



MUTANT CHRONICLES® WARZONE RESURRECTION

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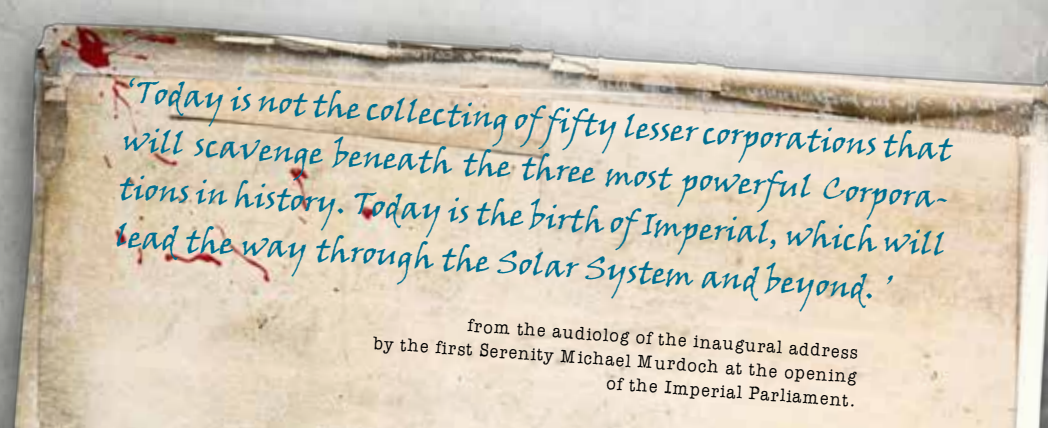
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PARADOX

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'Today is not the collecting of fifty lesser corporations that will scavenge beneath the three most powerful Corporations in history. Today is the birth of Imperial, which will lead the way through the Solar System and beyond.'

from the audiolog of the inaugural address
by the first Serenity Michael Murdoch at the opening
of the Imperial Parliament.

THE IMPERIAL CORPORATION

VERSION: 1.3

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IMPERIAL

THE CLANS OF DAMNATION

An ancient line with its roots in the dim and distant days of Mankind's golden age, Imperial is nonetheless the smallest of the Megacorporations. The megacorp came into existence too late to lay claim to any of the inner worlds, though at one time it maintained holdings on the moons of several outer worlds. To the megacorp's eternal shame, it was Imperial Conquistadors who set foot upon Nero and broke the Seal of Repulsion, an act for which they, and indeed the rest of Humanity, have paid a terrible price. Ruled by a martial elite, Imperial is the most aggressive of the Megacorporations, ever seeking to expand its interests and influence by taking over smaller freelancers or conquering those that refuse to submit to the Imperial Way.

Imperial is ruled according to an ancient and anachronistic body of traditions that resembles the long extinct monarchies of old Earth. Control of the corporation rests with its noble clans, all sixty two of which have seats on the body known as the Chamber of Lords. A further body is made up of sixty two 'low born' representatives, individuals such as successful administrators, academics, scientists and the likes, who sit in the Chamber of Commons. Acting as a figurehead to which the nobles and people of the Imperial Corporation rally is the Imperial Serenity, in essence a constitutional monarch with many ceremonial duties and a degree of influence, but no direct power to rule. Between them, these three elements of the Imperial Corporation formulate and execute the policies that have seen the corporation expand rapidly into markets long dominated by its rivals.

The people of the Imperial Corporation are divided into two broad classes. At the top of the corporate chain of command are the clans, each empowered by a charter of nobility and ruled over by a patriarch or matriarch who represents his or her line in the Chamber of Lords. The clans are extended families of impossibly wealthy aristocrats, interlinked by impossibly complex webs of marriage and fealty. The nobles enjoy lives of unimaginable privilege and luxury, wearing the most extravagant of dress uniforms and bedecked in medals and associated finery. They reside in palatial castles and sprawling estates and maintain exclusive properties in the megacities of the inner system. Children born into the clans are raised in the expectation that they will serve their corporation at the very highest level and be richly rewarded for their service, being commissioned into the armed forces, serving as high level civil servants in Imperial's notoriously bloated bureaucracy or any other such high status position all but inaccessible to the common man or woman.

The bulk of Imperial's citizenry consists of people devoted to the service of the Imperial Serenity and, in the main, perfectly at ease with their limited prospects and pre-determined station. By hard work, they might become respected scientists, soldiers, academics and the likes, but their chances of entering the rarefied world of the noble clans are all but non-existent. The most successful might even rise to serve in the Chamber of Commons, though unlike the House of Lords this is not an inherited rank passed to an heir at death. The greatest and most powerful clans within Imperial are the Bartholomew, Murdoch and MacGuire, who between them control most of the corporation's armed forces as well as the majority of its mercantile concerns.

Corporate Strategy

Being the smallest of the megacorporations, Imperial lacks massive industrial or mercantile resources to drive its expansion and neither does it enjoy a monopoly in any particular market. Instead, it grows one small step at a time, diversifying as it does so. Instead of challenging the other megacorps directly or attempting to match them in the market place, Imperial seeks to take over smaller interests, absorbing them into its larger body. Sometimes this is achieved by way of subtle manipulations of the markets so that takeovers can be launched, freelancers and niche subsidiaries of the megacorporations being bought out and taken over almost without notice. More often however, Imperial expands by way of small scale, precision strikes against high value targets. Again, most of these are freelance concerns, but if the megacorp thinks it can get away with it, it will conduct operations against vulnerable and ill defended assets of its megacorporate rivals. In the main, these operations are conducted with such bravado and guile as to represent a *fait accompli* against which no reprisal is possible, despite the post facto objections raised in the Cartel general assembly.

If Imperial's policy on expansion can be called aggressive, its peoples' attitude to defence is even more so. As the smallest megacorp and with its holdings spread so thinly across the Solar System, every single asset must be defended to the utmost lest Imperial's enemies descend upon them and all be lost. As a corporate body and as a population, Imperial will doggedly defend what they regard as their own, sacrificing their lives to hold on to even the most seemingly insignificant asset. The annals of the megacorp are filled with accounts of heroic last stands against overwhelming odds and of the brave few overcoming seemingly insurmountable odds for the love of the Imperial Serenity.

The Great Resentment

Generations ago, Imperial was wracked by a series of internecine wars that pitched many of its noble clans against one another. This period became known as the Sad Struggle, and while it was officially resolved when the Bartholomew Clan attained the throne of the Imperial Serenity, it is known to rumble on behind the scenes in what is referred to as the Great Resentment. During the Sad Struggle, the noble clans formed numerous and often shifting alliances, and one clan, Kingsfield, was almost entirely eradicated in the process. Today, Bartholomew controls much of Imperial's armed forces, with clans Murdoch and MacGuire the next largest and most influential. The name of Clan Kingsfield is rarely spoken, its few members regarded with distrust and rarely seen within the Houses of Parliament.

As the smallest of the megacorporations, Imperial lacks the vast armies several others of the megacorps are able to maintain. What it lacks in numbers however, the Imperial armed forces more than make up for in status. The armed forces enjoy the high regard of the people and are well armed and equipped, their victories remembered with pride and their defeats mourned with bitter tears of grief. Imperial's armed forces are divided into two broad categories – the Defence Forces and the Special Forces.

The Armed Forces

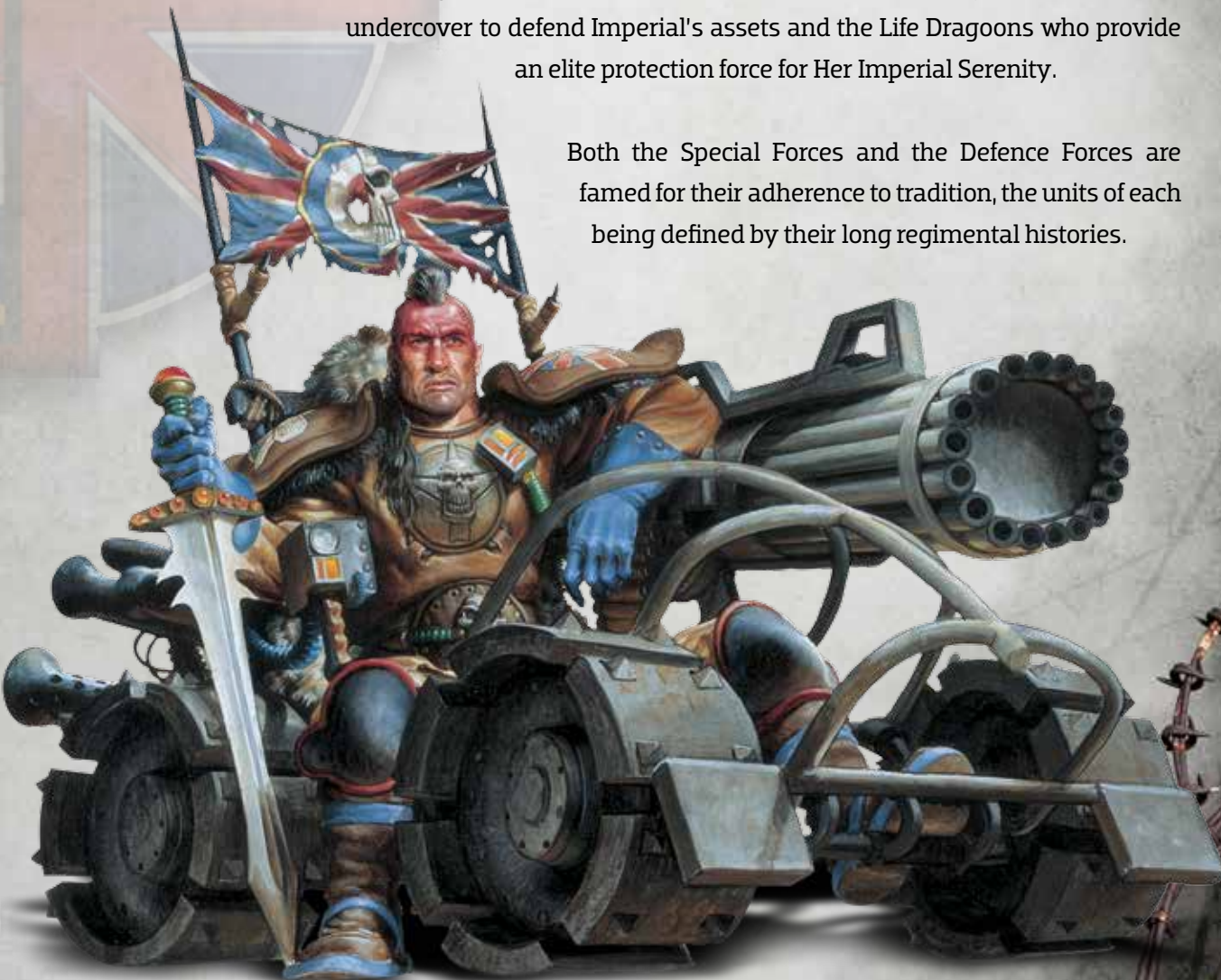
Imperial's Special Forces are far less numerous than those of her rival megacorps, but their deeds are known across the inner worlds. The most well known of all of Imperial's special forces are the Blood Berets, a force created at the time of the Venusian Crusades specifically to combat the servants of the Dark Soul. The Blood Berets require potential recruits into their ranks to undergo a series of ritualistic trials designed to ensure they truly have the strength to stand against the Darkness, trials that not all pass, or even survive. Less well known than the Blood Berets are the

Golden Lions, formed at the same time as the Blood Berets and specialising, until recently at least, in hostile military takeover operations. Of late the Golden Lions have become increasingly adept at combating the forces of the Cybertronic Corporation, the forces of both fighting a series of intense battles to take and hold smaller assets beneath the notice of Capitol, Bauhaus and Mishima. Some of the most fearsome special forces in the megacorps are the Wolfbanes, a large body of rogues and miscreants ejected from their own clans but still seeking to serve it, albeit in the capacity of mercenaries. In addition to these celebrated units, most of the clans maintain their own special forces, though these are even fewer in number than the Blood Berets and the Golden Lions. Such units are often used to further the interests of their founders, and occasionally find themselves engaged in inter-clan conflicts as well.

Another well known Division within Imperial's armed forces are the Highlanders who are known to their foes as the Wolfbanes. This large unit falls under the command of the Imperial Ministry of War and is based in Strathgordon on Mars, a settlement so old it predates the founding of Imperial itself. The Highlanders recruit from all of the other clans and are fierce swordsmen who wear their hair in braids and adorn themselves with savage warpaint, making them a terrifying foe indeed.

Imperial's Defence Forces outnumber its Special Forces, but unlike the regulars of many corporations, they are generally considered the equal of the elites of other megacorps. The Regulars are organised into a number of different sub types, many of them specialist 'Trencher' units specialising in the static and stubborn defence of their megacorporation against any who would attack its interests. Other groups within the Defence Forces include the Grey Ghosts who work undercover to defend Imperial's assets and the Life Dragoons who provide an elite protection force for Her Imperial Serenity.

Both the Special Forces and the Defence Forces are famed for their adherence to tradition, the units of each being defined by their long regimental histories.



Each regiment has its own 'colour', a banner bestowed upon it by the Imperial Serenity which proudly bears the names of its greatest battle honours. The clans are proud to send their sons and daughters to serve as officers in their associated Special Forces, while the common folk often seek service in a regular regiment their family has long associations with, countless generations proud to serve throughout the ages. In addition to the Special Forces and the Defence Forces, Imperial maintains several other military bodies, the most notable of which are the Imperial Navy and Her Serenity's Air Force. These and others are to be found across the inner worlds, wherever Imperial interests are to be furthered or defended.

Victoria

The Imperial Corporation claims sovereignty over the asteroid belt to be found beyond the orbit of Mars, although in practice its rule is limited to those rocks on which it can maintain a permanent presence. While each of the clans maintains its own home asteroid which serves as the seat of its power and the headquarters of its rulers, the Imperial megacorp as a whole is based on the largest asteroid in the belt – Victoria. So large it is in effect a small planet, Victoria is possessed of one particular characteristic that makes it an especially valuable asset – it is geostationary with Mars, making it an ideal space transport hub through which a huge amount of shipping can be channelled and many valuable markets dominated. Even before it developed into the capital of Imperial, Victoria was the seat of the Paladine Clan, which, as it happens is the clan currently in possession of the crown, its first born inheriting the title of Imperial Serenity. Following the events of the Sad Struggle and the coronation of the Imperial Serenity, Victoria became the centre of power it remains today, housing countless of the megacorp's divisional headquarters. It is also home to countless mining and industrial operations, for the asteroid is rich indeed in mineral and other resources.

Unlike the worlds claimed by Capitol, Bauhaus and Mishima, Victoria and the other asteroids are rarely the sites of heavy fighting between the megacorporations, although small conflicts do occur when a valuable enough prize presents itself amongst the scattered belt. However, beyond the asteroid belt the Solar System is dominated by the forces of the Dark Legion and humans are officially forbidden to travel there by the decree of the Brotherhood. As a result, the asteroid belt often finds itself the front line in the war against the Dark Legion and the clans must remain ever vigilant for incursions into their domains. Many hundreds of the asteroids are fortified and sport turrets mounting super heavy artillery, while much of the belt is seeded with deadly mine fields through which only the most foolhardy would attempt passage.

Runic Magick

In the pre-history of old Earth, the ancestors of the Clans practiced a druid magick. This conjuring would persist in various forms in human culture for millennia. In time, it would be refined and streamlined in much the same way as diesel is purified from crude oils. Today the denizens of the Solar System know this pure magick as the Art. Billions of citizens within the solar system are devoutly faithful to the Light and Imperial has capitalised on this. As one strolls through any Imperial city, one can find people hawking their wares. Runes, trinkets and all manner of items can be purchased from curio-shops and street vendors. Amulets of love or protection are the most common, but potions, rings and even weapons can be found. The vast majority of these are fakes; baubles sold to the gullible and the ignorant, with no more inherent power than any other ordinary household item. Some, however, contain a sliver of true magick in their creation. The Brotherhood keeps a watchful eye on these particular products and their manufacturers.

There are many producers of magick items: Belief is a powerful tool and one that can be easily exploited. Most are cheap knock-offs with no actual power. Many companies produce stone-like tablets known as runes, each with universally standardised dimensions. The runes are stamped, carved or scrimshawed with incantations, images and labels of manufacture. 99% of these stones lack any real Light, let alone magick, but that does not stop the masses from putting a rune with a carved image of Cardinal Durand on their dashboards, or carrying luck runes in their pockets. Amongst the sea of fraudulent producers, there are two companies which employ people that can wield the crude Art magick. The items they produce are worth ten to a hundred times the value of the mundane counterparts.

One of the most prevalent Rune companies is officially owned by the Oakenfist Clan and the second is a partnership between the Finns and Brannaghans. There was a third, but the demise of the Gallagher clan put an end to that. The duopoly is tightly regulated; defined quotas are laid down and harsh monetary punishment set out. Every misdemeanour is quickly confronted by the Brotherhood's sanctioned regulators. 'Deals' have been quickly negotiated; fines, donations or bribes quickly paid. Now the Brotherhood, via sham organisations, holds at least 51% of the shares in both Rune companies. Interestingly, since the change in shareholding, regulation has significantly reduced.

For some unexplainable reason, the magick binds best to a tangible object and especially weaponry. The Clan Oakenfist operation therefore has an entire secret division devoted to the forging of war hammers for the Warhounds. The infamous Gallagher Claymores, it is claimed can fell an ezoghoul with a single swing. These blades are all but legend now, each a priceless heirloom of the near-dead clan. When one does go to auction, collectors (and the Cartel) travel the solar system and a bidding frenzy, where only the richest will prevail, ensues. The Finn Brannaghan Enterprise creates medicinal potions and trinkets of protection which vary greatly in potency and efficacy. It is no coincidence that most Finns are doctors and the Brannaghan's own Azure Lions are considered the best medics within the Corporation.

NEW RULES FOR WARZONE RESURRECTION

New Special Skill: **Grappling Hooks(X)**

Passive: Models equipped with Grappling Hooks do not add the first 'X' of elevation to the move distance when Climbing and Jumping from Height.

Gas Weapons: If a Model receives a wound effect from a Gas type weapon it must take a Con test against the weapons listed St and modifying the target Con as normal. If failed the target Model receives an automatic Wound Effect with no Armour or Impenetrable Armour tests allowed. If the D20 result for the Con test is a 19 or 20 the Model receives 2 Wound Effects (this is not Critical Force (2)). Heal rolls must be taken for each Wound Effect separately.

Gas weapons with an AVV (-) value cannot affect vehicles unless the AVV is increased by special skills or other game effects (e.g. Active skills or played cards).

For example, If the Active Skill Acidic Gas Grenade is used on the Greyhound 'Chimney' Gas Cannon it receives a +6 modifier to AVV. Hence the weapon now has an AVV of 6 and can affect vehicles.

Gas Mask: Every Model equipped with a Gas Mask may reroll unsuccessful Con tests against Gas type weapons.

Squads equipped with Gas Masks (or necrotech equivalent):

- **Bauhaus:** Hussars, Kapitan, Marshall, Bauhaus Artillery Korps (BAK) and Juggernauts
- **Brotherhood:** Brotherhood Troopers, Sacred Warriors, Inquisitors (including Hamilkar), Crucifiers, Guardiani Oblati.
- **Capitol:** Heavy Infantry, Martian Banshees
- **Cybertronic:** Cuirassier Attila (all versions), Enhanced Machinators, Immortal, Everassur
- **Dark Legion:** All Necromutants (including Warlords and Squad Commanders), Nepharites (including all named Nepharites), Razides, Nasca Razides. All Necromutants (including Warlords and Squad Commanders) gain a +4 modifier to Con to tests against Gas type weapons. (The toxin is rather invigorating for them).
- **Imperial:** All squads listed as MOW
- **Mishima:** Crimson Devils, Kunshu Dragonriders

Infantry support weapons:

The Range Stat Value of the following weapons is changed to R: 24:

Bauhaus: MG-40 Light Machine Gun (Hussars)

Cybertronic: PR4000 'Blaster' (Chasseurs), TSW4000 'Rapid Blaster' LMG (Armoured Chasseurs), SSW3200P 'Mega-Blaster' HMG (Cuirassier Attila 'MK. I '732-R4-NCE')

Dark Legion: Valcheck HMG (Undead Legionaries), Plagueddealer HMG (Razides)

Corporate Agents:

Corporate Agents may be taken as a Support Choice in any Bauhaus, Capitol, Cybertronic, Imperial and Mishima OOC.

'My Lords and Ladies of Parliament, we shall fashion ourselves after the Nobility of Old Earth. We shall be honourable, stalwart, dutiful, and ever mindful that Nobility is not granted but taken. As Old Earth's history was shaped on the point of the sword, so shall be ours.' - from the audiolog of the inaugural address by the first Imperial Serenity Michael Murdoch at the first Meeting of Parliament.



IMPERIAL GENERAL RULES AND STRUCTURE

The Imperial Army is the first for Warzone Resurrection that has two Sub-Factions, namely, in this case, Ministry of War (MOW) and Wolfbane. Each Squad in Imperial now has a new designation in its type: MOW or Wolfbane. The Squad can use any special rules allocated to their type. Meaning that only MOW squads can use the rules listed under 'Imperial: Ministry of War Special Rules', while only Wolfbane squads can use the rules listed under 'Imperial: Wolfbane Special Rules', even if your Offensive Force includes a mix of MOW and Wolfbanes.

Any Imperial squad may be taken in an Imperial Offensive Force if it has the same designation as the Warlord type. See the table below for details:

MOW WARLORD	UNIT	WOLFbane WARLORD
Troop	Trenchers	Support
Troop	Stormtrenchers	Support
Troop	Imperial Special Forces	Support
Support	Blood Berets	Not Available
Support	Golden Lions	Not Available
Support	Life Dragoons/Young Guard	Not Available
Support	Grey Ghosts	Not Available
Light Vehicle	Barracudas	Not Available
Light Vehicle	Greyhound	Not Available
Light Vehicle	Hurricane Walker	Not Available
Heavy Vehicle	Bauhaus Bully	Not Available
Support	Wolfbane Commandos	Troop
Support	Mourning Wolves	Troop
Not Available	Headhunters	Support
Not Available	Warhounds	Support
Not Available	Necromower	Light Vehicle
Not Available	Fenris Bike	Light Vehicle
Support	(Brotherhood) Troopers	Support
Support	(Brotherhood) Valkyries	Support
Not Available	Strathgordon Varg Riders	Support

Lords may only be taken in an Imperial Offensive Force if it contains at least one squad of the same designation and may only be attached to Squads if they have the same designation as that squad.

When playing the Advanced Game and building your deck, you may only use cards allocated to your Warlord's designation and those Strategy, Tactical and Gear cards from the opposite designation, exclusive to those squads that actually are included in your Offensive Force.

Editors Note: The Wolfbane Starter Card 'Gas Grenades' counts as both a MoW Starter Card and a Wolfbane Starter Card.

For example: John builds an army led by a Wolfbane Warlord, which includes only Wolfbane squads, except for one squad of Trenchers. He can only use Wolfbane cards and Trencher cards (The Trenchers can bring cards for Trenchers, but may not bring any general MOW cards from the starter).

IMPERIAL: MINISTRY OF WAR SPECIAL RULES

IMPERIAL MINISTRY OF WAR (MOW) SQUADS:

Imperial Planning: Any force lead by MOW Warlord receives a +2 modifier to the Initial Initiative roll.

Military Hierarchy: MOW squads have the Stay Frosty special skill.

Campaign Medals: Each MOW Troop and Support type squad may take one Campaign Medal for free. Every Model in the squad must take the same Campaign Medal. All Campaign Medals are classified as Passive skills unless stated otherwise.

Medal of Honour: If the army only takes campaign medals from one location (e.g. Martian or Frontier) the Warlord may take the respective Medal of Honour once for the points cost listed.

For example: Andrew has an army consisting of 1 MOW Warlord and 4 squads of Trenchers. Two of the Trencher squads have Strathgordon Martian Campaign Medals, 1 squad has Somne Martian Medals and 1 has no Medals. Andrew's Warlord can therefore take the Martian Medal of Honour. Mike has the same army with the same Martian Medals, but he has also given his last Trencher squad a Lakshmi Planum Venusian Campaign Medal, he therefore has a mixture of Campaign Medals so cannot take a Medal of Honour.

MEDALS OF HONOUR

Martian Medal of Honour: (20 points): Up to 1 squad of either Greyhounds or Barracudas may be taken as a Support choice. Support choice Greyhounds or Barracudas may not take Campaign Medals.

Venusian Medal of Honour: (30 points): Up to 2 squads of Blood Berets may be taken as Troop choices.

Luna Medal of Honour: (10 points): While the Warlord is in play Imperial Strategy Cards cost 1 less Resource Card to play. (This cannot reduce a strategy card below 0 Resources.)

Mercurian Medal of Honour: (15 points): Up to 1 squad of Grey Ghosts may be taken as a Troop choice.

Frontier Medal of Honour: (20 points): While the Warlord is in play, (s)he generates one additional Resource.

CAMPAIGN MEDALS

MARTIAN CAMPAIGN MEDALS:

Strathgordon: The model gains a +2 modifier to its LD value when making Fear tests.

Kingsport: The model gains a +3 modifier to its Con value for Con tests made against Gas type weapons. It suffers a -2 modifier to its WP value if targeted by Psychic (S) attacks.

Somne: While shooting, the model may treat one piece of heavy cover as light Cover. The Range of the Ranged Weapon is reduced by 2.

Raven Crag: The Model gains a +2 modifier to its Armour against Ranged attacks. The model suffers a -1 modifier to its Movement Value.

Valley Forge: The model's weapons receive a +1 modifier to AVV. The ROF of their ranged weapons cannot be increased by any means.

VENUSIAN CAMPAIGN MEDALS:

Lakshmi Planum: Models with this Medal gain Camouflage (2) or Camouflage (+1) if they already have Camouflage.

McGuire Crater: Every Model in the squad may complete a Sentry action. This squad suffers a -1 modifier to its Movement Value.

Aphrodite: The Model gains the Predator Senses special skill and suffers a -1 modifier to Armour from ranged attacks.

Graveton Archipelago: A model equipped with this medal has the 'Dispersible' special skill. Additionally, it suffers a -2 modifier to its CC value.

McKenzie Base: A model equipped with this medal has the slippery special skill and suffers a -1 modifier to its CC value

MERCURIAN CAMPAIGN MEDALS:

Fukido: The model gains a +2 modifier to its WP against Psychic (S) attacks.

Longshore: The Model counts CC rolls of 1-2 as power shots and has its CC value decreased by 2.

Solar Surface: The Model receives a +2 modifier to Armour when hit by Plasma and Rail type weapons and a -1 modifier to Armour when hit by Piercing type weapons.

The Dragon Peninsula: Models equipped with this medal receive the Target Sense special skill and may not TTB to heal.

Terminator Line: The model may reroll failed Heal rolls and receives a -1 modifier to Armour Value.

LUNA CAMPAIGN MEDALS:

Mare Frigoris: When a Model with this Medal removes an enemy Model from play as a casualty via a Close Combat action, it generates an Extraordinary Achievement Ribbon that can be allocated to any friendly NCO on the battlefield. Extraordinary Achievement Ribbons generated in this way also generate additional Extraordinary Achievement Ribbons if earned by a squad affected by the NCOs Company Banner special skill.

Defence of the Light: When the model is targeted by a ranged attack and is not claiming any cover, it gains Heal (2) or Heal (+1) if it already has Heal.

Mare Imbrum: The Model receives a +4 modifier to its WP value. Models with this Medal cannot use the Fearless special skill and always fail Fear tests.

Mare Vaporum: If the model rolls a natural '1' when making an RS test, the shot gains Critical Force (2). If the model rolls a 20 when rolling to hit, the model making a Ranged Attack receives a "Stun" effect.

Luna City: When within Terrain that would give the model Cover Modifier from a non-template weapon, it receives a +1 modifier to Armour and Impenetrable Armour. When in Open terrain the Model receives a -1 modifier to Armour and Impenetrable Armour.

FRONTIER CAMPAIGN MEDALS:

Dark Eden: The Model receives a +2 modifier to its LD value.

Diemansland: The Model has the Brutal special skill and suffers a -2 modifier to its LD value.

Ganymede Conquest: The Model receives a +3 modifier to its Con value but cannot use the Heal special skill.

Outer Planets: A model equipped with this medal gains the 'gunslinger' special skill and suffers a -4 modifier to its LD value.

Harbinger: Roll a D20 at the beginning of the squad's activation.

1-15: all Models in the squad gain a +2 modifier to Movement Value.

