Warhammer 40.000
Dawn Of War: Soulstorm

V1.0 by Songless

In the grim darkness of the future, there is only war. For thousands of years, the galaxy has known only bloodshed and death, yet more is still to come.

This setting is one you might have heard of before, or even visited previously. Now, you'll find yourself in a system that arguably exemplifies the endless conflicts raging across the galaxy - a microcosm of all the warfare one might encounter in this wretched place.

Until recently, the Kaurava system was an uninteresting collection of planets nominally under the governance of the Imperial Guard. Most of the industrial centers and population are found on Kaurava one and four, while Kaurava two suffered from continuous battles with the Orks that Imperial incompetence and corruption has ever failed to exterminate. Kaurava three is a barren and inhospitable wasteland, with barely any civilized presence at all… at least, as far as most know.

All this changes with the arrival of a great Warp Storm, brought about by a Chaos ritual on the outermost planet. The system is thrown into anarchy, demonic forces slaughtering their way across the fourth planet even as other factions suddenly set their sights on the system and the opportunities this upheaval brings. War, as is often the case in this galaxy, is inevitable.

With the presence of the Warp Storm, space travel across the system is extremely difficult, but a series of ancient Eldar Webway gates still allow one to travel from planet to planet. Without reliable orbital support and any spacefaring assets left to desperately cling to survival rather than participate in the fighting, the fate of the system now depends on those doing battle on the ground.

Nine factions seek to control Kaurava, and none will permit the others to remain. You will find yourself in command of one of these armies, and your goal is simple. Build up your forces. Conquer the system. Eliminate all other contenders by whatever means necessary, for no alternative is acceptable. You will stay here until one faction has achieved total dominance over Kaurava. Make sure it’s yours, because if a hostile group manages to claim the system, you’re probably dead… or worse.

You start with **1000CP**.

FORTY THOUSAND BATTLEFIELDS

The battles that will rage across the Kaurava system could go many ways. None of the nine factions will allow any of the others to remain, yet who will win is uncertain… so why not see how things play out from different perspectives?
You may take this jump multiple times, but only once for each campaign - further visits require that you take a different background from your previous visits(s). You, and any of your Companions where applicable, only receive the base allotment of CP for their first visit to this jump. After that, any further CP for purchases will need to be gained through the use of Drawbacks.
You do not need to do all visits to this jump sequentially. The 'Planetary Misalignment' Drawback, if you choose to take it, is counted separately: you may, for example, conquer both Kaurava and Kronus for the Imperial Guard.

BACKGROUNDS

Nine armies vie for control of the Kaurava system, but only one will emerge victorious. You'd better make sure it's yours… but who, exactly, are you fighting for?

In this jump, you will take the place of the main military commander for one of the nine factions in Kaurava. Regardless of which side you choose to join, you may choose one of three options for assuming your leadership position.
First, you may receive the standard 'reincarnation' style background complete with memories, history, and connections in this setting.
Second, you may instead opt to become a 'Drop In', with no history or existence in this setting prior to your arrival, receiving only what you need to fulfill your initial duties, such as the relevant languages. Upon arriving, your position will be granted by means of a request from the local forces, signed orders from Segmentum Command, or even just the severed (but still alive and screaming) head of your predecessor on one of the spikes on your armor.
Third and finally, you can choose to combine these two options, arriving as a Drop In but keeping the existing commander in position as your direct subordinate and 'second in command'.
Regardless of your chosen faction, you may choose your age and gender from any suitable for an individual in your position. These details are not very important or outright inapplicable for some of the factions, though for others you may find yourself rather limited (the Space Marines are universally male, for example).

The first faction you may choose to lead is the 252nd Kaurava Conservator Regiment of the **Imperial Guard**. The Guard was officially in charge of the system prior to the recent outbreak of violence, but incompetence and corruption allowed the enemies of the Imperium to take hold and annihilate a vast portion of their numbers. Taking the place of *General Vance Stubbs*, you must rebuild the Imperial Guard into something worthy of the name. The Imperial guard marches across the galaxy in numbers beyond count, and relies on numerous but individually

weak infantry and heavy, long-ranged firepower from some of the best vehicles in the empire… and as they still retain the Dussala Precinct and its industrial facilities, even the mighty Baneblade will see action soon enough. Surpass the failures of your predecessor, retake Kaurava's four planets, and eliminate any xeno and heretic that stands in your way. And though both the Space Marines and Sisters Of Battle are part of the Imperium, your orders are clear: they must submit to your authority, or be driven from this system.

Second, you may choose to join the WAAAGH! of the **Orks**. The Greenskins have long been present in Kaurava, battling the Imperial Guard (and each other) across Kaurava II but always looking for bigger fights. Take the place of *Warboss Gorgutz* and show the Orks how a propa fight is done, and take over all four planets. Orks love fighting more than anything, their size and physical strength lending them exceedingly well to melee brawls. Perhaps their most notable trait is how they can make technology function in complete defiance of the laws of physics, typically by making things even more shooty, explody, or choppy. Lead the charge, unite the Orks from the lowest Choppa Boyz to the mightiest Nobs and Squiggoths, and once Kaurava is yours your WAAAGH! can simply get ready for fighting on other planets, too!

Third, you can promise yourself to the Ruinous Powers of **Chaos**. Taking the place of Chaos Lord *Firraveus Carron* of the traitorous Alpha Legion, you have come here from the newly manifested Warp Storm to claim Kaurava for your masters. Thriving on violence, madness and bloodshed, many of your troops are corrupted and empowered by daemonic energies and the 'blessings' of the Chaos Gods. You will not rest until all Kaurava bows to Chaos, until the shrines you build are overflowing with the blood of your sacrifices, and until the entire system itself is pulled deeper into the eldritch energies of the Warp.

Fourth, you may emerge as the ruler of the **Necrons**. Your people have slept under the sands of Kaurava III for millennia beyond count, but the Warp Storm that brought forth the servants of Chaos has roused you from your timeless slumber. Your name has not been spoken since a time lost to all modern civilizations, and the living that now infest your domain are undeserving of hearing it. Your technology surpasses all others, and your people have abandoned the frailty of flesh and transformed into soulless machines… but you are not unbeatable. Though your people are mighty, they are few in number – and waking all those still waiting deep underground will take time. Rouse your servants from their deathless slumber, build up your power and restore your ancient domain, then bring death to all those who would defile your ancient holdings.

The emergence of the Warp storm in Kaurava also brought in several factions from outside the system, first among them the Blood Raven **Space Marines**. Choosing this faction puts you in the position of *Brother-Captain Indrick Boreale*, with a clear goal: to annihilate the forces of Chaos, as well as any Xeno or even Imperial group that threatens the Emperor's control over this system. Formed from elite super soldiers, the Space Marines have some of the best equipment in the Imperium and vast combat experience. They typically rely on fast, hard-hitting strikes where they can leverage their tactical superiority, but are not afraid of engaging in more drawn-out 'slug fests'.

Sixth, the **Tau** have come to Kaurava to secure their borders from the threat of the Warp storm and those that follow it – and in doing so, to expand their domain. Though nominally led by the Ethereal Aun'Ro'Yr, fighting for the Tau will see you take the place of *Commander Or'Es'Ka*, the de-facto master of all Tau military operations in Kaurava. From the military base established on the moon of Nan Yanoi, you must ensure that the system becomes safe for Tau colonization, both by absorbing any population that might accept your philosophy of the Greater Good and by eliminating any that would threaten Tau dominance in this region. Though a young society in comparison to the other factions vying for control over Kaurava, the Tau have quickly proven themselves masters of advanced weapons and other technologies, and often use their superior firepower to eliminate foes from afar.

The seventh faction to emerge in Kaurava is one that few initially noticed. The **Eldar** are one of the only factions to understand the threat posed by the Necrons, and they have come to ensure this threat remains sealed – no matter the cost. Long-lived and guided by potent divination, the Eldar favor manipulation, patience and subterfuge over more direct conflicts where their limited numbers might see unacceptable losses. You will take the place of *Farseer Caerys* of Craftworld Ulthwe, and face a difficult road: not only must you subdue the Necrons, but you must also eliminate the other factions to ensure none will again rouse these machines to wakefulness. Only their annihilation will suffice, and through speed, guile and superior tactics you must drive all opposing forces from Kaurava.

With so many different groups fighting over the system, it wasn't long before the **Dark Eldar** took notice as well. After all, how could they ignore such an appetizing battleground? Taking the place of *Archon Taril*, lord of the Black Heart Cabal in the Kaurava system, you are here to embark on a campaign of cruelty and viciousness. Feed upon the anguish of your victims, hone your torture skills, and collect slaves of every kind until there is nothing left of this place but carrion. Your forces live for battle and pain, and are ever ready for more. With vast experience as raiders, use your subordinates to strike with great speed and brutality. Use your mobility to your advantage, and none will catch you… or escape the chase alive.

Ninth and last to arrive in Kaurava is the **Adepta Sororitas**, or 'Sisters Of Battle'. Fanatically devoted to the God-Emperor, this religious order seeks out heresy wherever it may be found, and excises it with Bolter and flame. Take the place of *Canoness Selena Agna*, commander of the Order Of The Sacred Rose forces in Kaurava, and purge this system of the taint that has taken hold. The Xenos and heretics will burn, the Imperial Guard's failure to prevent the Warp storm shows their complicity and lack of piety, and even the Space Marines may not stand against you – none may reject the light you bring and the authority you demand, not even the most respected of the Emperor's servants. Your forces are women of unmatched zeal and fury, backed not only by power armor and heavy vehicles but also by the outright miracles your divine fervor permits. From ordinary battle sisters to the Living Saint Anais herself, you all live and fight and – if necessary – die to cleanse Kaurava of all who would oppose your holy word.

PERKS

- Leading From The Front (Free)

Though you could choose to stay behind in some fortified bunker, an absent commander won't instill much confidence in their troops. To be truly successful, you'll want to be right there on the front lines, fighting and killing along with everyone else… but simply dying to an errant bolter round also wouldn't do much to aid your side. Fortunately, battlefield commanders tend to be some of the meanest, toughest and deadliest individuals around, and you are no exception. You receive all the necessary skill, talent and equipment to serve as a leader figure on the battlefield, with the exact details depending on which faction you serve. You might gain the superhuman strength and resilience of Warboss Gorgutz if you choose to lead the Orkish WAAGH!, while as a Tau you'll rely on exceptional training and an advanced XV22 Battlesuit rather than your own physique, to name but two examples.
That being said, don't get overconfident. Leaders rise and fall, and while you're definitely more dangerous than an ordinary soldier, that doesn't mean you can take on an entire army by yourself…

- Heresy-Proof (Free or 300CP)

The galaxy of Warhammer 40.000 is quick to distrust and has little mercy for those who don't play their part – genuinely or otherwise. Whether it's the Imperium killing men by the thousands on suspicions of heresy, a Chaos worshiper stabbing their leader in the back the moment they think they can get away with it, or the Eldar taking pre-emptive measures long before you've even considered interfering in their plans, merely by *existing* you may well cross a line even for your supposed allies. This Perk serves as a safeguard of sorts to ensure that your presence here – and your otherworldly nature – doesn't immediately result in a conflagration of competing rulers, psychopaths and diviners trying to kill, enslave, or outright replace you the moment you arrive.
Its main effects are twofold. First, it allows you to dial down or even completely turn off some or all of your Perks, gear or other advantages, thereby ensuring out-of-jump facets of your existence won't accidentally reveal your unique nature or somehow register as something you'd really rather not be identified as. You can begin your time in this jump in such a powered-down state if you so wish, though in either case reactivating some or all of your benefits is but a moment's focus away.
Second, this Perk ensures that even if you *do* keep (or later re-activate) some portion of your abilities, people will tend to write them off as more commonly seen in-setting possibilities instead. As such, you won't draw an unusual amount of attention unless you give others a good reason to take a closer look… though some degree of caution and subtlety may still be advisable. Coming in with, say, powerful telepathy from a visit to some comic book setting won't suddenly make you a heretic all on its own, but 'merely' being seen as a powerful Psyker nonetheless carries risks of its own.
This Perk is free for the duration of your stay, and may be kept permanently for 300CP.

Imperial Guard

- Disciplinary Action (100CP, free for the Imperial Guard)

A resilient battle line can crack with the failures of a single man. Keeping your troops' resolve strong and their focus on the foe rather than a route of escape is paramount, and like the Commissars of the Imperial Guard you know this truth well. You can more easily inspire those around you with your words, bolstering their morale and dedication in the line of fire… but perhaps more importantly, you have a keen eye for who is most likely to break under the terror of battle, and when. You could try and focus your attention on such cowards to try and steel them for the triumphs ahead, but if you decide not to, you'll find that performing a battlefield execution on those who fail the challenges of war is an excellent way to keep others in line.

- Ministorum Adept (200CP, discounted for the Imperial Guard)

The Imperial Guard is an organization built upon the efforts of countless billions of people, and arranging such vast numbers is a challenge at the best of times. The number of bureaucrats managing the Guard's materials and personnel are enough to populate entire planets and then some, and the sheer amount of logistics required for these soldiers to function is nothing short of nightmarish. At least, for most – for you, paperwork, bureaucracy and logistics are your bread and butter. Your ability to get administrations to function like a well-oiled machine rather than the clogged and dysfunctional mess they often end up as is entirely worthy of respect, no matter the lack of spectacle compared to battlefield prowess. Signing forms won't make you a war hero, but in your hands an ordinary pen can shatter fortifications or bolster defensive lines more effectively than the greatest soldiers under your command.

- Covering Fire (400CP, discounted for the Imperial Guard)

A Guardsman might fear the quiet, for noise is when they fight best – even the bellowing war cries of the Orks can be drowned out by a Hellhound's roaring inferno, the steady rhythm of a gun emplacement's autocannon and the thundering drumbeat of a Basilisk artillery barrage. Under your leadership, your men need not fear the silence, for you are a master at providing fire support to your forces on the field. Whether it's positioning tanks and artillery to suppress enemy fortifications for an advance, setting up heavy weapon teams to mow down hostiles before they can reach your defensive lines, or simply coordinating attacks from multiple directions and with units that have vastly differing weapon ranges, you'll manage it and manage it well. Keep the cannon shells and bolter rounds in plentiful supply, and you can go far.

- A Hail Of Light And Lead (600CP, discounted for the Imperial Guard)

The Imperial Guard doesn't rely on advanced power armor, esoteric sorceries or superhuman strength. Just grit, determination… and an overwhelming volume of fire against all those who threaten the Imperium Of Man. Where forces like the Orks might simply seek to drown a foe in numbers, the Guard brings a discipline and organization that allows them to fight as a well-oiled machine even in vast numbers. Quantity not only has a quality all of its own, but using them well can make even ordinary men and women stand up to foes that are vastly superior on an individual basis. With this Perk your subordinates have internalized this philosophy to a devastating degree, and excel at combining attacks to eliminate hardier foes. As more and more

of your forces target the same enemy, they'll find their attacks increasingly effective – and possibly unreasonably so. Suppressive fire starts whittling away enemy cover, artillery shells and grenades knock foes out into the open to be picked off by other guns, and the common lasgun starts melting through even Orkish tank armor and Necrodermis where before it would have been largely ineffective.
A 'death of a thousand cuts' only takes a few hundred when your men get involved, and you've likely brought much more than just a hundred guns…

Orks

- Green Is Best (100CP, free for Orks)

You ain't gonna be Warboss if you can't take a couple a' bolter rounds. Da Orks follow the meanest, toughest of the lot, and that's gonna be you. You was born for battle, and maybe that's no different from da rest, but youz good at it. Or at least survivin' it, cuz youz a tough one for sure. You can take a propa beatin', and still stomp what needs stompin' where runtier Orks fall ovah or run away. Explosions make you smile, an' pain just makes you angry!

- I'z The Biggest, An' The Strongest (200CP, discounted for Orks)

For Orkz, da biggest an' da strongest are whos boss, an' you'z da biggest of da lot. Even iff'n you're not. Like a propa Ork, you can keep da runts in line wiff just a smack, an' if you'z bigger than da lot of 'em you won't even need dat. Not much, anyhow, da Orks can be a rowdy lot, but you're gonna have a right easy time o' keeping yer boyz listenin' so long as you can beat 'em up. An' if you find a buncha odda Orkz what don't listen yet, you can get 'em to shut it and pay attensiun real easy with a few good punches.

- Orky Gadjits (400CP, discounted for Orks)

Youz da Warlord, but just cuz' you like to punch and shoot things doesn't mean youz gonna use shoddy choppas an' armor. You gotz a Mek's 'ead for stuff, an' can fix the good loot up right propa Orky like (if'n youz using it yourself). Choppas gonna chop better, burners are burnier, an' you get more dakka outta your dakka… an' there's nevah enuf' dakka. Your stuff's gonna work good, an' cuz youz an Ork an' not some pointy ear its gonna work even if its broke ta pieces. You won't even gotta worry bout folks using yer stuff - da humies and such nevah understand propa Orky gear, so unless you show 'em how to use it it's just gonna be junk.

