

ONLY WAR

The

TRISDEKAN PRIMER



Volume 3: Synerge Armoury

Version 2.0 - Konigstein, 2017-2020

TRAILING

CALIXIS SECTORIAL PASSAGE

RIMWARD

SUNO

MAGNA
STEBLANKA
DOCATERO
SEPARLUD

VICTORY & MORALITY

FELRO

TENMAILLOWE
Boss
SPO
PETT

INDAN

WHITHEAD

ALBRI

PUSANTILLA

EBELWEISS

ERCA

PRAMUACA

ITTOERCH

ASTERA & NAHP

GENTIAN

ALPHABEL

ARVICA

SYNERGE CLUSTER

VOSHKHOD

KATYSH

UHKOMUSH

NOCTMUSH

NIVA GUSTAV

NIVA CARL

NIVA

BELLAGIA

NUGGET

COIN

LUXX

SYNERGE CLUSTER

DEAD WORLD

FORGE WORLD

WATER WORLD

DEATH WORLD

FORTRESS WORLD

ICE WORLD

FEUDAL WORLD

FRONTIER WORLD

INDUSTRIAL WORLD

FORBIDDEN WORLD

GAS GIANT

ITLINING WORLD

SHRINE WORLD

SPECIAL

WAR WORLD

IXANIDAD SECTORIAL PASSAGE

COREWARD

SPINWARD

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What's In This Book

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

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

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

Happy campaigning!
-Konigstein, 2019

Volume 3: Synerge Armoury

The third volume of the Primer is, unsurprisingly, an armoury, containing detailed stats on all the pieces of weaponry and kit referenced in the previous two books. It also introduced a new Damage Type, and extensive rules for the customization and modification of weapons and vehicles. Lastly, you'll find a large section on Imperial artillery, and running artillery-related games.

For details on Subsector Trisdeka and character options, see volumes 1 and 2 of this series, respectively.

A note on Playtesting

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

Acknowledgements

This document has been a labour of love, but like so many labours of love it's by no means complete, and I hope to keep tweaking it as I go. Special thanks are absolutely in order to the good folks at Roll for Heresy, Ordo Discordia, to the ca/tg/irls and fa/tg/uys, to Swekky for kickass playtesting, HMJ for the field toilets, Messiahcide for his kickass subsector map and work on the Chemical damage, Akklonia for the art, and to the good folks of *Open Skies*, *Coffee and Explosions*, *The Raid on Cadorna Peak*, *Pour L'Empereur* and *Space Resistance*! for inspiring the documents that would become this one. I'd be remiss to not mention the writers at Fantasy Flight Games, who've created such a wonderful series of TTRPGs. Really sorry you lost the license.

If you like my work, and want to consider checking out some of my other projects or contributing any of your hard-earned shekels, check out my [Patreon](#). Yeah, I know. I gotta make money off my hobbies somehow.

Patron Roll of Honour

Extraordinarily special thanks to Alex H. and Miss Mae for their support.

Changelog

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Added two new Talents, including MARTIAL ARTS ACTION.

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

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

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

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

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

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

Many many many bits of editing, mostly on bits of gear and vehicles.

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

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

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

27/01/2019: Version 1.7 The "Twoish Year Anniversary" Update. Fixed the Flashfire talent so it actually makes sense for use with Flamers. Added new Sight weapon customizations.

Added 9 new planet-specific Talents. Added a sidebar on regiment fluff creation. Added a ton of new art by yours truly.

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

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

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

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

Chemical Damage

"All things are poison, and nothing is without poison; only the dose makes a thing not a poison."

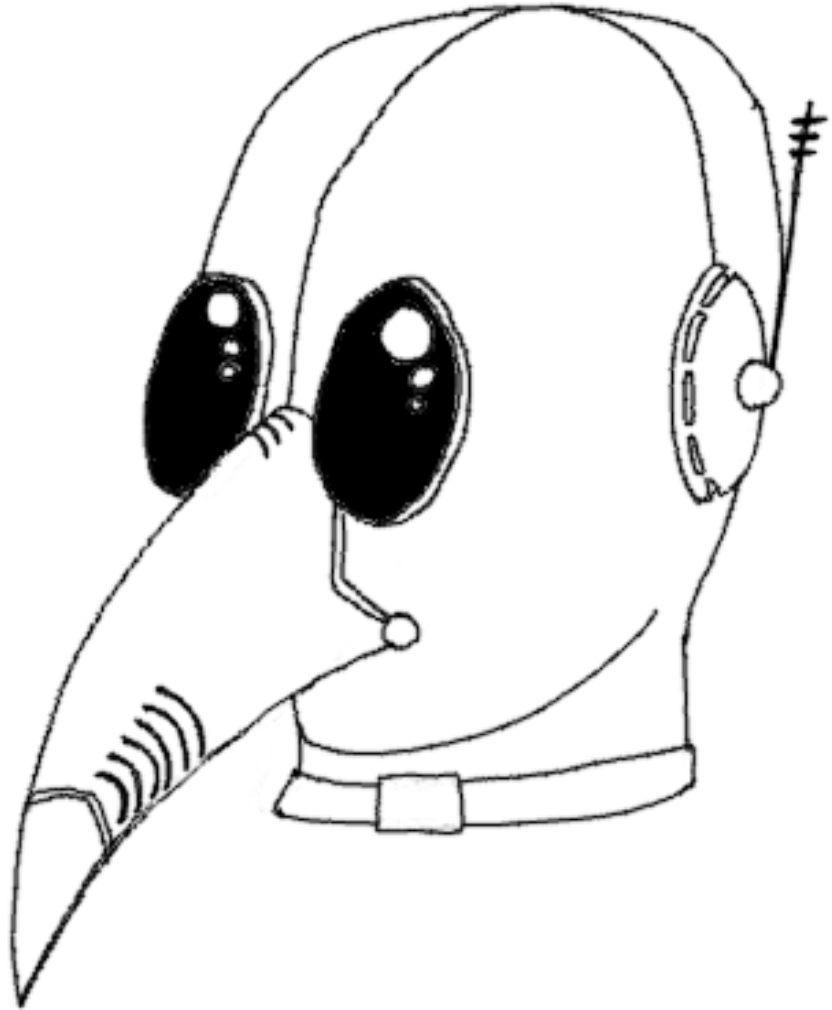
-Paracelsus

In the grim darkness of the far future, there's a lot that can make a living man dead, and toxins, venoms, poisons, plagues, radiation, chemical reactions, viral phages, fungal agents and charged-particle bombardment are but a tiny sampler. It doesn't make much sense that a weapon that fires poison darts would do Impact damage. Here, then is Chemical Damage, a new damage type for every kind of injury that makes targets melt, get poisoned, or develop excitingly aggressive cancer. Chemical Damage uses the damage type C (as opposed to E, R, X or I). Fun!

Retroactive Changes

Only War, and the FFG RPGs in general, contain a lot of different weapons which could be considered to have the Chemical damage type. It is up to the GM, in agreement with their players, what weapons exactly to Chem damage, and what one stick with Rending or Impact damage to represent poisons. Generally, though, any weapon with the Toxic quality, or one which specifically uses non-flammable chemicals to do damage, (like Bleeder Rounds) whether this quality is derived from the weapon's innate qualities, unusual

ammunition or a variant pattern, should use Chemical damage instead of its normal damage type.



Additionally, the Toxic Quality itself should be modified- instead of dealing extra damage with the same Type as the original weapon, Toxic deals the Chemical type. Bear in mind of course that these are suggestions- it's your game, bro, you do with it what you will.