16-20: each Model receives a Stun Effect



TIMOTHY MACGUIRE

The drudgery of war is as familiar as breathing for Lt. Col. Timothy MacGuire. From the moment he could read he studied military tactics and the art of war, as he grew his studies piqued an interest in weaponry design and then engineering as a whole. His thorough and near infinite knowledge of both make him a true asset of his beloved Imperial Corporation. It wasn't until he joined the controversial Golden Lions that his ability to pull off calculated risks with minimal Imperial casualties became apparent, even if his tactics resulted in abhorrent and repugnant losses to his megacorporation's enemies. It is this disregard and disrespect of his enemy's lives that has won him many of his victories, but has also found him in more than one boardroom, as the marketers and negotiators frantically, but never unsuccessfully, attempt to cover up his atrocious war-crimes. Timothy MacGuire believes that his true strength lies in his preparation. He never appears in the field without ensuring the odds are in his favour; he has an extensive network of informants and spies, scattered across the planets, moons and asteroids of the inner worlds, as well as even beyond the asteroid belt. He has codenamed his network the 'Greenflies', they gather both military and political intelligence so that MacGuire is able to put together extravagant and well informed attacks which rarely shift from his intricately mapped battle plan. However, MacGuire does not rely upon espionage alone, he pairs it with his encyclopaedic knowledge of military tactics, weaponry, and life-long interest in the intricacies of war. Every morsel of military trivia is catalogued in his photographic memory, to be pulled at ease when the situation or expected situation demands. As such, MacGuire and his Lions often perform military tactics and stunts long lost in forgotten chronicles of time. After the Capitolian siege of the Maidenhead Mining facility, MacGuire transferred from the Martian Trenchers to the 3rd Golden Lions. Maidenhead was bloody and brutal, a 3-week engagement of attrition in which over 2 Megatonnes of ordinance were dropped by the Imperial air force alone. Just as Capitol was being overwhelmed, the Cybertronic forces joined the fray. They slaughtered the Capitol and Imperial forces as one, using cruel and inhumane tactics. So severe was the attack, that the stoic Imperial army was dislodged. They fled to the Kirkwood Mountains where hard won 'run and gun' tactics were implemented; there were innumerable casualties on both sides. At this point, MacGuire realised his understanding of the Cybertronic military tactics was insufficient. He vowed to himself that if he was to survive this rout he would fill this hole in his knowledge immediately and Cybertronic would pay for the outrageous beating they had caused his corporation. After 4 months study, he joined the Golden Lions and implemented a number of strategems that would see the fierce warriors decimate each and every Cybertronic force they met.

MacGuire's mind is never still. When not studying, he will tinker with his armour and weaponry, increasing its potential even if by only the most miniscule of amounts, fine tuning elements that many would consider to be tedious and not worth their time. Timothy, however, will work meticulously for hours to simply increase his weapon's cyclic rate by a single RPM, or its maximum range by a fraction. His suit has been a decade long project of minor improvements. It still bears the left Claw, but his right gauntlet is heavily modified to mount his personally designed firearm, the 'The Pride of the Lions'; an autocannon specially designed to fire explosive shells, again of McGuire's own design, that emit an EMP and scramble the electronic fields the tin cans use to protect themselves.

A good looking chap with a perfectly manicured handlebar moustache, his sharp features and personable demeanour draw the attention of many a suitor. The Serenity herself has shown something near affection for him, her pupils dilate and she blushes the colour of his battle armour whenever she sees him. Whether this, or his achievement record, will result in promotion, a Knighthood or a chest full of medals is yet to be seen. Most feel his links to the Golden Lions and his underhanded tactics will hold him back. As it is though, MacGuire holds a special place in the Serenity's heart, if not yet her court. His affable nature in polite company is a facade; he is duplicitous, able to morph between warming and chilling in a split second. His true nature is psychotic, some would even say evil, for sure he is vindictive and manipulative and likely he is a murderer and torturer. Yet, to meet him in polite company, such character traits would be the last on your mind.

M	CC	RS	ST	CON	WP	LD	W	A	PTS
5	16	13	12	14	15	18	4	16 (12)	225

TYPE: MOW Warlord (Tech), Medium Base (40mm). Unique. MOW

M	CC	RS	ST	CON	WP	LD	W	A	PTS
5	15	13	11	13	14	17	3	15 (12)	160

TYPE: Lord, Medium Base (40mm). Unique. MOW. MacGuire is a Golden Lion.

EQUIPMENT: The Pride of the Lions, The Mane Claw

ARMOUR: Heavily modified Mk.4 'Felis Pattern' Combat Proximity Armour (no negative weapon type modifiers taken)

RANGED WEAPON:

The Pride of the Lions

R	ST	RoF	AVV	TYPE
25/SE	13	2	6	Blast (A)

Passive: EMP: Any 30mm tokens under and within 6" of the SE template counts as destroyed and are removed from the game (This affects both tokens with and without SP value, only tokens that can be replaced by Models remain unaffected.).

SPECIAL SKILLS: Fearless, Contempt (Cybertronic), Brutal, Leader of the Pride, Vesting Haste, The Fog, as Golden Lions

Passive: Leader of the Pride: If taken as a Warlord MacGuire allows one Golden Lion squad to be taken as a Troop type choice.

CLOSE COMBAT WEAPON:

The Mane Claw

R	ST	RoA	AVV	TYPE
1.5	+4	2	5	Piercing

Passive: Adrenalin Rush: Once per turn, if a CC roll of 1-3 is made Timothy McGuire may regain 1 wound previously lost in the game.

Passive: Vesting Haste: Every friendly Model on a small or medium base (including MacGuire himself) within 12" of MacGuire receives a +1 modifier to Movement Value.

Active: The Fog: At the beginning of the MacGuire's Activation, Turn to Burn 3 Resource Cards, until the end of the turn, every Model within 8" of MacGuire (including himself) cannot make or be targeted by Ranged attacks this Game Turn. Designer note: If a Model is unable to make a Ranged Attack, then it cannot use any Special Skills related to any Ranged Weapon.



BRIGADIER SIR P.D. 'RIGHTEOUS' RIST K.I.

There seem to be two kinds of officers in the Imperial army, competent ones that have worked their way up through the ranks and incompetent noble-born idiots. Brigadier Sir Paul David Rist is a clear exception to this rule: a competent noble. Schooled at the Stratford College, Rist left education as soon as he could to join the officer corps. He excelled; his understanding for the workings of the military machine matched only by the respect he has from his men. He flew up the ranks despite the antagonism he caused in his idiot peers and their sponsors. It wasn't long before Rist had become the rightful protégé of High Marshal Sir Sebastian Johnstone. Whisperings suggest that the young upstart himself had sponsorship from higher places than his birthright would warrant. As it happens such whispers of his righteousness are close to the truth.

Born in the Loughton Palace, Rist is the only child of bureaucratic parents. His birth, one of millions, seemed no different to the norm, but unbeknownst to his parents and the rest of his extended Clan the birth of the new babe was being watched and monitored. Mystics had identified something in the chronicles. Rist's birth, along with two others, had been triangulated, a key three-way moment in space and time pin-pointed to being critical to the Light. It is not the first time, and it surely won't be the last, that Light triangulation has been used. Nine have now been found, seven survive, but Rist is by far the most able, most prominent, the most likely; a savant amongst idiots. One of these individuals will be a key instrument of the light, each and every one must be protected and maintained, Rist foremost among them.

Now middle aged, Rist has long been married to his school sweetheart Naomi, a dark-skinned beauty he fell instantly for. Their daughter, Angela, is the apple of her father's eye, the one and only thing that makes his stiff upper lip quiver. Many an unfortunate adjutant or driver has enquired after the Brigadier's family when an untimely lapse of conversation has occurred, to be bored to death by tales of Rist's Blood Beret daughter and her heroics. Her career is just starting, but looks likely to be overshadowed by her father's, who until now has been a Blood Beret, led the Loughton Rams and the Rams Air Cavalry. Now he leads the Somne offensive on Mars, inspiring his troops by his own battlefield presence to bigger and better things, but also by fear, executing deserters and those that turn from the good fight.

The omnipresent guardianship of the Brotherhood was at first a burden he wasn't prepared to bare, but as time has passed and his life been saved on numerous occasions, Rist has learnt to rely on his benefactors, putting himself in more and more dangerous situations for the greater good of Imperial, knowing full well that the Brotherhood will protect. Rist has implemented such an approach into his battle tactics to a greater degree since taking command of the Somne, ensuring that air support in the form of airstrikes and his Air Cavalry are just a radio call away. Many a time has an opposing force had the Brigadier himself in their sights, before they have been blown apart by a perfectly planned and executed surgical airstrike commanded by the forward thinking and canny old fox.

M	CC	RS	ST	CON	WP	LD	W	A	PTS
5	13	15	11	12	14	19	3	14 (12)	180

TYPE: MOW Warlord (Ranged), Medium Base (40mm). Unique. MOW

M	CC	RS	ST	CON	WP	LD	W	A	PTS
5	12	14	10	12	14	19	3	14 (12)	155

TYPE: Lord, Medium Base (40mm). Unique. MOW. Rist is an Imperial Officer.

EQUIPMENT: Interceptor SMG 'The Blessed' and Ceremonial Sabre 'Loughton's Pride'

ARMOUR: Brigadier Armour (no negative weapon type modifiers taken)

RANGED WEAPON:

Interceptor SMG 'The Blessed'

R	ST	RoF	AVV	TYPE
15	12	1*	1	Piercing (P)

Passive: Autofire: For each successful RS test the RoF of 'The Blessed' increases by 1. Newly generated RoF may be allocated to any Model within 8" of the primary target. The new RoF must be allocated before the Armour test caused by the previous RoF is completed.

Passive: One Way Switch: 'The Blessed' RoF can only be increased by the Passive: Autofire rule.

CLOSE COMBAT WEAPON:

Ceremonial Sabre 'Loughton's Pride'

R	ST	RoA	AVV	TYPE
1	+1	1	0	Piercing

Passive: Loughton's Pride: May reroll any CC tests of 14-18 on a Game Turn Rist completes an Engage action.

SPECIAL SKILLS: **Contempt** (Cybertronic, Dark Legion), **Fearless**, **Espionage**, **Execution**, **Inspiring Presence**, **Target Identifier**, **Friends in High Places**, **Stay on Target**, **Lead by Example**, **Toxins Away**.

Passive: Friends in High Places: If Brigadier Rist is the army Warlord a squad of 2 Brotherhood Guardiani Oblati may be included as a support choice for 100 points.

Passive: Stay on Target: Friendly squads using the Rapid Deployment special skill can reroll any Rapid Deployment test roll if their Deployment Point is within LoS of Brigadier Rist.

Active: Lead by Example: Turn to Burn 3 Resource Cards. Every friendly Trencher Invader Assault Rifle on the battlefield has the passive skills Autofire and One Way Switch (replace "The Blessed" with Invader Assault Rifle) with the following modification: RoF is increased only on a RS test result of 1-4.

Active: Toxins Away: Turn to Burn 2 Resource Cards to place a 30mm token anywhere on the Battlefield. Scatter the token D20/4. Any Model finishing its activation within 4" of the token receives a St10 AVV- Gas Autohit. Roll D20 at the end of the Game Turn for each token on the battlefield. On a roll 1-10 the token stays in game for another Game Turn. Up to 5 tokens can be in play at any time.



SIMON DARIUS

M	CC	RS	ST	CON	WP	LD	W	A	PTS
5	14	12	9	10	14	15	2	13 (11)	80

TYPE: Lord, Medium Base (40mm). Unique. MOW. Darius is an Imperial Corporate Agent.

EQUIPMENT: PSA Mk.XIV 'Aggressor', Combat Knife

ARMOUR: Titanium-woven Suits and Carbon-Fibre Under Armour (no negative weapon type modifiers taken)

RANGED WEAPON:

PSA Mk. XIV 'Aggressor'

R	ST	RoF	AVV	TYPE
12	11	1	0	Piercing (P)

CLOSE COMBAT WEAPON:

Enhanced Combat Knives

R	ST	RoA	AVV	TYPE
1	+2	4	0	Piercing

Passive: Between the Eyes: D20 rolls of 1-4 count as power shots.

SPECIAL SKILLS: Cartel Agent, Contempt (Dark Legion), Contempt (Cybertronic), Fearless, Target Identifier, Target Sense, Assassin's Training, Bodyguard, Head Agent, Ingrained Hatred, Lead Defender, Master Sentry, Offensive Perimeter, Bug Sweep

Passive: Assassin's Training: Darius' first Close Combat attack per Game Turn has Critical Force (2)

Passive: Bodyguard: When Darius is in CCWR of an enemy Model completing a Close Combat attack he (or another Corporate Agent in the attacking Model's CCWR) must be nominated the Primary Target.

Passive: Head Agent: Darius may be joined by an Iron Mastiff for free. Additionally when he is in an Imperial Army he may be joined by up to 3 Corporate Agents for 14 points per Model.

Passive: Ingrained Hatred: Darius may not join an army which includes any Cybertronic squads.

Passive: Lead Defender: Darius provides a cover modifier of -7 (instead of the normal -4 for intervening Models).

Passive: Master Sentry: Darius automatically enters Sentry for 0 Action Points at the end of his activation. Instead of the normal Sentry actions, Darius may complete a Defend the Warlord or Shield the Warlord Sentry action.

Defend the Warlord: Once an enemy Model completes an Engage action targeting the friendly Warlord, Darius may complete a Move action to a maximum of 6" (Movement modifiers are allocated as normal) to enter the CCWR of the Engaging Model. This Move action is in addition to Darius' normal Move action.

Shield the Warlord: If the friendly Warlord is targeted by a Ranged attack Darius may make a Shield the Warlord Sentry Action. This Action is a Move action to a maximum of 6" (Movement modifiers are allocated as normal). This Move action is in addition to Darius' normal Move action. If LOS is blocked by Darius, the Ranged attack gains an additional -1 modifier to RS, as well as the -7 modifier caused by the Lead Defender special skill.

Passive: Offensive Perimeter: When an enemy Model declares an Engage Action targeting Darius or any friendly Warlord or Lord type Model within 4" of Darius, the Engaging Model instantly receives a St12 Blast AVV1 autohit.

Active: Bug Sweep: At the beginning of Darius' activation phase use 1 Action Point. Remove the nearest enemy token (that is not replaced with a model) within 8" of Darius.

Simon Darius strolled into the Cybertronic Medal reception like he owned the place. Mingling among the guests, he scanned the officers; his false robotic eye sending feedback to command. In the corner he spied his target. Taking note, he sauntered over to the bar, picking a random loose thread from the cuff of his razor pressed tuxedo (bullet proof of course) nonchalantly as he walked. At the bar next to him sat a young blond scientist-type in a small black dress, sipping Vodka though painted red lips. She held up an empty glass in a smooth metal hand.

"Buy me another?" she said seductively.

"Perhaps later." he whispered into her ear, while placing a calling card in her garter. Sadly, Simon was here for work, not pleasure. Pleasure would come later, especially for this young lady. Time was critical. Any second now, one of the Cybertronic scanners could register that he was not what he at first seemed. In reality, he was an ISC agent; charming, fearless, deadly and on mission.

Darius ordered two Scotches from the robotic bartender. Pushing through the crowd, he walked up to his target, pausing only to drop a small pill in one of the two glasses he held.

'Congratulations on your promotion, Major O'Neil...cheers!' he said, handing his target the glass.

'Yes, smashing isn't it?' responded the half-cut Major. They chinked glasses before downing them. O'Neil looked up from his glass as he spoke to his benefactor: 'So what do you do?...' Darius was gone, before the Major hit the ground.

ISAAC ALFREDS

When Blood Beret Sergeant Michael McBride was seconded to the Cartel his squad was disbanded. In time all surviving members would follow him to also join the Doomtroopers, but until then their lives were to diverge significantly. Farraday, for example would go on to lead his own squad, whereas Angela Rist was sent to Mercury in an ambassadorial role for her father. Hawkes applied his medical training on Mount Cassino, Mars; for Alfreds though, proved to be something much more unforeseen. Alfreds went off the radar, deep undercover. The Blood Berets had been toying with new tactics, namely to put out a one man scouting mission to prepare the battlefield. In theory the tactics should drastically improve contact outcome, but at a significantly higher risk for the scout. When he heard his superiors were looking for volunteers Alfreds had only one question: 'Where do I sign?'.

Six hours later Alfreds was dropped deep in the Venusian Jungle a hundred miles from his target: an archipelago that the Imperial Corporation saw as strategically critical for procuring a stronghold in the no-man's-land between Mishima and Bauhaus interests. Six months later the commanders of the two established megacorporations were hauled in front of their superiors to explain how the Imperial Corporation could so easily establish a stronghold in their region; neither could answer, both found themselves under court martial. Alfreds was personally commended and quickly redeployed. At this point his mission is still Top Secret, but one can be assured that somewhere, another high-flying officer would soon be seeing their illustrious career cut short; as Alfreds will often say 'I'll drink to that!'.

M	CC	RS	ST	CON	WP	LD	W	A	PTS
5	17	14	11	12	15	18	3	15 (13)	90

TYPE: Lord, Medium Base (40mm). Unique. MOW. Alfreds is a Blood Beret.

EQUIPMENT: Aggressor Handgun and Heavy Chain Ripper

ARMOUR: MK. 3 Ballistic Armour (no negative weapon type modifiers taken)

RANGED WEAPON:

Aggressor Handgun

R	ST	RoF	AVV	TYPE
12	12	2	0	Piercing (P)

CLOSE COMBAT WEAPON:

Heavy Chain Ripper 'Betsy'

R	ST	RoA	AVV	TYPE
1.5	+5	5	4	Piercing

SPECIAL SKILLS: Camouflage (2), Infiltrate, Target Sense, Blessed by the Drougans, Ever-Ready, Burning Star Incendiary Gel, as Blood Berets.

Passive: Anti-Vehicle Mines: After deployment but before Alfreds has infiltrated, place one or two 30mm tokens anywhere on the battlefield (not within 12" of an enemy Model). Any vehicle moving within 5" of the mine activates it. Roll a D20 at the end of the Movement action. On a roll of 15-20 the vehicle receives a randomised AVV10 autohit. Jet bikes and Hoverers are unaffected but do activate the mine token. Remove the mine token at the end of the Game Turn it is activated.

Passive: Blessed by the Drougans: Alfreds receives a +2 modifier to WP against all Psychic attacks.

Passive: Ever-Ready: Once per Game Turn Alfreds may immediately complete a Shooting or Dive for Cover action (following the rules for Sentry) whenever an enemy squad enters the game via Rapid Deployment within 6" of him (even if he has already activated this Game Turn). This Shooting action is in addition to Alfreds' normal Shooting action. Additionally every enemy Model that enters the game via Rapid Deployment within 8" of Alfreds receives a ST10 Piercing AVV1 autohit.

Active: Burning Star Incendiary Gel: Alfreds may place his Burning Star Incendiary Gel on a Heavy, Tank or Walker vehicle or an Intact Structure he is in Base or Footprint contact with for 1 Action Point. For another Action Point at any point in the game, Alfreds can trigger the Burning Star Incendiary Gel. The target receives an AVV10 Plasma autohit with Critical Damage (3).

SERGEANT MAJOR BERT ENSHAW

Enshaw is an ordinary man made extraordinary by the situations he found himself in and his own personal sense of honour and determination. Born into a simple family, he exceeded all expectation, not because he was bright or connected, but because he worked. The boy, like the man he became, was a grafter; when he set his mind to something, no matter how long it took, it would be done. He joined the Gedarmy on his fourth attempt. He had made a promise, to his dear wife, Ruth, that he would do her proud and that he did. After a while, Officer Enshaw got noticed and got noticed big. Defending the Serenity will do that for a man! He was personally requested to join the Life Dragoons and specifically the Endotherm Tribute Guards. He did without pomp or ceremony, but he knew, that on her deathbed, his beloved wife, Ruth would be proud and their children would be secure. As always, he grafted and grafted hard, he was older than any other recruit and the boys and men around him respected him. He slowly climbed the ranks, first Lance Corporal, then Corporal, next Sergeant and finally, Sergeant Major. His hair was grey and his skin wrinkling when he met Her again. She remembered him though, even after all the years, the man that had saved Her so many years before. She also saw how much he had aged. She recognised a man of honour and determination, a man that would protect that which she held most dear, her young nephew, Rudyard, who himself had just been commissioned to the Endotherm Tribute Guard. A babysitting mission of the upmost import, the perfect swan song for a good man who had done so much for so little. She smiled with an assured contentment as the old guard knelt before Her. 'Be safe and protect him, as you did me!' she whispered inaudibly to the back of his head before Bert Enshaw, Her guardian angel, arose.

M	CC	RS	ST	CON	WP	LD	W	A	PTS
5	15	15	9	12	14	17	3	13 (13)	90

TYPE: Lord (40mm). Unique. MOW. Enshaw is a Life Dragoon / Young Guard.

EQUIPMENT: Invader Assault Rifle, Combat Knife

ARMOUR: Life Dragoon Uniform and Customised Mk.2.2 Armour (no negative weapon type modifiers taken)

RANGED WEAPON:

Invader Assault Rifle				
R	ST	RoF	AVV	TYPE
24	12	1	0	Piercing (A)

CLOSE COMBAT WEAPON:

Enhanced Combat Knives				
R	ST	RoA	AVV	TYPE
1	+2	4	0	Piercing

SPECIAL SKILLS: Contempt (Bauhaus), Contempt (Dark Legion), Heal(5), Inspiring, Act of Valour, Ever Vigilant, Scrimshaw Blast, Whatever it Takes, As Life Dragoons minus Claymore Mines

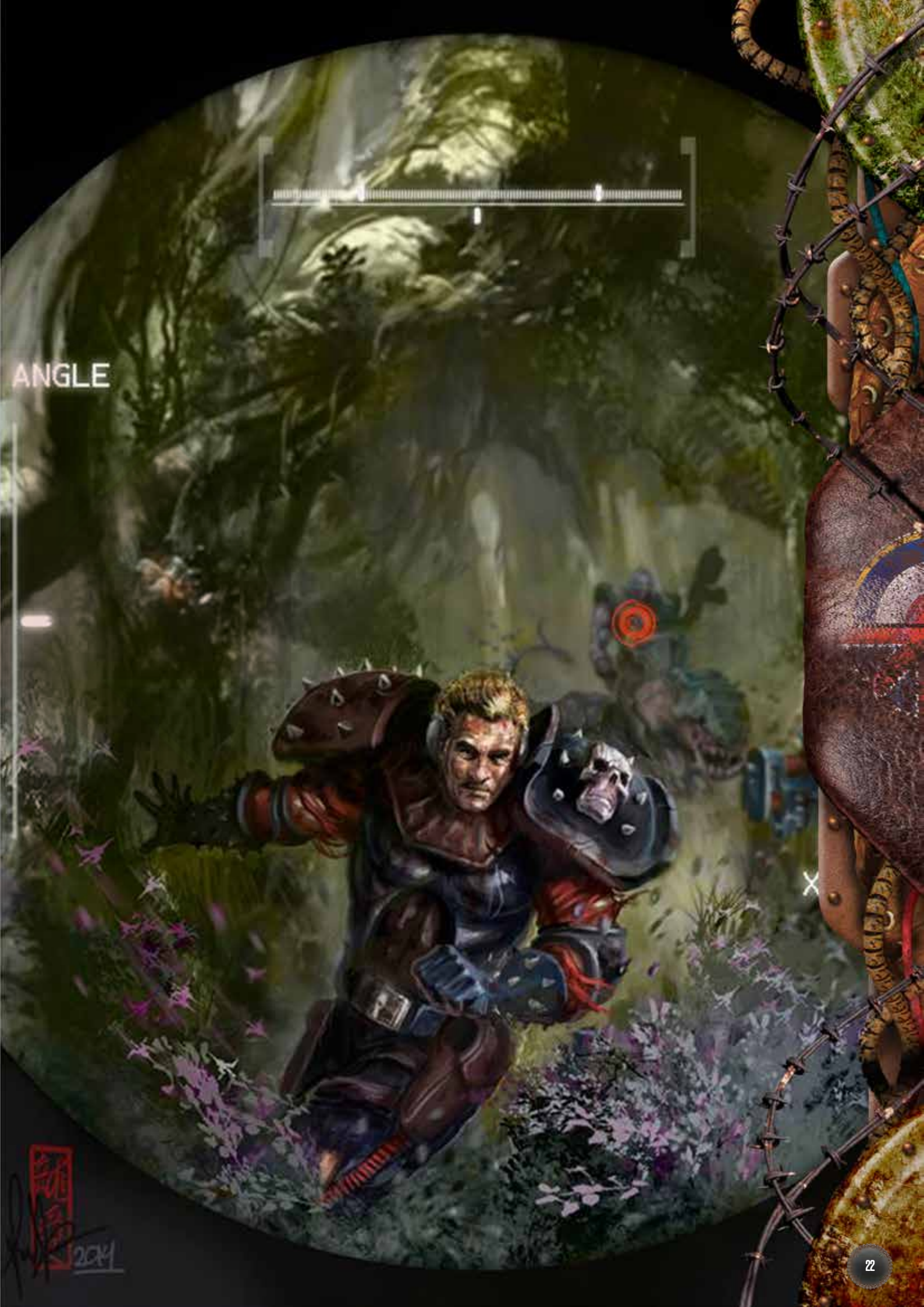
Passive: Inspiring: All models of a Squad with at least 1 Model within 4" of Enshaw receive the Fearless Special Skill.

Active: Act of Valour: If Enshaw should be removed from play for any reason Turn to Burn 1 Resource Card, he is instead removed at the end of the Game Turn.

Active: Scrimshaw Blast: Once per Game, Turn to Burn 1 Resource Card. All enemy and friendly Warlord, Lord and Squad Commander type Models able to

use Psychic Powers within 12" of Enshaw receive a St15 Blast AVVS Psychic Autohit with no Heal rolls allowed, regardless of whether they use such abilities during that turn or not.

Active: Whatever it Takes: If Enshaw has 2 or more Wounds, he may sacrifice 1 Wound to gain one extra free Basic Shoot action and one extra free Basic Move action. The Move action can take him over his Movement allowance by up to 5". These extra actions must be completed together and can only be initiated between any squad activations and do not affect the order of play (the next player has their Activation as normal).



ANGLE

2014

DOOMTROOPER ANDREW DROUGAN

Andrew Drougan was chosen for recruitment into the Doomtroopers not long after the slaying of the Nepharite Warlords Zarabanar and Chorobat, of which he played an integral part. The Nepharites had raised a Dark Citadel on the Graveton Archipelago of Venus in the name of Algeroth.

Drougan is as a skilled marksman, as such when he was seconded to the Blood Berets he was offered the sleek SR MK.XII 'Assailant' Sniper Rifle, but he chose to stay with 'Deirdre', his personalised Plasma Intruder which among Imperial footsloggers is a commodity. Although often recognised for his service, Drougan's modest attitude is apparent in his constant refusal to accept any honours. Such an attitude is an oddity in the Imperial Corporation, where social and military stature means everything.

M	CC	RS	ST	CON	WP	LD	W	A	PTS
5	15	16	10	12	14	18	3	14 (10)	80

TYPE: Lord, Medium Base (40mm). Unique. MOW. Drougan is a Blood Beret.

EQUIPMENT: Personalised Plasma Intruder 'DEIRDRE', Combat Knife'

RANGED WEAPON:

Personalised Plasma Intruder 'DEIRDRE'

R	ST	RoF	AVV	TYPE
24	13	2	0	Plasma (A)

Active: Nepharite Hunter: 'Turn to Burn' 1 Resource Card. Gain 'Critical Force (2)' on Ranged attacks.

ARMOUR: MK. VI Imperial 'Doomtrooper' Armour (no negative weapon type modifiers taken)

CLOSE COMBAT WEAPON:

Combat Knife

R	ST	RoA	AVV	TYPE
B2B	+0	1	0	Piercing

SPECIAL SKILLS: Camouflage (2), Doomtrooper, Infiltrate, Crackshot, Cartel Agent, As Blood Berets minus Anti Vehicle Mines

DOOMTROOPER

MICHAEL FARRADAY

The Blood Beret Michael Farraday is an incredible fighter. Although he was shot in the leg by a Black Bullet during a covert operation in the Graveton Archipelago of Venus, he survived due to the medical genius of his friend, the medic Reginald 'Reggie' Hawkes. Unfortunately Farraday, to his immense sadness and despite his best efforts, could not return the life-saving favour; Hawkes was brutally maimed at the hands of the Nepharite, Chorobat. Hawkes died as he was ripped in two before Farraday could protect him. Farraday's fury was unleashed and he almost single-handedly slayed Chorobat with his Chainripper and Aggressor Sidearm, which has since been named after his deceased squad-mate. Now, as a member of the Doomtroopers, Farraday has made it his personal mission in life to slaughter any who claim alliance with the Dark Soul.

M	CC	RS	ST	CON	WP	LD	W	A	PTS
5	16	15	12	12	14	18	3	14 (13)	80

TYPE: Lord, Medium Base (40mm). Unique. MOW. Farraday is a Blood Beret.

EQUIPMENT: Personalised PSA MK.XIV Aggressor 'REGGIE', Chainripper 'Chorobat's Bane'

RANGED WEAPON:

Personalised PSA MK.XIV Aggressor 'REGGIE'

R	ST	RoF	AVV	TYPE
12	12	2	0	Piercing (P)

ARMOUR: MK. VI Imperial 'Doomtrooper' Armour (no negative weapon type modifiers taken)

CLOSE COMBAT WEAPON:

Heavy Chain Ripper 'Chorobat's Bane'

R	ST	RoA	AVV	TYPE
1	+4	3	2	Piercing

Active: Ruthless: 'Turn to Burn' 1 Resource Card. Add a +2 modifier to RoA.