- WAAAGH!!! (600CP, discounted for Orks)

Dese humies are so funny, runnin' from a propa fight. Every Ork knows ta run to a fight, dat's where the fun is! An' the bigger the fight, the bigger the boyz doin' the fightin'. All yer boyz know a good stompin' is somethin' to look forward to, cuz Orks are made for winnin'. If you're winnin', a lotta Orks wanna join so they can win too, and if you're losin' it just means you need more Orks and a lotta Orks wanna join so dey'z can show how it's done. An' if a bunch 'a runts get squashed that's just 'ow it is, so they ain't gonna care. The bigger the fight, the easier an' faster you get more gitz, Nobz, Mekz or other boyz to join up – and the badder the fight goes for your boyz, the bigger the boyz that want to fight. An' just see, cause they'll be roarin' to show a propa WAAAGH!

Chaos

- Tainted Might (100CP, free for Chaos)

Chaos abhors weakness and frailty, and those who champion its cause had better have the strength to prove themselves worthy of the position. You are no mere cultist or other nameless fool to be discarded without a second thought, for through your muscles courses power beyond the ordinary. Your strength is substantially higher than it should be, to the point that matching blades with Space Marines is absolutely trivial, and with a suitably heavy and resilient weapon you wouldn't so much batter your foes into submission as every merciless impact *sends them flying*.

- Greatness, At Any Cost (200CP, discounted for Chaos)

The Ruinous Powers care little for the flickering lives of their servants, and when pain and glory go hand in hand there is no reason not to seek both. No other faction embraces self-destructive power like the forces of Chaos, and it's a siren song you've learned to heed – and heed well. You know just how to drive your servants to work faster, fight harder, and just do *better* even at the cost of their own wellbeing. There is no greater thrill than winning a nigh-hopeless battle by pushing one's forces to the breaking point, and you are a master of both acquiring the means to push your forces to the extreme… and for putting them into situations where such a thing is both necessary and likely to be unusually effective.

- Twisting Power (400CP, discounted for Chaos)

The Warp offers vast and incredible powers to those willing to open themselves up to it… but for the foolish and the cowardly, it's all too often the case that their insignificant souls can't handle the strain, and they become little more than food for the Daemons. But not you. You know better than to tread carelessly, and understand that power must be seized with an iron grip. Few can match your talent when it comes to drawing on energies like the Warp, and perhaps even more importantly, you can let yourself become possessed – either partially or wholly – without losing control. Where others might become little more than a Daemon's entry point into the Materium, you can instead draw such entities into yourself to gain a portion of their power, all the while remaining the master rather than becoming a slave… or dinner.
As a side effect, this also means you are very good at handling with or dealing with possessed entities – although whether any particular individual was already possessed *before* you showed up likely depends on what your needs were at any given time. A good ritual needs sacrifices, after all.

- Blood God's Favor (600CP, discounted for Chaos)

Khorne cares not from whence the blood flows, only that it does. All battle is a prayer to his name, and through unyielding wrath you will know *power*. Everyone fighting under your banner will find themselves becoming increasingly dangerous the longer they remain locked in combat – whether the path leads to victory or defeat. As your forces spill blood, be it their enemies' or their own, they will become increasingly dangerous. Melee blows will begin to carry greater strength, bolters and other ranged attacks become more and more accurate, fatigue lessens and wounds may begin to heal with unnatural swiftness… but this blessing only persists so long

as your fight continues. Though their might will ever increase in large, drawn-out battles, even relatively short lulls in the carnage will see these boons rapidly diminish. If you want to keep them for longer, well, you'll just have to find someone else to fight.

Necrons

- Relics Of The Ancient Rule (100CP, free for Necrons)

The ancient empire of the Necrons was immensely advanced, with technologies surpassing most seen in the modern day. And although a Necron leader will often need to choose what to restore or awaken at any given time, there is no denying that they have some of the most powerful weapons and equipment in the galaxy available to them. Whether the same is true for you or not, you are exceedingly gifted when it comes to utilizing and combining personal equipment. Be it your own customized Wargear, Necron relics like the Chronometron or Resurrection Orb, or most other kinds of personal gear, you can easily find the best combinations for whatever trials you expect to face.

- Tactical Dominance (200CP, discounted for Necrons)

The short-lived primitives that have spread across your domain put too much stock in mere weapons. A conflict can be won or lost long before the first shot is fired, simply by controlling the field of battle – and those upon it. You have a keen insight in how to disrupt your foe with the least effort, especially when it comes to eliminating or outright suborning priority targets. Whether you use a Solar Pulse to blind their deadliest gunners or direct a Lord Destroyer to take control of a key enemy vehicle, a single, decisive act can be all it takes for you to change the course of a battle.

- Insightful Deliberation (400CP, discounted for Necrons)

Few can hope to match a Necron at full power, but for all their might the Necrons aren't particularly well-suited to improvisation or sudden changes to their tactics. Their favored approach is slow and steady, with brutally efficient exploitation of their superior technologies. You have the patience of a Necron Lord, but more importantly you are a gifted planner with an eye for long-term preparation. You could streamline the expansion of a forward outpost with but a handful of commands, keep perfect track of your resources, and know exactly what any particular system or upgrade might grant you in terms of immediate and long-term benefits. Under your cold directives, your forces will be ready exactly when they're supposed to be, with no errant faults or missing equipment – and so long as you prepare some troops to keep in reserve, you'll likely handle any *un*foreseen challenges quite well, too.

- The Endless March (600CP, discounted for Necrons)

The Necrons' individual superiority suffers from one major limitation: you are slow to awaken, and each loss is felt more keenly than in the primitives who stand against you. Though your soldiers are yours to command and, if needed, sacrifice, you are determined to ensure that no warrior will fall easily… or for long. Your people have survived for countless millennia, and you'll not wake them just so they can face annihilation.

Whether it's the regenerative properties of Necrodermis, empowering your followers with eldritch energies or Tomb Spyders performing battlefield repairs on their physical shells, there are numerous methods available to you should you wish to make your forces more resilient… but with this Perk, all those options will merely enhance what is already there.
Under your command, your troops can simply withstand more damage before falling; Wraiths and Immortals might power through anti-infantry fire that would have felled them otherwise, while a Lascannon blast that would have gutted one of your Destroyers will merely leave it badly damaged but functional enough to retreat and repair.

Space Marines

- Coming In Hot (100CP, free for Space Marines)

The field of battle can change in the blink of an eye, and none trust in this fact like the Space Marines. Indeed, they rely on it to overwhelm opponents, utilizing drop pods to cut off escape, catch enemies in pincer attacks or simply deploy overwhelming reinforcements without any warning. Whether you're already 'on the ground' or awaiting battlefield insertion in such pods (or any other transport), you can be sure you'll easily adjust to what awaits you. Your awareness of the battlefield is nothing short of spectacular, and in a moment's notice you can get a clear image of allies, enemy forces, terrain advantages, vehicle damage and more with almost trivial ease. From touchdown to opening fire in a single second, for the Emperor deserves nothing less.

- Hardened (200CP, discounted for Space Marines)

The horrors of war are nothing new to you. You've seen – and possibly done – worse than most can even imagine, and few things still have the power to shake your resolve. You are far more disciplined, capable of maintaining your cool even in the chaotic carnage of battle, and it'll take nothing short of army-shattering nightmares to even have a *chance* of seeing you panic. More than a few enemies you might face in Kaurava enjoy breaking the morale of their foes, but you'll stand against their terrors like unyielding stone before a mere breeze. As a side effect, this also makes those you fight beside slightly more courageous as well – seeing you still stand proud, others might seek to emulate your example and find their own resolve.

- Adaptation (400CP, discounted for Space Marines)

For the Space Marines, battle will always mean pitting a mere handful of allies against countless foes. Small numbers but decades – or even centuries – of experience mean each Space Marine is expected to adapt to any situation, and you are a shining example of this principle, both on the battlefield itself as well as in a leadership role. You can easily adjust your tactics on the fly, incorporating unexpected enemy forces or other such shifting battle conditions with great ease. But while reaction is useful, only proactive readiness will truly win battles, and you excel at keeping your forces ready for any sudden needs. Stockpiling various heavy weapons, combining basic equipment with grenades and other support gear, and overall ensuring that your men have the tools at hand to face whatever threats they might encounter could already go most of the way to achieving victory – long before the first shot has even been fired.

- Mastery Of War (600CP, discounted for Space Marines)

Although combat comes in many forms, the Space Marines are often called upon to face the greatest threats to the Imperium, and can be expected to fight against superior numbers, eldritch and inhumanly powerful beings, or even both at once. But the champions of humanity will not falter, they are well prepared for fighting even such supposedly greater foes… and under your leadership, they are that much more likely to emerge victorious. Through your inspiring example, your subordinates will find themselves with a greater clarity in battle, steadying their hands and improving their accuracy. More importantly perhaps, is that such superlative control also allows your forces to more effectively fight targets they would otherwise fare poorly against. Even a Bolter can cripple heavy vehicles if you can consistently hit a weak spot, after all, and while Krak missiles are designed to seek armored targets an ordinary cultist *will* get annihilated just fine if you can score a direct hit by aiming manually. Trust in your training and your battle brothers, and even the greatest challenges become mere ordinary adversity.

Tau

- Shas'UI (100CP, free for Tau)

This is the rank given to those Fire Warriors who have proven themselves, and you've earned it and then some. You've held and mastered firearms of countless types, from the basic pulse rifle to those mounted on exotic battlesuits, and you've learned well how to bring death from afar. Whatever ranged weapon you might need to wield, you'll always have at least a basic level of proficiency, and you'll find that you're just a bit more accurate with any pistol, rifle, or other such weapon you've learned more thoroughly.

- Weather The Storm (200CP, discounted for Tau)

Although most Tau military doctrine favors hard-hitting, long-ranged strikes, they still need ways to keep their (often fragile) troops safe from enemy forces. Their Kroot allies still relish the thrill of close quarters fighting and can be employed as defenders if the need arises, not to mention the use of expendable combat drones or high-tech energy snares to bog down enemies… and you'll know just how and when to use such techniques. You're a master at keeping hostiles contained and away from your more delicate and valuable troops, and can easily predict where enemies will try to charge your lines. From there, setting up killboxes or burying some Drone Squads to break their advance merely takes a bit of preparation, and before you know it you'll have your foes caught in a crossfire without any means of escape.

- A Role For Every Caste (400CP, discounted for Tau)

Most other factions have already been at war for millennia, but the Tau are relative newcomers to the galactic stage. Relying on innovation and strategic insight rather than rigid, centuries-old doctrines, Tau forces have much more variety than the troops making up the bulk of most other factions' armies. Indeed, the tactics available to Tau leadership vary wildly depending on if they pursue strategies based on the Mont'Ka or Kauyon philosophies… yet despite these many differences, Tau armies nonetheless function like a well-oiled machine. Leaders such as you are often the reason why, because you are a master at combining a wide array of different forces into a coherent whole. From spotters to identify targets for long-ranged fire to harmoniously

mixing close-quarter Kroot auxiliaries with advanced power suits and railguns, you easily push a greater variety in forces to superior performance over a more standardized army. Tradition has its place, but with an open mind and a keen eye for new possibilities, victory has never been closer.

- Targets Locked (600CP, discounted for Tau)

So many of the other factions within the Kaurava system relish in closing the distance, seeking to fight in close quarters out of bloodlust, some notion of honour, or simply because they can't think of a better approach. The Tau have largely left behind such crude means of combat, instead preferring to focus a vast amount of firepower upon their foes from long range. Though perhaps exemplified by their massive Ar'Ka Cannon, this doctrine is visible in everything from their Skyray missile launchers to their Broadside battlesuits, and even the basic Fire Warriors are vastly superior to the soldiers of the other factions in terms of ranged firepower. With such a doctrine, the Tau might well see you as one of the greatest battlefield commanders in their ranks, for under your inspired guidance your subordinates will each find themselves striking farther than ever before. With a notable increase to your subordinates' effective range, at no detriment to accuracy or effectiveness, you'll be able to engage foes from relative safety, simultaneously eliminating the enemies of the Greater Good while preserving your own forces. Though you might still require spotters or other such means of identifying targets over great distances, few foes will be able to reach you, whittled down by plasma fire, rockets and railgun rounds with every step they take towards your firing lines.

Eldar

- Ageless Motion (100CP, free for Eldar)

Is there any wonder the Eldar look down upon the clumsy, short-lived races that squabble over this system? Compared to even a below average Eldar's physical control, other races just pale in comparison… and especially to you, because you're agile even for an Eldar. Your reflexes are blatantly superhuman to the point you wouldn't look out of place among the Laughing God's Harlequins, your speed and level of control sufficient that you could run – or dance – circles among your would-be foes. Or, if worst comes to worst, you'll get back on your feet in the blink of an eye even after being knocked two dozen meters away by an exploding artillery shell.

- Act As One (200CP, discounted for Eldar)

Power comes in many forms, but while the Eldar can become mighty individuals indeed, only a fool would think that personal power is sufficient in all circumstances. With age comes wisdom, and more than that: a keen understanding of teamwork. With this Perk, you'll find yourself exceptionally suited for working together in groups, be it as a leader inspiring those you fight with to greater prowess, or even merely as reliable support. After all, while a Farseer's sorceries could turn the tide of a battle, a skilled Seer Council that lends their aid can ensure they do so far more frequently and effectively.

- One Path Among Many (400CP, discounted for Eldar)

One of the reasons the Eldar are so dangerous and unpredictable is because they often work towards unseen, long-term goals. Led by Farseers that predict the future, the Eldar can often avoid - or at least mitigate - the worst outcomes by knowing of them ahead of time. Farseers are known to be fallible though, and when things do go wrong they often do so catastrophically… though you seem strangely unlikely to experience such things. With this Perk, you become a Seer of modest skill, and with meditation you may see the vast array of potential futures ahead of you. Although more distant futures can become nigh uncountable and equally difficult to navigate, you are unique in that, so long as you focus on events close by in space and time, your predictions are always perfectly accurate. You won't be manipulating entire societies with a single well-placed word, but so long as you can take a few minutes to prepare you could easily determine if your current battle plan will succeed or if you'll take unacceptable casualties, whether a different combination of troops has better odds, or simply what the best place would be to set up traps and ambushes.

- Phantoms And Deceit (600CP, discounted for Eldar)

Although most of the armies battling across the planets in the Kaurava system employ stealth and trickery in some form or another, none embrace it like the Craftworld Eldar. Where forces like the Tau might have a handful of specialized units employing stealth, the Eldar hide entire bases from observation, and their foes rightly fear their ability to mass forces almost anywhere, at any time. And though none might know your name or even your achievements, many should especially fear you as well. Under your command, your forces take to misdirection, stealth and controlling the flow of information on the battlefield like a fish to water, to the point that few can hope to keep track of your forces for long… and predicting them is even worse. Direct your forces well, and by the time enemies realize they are even under attack at all, the course of a battle may well be a foregone conclusion.

Dark Eldar

- Vein Seeker (100CP, free for Dark Eldar)

You live for the elegant dance of the blade, the subtle art of murder and the invigorating spray of fresh blood. From scalpels to power blades, carving up the weak and foolish is a pastime beyond compare to you, and you wield such tools like one who's honed their skills over centuries. You could use your talent to dispatch your foes more quickly… but then, where's the fun in that, if you can draw it out and strike where it causes the most pain instead? Their sweet cries of agony are a far greater reward than just another corpse, after all.

- Tactical Sadist (200CP, discounted for Dark Eldar)

Amateurs stab their victims in the back. *You* feel that's just not quite the right scale… and decided to do it to entire armies at a time. You have a keen insight into how enemy forces are arrayed, perfect for identifying whatever weak spots might be present in their fortifications, troop deployments vulnerable to interception, undermanned territories ripe for a 'visit' and other such military weaknesses. You'll find it easy to determine where to strike to do the most damage before your enemy can bring in their reserves or otherwise deal with you… though whether you

decide to stick around and continue the carnage or make a retreat, laughing all the while, is your choice.

- Deathly Ascendance (400CP, discounted for Dark Eldar)

In the extinguishing of life, power is found… and the Dark Eldar have long mastered the art of twisting souls to their purpose. Yet even among these wicked beings you stand apart for your talent at harnessing this eldritch power. You can effortlessly draw upon the spirits of those who die around you, be they ally or enemy, and store their essence for later use. Though this energy will slowly drain away into nothing unless you ensure a steady supply of fresh fatalities, this gathered power will allow you to manifest a wide range of exceedingly dangerous abilities. Enhancing your sight to cut through any form of concealment, striking foes with blasts of eldritch power, invigorating yourself by devouring the spirits of the fallen… even opening brief rifts to the Warp itself. You can do all such things and more, and with creativity and cruelty you'll likely come up with even greater acts of depravity. Around you, death is not the end… or at least, not yet.