Table 1: Chemical Critical Effects- Head

Critical Damage	Critical Effect
1	The target begins to feel a tingling or burning sensation on their face and becomes disoriented. They can take only a Half Action on their next turn as they recover their senses.
2	The attack splashes a nasty spray of chemical that seeps into the target's mouth, causing them to choke up. They are Stunned for one round.
3	The attack sears across the target's face, leaving a messy but superficial first-degree burn. Permanent scarring is very likely. The target suffers 1 level of Fatigue and must make a Challenging (+0) Toughness test or suffer 1d10 Fellowship damage.
4	The chemical seeps into the flesh, causing a rapid onset of necrosis, leaving the target disoriented and in agony. The target suffers 1d10 Perception damage and must make a Challenging (+0) Toughness test; if they fail, they lose an eye and permanently reduce their Fellowship characteristic by 1d5.
5	Even as the target begins to cough up blood, their flesh darkens as deep necrosis sets in. The target suffers 1d10 Perception damage and suffers a -10 penalty to Weapon Skill and Ballistic Skill tests on their next turn. Permanently reduce the target's Fellowship characteristic by 1.
6	The attack has seared directly into the target's eyes, causing shocking pain as their vision quickly fades into a grey fog. The target is Stunned for 1 round and is permanently Blinded. Permanently reduce their Fellowship and Perception characteristics by 1d5.
7	The target succumbs quickly to the fumes of the chemical and the reek of burning flesh, falling to the floor unconscious as they twitch wildly. The target is knocked Prone, and is considered Unconscious for 1d5 rounds. Permanently reduce their Perception and Intelligence characteristic by 1d10.
8	The target's brain succumbs to the incoming rush of chemicals and they fall to the floor unconscious, twitching wildly. They are knocked Prone, Stunned for 1d10 rounds and take 1d5 permanent Perception and Intelligence damage.
9	In a sickening display, the soft tissues in the target's face dissolve and melt away, dripping flesh and blood with a horrendous stench. As their cerebral fluid escapes their now vacant eye sockets they usher a final terrible shriek before hitting the ground dead. If the target burns a Fate Point to survive this horrible ordeal, they permanently reduce their Perception and Fellowship by 5.
10+	As above, except the process coats the area around the target with slick, foul-smelling goo. For the remainder of combat, anyone moving within 2 meters of this spot must make a Challenging (+0) Agility test or fall Prone.

Table 2: Chemical Critical Effects- Body

Critical Damage	Critical Effect
1	A splash of corrosive chemicals on the target's body emits fumes, stealing the air from his lungs and causing gurgling coughing. The target can take only a Half Action on their next turn.
2	The chemical causes fluid-filled blisters to erupt on the target's torso. They suffer 1 level of Fatigue and must make a Challenging (+0) Toughness test or suffer 1d5 Toughness damage.
3	The target is racked by heavy coughs and strained breathing as their flesh bleaches and lungs fill with fluid. The target is Stunned for 1d5-1 rounds and suffers 1 level of Fatigue.
4	The flesh of the target's torso begins to darken as necrosis sets in, forcing the character to vomit uncontrollably. The target suffers 2 levels of Fatigue and 1d5 Strength damage.
5	As the chemicals seep into the target's innards, they clutches themselves in agony as their muscles clench uncontrollably. Permanently reduce the target's Strength and Toughness by 1d5, and they can only take a Half Action on their next turn.
6	With an odorous sizzling, patches of the target's skin dissolve, leaving lesions of puss, flesh and caustic goo. The target suffers 1 level of Fatigue and can only take Half Actions for the remainder of combat.
7	With an agonizing scream, the target's breathing becomes labored as the chemicals corrode not only their flesh, but internal organs as well. Permanently reduce the target's Strength characteristic by 1d5. Until they receive medical attention, at the end of each of each round in which they took an action, roll 1d10. On a result of 1 or 2, the character dies instantly as a vital organ dissolves.
8	With severe necrosis setting in, and the target's flesh bleaching or darkening, their heartbeat begins to slow and stutter as anaphylactic shock sets in. The target suffers 3 levels of Fatigue and is Stunned for 1 Round. Permanently reduce their Toughness characteristic by 1d10.
9	The target is overcome by chemical poisoning as their circulatory and respiratory systems suddenly halt. Spewing out a gargled cough of blood and dissolved flesh, the character falls to the ground dead.
10+	As above, except the target's torso bursts and collapses, emitting a wretched and foul stench. Anyone within 1d10 meters away from the corpse must make a Challenging (+0) Toughness test or be Stunned for 1 round as they recoil from the horrendous sight and smell.

Table 3: Chemical Critical Effects- Arm

Critical Damage	Critical Effect
1	The target's arm spasms painfully as its muscles weaken. They immediately drop whatever they are holding in that hand.
2	The strike leaves a deep bruise that develops within moments of exposure, possibly causing muscle spasms. The target suffers 1 level of Fatigue.
3	The chemical solvent seeps into the target's arm, weakening their grasp as their muscles clench and tighten. The target is Stunned for 1 round and drops anything they were holding in that hand. Roll 1d10; on a result of 1, anything the target was holding in that hand is badly damaged and unusable until repaired.
4	The chemical leaves a darkening necrosis that scars the flesh of the arm. The limb cannot be used for any purpose until the target receives medical attention.
5	The attack leaves the target's arm a shriveled mess, riddled with splotchy chemical burns. Until the critical damage is healed, they take a -10 penalty to any Strength, Weapon Skill or Ballistic Skill tests, and cannot use the limb for any purpose.
6	The chemical shrivels the flesh of the target's hand even as it wrenches into a hideous rictus contraction. This may cause permanent injury. The target must make a Challenging (+0) Toughness Test. If they succeed, the hand cannot be used until they undergo healing. If they fail, they permanently lose the use of the hand.
7	With a sickening sound, the hand of the target's arm slowly and painfully rips free as tendons and muscles dissolve. The target loses the hand and takes 1d10 Strength damage. They must immediately make a Challenging (+0) Toughness test or suffer the Blood Loss Condition.
8	The target's arm melts away completely, leaving a gore-filled socket. The target loses their arm and takes 1d10 permanent Weapon Skill and Ballistic Skill damage. They are now suffering from Blood Loss.
9	In a horrifying display of gore, the corrosive chemical sloughs the flesh and tendons from the bone, leaving tenuous strands of tissue dangling from the shoulder. The target must immediately make a Challenging (+0) Toughness test or die from shock. If they survive, they are Stunned for 1d10 rounds, lose the arm, and suffer Blood Loss.
10+	As above, except the attack melts the arm into an almost liquified slush and sends the target crumbling to the ground. They immediately die from shock, their face frozen in twisted agony.

Table 4: Chemical Critical Effects- Leg

Critical Damage	Critical Effect
1	The muscles in the target's leg seize up momentarily, causing them to stumble. They are knocked Prone.
2	The target's leg sprouts a patch of painful fluid-filled boils that make movement painful. The target is Stunned for one round. They must also make a Challenging (+○) Toughness Test- if they fail, they can only make Half-action moves for a number of rounds equal to their Degree of Failure.
3	The target's leg twists and convulses under a series of crippling muscle spasms. They take 2 Fatigue and are knocked Prone.
4	The skin on the target's leg blooms with internal bleeding as their circulatory system begins to collapse. They reduce their Agility by 1d10.
5	The attack withers the muscle's in the target's leg, laming them. They halve their movement speed and take a -20 on Agility tests until they receive medical treatment.
6	The target's leg sprouts hundreds of awful, oozing blisters as their skin and muscle corrodes away. They are Stunned for 1d5 rounds and must make a Challenging (+○) Toughness Test. If they fail, they take 2d10 permanent Agility damage.
7	Chemical burning severs the tendons in the target's leg with a wet snapping noise. They are knocked Prone, take 1d10 permanent Agility damage and cannot move until they receive medical treatment. They must also make a Challenging (+○) Toughness Test or lose the leg permanently.
8	The target's leg is seared through and the exposed bone snaps, leaving behind a jagged stump of bone. The target loses the leg, and they suffer from Blood Loss.
9	The bones in the target's leg bend, twist, and slough away, leaving them with nothing but an oozing stump. They must make a Challenging (+○) Toughness Test or die from shock. If they succeed, the leg is lost, they are stunned for 2d5 rounds, and they suffer from Blood Loss.
10+	As above, except the target dies immediately from shock, landing in the puddle left by their limb. Their body twitches a few times, then lies still.

Armoury I- Weaponry

"Melius armis, victor melius"

-Motto of the Edelweiss Kurassiers
Logistical Corps

Logistics in the Synerge Cluster

As a backwater subsector largely out of the way of any major conflict, many of the worlds in Subsector Trisdeka receive little by way of military material support from the Munitorum. While several, including Bellagia, Katyush and Niva Gustav possess their own manufacturing facilities and STC-derived blueprints and plans, others are forced to improvise and rely on their own scrounged or scavenged arms, often purchased through backroom channels or via less than scrupulous Rogue Traders.