Active: Nepharite Hunter: 'Turn to Burn' 1 Resource Card. Add 'Critical Force (2)' in CC.

SPECIAL SKILLS: Camouflage (2), Fearless, Doomtrooper, Infiltrate, Ranger, Predator Senses, Cartel Agent, As Blood Berets minus Anti Vehicle Mines



IMPERIAL LINE INFANTRY TRENCHERS

The life of an Imperial Trencher is incredibly hard. Any week of the standard trencher three-month deployment can send a weak or frail mind insane. Week upon monotonous week is dominated by battlefield filth and drudgery, sentry duty and drills, punctuated only by hour long bouts of sheer terror as the enemy attacks or the trenchers themselves are sent over the top. The future of an Imperial Line Infantryman, as they are officially known, is bleak; a life living, sleeping and defecating in a hole, or series of interconnected holes in the ground is unnatural to the human body and it is potentially fatal. The omnipresent barrage of artillery frays the nerves of even the most stalwart, inducing insubordination in the subordinated and acts of unexplainable and misdirected violence in the mild. Insanity cannot be an option, shell-shock and combat stress when caught early enough can be avoided or quickly extinguished. Every soldier is well stocked with a reserve of calming, stress-suppressing (and cancer inducing) drugs. Trenchers are no strangers to misusing and abusing chemicals as a tool of war. Standard issue gas-masks both administer their drugs, but also protect them from the thick, acrid, chemical gases Imperial routinely uses against its enemies.

Recruits are accepted into the Imperial Line Infantry from the age of 16. Recruitment is optional, but this is forgotten by many and overlooked by the authorities. Many young men and women are duped into joining the Line Infantry rather than completing a shorter and safer tour of duty in the Imperial Corporate Military Service which is compulsory for all 18 year old citizens.

During their training, trenchers are taught to eat, sleep and dream the glory of Imperial. All of their actions must first follow the path of the Imperial Serenity and then secondly, hold true to the values of their Clan. Every Line Infantry recruit is given extensive battlefield engineering training, enabling them to swiftly build strong military defences, especially entrenchments, redoubts, foxholes and tunnels. The Imperial Ministry of War is renowned for its issues with distribution and logistics to the forlorn Trencher contingents. All too often, a regiment that was to be deployed in the red deserts of Mars, may instead be forced to fight in the verdant greens and muddy browns more suited to the Ring of Fire on Venus or brilliant whites and acidic yellows of the Ganymeden ice plains.

IMPERIAL OFFICER

M	CC	RS	ST	CON	WP	LD	W	A	PTS
5	12	16	8	10	16	18	3	14 (12)	135

TYPE: MOW Warlord (Tech), Medium Base (40mm). MOW

M	CC	RS	ST	CON	WP	LD	W	A	PTS
5	12	13	8	8	16	16	2	12 (10)	75

TYPE: Lord, Medium Base (40mm). MOW

EQUIPMENT: Aggressor Handgun and Chainripper

ARMOUR: Reinforced Mk.I Light Combat Armour (no negative weapon type modifiers taken)

RANGED WEAPON:

Aggressor Handgun

R	ST	RoF	AVV	TYPE
12	12	2	0	Piercing (P)

CLOSE COMBAT WEAPON:

Chain Ripper

R	ST	RoA	AVV	TYPE
1	+4	2	2	Piercing

SPECIAL SKILLS: Crackshot, Fearless, For Serenity!, Forward Observer, Execution, Inspiring Presence, Imperial Banner, Rally Point, Ammo Dump

Passive: For the Serenity! Each Trencher NCO within 6" generates an additional ribbon token. This is cumulative with the Imperial Officer Warlord Passive: Imperial Banner and the NCO's Passive: Company Banner.

Passive: Forward Observer: Reduce the scatter distance of any L16/81mm Mortar or Slinger 160mm Mortar to D20/4 if this model can draw LOS to the target point.

SQUAD UPGRADES: Up to 1 Imperial Officer in the army may be upgraded with the Imperial Banner for 25 points.

Passive: Imperial Banner: Any Imperial model within LOS of the imperial Banner has +2 modifier to LD for morale tests. Additionally, every friendly NCO with Passive: Company Banner skill will generate an additional ribbon token when they generate a token normally if they are within 12" of the Warlord. Only Imperial Officer Warlords may be equipped with the Imperial Banner.

Active: Rally Point: Once per game per Imperial Officer, Turn to Burn 1 Resource Card and use 1 Action Point to place a 30mm Rally Point token (SP3 AV16) within 2" of the Imperial Officer. Any MOW Model finishing a move action within 2" of the rally point gain the Fearless special skill and if claiming light cover, the model automatically counts as having completed a hide action.

Active: Ammo Dump: Once per game per Imperial Officer, Turn to Burn 2 Resource Cards and use 1 Action Points to place a 30mm Ammo Dump token (SP1 AV12 1" high) within 3" of the Imperial Officer. The token counts as light cover. Any MOW non-vehicle Model within 2" of the ammo dump may complete an additional basic shooting action at the normal Action Point cost. If two shooting actions are completed by a Model in one Game Turn the Model's RoF cannot be increased for either action. If the Ammo Dump is reduced to 0 or less SP all Models within D20/4 receives a St16 AVV4 Piercing Autohit.

NCO

M	CC	RS	ST	CON	WP	LD	W	A
5	12	12	8	8	13	15	2	12

TYPE: Troops (Squad Commander), Medium Base (40mm). MOW.

EQUIPMENT: Aggressor Handgun and Chain-ripper

RANGED WEAPON:

Aggressor Handgun

R	ST	RoF	AVV	TYPE
12	12	2	0	Piercing (P)

ARMOUR: Mk.I Light Combat Armour (Blast -2)

SQUAD UPGRADES: May be upgraded with the Company Banner for 10 pts.

CLOSE COMBAT WEAPON:

Chain Ripper

R	ST	RoA	AVV	TYPE
1	+4	2	2	Piercing

ADDITIONAL SPECIAL SKILLS:

Company Banner, Forward Observer, Extraordinary Achievement Medal

Passive: Company Banner: The NCO upgraded with a Company Banner generates an additional Ribbon Token for every Model removed by the NCO or his squad of Trenchers.

Passive: Forward Observer: Reduce the scatter distance of any L16/81mm Mortar or Slinger 160mm Mortar to D20/4 if this model can draw LOS to the target point.

Active: Extraordinary Achievement Medal: For every enemy Model removed from the game by the NCO or his squad place a Ribbon token next to the NCO. The NCO may spend any number of Ribbon tokens per Game Turn. At the beginning of the squad activation for 1 Action Point the NCO may issue one of the following orders: Each NCO may only issue each order once per turn, but may issue more than one order per turn:

- **"Move it you 'lags!" (2 ribbons)** The squad receives a +1 modifier to Movement Value.
- **"Don't you die on me" (3 ribbons)** The NCO gains the Medic (4) special skill.

- **"Incoming!" (5 ribbons)** The squad receives a +2 modifier to Armour Value. This bonus is lost if any Model from the squad completes any type of Movement action.
- **"I need artillery on this segment NOW!" (7 ribbons)** The NCO calls in a Gas Artillery Strike. Place a LE blast anywhere on the board within LOS of the NCO and scatter D20/2. Every Model within the template must pass a Con test with a +4 modifier. If the test is failed the Model receives an automatic wound effect with no Armour test or Heal roll allowed. This is a Gas type attack.
- **"Take that down!" (9 ribbons)** The squad receives a +1 modifier to RoF. RoF cannot be further increased by any means and the squad may not complete any squad special actions.
- **"Nighthawk strike" (12 ribbons)** The NCO calls in the Nighthawk. Place a 30mm token (SP2 AV10) anywhere on the battlefield. Any Model finishing its activation within 6" of the token takes a St10 AVV2 Gas Autohit. At the beginning of each Game Turn the player controlling the token can move it up to 3" in any direction.

Field Notes of Herbert Burkhard Marbach, Officer of the Bauhausian Hussars

It amazes me how driven the Imperial army is by medals. They seem to collect them like children collect sweets in a sweet shop. Whether they get paid a bonus comparable to the number they have or whether it is simple Imperial pride I do not know; whatever it is, it drives their troops and NCOs to amazing feats. I've seen trenchers whoop with pride when their commander has collected enough kills (or ribbons as they call them) to earn his 100 head medal. And to see the celebration when a trencher achieves the Extraordinary Achievement Medal! Well, let's just say there's a reason the Drougan Clan is not a poor clan!

SERGEANT NCO BENJAMIN TAYLOR

Benjamin Taylor is not only a dedicated father, but also a veteran of many warzones. An adept Trencher, Benjamin is seen as both dependable and tactically savvy by his superiors, and as such, has climbed slowly up the non-commissioned ranks to his current position of Sergeant. He leads his men from the front and by example, each and every one is proud to be part of his squad. His position within the Trencher juxtaposes significantly from his childhood aspirations. Born, via his mother's line, into one of 'the' Clans, Taylor expected to join the Special Forces. He spent his formative years studying the Twin-Barracuda, engineering and tactics of the Rams Special Forces. Alas, it wasn't to be, despite his maternal heritage, he was refused entry due to an underlying knee injury. Many years earlier, whilst tinkering on an engine with his younger brother, a winch failed. He saved Spencer, his brother, by shoving him from the trajectory of the unleashed engine block, but unfortunately Benjamin's left knee took the brunt of the impact. He was lucky to keep his limb, but gained a permanent limp. Benjamin took great pleasure, as his brother succeeded where he had failed; Spencer joined the Rams Air Calvary exactly three years after the elder Taylor had been conscripted to the Imperial line-infantry. Benjamin is still a complete gear-head. For an NCO he has an amazing knowledge and understanding of vehicular tactics and their implementation in trench warfare. His men are rightly proud of their boss and are in the main alive because of him and the unusual tactics he employs.

M	CC	RS	ST	CON	WP	LD	W	A
5	12	13	8	8	13	16	2	12

TYPE: Imperial NCO Squad Commander upgrade (40mm base), Unique, MOW.

The Imperial NCO Squad Commander may be upgraded to Sergeant Taylor for 10 points, and additionally may be upgraded further with the Company Banner for another 10 points.

RANGED WEAPON:

Aggressor Handgun

R	ST	RoF	AVV	TYPE
12	12	2	0	Piercing (P)

Active: Vehicular Genius: Taylor's Aggressor Handgun receives a +1 modifier to AVV if he completes an Aim action in the same turn. Turn to Burn 1, 2 or 3 resource cards to gain an additional +1, +2 or +3 modifier (respectively) to AVV when targeting a vehicle.

ADDITIONAL SPECIAL SKILLS:

As NCOs, Armoured Defence, Gear-head

Passive: Armoured Defence: Models from Taylor's squad gains an additional +2 modifier to Armour Value if a vehicle is within 4" of the Benjamin Taylor.

Passive: Ricochet: Taylors Aggressor Handgun is has a ST of 14 when he targets a Model on a small or medium base that is within 2" of any vehicle with a Ranged Attack.

Active: Gear-head: Once per Game Turn Taylor may repair a vehicle Taylor is in B2B with by spending 1 Action Point. The target vehicle regains its last lost Structure Point.

EQUIPMENT: Aggressor Handgun and Chainripper

ARMOUR: Mk.I Light Combat Armour (Blast -2)

CLOSE COMBAT WEAPON:

Chainripper

R	ST	RoA	AVV	TYPE
1	+4	2	2	Piercing

Don't worry lads. I know you're green, but you've got the best NCO in the whole ruddy megacorp. Don't let the limp fool you- he's moved fast enough to pull me out of more than my share of bad spots. The man's a ruddy genius when it comes to fighting in the lines- he'll have us through the enemy in no time and back in time for tea.

- Private S. Manklow

TRENCHERS

M	CC	RS	ST	CON	WP	LD	W	A	PTS
5	12	12	8	8	13	15	1	12	75

TYPE: Troops (MOW Warlord) or Support (Wolfbane Warlord), Small Bases (30mm). MOW.

SQUAD COMPOSITION: Trencher Squad Commander and 4 Trenchers

SQUAD SIZE: 5-12 Trenchers

EQUIPMENT: Invader Assault Rifle, Bayonet

RANGED WEAPONS:

Invader Assault Rifle

R	ST	RoF	AVV	TYPE
24	12	1	0	Piercing (A)

Charger HMG

R	ST	RoF	AVV	TYPE
24	13	3	1	Piercing (H)

Active: Under-barrel Grenade Launcher: Turn to Burn 1 Resource Card to select one of the following effect (which counts as a Ranged Attack):

- **Smoke Screen:** Place a 30mm token within 12" of the Model making the ranged attack. Enemy Models targeting any Model within 2" of the token receive a -2 modifier to RS. Smoke Screen modifiers are not cumulative.
- **Targeting Flare:** Place a 30mm token within 12" of the Model making the ranged attack. Models targeting any Model within 2" of the token receive a +2 modifier to RS. Targeting flare modifiers are not cumulative.
- **Tracking Beacon:** Place a 30mm token within 12" of the Model making the ranged attack. Subsequent ranged attacks by any friendly L16/81mm Mortar and Slinger 160mm Mortar targeted at models or target spots within 5" of the token scatter D20/4 instead of D20/2.

ARMOUR: Mk.I Light Combat Armour (Blast -2)

SQUAD UPGRADES: The squad may be increased by up to 7 Trenchers at 12 points per Model. 1 in 5 Models must replace its Invader Assault Rifle for a Charger HMG for 15 points. The Squad Commander may be upgraded to an NCO for 25 points.

Passive: Concentrated Fire: The weapon RoF is reduced to 1 and it gains a +5 modifier to AVV. RoF when completing a Concentrated Fire cannot be increased by any means.

CLOSE COMBAT WEAPON:

Bayonet

R	ST	RoA	AVV	TYPE
B2B	+2	1	0	Piercing

SPECIAL SKILLS: *The Trenchers*, *Pathfinder*

Passive: The Trenchers: Light terrain claimed by Trencher Models counts as Heavy terrain for cover purposes.

STORMTRENCHERS

No regiment within the Trenchers is particularly glamorous, none it seems, is more well-known than any other. All are so caked in the mud, blood and guts of the battlefield, it is hard to identify and credit a particular battalion. That being said, the Stormtrenchers are an obvious exception. These veteran shock troopers have a penchant for speed and an unhinged addiction to acceleration. Armed with Mandible shotguns, as well as incendiary and sticky grenades, they excel in ambush and quick close quarter combat; performing rushing, explosive assaults, often annihilating their targets before a counterattack or any defensive reaction of any kind is even possible.

It is not rare for the Stormtrenchers to drop into the warzone from Doomlord VTOLs, landing and pulverising their foes to create break points the standard Trencher can exploit. The Stormtroopers wear a slightly modified Trencher uniform and the MkIV 'Excelsior'. The 'Excelsior' Jetpack was invented and pioneered by the late great Professor R. R. McRoberts, a maverick genius who confounded himself with insurmountable mathematical computations. By the end he, unlike his jetpack, was firing on only a few cylinders; catastrophic mathematical miscalculations resulted in an inferno which incinerated McRoberts instantly. In hindsight, and with only a little irony, consensus was that the great man was literally and metaphorically burnt out. The design though was near perfect and when a new project started, his groundwork proved to be the perfect foundation to build arguably one of the best jetpacks available today.

M	CC	RS	ST	CON	WP	LD	W	A	PTS
5	12	12	8	8	14	16	1	13	90

TYPE: Troops (MOW Warlord) or Support (Wolfbane Warlord, limited to 1 squad per army), Small Bases (30mm). MOW.

SQUAD COMPOSITION:

1 Stormtrencher Squad Commander and 4 Stormtrenchers

SQUAD SIZE: 5-10 Stormtrenchers

EQUIPMENT: Mandible Autoshotgun, Bayonet

ARMOUR: Mk.I Light Combat Armour and Mk. IV Excelsior Jetpack (Plasma -2)

SQUAD UPGRADES: The squad may be increased by up to five Stormtrenchers at 18 points per Model. 1 in 5 Models in the squad may replace its Mandible Shotgun with a Gehenna Puker for 10 Points or a Gehenna Belcher for 10 points. The whole squad may be equipped with Anti Vehicle Grenades for 4 Pts per Model.

'In times of peace, grab an Ale. In times of war, grab an Invader.'

- Traditional Imperial Proverb.

RANGED WEAPON:

Mandible Autoshotgun

R	ST	RoF	AVV	TYPE
ST	12	2	0	Piercing (A)

Gehenna Puker

R	ST	RoF	AVV	TYPE
FT	14	2	1	Plasma (S)

Gehenna Belcher

R	ST	RoF	AVV	TYPE
FT	10	2	-	Gas (S)

Passive: Slow to Reload: RoF cannot be increased by any means.

SPECIAL SKILLS: Flammable, Leap(6), Fumes, Massive Fuel Tanks, Storm the Field, The Trenchers, Aerial Assault

Passive: Fumes: Any Model making a Ranged attack that targets an unengaged Stormtrencher Model receives an additional -2 modifier to RS. If any Model from the Stormtrenchers squad used the Aerial Assault special skill this Game Turn, the negative modifier to RS provided by the Fumes special skill is increased to -4.

Passive: Massive Fuel Tanks: Before removing a Stormtrencher Model from the game as a casualty, centre a SE template on the Model's base and scatter it D20/4". Any Model within the SE template receives a St10 Blast AVV1 autohit.

CLOSE COMBAT WEAPON:

Bayonet

R	ST	RoA	AVV	TYPE
B2B	+2	1	0	Piercing

Anti Vehicle Grenades

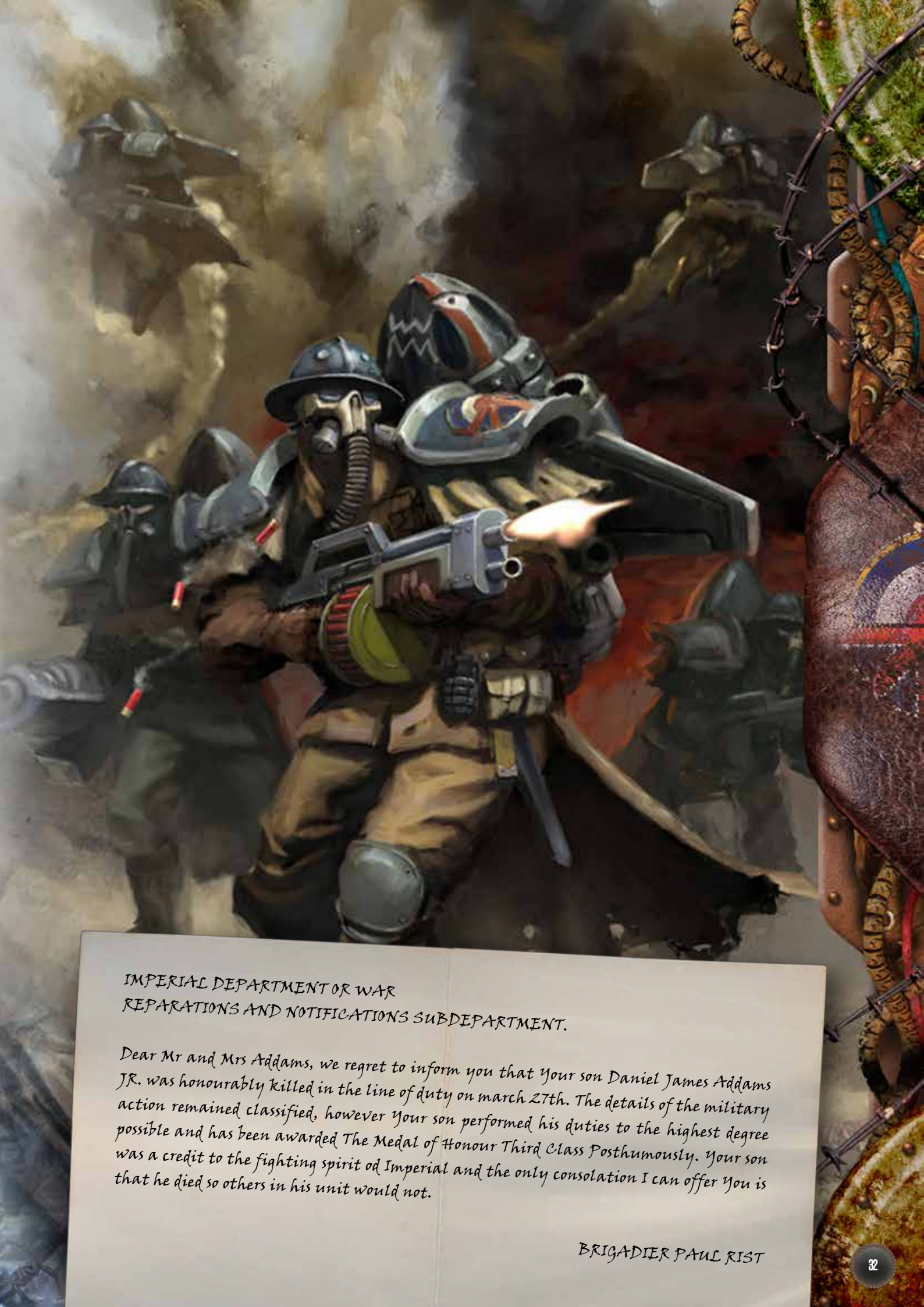
R	ST	RoA	AVV	TYPE
B2B	15	1	6	Piercing

Passive: Sticky Grenade: Anti-Vehicle Grenades can only be used as a Close Combat weapon. A Model using an Anti-Vehicle grenade as a Close Combat weapon does not receive an Engage Bonus.

Passive: Storm the Field: Stormtrenchers do not deploy as normal. Instead place a token during deployment following the selected mission's deployment rules. When the Stormtrenchers are activated replace the token with the Stormtrencher Squad Commander. Place the rest of the squad within coherency and within the missions deployment zone. The Stormtrenchers must activate as normal the turn the token is placed (they may not pass).

Passive: The Trenchers: Light terrain claimed by Models with this skill counts as Heavy terrain for cover purposes.

Active: Aerial Assault!: Turn to Burn 2 Resource Cards at the beginning of the squad activation to perform an Aerial Assault. The Stormtrencher squad receives a +2 modifier to Movement Value and a -4 modifier to RS. Roll a D20 before each Model from the squad completes a Movement action using the modifier from the Aerial Assault Special Skill. On a roll of 19 to 20 the Model is removed as a casualty. If a Stormtrencher using the Aerial Assault special skill ends its activation within Light or Heavy Terrain a 'Con' test must be taken. If the test is failed the Model immediately takes a St10 Piercing Autohit.



IMPERIAL DEPARTMENT OF WAR
REPARATIONS AND NOTIFICATIONS SUBDEPARTMENT.

Dear Mr and Mrs Addams, we regret to inform you that your son Daniel James Addams JR. was honourably killed in the line of duty on march 27th. The details of the military action remained classified, however your son performed his duties to the highest degree possible and has been awarded The Medal of Honour Third Class Posthumously. Your son was a credit to the fighting spirit of Imperial and the only consolation I can offer you is that he died so others in his unit would not.

BRIGADIER PAUL RIST

IMPERIAL SPECIAL FORCES

In the war torn solar system the Imperial Corporation is known for many things: It is known as the Corporation that twice unleashed the Dark Symmetry, it is known for its aggressive military stance and hostile geographical takeovers, its pomp and ceremony, its bureaucracy, its red tape and its sovereignty. Many of the Corporation's naysayers state it really has nothing of significant note to be proud of, whenever such a statement is made it is quickly extinguished by the example that is the Imperial Special Forces. Superbly trained and fabulously diverse the Imperial Special Forces are best characterised by the auspicious Blood Berets and the heavily armoured and infamous Golden Lions, but what is often overlooked is the abundance of privately owned crack (and not so crack) forces; some of these consist of hundreds of individuals, others may be only a few men and women in size. Some have a long history, others are transient or only realised in the last few years. What is clear is that within the Imperial military structure there are nearly as many Special Forces as there are clans.

The reason a clan or group of clans sponsors its own Special Force can be as mundane as guarding clan assets, as is the case of the Sterlings who protect the Imperial banking institutions of Axelthorpe-Smythe & Smythe, or as a lucrative money making scheme; the Hunters of the Dunsirn clan and their Iron Mastiffs provide Venusian big game hunts as team building excursions and party days out to the rich and the Brannagan clan hire out their Azure Lions as medics to anyone able to pay the price. Others, such as the Morgan's infamous Black Berets are recognised as the best interplanetary boarding craft based anti-Legion force that has ever existed. The Paladine's Blue Berets and the Righteous Diadems of the Murdoch clan are honorific guards for the senior members of the two powerful clans. Some battalions, such as the Laughton's Rams, Murray's Shamrocks and Drougan's Wild Roses are provided by their respective clans to help defend Imperial against another corporation or the Legion. Others such as the McDonald clan's Terror Eagles seem to be there as nothing more than a status symbol for the up and coming clan. In recent years the Crusaders and their progeny battalion, the Acid Spitters, have been commissioned specifically to conquer and defend Ganymede by the corporation itself.

Not all the Special Forces have the greater good of Imperial in mind, like the clans themselves. There is a lot of politics and subterfuge involved, to the extent that some forces wear no iconography and appear to act against the Corporation that bore them, for example the O'Laughton's seemingly insane Golden Panthers appear intent on destroying the Laughton's Rams to the detriment of everything else. Blood feuds run very deep in the Laughton clan.

Availability of equipment, including armour and weaponry, is very dependent on the financial situation of the clan which owns the Special Force. The Harlequin Guards of the poor McRobert clan wear a mishmash of second-hand armour of different marks, manufacture and colours. Some Forces, such as the Black Berets specifically choose not to use certain equipment because it restricts their effectiveness in their chosen arena of war. Almost all Imperial Special Forces are highly resourceful and trained to survive many weeks in hostile environments. A large contingent of the Murray's Black Sheep for example, survived on an asteroid when their ship crashed by utilising the contents of a Cybertronic outpost and even successfully defended themselves from a Dark Legion incursion.

All in all, the diversity of the Imperial Special Forces, their application, resources and actions are as diverse as the Imperial Corporation itself. Many of the Forces are held in good stead and are considered as something to be proud of by their clan, other battalions' roles may be more malign or unsavoury. Whatever the clan, the motive, the colour scheme, the theatre of war or the force's tactics it is more than fair to acknowledge that Imperial would not be where it is today if it wasn't for the diverse formations collectively known as the Imperial Special Forces.

	Name	Clan	Armour Mark	Armour Colour	Beret Colour	Notes	Recommended Specialism(s)
	Acid Spitters	Various	II	Purple and Blue Camo	Mustard Yellow	A defence force born from the Crusaders and exclusively stationed on Ganymede. Always wear gasmasks. The officers wear white armour as a mark of honour and to commemorate the Crusaders.	City Fighters, Guard
	Azure Lions	Brannaghan	II & III	Blue Camo	Black	Often hired by other Special Forces as medics.	Medic, Heavy Armour
	Black Berets	Morgan	II	Black and Grey Camo	Black	Anti Dark Legion. Excel at fighting in ship actions.	Ship/Asteroid Fighters, Veteran, Ghosts
	Black Sheep	Morgan	III	Dark Blue and Black Camo with Red detailing	Black	Shun contact with other forces, yet fiercely loyal to Imperial. Since fighting off a Legion force on asteroid that had formerly served as a Cybertronic outpost have utilised cyber-enhancement	Night Ops, Paratrooper, Heavy Armour
	Crusaders	Various	II & III	White	Mustard Yellow	Descendants of the Conquistadors that colonised Ganymede. Specialise in Asteroid Fighting	Ship/Asteroid Fighters, Veteran, Heavy Armour
	Golden Panthers	O'Lughton	II & III	Dark Green with Gold detailing	Dark Green	Very zealous, named after the natural enemy of the ovine. Seem to have a vendetta against the Rams. Very close to the Murdochs, many Golden Panthers join the Righteous Diadems.	Zealous, Squad Heavy Support Weapon, Heavy Armour
	Harlequin Guards	McRobert	Various	Various	Light Grey	Very poor, so utilise whatever they can get their hands on armour, gear and weapons-wise. See it as bad luck to repaint their armour. Often wear armour parts from other corporations.	None
	The Hunters	Dunsirn	III	Jungle Camo	Green	Often use Iron Mastiffs. Lead big game hunts in the Venusian Jungles.	Mastiff Masters, Forward Spotters, Heavy Armour
	Imperial Tigers	Empaya	II	Dark Green with Khaki Camo	Black	It is said that an Imperial Tiger only draws his blade if he is sure that he is going to draw blood. They tend to be of a diminutive size compared to most Special Forces, but they are amazingly competent and fiercely loyal fighters	Furious Combatants, Corporation Fighters, Night-Ops
	The Opangos	Bruce	II	Solid Black	Black	A small special force borne of Diamondsland. Often wear cut down fatigues to show off their ornate tattoos and tanned bodies. Tattoos seem to have a similar defensive action to those of the pathfinders. Very aggressive and intimidating, specialise in CC.	Furious Combatants, Zealous, Charmed
	The Rams	Laughton	II & III	Sage and Khaki Camo	Dark Green	High dependency on vehicles and gear, especially the Twin Barracuda Jet Packs.	Anti-Armoured Specialists, Heavy Armour, Special Weapons Training
	Righteous Diadems	Murdoch	III	Brown and Orange Camo	Orange	Very secretive only conscripted from the Golden Lions and Golden Panthers. Fill a similar role to the Royal Guard, but for the higher echelons of the Murdoch Clan.	Veteran, Zealous, Heavy Armour
	Royal Guard	Paladine	III	Royal Blue and White	Royal Blue	Commonly known as the Blue Berets. Exceedingly well funded and equipped. They are the Serenity's personal guard	Heat Resistant Barrels, Charmed, Heavy Armour
	Royal Home Guard	Paladine	II	Grey and White	Grey	Reserve force, 100% recruited from the Royal Guard. Retired to luxury in the capitol, and expected to react if Imperial is threatened. They do so without question.	Heat Resistant Barrels, Veteran, Special Weapons Training
	Shamrocks	Murray	III	City Camo	Crimson	Acknowledged as very lucky. Often carry runes, trinkets and lucky charms.	Charmed, Heavy Armour, Ghosts
	Sterlings	Smythe & Axelthorpe	II	Yellow Desert Camo.	Black	Bank Guards. Soldiers taken from the seniors of other Special Forces. Often the butt of many 'old man'. But still a massive deterrent to the average man.	Heat Resistant Barrels, Veterans, Guard
	Terror Eagles	McDonald	II	Yellow	Scarlet	Very small and newly formed force, guard a key space channel for this up and coming Clan. Initially set up by Andrew Drougan before he became a Doomtrooper. Now led by former Young Guard Seb Moeller.	Furious Combatants, Ship/Asteroid Fighters, Night Ops
	White Guard	Dabrowski	III	Bright Red	White	Passionate for Imperial, although not strongly aligned to the Paladines. The Clan left Earth on Bauhaus ships, but were always aligned to the Imperial Corporation. The White Guard were established when their asteroid, Piastland, was occupied by the Bauhausians. It wasn't long before the occupying force was annihilated.	Heat Resistant Barrels, Corporation Fighter (Bauhaus), Heavy Armour
	Wild Roses	Drougans	II	Burgundy Red	Black	Drink a home brew that seems to temporarily heighten reactions before subsequently dulling them.	Furious Combatants, City Fighters, Zealous

M	CC	RS	ST	CON	WP	LD	W	A	PTS
5	12	12	9	8	13	16	1	13	80

TYPE: Troop (MOW Warlord) or Support (Wolfbane Warlord), Small Bases (30mm). MOW.