- Raiders Of The Deep Midnight (600CP, discounted for Dark Eldar)

Spare no pity for the fools that stand against you. With their primitive ignorance, is it any wonder they lack the capacity to understand true strategic priorities? Their heavy armor, their excessive fortifications, their terrified staring into the dark… you'll slay them all, not through raw power but skill. After all, your forces are masters at fighting on their terms rather than those of the enemy, capable of engaging, dealing heavy damage and then breaking off combat on a moment's notice. Moreso, they're simply *faster*, and good luck to any who hope to catch or evade them. If pitted against a rival Dark Eldar, your servants would simply outpace your foes… but against the worthless scum that think they can keep Kaurava safe from *your* predations, they'd need their fastest scouts just to keep up with the bulk of your forces – to say nothing of those that were actually built for speed.

Adepta Sororitas

- Clad In Faith And Steel (100CP, free for Adepta Sororitas)

Piety can grant a zealous resolve beyond that of ordinary men and women, but even the Sisters Of Battle (usually) understand that faith alone will not keep one safe against weapons of war. The vast majority of Sororitas troops are clad in power armor for protection, yet even with such gear they retain their incredible grace and charisma. You are no exception, and will find yourself easily adapting to even the most ungainly of armors, utilizing such bulky means of safety with an elegance that few could think possible and reflexes unhindered by the sluggish response of hydraulics and servos.

- Cleansing Fury (200CP, discounted for Adepta Sororitas)

Those who have fallen to heresy might surround themselves with all manner of blasphemous horrors, but few know true fear until they stare down the barrel of a heavy flamer. The Sisters Of Battle utilize demoralizing techniques more than any other faction, and they're *good* at it. You yourself certainly are, because you have a keen insight into the psychology of your foes and

where any proverbial ‘cracks’ might be. In battle, you’ll find yourself shattering the discipline of your foes with contemptuous ease, be it with sacred hymns that disrupt the heretical confidence they might have had, or simply by using the roaring anger of an inferno. Few things don’t fear fire, after all, especially when given generously – and the God-Emperor would not want you to mete out justice sparingly.

- The March Of The Righteous (400CP, discounted for Adepta Sororitas)

In piety one finds both power and purpose, and with your leadership the faithful will know their devotion is used well. As you and your subordinates engage in combat, you can inspire your followers to ever-greater fanaticism, building up momentum that eventually manifests as a sudden, mighty event to shift the tide of battle in your favor. Perhaps your dedication at opposing the enemies of the Imperium eventually brings a crusade to bolster your troops, giving you a great number of reinforcements beyond what you were anticipating, or you or the other leaders on the frontlines are briefly empowered with divine zeal that lets them call down wrathful power upon all those who stand before you. The exact details can be somewhat unpredictable (one does not need knowledge of the future to have faith, after all), though you do have a measure of control over when this tipping point occurs. The longer you build up the divine power that aids you the mightier such miracles will be… but do be careful you don’t sacrifice all chance for victory in hoping for ever more.

- Icon Of Divinity (600CP, discounted for Adepta Sororitas)

Although they are devoted to the Emperor above all others, He On Holy Terra has his own champions among the Sisters Of Battle, uniquely ascended individuals known as *Living Saints*. You have been empowered in a similar manner, transforming you into a being of tremendous physical and spiritual power. You can manifest a blade and wings of holy fire at will, and have enough physical strength and resilience to engage monstrosities like the Bloodthirster or Avatar Of Khaine in a direct fight (though you’ll still want hefty backup to tilt the odds in your favour). But perhaps more important is your nature – for you are no longer an ordinary being of flesh and blood, but an entity of *faith*. Once per jump, your death will merely see you reborn anew moments later, rising to do battle once more in a blast of holy fire.
Furthermore, through your mere presence you inspire and channel the power of the faithful. Though you can only draw on a limited amount of divine power at a time, those around you who are devoted to your cause will each grant you an additional trickle of power to restore your reserves. You can then invest this same faith in those around you, allowing your followers to expend some of this power in the form of miracles such as blinding nearby foes, healing wounds with a touch, or even calling down a mighty bolt of holy lightning to smite the enemy. Though best reserved for your most trusted and elite followers, if used well such power can turn the tide of a battle… assuming that dispensing your holy wrath in person doesn’t already do so.

GEAR AND INFRASTRUCTURE

Talent might see you to ultimate victory, but it's a long road to celebrating your control over all of Kaurava. To get there, you'll need to keep your army well-stocked and on the move… and the right gear, logistical support and such benefits can have a tremendous impact on your tactical and strategic success.
Any items and equipment bought here automatically repair themselves over time to pristine condition, and have unlimited ammunition, power supply, and other such considerations. Likewise, models that are sometimes considered more risky (such as personal plasma weapons) won't suffer any failures unless damaged or disrupted by outside forces. Multiple purchases stack as appropriate, and you may import similar items, facilities and so on that you already possess into purchases made in this section at no additional cost.

- Relics Of A Bygone Era (One free for all)

This strange box is expertly crafted, yet for all its outward quality the contents seem more appropriate for a child's daydreams than a warzone. Stored within are a number of books and row upon row of small figurines, depicting a variety of military assets from across Kaurava and the wider galaxy. Such useless trinkets are borderline heretical at best, and worse - they're not even painted yet! Whatever this 'Games Workshop' is, they must surely be deserving of fire and death for such incompetence. Although… perhaps you can convince your allies and advisors the figures would make for a good battlefield simulation technique?

- Strategic Objectives (One free for all)

Whether it's a file with reliable – if somewhat incomplete – Imperial census and prospecting details, long-range scans of the system made during final approach, or a quivering map inked on the flayed skin of desecrated maidens, this particular item provides you with basic information on Kaurava and what to expect. It's… somewhat lacking in details, but will tell you some very rough estimates on what kind of resources, facilities or logistical benefits you might be able to glean from any particular region on one of the four planets or their attending moons. It won't let you come up with an entire strategy then and there, but it'll give you at least a little bit of information you can use to pick which avenue of attack might be more worthwhile. Or at least, how far you still are from victory.

- Explosive Mayhem (50CP)

While guns and artillery might win the day, nothing works better to give yourself some breathing room like a handful of grenades. With this purchase, you'll have access to a wide range of grenades, from the commonly seen *Frag* grenades to the Ecclesiarchy's *Phosphor* grenades and from building-cracking *Melta Bombs* to the *Terrorfex* gas grenades enjoyed by the Dark Eldar. You need not load up ahead of time – simply reach into your backpack, bandolier, or a similar suitable storage location and you'll pull out whatever grenade you want at the time. This supply of explosives is inexhaustible, though you can only pull out one grenade every minute or so.

- Elite Equipment (100CP)

Although leaders are already equipped with superior gear compared to common or even elite soldiers, that doesn't mean every commander is given one-of-a-kind artifacts before they've at the very least proven themselves worth such an investment. You, however, seem to have the favor of a powerful superior – or perhaps you've simply had a lot of fortune looting the corpses of your last victims. Whatever the case may be, you receive a full set of commander's Wargear, roughly eight to ten pieces of equipment where each would (individually) already be considered a powerful and possibly even famous weapon or other such artifact.
You are free to customize your loadout, but a 'full' set will typically include substantially improved weapons and greatly enhanced survivability, as well as a number of more niche upgrades such as the ability to detect invisible foes, a personal jetpack, or secondary weapon systems like shoulder-mounted rocket packs or a flamethrower. A skilled commander can be expected to face a dozen ordinary soldiers and emerge victorious, but equipped like this anything short of elite forces won't even slow you down.

- Armory Supply (200CP)

Although a 'standard' kit is usually sufficient for most soldiers in the field, tactical challenges and shifting battlefield conditions can require any of a multitude of changes to your forces. With this purchase, you have brought a sizable supply of specialized weapons with you for your conquest of the Kaurava system, you have recovered ancient military caches left by your forebears millennia ago, or simply ensured your warehouses were well-stocked prior to the eruption of the current conflict. Whatever the case may be, you now have a vast supply of upgraded gear for your subordinates, and you'll find it vastly easier to upgrade your forces in the field.
The exact contents of this supply will vary based on your needs and the forces you employ: if you command a large number of Adepta Sororitas you'll likely find numerous flamethrowers and melta weapons, while a Dark Eldar leader could instead bring forth a wide variety of Darklances, Disintegrators, and other such weaponry. Even the Necrons benefit – although very few of their forces will ever be modified in the field, with only the Tomb Spyders seeing the occasional particle weapon installation, the Necron Lord itself *does* rely on a variable combination of gear… and as such, if you align yourself with the Necrons you'll be able to get a Relic or two for your personal use instead of a larger number of weapons suited for more numerous but primitive forces.

- A Conqueror's Foothold (variable cost)

Although small strike forces are (relatively) easily put into position in hostile territory, any larger force will need dedicated support from local facilities to handle supply lines, restock ammunition, and otherwise provide all the gear and amenities a soldier on the field of battle requires. Though most structures can be built on-site if needed, doing so can take vital time and resources away from the troops themselves.

The Sisters Of Battle, owing to arriving in Kaurava last and preferring to fight on 'sanctified' ground, established a system of rapidly deployed modular structures, allowing them to set up forward bases in a fraction of the time (or even literally drop their monasteries right onto the battlefield from orbit). With this purchase, you gain the support of a similar system, be it the

same kind of prefabricated buildings the Sisters use, some sort of Warp ritual your forces can use to vastly speed up building a handful of structures, a way to outright teleport the necessary facilities right to their intended destination, or something else entirely.
Although this won't let you snap your fingers and simply will an entire fortress into existence, this system can build (at no additional cost) and ready a modest base of operations every week. Use it well, and this advantage could make attacks on heavily defended regions vastly easier, both by ensuring you can put more of your resources towards actual firepower, and giving robust support for reinforcements following in your strike force's wake.

You receive a tactical headquarters and basic construction capability for *free*. For 100CP each, you may add one choice of several upgrades to this system, with repeat purchases stacking as appropriate.
First, you may expand your newly-built base's infantry housing and logistics (such as a Tau *Barracks*, a Necron *Summoning Core*, etc). Although perhaps not especially imposing, such facilities are vital during the early stages of a battle, and will remain useful as more and more types of infantry need the appropriate support before marching to the front lines.
Second, you may prepare local technological support, such as the *Armories* used by the Space Marines and forces of Chaos or the *Soul Shrines* that bolster the Eldar. Expanding your ability to field heavy weapons and specialized gear, such facilities can act as effective force multipliers.
Third, you may include stationary defenses like *Heavy Bolter Turrets* or *WAAAGH!!! Banners* to ensure your forward base is adequately protected. Though largely useless during offensive operations, they are invaluable when you expect to face immediate and heavy resistance.
Fourth and finally, you can opt for the construction of secondary manufacturing or support centers. This typically includes manufactoriums for light vehicles, but can also cover more specialized facilities like the Tau's *Kroot Shaping Center* or the eerie artifacts recovered through a Necron's *Forbidden Archive*.
All structures include the necessary staff to function, regardless of their method of deployment, insofar as they need such in the first place. Each purchase also grants additional power generators for free, which can be vital for charging heavy weapons like plasma cannons, as well as powering more advanced assembly lines and other systems that can be used to deploy more potent forces to the battlefield.
Adepta Sororitas may purchase the four upgrades at once for a combined cost of 200CP.

- Wartime Logistics (400CP, discounted for the Imperial Guard)

Conquering a planet is no easy task, let alone several. Although many battles might start with smaller, faster strike teams, eventual victory will require a robust system of supply lines to keep your forces equipped and your ammunition stores full. No group knows this better than the Imperial Guard, to the point that their work towards merely transporting bolter rounds, artillery shells and other such gear can already eclipse the logistics of entire hostile factions. With this purchase, you'll find that such logistical support is quite a bit easier now. You gain the assistance of a wide variety of support staff, such as quartermasters, logisticians, administrators, and so on (or perhaps just a bunch o' Mek boyz who tell the other boyz where to put da stuff), whose expertise will streamline everything needed to keep your troops ready for battle. It won't necessarily increase the number of forces or weapons you have available, but it'll

let you push what you do have to greater heights. After all, simply by getting everyone and everything to where they need to go more efficiently means you'll be able to bring in reinforcements, establish territorial garrisons, and sustain long assaults far more easily than before.

- Focal Point (400CP, discounted for Chaos)

Although mighty weapons and tanks can win the day, faith itself is no less important. The Imperium venerates the shining light of the God-Emperor, but none are so wholly suffused with religious power as those who've dedicated themselves to the reality-shattering influence of the Ruinous Powers. Channeling such spiritual power can be difficult, but very, very rewarding if successful.
With this purchase, you gain a large shrine, a powerful artifact, or some other similar source of divine power. The effects of this relic can change the course of battle, for while it is active, a supernatural shield protects all allied forces within a modest area… yet leaving them free to bring death and destruction to anyone else there. Anyone foolish enough to fight on your sanctified – or damned – ground will be utterly outmatched. Unfortunately, this source of power must be relatively close to the warded area and must remain stationary to function, meaning a cunning foe could try to strike it instead of engaging your forces directly. While it can be transported to a new battle with some effort, establishing (or restoring) a location to ward takes some amount of time, and if the shrine is destroyed the protections fail instantly.
That said, the eldritch wards it offers can be enough to defy almost any attacker – and if you pull back and envelop the shrine itself, the only real recourse your foes have is to simply avoid fighting you there altogether.

- Troop Recovery (400CP, discounted for Orks and Necrons)

Losses are to be expected in a conflict of this scope, but that doesn't mean your troops should just be discarded without any effort to keep them combat-ready. Through a combination of medical support, evacuation methods or some other such technique even those who are maimed or outright slain in your service can still return to the frontline. With this purchase, you will gain access to a system that allows you to noticeably reduce the losses your forces experience during battles, though it is usually best used for elite or high-value forces.
Placing grievously wounded troops in heavy war machines like the Space Marine Dreadnought, binding the souls of the fallen to artificial forms as is the fate of some of the Eldar, emergency evacuations or your Daemons retreating to the Warp might all be possible… though no other faction can maintain their troops like the Necrons and Orks. A Necron Lord might use personal teleporters to outright pull some of their Honor Guard out of a battle when they are moments from destruction, meaning some Necron forces might be seen battle after battle after battle. Alternatively, you could simply take the approach the Orks do: erect a giant WAAAGH!!! banner and show the boyz where the biggest fight is. The boyz killed when you fight won't suddenly come back (unless your Doks get *really* inspired), but showing where the fun is means you can just get replacements for whoever you've lost without putting any extra effort in.

- Hostile Insertion (400CP, discounted for Space Marines)

The sheer distances involved in the Kaurava conflict mean that while ground-based transportation can be useful for supplying held territories, it simply isn't viable for major battles. Almost every faction relies on aerial transports or similar means of quickly moving troops and materiel to the frontlines, but none excel at it quite like the Imperial Space Marines. Whether it's the orbital Drop Pods these warriors use to rapidly deploy their forces, heavy air transports like the Valkyrie and Orka, or some sort of teleportation or Warp-based ritual, this purchase gives you the means to deploy a sizable number of troops on a moment's notice and over vast distances.

This system is guaranteed to get several squads of infantry and a light vehicle (or a similar equivalent of other troops) to the battlefield intact regardless of hostile countermeasures like anti-air batteries. That said, depending on local conditions it could well be a one-way trip, and any expended transports, ritual components, and other such lost resources and materiel are replaced once every week. Whether you choose to deploy these troops straight away to have superior numbers right from the beginning of a battle, or keep them in reserve as an effective ambush or a way to quickly reinforce critical positions is up to you.

- Fire From The Sky (400CP, discounted for Tau)

The Imperial Guard have their artillery barrages, the Blood Ravens use orbital bombardment to crack harder targets, and the Eldar and forces of Chaos rely on esoteric powers, and the Tau push distant firepower to the limit with their interplanetary Ar'Ka Cannon. Each faction has their own way to dish out damage from afar, and with this purchase you gain such a method yourself. Not only can you personally direct some sort of airstrike, artillery shot, orbital strike or similar wide-area attack every couple of minutes, but once per week you can call for a massive attack targeting hostile facilities across an entire region. Rather than focus on mere damage, this attack is designed to soften enemies up for a follow-up invasion shortly after. Though this means it will almost never be enough to eliminate your foe outright, disrupting vital power generation, wounding or otherwise disabling soldiers, and leaving your enemy in disarray as lines of communication are severed can vastly ease conquest of a territory. Get your soldiers ready, unleash your wrath, then charge in while your enemies are reeling.