The Availability values for all weapons in the following section are those that would apply within a regiment normally using that weapon. For, say, a Tennenlowe regiment scavenging Dolcatteran weapons, the Availability of the weapons would decrease.

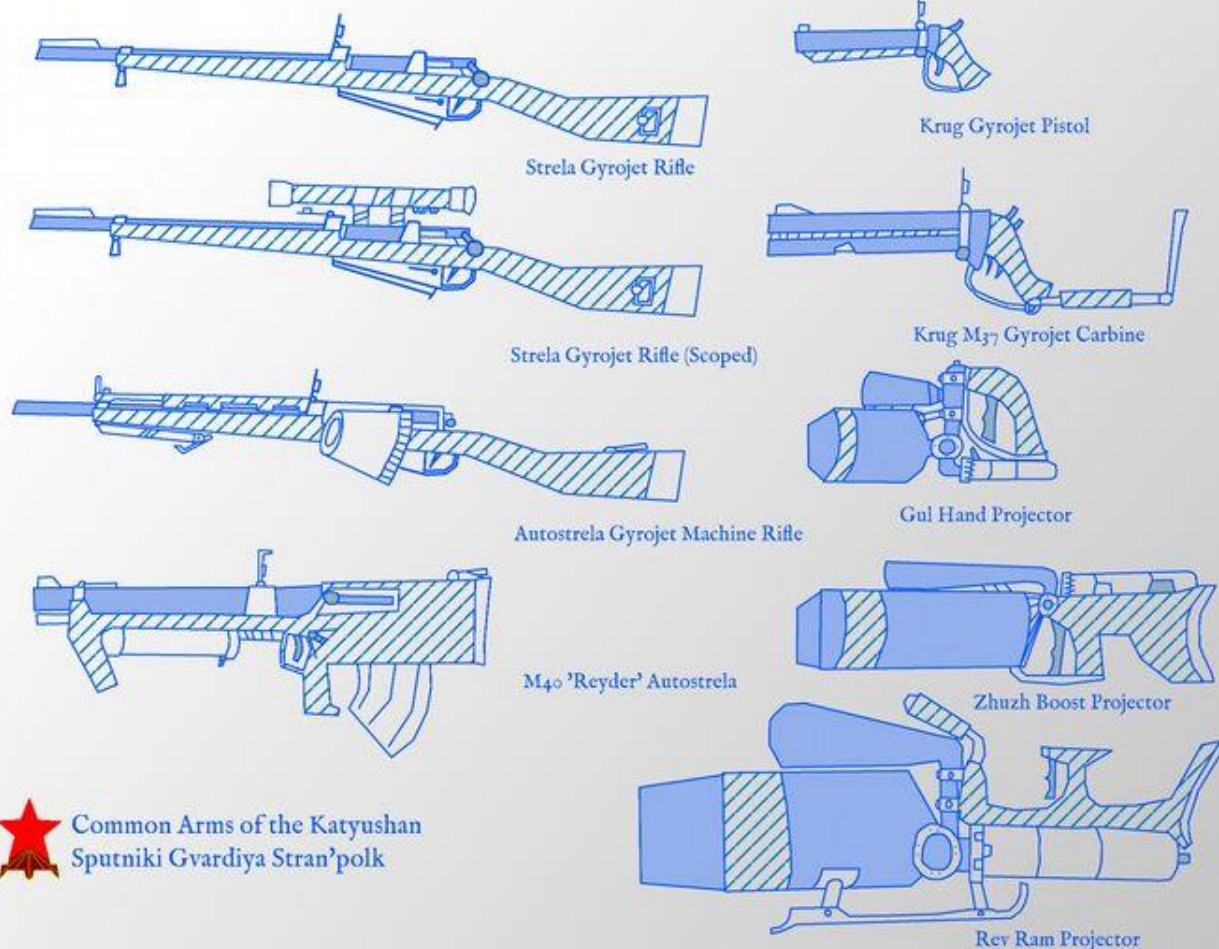
Weapon Qualities

Black Promethium: Black Promethium is an extraordinarily volatile and powerful incendiary by any standard, but its sheer instability makes it a risk to the user. A Black Promethium weapon increases the damage done by the Toxic quality by 1, and the Armour damage done by the Corrosive quality by 1. When the user of a Black Promethium weapon is hit with any kind of Energy damage or is set on fire, roll 1d100: on a roll of 75 or above, all ammunition and weaponry on their person with the Black Promethium quality immediately detonates,

dealing damage as it would in a normal attack.

Discharge: This weapon occasionally creates high-voltage electrical arcs as it overloads. A weapon with this quality discharges on attack rolls of 91 or higher- the wielder suffers 1d5 Energy damage with the Shocking quality to their Arms, ignoring Armour but not toughness. Additionally, the weapon generates a Haywire (5) field centered on the user (a Haywire field with a radius of 5m). Roll on the Haywire Field Effects Table as normal for all electronic devices within range, excepting the weapon that generated the Haywire field. A Discharge weapon can be fired again on the turn after it has Discharged. Any circumstance that would normally cause this weapon to jam instead causes it to Discharge.

Infiltrator: This weapon is designed to fire a specially-loaded subsonic round which creates no sonic boom upon exiting the weapon's action. Further, its barrel is encased in mechanical baffles or other sound-dampening systems that make it almost inaudible when firing, as well as reducing its recoil. Weapons with this quality gain all the advantages of weapons equipped with Silencers; however, they are incapable of hitting targets beyond their maximum listed Range. After resolving damage normally against an Unaware target, an Infiltrator weapon does 1d10 extra damage, ignoring Armour. This additional damage can trigger Righteous Fury.



Gyrojet: This Katyushan weapon uses a small solid-tipped rocket instead of a conventional bullet, a design which provides significant stopping power and range compared to a standard autogun round, but carries with it several drawbacks. A weapon with this **Quality** reduces its Penetration by 1 at Short Range, and to 0 at Point-Blank Range, but increases it by 2 at Long and Extreme range. It also gains a +10 bonus to hit at Long and Extreme range.

Streltsy: These weapons are literal antiques, seldom fielded except on ceremonial occasions, and full of historical and

legendary inspiration for the Katyushans. Any Katyushan character within line of sight of someone wielding a Streltsy weapon gains a temporary +5 to all Willpower and Ballistics Skill tests (with the obvious exception of the wielder themselves). The bonus from multiple Streltsy weapons stacks, to a maximum of +15.

Thrust Jet: This weapon is a modified rocket or pulse-jet engine, firing a long cone of superheated exhaust gases with devastating results but massive recoil. Thrust Jet weapons function as if they had the Spray quality, but hit all targets in a line

with a length equal to the weapon's range. Thrust Jet weapons have +1 Penetration at point-blank range. On a jam the user of one such weapon must make an Ordinary (+10) Strength test or be Stunned for one round from whiplash. Failing this test by more than one Degree extends the duration of the Stun to 2 rounds.

Twin-stage: This weapon's projectiles incorporate a small secondary rocket engine to give the round an extra kick at the end of its ballistic arc. A weapon with this Quality gains a +2 to its Penetration at Long ranges. If a Twin-Stage weapon hits any target and does not do damage, the shot ricochets- roll on the Scatter diagram, and the round continues to the end of its range in that direction until it hits another target. If the attack roll on such a ricochet scored more than two Degrees of Success, the firer can choose to modify the Scatter roll by a number up to their Ballistic Skill Bonus. A Twin-stage round can bounce between multiple targets in this way. Weapons with the Twin-stage Quality cannot also have the Blast Quality.

Gyrojet Weapons

The two pillars of Katyushan military doctrine are range and accuracy, and their native weapon designs are built around this. Though they do not fire conventional solid projectiles, these weapons function similarly to normal slug-throwers or autoguns and thus require the Weapon Training (Solid Projectile) Talent to use.

Krug Pistol: A single-shot, break-action pistol that fires a single heavy rocket round.

Can also fire most common signal flare types.