SQUAD COMPOSITION: 1 Special Forces Squad Commander and 4 Special Forces Troops

SQUAD SIZE: 5–10 Special Forces Troops

EQUIPMENT: Invader Assault Rifle, ISF Hand Ripper, Slide Pack

ARMOUR: Mk2 Medium Combat Armour (Plasma -1)

SQUAD UPGRADES - ALL WARLORDS: The squad may be increased by up to five Special Forces Models at 16 points per Model. The squad may be equipped with Flash-Bang Grenades for 15 pts.

RANGED WEAPON:

Invader Assault Rifle

R	ST	RoF	AVV	TYPE
24	12	1	0	Piercing (A)

HMG Charger

R	ST	RoF	AVV	TYPE
24	13	3	1	Piercing (H)

Passive: Concentrated Fire: The weapon RoF may be reduced to 1 and it gains a +5 modifier to AVV. RoF of Concentrated Fire cannot be increased by any means.

Gehenna Puker

R	ST	RoF	AVV	TYPE
FT	14	2	1	Plasma (S)

Gehenna Belcher

R	ST	RoF	AVV	TYPE
FT	10	2	-	Gas (S)

Mandible Autoshotgun

R	ST	RoF	AVV	TYPE
ST	12	2	0	Piercing (S)

Flash-Bang Grenades

R	ST	RoF	AVV	TYPE
St/SE	-	1	-	Blast (G)

Passive: Stun: Every Model on a Small Base under the SE template automatically receives a Stun Effect.

SQUAD UPGRADES - CLOSE COMBAT

WARLORD: The squad may be equipped with Anti-Vehicle Grenades for 15 pts.

SQUAD UPGRADES - RANGED WARLORD:

The squad may be equipped with Anti-Infantry Grenades for 10 pts.

SQUAD UPGRADES - TECH WARLORD:

The squad may be equipped with Anti-Vehicle Grenades for 10 pts and/or with Anti-Infantry Grenades for 10 pts.

For Body Count purposes, the cost of any upgrade is added to the cost of a Squad Commander.

CLOSE COMBAT WEAPONS:

ISF Hand Ripper

R	ST	RoA	AVV	TYPE
B2B	+1	2	0	Piercing

Passive: Parry: Models with a Hand Ripper have Impenetrable Armour (10) against Close Combat attacks

Active: Deep Cut: Turn to Burn 1 Resource Card. Instead of using the Hand Ripper the Model may instead complete a Hand Ripper - Deep Cut attack. This must be declared at the beginning of the Close Combat action.

Hand Ripper - Deep Cut

R	ST	RoA	AVV	TYPE
B2B	+2	1	3	Plasma

Passive: Deep and Slow: RoA of the Hand Ripper - Deep Cut cannot be increased by any means.

Anti-Vehicle Grenades

R	ST	RoA	AVV	TYPE
B2B	15	1	6	Piercing (G)

Passive: Sticky Grenade: Anti-Vehicle Grenades can only be used as a Close Combat weapon. A Model using the Anti-Vehicle grenade as a Close Combat weapon does not receive an Engage Bonus.

Anti-Infantry Grenades

R	ST	RoA	AVV	TYPE
St/SE	13	1	0	Blast (G)

Imperial Special Forces Specialisations: Imperial Special Forces often support the main force with highly specialised soldiers needed in the given theatre of war. Each ISF squad receives a Passive Skill depending on a Warlord type and may purchase up to 3 additional specialisations. At least one of them must be chosen from the list of the appropriate Warlord type, the remaining may be chosen from Warlord: All or Warlord: X, where X is your Warlord Type. Unless specified otherwise, each specialisation may only be chosen once per squad.

Warlord Type: All

- **Legion Fighters (1 point per Model):** Every Model in the squad gains the Contempt (Dark Legion) special skill. Dark Legion Models may not use the Necrotechnology(X) or Heal(X) rolls against Wounds caused by the squad with this Specialisation.
- **Corporation Fighters (1 point per Model):** Every Model in the squad gains the Contempt (X) special skill, where X is Bauhaus, Capitol, Mishima or Cybertronic. This Specialisation may be taken twice.
- **Ship/Asteroid Fighters (2 points per Model):** Every Model in the squad has the Slippery and Grappling hooks (4) special skills.
- **Veteran (3 points per Model):** Every Model in the squad receives a +2 modifier to Con and WP and a +3 modifier to LD.
- **Charmed (3 points per Model):** Every Model in the squad gains the Heal (4) and Target Identifier special skills. If taken together with the Para and/or Spearhead Specialisations, this Specialisation costs 2 Points per Model, but Models do not gain the Target Identifier skill.
- **Heavy Armour (3 points per Model):** Every Model in the squad is equipped with Mk.3 Ballistic Armour which gives them Impenetrable Armour (13).
- **Special Weapons Training (1 point per Model):** Any Model in the squad can re-roll failed 'Get the Gun' rolls.
- **Spearhead (2 Points per Model):** Every Model in the squad gains the Infiltrate special skill.

Warlord Type: Close Combat

Passive bonus: A +3 modifier to CC and a +2 modifier to ST.

- **Furious Combatants (2 points per Model):** The Model's Hand Ripper receives a +1 modifier to RoA.
- **Jungle Fighter:** 1 in 5 Models in the squad replaces its Invader Assault Rifle with a Gehenna Puker for 20 Points. Mutually exclusive with the City Fighters Specialisation.
- **City Fighters:** 2 in 5 Models in the squad replaces its Invader Assault Rifle with a Mandible Shotgun for 10 Points. Mutually exclusive with the Jungle Fighters Specialisation.
- **Running with the Wolves (3 points per Model):** Every Model in the squad gains the Brutal special skill and a +2 modifier to CC and Con.
- **Night-Ops (2 points per Model):** Every Model in the squad gains the Camouflage(2) and the Stalk special skills.
- **Paras (3 points per Model, 2 points per Model if the squad also has the Spearhead Specialisation):** Every Model in the squad gains the Rapid Deployment special skill. Mutually exclusive with the Mastiff Masters Specialisation.
- **Mastiff Masters (14 points per Mastiff):** 1 Iron Mastiff is added to the squad. This Specialisation may be taken twice. The Iron Mastiffs do not count towards the Squad size calculation. Mutually exclusive with the Paras Specialisation.

Warlord Type: Ranged

Passive bonus: A +2 modifier to RS and the Camouflage(2) special skill

- **Squad Heavy Support Weapon:** 1 in 5 Models in the squad replaces its Invader Assault Rifle with a Charger HMG for 15 points.
- **Marksmen (2 points per Model):** Every Model in the squad gains the Crackshot special skill.
- **Ghosts (1 point per Model):** Every Model in the squad gains the Stalk special skill.
- **Anti-Personnel Ammo (2 points per Model):** Damage type of every Ranged Piercing Type weapon in the squad becomes Blast.
- **Long-bore Rifles (2 points per Model):** Range of every Ranged Piercing Type weapon in the squad receives an additional +2 modifier.
- **IR Goggles (2 points per Model):** At the beginning of the squad activation, Turn to Burn 1 Resource Card. The squad ignores negative modifiers to Range. The squad does not receive any negative modifiers to RS caused by Light or Heavy Cover.

Warlord Type: Tech & Psychic

Passive bonus: A +1 modifier to CC, a +1 modifier to RS and a +2 modifier to Armour.

- **Rune engraved armour (2 points per model):** Models with this Specialisation receive a +2 modifier to their WP value against all Psychic (S) attacks. Also enemy models targeting a model with this Specialisation with a Psychic (D) Power receive a -2 modifier to WP.
- **Jack of all trades:** 1 model in 5 may replace their Invader Assault Rifle with a Gehenna Belcher for 20 points, a Mandible Autoshotgun for 10 points or a Charger HMG for 15 points. Two different weapons may be selected if the squad has 10 ISF Models, still only 1 in 5 models may replace their Invader Assault Rifle with another weapon.
- **Panzerstopper (3 points per Mandible Shotgun):** All Mandible Shotguns in the squad may use Mandible Shotgun – EMP Shells.

Mandible Shotgun - EMP Shells

R	ST	RoA	AVV	TYPE
St	-	2	3	Plasma (A)

Active: EMP Shells: Turn to Burn 1 Resource Card before completing a Ranged action. The Model equipped with the Mandible Auto shotgun uses Mandible Shotgun – EMP Shells.

Gyro-Stabilizers (15 points per Charger HMG): If the model with the Charger HMG makes an Aim Action, all RoF receive the aim bonus.

Guard (3 points per Model): Warlord and Lord Models can use the Shielded special skill if a Special Forces Model with this Specialisation is within 6" of them. Special Forces Models with this Specialisation can complete a Sentry action for 1 Action Point and automatically pass the Sentry LD test.

Anti-Armoured Specialists: (4 points per model): The squad's Piercing type weapons gain a +1 modifier to AVV.

Mastiff Masters (14 points per Mastiff): 1 Iron Mastiff is added to the squad. This Specialisation may be taken twice. The Iron Mastiffs do not count towards the Squad size calculation.

Forward Spotters (10 points per squad): Squad Commander gains **Passive: Forward Observer:** Reduce the scatter distance of any L16/81mm Mortar or Slinger 160mm Mortar to D20/4 if this model can draw LOS to the target point.

SPECIAL SKILLS: Slide Packs™, Slide Packs™ – Overcharge,

Passive: Slide Packs™: Any Special Forces Model can be placed within 5" of its current position. This counts as a Basic Move Action. This special skill allows movement through Impassable Terrain, but no Model can finish its movement within Impassable Terrain.

Passive: Slide Packs™ – Overcharge: Special Forces Model can be placed within 10" instead of 5" of its current position using the Slide Pack™ – Overcharge special skill. This counts as a Run Action. This special skill allows movement through Impassable Terrain, but no Model can finish its movement within Impassable Terrain. Every Model which uses the Slide Packs™ – Overcharge special skill must roll a D20 at the end of its activation. On a roll of 16–20 the Model receives a St10 piercing Autohit.

As his fellow Chasseurs crumbled under the sustained Imperial fire, Dick Howkins received an encrypted message from his commander.

++++>>STATUS REPORT UPLOAD REQUIRED<<++++

He blinked as he responded.

++++>>enemy dug in STOP initial intel incorrect STOP enemy are imperial special forces STOP not trenchers REPEAT not trenchers STOP enemy fire substantial STOP current cybertronic casualties 54% STOP mission success probability 10.78% STOP<<++++

++++>>QUANTIFY ENEMY FORCES<<++++

++++>>accessing Databases... ..64%+/-10% wild roses: clan drougan STOP remaining black sheep: clan morgan STOP<<++++

++++>>CONFIRM VISUAL: BLACK SHEEP<<++++

Howkins linked to what was left of his squad; searching their memory banks for visuals, of which he found multiples.

++++>>visual confirmed STOP [Image Upload] [Image Upload] [Image Upload] [Image Upload] STOP mission success probability 1.17% STOP<<++++

++++>>STAND BY<<++++ +++>>STAND BY<<++++ +++>>STAND BY<<++++

Howkins ducked behind a burnt out Greyhound, pulling what remained of his second in command towards him. She was gone, scrap for the Voltigeur drones to repurpose. He blinked as a wave of binary washed over him, the enemy fire became sporadic before finally dissipating to deathly silence.

++++>>MISSION SUCCESS PROBABILITY: 100% <<++++ +++>>STAND DOWN<<++++

IRON MASTIFF

Produced by the Imperial Clan Dunsirn's Kimberley Corporation and branded with the Dunsirn crest of twelve sets of stag antlers, Iron Mastiffs are mechanical dogs. They were originally designed as hunting alternatives for areas inhospitable to real canines, such as deep space or the surface of Mercury. They have since been adopted by many Imperial agencies and as guard dogs and trackers. Unlike real dogs, the metal canines are completely immune to the effects of any psychic power including the effects of the Dark Symmetry. Although they seem sentient, they are not; their handler controls them via subtle eye movements received by a headset that, to the casual onlooker, appears to be a pair of wraparound sunglasses.

M	CC	RS	ST	CON	WP	LD	W	A
6	14	-	10	15	-	20	1	14(10)

TYPE: Specific Squad Upgrade, Small bases (30mm). MOW.

EQUIPMENT: Iron Jaws

ARMOUR: Iron Carapace (Piercing +1, Plasma -2)

CLOSE COMBAT WEAPON:

Iron Jaws

R	ST	RoA	AVV	TYPE
B2B	+4	3	1	Piercing

Active: Crushing Jaws: Turn to Burn 1 Resource card before making a Close Combat Attack. Use Crushing Jaws weapon statline. Attack gains Critical Force(+1) and Critical Damage(2)

Crushing Jaws

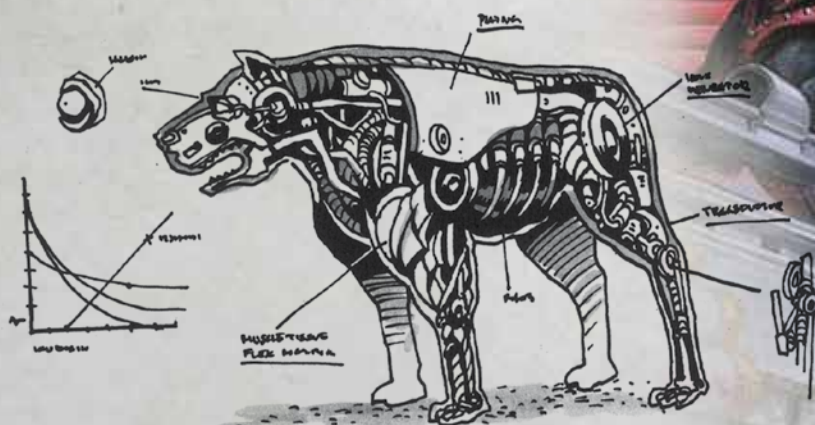
R	ST	RoA	AVV	TYPE
B2B	+6	1	4	Piercing

SPECIAL SKILLS: Advisor, Fear (0), Fearless, Pathfinder, Durasteel Armour, Dispersible, Bio-Chem Detectors, Predator Senses

Passive: Guardian: This model may use Sentry Action for 1 AP and always passes a Sentry LD test.

Passive: Durasteel Armour: Whenever a Iron Mastif receives a wound effect roll a D20. On a roll of 1-5 the wound effect is ignored. Roll for Durasteel Armour prior to Armour test and/or Heal rolls.

Passive: Bio-Chem Detectors: While there is at least one Iron Mastiff in the squad, the Squad Commander has the Target Identifier special skill and no enemy Model within 18 inches can benefit from Hide Action.





HER SERENITY'S LIFE DRAGOONS/YOUNG GUARDS

The Life Dragoons have a dual role as both the Personal Guard of the Serenity and elite urban specialist fighting forces. There are five Life Dragoon Battalions, one of which is tasked with acting as the personal ceremonial guard for the Serenity and her residence of choice, a second operate as a defence battalion, permanently in residence in the Imperial capital city, Victoria; where the Dragoons not only complete round the clock city wide patrols, but also training manoeuvres, honing their skills as urban combat specialists. The third Battalion safeguard Imperial and Brotherhood assets on Luna, while the remaining two are mobilised to Imperial warzones across the inner planets as the higher Imperial echelons see fit. Every Luna year the Battalions rotate, ensuring that each receives an equal share of frontline battle and the honour of guarding the Serenity.

The first Dragoon Battalion, known as the Grenadiers due to their initial tactical reliance on various grenade types to control and defend, were born of necessity, when it became clear that the rank and file battalions were not up to the job of protecting the Serenity and Imperial concerns. Field Marshal Viscount Montgomery Young handpicked twenty trusted veterans, but it quickly became clear that just twenty Grenadiers or Young's Guard as they became known was not sufficient, especially after most were killed defending Victoria from a guerrilla attack by the Capitolians. The ranks were swollen and then further battalions commissioned as required to the five Young Guard Battalions we have today. Each selects from a designated group of battalions depending on their geographical or familial origin using specific criteria depending on their need.

To the casual onlooker each battalion of Her Serenity's Guard can barely be distinguished. To make such statement to any soldier in the Dragoons is to ask for a black eye, at the very least. Each of the five battalions has a very proud history and rich set of traditions and iconography, especially when in a guardian role. For example, the buttons on the scarlet tunics of the Endotherm Tribute Guard (ETG) are clumped in pairs whereas for the Gallic Guard groups of three. The number represents the chronology of their battalions inception, but also induces almost a fixation on the number in question for the troops and officers alike. There is a healthy camaraderie and competition between each of the battalions, although the Palaty Guard and Emerald Guard do frequently come to blows in the public houses of Luna or Victoria when the guarding gauntlets are passed.

The Life Dragoon uniform includes black trousers with either a gold, red, navy, brown or green stripe, and a scarlet red (or green in the case of the Emerald Guard) tunic made of state of the art bullet proof and fully insulated and breathable materials. Occasionally, if the warzone warrants it, the guards will wear a camouflaged version of the uniform, but to do so is always a last resort as they consider their iconic uniform a badge of honour. Their tunic forms the basis of both the dress and battle uniforms and will be complemented with body armour, customised from the Mk.II Medium Combat Armour of the Imperial Special Forces as appropriate. In the theatre of war the guards wear titanium-woven black berets, whereas in ceremonial situations an animal skin covered helmet is worn. The majority are armed with Invader Assault Rifles with bayonets, an Aggressor Pistol, various grenades and a standard issue gas mask.

Every Life Dragoon is a proud and dedicated veteran happy to lay down their life to protect the Serenity or their Corporation. In fact the Life Dragoons have collectively earned more posthumous Serenity Crosses of Valour in the face of the enemy than all the other Imperial armed forces combined.

M	CC	RS	ST	CON	WP	LD	W	A	PTS
5	12	15	8	9	15	18	1	13	90

TYPE: Support, Small Bases (30mm). MOW.

SQUAD COMPOSITION: 1 Life Dragoon Squad Commander and 4 Life Dragoons

SQUAD SIZE: 5-10 Life Dragoons

EQUIPMENT: Invader Assault Rifle, Bayonet

ARMOUR: Life Dragoon Uniform and customised Mk.2 Armour (Piercing -1)

SQUAD UPGRADES: The squad may be increased by up to five Life Dragoons at 18 points per Model. 2 in 5 Models in the squad may replace his Invader Assault Rifle with a Mandible Autoshotgun for 10 points, an Assailant Sniper Rifle for 15 point or a L16/81mm Mortar for 35 points. The whole squad may be equipped with Incendiary Grenades for 4 points per Model. The Squad Commander may be upgraded to Corporal Seb Moeller for 35 points

RANGED WEAPON:

Invader Assault Rifle

R	ST	RoF	AVV	TYPE
24	12	1	0	Piercing (A)

L16/81mm Mortar

R	ST	RoF	AVV	TYPE
10-30/SE	13	1	1	Blast (G)

Mandible Autoshotgun

R	ST	RoF	AVV	TYPE
ST	12	2	0	Piercing (S)

Active: EMP Shells: Turn to Burn 1 Resource Card before completing a Ranged action. The Model equipped with the Mandible Auto shotgun uses Mandible Shotgun – EMP Shells.

Passive: Indirect Fire: This weapon may be indirectly without LOS to a target point. This ranged attack scatters D20/2. This skill may not be used while inside a structure with an intact roof.

Passive: Load it Up!: Shooting Squad Special Action: For every friendly non Assailant Sniper Rifle Life Dragoon Model in B2B contact with the Model with a L16/81mm Mortar spend 1 Action Point, the L16/81mm Mortar receives a +1 modifier to RoF (This Squad Special action counts as a shooting action for those models that added a +1 Modifier to RoF).

Passive: Slow to Reload: RoF cannot be increased by any means apart from the Load it Up! special skill.

Mandible Shotgun - EMP Shells

R	ST	RoF	AVV	TYPE
FT	-	2	3	Plasma (A)

Passive: Slow to Reload: RoF cannot be increased by any means.

Incendiary Grenades

R	ST	RoF	AVV	TYPE
St/SE	12	1	-	Blast (G)

Passive: Incendiary: Models in cover that receive a Wound Effect from the Incendiary Grenades have their Armour Value halved for Ranged Attacks against the Incendiary Grenades Wound Effects.

Assailant Sniper Rifle

R	ST	RoF	AVV	TYPE
30	15	1	2	Piercing (H)

Passive: Critical Head Shot: If an Aim Action is completed in the same activation, RS test results of 1-4 count as Power Shots.

Passive: Slow to Reload: RoF cannot be increased by any means.

CLOSE COMBAT WEAPON:

Bayonet

R	ST	RoA	AVV	TYPE
B2B	+2	1	0	Piercing

SPECIAL SKILLS: Fearless, Fireproof, Inspiring Presence, Claymore Mines, Grappling Hooks(3), Subterranean Infiltration, Urban Combat Specialists, Vigilant Watchman

Passive: Claymore Mines: After deployment, but before Infiltrating squads are deployed place one 30mm Claymore Mine token (SP2 AVV12) per Life Dragoon squad anywhere on the battlefield (minimum of 12" away from any enemy Models). Any enemy Model that moves within 5" of the token must roll a D20 at the end of their Movement action. On a roll of 1-10 the mine detonates. Place a ST template with narrow end touching the token so that the Model's base which activated the token is fully under the template. Every Model under the template receives a St12 Blast AVV0 autohit. Additionally, the token may be manually detonated at any time during a Life Dragoon's activation. Turn to Burn 1 Resource Card and use 2 Action Points. Place a ST Template with narrow end touching the token and wide end in any direction.

Remove the token from play once it is activated.

Passive: Subterranean Infiltration: Life Dragoons can deploy using Infiltration Rules, but only within Ruined or Intact Structure Terrain Pieces.

Passive: Urban Combat Specialists: Life Dragoons gain the Camouflage(2), Ranger and Stalk special skills and a +2 modifier to A when located within a Ruined or Intact Structure Terrain Piece or any structure terrain piece native to an urban environment such as Walls, Barriers, Rubble, Sandbags, and Wrecked Vehicles. This will require agreement on terrain before the game starts.

Passive: Vigilant Watchman: Life Dragoons can make a Sentry Action for 1 Action Point.

CORPORAL SEB MOELLER

M	CC	RS	ST	CON	WP	LD	W	A
5	14	14	9	10	14	18	2	13

TYPE: Life Dragoon Squad Commander Upgrade. Unique. MOW.

EQUIPMENT: Invader Assault Rifle with Bayonet, Combat Knife.

ARMOUR: Life Dragoon Uniform and customised Mk.2 Armour (Piercing -1)

ADDITIONAL SPECIAL SKILLS:

As Life Dragoons minus Claymore Mines, Contempt (Bauhaus), Contempt (Dark Legion), Heal (4), The Thatcher Manoeuvre

Active: The Thatcher Manoeuvre: Once per Game Turn when Moeller should be removed as a casualty, Turn to Burn 2 Resource Cards. Instead of removing Moeller from the game, reposition him up to 6" from his current position (this is not a Move action) and out of CCWR of any enemy Model. Moeller regains 1 wound when he completes The Thatcher Manoeuvre.





BLOOD BERETS

The Blood Berets are the best of the best, universally renowned military elite of the Imperial Special Forces. The long history of the regiment started 1250 years ago when the Murdoch Clan resolved to muster a special force to counter the new threat of the Dark Symmetry. Time after time the regiment has proven itself both fiercely loyal to the Serenity and all she stands for and highly competent at dealing with all forces, human and otherwise, which threaten the interests and welfare of the corporation and mankind generally. Their cold blooded effectiveness has made them one of the most feared and well respected forces in the solar system; often, even, a warlord of the Dark Legion shudders with annoyance and frustration when it becomes clear that the Blood Berets stand between him and his goal. Every Blood Beret is tenacious beyond even normal expectation for the best of the Special Forces. Regardless of the adversary, environment or unexpected noise of war, the Blood Berets fight on to their last or until a triumphant victory has been snatched from the seemingly inevitable jaws of defeat.

The Blood Berets is an elite force comprised of the very best soldiers the Imperial Corporation has to offer. Each has been hand-picked, chosen on the basis of their extraordinary qualities. The first day after recruitment, the new recruit is force marched from the drop off point eighty miles away to the infamous Beret camp. Instantly an extremely gruelling training program begins, consisting of both physical and mental testing, warzone simulations, psychological mapping and intelligence evaluations. The exhaustive appraisal programme takes its toll on the recruits to the extent some never function normally again. Of those that live to tell the tale, only the cream survives disqualification by the unyielding Blood Beret instructors. The few graduates receive their infamous red beret in a solemn yet pompous and traditionridden ceremony, known simply as 'the giving of the beret'. The proud soldier has become a made-man entering the gentlemanly society of the Blood Berets, which entails many secret ceremonies and knowing nods and preferential treatments from his or her fellows. The sisters and brothers in arms are as one and serve under the infamous motto: 'We'll be there!' The regiment's excellent training in combination with expert leadership is the hallmark and strength of the Blood Berets. Their main task and reason for inception is, and always will be, to counter the ever increasing threat from the Dark Legion. For most of its existence, the Blood Beret Battalion has been closely associated with the jungles of Venus, but more and more frequently, especially in recent years, their unmatched battle prowess has been indispensable universally across the solar system. It is no coincidence that a high percentage of Imperial Doomtroopers hail from the Blood Berets, in fact all surviving Blood Berets from the infamous squad McBride are now seconded to the Cartel.

The Battalion is universally recognised by their arterial blood-red berets, which, like the berets of many of the Imperial Special Forces, is titanium-woven. Additionally, they wear camouflaged battle suit and armour, which due to their traditional base of war, the Venusian Jungles, is stereotypically green. Each soldier wears a headset comprising of a small microphone and pair of headphones for communication within the battle group, a small scanner is also part of the standard equipment and is used to search out dug-in enemy, as well as booby traps, mines and other hidden objects. The privates are equipped with a standard issue Lyon & Atkinson Plasma Carbine and combat knife, whereas the close combat specialists carry a smaller automatic Aggressor Handgun and the fearsome Chainripper. All carry anti-vehicle mines which are deployed covertly around their deployment zone. The combination of armament and equipment is the perfect counter to the vile Legion; perfect to clear it and its taint from the light flora within which it often skulks.

M	CC	RS	ST	CON	WP	LD	W	A	PTS
5	15	14	10	10	15	18	1	13	110

TYPE: Support, Small Bases (30mm). MOW.

Squad Composition: 1 Blood Beret Squad Commander and 4 Blood Berets

SQUAD SIZE: 5-10 Blood Berets

EQUIPMENT: Lyon & Atkinson Plasma Carbine and Combat Knife

ARMOUR: Mk.2 Medium Combat Armour (Plasma -1)

RANGED WEAPONS:

Lyon & Atkinson Plasma Carbine

R	ST	RoF	AVV	TYPE
24	13	2	1	Plasma (A)

Aggressor Handgun

R	ST	RoF	AVV	TYPE
12	12	2	0	Piercing (P)

CLOSE COMBAT WEAPONS:

Combat Knife

R	ST	RoA	AVV	TYPE
B2B	0	2	0	Piercing

Heavy Chain Ripper

R	ST	RoA	AVV	TYPE
1	+4	3	4	Piercing

SQUAD UPGRADES: The squad may be increased by up to five Blood Berets at 22 points per Model. Any Model in the squad may replace its Plasma Carbine and Combat Knife with an Aggressor Handgun and Heavy Chain Ripper for free. The Squad Commander may be given the Medic (4) special skill for 15 points. The Squad Commander may be upgraded to Sergeant Michael McBride for 40 points.

