerates, that is why.
- Requisitioning Allied forces already on the planet or pressing populace to war does not fail the requirements of the "No support from external forces"
- Feel free to disregard my OC companions and import on your own into these roles.
- If anyone can find good picture representation for Las-lock please send it to me.
- Potentially might expand on this with vehicle, armor and gun customizations plus other ideas that get into my head.