M37 Strela: A simple, bolt-action long rifle that fires rocket-powered bullets with a great deal of force. Comes attached with an integrated Telescopic Sight as standard, which can be removed with a Difficult (-10) Tech-Use or Trade (Armorer) test.

Krug M37 Carbine: A lengthened, double-barreled version of the Krug pistol with a folding stock, designed for use by vehicle crew. Can be wielded one-handed at a -10 penalty.

M37 Autostrela: Uses the same frame as the conventional Strela, but adds a simple gas piston and a box magazine, making it a powerful if slow-firing automatic. Comes standard with an integrated bipod.

M40 "Reyder" Autostrela: Combining offworld compressed air gun technology with gyrojet ammunition, these complicated but powerful semiautomatic rifles are only issued in small numbers to the most elite Advance Spotter companies. Though the redesigned sabot rounds they use hit well above their size, their unusual shape makes them incompatible with the range of specialty ammunition used in more traditional weapons. Comes attached with an integrated Telescopic Sight as standard, which can be removed with a Difficult (-10) Tech-Use or Trade (Armorer) test.

M40 "Drotik" Antitank Rifle: Derived from the prototypes of what would become the Reyder, the Drotik is a heavy anti-materiel rifle used for long-range precision

Table 5: Gyrojet and Solid-Projectile Weapons

Name	Class	Range	RoF	Dam	Pen	Clip	Rld	Special	Wt.	Rarity
Krug Pistol	Pistol	60m	S/-/-	1d10 + 4 I	3	1	Half	Gyrojet, Reliable	1kg	Common
Welreus Commando Pistol	Pistol	20m	S/-/-	1d10 + 3 I	0	8	Full	Infiltrator, Reliable	1kg	Rare
Strela	Basic	120m	S/-/-	1d10 + 5 I	3	5	2 Full	Gyrojet, Reliable	7kg	Average
Krug M37 Carbine	Basic	100m	S/2/-	1d10 + 4 I	3	2	Full	Gyrojet, Reliable	3kg	Average
M40 "Reyder"	Basic	100m	S/3/-	1d10 + 4 I	4	30	Full	Gyrojet, Proven (3), Twin-Stage	5kg	Rare
Delileus Commando Stubber	Basic	200m	S/3/-	1d10 + 4 I	2	10	Full	Infiltrator, Reliable	4kg	Rare
Autostrela	Heavy	120m	S/3/5	1d10 + 5 I	6	15	Full	Gyrojet	9kg	Average
Combilauncher (Gun)	Heavy	100m	S/3/10	1d10 + 3 I	0	20	Half	-	15kg	Very Rare
Combilauncher (Launcher)	Heavy	150m	S/-/-	1d10+8 X	7	1	2 Full	Blast (3), Concussive (0)	15kg	Very Rare
Drotik	Heavy	150m	S/-/-	1d10 + 8 I	8	3	2 Full	Gyrojet, Accurate	12kg	Rare

marksmanship in situations where a standard Strela simply won't cut it. It incorporates a compressed-air accelerator system like the Reyder, as well as an extremely lengthened bull barrel and an oversized action. Drotiks can load Kulak rounds without reducing their Clip Size. Drotiks come equipped with a Bipod and Telescopic Sight as standard, which can be removed with a Difficult (-10) Tech-Use or Trade (Armorer) Test.

Solid-Projectile Weapons

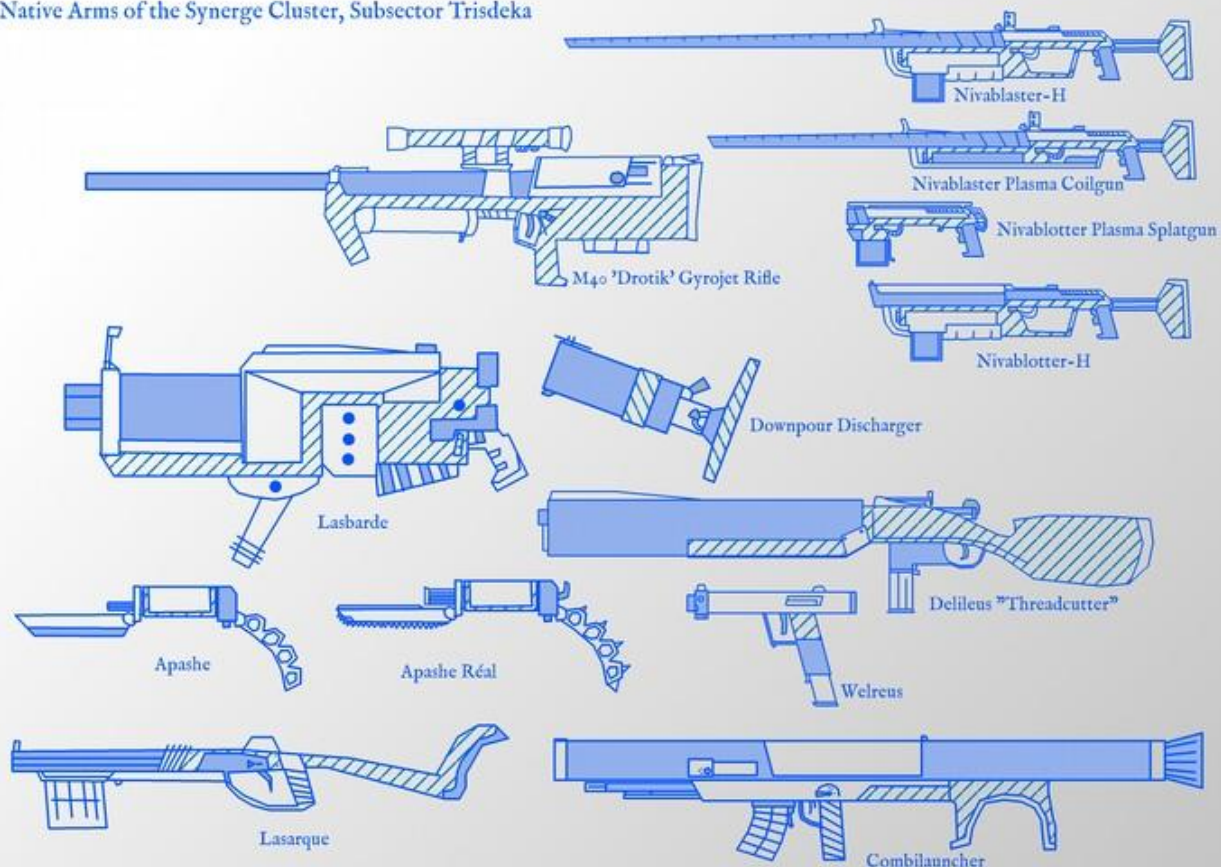
The most ubiquitous and simple of the Imperium's modern weaponry, the following equipment requires the Weapon

Training (Solid Projectile) Talent to operate.

Welreus-Pattern Commando Stub Pistol: Frequently used by the Katyushan Advance Spotters and a variety of Bellagian regiments that focus on infiltration rather than overt action, the bolt-action Welreus is a simple but extremely effective infiltrator's weapon found across the sector. Though not particularly damaging, its concealability and reliability make it a valuable tool when discretion is needed on the battlefield.

Delileus "Threadcutter" Commando Stubber: Another popular weapon amongst Advanced Spotters, dozens of different

Native Arms of the Synerge Cluster, Subsector Trisdeka



Delileus variants exist across Subsector Trisdeka, a testament to the ease of construction of these primitive but surprisingly effective stubguns. Normally bolt-action, they make excellent long-range sentry-killers, allowing highly mobile forces some modicum of firepower with very little noise.

Niva-Pattern Combilauncher: A curious combination of autogun and light recoilless rifle, the Combilauncher was intended to give PDF troops light anti-tank firepower in a portable package. Though it achieved this, it is a bulky and uncomfortable weapon to wield. However, the design's simplicity and ease of manufacture has seen it slowly spread across the Subsector. A Combilauncher requires either Launcher or Solid-Projectile Weapon Training to

operate- one of the weapons' integrated systems can be operated without having training in the other.

Las Weapons

Modified or rare versions of the Imperial Guard's classic Lasgun, these weapons require the Weapon Training (Las) Talent to operate.