SPECIAL SKILLS: Contempt (Dark Legion), Fearless, Ferocity, Pathfinder, Stalk, Close Combat Specialists, Scanner, Anti-Vehicle Mines, Headsets, Rain of Plasma

Passive: Close Combat Specialists: Models equipped with a Heavy Chain Ripper wear MK. 3 Ballistic Armour and have Impenetrable Armour (13) against Ranged and CC attacks.

Passive: Scanner: Enemy Models cannot claim light terrain cover against Ranged attacks completed by Blood Beret Models.

Passive: Anti-Vehicle Mines: After deployment but before squads have infiltrated, place up to three 30mm tokens anywhere on the battlefield (not within 12" of an enemy Model). Any vehicle moving within 5" of the mine activates it. Roll a D20 at the end of the Movement action. On a roll of 15-20 the vehicle receives a randomised AVV10 Autohit. Jet bikes and Hoverers are unaffected. The mine token stays in play until the the end of the Game Turn it is activated.

Active: Headsets: Turn to Burn 1 Resource Card at the beginning of the squad activation, but before the coherency check is made. The squad has the Dispersible special skill.

Active: Rain of Plasma: Squad Special Action. Models equipped with Plasma Carbines only. Place the center of a LE template anywhere within 24" and LOS of the Squad Commander. Scatter D20/4. Every Model within the template receives a St 10 (+1 St for each Model in the squad participating in the Rain of Fire special action to a Maximum of 15), AVV3 Autohit. The Models completing the Rain of Plasma Squad Special Action cannot make any other Shooting Actions in the same Game Turn.

SERGEANT MICHAEL MCBRIDE

M	CC	RS	ST	CON	WP	LD	W	A
5	15	14	10	15	14	18	2	13

TYPE: Blood Beret Squad Commander Upgrade.
Unique. MOW

EQUIPMENT: Interceptor SMG and Heavy
Chain Ripper

Interceptor SMG

R	ST	RoF	AVV	TYPE
15	12	3	1	Piercing (H)

Passive: Best of the Best: McBride's squad receives the
Infiltrate special skill and a +1 modifier to RS and CC

ADDITIONAL SPECIAL SKILLS:

Medic (3), Best of the Best, Burning Star Incendiary Gel

Active: Burning Star Incendiary Gel: McBride and his squad are all additionally armed with Burning Star Incendiary Gel. A Model with Burning Star Incendiary Gel may place it on a Heavy, Tank or Walker vehicle or an Intact Structure they are in B2B or footprint contact with for 1 Action Point. For another Action Point at any point in the game the Model can trigger the Burning Star Incendiary Gel. The target receives an AVV10 Plasma Autohit with Critical Damage (3).

Before we were Imperial, we were Murdoch.

Before we were Imperial, we were Blood Berets.

We have fought the Great Enemy since the Venusian Crusade. The solar system flows through our blood. There is not a single warzone in the system we have not fought on, died on, won on.

We stand as brothers. We fight as soldiers. When the fighting is done, we act as pallbearers.

We are Blood Berets. We will go on. We will never surrender!

- Colonel Geoffrey Murdoch's final recorded words at the Hedgefield Massacre.



GREY GHOSTS



When Imperial Military recruits join the defence forces they are tested for various aptitudes. In the main most do not pass, of those that do approximately 10% have the particular skill set identified as key for the operatives known as the Grey Ghosts. The exact details of the favoured characteristics are 'Top Secret', but it is clear to see that each Grey Ghost is highly skilled in mechanical engineering, sniper skills, chemical theory and the stealth tactics; additionally the Grey Ghosts are predominantly female, whether this is a benign reflection of the selection criteria or a result of chauvinistic desire is unclear.

The Grey Ghosts excel at infiltration, where they will often acquire roles as personal assistants, or junior board members in rival companies. Espionage and feeding key information back to Imperial are their main objectives. Many a time has a Cybertronic assault been plagued by an unexplainable bionics malfunction, or a Bauhausian offensive halted by a severe case of dysentery. Many, if not all, occurrences can be attributed to the Greys. Sometimes the information they need is Top Secret, known to only the board or highest echelons of the opposing corporation's military, in such a case the Grey Ghost may bed down and implement 'Protocol 53X', commonly known as 'Hunny Trapping'. Imperial has benefited greatly from the pillow talk the Ghosts have collated.

Deep cover is an exceedingly dangerous place to be and results in remarkably high Grey Ghost mortality rates. If the uncovered Ghost has infiltrated Mishima their severed head is returned to Victoria in an ornate box filled with black petals and a gold coin, if Capitol they will be beaten and tortured and occasionally returned via negotiations and if Cybertronic, they will never be heard of again. When a battle is planned the Grey Ghosts will break their deep cover by firstly assassinating their Hunnys and any other key personnel they can. They then use their chemical knowledge to manufacture ad hoc explosives, drugs and booby traps, creating havoc in the ranks and files of Imperial's enemies, often to the extent that battle has not even been necessary. Often more than one Grey Ghost will have infiltrated a target army or corporation; to protect them all, no Grey Ghost knows the identity of the others. When orders are received the women will be told to wear and look for a particularly coloured piece of clothing and jewellery combination, they will also be given a password or statement to confirm the identity of the other Greys. Once the infiltrators have linked up they unbury their wargear and enter the warzone in very loose formations, positioning themselves in perfect sniper positions.

The Grey Ghosts get their name from their tight fitting catsuits, which provide perfect manoeuvrability and camouflage, if not much in the form of armoured protection. Their wargear includes either an Invader Assault Rifle or Assailant Sniper Rifle depending on their skills, as well as a standard issue gasmask, a tooth implanted suicide pill, a combat knife, a garrotte wire and their trusted single shot Lyon & Atkinson MK IIIS-M "Eliminator".

M	CC	RS	ST	CON	WP	LD	W	A	PTS
5	12	15	8	10	14	17	1	12	30

TYPE: Support, Small Bases (30mm). MOW.

SQUAD COMPOSITION: 1 Grey Ghost Squad Commander

SQUAD SIZE: 1-3 Grey Ghosts

EQUIPMENT: Assailant Sniper Rifle, Combat Knife.

RANGED WEAPON:

Assailant Sniper Rifle

R	ST	RoF	AVV	TYPE
30	15	1	2	Piercing (H)

Passive: Slow to Reload: RoF cannot be increased by any means.

Passive: Critical Head Shot: If an Aim Action is completed in the same activation, RS test results of 1-4 counts as Power Shots.

SPECIAL SKILLS: Camouflage (4), Dispersible, Infiltrate, Ranger, Sniper, Stalk, Assassins, Camouflage Experts, Field Engineers, Grappling Hooks(S), Explosive Saboteur Ammo

Passive: Assassins: Any squad that loses a Model as a result of a Ranged attack from a Grey Ghost Model must immediately complete a Pinning test.

Passive: Camouflage Experts: Grey Ghosts can complete a Hide action for 0 Action Points. This can be done even if on 0 action points (before deactivation).

Passive: Field Engineers: After deployment is finished, but before Models with the Infiltrate special skill are deployed, place 1 Demolition Charge token for every Grey Ghosts Squad in your Offensive Organisation Chart, anywhere within any Terrain Piece. Roll a D20 for each token

ARMOUR: Titanium-woven Catsuit and Light Armour (no negative weapon type modifiers taken)

SQUAD UPGRADES: The squad may be increased by up to 2 Grey Ghost at 30 points per Model. The Squad Commander may be upgraded to Lance Corporal Frances 'Nipper' Kemp for 30 points.

CLOSE COMBAT WEAPON:

Combat Knife

R	ST	RoA	AVV	TYPE
B2B	0	2	0	Piercing

placed. On a roll of 1-12 the Light Terrain Piece marked with a token and the token are removed from game. Replace a Heavy Terrain Piece with a Ruin Terrain Piece of the appropriate size. If the Ruin Terrain isn't available just remove the Detonated Heavy Terrain and the token from the Game. If a roll is failed the Demolition Charge is a dud, remove the Demolition Charge token from the game. Multiple tokens may be placed within any Terrain Piece.

Active: Explosive Saboteur Ammo: Turn to Burn 1 Resource Card before the squad activation. Every Model in the squad gains Explosive Saboteur Ammo. Armour test against the Explosive Saboteur Ammo always uses the Armour type modifier most beneficial to the Model making the Ranged attack. (For the purpose of interaction with other skills, cards etc. consider damage type to be Piercing).

LANCE CORPORAL FRANCES 'NIPPER' KEMP

M	CC	RS	ST	CON	WP	LD	W	A
5	12	16	8	10	14	18	2	10

TYPE: Grey Ghost Squad Commander Upgrade. Unique. MOW.

EQUIPMENT: Assailant Sniper Rifle, Combat Knife

ADDITIONAL SPECIAL SKILLS:

Undercover, Hyper Velocity Ammo

Active: Undercover: Turn to Burn 1 Resource Card before the first activation in a Game Turn. The selected opponent must immediately Turn to Burn 2 Resource Cards for 0 Resources. This special skill may only be used once per Game Turn.

Active: Hyper-Velocity Ammo: Turn to Burn 1 Resource Card before making a Ranged attack to use Hyper Velocity Ammo.

Assailant Sniper Rifle - Hyper Velocity Ammo

R	ST	RoF	AVV	TYPE
30	15	1	4	Rail (H)



GOLDEN LIONS

Imperial is well accustomed to inter-corporate war. Their attitude towards the Bauhaus and Cybertronic Corporations are a constant frustration for the Cartel, who are left to clear up the mess left behind, both on the warzones and the in the Corporate Boardrooms. The Imperial Corporation's domination strategy against the other megacorporations seems to centre on fielding mass infantry and entire divisions of vehicles to quickly overpower the enemy. Even though this battle tactic from the smallest, yet fiercest, corporation has become expected, it is near impossible to counter. In cases where the opposition are prepared for such military tactics or they have resisted the Imperial hammer blow, the Imperial Golden Lions are mobilised. The Golden Lions were formed alongside the infamous Blood Berets by Clan Murdoch during the Venusian Crusade. Unlike their Blood Beret kinsmen though, the Golden Lions receive little glory and their notoriety, in converse to their Blood Beret brothers, has significantly negative connotations. Any praise they have received is logarithmically overshadowed by controversy. The Golden Lions were formed with the intention of fighting other corporate soldiers. Their training and wargear is specifically designed to counter human opposition, armour and biologics; as such they are seen as the black sheep of the Imperial Corporation, which is rightly ashamed of them. Ashamed to the extent the Golden Lions have on many occasions been very close to being disbanded. Recent policies, however, have shown not only a need for the Golden Lions, but a blatant want too.

Although the Golden Lions are thought of by most to be a Clan Special Forces regiment, since the Sad Struggle they are very much a part of the Ministry of War. Although links to their fathering Clan, the Murdochs, have been officially severed, many Golden Lion officers still descend from the Murdoch line and even bear its name. The Ministry commands the Lions in all engagements, but their heritage is still clear to see. Most famously Edward S. Murdoch, has excelled since transferring from the Blood Berets and is considered one of Imperial's finest tacticians.

The Golden Lions are hated by their own corporation, not because of what they do, but instead of how they do it. They are beasts, monsters, they are the soldiers that do the thing others don't want to know about and they do it in the most underhanded of ways. They use terroristic tactics, targeting the children and the general populace of Imperial's enemies. They fight dirty and without remorse, they execute those that have surrendered and they assassinate those that have yielded. Their tactics are the antithesis of the Imperial way, but their tactics are why there is an Imperial way. They are predators that love to kill, to pounce with killing claws. They revel in the kill, thirst for it and celebrate it.

If you are unlucky enough to be on the receiving end of a bestial offensive from the Golden Lions, you will see a Special Forces Regiment armed to the nines, tactically savvy and without compassion or remorse bearing down upon you. It will be the last thing you ever know!

M	CC	RS	ST	CON	WP	LD	W	A	PTS
4	14	13	11	10	13	17	3	15 (10)	195

TYPE: Support, Medium Bases (40mm). MOW.

SQUAD COMPOSITION: 1 Golden Lion Squad Commander and 2 Golden Lions

SQUAD SIZE: 3-6 Golden Lions

EQUIPMENT: Plasma Enrager, Lion Claws

RANGED WEAPON:

Plasma Enrager

R	ST	RoF	AVV	TYPE
8	13	2	3	Plasma (A)

CLOSE COMBAT WEAPON:

Lion Claws

R	ST	RoA	AVV	TYPE
1	+3	3	4	Piercing(A)

Passive: Adrenalin Rush: Once per turn, if a CC roll of 1-2 is made the Golden Lion may regain 1 wound previously lost.

SPECIAL SKILLS: Hunter's Intuition, Bestial Mentality, Pounce of the Lions, Lion's Roar, Animal Tactic, Blood Rage, Fearless

Passive: Hunter's Intuition: Any enemy Model using the Rapid Deployment special skill within 8" of a Golden Lion Model receives an autohit at St13 Plasma AVV3.

ARMOUR: Mk.4 'Felis Pattern' Combat Proximity Armour (Piercing -1)

SQUAD UPGRADES: The squad may be increased by up to three Golden Lions at 65 points per Model. The Squad Commander may be upgraded to Sergeant Edward S Murdoch for 40 points.

Passive: Bestial Mentality: Golden Lions may not Heal or regain wounds in anyway except the Adrenalin Rush special skill.

Passive: Pounce of the Lions: When engaging a Golden Lion has a Movement Value of 6.

Passive: Animal Tactic: Instead of deploying as normal, the Golden Lion squad may deploy using the Animal Tactic special skill at the beginning of any Game Turn, before the first squad is activated. All models from the Golden Lion squad must be placed within light or heavy terrain and within 12" of a friendly Model (that has not itself used the Animal Tactic special skill this Game Turn). Once they activate on the turn they are deployed this way, they count as having spent 1 AP. (Any model that deploys Engaged, may still increase its AP to 1 by Turning to Burn 1 Resource Card.)

Active: Lion's Roar: Declare a Lion's Roar at the beginning of the squad's activation and use 1 Action Point per Model in the squad. All Friendly Models on the Table receive the Fearless special skill and all enemy Models on the Table receive a -1 modifier to LD. This lasts until the end of the turn or until the last Golden Lion is removed from play.

Active: Blood Rage: At the beginning of the squad activation, Turn to Burn 1 Resource Card per Model in the squad. The RoA of every Model in the squad is doubled. Each Model with the Blood Rage special skill receives an automatic wound effect at the end of the Game Turn, with no save of any kind allowed to include Impenetrable armour.

SERGEANT EDWARD S MURDOCH

M	CC	RS	ST	CON	WP	LD	W	A
4	15	14	11	11	13	18	3	15 (10)

EQUIPMENT: As Golden Lions

TYPE: Golden Lion Squad Commander Upgrade. Unique. MOW

Passive: Master Tactician: Murdoch's squad has the Camouflage(3), Infiltrate and Ranger special skills.

ADDITIONAL SPECIAL SKILLS:

Master Tactician

CORPORATE AGENTS

M	CC	RS	ST	CON	WP	LD	W	A	PTS
5	12	12	8	8	12	15	1	11	42

TYPE: Support, Small Bases (30mm).

SQUAD COMPOSITION: 1 Corporate Agent Squad Commander and 2 Corporate Agents

SQUAD SIZE: 3-6 Corporate Agents. Only 1 Squad of Corporate Agents may be taken per Army.

EQUIPMENT: PSA Mk.XIV 'Aggressor', Combat Knife

RANGED WEAPON:

PSA Mk.XIV 'Aggressor'

R	ST	RoF	AVV	TYPE
12	12	2	0	Piercing (P)

Passive: Dead Eye: D20 rolls of 1-2 count as Power Shots.

CLOSE COMBAT WEAPON:

Corporate Agent Combat Knife

R	ST	RoA	AVV	TYPE
B2B	+1	1	0	Piercing

SPECIAL SKILLS: Dispersible, Bodyguard, Defensive Agents, For their Corporation, Master Sentries, Bug Sweep, Target Sense

Passive: Bodyguard: When a Corporate Agent is in CCWR of an enemy model completing a Close Combat attack, a Corporate Agent must be nominated as the Primary Target.

Passive: Defensive Agents: Corporate Agents provide a cover modifier of -6 (instead of the normal -4 for intervening models). Only the Corporate Agent Squad Commander may claim Objectives or Table Zones.

ARMOUR: Titanium-woven Suits and Under Armour (Blast -2)

SQUAD UPGRADES: The squad may be increased by up to three Corporate Agents for 14 points per model. Up to 2 Corporate Agents in the squad may be replaced with an Iron Mastiff for free.

Passive: For Their Corporation: Corporate Agents have the Cartel Agent special skill and use the army rules of the army's Warlord. Corporate Agents cannot join the Brotherhood.

Passive: Master Sentries: A Corporate Agent may enter Sentry for 1 Action Point. Instead of the normal Sentry actions, Corporate Agents may complete a Defend the Asset or Shield the Asset Sentry action.

Defend the Asset: Once an enemy model completes an Engage action targeting a friendly Warlord or Lord, the Corporate Agent in Sentry may complete a Move action to a maximum of 5" (Movement modifiers are allocated as normal) to enter the CCWR of the Engaging model. This Move action is in addition to the Corporate Agent's normal Move action.

Shield the Asset: If a friendly Warlord or Lord is targeted by a Ranged attack the Corporate Agent may make a Shield the Asset Sentry Action. This Action is a Move action to a maximum of 5" (Movement modifiers are allocated as normal). This Move action is in addition to the Corporate Agent's normal Move action. If LOS is blocked by the Corporate Agent the Ranged attack gains an additional -1 modifier to RS, as well as the -6 modifier caused by the Defensive Agents special skill. More than 1 Corporate Agent may complete this Sentry action against the same Ranged attack. Shield the Asset negative modifiers are cumulative.

Active: Bug Sweep: At the beginning of a Corporate Agent's activation phase Turn to Burn 1 Resource Card and use 1 Action Point. Remove the nearest enemy token within 6" of the Corporate Agent. The Corporate Agent receives a St10 Blast autohit at the end of the action.



TWIN 'BARRACUDA' RAMS AIR CAVALRY

It is widely regarded that pilots of the Twin Barracuda are some of the most insane and unhinged individuals in the solar system. Unlike contemporary jet packs, the Barracuda, at its heart, is simply a pair of fuel tanks with powerful spinning turbines attached behind them. A pair of flight sticks are used to steer the contraption and a simple leather harness straps the pilot to the deathtrap machine. The noise created by these engines is deafening, and the pilots are forced to wear noise-dampening ear defenders; most, inevitably, still end up deaf or with continuous tinnitus, known ironically as the Barracuda buzz. Triggers on the flight sticks control how much fuel is pumped to the engines; new pilots find it tricky to give them just the right amount of pressure to allow them to take flight. It is not uncommon for novices to end up in traction before they got off of the ground for the first time.

Bolted onto this basic aperture is a pair of Southpaw rocket launchers that are fired by pressing the red buttons on the top of each joystick. Each launcher can only be loaded with six rockets due to weight restrictions, because of this, the Air Support have adopted a last-ditch attack which they have affectionately dubbed the 'bee-sting'. It involves a death-defying dive from high altitude towards the top of an armoured target and firing the last two of their rockets in quick succession, the first punching a hole through the plating and the second causing massive internal mayhem. The number of pilots that have successfully pulled off this manoeuvre is low, but those that have wear their medal with pride.

The most notorious of all of the Twin Barracuda Air Support regiments is the Rams Air Cavalry. Nicknamed the 'Blaggards' after their commander, Trevor Bartholomew, they are considered an elite unit simply because most of them have an uncanny ability to live beyond a dozen or so combat sorties. At the age of twenty-nine, Trevor was quoted as boasting, 'Any Barracuda Airman who lives past thirty is a blaggard'. Now in his thirty-sixth year, it is rumoured by the media that he has yet to sustain an actual wound while in combat and that rumour that has yet to be debunked by Trevor himself. Ever since he turned thirty, Imperial recruiters find themselves swamped every year on his birthday with applicants looking to capture a bit of that glory.

At the Battle of the Somne, a particularly fierce engagement, Major Percy Amesbury III made a record nine sorties against the defending Bauhaus forces. Major Amesbury and his squadron rained death upon the concrete bunkers and heavy armament, losing several of the squadron with each and every pass. After they had unloaded their payload they would return to base to rearm and refuel; by the ninth attack run Percy was flying alone. Alas, his solo run would be his last. Heavily wounded and leaking fuel, he spotted the last of the enemy Grizzlies, a Kaiser Grizzly no less. He fired his entire cargo of rockets at it, the metal beast emerged from the smoke intact, weathering the damage with ease. Seeing no alternative, Amesbury crashed directly into the hole his last ditch bee-sting had left, his fuel tanks ruptured on impact into a fireball, killing the three score of crew in a furnace of aviation fuel. The remaining Imperial forces eventually took the ground littered by the Grizzly tanks and Major Amesbury was posthumously awarded the Serenity Cross of Valour.

M	CC	RS	ST	CON	WP	LD	W	A	PTS
10	12	14	8	8	14	15	2	14(10)	120

TYPE: Light Vehicle (see the Just Tanky special Skill below), Medium Base (40mm). MOW

SQUAD COMPOSITION: 1 Barracuda Squad Commander and 2 Barracudas

SQUAD SIZE: 3-6 Barracudas

EQUIPMENT: Combat Knife, Southpaw Rocket Launchers

RANGED WEAPON:

Southpaw Rocket Launcher

R	ST	RoF	AVV	TYPE
6-18/SE	12	1	4	Blast (6)

Passive: Slow to Reload: RoF cannot be increased by any means apart from Double Barrel Rocket Launcher.

Active: Double Barrel Rocket Launcher: Before making a Ranged attack, Turn to Burn 1 Resource Card. The Barracuda fires both of its Southpaw Rocket Launchers in 1 Shooting action. The Barracuda receives a -4 modifier to RS. Once the first SE template is placed (as result of a passed RS test or Template Scattering process) place the second SE template so that it touches the first SE template (templates may partially or fully overlap). Every Model under a template receives a St12 Blast AVV5 autohit (or 2 autohits if under 2 templates).

CLOSE COMBAT WEAPON:

Combat Knife

R	ST	RoA	AVV	TYPE
B2B	0	2	0	Piercing

SPECIAL SKILLS: Dispersible, Disposable, Ranger, Rapid Deployment, Aces High, Daring Young Men, Difficult to Control, Just Tanky*, Shooting Stars, Turns Up Like A Bad Penny.

ARMOUR: Mk.2 Medium Combat Armour and AlFieTM Aluminium/Iron alloyed armour plates (Plasma -1)

SQUAD UPGRADES: May add up to three Barracudas to the squad for 40 Points each.

Passive: Aces High: Barracuda Models may never claim any cover or receive any Terrain Cover modifiers. Enemy Models cannot claim light or heavy terrain cover against Ranged attacks completed by Barracuda Models. Barracuda Models do not count as Impassable Terrain nor do they offer any Cover to surrounding Models. Other Models may move through but cannot finish any movement action on a Barracuda Model. Barracuda Models never count as engaged, even if in B2B or CCWR of an enemy Model, hence Barracudas are immune to Free Slash while completing a Disengage Move Action.

Passive: Daring Young Men: Every Model making any kind of Ranged attack targeting a Barracuda Model receives additional -4 modifier to their RS test.

Passive: Difficult to Control: Whenever a Barracuda Model receives a Wound from a Ranged attack, the Barracuda immediately scatters D20/2" in a random direction. If the Barracuda scatters into Heavy or Impassable Terrain it receives a St 10 Piercing Autohit. The Barracuda cannot end its scatter on Impassable terrain, reduce the scatter as much as possible to place the Model legally.

Passive: Just Tanky*: Baracudas are not subject to any vehicle rule. They are considered to be non-vehicle for all purposes except OOC.

Passive: Shooting Stars: When a Barracuda's Wound value is reduced to 0 or less, it immediately scatters D20/2". After scattering the Model explodes in a ball of flame as it crash lands; centre a SE on the scattered Barracuda, every Model within the template receives a St 14 Blast AVV 2 autohit.

Passive: Turns Up Like A Bad Penny: Barracudas are not affected by rolls of natural 20 (Fumble) during their Rapid Deployment and they always use full LD value for the Rapid Deployment roll.

'I miss Garlinge, Will', said the downtrodden Arthur Frederick Huckstep as he looked through the scope, 'My facings are bloody brown, when we got here they were buff, but now they are just the same shade of mud as every-bloody-thing else here on this cardinal-forsaken rock'.

'I know Artie, but you say it every night and I've heard enough. What can you see anyway?' asked the older brother. 'Just another Voltie, no support at all.' Artie reported

'Nothing on the radio for ages, maybe they are using darktech to cut off command' said William thoughtfully.

'I dunno Will, but I can hear something...'

In the moments that followed, a buzz turned to a whine, a whine into a roar and a roar into an earth-trembling cacophony of noise as a squadron of ten Rams Air Cavalry meandered slowly overhead, reminding Arthur of the bees his mother kept in her back-garden in Garlinge and forcing him to once more well up with memories of home.

'Artie, put a brew on, the Rams'll deal with that Voltie, I have a feeling it'll be a quiet night for us now!' said Will as he continued in his seemingly endless task of scanning the radio frequencies.



GREYHOUND LAFV

The Fieldhausen's transformation into a fully-fledged Clan of Imperial was a long and arduous ordeal, taking them many years to find their place within the haughty corporation. However, their first pledge of allegiance came quickly and suddenly, making it immediately apparent to the upper echelons of Imperial that ingenious automotive design was truly the mark that Fieldhausen could have on the megacorporation.

The Greyhound Light Armoured Fighting Vehicle (LAFV) was presented to Imperial's automotive factories on sheets of heavily thumbled cobalt paper, covered in frantic pencil drawings, notations made in the immediately recognisable harsh language of the Bauhausians. Heading each blueprint, printed in gold leaf and bracketed within two unmistakable cogs of Bauhaus, were the words 'Fieldhausen Autowerks – LBT-49 Kleingrizzly'. The designs put before the Imperial engineers were like none they had seen before; sleek, considered and perfectly formed, the vehicle itself resembled the silhouette too often seen on the skyline of a Bauhausian formation, the Grizzly MBT. It was decided that Imperial must begin the manufacture of Fieldhausen's fantastic tankettes, though rebranded as the 'Greyhound LAFV'.

In open war, the Greyhounds have been used to great effect, mobilising quickly to deal destruction wherever possible. The modest design and simple mechanics allow crewmen to perform field engineering on broken elements with little automotive experience. Each Greyhound LAFV is significantly smaller than a standard road-faring automobile and is crewed by just one trencher who both drives and mans the weapons. The conditions within the cockpit are dirty, wet and cramped just like the trenches the crew are so used to. The traditional armament of a Greyhound LAFV is a fore-mounted gas cannon traditionally known as the 'Chimney' or a 160mm mortar known as a 'Slinger'. When the mortar is fired the entire vehicle recoils, leaving great ruts in the ground. The crew of both variants are armed with standard Trencher equipment, so in the exceedingly unlikely occurrence that they survive the destruction of their tankette, they can continue the good fight and avenge their lost ride.

Due to the original design being stripped down and made increasingly cost-effective wherever possible in its production, the Greyhound has been manufactured in quantities higher than any other vehicle in the Solar System. This minimalistic approach to design is obvious when the tankette is closely inspected. No attempt has been made to hide rivets and welding, the engine is barely protected, the thickness of the armour plates reduced and the track bogies are left open to the elements. This simply means that the crew must give their vehicle a 'once over' more regularly than Imperial administration would normally enforce to ensure its battlefield capabilities are not hindered. Although the Fieldhausens are upset by the way their design has been treated, they are still heralded as the original designers of the highly successful Greyhound. As such, the Fieldhausen Clan symbol of a solid golden wheel, based on the Bauhaus megacorporate logo, but without any teeth or spokes, is always discreetly placed within the armoured cockpit of every Greyhound produced.

					1-10		11-14		15-18		19-20					
M	CC	RS	WP	LD	SP HULL / AV		SP TURRET / AV		SP TRACKS / AV		SP ENGINES / AV		AV FRONT	AV BACK	AP	PTS
5	12	14	-	20	3	14	3	14	3	14	3	13	0	-3	4	75
					If SP=0 or less, the vehicle is Destroyed but remains in play as a piece of Heavy Terrain.		If SP=0 or less, the vehicle may no longer use its Main Weapon		If SP=0 or less, the vehicle may not move or pivot		If SP=0 or less, the vehicle explodes! Measuring from the hull of the Vehicle with a range of D20/4". Each Model within this range takes a S15 Piercing AVV1 autohit on a roll of 1-15.					