- Strategic Mobility (400CP, discounted for Eldar and Dark Eldar)

Speed and tactical responsiveness on the battlefield can be vital, but oftentimes the greater challenge is simply getting your forces to the fighting in the first place. A cunning commander knows to ensure their troops can move quickly over great distances, and that strategic mobility can be as vital as any amount of firepower. After all, how else will you take advantage of poorly protected defensive lines or otherwise outmaneuver your enemies' armies?

With this purchase, you gain a system that provides a major boon to your strategic mobility, though it's meant mainly for long-distance movement rather than tactical repositioning. Perhaps you control a network of hidden Webway gates that let your forces cross countless miles in moments, a surveillance and counter-intelligence system that allows you to identify (and bypass) hostile anti-air for much faster air transport, or simply a gigantic Necron teleporter of some kind that lets you drop your armies right on your enemy's doorstep. Whatever the case may be, you'll be able to move your forces around with great speed, making it far easier to strike where your foes are weakest as well as giving you a better chance of reaching a territory facing

an imminent attack by hostile forces. Being in the right place at the right time can make all the difference…

COMPANIONS AND FOLLOWERS

A commander without an army is just a fool with delusions of grandeur. From soldiers to competent staff and slaves to mighty champions to aid your cause, you'd best make sure to get the men and women you need to achieve victory.

- Subcommanders (Variable Cost)

A leader's work is never done, but delegation isn't always a good idea either. Still, you'll likely get good benefits from subordinates you know you can trust… or at least, who are too afraid to stab you in the back. You may import existing Companions you have, or create new ones entirely according to your wishes, for 50CP per person. You may also pay 200CP for a group of eight Companions at once, be they imported, newly created, or some combination thereof. Each will become a member of the same faction you are, and will serve as your direct subordinates – typically, such trusted servants are tasked with overseeing the various territories under your control, though you're not limited to issuing only such duties. They receive 300CP to spend on Perks or other purchases, and may gain additional points by taking one or more Drawbacks that only affect them personally.

Alternatively, you may keep one or more purchased Companion 'slots' unfilled, allowing you to recruit individuals from this setting (such as Indrick Boreale or Eliphas The Inheritor) if you wish. They must agree to join you, but you may ask any number of people (and any number of times) until you've filled your entire roster. Anyone who joins you receives their CP stipend upon accepting and may choose purchases using whatever factions fits their identity best, but may not take Drawbacks.

- The Hammer (50CP)

Although each of the nine factions fighting for control of the Kaurava system will eventually field mighty armies against their rivals, it's not a trivial matter to bring such forces to bear all at once. Rather, most battles begin with a small group of elite troops establishing a forward base that their faction can then use to bring in additional manpower, resources, and so on. Key to such efforts is what is referred to as the 'Honor Guard', veteran soldiers drawn from every territory under a faction's control that serve as the bodyguard and personal strike force of a faction's leader.

That said, while normally the establishment of a large Honor Guard is only possible after lengthy campaigns, you might want to get started with a bit more firepower by your side. This option grants you a decently-sized force to begin your battles with, which could be anything from forces you've been assigned from out-of-system, a personal 'elite guard' of sorts, or simply a roving band of Orks you've beaten into submission and who now follow you into battle.

With each purchase, you may gain up to 500 points worth of troops, all of whom have extensive battlefield experience and are ready to act as your vanguard whenever you operate in the field. Their gear and supply lines are entirely taken care of, so they won't interfere with any other support your regular troops might need. Any losses are replaced over the course of one month,

though you can greatly speed this process up through active effort - squads at partial strength might be replenished by reassigning suitable candidates to bolster their numbers, while replacement vehicles could be made available more quickly by making the appropriate industrial production decrees.
Depending on your exact choices, many of these individuals are more potent than the 'standard', but also come in fewer numbers – oftentimes, an Honor Guard squad of soldiers is only about half the size of regular squads, but with a level of skill that lets them perform at a comparable level nonetheless. At the logical extreme of this stand the Space Marines and the forces of Chaos, whose Honor Guard forces are predominantly individual soldiers of such tremendous talent and experience they are nearly as powerful as an entire squad of their ordinary peers.
A list of available units can be found in the Notes at the end of this jump. Costs are given for conventional soldiers – if you opt for more experienced or powerful troops, adjust their numbers appropriately (for example, instead of six ordinary Guardsmen you could choose four soldiers that are each about one and a half times as effective overall). You may only acquire units from your own faction, though if you make multiple purchases you can pool the points before selecting your desired troops.
Units that have abilities that normally cost 'resources' to use (such as the Basilisk's *Earthshaker Rounds* or the Mad Dok's *Burna Bombz*) will slowly receive the necessary materials to use such abilities, though they will not stockpile these beyond one such use per unit at a time.

- The Pinnacle Of War (100CP)

The most imposing, respected and outright *deadly* of all forces on the battlefield, the creatures and machines referred to as 'Relic Units' are each powerful enough to fight small armies on their own. Be it the berserker fury of the *Bloodthirster* Daemon or the ominous radiance of a restored Necron *Monolith*, you now have the support of a single such superlative battlefield asset. Each purchase grants you one Relic Unit of your faction, and much like the regular troops available in the previous option any gear, supplies and other support they might need are already managed in full. If destroyed or otherwise lost, a replacement will be provided after a month, though you can speed this process up by ensuring suitable parts, rituals, and so on are used to create a new such unit.

DRAWBACKS

- History Is Written By The Victor (+0CP)

Ask a hundred individuals what events occur (and how) in the galaxy of Warhammer 40.000, and you'd likely get a hundred different answers – or possibly even more than that. Factual truth is an illusion in a franchise where the idea of the 'unreliable narrator' is embraced so thoroughly, but with this toggle you can at least have *some* degree of certainty. You may choose to include or discard aspects of this setting's background lore as you see fit. If nothing else it should give you a way to reconcile the vast number of conflicting stories, rules, descriptions and other details you'd otherwise have no way to navigate.
You can also determine how the gameplay of Dawn Of War translates to a more realistic setting. As an example, an army a mere hundred men strong likely won't mean much in most

circumstances, but holds considerable power ‘in game’, so you’ll have to decide where events fall somewhere between this scale and the more lore-accurate depictions of thousands of soldiers clashing on the battlefield. That said, any changes or choices made with this toggle will not give you any advantages (or disadvantages) in terms of the overall danger of this jump, the power you attain through purchases, and so on – adjust any such issues as appropriate.

- Planetary Misalignment (+0CP)

How… odd. It seems rather than arriving in the Kaurava system just as it turns into a massive warzone, you’ve instead emerged somewhere else entirely. Instead of participating in one of the campaigns of Soulstorm, with this toggle you instead find yourself during the events of *Dark Crusade*, wherein you’ll fight for control of the hotly contested planet of Kronus. Though in some way similar to the events of Soulstorm, the fact that the fighting is constrained to the largest continent of a single planet makes geography far more important, with impassable mountain ranges and other such barriers directing the flow of battle. Your foes are far closer, and as a result the fighting could be much more vicious… but both victory and annihilation could be much nearer as well. Seven of the factions that fight over Kaurava are also present on Kronus, but should you choose to fight over this planet as a member of the Dark Eldar or Adepta Sororitas, you’ll either open up an eighth front to the war or instead replace one of the existing factions.

- One… More… Conquest… (+0CP)

Honestly, why stop at Kaurava? The best way to celebrate success like yours is by repeating it, and this toggle allows you to do just that. Once you have conquered Kaurava, you may extend your stay in this setting as long as you wish, giving you the chance to leverage your new territory and military might for further adventures, spoils and glory if you wish. You need not decide beforehand how long you want to stick around, and may simply decide ‘in the moment’ when you’re ready to end your time in this jump.

You may choose to have any other Drawbacks that you’ve taken cease to affect you for any extended time you spend here. Losing control of Kaurava likewise no longer serves as a failure, but this toggle doesn’t protect you from the consequences of your death should you encounter it.

- First To Fall (Variable Bonus)

Nine factions vie for control over Kaurava, but only one can emerge victorious. Each leader will have to weigh the pros and cons of eliminating weaker foes first to claim their holdings and bolster the forces available to them… or focus on those who are growing more powerful, as they are the greatest long-term threat. With this Drawback, the other leaders recognize you as one of the most dangerous contenders in this conflict, and will focus on opposing you if at all possible. For +200CP, all hostile leaders will target you above all others, even rivals far closer to them. They will still fight anyone who gets in their way, but will otherwise seek to engage you and you alone. Whatever gateways you control are likely to be hotly contested ground, as armies might assault them from multiple directions, laying siege to you even as they fight each other. Alternatively, for +400CP you are treated with a level of hate unusual even for this galaxy. Your foes will stop at *nothing* to eliminate you, even if doing so means forging (temporary) alliances of convenience – or at least uneasy cease-fires – with factions they would otherwise slaughter

to the last. So long as your forces remain, the enemy factions will ignore one another entirely, fighting you exclusively. It would be a heartwarming show of camaraderie and unity, if only they weren't out for your head (and will immediately return to annihilating one another the moment you are beaten).

- Isolated (Variable Bonus)

The Kaurava system is not entirely cut off from the rest of the galaxy, but it's a near thing. Even the forces of Chaos, for all that they called forth the Warp Storm in the first place, can't simply bring in unlimited reinforcements without appeasing their masters. Yet for all such difficulties, Kaurava still holds the resources and infrastructure for commanders to establish themselves and expand their operations… or at least, it *did*. With this Drawback, you'll gain additional CP the more difficult it becomes for you to train and build additional forces. This Drawback applies to both forces you build up locally, as well as anything you might have access to from out-of-jump.

For 100CP, you'll still have access to all forces you could have fielded before, but damaged factories, hazardous Warp currents or ancient systems worn down by the passage of time mean that it will take you more time and effort to achieve the same results.

For an additional 200CP, missing critical components mean that you'll be unable to deploy any Relic Units, and access to the highest tier of heavy vehicles (such as Fire Prisms and Hammerhead Gunships) becomes severely limited - you'll have to make do with a handful per planet at the most.

Finally, for a further 300CP, your logistical woes have become near insurmountable. Although you'll still be able to field medium vehicles, anything more advanced is no longer possible - including all aircraft and many of the tougher machines you might want for a fight. Try not to get too many of your infantry slaughtered without the support they need to survive, will you?

- A War Of Champions (+100CP)

In battles such as those that will be fought across the Kauravan planets, heroes can be made… but unfortunately for you, it seems that your enemies aren't content to wait for that to happen. With this Drawback, enemy leaders become *vastly* more powerful, gaining strength, resilience and an overall level of firepower that might literally make them into one man armies. Worse, they apparently can't be eliminated or even contained permanently by any means you possess. Even if they are killed, they will re-emerge at their primary stronghold in a matter of minutes, ready to amass another army and engage you once more. Although it'll take time for them to reach the frontlines once more, the only option you have to stop their relentless assaults is to push all the way to the hearts of their power, and crush their forces there… but as this is also where these supremely mighty individuals are reborn, it will also be where they are most lethal in battle.

- Pushover (+100CP)

Some men and women are made for battle, with greatness their inevitable lot in life so long as they get a decent weapon and a chance to use it. You are not one of them.

Once the bolter rounds start flying, explosions rock the battlefield and friends and foes alike burn in Prometheum, you'll simply *not* handle it well. Be it traumas of the past, a weak faith, or

just being a coward in general, you'll find yourself easily affected by pretty much any kind of fearful sight – your breathing quickens, your hands begin to shake, and your thoughts turn nigh inexorably towards any means of escape. Few will be eager to follow one into battle if they are so easily shaken, but you'll be unlikely to hide your lack of courage for long if you decide to fight. And if you don't… well, the possible consequences of your decisions – or mistakes – can be as terrifying as heavy flamers, if perhaps more distant.

- Fraught Connections (+100CP)

An ambitious commander might constantly push forward, always attempting to keep their momentum and leave the enemy no room to maneuver or strike back. A *successful* commander knows that no plan survives contact with the enemy, and leaving your flanks exposed is a quick way to get cut off and annihilated. You'd better make sure you keep your supply lines well-guarded, because while the occasional skirmish won't make much of a difference, losing any territories to hostile forces now has a *vastly* greater impact on your overall military power. As you claim more and more of Kaurava, so too will you become reliant on each region under your control… and losing any one will likely cost you a good number of opportunities – or outright prevent you from utilizing certain forces at all. Your logistics will eventually adjust, of course, but until then… well, one loss invites another, doesn't it?

- My Spleeeeen (+100CP)

Basilisk crews trying to one-up eachother when it comes to who yells the loudest right into their microphones. Spess Mehree... ahem *Space Marine* leaders with more enthusiasm than pronunciation skills. Asthmatic Necrons. Chaos Lords ranting about 'fewls' hiding in 'metal bawkses'. Tau with borderline painful fake accents. And, of course, cultists regularly suffering from and certain to remind you of physical harm to their spleens. In the grim darkness of the future there might only be war, but it certainly *sounds* more like an overly-ridiculous parody. Wherever you go, whoever ends up talking to you, everyone, everywhere sounds like a complete idiot... and they just won't shut up. Even you yourself will struggle putting more than two words together without going straight into a megalomaniacal speech, rant, or monologue (although fortunately the rest of the galaxy is used to it and won't see it as unusual). Expecting any kind of coherence or common sense in terms of communication will simply drive you to alcoholism. Yes, even if you're a Necron.

- Blinded By Glory (+200CP)

Victory will be yours, and to the Warp with any naysayers and cowards! Your faith in your troops is unshakable, your purpose clear, and your zeal unmatched. In other words, you've fallen victim to that oh-so-common flaw found in this galaxy: *overconfidence*. You habitually overestimate your odds while ignoring risks, and will reject any advice to the contrary until it's already too late. Nothing stops you from claiming victory after the realization of your mistakes sets in, provided you've got the skills to actually do so… but even then you're more likely to order a suicidal charge rather than a fighting retreat. And though you'll promise yourself to do better, you'll just do it all over again next time.

- Easy Target (+200CP)

Well, that's what they think, anyway. From Orkish pirates to Drukhari raiders to the occasional Space Marine combat drop, you're constantly faced with small but bothersome attackers deep in your own territories. They aren't that difficult to deal with - assuming you've left sizable garrisons and rapid response forces behind - but they'll be a constant thorn in your side and prefer to hit the weakest parts of your 'war machine' if at all possible.

- Uphill Battle (+200CP)

The strategic limitations of Kaurava means that most battles are waged between smaller, more mobile strike forces - but on occasion, even great sieges can be expected. Especially now, because this Drawback ensures that your foes are much more heavily entrenched anywhere they've had even the slightest time to set up fortifications. Bolter turrets, missile launchers, and of course more sizable garrisons everywhere. Bring some solid siege weapons, or expect to crack their defenses the old fashioned way: with overwhelming firepower and (hopefully) acceptable losses.

- Battlefield Congestion (+200CP)

Though commanders might dream of wide open plains where their idealized formations and strategies can be used to perfect performance, the reality is far less convenient. Rubble and craters leave few clear paths available, to say nothing of rock formations and other natural barriers. In your case, the effects are particularly harsh, because your troops seem pathologically unable to coordinate their movement or determine the most efficient path to their destinations. Although massed infantry will (usually) still manage okay traveling together, if a bit more disorganized than before, adding vehicles and other such forces to the mix rapidly results in your army becoming a chaotic mess where you'll be lucky to get them all pointed in the same direction without repeated collisions or the occasional soldier disappearing under the treads of your tanks. You *could* mitigate this by having everyone move at only, say, half speed… but giving your enemies time to outmaneuver you can be just as dangerous as fighting with a disorganized front line.

- Fields Of Corpses (+300CP)

From Exorcists and Fire Prisms to good, old-fashioned frag grenades, explosive firepower remains a staple of combat even forty millennia in the future. A staple your enemies are more than willing to use against you, both frequently and in great numbers. You'll face vastly greater numbers of artillery, grenades, minefields and other such 'disrupting' weapons, making the battlefield an (even more) dangerous place especially for infantry and other such light troops under your command. You'll need to move fast and take out their heavy weapons before they can do much damage… or cower behind whatever heavy armor you can bring to bear, hoping that your defenses can outlast what comes your way.

- The March Of War (+300CP)

As battles rage across Kaurava, the war will only escalate. Although logic might dictate that by the time an enemy commander has been pushed back to their headquarters, the lack of additional territory should mean they have very little remaining support… but with this Drawback the exact opposite is true.

With each victory over your foes, all enemy factions permanently grow in strength. Territorial garrisons are improved, invasion forces are expanded with additional troops, heavier equipment becomes increasingly common the more ground you claim for your side, and so on. The closer you get to victory, the harder each new step will become… and the last battle of this conflict will be the stuff of legends.