Apashe: A native Edelweiss las weapon, the Apashe is a curious and unwieldy folding weapon that combines a trench knife and a compact laspistol into a single package. Though difficult to operate without finesse, these standard-issue Kurassier arms are excellent in close quarters. An Apashe can be used in melee as if it were a Warknife.

Table 6: Las, Flame and Plasma Weapons

Name	Class	Range	RoF	Dam	Pen	Clip	Rld	Special	Wt.	Rarity
Gul-Model Hand Projector	Pistol	15m	S/-/-	1d10 + 4 E	2	2	2 Full	Flame, Thrust Jet	4kg	Scarce
Apashe	Pistol	10m	S/-/-	1d10 + 4 E	0	5	Full	-	0.5kg	Scarce
Apashe Réal	Pistol	20m	S/2/-	1d10 + 4 E	6	5	Full	-	1kg	Near Unique
Nivablotter	Pistol	15m	S/2/-	1d10 + 5 E	4	8	2 Full	Scatter, Discharge, Maximal	5kg	Very Rare
Zhuzh-Model Boost Projector	Basic	25m	S/-/-	1d10 + 5 E	2	4	2 Full	Flame, Thrust Jet	7kg	Scarce
Thermovortex	Basic	15m	S/-/-	1d10 + 3 E	4	6	3 Full	Blast (3), Concussive (0), Inaccurate, Flame	6.5kg	Very Rare
Lasarque	Basic	50m	S/2/-	1d10 + 5 E	2	15	Full	Inaccurate	2.5kg	Common
Gambler-Pattern Lasgun	Basic	100m	S/3/-	1d10 + 1d5 E	1d5	50	Full	Unreliable	4kg	Common
Faucon	Basic	80m	S/2/3	1d10 + 4 E	2	20	2 Full	Reliable	7kg	Rare
Nivablaster	Basic	120m	S/2/-	1d10 + 6 E	6	20	3 Full	Maximal, Discharge	20kg	Very Rare
Lasbarde	Heavy	100m	S/-/-	3d10 + 10 E	10	3	2 Full	Proven (3), Inaccurate	25kg	Very Rare
Rev-model Ram Projector	Heavy	35m	S/-/-	1d10 + 5 E	4	8	2 Full	Flame, Thrust Jet	50kg	Rare
Nivablaster-H	Heavy	120m	S/3/-	1d10 + 8 E	8	20	3 Full	Maximal, Discharge	30kg	Extremely Rare
Nivablotter-H	Heavy	50m	S/3/-	1d10 + 8 E	6	16	3 Full	Maximal, Discharge, Scatter	25kg	Extremely Rare
Saxifrage PDS	Heavy	300m	S/-/-	2d10 + 5 E	7	1	Full	Recharge, Inaccurate	30kg	Near Unique

awarded to the finest Edelweiss warriors, for they must be delivered by the acclaim of their regiment. Their general structure is comparable to an oversized standard Apashe, but their laspistol component utilizes a hotshot design and their trench knife is replaced with a miniaturized chain weapon. An Apashe Réal can be used in

Lasarque: The Lasarque is a common Edelweiss variant on the standard Imperial Lascarbine, tuned for maximum firepower at short ranges and when fired from a mounted position. The resultant weapon has a distinct curving stock designed to brace against the forearm, and a barrel assembly so short the focusing lenses are

practically exposed. A Lasarque can be fired one-handed at a -5 penalty.

Gambler-Pattern Lasgun: Rebuilt from castoff second-hand lasguns of various different models, the Gambler represents the main weapon of Bellagia's penal troops. The main modification to the Gambler is its unstable power regulator, which makes each shot hit with wildly varying power and focus- every shot is made to test the user's luck.

Faucon: A rarer Edelweiss las weapon used by some infantry units, the Faucon could be described as a laser battle rifle, with an emphasis on damage per shot and, unusually for a las weapon, an automatic fire rate.

Lasbarde: Essentially a cut-down lascannon, the Lasbarde is designed to be mounted on the saddle of a large Edelweiss Querl or other military mount. It trades off long-range firepower for portability and ease of use on the move. Lasbardes come with a built-in Saddle Weapon Mounting.

Flame Weapons

Though the roaring, back blast-generating pulse rocket flamers of Katyush are a highly unconventional design, they can be operated by a character with the Weapon Training (Flame) talent.

Gul-model Hand Projector: A small but potent hand flame weapon with a nasty kick, used as a last-ditch weapon by Field Engineers and Advance Spotters. Guls are deadly in close quarters, though their high

fuel consumption and small internal tanks are a frequent subject of complaint.

Zhuzh-model Boost Projector: A medium-weight pulse rocket weapon fondly nicknamed the "Bonerattler" by its pyromaniac operators for its incredibly loud vibration on firing. Zhuzh are regarded with some suspicion by regular Katyushan troops, as their distinctive noise is often a sign that enemy troops are approaching a fortified trench line.

Rev-model Ram Projector: Uncommon due to their great size, these massive pulse rocket weapons can send even the heaviest targets flying. Targets that fail their Agility test to catch fire when hit with this weapon are also knocked Prone. Firing a Ramjet Projector unbraced requires a Very Hard (-30) Strength test in addition to the normal penalties to Ballistics, even if the firing character has the Bulging Biceps talent. If the test fails, roll on the Scatter Table- the out-of-control recoil causes the weapon to fire in that direction instead.

Thermovortex Gun: Manufactured in Ixaniad, these unusual flame weapons see some use by the Bellagians and Tennanlowers, who appreciate their relative lightness compared to conventional flamers. They employ a compressed air tank to fire a vortex of powdered thermite towards their target, which is then ignited by a low-power las-bolt, causing a pulse of violently superheated air that can knock a target off their feet. Though less devastating and significantly less intimidating than a Flamer, they are much easier to control.

Plasma Weapons

The following weapons require the Weapon Training (Plasma) Talent to operate.

Nivablaster Plasma Coilgun: One of the least dramatically unsuccessful designs recovered by the infamously eccentric techpriests of Forgeworld Niva Gustav, the Nivablaster is a distinctively long-barreled and bulky weapon that does away with many of the downsides of conventional plasma guns- but not without compromise. The Nivablaster uses an explosively-driven piston to compress hydrogen gas into a superdense state, and recycles waste heat from the explosion to power a series of magnetic coils that accelerate the gas down the barrel, superheating it into plasma in the process. The resultant weapon is significantly less prone to injuring its users, as the plasma only becomes dangerously hot as it is already leaving the weapon. However, the sudden power surges through the weapon's electrical coils can wreak havoc with any kind of uninsulated electronics. The wider Mechanicus was quick to condemn the Nivablaster as a dangerously uncontrollable weapon, but the Nivans still produce them in significant numbers, happy so long as they are never, ever used in proximity to Nivan facilities or Skitarii.

Nivablotter Plasma Splatgun: An offshoot of the development of the Nivablaster, the Nivablotter is a pistol-sized plasma weapon that, while compact, suffers at long ranges. Its extremely short focusing coils project a semi-coherent blob of plasma instead of a proper bolt. While still hot enough to burn

and damage a wide area, the projectile dissipates soon after leaving the barrel.

Nivablaster-H: The heavy/vehicle variant of the standard Nivablaster has a significantly longer barrel capable of launching an extremely powerful bolt, though it still suffers from the same electrical discharge issues as the smaller variant.

Nivablotter-H: Little more than a Nivablaster-H with a sawn-off barrel and heavier focussing coils, this heavy weapon is effectively a massive plasma shotgun, very popular amongst the soldiers of Maniple 931 as a room-clearing weapon.

Saxifrage Plasma Delivery System: The answer to a question no one asked, namely 'how do I shoot someone a kilometer away with a plasma gun', the Saxifrage PDS is of uncertain origin, as its design matches none from Niva or from the Ixaniad or Calixis sectors. Some even believe the design might have been pulled from the icy surface of Alphubel. A hugely oversized sniper's weapon, its electromagnetic catapult hurls a compact plasma canister towards its target, which discharges in midair, creating a focused plasma bolt that can strike over vast distances. Unfortunately, the projectile system is notoriously hard to aim, slow to reload, and functionally useless unless it has had time to charge in-flight. A Saxifrage reduces its Penetration to 0, rolls d5s for damage and changes its damage type to Impact if fired at any target within Close range.