TYPE: Light Vehicle (Tank), Large Base (50mm).
MOW

SQUAD COMPOSITION: 1 Greyhound
LAFV Squad Commander

SQUAD SIZE: 1-4 Greyhound LAFV

EQUIPMENT: 'Chimney' Gas Cannon and
Aggressor Handgun

MAIN WEAPONS:

'Chimney' Gas Cannon

R	ST	RoF	AVV	TYPE
12/FT	10	1	-	Gas (G)

Passive: High Pressure: The 'Chimney' Gas Cannon follows the rules for Grenades. Once the shot has been completed, place the narrow end of the Flamer template touching the shot location. Rotate the template as desired ensuring the wide end of the template is not closer to the firing Model than the narrow end.

Passive: Slow to Reload: RoF cannot be increased by any means.

Active: Acidic Gas Grenade: Turn to Burn 1 Resource Card. The 'Chimney' Gas Cannon gains Critical Damage (2) and a +6 modifier to AVV.

Aggressor Handgun

R	ST	RoF	AVV	TYPE
12	12	2	0	Piercing (P)

ARMOUR: Heavily Armoured Hull (No negative weapon type modifiers taken)

SQUAD UPGRADES: May add up to 3 Greyhound LAFV for 75 points each. Any Greyhound may replace its 'Chimney' Gas Cannon with a 'Slinger' 160mm Mortar for free.

'Slinger' 160mm Mortar

R	ST	RoF	AVV	TYPE
6-32/LE	12	1	1	Blast (G)

Passive: Slow to Reload: RoF cannot be increased by any means.

Passive: Recoil: After the 'Slinger' 160mm Mortar has been fired move the Greyhound backwards 3". Recoil does not count towards the Greyhound's movement allowance. Any Model in the path of the recoiling Greyhound is subject to the Ramming special action rules at St16 AVV3. The recoiling Greyhound itself is unaffected by the Ramming rules when recoiling. If the Recoil move brings the Greyhound into contact with Light or Heavy terrain the Greyhound receives an AVVS autohit on its Hull location.

Passive: Indirect Fire: The 'Slinger' 160mm Mortar may be fired indirectly without LOS to a target point. This ranged attack scatters D20/2. This skill may not be used inside Structures with an intact ceiling.

SPECIAL SKILLS: *The whites in their eyes, Toxic Discharge*

Passive: The whites in their eyes: Greyhound drivers are trained to use their main armaments as long as possible. As a result they may only use their Aggressor Handgun while Engaged.

Active: Toxic Discharge: At the beginning of the squad activation Turn to Burn 2 Resource Cards. Any Model completing its activation within 6" of a Greyhound must pass a Con test or receive an automatic wound effect with no Armour tests or Heal rolls allowed. Ranged Attacks targeting a Greyhound tank that has completed a Toxic Discharge receives an additional -4 modifier to RS.



HURRICANE WALKER

As more and more of the battlefields of the Imperial Corporation become entrenched wars of attrition, so grows the constant requirement for cost-effective anti-vehicle support. It is out of this pure necessity that the mobile Hurricane Walker was developed during the first Venusian Crusade. In its early versions it was an unreliable and damn right dangerous machine. Many prototypes ended in spectacular explosions, as the Heavy Charger feeds jammed or simple measuring and design errors resulted in a top heavy machine that would topple easily on the unlevel and cratered surfaces of every warzone. The lead designer committed suicide unable to cope with the Imperial deaths he had caused. Had it not been for a young and nameless engineer the project would have been shelved. It took time to develop and hone the Hurricane Walker into the machine it is today. However, after many years of development and more than a little inspiration from the quite excellent Fieldhausens, the Hurricane Walker has risen to become the vehicle of choice for many a Trencher battalion, especially on Mars. It is not unusual for these mechanical giants to be met with cheers of adulation in the field, especially when a Leviathan or two goes supernova.

Novel in the Imperial armed forces the Hurricane is the corporation's only walker, all other Imperial vehicles implement tracks or wheels, for swift, all terrain offensives. Much like the Capitol Orca, a design which influenced the Hurricane more than any Imperial will ever acknowledge, this striding beast is used as a mobile weapons platform. There are several variants of the Hurricane Walker, the most common being the 'Reaper' style; armed with a paired Charger and a Heavy 'Chimney'. The 'Reaper' can throw out an impressive amount of offensive firepower. It is utilised primarily against enemy infantry formations and lightly armoured vehicles. The other main variant, the Hammer, has the same armaments but is fielded with anti-vehicle ammo. The two variants equate to well over 95% of the Hurricanes arsenal. Other rarer versions include, although not exclusively, the city-raising 'Pummeler', the 'Crusher' that specialises in tank hunting and the long-range 'Stinger'. Hurricane pilots have taken to personalising their vehicles with their own aesthetics, marking their walker with slogans, markings and occasionally rather indecent artwork. In addition to being fire support, they are large enough that they are often utilised to bring much-needed supplies to beleaguered troops that are stuck in areas often unreachable by conventional means. Sandbags, camo-netting, water jugs and various other kinds of stowage are just strapped to the walkers hull. Each of the leg guards, which have been designed to look like stunted versions of the wings of their Old Earth inspiration, is mounted with the vehicles armaments and grip rails to allow transportation of troops into or through a warzone.

Compared to other dull egg shaped walkers of the Solar System, the Hurricane is a sight to be seen, it is a gargant of monstrous steel mechanics, armoured plates, rubber tubing and well-oiled exhausts. Those in the know recognise the aesthetics of this beacon of Imperial as a key morale builder, shaped, as it is, like the warplanes of Old Earth. No walker that has ever existed has induced such pride as the Hurricane does in the people of Imperial. The marketers are to be applauded, when they recognised that the appearance of this vehicle had as much to play in the field of war as the guns it fires, they recognised the need for an icon, a rallier, a banner, but a banner that did more than simply flap in the air and weaken the offensive capability of its bearer. The Hurricane Walker is the Ministry of War's Banner, and a deadly banner it is. To the other corporations, the Hurricanes appear scruffy, chaotic and even a bit comical. A pointless Imperialist hark back to older times, but to its people the Hurricane Walker is Imperial, a bastion of pride and a symbol of Imperial's enduring power.

					1-10	11-14	15-18	19-20								
M	CC	RS	WP	LD	SP HULL / AV		SP WEAPONS CONTROL / AV		SP DRIVE SYSTEM / AV		SP ENGINE / AV		AV FRONT	AV BACK	AP	PTS
5	15	15	-	-	5	14	3	14	3	13	5	14	0	-2	3	165

If SP=0 or less, the vehicle is destroyed but remains in play as a piece of Heavy Terrain.

If SP=0 or less, the vehicle may no longer use any of its main weapons.

If SP=0 or less, the vehicle cannot move, pivot or use Stomp.

If SP=0 or less, the Vehicle explodes! Measuring from the hull of the vehicle with a range equal in inches to D20/2. Each Model within this range takes a S14 Piercing AVV2 autohit on a roll of 1-15.

TYPE: Light Walker, Large Base (80mm) MOW

SQUAD COMPOSITION: 1 Hurricane Walker – Reaper Pattern

SQUAD SIZE: 1 Hurricane Walker

EQUIPMENT: Mounted Heavy Charger, Heavy 'Chimney', Radioactive Dome and Stomp.

ARMOUR: AlFe™ (Aluminium/Iron) alloyed Battlesuit Armour. (no negative weapon type modifiers).

MAIN WEAPONS:

Mounted Heavy Charger

R	ST	RoF	AVV	TYPE
26	15	6	2	Piercing(S)

Mounted Heavy Charger with Anti-Vehicle Ammo

R	ST	RoF	AVV	TYPE
26	15	4	4	Piercing (S)

Heavy Gun Nest

R	ST	RoF	AVV	TYPE
24	14	5	1	Piercing (A)

Passive: Clear the Legs! Turn to Burn 2 Resource Cards. The Heavy Gun Nest may be used as a Close Combat Weapon with a R of 1". For this attack, the Hurricanes front facing is extended to 360 degrees. 'Clear the Legs!' may be used together with 'Stomp' in 1 Close Combat Action.

CLOSE COMBAT WEAPON:

Stomp

R	ST	RoA	AVV	TYPE
B2B	14	2	2	Piercing

Passive: Stomp: Cannot target Flyers, Jetbikes or Hoverers. Models on small and medium bases hit by a Stomp attack must additionally take a Con test with a -3 modifier. If the test is failed the Model is stunned.

SQUAD UPGRADES: The Radioactive Dome may be replaced with a Heavy Gun Nest for 10 points. The Hurricane Walker may be upgraded to a Hammer Pattern for 5 points. The Hammer Pattern Hurricane Walker replaces the Mounted Heavy Charger with a Mounted Heavy Charger with Anti-Vehicle Ammo.

SECONDARY WEAPON:

Heavy 'Chimney'

R	ST	RoF	AVV	TYPE
6/FT	14	1	2	Gas (G)

Passive: High Pressure: The 'Chimney' Gas Cannon follows the rules for Grenades. Once the shot has been completed, place the narrow end of the Flamer template touching the shot location. Rotate the template as desired ensuring the wide end of the template is not closer to the firing Model than the narrow end.

Passive: Slow to Reload: RoF cannot be increased by any means.

SPECIAL SKILLS: **Pathfinder, Beacon of Imperial, Supply Drop, Radioactive Dome – Microwave Pulse, Radioactive Dome – EMP Mode**

Passive: Beacon of Imperial: Any friendly squad with at least one Model within 10" of a Hurricane Walker may reroll any failed leadership tests.

Active: Supply Drop: Once per game use 2 Action Points to Un-Turn up to 3 Resource Cards.

Active: Radioactive Dome – Microwave Pulse: At the end of the Radioactive Dome equipped Reaper-pattern Hurricane activation Turn to Burn 1 Resource Card. The Hurricane is immediately deactivated. Every Model within 36" of the Hurricane automatically fails any Heal rolls they take.

Active: Radioactive Dome – EMP Pulse: At the end of the Radioactive Dome equipped Hammer-pattern Hurricane activation Turn to Burn 1 Resource Card. The Hurricane is immediately deactivated. Every other vehicle within 36" of the Hurricane, at the end of the vehicle activation, receives an AVV2 autohit for each Action Point it has used.



MK. 54 MAIN BATTLE TANK **- BAUHAUS BULLY**

The Mk. 54 Main Battle Tank was the first Imperial Fieldhausen design after the Bauhausians defect-ed to the Imperial Corporation. Unlike anything Fieldhausen had done for Bauhaus, the Mk. 54 is neither streamlined nor ergonomic; instead the Imperial's acquired a real monster of a machine, densely armoured, exceedingly heavy, but with an extraordinary ability to trundle through terrain and obliterate armour as if it were glass. Its only downfall is that it is one of the slowest heavy tanks in the modern warzone. The pilots often say when talking about their charge 'She may not get you to where you want to be quickly, but she will, as hell as like, get you there in one piece'.

Before long, it became apparent that the Main Battle Tank was designed as the exact antithesis of the Grizzly template tank family, which the Fieldhausens had themselves designed for their former Cor-poration. Shortly after the Bully was applied to the field, score upon score of Grizzlies lay as husks; to the extent that many a battle was won by the Imperials, where normally Bauhaus would have been considered the certain victors. The Imperial tank quickly became known as the Bauhaus Bully, to the infuriation of the Corporation of the Cog. The Grizzly was overhauled specifically to counter the Bully threat. The Bauhausians in charge of the company previously owned by the traitors, still known as the Fieldhausen Motor Company (FMC), were good at what they did, but could only just keep up in the heavy arms race with the newly incorporated Imperial Fieldhausen Autowerks. As is often the case when necessity is the mother of invention, both Fieldhausen Companies flourished and experienced their Golden Age. The FMC enhanced the Grizzly and designed the T-32 'Wolfclaw' Jungle Battle Tank and the Great Infuriator, based on the old Excelsior template, while the Autowerks went on to design the Vermin APC, the highly successful Wallaby Armoured 4x4 chassis and the variants on the Greyhound tankettes. Arguably though, the Mk. 54 and its succeeding variants are the crowning glory of Fieldhau-sen engineering.

Each Bauhaus Bully is heavily armoured and tends to receive few postproduction modifications; one cannot improve on perfection after all. The heavily armoured hull is tracked and is really nothing more than a gun platform and ammo stand. The main armament is a massive rifled barrel supported at the front by two reinforced power wheels which use the sheer weight of the hull to gain friction. The barrel has a pump action which allows rapid reloading of the anti-armour shells. After each munition has been fired, the pump-wheels are automatically powered backwards, ejecting the spent shell. The process of reengaging to the forward position results in a newly loaded shell. This simple mechanical process allows relatively rapid loading for such a gargantuan gun, although the frequency of jamming is slightly higher than that of the Bully's contemporaries. The tank is able to carry a total of 13 shells, in-cluding the first, which is loaded into the barrel before deployment. One must be careful not to stand on the wrong side of the Bully, the expulsion of a tonne of empty shell casing can be detrimental to one's health, but it does ensure that an anti-infantry gunner is not needed on the starboard side of the tank. The stern and port flanks are armed with Charger HMGs. Each Bully is named by her first commander, an honour bestowed on only the best. Having the responsibility of naming an Mk.54 is seen as the pinnacle of a tank commander's career and as such the marriage of Bully and Commander only ever end with death.

					1-10	11-14	15-18	19-20								
M	CC	RS	WP	LD	SP HULL /AV		SP MANTEL /AV		SP TRACKS /AV		SP ENGINES /AV		AV FRONT	AV BACK	AP	PTS
3	-	14	-	-	6	19	5	16	5	17	5	15	0	-5	3	320
					If SP=0 or less, the Vehicle is Destroyed but remains in play as a piece of Heavy terrain.		If SP=0 or less, the Vehicle may no longer use its Main Weapons		If SP=0 or less, the Vehicle may not move or pivot		If SP=0 or less, the Vehicle explodes! Measuring from the hull of the Vehicle with a range of D20/2". Each Model within this range takes a \$15 Piercing AVV3 Autohit on a roll of 1-15.					

TYPE: Heavy Vehicle (Tank), No Base, MOW

SQUAD COMPOSITION: 1 Mk. 54 Main Battle Tank

SQUAD SIZE: 1 Mk. 54 Main Battle Tank

EQUIPMENT: Pump-Action 120mm Rifled Main Gun with 13 Geronimo Shells and 2 Charger HMGs

MAIN WEAPON:

Pump-Action 120mm Rifled Main Gun

R	ST	RoF	AVV	TYPE
30	15	Special	12	Piercing (H)

Passive: Tank Killer: Critical Damage (3)

Passive: Limited Ammo: The Mk. 54 Main Battle Tank only has 13 Geronimo Shells. Once they are fired the Pump-Action Tank Rifle may no longer be used.

Passive: Pump Action: Roll a D20/5 to determine the maximum number of shots the Pump-Action Tank Rifle may fire in the current phase. This cannot be increased by any means other than the Geronimo special skill. Declare how many shots (up to the maximum RoF) will be made before the first RS test is made. Before each RS test take a Jamming test. Roll a D20 and consult the following table:

Shot number in the Game Turn	Jam occurs on:
1	20
2	19 - 20
3	18 - 20
4	17 - 20
5	16 - 20

If a jam occurs the current shell and any others allocated to be fired this turn are lost and so deducted from the Geronimo Shell total and the Mk. 54 Main Battle Tank loses all remaining Action Points.

Active: Geronimo: Turn to Burn 2 Resource Cards to increase the RoF by 1.

ARMOUR: Heavily Armoured Hull (No negative weapon type modifiers taken)

SQUAD UPGRADES: May add a Head Gunner for 20 Points. May be fitted with BattleCor™ for 40 Pts. May be fitted with a Smoke Grenade Launch System for 10 Pts.

SECONDARY WEAPONS:

Hull-Mounted Charger HMGs x2* (1 Left facing and 1 Forward facing)

R	ST	RoA	AVV	TYPE
24	14	3	1	Piercing (A)

*Two hull mounted HMG's, each with a RoF of 3.

SPECIAL SKILLS: **Fire Control System, Jam Specialist, Smoking Defence**

Passive: Fire Control System: If the Mk. 54 Main Battle Tank is upgraded with BattleCor™, every friendly vehicle within 10" of the Mk. 54 Main Battle Tank (excluding the Mk. 54 Main Battle Tank) can use the Aim action for 0 AP.

Active: Jam Specialist: If the Mk. 54 Main Battle Tank is upgraded with a Head Gunner, up to twice per activation, Turn to Burn 2 Resource Cards to ignore a failed Jamming test.

Active: Smoking Defence: If the Mk. 54 Main Battle Tank is upgraded with a Smoke Grenade Launch System, Turn to Burn 1 Resource Card during the Mk. 54 Main Battle Tank's activation, any Models making a Ranged attack targeted at any Model located within 4" of the Mk. 54 Main Battle Tank (including Mk. 54 Main Battle Tank) receive a -4 modifier to RS.

BADGES OF THE IMPERIAL SPECIAL FORCES



ACID SPITTERS



AZURE LIONS



BLACK BERETS



BLACK SHEEP



CRUSADERS



GOLDEN PANTHERS



HARLEQUIN GUARDS



THE HUNTERS



IMPERIAL TIGERS



THE OPANGOS



THE RAMS



RIGHTEOUS DIADEMS



ROYAL GUARD



ROYAL HOME GUARDS



SHAMROCKS



STERLINGS



TERROR EAGLES



WHITE GUARD



WILD ROSES



IMPERIAL: WOLFBANE SPECIAL RULES

Passive: Pack Attack: Each activated Wolfbane Model receives a +1 modifier (maximum of 3) to its Close Combat Weapon Strength for each friendly Wolfbane Model engaged with the same target.

Passive: Small Unit Tactics: Each Wolfbane unit deployed with no more than 5 models gains the Dispersible special rule.

Passive: Lick the Wounds: Unless specified otherwise, every Wolfbane Model within a Terrain piece receives the Heal(2) special skill.

Passive: Our own way!: Wolfbane Models may not take or be affected by any Imperial Medals or NCO special skills.

Passive: Silent Roar: Each Wolfbane squad deployed on the battlefield generates the number of Silent Roar points listed below. Silent Roar points are generated at the beginning of each Game Turn. Any points remaining at the end of the Game Turn are discarded. The Silent Roar points can be used to activate Rites or Howls as described in the Rites and Howl sections. Unused Silent Roar points do not carry over to the next turn. Only Models from squads able to generate the Silent Roar points can use a Rite or Howl.

Warlords:

All: ☠ ☠

Lords:

All: ☠ ☠

Each Pathfinder Squad Upgrade: ☠

Troops:

Wolfbane Commandos: ☠

Mourning Wolves: ☠

Support:

Headhunters: ☠ ☠

Warhounds: ☠

Strathgordon Varg Riders: ☠

Light Vehicles:

Necromower: ☠

Fenris Bike: ☠

Rites:

Wolfbane rites and rituals are often long and difficult to perform ceremonies involving potions, lotions and stanzas. They usually require long preparation and presence of magically-linked individuals of high standing, connection with the lay lines and a lot of alcohol. They result in a higher plane of understanding and a furore for battle.

The Rites are Passive Skills and must be allocated to a squad before the game starts. Only one Rite can be allocated to a squad.

At the beginning of the Game Turn, the controlling player must pay the upkeep cost in Silent Roar points for each Rite at the cost specified. If for any reason the controlling player does not pay the upkeep, the Rite is lost for the rest of the game. All Rites must be paid for the first Game Turn and if they are not all rites are lost instantly.

☠ - upkeep cost.

☠ ☠ ☠ ☠ **Rite of the Eternal Night:** Any Ranged attack made against a Model from the squad with this Rite receives an additional -4 modifier to RS (or WP in case of Psychic (S) attacks).

From 'The Magicks of Imperial' by Elliot Finn

*Grass cures the scab and runes the cut of blade
Runes shalt thou see and fateful find*

*If a high on the tree the swinging' hanged ye see
So scribe and paint thee the runes
That forth hanged treads and to ye speaks*

'Be-ware the ley of the land'

☠☠☠ **Rite of the Tempest:** Every squad (friendly or foe) deploying using the Rapid Deployment rules within 8" of any Model from the squad with this Rite, receives a +4 to their RD die roll.. In Addition every Model deployed via Rapid Deployment within 8" of at least one Model with the Rite of the Tempest receives a St5 Blast AVV5 autohit immediately.

☠☠☠ **Rite of Uneditable Death:** When a Model from the squad with this Rite is reduced to 0 or less wounds, the controlling player must make a WP test. If the test is passed the Model regains 1 Wound. Any Model that regains a Wound due to the Rite of Uneditable Death is removed from play at the end of the turn as a casualty. If the Model is forced to make another WP test in the same Game Turn, from any source, remove the Model immediately from the Game as casualty before the test is made. A Model can only regain 1 Wound this way per game

☠☠☠☠ **Rite of Ghostly Strike:** Any Model from the squad with this Rite, if not Engaged, can make a Basic Close Combat attack against an opponent Model within 6" and LOS. RoA is reduced to 1 and cannot be increased by any means. Both Models are not classified as Engaged for this attack in any way. This attack is resolved as if the Models were in B2B contact. The Model's and its Weapon's Active or Passive Skills cannot be used while performing this Close Combat attack.

☠☠☠ **Rite of the Revenge:** Any enemy Model that causes the removal of a Model with this Rite via a Ranged attack receives a St8 Blast AVV0 autohit at the end of their activation.

☠☠☠☠☠ **Rite of the Black Wolf:** The squad with this Rite may be deployed using the Infiltrate special skill.

☠☠☠☠☠ **Rite of the Sacrifice:** Every Model from the squad with this Rite receives a +1 modifier to Wound Value. If the controlling player does not pay the upkeep for this Rite, each Model from the affected squad automatically loses their +1 Modifier to Wound Value and at the beginning of each of their subsequent squad activations receives a St10 Blast autohit.

Howls

The centre of a wolf's universe is its pack and howling is the glue that keeps the pack together. Wolfbanes often use howls to communicate during battles and in many a social situation. Just like in wolf society, Wolfbanes have different Howls for each occasion, some strike fear into the hearts of their enemies and others fill the Wolfbanes themselves with fury, frenzy and hatred.

A Howl can be activated by spending Silent Roar Points at the beginning of the squad activation. 2 Howls can be used per squad per turn (including the same Howl twice) and their effects are cumulative. Warlords and Lords may only use 1 Howl once per turn. Howls do not cost any AP to activate. Unless stated otherwise, Howls last until the end of the Game Turn.

☠ – cost in Silent Roar tokens

☠☠ **Howl of Fury:** All Models from the howling Wolfbane squad receive a +1 modifier to RoA of their Close Combat weapons and -2 modifier to Armour Value.

☠☠ **Call to Hunt:** All Models from the howling Wolfbane squad receive a +2 modifier to Close Combat Value.

☠☠ **Growl of Determination:** All Models from the howling Wolfbane squad receive a +1 modifier to Armour Value.

☠ **Death Song:** All Models from the howling Wolfbane squad receive a +2 modifier to WP Value.

☠☠ **Warcry:** Every weapon from the howling Wolfbane squad has its Power Shot increased by one. (e.g. Power Shot 1-2 becomes 1-3).

☠☠ **Bone-chilling Howl:** All Models from the howling Wolfbane squad gain the Fear(+2) special skill.

☠ **Howl of Fate:** All Models from the howling Wolfbane squad may re-roll one failed CC or RS roll per turn.



HIGH CHIEFTAIN MORTEN OAKENFIST

The result of an aristocratically arranged marriage between the fifth daughter of the second son of the Murdoch Chieftain and the dim-witted heir to the Oakenfist Clan, Morten Oakenfist is a blessed man indeed; he has gained the wisdom and shrewdness from his mother's line and the brute strength and martial prowess of the Oakenfists. He is additionally advantaged with a natural understanding and control of the runic magicks. Oakenfists are normally stout and stocky men and Morten initially appeared to be following that trend, but in recent years he has nearly doubled in size, growing to over seven foot tall and four foot wide. This increase in bulk is not adipose driven, this man is not fat. His body is ripped with muscle. His arms are thicker around than most men's thighs. Morten puts his mammoth girth down to his magickal aptitude and strict training regime, which in part is true. He is blessed but not in the way he believes. The real reason is far more complex and mystical than he could ever imagine.

The young Oakenfist joined the Wolfbanes as soon as he was of age, and his leadership skills were quickly noted as he ascended through the ranks. For a time, he dabbled in the ways of the Pathfinders and even the Headhunters, but he found his calling when he joined the Warhounds. He had been fighting alongside them in a small, but critical, campaign against Mishima on Mercury. The Warhounds had been blasted to oblivion by sustained fire from an advancing trio of Meka. The remaining Wolfbanes had no answer to the armoured walkers, and were being massacred to the man. Morten charged them, his pack in close support. The lead Meka ki-blasted him from his feet and his blade and firearm melted to slag in his hands. As he picked himself up, he grabbed for the nearest weapon he could find. The mud-caked warhammer his burned hand closed around sparkled with magickal discharge as if it too had found its destiny. Morten smiled and roared anew, before re-charging the walkers. The first Meka was ripped from its legs with the initial hammer blow, the second crumpled as Morten obliterated the driver compartment with a backward swing. The leader of the Meka unit was out of his reach, and as the Wolfbane roared in frustration, a magickal blast shot from the hammers head, detonating the machine's engines. He finished off the ki-user with a mighty downward swing as he closed in on it. All the Meka lay wrecked around him, and he turned his attention to the remaining Mishimans. As he rushed towards them, they turned tail and fled! Since that day, Oakenfist has been a Warhound, and inseparable from his adopted warhammer, now called 'The Tribane of Fukido'. It wasn't long before he was leading his own Warhound pack, and then the Warhounds in their entirety.

The First of the Warhounds, Morten Oakenfist is now the undisputed leader of the Wolfbanes. A softly spoken bear of a man, that roars in battle. To see him in *mêlée* is to gaze upon a perfectly honed fighting machine in its element. Each swing of his mighty warhammer is counterbalanced by his fur-laden bulk. Everyone that stands in its way is pounded to splinters of what they once were. His commands from the front, leading by example and all in his command follow without question. For he is the Great Wolf, the mightiest of the Warhounds, strongest of his kind, leader of the Wolfbanes, second only to the Serenity. He is High Chieftain Morten Oakenfist.

M	CC	RS	ST	CON	WP	LD	W	A	PTS
5	16	15	13	13	19	18	3	15 (12)	235

TYPE: Wolfbane Warlord (Psychic), Medium Base (40mm). Unique. Wolfbane, Oakenfist is a Warhound.

EQUIPMENT: The Warhammer 'The Tribane of Fukido' with Runic Blast

RANGED WEAPON:

Runic Blast

R	ST	RoF	AVV	TYPE
12/LE	15	1	8	Plasma (6)

Passive: Concentration: RoF cannot be increased by any means.

Passive: Innate Link: Instead of causing normal damage Oakenfist may use one of the following special skills:

- **Vacuum:** Models on small and medium bases within the template are moved 6" directly towards Oakenfist. This movement does not affect the affected Model's movement allowance. Models that touch any heavy terrain, walls that are taller than the model, or Structures during this movement immediately stop, ignoring all other movement penalties.
- **Frostbite:** Models on small bases within the template may not initiate any movement actions.
- **Gust:** Models on small, medium and large bases within the template may not use any Active skills.

ARMOUR: Mk.I Light Combat Armour, auras of protection and bestial pelts (no negative weapon type modifiers taken)

CLOSE COMBAT WEAPON:

Warhammer 'The Tribane of Fukido'

R	ST	RoA	AVV	TYPE
1.5	+2	2	10	Blast

Passive: The Bear and the Bane: Critical Damage (3).

SPECIAL SKILLS: Fear(0), Heal(4), Inspiring Presence, As Warhounds, Blessed, Master of the Hounds, Strengthening, Vengeance Blast, Roar of the Bear, The Last Word is MINE!, Relentless

Passive: Blessed: Oakenfist ignores the first Wound he looses each Game Turn.

Passive: Master of the Hounds: 1 squad of Warhounds may be taken as a Troop choice; this squad gains the Infiltrate special skill.

Passive: Strengthening: Oakenfist receives a +1 Modifier to Armour Value for each enemy Model in B2B contact with him.

Passive: Vengeance Blast: Whilst engaged, Oakenfist's front facing is extended to 360 degrees. Each successful Armour Test Oakenfist makes causes a S10 Plasma AVV1 Autohit to all enemy Models in B2B contact with him.

Active: Roar of the Bear: Turn to Burn 1 Resource Card. All unengaged enemy Models on a small or medium base within 6" of Oakenfist are immediately placed in B2B contact with Oakenfist. Models that cannot be placed in B2B contact are unaffected by the Roar of the Bear special skill. The player using this special skill decides which Models will be placed in B2B contact with Oakenfist.

Active: The Last Word is MINE!: Turn to Burn 3 Resource Cards. Until end of turn roll a D20 when any Model attempts a Psychic Power. On a roll 1-10 the Model attempting the psychic power receives a St15 Blast AVV10 Autohit with no Heal tests allowed.

"Do you know what separates Imperial from every other megacorp, lad? Of course you don't. That's why you're searching; searching for answers, searching for the unknown, searching for your great destiny. When you're older, you'll understand that it was the searching that made you great, that made you Imperial. THAT MADE YOU A WOLF!"