- By Any Means Necessary (+300CP)

Did you honestly believe that mere manpower and guns were going to be enough to win this conflict, commander? Your foes aren't going to play by your rules, and where before the most terrifying advantages were equally rare on the field of battle, now… now the war has become outright *unfair*. Living Saints that shrug off all weapon fire until the sources of their divine resilience are destroyed, endless streams of reinforcements through well-defended Warp gates on the battlefield, unreasonably powerful automated defenses you'll need to avoid (or disable) unless you want to risk heavy casualties… there are more than enough cunning tricks your foes might seek to use to render any edge in numbers or firepower meaningless, and with this Drawback they'll be able to use such tricks far, far more often. You'll need to be cunning and decisive in your battles, having to improvise solutions to unexpected and dangerous surprises your foes will use to eliminate you.

Even then don't be surprised if many battles become slugfests where you're desperately trying to even the odds rather than ones where you've got the advantage right from the start. And if you were already outmatched bad enough coming in… well, that's what grueling defeats are made of.

- Attrition (+300CP)

Losses in battle are both expected and inevitable, but they are hardly the only threats you'll face. And now, you've got something decidedly more dangerous to deal with. Your foes will now deploy attacks to strike at your territories in such a way you can't stop these. Artillery barrages from long-distance weapons like the Tau Ar'Ka Cannon, hit-and-run strikes from spacecraft, sabotage from elusive infiltrators that vanish before you can mount a defense… whatever the case may be, you'll find that your holdings now face a constant drain on their military readiness. It's not much if viewed as a single event, but as time goes on the damage does accumulate. You'll need to divert a considerable amount of resources and manpower to maintain your forces - or risk leaving garrisons critically undermanned and vulnerable.

- Disruption (+300CP)

The impossibilities of the Warp can manifest in countless ways, but with this Drawback it seems that the Warp storm at the edge of the Kaurava system had an effect on you that none expected… though it's also quite possible that few would even notice. So long as battles rage across Kaurava's contested domain, you will be unable to access any of your Perks, Items or other advantages you might have brought with you from other jumps, including any previous visits to this setting. Until your total victory (or defeat), you'll be left with nothing except your Body Mod, your memories and whatever purchases you've made here.

ENDING

The war for Kaurava has come to an end. Where nine factions once stood, only one remains… and hopefully, it was yours. Now, it's time to decide your fate and your future. As is often the case, there are three choices that might be available to you, but before you must decide you'll receive one boon for free. Any involuntary corruption, psychological alterations, possessions and other such lingering issues you might have acquired during your time here are lifted, ensuring you can make your choice freely and of your own will. Any Drawbacks you might have taken also cease to affect you, as usual.

First, you may choose to **go home**. Perhaps this galaxy of endless bloodshed was simply too much for you, and you're tired of continuing this journey? Whatever the case may be, you return to your reality of origin, retaining any powers, gear or other things you've acquired during your travels. You'll spend the rest of your days in the place you once called home, abandoning your chain and your status as Jumper.
This is the only option available to you if the Kaurava conflict ended in your death, the supremacy of one of the eight hostile factions, or both.

Second, you may choose to **stay here**. Although uncontested control over an single system is effectively insignificant given the scale of warfare in the setting of Warhammer 40.000, it can easily be the stepping stone for greater ambitions. You'll abandon your chain, remaining in this setting for the rest of your existence with whatever advantages you might have acquired during your travels.

And finally, of course, there is the option to **move on**. Though you leave this wartorn galaxy behind, it's likely you'll face plenty of other armed conflicts. What you've learned here could serve you well… if you have the courage to use it. Continue on to your next jump using whatever process your chain employs, and bring bloodshed or salvation to wherever you may go.

NOTES

Blessed is the mind too small for doubt.

Any purchases you make in this jump may be adjusted to better fit your background if you so wish. For example, if you choose to join the forces of Chaos you could interpret the Icon Of Divinity Perk to grant you powers more akin to a Daemon Prince than a Living Saint, with similarly altered effects.

Purchases that are innately tied to the setting of Warhammer 40.000 may be adjusted to fit the new setting when you move to a new jump. For example, forces bought with The Hammer may take forms that are similarly effective but fit in the setting you are in, or you may leave them 'as is', whichever you prefer. Likewise, any purchases that rely on the existence of the Warp will continue to function in other worlds, though they will not themselves bring the Warp into other settings.

The gameplay seen in the Dawn Of War games is an abstraction, and should not be considered realistic. Spending some nebulously-defined 'requisitions' will not see soldiers simply appear out of nowhere when you reinforce a squad suffering losses, for example.

All else fails, fanwank responsibly but have fun.

DAWN OF WAR UNITS

Imperial Guard

Guardsman (20): the average Imperial Guard recruit is under-equipped, easily routed, and has only barely adequate training... but they are fielded in vast numbers by the Imperium. Furthermore, although newly deployed forces are little more than cannon fodder meant to hold the line, guardsmen have some of the best growth potential. As better armor, training and tactical leadership (such as by Commissars) become available, these ordinary soldiers transform into remarkably resilient and highly cost-effective troops, and if granted access to weapons such as grenade launchers and plasma weapons they can create surprisingly deadly firing lines.
Kasrkin (60): elite soldiers hailing from Cadia, the Kasrkin are some of the best soldiers in the Imperium. They are better trained, their hellguns have superior range and power compared to a guardsman's lasgun, and each is given heavier armor as well. Furthermore, their standard loadout includes frag grenades to handle mobs of weaker foes, and many commanders also arrange for further enhancements with biological augmentations, elite armor, and heavy weaponry like grenade launchers and plasma guns.
Ogryn (70): superhumanly strong and resilient yet severely lacking in terms of intelligence, the brutish Ogryns are nonetheless highly valued troops among the Imperial Guard. They are equipped with hard-hitting but somewhat inaccurate cannons, though their tremendous strength makes them into ideal melee troops.

Commissar (120): these officers are tasked with maintaining discipline among the rank-and-file of the Imperial Guard. Following the teaching that 'Fear Ensures Loyalty', Commissars can push nearby soldiers to greater combat focus and performance. A buckling frontline held by terrified guardsmen can rally at a Commissar's words – or more likely, when said officer delivers a battlefield execution to show what happens to any coward that tries to flee.
Priest (130): dedicated to inspiring faith in the God-Emperor, priests will sermonize or attack heretics and xenos with their chainswords with equal fervor… and will often do both at the same time. Any squad they fight alongside will do battle with increased zeal, and the priest can even inspire them to a righteous frenzy that allows them to shrug off even grievous wounds, if only for a short time.
Psyker (150): individuals gifted with – often unenviable – psychic talents, these troops are somewhat unstable but highly effective if used well. Capable of channeling the energies of the Warp, Psykers can unleash a number of different energy blasts to decimate their foes, and even disrupt hostile vehicles to temporarily paralyze them. Likewise, their psychic talents mean that even invisible or otherwise hidden foes can't evade their sight. However, a Psyker who draws upon power beyond what they can harness risks crippling or outright killing themselves, and their talents can unnerve both enemy and ally alike.
Heavy Weapons Team (275): these two-man teams are largely ineffective in combat while on the move, but are instead meant to establish temporary firing positions in the field. Capable of deploying a crew-operated weapon and sandbag fortifications in mere moments, once set up a heavy weapons team can unleash a devastating hail of fire over great distances. They are normally equipped with a heavy bolter to mow down infantry, but can also be provided with an Autocannon for better anti-armor performance or a Lascannon for dedicated anti-vehicle duties.
Vindicare Assassin (300): typically considered the most lethal snipers in the Imperium, these marksmen are used to eliminate high-value targets from long range. Although they fire slowly, their Exitus rifle causes massive damage – making them perfect for engaging enemy commanders and elite soldiers. They can also be equipped with specialized stealth gear that makes them nearly undetectable, though care must be taken regardless: they are less effective against vehicles or structures, and if caught in direct combat they lack the resilience to survive for long.

Chimera (170): decently fast, with good armor and a multilaser turret for offense, this transport vehicle also carries some decent combat power. Additionally, the Chimera has a number of firing ports that allow infantry such as Guardsmen and Kasrkin to engage troops while within the transport compartment, although troops that heavily rely on situational awareness (such as Psykers and the Vindicare Assassins) will normally need to disembark before they can engage the enemy.
Sentinel(300): these fast bipedal walkers carry a surprising amount of long-range firepower thanks to their lascannons. Although they are of little use against infantry, they are highly effective against vehicles and buildings, and many Sentinels see use as both scout vehicles and raiding groups. They are decently resilient as well, though in a drawn out fight these machines are best kept behind more heavily armored (or expendable) allies.
Hellhound (300): superficially similar to the Chimera transport, the Hellhound is anything but safe haven. Rather than a multilaser, the Hellhound is equipped with a turreted flamethrower

that boasts an impressive range, while the bulk of the vehicle contains a heavily-armored tank of Prometheum. The Hellhound's blazing inferno incinerates infantry and structures with ease, though few troops will stay close to it – a destroyed Hellhound has a bad tendency to explode in a massive fireball.
Marauder (375): heavy bombers used by the Imperial Guard to provide close air support, the Marauder can perform bombing runs where they drop a variety of ordnance over a large area. Typical bomb loadouts include incendiaries to decimate infantry, Krak bombs to hammer vehicles and fortifications, and smoke bombs to block enemy line of sight and protect friendly forces. Their one weakness is that after each bombing run they are only equipped with several light cannons for personal protection, so while they have great 'burst' potential, they are not well suited to more drawn-out fighting.
Basilisk (400): a mainstay of the Imperial Guard's mechanized forces – and with good reason – these artillery vehicles have a range unmatched by any other mobile artillery in Kaurava. Firing high explosive shells with a wide area of effect, Basilisks can wreak havoc on dug in enemies without ever getting close to the frontlines. Their standard shells are less effective against vehicles, but when a truly extreme level of firepower is needed the Basilisk can fire an Earthshaker round to decimate infantry, vehicles and fortifications alike. That being said, while immensely devastating, each Earthshaker round is manufactured in the holy foundries of Mars. The amount of logistical preparation and expenses needed to fire a single such round are roughly comparable to constructing, crewing and deploying an entire additional Basilisk.
Leman Russ (450): heavy armor, simple yet effective functionality and a brutal level of firepower ensure the Leman Russ tank deserves the respect it receives. It combines a powerful, long-range cannon turret for anti-vehicle and siege purposes with three bolters to mow down hostile infantry. Not only that, it achieves such in a surprisingly compact frame that doesn't sacrifice mobility for combat power.

Baneblade (Relic Unit): these enormous tanks are the heaviest vehicles in the Imperial Guard's arsenal. They are immensely resilient, and equipped with a multitude of weapons, from anti-infantry heavy bolter turrets all the way up to the devastating Battle Cannon. As a result, the Baneblade can engage any type of enemy from considerable range, and do so in multiple directions at once while still expecting to be the last thing standing. Further, although this vehicle's sheer size can make it tricky to maneuver through narrow passages, it has a respectable top speed.

Orks

Slugga Boyz (30): the most common and 'stereotypical' Ork, Sluggas often make up the bulk of an Ork horde. Tougher and stronger than the frontline troops of other factions, Sluggas simply charge enemy lines and chop, smash and stomp in melee combat. Although they do carry crude pistols, their ranged firepower is very limited. However, Slugga Boys also occasionally get to use short-ranged flamethrowers, making them more dangerous and terrifying in close combat.
Shoota Boyz (35): favoring guns over melee, Shoota Boyz attack from range with heavy machine guns. They prefer rate of fire (or 'dakka') over trigger discipline, and are notoriously inaccurate… though given how many shots they put out, that's usually not much of a problem.

The greatest of Shoota Boyz can get their hands on Big Shootas, substantially increasing their ranged firepower at the cost of an even lower chance to hit. Not that they care.

Stormboyz (40): take the average Ork, strap a crude rocket to their back as a 'jetpack', and you get a Stormboy. These speed-obsessed brawlers can fly across the battlefield in defiance of all common sense and sanity, and often use this to jump over tougher defenders to engage more fragile ranged units that were previously thought safe. They also make for excellent raiders, as they can usually evade pursuit by 'turbo boosting' their rockets, and their Stikk Bombz can do a great deal of damage against infantry in moments. That said, they're not well suited for going up against heavy fortifications or vehicles.

Nobz (55): older and more powerful Orks, the Nobz are bigger, stronger and tougher than their more numerous peers. Few can stand against them in melee, especially if they've been given heavier armor, and even vehicles easily fall to them once they get their hands on some Power Klaws.

Tankbusta (60): take the Orkish love of explosions, dial it up a notch, and you get the Tankbusta. Carrying a potent rocket launcher, these Orks live to destroy vehicles, structures, and pretty much anything else with heavy explosives. Worse, they're cunning enough they recognize the value of stealth, and with sufficient support from their Warboss can be made nigh impossible to detect.

Flash Gitz (90): obsessed with guns to a level surpassing even other Orks, the Flash Gitz are heavy ranged units that fire heavy-calibre machine guns. They are especially effective against infantry and have excellent range (as well as a somewhat un-Orky degree of accuracy), but aren't nearly as resilient as Orks focused more on close combat.

Mad Dok (150): smart and eccentric for an Ork (and that's saying something), Mad Doks serve as medics, battlefield support and even demolitionists. They've got the surgical skills to keep nearby Orks patched up, potentially all the way to re-attaching arms and similarly treating other such injuries, giving an Ork army much better longevity. They can also administer 'Fightin' Juice', which lets affected Orks power through even horrific injuries, and can prepare 'Burna Bombz', heavy explosives with a timed detonation and enough firepower to crack tank armor and send enemies (and allies) flying when it explodes.

Mega Armored Nobz (175): encased in immensely heavy powered armor, these large Orks are tougher than even other Nobz – though the weight of their armor also makes them quite slow. With both power claws and heavy Shootas, they can engage their enemies in a variety of ways, and their suits also allow them to detect otherwise hidden opponents. Finally, if they need to close the distance quickly, they can counteract their slow speed by overcharging their armor's servos for a temporary surge of speed (though as Orks don't particularly care about safety, this will also harm the Nob itself).

Big Mek (240): the size of a Nob, the smarts of a Mek and enough gear to give a Squiggoth back issues, Big Meks are secondary commanders that use their customized gadgets to great effect. Not only are they excellent fighters in both close quarters and ranged combat, but they can teleport, generate E.M.P. blasts to temporarily disable enemy vehicles, and even project a continuous energy field around them that reduces the potency of incoming ranged fire. Big Meks also have advanced gear that lets them detect any concealed enemies nearby.

Wartrak (245): a light vehicle built for speed and firepower, the Wartrakk can outrun most other vehicles and is equipped with a potent rocket launcher to punch through armor or bombard enemy infantry. They are a common sight in Ork warbands, and unsurprisingly many Orks tinker with these vehicles to make them even better, be it with heavier armor, afterburners so they go 'fasta', or a so-called Bomb Chukka to effectively add a front-mounted grenade launcher for even more explosive mayhem.
Wartruck (285): modestly armored but very fast, the Wartruck serves as the main transport vehicle for the Orks. Aside from dropping off Ork troops at the frontlines, Wartrucks also carry a pair of Big Shootas that make them lethal against infantry, though they are not very useful against vehicles and other heavy armor. Like most Ork vehicles, they often get extra bits bolted on, like more armor and bigger (or simply more) guns, and
Looted Tank (450): take an Imperial Leman Russ tank, strip out half the components and replace them with decidedly more 'Orky' options, and you get this vehicle. Three deadly but somewhat inaccurate heavy bolters allow it to engage light targets in multiple directions at once, while the turreted battle cannon gives it its main source of long-ranged firepower. This cannon is actually more powerful than the main gun of a Leman Russ, though unlike their Imperial counterpart the Looted Tank's gun takes a bit longer to fire and can't be fired on the move.
Fighta Bomma (450): this well-armored plane is somewhat slower than most other aircraft on the battlefield, but makes up for it in firepower. The three Big Shootaz it carries are, in typical Ork fashion, used with more enthusiasm than accuracy, but its secondary weapon is arguably most relevant. Firing grot-piloted 'smart' bombs, the Fighta Bomma can engage targets from ranges only slightly below that of dedicated artillery, and although its rate of fire is low, the bombs have a considerable blast radius.
Killa Kan (465): built to be even stompier than regular Orks, the Killa Kan is a heavily armored walker vehicle effective against all ground targets. Although not especially fast, it does good damage and can engage targets at range with a Heavy Shoota or, if they can get their hands on one, a Rokkit Launcha for greater anti-vehicle power. That said, it performs best in melee, where its hydraulic claw, rotary saw, and sheer bulk allow it to rip apart foes with gleeful enthusiasm.

Squiggoth (Relic Unit): big, loud, and with a bad temperament, this massive beast is loaded down with heavy guns, but is usually just sent to rampage through enemy lines instead. It's not particularly accurate, but its sheer size means that pretty much any nearby enemy is going to get hit somehow. It's tough enough to withstand a brutal amount of hostile fire, and beyond that also has the capacity to carry groups of Orks into battle as a transport – although it's nasty enough by itself, you'll rarely fight a Squiggoth alone.