Table 7: Low-Tech Weapons

Name	Class	Range	RoF	Dam	Pen	Clip	Rld	Special	Wt.	Rarity
Sling	Basic	SB x 20	S/-/-	1d5 I	2	1	Full	Reliable	0.5kg	Plentiful
Nivan Scrap Bow	Basic	30m + 10xSB	S/-/-	1d10 + 1 R	0	1	Full	Crippling (1)	10kg	Average

Low-Tech Weapons

These weapons require the Weapon Training (Low-Tech) Talent to operate.

Sling: One of the simplest possible ranged weapons, slings of some kind or another are found on nearly every world in the Imperium. Though primitive, the projectiles they throw are extremely fast and deal surprising damage even through armour. A Sling adds its user's Strength Bonus to its Damage like a melee weapon. The listed stats are for a sling firing lead bullets- for a sling firing rocks, reduce the weapon's Penetration to 0. A Sling can be loaded with grenades, but it reduces its Range to the user's Strength Bonus x 10.

Nivan Scrap Bow: A heavy recurved longbow made from tank suspension elements and high-strength pneumatic jacks, these massive weapons fire wickedly sharp serrated arrows with surprising force. This weapon adds the user's Strength Bonus to its damage.

Blackpowder Weapons

From the ornate but unreliable muskets of Dolcaterro to the strange firework-like rocket bows of Katyush, these weapons require the Weapon Training (Blackpowder) Talent to operate.

Strelet Rocket Handbow: A light hand crossbow firing a pair of primitive rocket arrows. Unpredictable but dangerous.

Strelet Rocket Musket: Little more than a lightweight metal tube packed with rocket arrows, these weapons are as ornate as they are impractical.

Dvina Rocket Bow: An ancient but surprisingly effective weapon, firing a single heavy rocket-assisted arrow to devastating effect. If a Dvina should misfire, the user and everyone within a 3m cone behind him takes the weapon's damage as the aged rocket motor explodes.

Seven-Barrel Gun: A mighty weapon for only the strongest soldier, this heavy musket fires seven barrels simultaneously in a spread with devastating effect.

Flintlock Carbine: A lighter variant of the flintlock musket, the carbine is often found used by cavalymen or artillery troops on feudal worlds for whom a long weapon would be too unwieldy. A flintlock carbine can be wielded one-handed at a -10 penalty.

Flintlock Blunderbuss: A more primitive version of the classic shotgun, the blunderbuss' distinctive funnel-shaped

Table 8: Blackpowder Weapons

Name	Class	Range	RoF	Dam	Pen	Clip	Rld	Special	Wt.	Rarity
Strelet Rocket Handbow	Pistol	50m	S/2/-	1d10 + 3 I 0	2		Full	Proven (2), Blast (1), Streltsy	5kg	Rare
Flintlock Revolver	Pistol	15m	S/-/-	1d10 + 2 I 0	6	5	Full	Primitive (8), Inaccurate, Unreliable	3kg	Rare
Superposed Pistol	Pistol	15m	S/4/-	1d10 + 2 I 0	4	-		Primitive (8), Inaccurate, Unreliable	3.5kg	Extremely Rare
Horse Pistol	Pistol	30m	S/-/-	1d10 + 3 I 0	1	3	Full	Primitive (9), Inaccurate, Unreliable	4kg	Rare
Howdah Pistol	Pistol	20m	S/2/-	1d10 + 3 I 0	4	6	Full	Primitive (8), Inaccurate, Unreliable	8kg	Rare
Strelet Rocket Musket	Basic	100m	-/-/3	1d10 + 2 I 1	9	2	Full	Proven (2), Inaccurate, Streltsy	10kg	Rare
Flintlock Carbine	Basic	20m	S/-/-	1d10 + 3 I 0	1	4	Full	Primitive (8), Inaccurate, Unreliable	6kg	Common
Flintlock Blunderbuss	Basic	10m	S/-/-	1d10 + 3 I 0	1	5	Full	Inaccurate, Unreliable, Scatter	7kg	Plentiful
Flintlock Rifle	Basic	60m	S/-/-	1d10 + 3 I 0	1	6	Full	Accurate, Unreliable	7.6kg	Rare
Wheellock Repeater	Basic	30m	S/4/-	1d10 + 3 I 0	16	-		Primitive (8), Inaccurate	7kg	Very Rare
Seven-Barrel Gun	Heavy	30m	S/-/-	1d10 + 9 I 1	1	6	Full	Blast (1), Inaccurate, Unreliable, Scatter	10kg	Rare
Dvina Rocket Bow	Heavy	80m + 10xSB	S/-/-	2d10 E	4	1	Half	Indirect (3), Blast (2), Streltsy	2.5kg	Extremely Rare
4-Bore (Slug)	Heavy	50m	S/-/-	1d10 + 8 I 2	1	5	Full	Felling (2), Concussive (0), Unreliable	12kg	Very Rare
4-Bore (Shot)	Heavy	20m	S/-/-	1d10 + 8 I 1	1	5	Full	Felling (2), Concussive (1), Scatter, Unreliable, Inaccurate	-	-
Charger Gun	Heavy	40m	S/-/-	1d10 + 4 I 0	10	4	Full	Primitive (9), Inaccurate, Unreliable, Crippling (2)	25kg	Very Rare
Chambers Gun	Heavy	35m	-/-/5	1d10 + 3 I 0	70	-		Primitive (9), Inaccurate, Unreliable, Storm	30kg	Near Unique

barrel makes it easy to load in a large quantity of lead shot, nails, scrap metal or miscellaneous junk instead of a single ball.

Flintlock Revolver: This slight step up from the flintlock pistol is much less stable than its stub counterpart. If a flintlock revolver jams on an unmodified roll of 00, a number of targets within its range equal to the number of rounds left in the cylinder take a normal attack from the weapon as its cylinders overheat and discharge.

Superposed Load Pistol: A curious black powder pistol design only accessible to the wealthy or the clever, the superposed pistol uses a complicated clockwork mechanism and a series of internal chambers to rapidly discharge shots at short range. While fast-firing, the complexity of the system means loading it is unfeasible. Superposed pistols cannot be reloaded in combat, as the process takes several minutes at the least.

Flintlock Rifle

The addition of a rifled barrel to a standard musket turns it into a substantially more accurate weapon which is reasonably hard-hitting at medium to long ranges.

Unfortunately, making a standard musket ball fit a rifled barrel requires the addition of a leather patch to the weapon's loading, slowing its already pitiful rate of fire.

4-Bore

These mighty hunting flintlocks are built to take down the largest of big game- but anyone strong or crazy enough to use them on the battlefield soon discovers that they work just fine on targets smaller than a grox or a rhinoceros. As an added bonus, the weapon's smooth barrel can be loaded with

either massive bullets or fistfuls of heavy shotgun pellets. This weapon can be fired unbraced at a -10 penalty if the user's Strength is 40 or higher.

Horse Pistol

Horse pistols are substantially larger and heavier than ordinary flintlock pistols, designed to provide mounted soldiers with hand weapons that provide comparable kick to a full-size musket. As a result of their large powder charge and heavy barrel, they are surprisingly accurate, though hard to handle. A Horse Pistol loses Inaccurate if fired two-handed.

Howdah Pistol

A bizarre and ungainly weapon under normal circumstances, Howdah Pistols are commonly employed in tropical environments, as an emergency sidearm to defend against animal attacks. Though they hit hard and their multiple barrels allow a high rate of fire, they are heavy and unwieldy. This weapon gains Concussive (o) when fired in a Semi-Auto Burst. A character who fires a Howdah Pistol one-handed must test Toughness or gain 1 level of Fatigue.

Charger Gun

These bizarre heavy weapons are adapted from heavy muskets used to defend fortifications. Fitted with a rotating wheel of chambers that are screwed into place before firing, they are a hard-hitting and fast-firing defensive weapon, albeit an ungainly one. Charger Guns are often designed to fire squared-off or angular bullets meant to lacerate and slow down targets. Charger Guns have built-in tripods by default.