SEAN GALLAGHER

Within Imperial itself, the Gallaghers had little wealth and little to offer the higher echelons, yet they seemed unduly set apart, always invited and welcomed to the grand halls of the Reading Palace in Victoria by each and every Imperial Serenity. The Clan advised at every occurrence of high significance, the Gallagher's collective word held in high worth. The impact of the Gallagher Clan on Imperial politics has always been disproportionately larger than their relatively small size. The Clan's untimely and unexpected demise to all but one man is a tale of tragedy and calamity made significantly more poignant by the whispers of the nature of the man that survived.

The sorrowful story is known by every child in the Imperial Corporation, making Sean the anti-hero of many a playground game. Every Solar year, at their ancestral home, 'Keep Gladius', the Gallaghers celebrated the coming of the New Year. On the fateful New Year's Eve the Keep was targeted by an insidious wave of Dark Symmetry, which in one catastrophic moment wiped the clan from existence. A cloying black miasma seeped through the reinforced asteroidal stone bulwarks of the Keep, suffocating and mutating every man, woman and child before they had chance to flee. Then, ghostly apparitions began to appear, Ilian's Templars had arrived, their spectral footsteps echoing against the granite floors as they dispatched each still gasping Gallagher with their foul munitions. Within the blink of an eye, the Templars and their now ever-undead foes flickered out of existence; never, it seemed, to be seen again. All was still, except for a billowing ectoplasmic fog, which ebbed and flowed in the putrid air of the Keep. Eventually and seemingly missed by the Templar's black bullets, a body twitched, then gasped and cried out in anguish. Against all odds, the lone Gallagher stirred. Sean Gallagher, the Chieftan's heir, awoke. He rose to his knees trembling in shock, anger and fear. Many questions ran through his poisoned mind; Why his family? What had become of them? Why was he alone spared and by what evil mind or intent? Questions that repeat themselves in his every sleeping moment, awaking him in a cold and terror filled sweat of somnolence.

Sean Gallagher did not allow depression or lonely insanity to take him, instead he focussed on his warrior training, while sombrely winding down the Gallagher Clan businesses and Special Forces, 'The Vengeance Company'. He sold the infamous Gallagher Claymore Sword manufacturing barony to their trusted and brother Clan, the Rourkes. The Gallagher Claymores had always been held in the highest regard, more so with the demise of the family and so much so in fact, that many high level megacorporate executives covet them with an unquenchable avarice. The weapons are considered the pinnacle of blade artistry, their mongery second to none. The majority of the Gallagher Claymores, therefore, won't be found on the battlefields where they belong, instead they adorn the walls and offices of corporate and megacorporate headquarters or, worse still, are locked away in personal vaults and safes of well off collectors and hoarders. Shortly after gaining manufacturing rights, the Rourke Clan, without Gallagher Clan guidance, quickly failed to meet the lofty quality levels associated with the Gallagher brand and ceased manufacture of the system-renowned blades.

Sean joined the Wolfbanes where he excelled; with nothing to tie him down, his devotion to the Wolfbane way of life and martial prowess is recognised by his rank of Commander Chieftain. So charismatic is Sean's attitude that when he fights, his new kinsmen fight with the same unshaking determination. Gallagher, at the frustration of every blade collector in the system, carries the priceless and infamous 'Runestaff', the Gallagher clan's oldest, keenest and most beautiful of blades, into battle with a singular and vindictive intent. He fights only to seek vengeance or death; whichever comes, he cares not. His emotions drive him in a furious tirade of passion and anger, as he leads from the front; he screams the names of those he has lost with each lunge, parry or block of the blade. Adding to his apparent immortality, Gallagher feels he is protected by the 'Amulet of Deflection' which dangles from his neck; an ancient Gallagher heirloom, gathered from the death shadow of his father, the trinket seems to glow with an otherworldly nature which unsettles all that glance at it; all, that is, except Gallagher himself.

M	CC	RS	ST	CON	WP	LD	W	A	PTS
6	16	15	11	12	16	17	3	15 (12)	180

TYPE: Wolfbane Warlord (Close Combat), Medium Base (40mm). Unique. Wolfbane

M	CC	RS	ST	CON	WP	LD	W	A	PTS
6	16	15	11	12	15	17	2	14 (12)	100

TYPE: Lord, Medium Base (40mm). Unique. Wolfbane. Gallagher is a Wolfbane Commando.

EQUIPMENT: Aggressor Pistol and Runestaff

ARMOUR: Mk.I Light Combat Armour and Amulet of Deflection (no negative weapon type modifiers taken)

RANGED WEAPON:

Aggressor Handgun

R	ST	RoF	AVV	TYPE
12	12	2	0	Piercing (P)

CLOSE COMBAT WEAPON:

Runestaff

R	ST	RoA	AVV	TYPE
2	+4	3	4	Piercing

Passive: Parry Master: Sean Gallagher receives Impenetrable Armour (14) against Close Combat attacks.

Passive: Triade of the Dead: For each successful CC test made with the Runestaff, every enemy Model within 3" of the primary target receives a St11 Blast AVV2 Autohit.

SPECIAL SKILLS: Berserk, Contempt (Dark Legion), Doomtrooper, Ferocity, Inspiring Presence, Relentless, Slippery, Amulet of Deflection, Enraged Fury.

Passive: Enraged Fury: Sean Gallagher receives the Ranger special skill while performing an Engage action. Any enemy Models on a small or medium base that pass within Gallagher's CCWR while he travels along his Engage path are placed in B2B with Gallagher in his front facing and travel the full Engage distance with Gallagher. Gallagher and any Model moved in this way may not be targeted by Free Slash. (If there is no room to place Models in B2B contact with Gallagher, place them instead in B2B contact with a Model already in B2B with Gallagher and in Gallagher's front facing).

Active: Amulet of Deflection: Turn to Burn 3 Resource Cards. No friendly Model within 8" of Sean Gallagher (including Sean Gallagher) can be the target of a RS test or Psychic Ranged test.



GORDON SLYTHE

Gordon Slythe is an ox of a man, who could have quite easily have lifted a war hammer of the Warhounds. He chose instead the heavy two-handed sword known as a Claymore. As with all good weapons, especially in the Wolfbanes, Slythe's Claymore has a name. At this point, it should be noted that Slythe is a little bit loopy, not in a psychotic kind of way, but he is certainly an eccentric. He loves his sword, he sleeps with it and caresses it, it apparently keeps him warm at night and deserves nothing more than the upmost respect from him and all those around. They should greet it when they greet him and if they do not he will not talk to them, or even acknowledge them, until the slight is reversed. Officially the sword is named the 'Blessed's' due to some interesting deed, or another, of its previous owner. In his private times it is called Bryony and when one acknowledges it, Miss. B. Normally, commenting on a man of such eccentricity would be of little worth, but Slythe is a lot more than a comedy character with an unhealthy relationship with an inanimate object; he is a truly awesome fighter, a leader of men and bane of the Darkness. He is also well over seventy years old. Whereas his peers are either six feet under or enjoying their pensions, Slythe is still fighting, climbing mountains and swimming seas. He has worked not only for the Imperial Corporation, but also for the Cartel, as a freelancer, and the Brotherhood. The man has been shot, brained, even poisoned. Nothing will keep him down; he hits the ground, apparently dead, to stand up, brush himself off, bellow a scream of anger and defiance, then charge headlong into the enemy. Those around him can do nothing but follow in his wake, incomprehensible to what they have just seen. When the dust has settled, tales will be told. Crowds will form, to be regaled with stories of the legendary Gordon Slythe. They will be breathtaking sagas, told in the loudest of voices, with exuberance unmatched in the theatres of Victoria. They will be told by an ox of a man, who bellows and booms. It is often said, one makes their own history and Gordon Slythe's history is both wonderful and fantastical.

M	CC	RS	ST	CON	WP	LD	W	A	PTS
5	16	15	11	13	14	17	3	13 (12)	115

TYPE: Lord, Medium Base (40mm). Wolfbane. Unique. Slythe is a Wolfbane Commando.

EQUIPMENT: Aggressor Pistol, The Blessed's Claymore

ARMOUR: Mk.I Light Combat Armour and Magick Amulets (no negative weapon type modifiers taken)

RANGED WEAPON:

CLOSE COMBAT WEAPON:

Aggressor Handgun

R	ST	RoF	AVV	TYPE
12	12	2	0	Piercing (P)

The Blessed's Claymore

R	ST	RoA	AVV	TYPE
1.5	+4	3	4	Piercing

SPECIAL SKILLS: **Contempt (Dark Legion)**, **Fear (0)**, **Fearless**, **Advocate of the Light**, **Constitution of an Ox**, **Berserker's Bellow**, as **Wolfbane Commandos**.

Passive: Advocate of the Light: Slythe may join a Brotherhood Army as a Lord choice. When in a Brotherhood army he may form a Doomtrooper pair with any other Lord with the Doomtrooper special skill. Slythe may join a Brotherhood Trooper squad, in any army which may take Brotherhood Troopers. The Brotherhood Trooper squad that Slythe joins receives the bonus of the Berserker's Bellow special skill when the skill is activated.

Passive: Vanquished: Any CC rolls of 1-4 gain Critical Force (+1) and Critical Damage (2)

Passive: Constitution of an Ox: Slythe has the Heal (5) special skill and can ignore any rule that negate the Heal roll. Every time Slythe is reduced to 0 Wounds immediately roll a D20. On a roll of 1-10 he regains 1 wound. On a roll of 11-20 he is removed as casualty as normal.

Active: Berserker's Bellow: Turn to Burn 1 Resource Card at the beginning of Slythe's Activation. All other Wolfbanes within 8" of Slythe receive a +2 modifier to their Engage bonus.



PATHFINDERS

No hall among the Wolfbanes is without the fine carvings and tapestries of the mystical Pathfinders, each piece of handcrafted artistry telling a story of woe or of glory, most often in battles against the odds and in wars against the darkness itself. It is the work of a Pathfinder to record the deeds of the various Wolfbane clans and to present these tales to the Serenity herself, to the Cardinals and to the varied higher echelons of Imperial. In their own strange way, they are the corporate pen-pushers of the Winter Den.

Pathfinders must pass the same trials which all initiates must take. However, during the tests, those that become Pathfinders often take a less direct route to the eventual outcome; using their peer's skills rather than their own brute force and often using the power of their minds to achieve their goals. Pathfinders are picked from the initiates not simply for their novel approach to the battle; they are also selected for their magickal evanescence rather than brutish strength. Some say it is exposure to the mystical cairns of the Wolfbanes, others suggest it is a gift from the Brotherhood, either way; this raw and spiritual power is put to regular use by the Pathfinders. This power makes their mere presence on the field of battle an uneasy and dread-filled experience for their foes. Only the strongest of heart and mind can tolerate their distressing abilities. Pathfinders can be found as aide-de-camps in the halls of every Wolfbane Elder, not chosen for their ability to defend martially, but instead for their ability to read the runes, thus predicting the very near future. Such ability allows them to apparently instinctively counter an enemy blade or uncover a minefield. In fact what they are doing is seeing the future a split second or so before it occurs. They then sidestep it, and so their doom, with an apparent sleight of hand or body.

The nature of the Pathfinder is reflected in their battlefield role as scouts. They march ahead of the main fighting force, uncovering holes in the enemy's defences or simply creating near futures of havoc, disaster and death for their enemies. The Pathfinder weapon of choice is the wrist mounted Howler grenade launcher, which can be loaded with various grenades, both of standard issue or magickally imbued. Favourites include fragmentation grenades which tear through flesh and light armour as if butter and smoke grenades which, although harmless, cover the warzone in a bright white, almost luminous, cloud of smoke; effectively nullifying ballistic fire to opportunistic pop-shots.

To see a Pathfinder for the first time and not turn tail and run is a sure sign of insane bravery or insane stupidity. These wolves are a fearsome sight for the uninitiated, of tattooed sinewed bodies, sharpened teeth and barely cleaned pelts. Those with any intelligence know that the aspect of the Pathfinder to be feared the most is not the howl of their grenades being launched or the manic stare in their eyes, but instead the imminent arrival of the main Wolfbane force. It is unfortunate that many Pathfinders are slaughtered in the field; they put themselves at incredible risk and protect themselves with nothing more than leather armour and swirling tattoos which are no protection against the high-calibre weapons of today. Although many are rightly superstitious that killing a Pathfinder will bode ill for themselves, there are many, many more that are not.

'If your path is blocked by a Pathfinder, turn tail and run, run fast, for you have just seen the Herald of your doom.'

FROM A TRANSCRIPT OF THE INTERROGATION OF HUSSAR LANGERMYER,
DESERTER OF THE SOMNE.

MASTER PATHFINDER

M	CC	RS	ST	CON	WP	LD	W	A	PTS
5	16	13	11	13	14	17	3	14(12)	150

TYPE: Warlord (Tech), Medium Base (40mm). Wolfbane.

EQUIPMENT: Howler Grenade Launcher with Fragmentation Grenades, Bastard Sword

ARMOUR: Improved Mk.I Light Combat Armour and Protective Tattoos (no negative weapon modifiers taken)

RANGED WEAPON:

Howler Grenade Launcher - Fragmentation Grenade

R	ST	RoF	AVV	TYPE
12/SE	12	1	0	Blast (G)

Passive: Slow to Reload: The RoF of the Howler Grenade Launcher cannot be increased by any means.

Passive: Master Grenadier: The Howler Grenade Launcher may be loaded with any grenade the Pathfinder is equipped with. This is declared before making a Ranged attack:

Howler Grenade Launcher - Smoke Grenade

R	ST	RoF	AVV	TYPE
12/SE	-	1	-	Blast (G)

Passive: Smoke Screen: Place a 30mm Smoke Screen token anywhere within 12" of the shooter and complete a RS test. If the test is failed, scatter the Smoke Screen token D20/4". Any ranged attack drawing LOS within 2" of a Smoke Screen token receives a -4 modifier to RS. Effects of the Smoke Screen tokens are not cumulative.

Howler Grenade Launcher - Electro Shock Grenade

R	ST	RoA	AVV	TYPE
12/SE	-	1	-	Blast (G)

Active: Electro Shocked: Any Model within the SE template on a small base must pass a Con test or receive a Stun Effect. Vehicles under the template that have not been activated yet this turn, count as deactivated unless the owner of the Vehicle immediately Turns to Burn 2 resource cards for each affected Vehicle. Turn to Burn 1 Resource Card before making a Ranged attack, the Electro Shock Grenade also affects Models on a medium base.

SQUAD UPGRADES: Master Pathfinder may include up to 6 Grenades (up to maximum of 3 Smoke Screen Grenades and 3 Electro-Shock Grenades). A Master Pathfinder may replace his Bastard Sword with Clansman's Claymore for 10 Pts.

CLOSE COMBAT WEAPON:

Bastard Sword

R	ST	RoA	AVV	TYPE
1	+2	2	1	Piercing

Passive: Sweep: This model may make 1 Close Combat attack against every model in its CCWR simultaneously instead of using its normal RoA. This attack uses the models base St plus the Weapons base St modifier.

Passive: Sweeping Advance: On the turn a Model with this weapon makes an Engage Action, it receives +1 modifier to St and RoA

Clansman's Claymore

R	ST	RoA	AVV	TYPE
1.5	+3	2	2	Piercing

Passive: Sweeping Advance: On the turn a Model with this weapon makes an Engage Action, it receives a +1 modifier to St and RoA.

Passive: Steadfast: A Model wielding the Clansman's Claymore receives a +2 modifier to WP.

Active: "Off With Yer head!": Turn to burn 1 Resource Card. The Clansman's Claymore gains Critical Force(+1), its RoA is reduced to 1 and cannot be increased by any means. CC rolls of 1-3 while performing 'Off With Yer Head!' count as a Power Shot. The Sweeping Advance special skill may not be used at the same time as Off With Yer Head!

SPECIAL SKILLS: *Infiltrate, Pathfinder, Greater Battle Chant, Spotter, Camouflage (4)*

Active: Greater Battle Chant: Turn to Burn 3 resource cards at the beginning of the Master Pathfinder activation. Master Pathfinder and every friendly Troop and Support type squad that starts its activation with at least one Model within 8" of Master Pathfinder receive a +1 modifier to Movement Value and gains the Pathfinder special skill.

Active: Spotter: Turn to Burn 1 Resource Card and use 1 Action Point. Complete a RS test against the nearest enemy squad in LOS, ignoring all cover modifiers. If the test is successful, all subsequent RS tests made in this Game Turn by all friendly Models targeting the spotted enemy squad receive a +2 modifier to RS. The Spotter modifier is not cumulative. This action does not count as a Ranged attack.

PATHFINDER-SQUAD UPGRADE

M	CC	RS	ST	CON	WP	LD	W	A	PTS
5	15	12	9	12	14	16	2	10	40

TYPE: Squad Upgrade, Small Base (30mm). Advisor to any Wolfbane Squad, limited to maximum of 1 per every 500 points of Army (therefore 1001 points = up to 3).

EQUIPMENT: Howler Grenade Launcher with Fragmentation Grenades, Bastard Sword

ARMOUR: Mk.I Light Combat Armour and Protective Tattoos (-2 Blast)

RANGED WEAPON:

Howler Grenade Launcher -
Fragmentation Grenade

R	ST	RoF	AVV	TYPE
12/SE	12	1	0	Blast (G)

Passive: Slow to Reload: The RoF of the Howler Grenade Launcher cannot be increased by any means

Passive: Master Grenadier: The Howler Grenade Launcher may be loaded with any grenade the Master Pathfinder is equipped with. This is declared before making a Ranged attack:

Howler Grenade Launcher - Smoke Grenade

R	ST	RoF	AVV	TYPE
12/SE	-	1	-	Blast (G)

Passive: Smoke Screen: Place a 30mm Smoke Screen token anywhere within 12" of the shooter and complete a RS test. If the test is failed, scatter the Smoke Screen token D20/4". Any ranged attack drawing LOS within 2" of a Smoke Screen token receives a -4 modifier to RS. Effects of the Smoke Screen tokens are not cumulative.

Howler Grenade Launcher -
Electro Shock Grenade

R	ST	RoA	AVV	TYPE
12/SE	-	1	-	Blast (G)

Active: Electro Shocked: Any Model within the SE template on a small base must pass a Con test or receive a Stun Effect. Vehicles under the template that have not been activated yet this turn, count as deactivated unless the owner of the Vehicle immediately Turns to Burn 2 resource cards for each affected Vehicle. Turn to Burn 1 Resource Card before making a Ranged attack, the Electro Shock Grenade also affects Models on a medium base.

SQUAD UPGRADES: A Pathfinder may purchase up to 4 Grenades for 5 points each (up to maximum of 2 Smoke Screen Grenades and 2 Electro-Shock Grenades). The Pathfinder may replace his Bastard Sword with Clansman's Claymore at a cost of 10 Points

CLOSE COMBAT WEAPON:

Bastard Sword

R	ST	RoA	AVV	TYPE
1	+2	2	1	Piercing

Passive: Sweep: This model may make 1 Close Combat attack against every model in its CCWR simultaneously instead of using its normal RoA. This attack uses the models base St plus the Weapons base St modifier.

Passive: Sweeping Advance: On the turn a Model with this weapon makes an Engage Action, it receives a +1 Modifier to St and RoA.

Clansman's Claymore

R	ST	RoA	AVV	TYPE
1.5	+3	2	2	Piercing

Passive: Sweeping Advance: On the turn a Model with this weapon makes an Engage Action, it receives a +1 Modifier to St and RoA.

Passive: Steadfast: A Model wielding the Clansman's Claymore receives a +2 modifier to WP.

Active: "Off With Yer head!": Turn to burn 1 Resource Card. The Clansman's Claymore gains Critical Force(+1), its RoA is reduced to 1 and cannot be increased by any means. CC rolls of 1-3 while performing 'Off With Yer Head!' count as a Power Shot. The Sweeping Advance special skill may not be used at the same time as Off With Yer Head!

*Wineth runes, learn
If thou longest to win
And the runes on thy sword-hilt write
Some on the furrow
And some of the brow
And twice shalt findeth ye*

SPECIAL SKILLS: *Infiltrate, Pathfinder, Protective Tattoos, Battle Chant, Spotter, Camouflage (2)*

Passive: Protective Tattoos: Pathfinders have Impenetrable Armour (12) against Ranged attacks with weapon ST 14 or less.

Active: Battle Chant: Turn to Burn 1 resource card at the beginning of the Pathfinder's activation. The Pathfinder and his squad receive a +1 modifier to Movement Value and the squad gains the Pathfinder special skill until the end of the Game Turn.

Active: Spotter: Turn to Burn 1 Resource Card and use 1 Action Point. Complete a RS test against the nearest enemy squad in LOS, ignoring all cover modifiers. If the test is successful, all subsequent RS tests made in this Game Turn by all friendly Models targeting the spotted enemy squad receive a +1 modifier to RS. The Spotter modifier is not cumulative. This action does not count as a Ranged attack.



FIELD NOTES OF HERBERT BURKHARD MARBACH
OFFICER OF THE BAUHAUSIAN HUSSARS

The symbol of the Pathfinders is unlike any of the other Wolfbane symbols; it is a paw print of the Solar System's most dangerous land-dwelling carnivore, the Venusian Wolverine. The beast represents the Pathfinders during their hunt. Although they can act alone, it is as part of their pack they are the most deadly. If acting alone, they will likely hunt and kill one, perhaps two of their foes, but as a pack they will kill them all.



WOLFBANE COMMANDOS

No man or woman is born into the Wolfbane's Winter Den. Instead citizens of Imperial, alienated from their clan, may choose to partake in the initiation rites of the Wolfbane fellowship and continue their devoted service to the betterment of Imperial, the Serenity and the Brotherhood all in equal measure. However, these initiation rites are by no means simple; they are complex and life threatening tasks which, regardless of the participant's age or physical capabilities, will not change. They are inscribed upon the rune pillars of the Wolfbanes at the Paladine Palace on Victoria, where they have stood since the Venusian Crusade. Inscribed upon the key stones, it is stated that the participant must portray a sense of strength, both inner and outer. This strength cannot be mustered by unnatural means or magick. Before any trials begin, tests are made for drugs, bewitchments or cybernetic enhancement. After the trials, newly initiated Wolfbairns are sworn to secrecy and any failures are executed to preserve any further loss of honour; the mystical rites of the Winter Den may only be known by the Wolfbanes and the Serenity herself.

After months, or sometimes years, of desperate trials and abuse from their chieftains, the successful initiates are allocated to the vocation that suits them best, which, more often than not, results in joining the illustrious Special Forces squad, the Wolfbane Commandos. A life in the commandos, like any Wolfbane regiment, is a harsh one; a life in near-constant battle and preparation for it. Wolfbanes are considered by many as the best non-specialised warriors in the Solar System. They are an utterly unstoppable force of aggression and stealth in equal measure, the mere mention of their presence can turn inexperienced enemy soldiers into trembling messes. A notable pack of the Wolfbane Commandos is the Berserkers, claimed by the most superstitious to be protected by rites performed by the secretive Rune-sayers. These rituals are conducted on the eve of battle, and drive the Berserkers into a maniacal bloodlust where even the most grievous of wounds are ignored until the battle has finished and the magick has faded. The Berserkers have no regard for danger and proudly proclaim their presence by howling terrifying war-cries, so negating and shunning the usual infiltration tactics employed by the more discreet Wolfbane Commandos. The Berserkers are the only sect of the Winter Den to employ colours on the battlefield. Their banner is carried into battle, reminiscent of soldiers of old, rallying the broken and spurring any who look upon its carved-totemic shaft and awe-inspiring flag.

The Wolfbane Commandos are by no means a lesser warrior than the Berserkers, as they too are spoken about in fables and folklore. Like mythic warriors of old, they are so adept in the art of infiltration that children are told that the Wolfbanes are the spirits of soldiers lost, resurrected as ghosts in the service of the Brotherhood that will wipe the solar system of the Dark Symmetry. In reality, the Wolfbane Commandos are more than capable of engaging foes twice their size or forces that double their numbers and still emerge victorious. Wolfbane Commando packs can be found on every planet occupied by humans and will join forces with the other megacorporations, with the exception of Cybertronic, so long as the price and stakes are right. Though they are mercenaries, they will never act to reduce the power of Imperial, for truly, they are servants of Her Imperial Serenity.

M	CC	RS	ST	CON	WP	LD	W	A	PTS
5	15	10	9	12	15	15	1	12	80

TYPE: Troop (Wolfbane Warlord) or Support (MOW Warlord), Small Bases (30mm). Wolfbane

SQUAD COMPOSITION: 1 Wolfbane Commando Squad Commander and 4 Wolfbane Commandos

SQUAD SIZE: 5-12 Wolfbane Commandos

EQUIPMENT: Bastard Sword

RANGED WEAPON:

Aggressor Handgun

R	ST	RoF	AVV	TYPE
12	12	2	0	Piercing (P)

CQB Charger HMG

R	ST	RoF	AVV	TYPE
18	13	3	1	Piercing (S)

Passive: Concentrated Fire: The weapon RoF is reduced to 1 and it gains a +5 modifier to AVV. When completing a Concentrated Fire action RoF cannot be increased by any means.

*Recital Of The Litany And Hailing
The Elder Wolf Of The Winter Den*

*Confront the Darkness wherever it dwells
and whenever it breeds
Respect the territory of those who honour it
Accept an honourable surrender
Submit to the word of the Elders
Share first, the essence of your victim
with those to whom you submit
Respect for those beneath you and remember
you all are children of Gaia
The veil of secrecy shall not be lifted
Do not suffer the people to tend the sickness
The Chieftain may be challenged
at any time during peace
The Chieftain may not be challenged
during wartime
You shall take no action that causes
a cairn to be violated*

ARMOUR: Mk.I Light Combat Armour (Blast -2)

SQUAD UPGRADES: The squad may be increased by up to seven Wolfbane Commandos at 16 points per Model. 1 in 5 Models in the squad may replace either its Bastard Sword or its Aggressor Handgun and Hand Ripper with a CQB Charger HMG for 10 points. The entire squad may replace their Bastard Swords with Aggressor Handgun and Hand Ripper for free

CLOSE COMBAT WEAPON:

Hand Ripper

R	ST	RoA	AVV	TYPE
B2B	+1	2	0	Piercing

Passive: Parry: Models with a Hand Ripper have Impenetrable Armour (10) against Close Combat attacks

Active: Deep Cut: Turn to Burn 1 Resource Card. Instead of using the Hand Ripper the Model may instead complete a Hand Ripper - Deep Cut attack. This must be declared at the beginning of the Close Combat action.

Hand Ripper - Deep Cut

R	ST	RoA	AVV	TYPE
B2B	+2	1	3	Plasma

Passive: Deep and Slow: RoA of the Hand Ripper - Deep Cut cannot be increased by any means.

Bastard Sword

R	ST	RoA	AVV	TYPE
1	+2	2	1	Piercing

Passive: Sweep: This model may make 1 Close Combat attack against every model in its CCWR simultaneously instead of using its normal RoA. This attack uses the models base St plus the Weapons base St modifier.

Passive: Sweeping Advance: On the turn a Model with this weapon makes an Engage Action, it receives a +1 Modifier to St and RoA.

SPECIAL SKILLS: Duellist, Infiltrate, Stay Frosty, Savage Charge

Passive: Savage Charge: In a Game Turn in which a Wolfbane Commando successfully complete an Engage action, all of the Model's attacks receive the Engage bonus.

Passive: Seeking the Best Battles: 1 Unit of Wolfbanes may be taken in Bauhaus, Capitol, or Brotherhood as a Support choice.

MOURNING WOLVES

The fierce female warriors known as Mourning Wolves originate from all walks of Imperial life. School teachers, mothers, accountants, lawyers, and just about every other profession or previous vocation one can imagine. They all have one thing in common though; each and every one has lost someone very dear to them to war with the other megacorporations or the Dark Legion. The vast majority of them are war widows, but some have lost their father, a sibling or child and each has vowed to exact revenge on those responsible.

Each woman wears very little in the way of armour or mail protection, opting for a simple form-fitting garment of ballistic-resistant leather, allowing them a greater range of movement and flexibility, which they use as a near perfect alternative to the cumbersome armour of the male wolves. The Mourning Wolves seem to be a superstitious bunch, often consulting the Pathfinders as to their future and carrying many tokens, amulets and talismans. In truth, such keepsakes are kept for melancholy, to remind themselves of those they have lost, empowering them to focus their furore against those that have wronged them. They consult the Pathfinders with a hope that the near-seers will predict their journey's end and their reunion with their lost. Preparation for war is a ritualistic process, involving bathing, body painting and marking themselves with elaborate druidic spirals and animals in woad, ensuring they look their best when they meet their love. They paint their faces in a ghostly white death mask to prepare their souls for the journey to the other side.

Each pack is led by a Matron, who not only guides the women in battle, but also serves as their spiritual advisor, helping the younger Wolves cope with the loss that has brought them to the order. Many of the Matrons form close bonds with their pack, seeing them as surrogate sisters or daughters. It is they that hold the pack together, averting it from the self-destructive spiral it would otherwise inevitably enter. The Matron is responsible for guiding the ladies down their final path when the time comes and ensuring their talismans and carved names are added to the walls of the Cave of the Mother Wolf on Ganymede. In the unusual situation where the entire pack, matron included, make their final journey together, the she wolf mother superior herself will bless the final journey and engrave the cave.