Chaos

Cultist (20): considered expendable by their masters and fellow cultists alike, these heretics serve the powers of Chaos in the hope of being granted great powers. They are typically poorly armored and equipped, and often used as cheap, disposable troops for scouting and distracting enemy forces. However, with some effort they can be made remarkably useful and dangerous. While their blades and laspistols aren't very potent, some cultists may be granted grenade launchers or plasma rifles to bolster their firepower. Additionally, trough heretical rites these

cultists may be granted supernatural vision to detect invisible foes, can become physically more powerful, and can even be rendered invisible themselves.

Chaos Space Marine (50): these corrupted super soldiers were once ordinary Space Marines, but have pledged themselves to the Chaos Gods. Now, they live for battle and the chance to kill. They are normally equipped with powerful bolters, but those who earn their masters' favor can also be granted heavy bolters or plasma weapons as well. For the mightiest of commanders, Chaos Space Marines can even be granted the ability to turn invisible, making them nightmarishly dangerous ambushers who can slaughter entire armies without being seen.

Khorne Berzerker (55): dedicated followers of the Blood God, these violent warriors live only for the slaughter. They are utterly fearless, caring not whether they emerge victorious or slain – and as such they effectively never break in combat. Although they carry a bolt pistol, they will always fight in melee where possible, ripping foes apart with their chain axes. Any of these warriors carrying the Mark Of Khorne can even release a supernatural wave of dread, sending their foes reeling in panic and making them all the easier to eviscerate.

Raptor (60): melee-focused jumpjet infantry, the Chaos Raptors are fast, hard-hitting troops ideal for cutting off retreating foes or bypassing defensive lines to gut more fragile ranged units. They can be equipped with flamers to break the morale of those they engage, and can briefly overcharge their jets for an extra burst of speed, but typically fare poorly in ranged combat as they only carry bolt pistols. Champions leading Raptor squads can send them into a berserker rage, letting them inflict even greater damage at the cost of ignoring their own defenses.

Horror (60): summoned directly from the Warp, these Daemons are nightmarish creatures that strike at their foes by hurling blasts of Daemonfire over a considerable distance. They excel at melting through vehicle armor, but are less effective against more nimble infantry and fare poorly in hand-to-hand combat. Their inhuman psychology means that in the kind of circumstances where mortals might panic and fire wildly, Horrors will instead abandon any attempt at self-preservation and take more damage from hostile attackers… but they will remain equally deadly in such a situation as well.

Possessed Marine (95): overwhelmed by the powers of the Warp and mutated to the point they are barely even recognizably humanoid, Possessed Marines live to main and kill in hand-to-hand combat, engaging enemies with whatever claws, tentacles, chitinous blades or other monstrous appendages they might possess. They are exceptionally fast for infantry and superhumanly resilient even compared to ordinary (Chaos) Space Marines, but lack any form of ranged attack unless their master bothers to infuse them with Warp energies such that they can breathe out gouts of tainted Daemonfire.

Obliterator (135): mutated Space Marines who have literally fused with their armor, these mighty soldiers are slow but immensely resilient. Equipped with multiple weapons that sprout from their arms, they can engage any kind of target effectively at range, switching between assault cannons, plasma guns and lascannons as the need arises. Obliterators can also be equipped with teleporters, allowing them to cut off retreating enemy forces or deploy from ambush – and when called forth from a Daemon Pit they can be summoned almost anywhere on the battlefield without warning. Their one weakness is that despite their size they fare poorly in melee combat.

Chaos Sorcerer (225): some of the most dangerous and feared servants of Chaos, these wicked scholars are masters of heretical lore. They are decently powerful in melee combat, but

are most effective when wielding their supernatural powers. Each Chaos Sorcerer can harness the chaotic energies of the Warp to strike their foes with a number of destructive and debilitating effects, potentially turning the tide of battle all on their own.

Chaos Rhino (165): one of the few unarmed machines in Chaos' arsenal, the Rhino remains largely unchanged from its uncorrupted origins. Serving as a fast, well-armored transport, the Chaos Rhino can bring a sizable number of soldiers to the frontlines, then retreat to do it all over again. Some Rhinos are also improved with smoke bomb launchers, allowing them to obscure friendly forces and greatly reduce the threat of incoming ranged fire. Note that Obliterators, due to their sheer size, don't fit into these vehicles' hold.
Hell Talon (350): serving as close air support bombers, the Hell Talon is a reasonably tough, but somewhat short-ranged air unit. Unlike most air units it is not particularly effective against infantry and other aircraft, but it is highly potent in an anti-vehicle role. The incendiary bomb launcher that supports its autocannon against ground forces can also be loaded with a special Biotoxin Bomb, which creates a virulent plague that can spread to and decimate any living targets – both enemy and allied.
Defiler (410): these nightmarish, crab-like machine beasts have an unusual purpse in the armies of Chaos. They are best suited for melee, ripping foes apart with their massive claws, but also have an autocannon, flamethrower and even a battlecannon built into their upper 'body'. As a result, the Defiler can serve a multitude of roles from close combat all the way to mobile artillery, giving their master unmatched tactical flexibility. The one weakness of these monstrosities is that although they can fulfil many roles, they cannot match the performance of the more specialized units of other factions (such as Dreadnoughts in melee or Basilisks as siege units) in each of these roles.
Chaos Predator (480): heavily armored and initially equipped with an autocannon turret and two side-mounted heavy bolters, the Predator tanks used by the forces of Chaos excel at taking out infantry and light vehicles. They can be further infused with the chaotic energies of the Warp, bolstering their resilience and allowing them to replace some or all of its weapons with lascannons – giving the Chaos Predator much greater anti-vehicle power at the cost of somewhat worse performance against infantry. Compared to the Predators used by loyalist Space Marines, the Chaos Predator is not as tough, but has more lethal weapon upgrades.

Bloodthirster (Relic Unit): the mightiest servants of the blood god, Bloodthirsters resemble enormous, winged minotaurs clad in heavy armor and wielding a brutal battleaxe. These daemons live only for combat and the next kill, and only the strongest of foes can hope to survive more than a moment in close combat with one. Although they don't bother with any ranged attacks, their wings allow them to cross the battlefield with great speed. Rather than being constructed or trained off the battlefield, Bloodthirsters are summoned by having them possess an allied leader (such as one of Chaos' aspiring champions, a Chaos Sorcerer, or a similar individual of power), consuming said individual in an explosion of blood and rage. This means that their presence always comes at a cost… but also that they can appear with almost no warning provided a suitable sacrifice is available 'on site'. One disadvantage is that their need for battle is so great that any time the Bloodthirster does not spend fighting, they will slowly weaken: their time in physical reality is always limited before their inevitable destruction.

Bloodthirsters acquired through ‘The Pinnacle Of War’ are unique in that they do not experience this gradual loss of life, but otherwise retain all advantages and disadvantages of their conventional peers (including the method of their summoning).

Space Marines

Scout Marine (45): novice Space Marines who have yet to earn the right to wear their iconic power armor, Scout Marines are nonetheless highly effective if used well. They are faster but more fragile than other Space Marine troops, and although they are initially equipped with a basic Bolter for offense they are normally only used in support roles during combat. However, Scouts can be made much more lethal if granted heavy weapons such as flamers, plasma guns and even sniper rifles, and can become utterly devastating if their commander provides them with specialized equipment that renders them continually invisible.
Space Marine (50): the most common type of Space Marine, these soldiers are often referred to as ‘Tactical’ Marines. Protected by power armor and equipped with powerful bolters, they are capable ranged attackers, and their great strength and resilience also allows them to fare decently well in hand-to-hand combat. More than any other soldier on the battlefield, these soldiers offer unmatched versatility: each Space Marine is trained to handle a variety of heavy weapons, including flamethrowers, plasma guns, heavy bolters and missile launchers, and they can be equipped with frag grenades as well. As such, while these troops don’t excel in a single area of expertise like the standard troops of most factions, with proper support a squad of Space Marines can effectively counter almost any threat on the battlefield, from massed disposable troops all the way to heavily armored tanks.
Assault Marine (55): the loyalist counterpart to the Raptor, Assault Marines are fast, tough jump infantry. Carrying chainswords and bolt pistols, their jetpacks allow them to quickly enter the fray and cut down enemy forces. They are most effective in melee against more fragile ranged troops, but many Assault Marine squads are also given Melta bombs to quickly deal heavy damage to armored targets such as vehicles or structures, making them excellent raiders and support troops as well.
Skull Probe (65): these non-combat support units are crafted from the skulls of the honored fallen, allowing them to serve even after their deaths. Although unarmed, the advanced sensors they carry into battle greatly improve the range at which hostile troops can be detected, and the Skull Probe can cut through invisibility and similar forms of subterfuge with ease. In addition, these probes can be fitted with camouflage systems that make them extremely difficult to detect themselves, turning them into a highly effective covert scout.
Apothecary (75): the Apothecary’s main responsibility is to preserve the gene-seed of any slain Space Marines, though they are trained in a wide range of medical procedures besides. Even a single Apothecary can keep Space Marines in fighting shape even when badly injured, and squads attended by these medics will have substantially improved survivability especially during drawn-out battles. However, these experts cannot use any kind of ranged attack.
Terminator (80): clad in the heaviest Space Marine armor and equipped with both powerful Storm Bolters as well as Power Fists, Terminators are slow but highly resilient elite soldiers that are effective in both melee and ranged combat. They can be equipped with teleporters to quickly cross substantial distances, and Terminators who have proven themselves in battle may be

granted the use of an Autocannon for heavy fire support or a Heavy Flamer to decimate and rout enemy infantry.
Assault Terminator (80): foregoing the use of any ranged weapons, Assault Terminators focus exclusively on melee and bear a Thunder Hammer and Storm Shield into combat. They are the most resilient infantry most forces ever encounter, and the electrical charge that is unleashed with each strike has a chance to disable enemy vehicles. Like standard Terminators, these soldiers are often equipped with teleporters to offset their slow movement speed.
Grey Knights (90): often employed by the Inquisition, Grey Knights are melee focused Space Marines who specialize in the elimination of Daemons and other supernatural threats. They are immensely potent against any denizen of the Warp, and remain quite effective against other targets as well – but lack any effective ranged weapons. They can charge into battle with great speed, knocking down or outright trampling weaker targets that face their wrath.
Chaplain (310): the spiritual leaders of the Space Marines, a Chaplain's main role is to inspire and rally their brethren in combat. They can push their allies to continue fighting through severe adversity and injury, and they also excel in close combat. Fighting in melee with their iconic 'Crozius Arcanum' power weapons, they can briefly slow or disable hostile forces with every strike and are particularly lethal against vehicles and other such heavily armored targets. Finally, their fiery devotion allows them to unleash a rallying cry that crushes the morale of any nearby hostiles, leaving them panicked and confused – and all the easier to dispatch.
Librarian (325): the handful of Space Marines candidates that have Psyker talents often find themselves in the ranks of the Librarians. While capable combatants on their own, their true value lies in the psychic powers they use to attack or weaken hostile forces, while bolstering their own allies. A single Librarian can decimate a squad of weaker foes with little more than a thought, though these mighty individuals know not to overdraw on the powers of the Warp and must consequently limit how frequently they utilize their abilities. Their psychic talents also allow them to detect even the most securely hidden enemies, whether they utilize technological stealth or hide themselves with heretical sorceries.

Rhino (145): serving the same role as the Chaos Rhino, this transport is used to quickly ferry Space Marine squads across the battlefield. It is unarmed, but can be equipped with smoke launchers to protect friendly forces from incoming ranged attacks. Although vital for bringing some of the slower Space Marine forces to their destination, the Rhino can't fit the largest Space Marine soldiers, notably including all squads equipped with Terminator armor.
Land Speeder (215): this fast, lightly armored vehicle is often used for scouting duties but can also serve as anti-infantry support. Equipped with a nose-mounted autocannon as well as a gun turret, the Land Speeder can deliver a surprising volume of fire – though it fares poorly against armored targets. It can overcharge it engines to achieve short-duration flight, allowing it to leap over obstacles or hostile forces, but it cannot maintain such altitudes like the Tempest model.
Land Speeder Tempest (225): a fully flight-capable variant of the Land Speeder, the Tempest variant is used as an anti-infantry and anti-air skirmisher. Although the sealed cockpit means it doesn't have room for the standard Land Speeder's turret, it retains the nose autocannon. Furthermore, the Tempest can be upgraded with one of two types of missile launchers. Frag missiles give it superior anti-infantry damage and make it effective at suppressing hostile troops, while Krak missiles instead give it a potent anti-vehicle punch.

Hellfire Dreadnaught (350): when veteran Space Marines fall in battle from grievous wounds, they may be interred in Dreadnaughts – heavily armored walkers that allow their pilots to continue fighting for the chapter when all others would have died. The Hellfire Dreadnaught is a lighter variant of these walkers, and is equipped with a powerful autocannon and missile launcher. Engaging foes at range, they are not as resilient or lethal as the 'standard' model, but are excellent support units that can suppress and disrupt enemy infantry from considerable range.

Predator (465): the uncorrupted counterpart to the tanks used by the forces of Chaos, Space Marine Predators serve a similar role. They are heavily armored, and their autocannon and heavy bolters make them excellent against light targets. Some or all of their weapons can be replaced with lascannons for additional anti-armor power. Although these lascannons are not as potent as those of their traitor counterparts, the loyalist Predator boasts greater overall resilience, allowing them to remain in the fight for longer rather than focusing solely on offense.

Dreadnaught (475): the more standard model of Dreadnaught is immensely resilient and built for melee combat. Its hydraulic claws crush infantry to a pulp and make short work of armor plating, and it also carries a short-ranged flamethrower if it needs to engage entire groups of weaker targets at a time. Only the hardiest of vehicles can withstand a Dreadnaught for any length of time, though its slow movement speed does mean that fleeing can often be an alternative solution. If dedicated ranged assaults are needed, the Dreadnaught can have one of its arms replaced with either an assault cannon or a twin-linked lascannon, substantially reducing its melee prowess but allowing it to fire a hail of bullets or cut through armor with slow-firing but powerful blasts.

Whirlwind (490): although the Space Marines favor quick strikes from small, elite groups, even they sometimes need artillery support. The Whirlwind fires high-explosive missiles at long range, with a level of accuracy surpassing any other artillery vehicle in Kaurava. Although these missiles aren't especially powerful against vehicles, they are brutally effective against lightly armored targets such as infantry, and the area-of-effect ensures a single strike can often send an entire line of dug-in defenders into disarray. Furthermore, these powerful weapons are designed to minimize danger to any friendly forces caught in the blast, making them much safer than other artillery. That said, Whirlwinds have no means of attacking air forces and, although they are reasonably tough, are best kept behind more resilient forces for protection.

Land Raider (Relic Unit): serving as a super-heavy tank and troop transport simultaneously, the Land Raider is one of the oldest and most respected vehicles in service of the Space Marines. Equipped with a forward turret that decimates light targets with heavy bolter rounds as well as a pair of lascannon mounts on its sides to handle heavier opposition, the Land Raider can dish out excellent fire all on its own, and fire in multiple directions at once or focus all of its weaponry on a single target as the need arises. It is immensely resilient – doubly so if aided by its Machine Spirit's guidance – and can soak up a great deal of damage. In addition, it can carry a substantial number of Space Marines into combat, and it's one of the few vehicles capable of carrying the mighty Terminators.

Necrons

Warrior (35): the basic soldier of the Necron armies, Warriors are extremely tough compared to the standard infantry of other factions. Their gauss rifles have a modest range and are effective against infantry and light armor, though they struggle against heavily armored vehicles. Their one weakness is their slow movement speed. Most other troops will outrun Necron Warriors without difficulty, although a Summoning Core can be used to teleport Warriors to the various Necron structures in an emergency. When a Warrior falls, there is a chance it can pull itself back together shortly thereafter, continuing the fighting.

Flayed One (30): draping themselves in the flesh and skin of their victims, Flayed Ones are built for melee combat. They fight with scythe-like claws that cut through flesh and steel, are even tougher than Warriors, and their gruesome appearance grants them a supernatural aura of dread that unnerves any nearby foes. In addition, they are immune to any kind of fear themselves, and can be teleported onto – or rather underneath – the battlefield when interred inside a Monolith. Few things are more terrifying than a group of Flayed Ones crawling out of the ground without warning. Like most Necron infantry, they are very slow, but similarly have a chance to recover and piece themselves back together after being downed, and can be teleported to most Necron structures in case urgent reinforcements are needed.