Wheellock Repeater

These complex and intricate repeating rifles are more akin to a clock than to a gun, but their incredible rate of fire and ornate construction make them popular with the wealthy. Unfortunately, their fixed internal magazine and delicate components make them impractical as regular infantry weapons. Reloading a Wheellock Repeater requires approximately 3 minutes of work with a screwdriver. If used as a melee weapon or dropped, the wheellock's delicate action breaks and the gun cannot be fired without repair.

Chambers Gun

These rare, custom-manufactured weapons are a true Blackpowder machine gun, of a sort. Seven barrels are each packed full of 10 rounds of superposed ammunition, each with its own small ignition system- pulling

the trigger fires off all 10 rounds in a barrel in quick succession, resulting in a veritable hail of fire. A Chambers Gun cannot be reloaded in combat, and comes with a built-in tripod by default.



Table 9: Launchers

Name	Class	Range	RoF	Dam	Pen	Clip	Rld	Special	Wt.	Rarity
Igla S-IRS	Heavy	350m	S/-/-	Ammo-dependent	"	1	Full	"	40kg	Average
Hand Mortar	Heavy	75m	S/-/-	Ammo-dependent	"	1	2 Full	Unreliable	5kg	Scarce
Downpour	Heavy	15-100m	S/-/-	2d10 X	0	1	Half	Blast (3), Indirect (2), Inaccurate	4.5kg	Scarce
Dymar Rocket Cart	Heavy	300m	S/3/-	1d10+8 X	3	6	2 Full	Blast (3), Indirect (4), Inaccurate	60kg	Average

Launchers

These heavy rocket or projectile launcher weapons require the Weapon Training (Launcher) Talent to operate.

Dymar Rocket Cart: Designed to be broken down into two wheeled components and moved by infantrymen, the Dymar is a mobile rocket launcher that forms the backbone of any Katyushan field artillery force. Though normally loaded with simple solid-rocket high-explosive projectiles for saturation fire, the Dymar can also be loaded with any standard Missile Launcher ammunition, though doing so gives it the Unreliable quality. Dymars come attached to a Gun Carriage as standard.

Igla S-IRS: A long-ranged single-shot rocket launcher that uses compressed air to assist the firing of the round. Enterprising weapons crews have also found that the air system is sufficiently powerful to fire an inactive round like a mortar shell, with devastating if inaccurate results. An Igla launcher firing inactive rounds reduces its

range to 20-50m and gains the Indirect (5) and Unreliable special qualities, as well as increasing the value of any Blast or Concussive qualities it has by 1. Switching the weapon to and from this mode requires a Full Action. Comes with an integrated Telescopic Sight as standard, which can be removed with a -10 Tech-Use or Trade (Armorer) test.

Hand Mortar: These compact but dangerous weapons use a small black powder charge to project hand grenades over longer distances. A Hand Mortar can be used to fire any round that would fit into a regular Grenade Launcher.

Downpour Discharger: An extremely lightweight short-ranged mortar weapon carried by Tennenlowe Skyboarders, the Downpour is designed to provide a modicum of indirect firepower in the smallest possible package. Unfortunately, because their ammunition is much smaller than regular mortar rounds, they cannot fire specialized smoke or flare rounds.

Melee Weapons

Ulu Knife: While somewhat ineffective as a combat knife, crescent-bladed Ulu are standard among Katyushan soldiers because of their comfortable grip, great utility and overall sturdiness, especially for cutting ice or as an improvised piton. Using an Ulu conveys +10 to Survival tests in conditions of extreme cold.

Nivan Shock Spear: Little more than a set of industrial capacitors mounted to a conductive blade on the end of a long handle made from recycled plasteel, these weapons are simple but devastating to unarmoured foes.

Polearm: From halberds to guisarmes to bec-de-corbins to combat picks to longspears, polearms are the favored weapon of war on many more organized Feudal Worlds. Though a poor weapon for an individual soldier, the serried ranks of a line of pikes or halberds can be devastating to an approaching force when deployed en

masse. A character with a Polearm gains a +5 on their rolls to hit for each other allied character with a Polearm within 2 meters, to a maximum of +15.

Chakram: A bizarre weapon used by some ancient Trisdekan religious sects, this sharpened ring of steel can be held (carefully) and used as a slashing knife, or thrown with a flick of the wrist with surprising power.

Trench Dagger: Little more than a sharpened metal spike made of discarded plasteel or even adamantium, a trench dagger is only a truly effective melee weapon in the most brutal of fights. A Trench Dagger imposes a -20 penalty on Parry tests, as it is a purely offensive weapon.

Bellagian Cosh: It's half a brick in a sock. Surprisingly deadly. The value of its Concussive quality is equal to half its user's Strength bonus, rounded up.

Table 10: Melee Weapons

Name	Class	Type	Range	Dam	Pen	Special	Wt.	Rarity
Ulu	Melee	Low-Tech	-	1d5 R	0	-	1kg	Plentiful
Shock Spear	Melee	Shock	2m	1d10 + 5 I	0	Shocking, Unbalanced	8kg	Scarce
Polearm	Melee	Low-Tech	3m	1d10 + 3 R	0	Unwieldy, Proven (3)	5kg	Common
Chakram	Melee/Thrown	Low-Tech	5m	1d5 R	1	Unbalanced, Razor Sharp	0.5kg	Rare
Trench Dagger	Melee	Low-Tech	-	1d5 I	2	-	0.5kg	Average
Bellagian Cosh	Melee	Low-Tech	-	1d5-1 I	0	Concussive (x), Infiltrator	0.5kg	Plentiful

Exotic Weapons

A Subsector of strange worlds needs must produce strange weapons.

Ecarlator: The identity of the inventor of these terrifying las weapons is unknown, but they have a worrying tendency to turn up in Edelweiss regiments despite the furious censure of the Adeptus Mechanicus. Little more than a violently overclocked lascannon with its firing frequency shifted high into the ultraviolet, the Ecarlator discharges a literally blinding beam of purple light that can melt through the thickest of armour. A living target hit by the beam of an Ecarlator must make a Hard (-20) Toughness Test or be permanently Blinded as the intense UV light burns away their corneas.

Nivabeater Plasma Fist: Only a Nivan techpriest would think it a good idea to incorporate compact plasma weapons into a reinforced gauntlet. Few targets can withstand a high-speed impact with a rapid-discharge plasma torch. This is a one-handed weapon. As listed, a Nivabeater must be reloaded as if it were a ranged

weapon, in order to fuel the plasma bursts it generates. A Nivabeater that is unloaded has the Nivabeater (Unloaded) profile.

Table 11: Burnt Offering Payloads

d100 Roll:	Quality:
1-5	Lance
6-10	Proven (5)
11-15	Snare
16-20	Toxic (2)
21-25	Unreliable
26-30	Reliable
31-35	Flame
36-40	Inaccurate
41-45	Razor Sharp
46-50	Melta
51-55	Shocking
56-60	Crippling (5)
61-65	Corrosive
66-70	Primitive (6)
71-75	Recharge
76-80	Spray
81-85	Overheats
86-90	Hallucinogenic (3)
91-95	Indirect (2)
96-00	Infiltrator

Burnt Offering Shotpistol: The most veteran of the Bellagian Low Rollers often joke that they will give unto the enemies of the Emperor 'offerings they cannot refuse', and the saying is literal. These compact shot-pistols are not unusual for their design- a conventional revolving cylinder with a snub barrel- but for what they fire. Bellagian soldiers collect fragments of alien soil, curious xeno weapons, and even bits of holy relics, pack them into anointed shell casings, and fire them back at their enemies. Burnt Offerings are totally illegal, totally unpredictable, and totally deadly.

When declaring that you want to fire a Burnt Offering, roll on **Table 11: Burnt Offering Payload** twice to determine the weapon's additional Weapon

Qualities. Reroll identical results.