In battle, the white faced Mourning Wolves howl as they charge their foes, seemingly heedless of danger or death. Many do not fear their end, choosing instead to stare it in the face, knowing that if they should perish, they will once again be embraced by their lost love. They carry a pair of signature weapons which they use to lethal effect as they spin, whirl and misstep their foe; working as tornados of destruction to obliterate any who cross their path. The first of their characteristic weapons, the Tangle Chain, is a set of weighted barbed links made of hardened steel. The Mourning Wolves use them to whip, distract, unbalance and entangle their opponents before enacting the deathblow with their second weapon, the trident Claws of the Wolf, which is used to slash open their enemy's neck or bowels and leave them to bleed out.

MOURNING WOLVES

M	CC	RS	ST	CON	WP	LD	W	A	PTS
5	15	12	9	8	14	16	1	10	55

TYPE: Troop (Wolfbane Warlord) or Support (MOW Warlord), Small Bases (30mm). Wolfbane.

SQUAD COMPOSITION: 1 Matron (Squad Commander) and 4 Mourning Wolves

SQUAD SIZE: 5-12 Mourning Wolves

EQUIPMENT: Wolf Claw & Tangle Chain

RANGED WEAPON:

Howler Grenade Launcher - Fragmentation Grenade

R	ST	RoF	AVV	TYPE
12/SE	12	1	0	Blast (G)

Passive: Slow to Reload: The RoF of the Howler Grenade Launcher cannot be increased by any means.

Passive: A Perfect Howler: The Howler Grenade Launcher may instead be loaded with any of the following grenades. This is declared before making a Ranged attack:

Howler Grenade Launcher - Smoke Grenade

R	ST	RoF	AVV	TYPE
12/SE	-	1	-	Blast (G)

Passive: Smoke Screen: Place a 30mm Smoke Screen token anywhere within 12" of the shooter and complete a RS test. If the test is failed, scatter the Smoke Screen token D20/4". Any ranged attack drawing LOS within 2" of a Smoke Screen token receives a -4 modifier to RS. Effects of the Smoke Screen tokens are not cumulative.

ARMOUR: Ballistic Resistant Leather and Amulets of Protection (Blast -2)

SQUAD UPGRADES: The squad may be increased by up to seven Mourning Wolves at 11 points per Model. 1 in 5 Models may be additionally armed with a Howler Grenade Launcher for 10 points. The Mourning Wolf Matron may be upgraded to Sheila McGregor for 25 points

Howler Grenade Launcher - Tangle Chain Grenade

R	ST	RoF	AVV	TYPE
FT	-	1	-	Blast (A)

Active: Tangle Chain Grenade: Turn to Burn 1 Resource Card to use the Tangle Chain Grenade. Every Model on a Small or Medium base under the FT must pass a Strength test or receive the Stun Effect.

CLOSE COMBAT WEAPON:

Wolf Claw & Tangle Chain

R	ST	RoA	AVV	TYPE
1	+2	2	0	Piercing

Passive: Web Of Steel: A Model with the Tangle Chain gains Impenetrable Armour(10) against Close Combat attacks.

Active: Entangle: Turn to Burn 1 Resource Card, at the beginning of a Mourning Wolf's Close Combat action and declare a Hold Him Down! action even if the action is in the target's Front Facing. This action does not require another friendly model engaged with the enemy model.

SPECIAL SKILLS: Contempt (Dark Legion), Fearless, Infiltrate, Dissention, Slippery

SHEILA MCGREGOR

M	CC	RS	ST	CON	WP	LD	W	A
5	16	12	9	11	16	16	2	10

TYPE: Mourning Wolf Squad Commander Upgrade, Unique. Wolfbane

EQUIPMENT: Violator Broadsword 'Gaul' and Tangle Chains, Howler Grenade Launcher.

ARMOUR: Ballistic Resistant Leather and Amulets of Protection (Blast -2)

CLOSE COMBAT WEAPON:

Violator Broadsword 'Gaul' & Tangle Chains

R	ST	RoA	AVV	TYPE
1	+4	1	3	Plasma

Passive: Web Of Steel: A Model with the Tangle Chain has Impenetrable Armour (10) against Close Combat attacks.

ADDITIONAL SPECIAL SKILLS:

Blood Frenzy, Star Struck, Talisman of the She Wolf, Whirlwind

Passive: Bloody Frenzy: Every Model in the Mourning Wolves squad joined by McGregor gains the Berserker and Dispersible special skills.

Passive: Star Struck: Models wishing to target McGregor with a Ranged attack must first pass a WP test. If they fail, they lose their Shooting action.

Active: Talisman of the She Wolf: Once per Game, Turn to Burn 1 Resource Card at the beginning of McGregor's activation phase. McGregor receives a +5 modifier to Armour Value.

Active: Whirlwind: Once per Game, Turn to Burn 1 Resource Card to perform the Whirlwind special Close Combat action. It may be initiated even when McGregor is not engaged. Place 4 Whirlwind tokens allocated as you wish on any enemy Model(s) within 4" of McGregor. A Model can receive more than 1 token. For each token allocated to the Model complete a CC test using McGregor's unmodified CC Value. For every successful test the Model receives a St13 Plasma AVV3 autohit. If the target Model is Stunned or Held Down! the autohit is St15. Remove the tokens as hits are resolved. McGregor is immune to Free Slash while completing the Whirlwind special action. On completion of the action place McGregor in CCWR with any of the surviving Models (McGregor's player choice). If there are no surviving Models McGregor does not move.

"...and that's when we buggered the Capitol bas 'tads right in their chops!" Seamus Fergan's loud voice rumbled over the crowd surrounding him. He roared with laughter, spilling beer down the front of his furs as it soaked through his thick beard. The huge man spied a small group of women wearing leather and furs enter the pub and make towards the other end of the bar. Straightening himself as best as he could, he addressed his compatriots, "Now, if ya 'll excuse me lads, ah've gotta go indra'duce me'self to those lovely ladies". Slicking back his shaggy hair with his beer and straightening his eyebrows with his thumbs, he sauntered over to the group of women, instantly recognising the nearest as the ex-film starlet, Sheila McGregor. He set his massive ale tankard down onto the bar next to her. The fiery-haired woman didn't seem to even notice him. "How's about you an' me get outta this dive and ah'll turn ya into a moaning wolf?" He made a vulgar thrusting action with his hips, but McGregor continued to ignore him. Undeterred, he leaned down towards her, his breath stinking of alcohol, "Ah I know who ya'are, lass, an' I think ah would give ya a night ta remember!" he reached his hand down and patted her leather-clad rear, "Alright sweet cheeks?" In a blur of motion, Sheila snatched his oversized tankard off of the bar and smashed it into the side of his head. The big man's head spun, teeth flying from his gaping maw to bounce along the bar counter. His eyes rolled to the back of his head and he toppled backwards, crashing down through a beer-soaked table to hit the sawdusted floor with an almighty crash. The woman stood over Fergan's unconscious bulk as the patrons of the pub turned to see the commotion. She tossed the dented mug at his chest as she leaned over the prone Wolfbane, her deep crimson mane draped in front of her face. "You're right." she said impassively, "Tonight certainly will be a night you'll never forget". Fergan's cohorts roared with laughter as Sheila kicked him hard in the crotch. She then turned and back heeled the lummo before returning to her pack.



WARHOUNDS AND HEADHUNTERS

To the uninitiated, all Wolfbanes seem the same. In fact, such a misconception has been used by the Wolfbane Commanders for centuries to misdirect, and then annihilate, many a naive opponent. When one takes a closer look, beyond the long hair and fur skins, it is clear to see that the Wolfbanes are loosely regimented into squads or units dependent on their skill set and martial effectiveness. Easy to spot are the Necromowers and Fenris bikers, but the infantry is equally differentiated, albeit in more subtle ways. The newer recruits, often known as Wolfbairns, form the second wave of an attack after the regular and more experienced Wolfbanes. The force Commander will generally pull the best of the best to his side, and such an honour drives the chosen into a furore of brutality as they act to defend him and the banner with which they have been entrusted. Commonly known as Berserkers, these men and women in action is a sight to behold. Additionally, seconded to many a squad, one may find the mystical Pathfinders or sword champions, the Vanquishers, who wield the two-handed Vengeance claymore as if it was as light as a Brotherhood Mortificator's Mortis sword. The hammer blow to any Wolfbane force though, is supplied by those known as the Warhounds and Headhunters.

Warhounds are a relatively rare sight on the battlefield for a number of reasons. Firstly, the battle-rune encrusted warhammers they carry are notoriously difficult and timely to produce. The forging process takes weeks to smelt out any possible impurities from the metal. Once that is finished, it is turned over to the Wolfbane Rune-sayers who encrust the hammers with the runes. Secondly the men capable of using such a weapon have to encompass a very specific profile. Each Warhound is a bear of a man, at least 250lbs of pure muscle powered by an oversized heart. Such strength, aerobic and anaerobic fitness is essential because each warhammer weighs almost as much as the man who wields it. Physical prowess is not the only thing needed by these tank hunters; key to a Warhound's ability to use their warhammer is attunement to the weapons inherent magick. Each ensorcelled hammer is infused with magick which the man-mountains evoke by repeating the Warhound's stanza: 'Beer I bring thee, Tree of battle, Mingled of strength and mighty of frame, Charms ye hold powered runes, Spells full good and destruction unleash'. Little remains of man or machine when the hammer blow strikes, but a shattered mess and magickal dissipation.

From among the most bloodthirsty warriors of the Wolfbanes society come the axe-wielding Headhunters. Relative outcasts of Wolfbane society, they tend to stick to those with similar sick interests and disposition. Few would choose to spend time with them anyway! Headhunters believe in a pseudo-religious cult, where the Magick of the Sentient is all empowering. The act of beheading their opponent in battle is the final crescendo of a complex ritualistic process which starts days before when they prepare their blade with ointments and balms made from specified mixes of the magickal elements. They prepare their own sentient form by bathing in the putrid blood of the beast and the boiled xylem fluid of the plant and by praying and meditating for many hours. When they enter the warzone they charge toward the enemy with a wild abandonment, craving the touch of magick to which they have an unquenchable thirst. The moment they behead their victim with their double handed waraxe, a blast of raw magick blasts over them, dilating their pupils and quivering their bodies. Once the rush has passed, the severed head is retrieved and attached to their belt. Throughout a prolonged battle each Hunter may collect a score of heads which they will either sell to the Rune Companies after the battle or use as makeshift grenades. Nothing could be worse than being blown apart by the severed head of your former comrade.

WARHOUNDS

M	CC	RS	ST	CON	WP	LD	W	A	PTS
4	15	10	11	13	15	17	3	14	150

TYPE: Support, Medium Bases (40mm). Wolfbane.

SQUAD COMPOSITION: 1 Warhound Squad Commander and 2 Warhounds

SQUAD SIZE: 3-6 Warhounds

EQUIPMENT: Aggressor Handgun and Nepharite Hammer

RANGED WEAPON:

Aggressor Handgun

R	ST	RoF	AVV	TYPE
12	12	2	0	Piercing (P)

Active: Shockwave Slam: Turn to Burn 1 Resource Card to declare a Nepharite Hammer – Shockwave Slam Ranged attack.

Nepharite Hammer - Shockwave Slam

R	ST	RoF	AVV	TYPE
FT	12	1	1	Blast

Passive: Unwieldy: RoF cannot be increased by any means.

CLOSE COMBAT WEAPON:

Nepharite Hammer

R	ST	RoA	AVV	TYPE
2	+4	2	4	Piercing

Passive: Concussive Blow: A model on a small or medium base must pass a Con test for every Wound Effect caused by this weapon. If the test is failed the model receives a Stun Effect.

Passive: Structurally Destructive: Critical Damage (2)

Active: Explosive Charge: Turn to Burn 1 Resource Card before making a Close Combat attack to use the Nepharite Hammer in its Explosive Charge Mode. If the Primary target model is hit in Close Combat, before resolving the hit using the Nepharite Hammer – Explosive Charge stat line, place the narrow end of

ARMOUR: Mk.1 Light Combat Armour (Blast -2)

SQUAD UPGRADES: The Warhound squad may be increased by up to three Warhounds at 50 points per Model.

the Small Flamer Template anywhere within the target model's base and the Nepharite Hammers CCWR. Rotate the template as desired ensuring the wide end of the template is not closer to the attacking Warhound model than the narrow end. Every model (including the original target) within the SF template instantly receives a St 12 Blast AVV2 autohit. This template attack may never be placed more than once per turn. The Warhound completing this template attack is unaffected by the Explosive Charge attack.

Nepharite Hammer - Explosive Charge Mode

R	ST	RoA	AVV	TYPE
2	+5	1	10	Plasma

Passive: Shape Charge: Critical Force (2) and Critical Damage (3).

Passive: Replaceable Charges: RoA cannot be increased by any means.

SPECIAL SKILLS:

Brutal, Fear (0), Fearless,

Relentless, Unfaltering Resolve

Passive: Unfaltering Resolve: Turn to Burn 2 Resource Cards at any time. All Warhounds from the squad ignore the effects of Critical Force(X) on all Wound Effects until the end of their next activation.



HEADHUNTERS

M	CC	RS	ST	CON	WP	LD	W	A	PTS
5	15	10	10	12	15	17	2	12	105

TYPE: Support, Medium Bases (40mm), Wolfbane

SQUAD COMPOSITION: 1 Headhunter Squad Commander and 2 Headhunters

SQUAD SIZE: 3-6 Headhunters

EQUIPMENT: Aggressor Pistol and Headhunter's Battleaxe

RANGED WEAPON:

Aggressor Pistol

R	ST	RoF	AVV	TYPE
12	12	2	0	Piercing (P)

SPECIAL SKILLS: Dissention, Fear (0), Fearless, Relentless, Slippery, Stay Frosty, Adrenaline, Grisly Trophy, Heal (0), Brutal

Passive: Adrenaline: All Headhunter Models ignore any Wound Effects caused by Ranged attacks on a roll of 1-8. Roll for this prior to Armour test and/or Heal rolls.

Passive: Grisly Trophy: If a Model on a Small or Medium base is removed from play due to a Wound Effect caused by a Headhunter in Close Combat, place a Severed Head token next to the Headhunter Model. Any Severed Head token grants the Headhunter the following Active and Passive special skills. Severed Head tokens remain in play until spent by that model.

- Passive: The Warrior's Prayer:** For each Severed Head Token allocated to a Head Hunter it receives a +1 modifier to the Fear and Heal Special Skill to a maximum of Fear (6) and Heal (6).
- Passive: Battle Hymn:** Spend one Severed Head Token this model may reroll any subsequent failed Adrenaline rolls until the end of the turn.
- Passive: Black Wind, Fire and Steel:** Spend 1 Severed Head token, This model receives a +1 modifier to Movement Value for each Severed Head token spent by this Headhunter Squad this turn up to a Maximum modifier of +2.

ARMOUR: Mk.1 Light Combat Armour (Blast -2)

SQUAD UPGRADES: The Headhunter squad may be increased by up to three Headhunters at 35 points per Model. Each Model in a Headhunter squad may be upgraded with up to 3 Severed Head tokens for 5 points per token.

CLOSE COMBAT WEAPON:

Headhunter's Battleaxe

R	ST	RoA	AVV	TYPE
1.5	+4	2	3	Piercing

Passive: Guillotine Axe: Natural rolls of 1 to 3 for a Close Combat attack are Power Shots and give this attack Critical Damage (+1).

- Passive: Blood of the Kings:** Spend up to 2 Severed Head tokens. For each token spent this model gains Critical Force (+1) and Critical Damage (+1)
- Passive: Screams of Blood:** Spend one Severed Head token, This model performs a Ranged attack with the Screaming Skull Ranged attack. Imbuing the head with their own blood Magick they animate the removed head making it scream as they throw it among the enemy. Each enemy model within the SE template takes a LD test. If failed they receive a Stun Effect.

Screaming Skull

R	ST	RoA	AVV	TYPE
ST/SE	-	1	-	Special (G)

*Man in Mirth
Is dear to kin
Yet must everyone
Betray the other
For that reason
The Light dooms
Wretched flesh
Be taken by the Cre

Prayer of
the HeadHunters*

STRATHGORDON VARG RIDERS

Imperial had a setback when the factory that makes engines and other parts for Fenris Bikes was destroyed. They used that event to slip some deadly new warriors into their forces as well. It appears they have been delving into the realm of genetic engineering. Introducing the Strathgordon Varg Riders!

These powerful units can spot rapid deployment troops with their enhanced senses, as well as make for powerful combatants in hand to hand. Being Wolfbanes, they are even loaned out as mercenaries to some of the other corporations as well (Cybertronic need not apply)!

M	CC	RS	ST	CON	WP	LD	W	A	PTS
7	15	10	9	12	15	15	3	15 (11)	65

TYPE: Support, Large Base (50mm), Wolfbane
One Strathgordon Varg Rider Model per Squad can be added as an Advisor to any Imperial MoW, Wolfbane, Capitol, Bauhaus, Mishima or Brotherhood Troop type Squads for 65 points.

SQUAD COMPOSITION: 1 Strathgordon Varg Rider Squad Commander

SQUAD SIZE: 1-6 Strathgordon Varg Riders

RANGED WEAPON:

Aggressor Handgun

R	ST	RoF	AVV	TYPE
12	12	2	0	Piercing (P)

CLOSE COMBAT WEAPON:

Violator Broadsword

R	ST	RoA	AVV	TYPE
1	+3	2	1	Piercing

Passive: Slash and Parry: When Engaged, the Model equipped with a Violator Broadsword gains Impenetrable Armour 10, or a (+2) modifier to its Impenetrable Armour, whichever results in a higher value.

Active: "Off With Yer Head!": Turn to Burn 1 Resource Card. The Violator Broadsword gains Critical Force (+1), its RoA is reduced to 1 and cannot be increased by any means. A CC roll of 1-3 while performing 'Off With Yer Head!' counts as a Power Shot.

EQUIPMENT: Violator Broadsword, Aggressor Handgun

ARMOUR: Thick Hide & Mk.I Light Combat Armour (Blast -2)

SQUAD UPGRADES: May add up to 5 Strathgordon Varg Riders for 65 points each

SPECIAL SKILLS: Fearless, Fear (1), Ranger, Predator Senses, Cavalry Charge, Out from the Mist, Wolf Bite, Nose to the Wind

Active: Cavalry Charge: Turn to Burn 2 Resource Cards. The Model receives the Engage Bonus to all Close Combat Attacks. This skill cannot be used at the same time as the "Off With Yer Head" weapon skill.

Passive: Out from the Mist: Any Model making a Ranged Attack against a Varg Rider receives a (-2) modifier to their RS.

Passive: Wolf Bite: When the Model performs a Close Combat Action, it gains an additional (costs no extra AP) Range 1, RoA 2, St 14 AVV0 Piercing attack. Its RoA cannot be increased by any means, and it cannot benefit from an Engage Bonus.

Passive: Nose to the Wind: When one or more enemy Models deploy within 6" from any Strathgordon Varg Rider Model in the Squad, the Varg Rider closest to the deployed Models and up to two other Models in the Varg Rider's Squad (chosen by the controlling player, including non-Varg Rider Models) can perform a free action, as if they were in Sentry. This action can be of the same type that they have already performed or will perform later this turn in their normal Activation. This additional action can also take the Models beyond the normal 2xM limit per turn.

HEDGEHOG 'NECROMOWER' ATV

Little more than four wheels, an engine, and an Ultracharger heavy machine gun bolted to some scaffold poles masquerading as a chasis, the Hedgehog 'Necromower' ATV is considered to be a high speed death trap by more sane Imperial forces. Originally developed by the Fergan Clan, with assistance of the Loughtons, to ranch cattle, a variant was quickly developed for military purposes. All variants of the Hedgehog and the Fenris Assault Bikes are among many of the small vehicles manufactured exclusively by the Crossely Motor Corporation, which is jointly owned by the Fergan and Loughton Clans.

Driven by highly skilled Wolfbane Light Cavalry, the Hedgehogs are able to deploy and assist anywhere on the battlefield due to their incredible speed and versatility. Even though it sports an Ultracharger heavy machine gun, a devastating weapon capable of reducing enemy units and other light vehicles to smoking ruins, most Hedgehog drivers bellow their battlecries, draw their claymores with one hand, and charge towards the enemy as fast as they can. It is not uncommon to see entire units of ATVs scythe through enemy infantry ranks like a knife through soft butter. The metal frames provide some protection from stray bullets, but it is the speed and agility of the vehicles that typically keeps them from becoming rolling fireballs.

At the Battle of Wake Ridge on Venus, the Imperial trench lines were dug in but unable to advance due to the murderous crossfire of their Bauhaus adversaries. It was a bloody fight, with neither side able to overpower the other. That was until a reinforcement of the 16th Wolfbane Light Cavalry showed up with their Hedgehogs in tow. The clansmen mounted up and charged across the killzone in a sonic boom of screamed warcries and high calibre autofire; the Hussar forces routed instantly only to be cut down in a hail of bullets and scything claymores.

The most notorious of all Hedgehog drivers, Seamus 'Shameless' Fergan, is a bear of a man who wears the pelt of a three hundred pound Martian Fox over his broad shoulders. There is only one thing larger than his girth and that is his arrogance. 'Shameless', a boisterous and misogynistic leech, can typically be found in the bar telling his tall tales at the top of his booming voice to whomever will listen, and many who really would prefer not to; tales of his glorious victories and often imagined, and always perverted, bedroom conquests. He has no problem letting people know that he is the heir of Crossley Motors, as his father is the majority shareholder (since marrying the Loughton heiress). All said though, even while drunk or hung over 'like a bitch', Seamus is an awe-inspiring driver. What is often considered erratic driving is actually point perfect vehicular control. As his Wolves roar towards the enemy battleline on their Hedgehogs, Fergan can be found at the front bellowing truly vile promises of what he will do to the enemy and their women. He is always first to smash into the enemy, his warhammer swinging; heads and body parts flying through the air or crushed under the spiked wheels of his personal Necromower, Betsy.

NECROMOWER

					1-10		11-14		15-18		19-20					
M	CC	RS	WP	LD	SP DRIVER /AV		SP WEAPON /AV		SP DRIVE SYSTEM /AV		SP ENGINE /AV		AV FRONT	AV BACK	AP	PTS
6	14	12	-	16	3	13	3	12	3	10	3	12	0	-4	4	80
					If SP=0 or less, the Vehicle counts as Destroyed but remains in play as a piece of Heavy Terrain.		If SP=0 or less, the Vehicle may no longer use its Main Weapon.		If SP=0 or less, the vehicle cannot move or pivot.		If SP=0 or less, the Vehicle explodes! Measuring from the hull of the Vehicle with a range of D20/4". Each Model within this range takes a S14 Piercing Autohit on a roll of 1-15.					

TYPE: Light Vehicle (Bike), No Base. Wolfbane

SQUAD COMPOSITION: 1 Hedgehog
ATV Squad Commander

SQUAD SIZE: 1- 4 Hedgehog ATVs

EQUIPMENT: Ultracharger HMG, Clansman's
Claymore

ARMOUR: Necromower Chassis (No negative
weapon type modifiers taken)

MAIN WEAPONS:

Ultracharger HMG				
R	ST	RoF	AVV	TYPE
18	13	5	3	Piercing (S)

Brainbuster Grenade Launcher				
R	ST	RoF	AVV	TYPE
12/LE	12	1	0	Blast (G)

Passive: Slow to Reload: The RoF of the Brainbuster Grenade Launcher cannot be increased by any means.

Passive: Neural Overload: Enemy non-vehicle Models within the template must additionally pass a Con test or receive a Stun effect. Stunned Models with Necrotechnology (2) must instantly make another Con test or receive a Wound with no Necrotechnology or Heal rolls allowed.

SPECIAL SKILLS: Spiked, Off Road
Suspension, Necromow, Nitro,

Passive: Spiked!: Models that come in B2B contact with a Necromower equipped with Bumper & Wheel Spikes while it is making the Necromow special action receive an additional -2 modifier to their Con test to avoid being hit. Maximum ST value of the Necromow action is increased to 16.

Passive: Off Road Suspension: This model reduces the AVV autohit for moving through light and heavy terrain by 2.

Active: Necromow: Turn to burn 1 Resource Card and spend 3 Action Points. Nominate a point on the Battlefield that is within LoS and the Necromower's Movement Value x3". The Necromower moves in a straight line towards nominated point. Every non-vehicle Model that comes into B2B contact with the footprint of the Necromower must pass a Con test or receive an autohit with ST equal to distance in inches between the start

SQUAD UPGRADES: May add up to three extra Hedgehog ATVs for 80 Points each. The entire squad may be equipped with Bumper & Wheel Spikes for 15 Points per Model, which gives the squad the Spiked! special skill. Any vehicle in the squad may replace its Ultracharger HMG with a Brainbuster Grenade Launcher for free. The Squad Commander may be upgraded to Seamus 'Shameless' Fergan for 45 points.

CLOSE COMBAT WEAPONS:

Clansman Driver's Claymore				
R	ST	RoA	AVV	TYPE
B2B	14	2	2	Piercing

Passive: Sweeping Advance: On the turn the Model with a Clansman's Claymore makes an Engage Action, it receives a +1 modifier to St and RoA.

Active: "Off With Yer head!": Turn to burn 1 Resource Card. The Clansman's Claymore gains Critical Force(+1), its RoA is reduced to 1 and cannot be increased by any means. CC rolls of 1-3 while performing 'Off With Yer Head!' count as a Power Shot. The Sweeping Advance special skill may not be used at the same time as Off With Yer Head!

point of the Necromow action and the base of the non-vehicle Model x2. The maximum ST of a Necromow action is 14. If the Con test is passed, the Model dodges the Necromower. Move the rammed Model the minimum distance needed to avoid the path of Necromower. The Necromow special move action continues until a Model on a Large Base, a vehicle or Impassable Terrain is in B2B or footprint contact with the Necromower or the target point is reached. The Necromow move action is a Fast Move action. Necromowers are immune to Free Slash while completing a Necromow Action.

Active: Nitro: Turn to Burn 1 Resource Card before making a Necromow special action. The Necromower receives a +1 modifier to MV. Wound Effects caused as a part of the Necromow Action have Critical Force(2).

SEAMUS 'SHAMELESS' FERGAN

M	CC	RS	WP	LD	SP DRIVER /AV		SP WEAPON /AV		SP DRIVE SYSTEM /AV		SP ENGINE /AV		AV FRONT	AV BACK	AP	
6	16	11	-	17	3	13	3	12	3	10	3	12	0	-4	4	

If SP=0 or less, the Vehicle counts as Destroyed but remains in play as a piece of Heavy Terrain.

If SP=0 or less, the Vehicle may no longer use its Main Weapon.

If SP=0 or less, the vehicle cannot move or pivot.

If SP=0 or less, the Vehicle explodes! Measuring from the hull of the Vehicle with a range of D20/4". Each Model within this range takes a S14 Piercing Autohit on a roll of 1-15.

TYPE: Hedgehog ATV Squad Commander Upgrade, Unique. Wolfbane

EQUIPMENT: Ultracharger HMG, Claymore Broadsword

ARMOUR: Necromower Chassis (No negative weapon type modifiers taken)

ADDITIONAL SPECIAL SKILLS:

Mastermower, Bellowed Warcry

Passive: Mastermower: A squad led by Seamus Fergan can be taken as a support choice in an army led by a Wolfbane Warlord, or as a Heavy choice in any Imperial army. If taken as a Heavy choice, the maximum squad size is increased to 9.

Active: Bellowed Warcry: Turn to Burn 2 Resource Cards at the beginning of the squad activation. Fergan and any friendly Hedgehog ATV within 4" receive an additional +1 modifier to Movement Value and RoA when completing a Necromow, Engage or CC action.

DIARY ENTRY OF MASTER C. M. POTTER, FIRST MATE OF THE IMPERIAL FRIGATE 'ELSA BETHANY'

As I hid in the shadows I begged to the Cardinal to spare me from the inevitable fate the darkness had brought me. The cretins were like little children of the damned, malformed and pestilent. When they first appeared in the ship galley we assumed they were under-nourished stowaways; the cook even offered them a morsel of dried meat. Little did he know that the meat they craved was his own, wet with life and hope. We ran! When we returned all that was left of the unfortunate soul was flesh stripped bones and a fractured skull licked clean of brain, blood and meat; that and three score of the devil's own bastard progeny.

I'm not a believer, yet still I prayed for the salvation of the Light. It never came! Instead the shadows answered my prayers, a shadow of black and grey, a shadow embellished with the Imperial icon. I watched as he butchered the Children of Ilan, burnt them, punctured them, I cried with joy as I watched my ebon-clad saviour do his work. When all was quiet, I crawled from my coward's nest, with one question on my lips... "Who are you?" The shadow turned towards me and looked at my filth encrusted form. He smiled and pointed to his head. Realisation hit me as I looked at his ink coloured beret, recognition flickered in my mind, then blasted me, a real life Black Beret. As I readied myself to thank him he put his finger to his lips, turned from me and disappeared back into the shadows. Thank you I mouthed, as tears of relief ran down my cheeks.