Immortal (35): serving as anti-armor units for the Necron armies, Immortals carry Gauss Blasters that have superior range compared to their Warrior counterparts. They cut through vehicles and structures with ease, but fare poorly against infantry. They are a bit faster than most Necron infantry, but are not as resilient – though still noticeably tougher than any 'mortal' soldier. Like many Necrons, they can potentially re-assemble themselves if seemingly killed, and can be teleported to friendly Necron structures.

Pariah (50): a merger of organic life and Necron machinery, these soldiers are even tougher than Warriors and serve as elite troops for their lord. They can engage enemies at range with light energy blasts, but their main strength is in melee combat. With each swipe of their scythes they permanently suppress some of their victim’s vitality, reducing their movement speed and leaving the target more frail for good until they – or the Pariah that struck the blow – are slain. Consequently they are most effective against infantry, and their utter lack of fear means they will engage even overwhelming opposition without faltering. They cannot restore themselves from near-death like their lesser peers, but do move considerably faster.

Wraith (60): unique among Necron troops, the Wraith is a fast scout and skirmisher meant for surgical strikes rather than a slow, relentless assault. Lacking any legs and hovering over the battlefield, their eerie, tailed silhouettes make them look particularly ghost-like, an image only strengthened by their ability to partially ‘fade’ out of reality, a state wherein they are invulnerable but also unable to attack. They fight with their blade-like arms, and are especially lethal against ranged attackers: their quasi-physical nature allows Wraiths to evade most ranged attacks fired at them. Like many other Necrons they can potentially reactivate themselves after seemingly ‘dying’, though their relative frailty makes them a poor choice for extended battles or heavy melee fighting.

Tomb Spyder (250): a vital part of the Necron armies, Tomb Spyders serve as caretakers and support for Necron infantry. Although Tomb Spyders don’t repair vehicles or infantry, they can harvest the bodies (or parts thereof) of fallen Necron soldiers, and utilize these components to

create new squads of Necrons: a victorious Necron army might recover from its losses in a fraction of the time other armies do. In combat, the Tomb Spyder fights in melee with two powerful pincers while being protected by heavy armor, though it can also be outfitted with a Particle Projector if their master decides to keep it away from the heaviest fighting. In emergencies, Tomb Spyders can cannibalize some of their own parts (damaging itself in the process) to create a swarm of Attack Scarabs, tiny Necron machines used as anti-air melee drones.

Destroyer (250): the Necron field few vehicles, and most resemble this particular design: a powerful Necron warrior mounted on a fast hover frame. The standard Destroyer carries a Gauss weapon that is effective against infantry and other unarmored targets, making it an effective raider and skirmisher. Despite their comparatively small size they are very resilient, though combat against vehicles usually ends poorly.

Heavy Destroyer (300): similar in overall design and function to the regular Destroyer, these machines are equipped with a more powerful Gauss Blaster for use against vehicles and structures. However, much like that of the Immortals, this weapon has very poor performance against infantry.

Lord Destroyer (350): an unusual unit for the Necron, the Lord Destroyer does not rely on firepower but on guile. Mounted on the same hover platform as the standard and heavy variants, this Necron equipped with a light ranged weapon. However, the Lord Destroyer can generate a stasis field that traps units in its area of effect, rendering them incapable of acting but also impossible to damage. Even more terrifyingly, if given the chance a Lord Destroyer can effectively ‘possess’ enemy vehicles, permanently claiming them for their Lord and potentially turning an enemy’s greatest asset into their doom. Once the possessed vehicle is destroyed, the Lord Destroyer will re-emerge, damaged but still combat-capable.

Restored Monolith (Relic Unit): these ominous structures are usually encountered with only partial functionality, wherein they serve as the center of many Necron outposts. A fully reactivated Monolith, on the other hand, is an immensely powerful mobile fortress. With a potent energy weapon on each of the pyramid’s corners the Monolith can attack in all directions at once, while the Particle Whip at the pinnacle of the structure can release massive blasts over long range – each of which can decimate groups of foes while leaving allied units completely unharmed. Furthermore, the Restored Monolith continually self-repairs, and retains the production facilities of its lesser brethren; a single Monolith can keep up an assault for extended durations, deploying or outright constructing replacement forces so long as resources and power are available. The one major weakness of these machines is their extremely slow speed: they can be outpaced even by Necron infantry, to say nothing of other troops. The Monolith can mitigate this somewhat using its built-in teleporter, though if the Monolith takes substantial damage this system cannot be activated until repairs are made.

Eldar

Guardian (30): basic infantry most commonly deployed by the Eldar as ‘generalist’ forces, Guardians are reasonably effective at ranged combat against enemy infantry. However, while they make for a very efficient force, they are somewhat fragile and lack any means to deal with vehicles. When used in heavier fighting, Guardians are often provided with plasma grenades to

give them a bigger ‘punch’, and they are often used as bodyguard details for psionically gifted Warlocks. They can choose to move at great speed at the cost of weapon accuracy, a trait shared with most other Eldar infantry.

Ranger (45): wanderers and outcasts among the Eldar, Rangers sometimes join Eldar armies as scouts and snipers. They carry light rifles that are effective against infantry, and excel at breaking enemy morale by showing that nowhere is safe from their attacks. They can be fitted with specialized gear that makes them nigh undetectable even in combat, but they are unsuited for drawn-out battles – especially when facing vehicles and other heavy armor.

Howling Banshee (50): swift and lethal, these predominantly female melee forces are the vanguard of many Eldar warhosts. Armed with power swords, they can cut down most hostiles – even light vehicles – with little challenge. The greatest banshees serve as squad leaders, and can emit a piercing scream that demoralizes any nearby enemies. Their one weakness is that, like most melee troops, they have very limited ranged power.

Fire Dragon (65): these Eldar warriors are dedicated anti-vehicle and anti-structure troops, and deal devastating damage against heavily armored targets. Though somewhat short-ranged, Fire Dragons can easily reach and engage foes thanks to grav stabilizers in their suits. A Fire Dragon who is knocked off their feet by all but the heaviest of explosives is a rare thing indeed. Their biggest weakness is their lack of power against infantry, against whom they’ll usually have to pull back.

Dark Reaper (70): serving as heavy weapons specialists, the Dark Reapers carry heavy rifles with a high rate of fire and good performance against most targets. They cannot fire on the move, but need only a moment to bring their guns to bear. Dark Reapers become especially potent as more advanced wargear becomes available: when outfitted with the best gear, Dark Reapers can engage targets at range unmatched by most other types of infantry.

Warp Spider (75): high-tech ranged infantry trained for hit-and-run strikes, the Warp Spiders do good damage against infantry. Their ‘death spinners’ lack the raw power to handle heavily armored vehicles or fortifications, but many of these squads are granted Haywire Grenades to mitigate this weakness. Their most feared ability, however, is the way Warp Spiders can teleport over short distances, briefly crossing into the Warp to emerge behind enemy lines, to escape pursuit, or to simply engage the Eldar’s enemies from unexpected directions.

Seer Council (130): drawn from the most powerful and experienced Warlocks in the Eldar forces, the Seer Council are lethal in melee combat with their ‘witchblades’, but also have a shuriken pistol as a sidearm. Most importantly however are their psychic powers: these seers can use precognition to evade a great deal of ranged attacks by simply moving out of the way, making these already hard-to-kill veterans even more difficult to eliminate from afar. They are often tasked with guarding VIPs such as the Farseers leading many Eldar armies, wherein they use their psychic might to ease the strain on the talents of their charges and allow such individuals to draw more deeply from their own psychic talents.

Harlequin (250): the followers of Cegorach, the ‘laughing god’, are equal parts entertainer and assassin. Possessing unmatched speed and agility even among other Eldar, Harlequins typically engage in melee with their foes, and are so fast they can at times bounce from target to target, knocking down or slicing apart entire groups of lesser soldiers without their feet even touching the ground. Against particularly dangerous enemies they employ the ‘Harlequin’s Kiss’, a stake driven into a target that unfurls into monomolecular filaments and shreds a target from

the inside out – though even these elites use such methods sparingly. Despite their speed and combat prowess, Harlequins are somewhat fragile, and are best used to disable or eliminate key foes rather than remain in combat extensively.

Shuriken Grav Platform (200): a mobile weapon system built for suppressive fire, this machine sends an endless stream of munitions against all those who oppose the Eldar. Although the damage of each individual hit is fairly low, it has a high rate of fire and the weapon's spread give it an area-of-effect that allows it to whittle down entire squads of infantry at once. While it is largely ineffective against heavily armored targets, the Shuriken Grav Platform is vital as a support unit – its attacks slow enemy infantry, allowing the Eldar's frequent edge in speed and mobility to shine even more. That said, it is not very well armored and is easily destroyed when facing heavy enemy fire.

Brightlance Grav Platform (200): a derivative of the same mobile frame as the Shuriken platform, the Brightlance Grav Platform is built for anti-vehicle support. Equipped with a potent energy weapon, this unit deals modest damage against more heavily armored targets, though it lacks any area of effect and is not very useful against infantry. Most importantly, however, the Brightlance Grav Platform illuminates weak points in their target with each hit, and for a few seconds after each impact other Eldar can use these markers to deal substantially more damage than normal when engaging this target.

Vyper (210): combining high speed with solid firepower, the Vyper is a light hover vehicle built for hit-and-run strikes. It has a forward-facing Shuriken Catapult to engage infantry, but its main weapon is a turret-mounted missile launcher used for anti-armor and troop suppression. This launcher allows the Vyper to strike targets from considerable range, after which it can pull back and evade most forms of pursuit. Like most Eldar vehicles it can achieve flight for a few seconds, allowing it to jump over impassable terrain, hostile forces trying to cut off its escape, or any other obstacles. However, if caught in heavier combat the Vyper lacks the resilience to endure for long.

Nightwing (250): a fightercraft with unmatched speed, the Nightwing carries a pair of Brighlances to engage other air targets, as well as Shuriken Cannons to shred lightly armored ground forces. Their speed and area of effect damage against ground targets make them ideal for hunting down and eliminating vulnerable infantry. They can also be upgraded to continually repair themselves without the need for resources or the aid of Bonesingers, making them excellent harassment units. Their main weakness is the lack of anti-armor firepower.

Falcon Grav Tank (300): unusual for a transport, this Eldar hovertank is a versatile, all-purpose vehicle. Not only can it carry two squads of Eldar into battle, but its decent resilience and multiple weapon systems allow it to engage both infantry and vehicles with good results. It is initially equipped with a forward-facing Shuriken Catapult and a turret-mounted Scatter Laser-Brightlance combination, but can also have the Brightlance weapon replaced with a Starcannon for pure anti-infantry duty. Finally, as a hovertank it can briefly overcharge its engines to fly over obstacles or enemies, giving it unmatched mobility beyond its already respectable speed.

Wraithlord (350): these mecha house the souls of slain Eldar, allowing these warriors to fight alongside their brothers and sisters once more. While notably faster than most other 'walker'

vehicles, the Wraithlord is a bit less resilient. However, it can decimate most targets with ease, be it by fighting in melee with lethal power fists, or engaging from a distance with its dual heavy flamers, starcannon, or even a brightlance if upgraded with such a weapon. As a result, the Wraithlord is a hard-hitting combat machine that still works excellently with the Eldar's focus on speed.

Fire Prism (465): a fast, powerful, and well-armored hovertank, the Fire Prism is the most potent vehicle in the Eldar armies on Kaurava. It engages infantry with a forward-facing Shuriken Catapult, while the turret-mounted Prism Cannon deals heavy damage against armored targets. Although its raw firepower is slightly below that of other heavy tanks like the Predator, the Fire Prism can fight with comparable effectiveness (especially if made more resilient with defensive holo-fields) – and unlike most heavy vehicles, it is much faster and can briefly take flight to bypass obstacles or enemy defensive lines.

Avatar Of Khaine (Relic Unit): the physical manifestation of the slain Eldar deity of warfare and murder, the Avatar Of Khaine resembles a gigantic humanoid composed of red-hot, cracked stone. Immensely resilient and fighting with a legendary blade known as the 'Wailing Doom', it is a melee combatant with few peers. More than that however, the presence of an Avatar serves as a beacon to the Eldar: none fighting near it will ever succumb to fear, and it calls out across the Webway for all to join the battle. Consequently, an army led by the Avatar Of Khaine will often bring in more reinforcements and do so faster than any other Eldar force. The Avatar lacks any form of ranged attack, however.

Tau

Kroot Carnivore (45): melee warriors from the Tau's allies, Kroot have the ability to absorb and integrate traits from creatures they consume, permanently adapting their genetic makeup to deal with the problems they face. Kroot Carnivores typically serve as melee support units for the Tau, and are initially only modestly powerful and resilient. However, by consuming the flesh of fallen foes, Carnivores can permanently bolster not only their own resilience, but also that of any other Carnivores on the battlefield. With enough devoured carrion, a group of Carnivores can become twice as tough as before, making them excellent shock troops. They are often trained to leap over great distances, allowing them to crash into hostile troops with great force and knock down or scatter enemies on impact.

Vespid Stingwing (60): insectoid skirmishers serving the Tau military, Vespids are fast scouting and harassment units that are often given jump packs to quickly cover ground and bypass obstacles. Their unusual senses allow them to detect concealed enemies and they can fight with both their claws and engage at range with neutron blasters, but their relative frailty and lack of firepower means they are unsuited to the heat of battle. That said, they can use their weapons to destabilize enemy structures to both deal damage and substantially enhance the potency of any attacks against said structure for a short period of time, and in emergencies they can release a sonic blast to knock back and disorient nearby infantry.

XV15 Stealth Suit (65): more costly but also considerably more advanced than the scouts of other factions, Stealth Suits are undetectable by most ordinary forces. They are fragile and their standard burst cannons are not very powerful, but they are quite fast and can be equipped with jetpacks for even greater mobility. A Tau commander that invests in more advanced weaponry,

be it stronger burst cannons or anti-vehicle plasma guns, can even turn these troops into deadly ambushers, though they'll be outmatched by most forces that have some way to detect them.
Kroot Hound (65): a Kroot variant with only animal-like intelligence, Kroot Hounds are similar to their Carnivore brethren in their role of anti-infantry melee forces. However, Kroot Hounds are considerably tougher, and much more lethal in close combat. They lack any form of ranged attack and gain no benefits from devouring enemy corpses.
Fire Warrior (70): the most iconic and numerous of Tau soldiers, Fire Warriors are well-trained troops equipped with advanced gear. Even their most basic loadout makes these troops superior ranged fighters than the standard soldiers of other factions, although their melee prowess is lacking in comparison. When more advanced gear becomes available, however, Fire Warriors can become immensely lethal at range, and can be supported by shield drones for protection or photon grenades to counter enemy charges, on top of cybernetics and enhanced armor… and they can potentially reach a maximum firing range that nears that of light artillery pieces, provided scouts can feed them targeting data.
Pathfinder (95): part scout, part support unit, the Pathfinders are tasked with aiding the other members of the Tau military using their superior observation. Pathfinders have far greater sight range than other Tau units and can detect concealed enemy troops with ease. Although their actual firepower is fairly low and their firing range is far shorter than that of Fire Warriors, the Pathfinders' pulse carbines are modified to slow down enemy forces rather than simply do damage, making them easy pickings for other Tau forces nearby. They can also deploy markerlights to illuminate enemies and point out vulnerable spots in enemy armor, such that any marked target takes substantially more damage from all allied forces for a short period of time.
Kroot Shaper (150): the Kroot can develop rapidly by absorbing genetic material, but the wrong 'diet' can cause far-reaching and enduring problems as well. Kroot Shapers are the elders tasked with ensuring their charges' development is beneficial, both on and off the battlefield. When leading a pack of Kroot Carnivores or Hounds, the Shapers bolster their resilience and allow them to move at greater speeds. However, the Shaper has only modest combat prowess on its own and should not be left without support.
XV8 Crisis Battlesuit (240): this battlesuit is built for fast close-combat support. Fairly tough and equipped with a powerful jetpack, it is often deployed into the middle of combat. They are equipped with a burst cannon and fusion blaster that lets them engage both infantry and heavier targets effectively, though they lack the range of many other Tau units. If needed, they can replace one of their weapons with either a powerful flamethrower for greater area damage and morale-breaking, or a missile pod for better long-ranged attacks against armored targets.
XV88 Broadside Battlesuit (360): the most commonly seen battlesuit among Tau forces, this elite soldier initially fights with two powerful missile launchers in an anti-vehicle role. Its true power only becomes apparent once it anchors itself to the ground: although this immobilizes the suit and disables the missile launchers, it also enables the use of two enormous, shoulder-mounted railguns. Dealing massive damage at long range, these railguns allow the XV88 to decimate any kind of target from afar.

Ambush Drone (110): typically deployed in groups of five, these combat drones are equipped with sort-ranged pulse carbines that are especially useful against infantry. When not engaging the enemy, these drones are often ordered to bury underground and lie in waiting until unaware

enemies approach the ambush site. They are only moderately resilient, but when destroyed explode in a powerful blast of energy, further wounding or eliminating any nearby hostiles.
Devilfish Troop Transport (125): lightly armored and equipped with a single pulse carbine, the Devilfish's main strength is the fact it can render itself nigh-indetectable. Oftentimes the first indication of this vehicle's presence is the sudden appearance of Tau infantry during an ambush, and the Devilfish is fast enough it can usually collect its passengers and escape pursuit before counter attacks can mount. However, although armed it is not suitable for heavier combat and should be kept away from larger fights.
Drone Harbinger (300): this bulky hover tank is equipped with the same pulse carbines as the Devilfish, but otherwise lacks any heavy weapons. Instead, this vehicle carries a drone fabrication suite that allows it to rapidly assemble and deploy combat drones so long as suitable materials and power are provided. Although the drones created this way will only function for a short duration before failing and a Harbinger operating at full capacity can drain a Tau commander's power grid at an alarming rate, this endless swarm of expendable drones can deal substantial damage while keeping hostile forces away from your more valuable troops.
Skyray Missile Gunship (325): designed for long-range fire support, the Skyray functions somewhere between a regular tank and an artillery piece. Although it lacks any kind of close combat weapons like the Devilfish or Drone Harbinger, it engages foes with several racks of potent long-range missiles. The Skyray is highly effective against vehicles and structures, and with upgraded launchers can launch an entire volley of missiles in moments to annihilate anything in the target area.
Barracuda (340): the Air Caste's main contribution to the fighting on Kaurava, the Barracuda is a heavily armed aircraft. Carrying burst cannons, missile pods and an ion cannon, the Barracuda excels at crippling vehicles and other heavy armor, but is generally effective against other targets as well – while somewhat lacking in raw damage against infantry, the explosive power of its missiles means it can still disrupt and supress such foes. The one downside of the Barracuda is that, like many Tau forces, it is built for speed and power – its overall resilience is somewhat lacking, and when facing heavy anti-air attacks it will fall quickly.
Krootox (425): an immensely tough, gorilla-like beast, the Krootox is a melee unit that can literally rip tanks apart with its bare hands. They are often used to draw enemy fire by commanders who embrace the way of Kauyon, smashing through enemy defensive lines or prevent other melee forces from reaching more fragile Tau ranged troops. However, if needed the Krootox can also engage from a distance: it carries a Kroot soldier on its back, which operates a mounted gun with solid firepower. However, this beast cannot be repaired, unlike the mechanical walkers that are the Krootox's closest analogues in other factions.
Hammerhead Gunship (480): the most heavily armed vehicle in the Tau arsenal, this hovertank carries more firepower than almost any other tank on the battlefield. With two potent Burst Cannons to mow down infantry and light vehicles, this vehicle's defining weapon is the massive railgun turret mounted on top of the Hammerhead's hull. Dealing massive damage at long range, this weapon can punch through even the heaviest armor with ease and makes the Hammerhead one of the most lethal vehicles on the battlefields of Kaurava. Its one weakness is that it is not as resilient as many other heavy tanks, such as the Leman Russ or Fire Prism. While it's not fragile by any means, it functions best as a support unit, eliminating key enemy targets from a distance without soaking up too much fire itself.

Greater Knarloc (Relic Unit): big, tough and uncharacteristically straightforward for a Tau unit, this dinosaur-like monster is used as a living battering ram to shatter defensive lines. Their immense strength allows them to tear vehicles to shreds with ease, while trampling or outright devouring hostile infantry. Nothing short of massed enemy fire has a chance of stopping these beasts, but their one disadvantage is that the Greater Knarloc is entirely focused on melee combat. It has no unusual abilities and lacks the intelligence to wield any kind of weapons, though its raw strength still allows it to match other Relic Units blow-for-blow.

Dark Eldar

Warrior (50): trained to engage in fast, mobile raids, Warriors are the main Dark Eldar ranged forces. They deal excellent damage against enemy infantry, though their relative frailty means they work best fighting enemies who can't easily fight back. Their ranged attacks have a somewhat short range, but Warriors can be enhanced with a variety of upgraded gear – and their squad leaders, known as 'Sybarites', will often employ Terrorfex Grenades to blind and demoralize hostiles.
Mandrake (50): cursed and twisted even by Dark Eldar standards, the Mandrakes are melee troops that move with great speed. Although not as resilient as many other melee specialists, they are deadly in combat – especially when equipped with poisoned blades. They carry Warp taint with them wherever they go, and with the appropriate rites this taint can give them unnatural vigor and strength… and their dark, writhing skin can shift to render them nigh invisible even to those whose blood they spill.
Scourge (65): serving as fire support for Dark Eldar forces, Scourges are unusual in that they combine heavy weapons with jump packs for swift movement. Initially equipped with Splinter Cannons for anti-infantry combat, many Scourges are granted soulseeker ammunition as well, while others may instead be given Dark Lances to create a potent anti-vehicle soldier. However, they are not especially resilient, and their heavy weapons take a moment to set up before firing – they can easily get into position or retreat, but must remain stationary to contribute to a battle.
Wych (75): elite melee fighters from the Dark Eldar arenas, Wyches live to hone their combat skills. They are especially adept at crippling and demoralizing their foes, making them particularly suited to engage and weaken the strongest infantry and leaders the Dark Eldar face. Wyches can also administer potent combat drugs that send nearby allies into a bloodthirsty frenzy, letting the Wyches and their allies both move and attack with greater speed, while also rendering affected forces immune to fear. Like many other Dark Eldar, Wyches can be equipped with poisoned weapons, and the splinter pistol they carry as a side arm can be enhanced to become unusually accurate.
Warp Beast (110): nightmarish creatures that maul the living and shred armor with equal fervor, Warp Beasts are the heaviest melee forces among the Dark Eldar. They are fast and highly resilient as well, but have one major weakness: although trained for combat and typically kept in line by a specialized minder, Warp Beasts whose morale breaks will enter a mad frenzy wherein they attack any nearby victim. In many cases, this will include not only other Dark Eldar, but also the other Warp Beasts in their pack. If they cannot be quickly disciplined these beasts can prove as deadly to your own forces as to your enemy.

Hellion (75): elite infantry mounted on skyboards, Hellions can move with incredible speed and soar straight over enemy forces to hit weaker enemies behind the frontlines. They are very effective in melee combat, especially when granted poisoned weapons, and will often use the razor-sharp edges of their skyboards to slice apart enemy infantry. However, they aren't very effective against vehicles and other 'hard' targets, although they are reasonably resilient and their skyboard allows them to use limited shielding similar to many Dark Eldar vehicles. The Hellions' skyboard has a pair of splinter rifles that allow them to attack at range, and they often gun down fleeing enemies during a pursuit. Hellion leaders also often carry tracking devices that allow them to follow the movement of an enemy unit for several minutes – oftentimes, an enemy 'escaping' from a Hellion squad merely leads them to new victims.
Haemonculous (195): brilliant and cruel in equal measure, the Haemonculi are masters of biological manipulation, torture and poisons. Serving as support commanders to Dark Eldar forces in the field (when not busying themselves with their horrific experiments), a Haemonculous can be a great force multiplier. They can deploy various cruel devices to debilitate and poison their foes, and their ability to cause both physical bodies and souls alike to detonate for even greater harm means that even in death enemies are not safe.

Reaver Jetbike (115): fast enough to outrun almost any enemy and equipped with a powerful anti-infantry splinter cannon, Reavers are excellent for harassing enemy forces in hit-and-run strikes. Although they are fragile and their weapons are not very effective against vehicles, they can be outfitted with shields to bolster their resilience, and when upgraded with targeting modules they become much more deadly – especially when firing on the move.
Raider (225): these sleek skimmer vessels are fast, lightly armored quasi-transports equipped with an anti-vehicle Dark Lance. Although they have only limited space to carry infantry, the vehicle's open design allows troops to fire on enemies from the Raider's deck. These vehicles can quickly traverse the battlefield and ignore obstacles with unique jets that release a terrifying wail upon landing, demoralizing and knocking back enemies before engaging them. Like other vehicles, they can be equipped with shielding upgrades to bolster their initially low resilience.
Raven (250): swift fliers that are deadly against infantry, light vehicles and other aircraft, the Raven's speed allows them to harry targets or retreat in moments. Although they lack the firepower to handle heavily armored targets, they can temporarily disable the weapons on enemy vehicles, making such targets easy prey for any other nearby Dark Eldar. Like other Dark Eldar vehicles, the Raven can be fitted with shields to bolster their lacklustre resilience.
Ravager (450): similar to the Raider in design philosophy but built for heavy combat, the Ravager is a fast and powerful hover vehicle. Although it lacks the space to serve as a transport, it is tough enough to withstand considerable incoming fire, and it carries three Dark Lances to cut through hostile armor or devastate structures. If needed, the Ravager can replace some or all of its weapons with Disintegrators that make it much more lethal against infantry instead, and like most vehicles it can be equipped with shields for additional protection.
Talos (500): a massive, scorpion-like hover machine, the Talos is much more resilient than most Dark Eldar vehicles, and can be further enhanced with shields to improve its odds of survival. Its pincers make it brutally effective in melee combat, though it can also fire energy blasts from its 'stinger' to engage enemies from a distance. A Talos with upgraded stinger cannons can use it to fire explosive blasts all around it in emergencies, knocking back enemies that have

surrounded it. This machine can also gather the soul essence of freshly slain mortals, transferring it to their master for a variety of uses.

Dais Of Destruction (Relic Unit): a heavily upgraded Ravager frame used to carry the mightiest Dark Eldar leaders into battle, the Dais Of Destruction is even said to be used by Asdrubael Vect himself on occasion. Although not quite as resilient as many other Relic Units, it is equipped with a defensive field that weakens incoming enemy fire – be it against the Dais or any nearby allied troops. Consequently, the Dais Of Destruction can take a far greater beating than its frail-seeming design might initially suggest. Offensively, it is equipped with a multitude of weapons that allow it to engage all targets effectively, with the most terrifying of these being the 'Dark Scythe'. By overcharging the vessel's central Dark Lance, the Dais can unleash a sweeping line of energy to cut through all enemies in a cone ahead of the vehicle.

Adepta Sororitas

Battle Sister (35): arguably the most iconic of all Sororitas, the Battle Sisters stride into battle clad in power armor and wielding bolters to smite xeno and heretic alike. Although not as individually powerful as some other elite infantry, Battle Sisters make up for this with religious zeal and dedication. Further, these women are often granted heavy bolters to release an unending stream of firepower, while heavy flamers and Phosphor Grenades instead make them one of the best infantry in Kaurava when it comes to shattering enemy discipline and sending foes fleeing in panic.
Seraphim (55): some of the most devout soldiers in the sisterhood, the Seraphim are jetpack infantry equipped with a pair of bolt pistols. Consequently, they are unusual in that they are best when fighting at (short) range, and their extensive training allows them to fight effectively on the move – even when moving backwards or outright slamming into foes when entering melee. They can inspire courage in nearby allies, and although their standard loadout is mainly useful against lightly armored infantry, Seraphim squads are often given powerful Krak grenades to eliminate vehicles and fortified structures. When used well, Seraphim can form fast-moving and elusive support teams with considerable battlefield impact.
Celestian (55): heavy infantry dedicated to fighting armored targets, Celestians are initially equipped with bolters and chainswords, similar to many other Sororitas troops. However, Celestians are the only infantry with access to the mighty Melta and Multi-Melta weapons, which allow them to cut through hostile vehicles and fortifications with great beams of fire. Although they do not have the range of some other anti-vehicle weapons, such as missile launchers, their melta weapons are more potent. In addition, Celestians are often provided with Krak grenades for when they need to eliminate priority vehicles or structures.
Missionary (75): serving to spread the Imperial faith among the masses, Missionaries often join the Adepta Sororitas in battle against the Imperium's foes. They are fairly tough but not well armored, and fight with either their staff or a bolter as the situation requires. More importantly however, Missionaries can detect concealed units, and their piety allows them to channel the faith of your forces into a number of beneficial blessings. From healing wounds to temporarily infusing a squad's ranged weapons with holy power, Missionaries can be an excellent force multiplier if used well.

Sister Repentia (75): seeking absolution for their sins in a worthy death, the Sisters Repentia wade into combat wielding heavy two-handed power swords but only moderate armor. They can close the distance with enemies quickly and deal tremendous damage in close combat, and these soldiers can even drive themselves into a self-destructive berserker frenzy where their already solid combat power is increased even more – but at the cost of literally injuring themselves through their zeal. The Sisters Repentia do not carry any ranged weapons.
Death Cult Assassin (140): sent out to eliminate high-value targets, these morbid women excel at striking vulnerable targets. They are nigh undetectable by ordinary troops, meaning that often the first indication one of these killers is around is soldiers suddenly collapsing in death. Death Cult Assassins can also detect concealed targets themselves, so hiding will not save one from their attention. That said, they have no ranged weapons, and while lethal against infantry they are not nearly as useful against vehicles. Furthermore, their focus on covert eliminations rather than heavy armor means that, despite their incredible agility, they are easily eliminated once detected.
Confessor (305): ranked among the greatest preachers and warriors in service of the Ecclesiarchy, Confessors live to smite any heretic they can find. Not only are they excellent combatants – especially in melee – but their mere presence inspires all nearby allies to fight with greater zeal. Furthermore, their piety allows them to channel the power of the faithful, not only allowing them to see through all forms of concealment but also letting them manifest a number of miraculous effects to bring doom upon any who oppose the Confessor. Few things are as terrifying as a blast of holy lightning striking down from the heavens as the Confessor channels the Emperor's wrath.

Rhino Transport (145): another variant of the Rhino similar to those used by both loyalist and Chaos Space Marines, the transport used by the Sisters Of Battle is geared more for open combat. It lacks the smoke grenades of its counterparts, but has a Heavy Bolter to engage enemy infantry and other light targets, and is often equipped with 'Laud Hailers' to strengthen the resolve of nearby Sororitas forces and demoralize nearby hostiles.
Lightning Fighter (300): swift, fairly well-armed and capable of engaging targets with decent accuracy while on the move, the Lightning Fighter excels at scouting, fast response and close combat support duties. This flier engages other air units with a pair of Lascannons and uses an Autocannon against ground targets, allowing it to engage most forces with a good degree of effectiveness. It is not as specialized as some other aircraft and other Sororitas vehicles are often more cost-effective in a drawn-out fight, but the Lightning is arguably the most versatile – if perhaps not spectacular – vehicle in the Sororitas arsenal.
Exorcist (325): serving as field artillery for the Sisters Of Battle, Exorcists blanket a targeted area with volleys of light missiles. Although each hit only deals light damage and lacks the power to handle heavily armored targets, a single volley can send infantry flying and scatter entire battle lines – and the high quality munitions it uses ensure that friendly fire remains minimal. If a single, high-value target needs to be eliminated, the Exorcist can fire a 'Hunter Seeker Missile' to deal heavy damage at extreme ranges, though the rarity of these missiles mean that such attacks are used sparingly at best. Exorcists can be enhanced with better armor, but even then remain somewhat fragile and are best kept behind the frontlines.

Immolator (415): serving as the Sororitas' heavy tank, the Immolator is a fast and well-armored vehicle equipped with heavy flamers. Drowning foes in a relentless stream of fire, they can incinerate entire groups of infantry with ease and can break enemy morale in moments. They can even spin their turret around to spray Prometheum all around themselves, setting ablaze any nearby foes and making the prospect of a surrounded Immolator all the more dangerous. When needed, these vehicles can have their flamers replaced with a powerful melta cannon, trading in their wide-area fire for a concentrated, anti-vehicle beam. When equipped with the heaviest armor and most potent Melta reactors, an Immolator can face almost any other vehicle and emerge victorious.
Penitent Engine (480): carrying the body of a sinner dedicated to redemption through death, the Penitent Engine is a heavy walker that charges into battle to eviscerate foes in melee or burn them to a crisp with its heavy flamers. It is notably faster than most other walkers (such as the Dreadnaught or Wraithlord), and despite the somewhat exposed 'pilot' the Penitent Engine is remarkably resilient, enduring heavy fire without falling.

Living Saint (Relic Unit): empowered by divine light and messengers of the God-Emperor's holy will, Living Saints are immensely powerful warriors. Fighting with blades wreathed in holy fire, they can annihilate most foes in melee and can even occasionally project a blast of holy flames across the ground over a great distance. Their mere presence inspires piety and zealous determination in their allies, and so long as there are those who can wield such faith miracles will be commonplace in their presence. Their golden wings allow them to quickly fly over any obstacles. Although Living Saints are much less resilient than most other Relic Units, death is not the end for them: a Living Saint that is slain in combat will rise anew moments later, though this process is sufficiently taxing that they will be unable to do so again for a substantial amount of time.