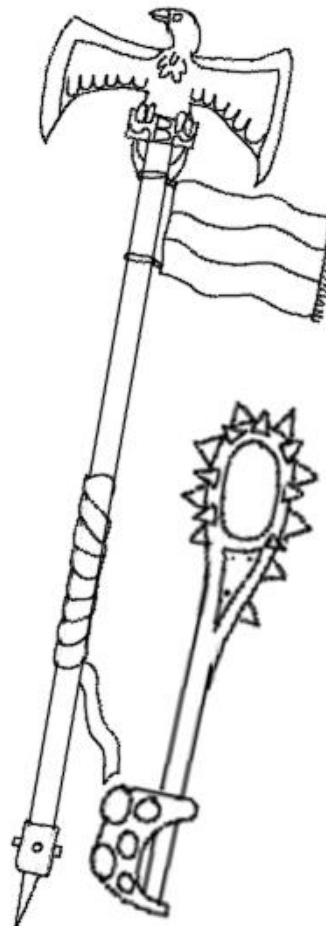
Bellowing Maul: Ceremonial weapons used since time immemorial on Tennenlowe, the Bellowing Mauls incorporate masterful harmonic tuning into their design- as they move through the air, their internal structure generates a deafening roar of noise that causes the weapon's striking face to shake hard enough to knock a foe off their feet. Most Skyboarder regiments own at most a few Bellowing Mauls, and only

Table 12: Exotic Weapons

Name	Class	Range	RoF	Dam	Pen	Clip	Rld	Special	Wt.	Rarity
Aglo-Bastono	Melee	2m	-	1d10 + 4 R	0	-	-	Unbalanced, Proven (3), Felling (2)	5kg	Unique
Bellowing Maul	Melee	-	-	2d10 I E	1	-	-	Concussive (0), Razor Sharp	2kg	Near Unique
Nivabeater	Melee	-	-	1d10 + 6 E	6	20	2 Full	Tearing, Unbalanced, Crippling (2)	4kg	Near Unique
Nivabeater (Unloaded)	Melee	-	-	1d10 + 3 E	0	-	-	Unbalanced	4kg	Near Unique
Burnt Offering	Pistol	20m	S/-/-	1d10 + 3 R	1	6	1 Full	Sanctified, Scatter	1kg	Extremely Rare
Ecarlator	Heavy	300m	S/-/-	5d10 + 10 E	10	3	2 Full	Recharge, Overheats, Lance, Proven (2)	55kg	Very Rare

distribute them to their finest warriors. When a Bellowing Maul hits, both its target and all enemies within 2 meters of the target must test Toughness to resist the effects of its Concussive quality.

Aglo-bastono: The living symbols of the Brumeran Army, the Aglo-bastonos are unique weapons that have only grown more unique with time. At their core simple staves of solid wood topped with a heavy steel eagle with sharpened wings, and ending with a steel spike, they are decorated with trophies and paraphernalia from dozens of battlefields. Though awkward to wield as weapons, they are the heart and soul of their regiments, and to lose one in combat means eternal dishonor. An Aglo-bastono is a one-handed weapon that counts as a Battle Standard, but also grants all allied Brumeran characters within line of site a +2 to all melee damage rolls.



Armoury II- Ordnance

"Gun no have food? Gun no is fun."

-Anonymous Tennenlower Ogryn

Explosives and Rounds

The explosives of Trisdeka generally conform to the patterns found in other Imperial sectors, but the people of the Synerge cluster have made a few innovations.

Black Powder Grenade: These simple iron spheres have a wick that can easily be lit by touching it to a smouldering match and are packed full of gunpowder. Though their explosion isn't particularly potent, the clouds of cloying smoke they leave behind can be useful.

Black Promethium Canister: Used only in the direst emergencies, these heavy incendiary grenades can do horrific damage do nearly any target, but their incredible volatility makes them just as dangerous to their user. Black Promethium Canisters cannot be fired from Grenade Launchers.

Concussion Grenade: Sometimes referred to as offensive hand grenades, these use the same explosive charge as the standard Frag Grenade to produce a smaller wave of pressure upon explosion. The smaller blast and reduced fragmentation makes them safer to use in close quarters, though no less deadly.

Microwave Pot: Cobbled together by the tech-serfs of Niva Gustav for use against rampaging servitors, these simple devices incorporate a salvaged microwave emitter and a powerful capacitor inside a fragile

clay shell. They can be used to temporarily disable machinery in a small radius, or emit a nasty shock. On a roll of doubles on the Ballistic Skill test used to activate it, a Microwave pot simply fails to work due to its crude construction.

Vizg Rocket: Supplementing their rocket engines with a built-in pulse-jet engine, these bulky rounds hit with tremendous force at long ranges, and make a terrifying roaring noise as they fly. Any missile launcher firing Vizg rockets increases its Range by 50m.

Golden Glory Missile: A standard thermobaric missile design for the Manticore missile tank, intended for incendiary saturation fire.

Dark Glory Missile: A variation of the normal Golden Glory carrying a payload of volatile Katyushan Black Promethium. Officially, Dark Glories are only rarely fielded to avoid the risk of massive collateral damage, but most Katyushan artillery regiments use them as frequently as possible.

Kopye Rockets: The Kopye series of rockets are the local Katyushan variant on any one of several dozen different kinds of unguided saturation rockets used all across the Imperium. Simple and robust, they are an effective if somewhat crude weapon. They come with a wide variety of warheads, which generally do not affect the function of rocket itself. Vizg Kopye, which incorporate a twin-stage design, increase the range of the base launcher by 200 meters.

Foehammer Missile: The standard anti-vehicle missile used by the Praetor multiple missile system, Foehammers are an accurate anti-armour solution incorporating a shaped-charge warhead and a complicated microservitor guidance system.

Firestorm Missile: The anti-infantry equivalent of the Praetor Foehammer, the Firestorm is a thermobaric warhead, felling infantry and light vehicles with thunderous

fuel-air explosions. As they are explicitly designed for area saturation use, they lack the complicated guidance package found in other Praetor loadouts.

Pilum Missile: The Pilum incorporates a fiendishly complicated servitor targeting system optimized for bringing down aerial targets. However, it is rare and expensive to manufacture.

Table 13: Explosives and Rounds

Name	Class	Range	RoF	Dam	Pen	Special	Wt.	Rarity
Black Promethium Canister	Thrown	SB x 3	S/-/-	2d10 + 3 C	8	Blast (4), Flame, Corrosive, Toxic (1), Black Promethium	1kg	Rare
Black Powder Grenade	Thrown	SB x 3	S/-/-	1d10 + 4 X	0	Blast (3), Smoke (2)	0.5kg	Plentiful
Microwave Pot	Thrown	SB x 3	S/-/-	1d5 E	0	Haywire (2), Blast (2)	0.5kg	Common
Concussion Grenade	Thrown	SB x 3	S/-/-	1d10 + 6 X	2	Blast (3), Concussive (1)	0.5kg	Average
Vizg Rocket	Round	-	-	3d10 + 5 X	10	Twin-Stage	3kg	Very Rare
Golden Glory Missile	Round	-	-	4d10 + 5 E	4	Blast (15+1d10), Flame	4000kg	Rare
Black Glory Missile	Round	-	-	5d10 + 5 C 4	4	Blast (10), Flame, Corrosive, Toxic (1), Black Promethium	4500kg	Extremely Rare
High-Ex Kopye	Round	-	-	2d10 + 5 X	4	Blast (8), Indirect (2)	50kg	Average
Incendiary Kopye	Round	-	-	2d10 E	2	Blast (10), Flame	55kg	Average
Black Promethium Kopye	Round	-	-	3d10 + 5 C	4	Blast (10 + 1d5), Flame, Corrosive, Toxic, Black Promethium	55kg	Extremely Rare
Vizg Kopye	Round	-	-	2d10 + 8 I	10	Twin-Stage	60kg	Very Rare
Foehammer Missile	Round	-	-	3d10 + 12 X	14	Blast (10 + 1d5), Concussive (2), Accurate	3000kg	Rare
Firestorm Missile	Round	-	-	3d10 + 15 E	4	Blast (15 + 1d5), Concussive (2), Flame	3500kg	Scarce
Pilum Missile	Round	-	-	3d10 + 12 X	14	Proven (5), Accurate	3000kg	Very Rare

Rifle Grenades

An intermediate step between throwing grenades by hand and launching them with a dedicated weapon, rifle grenades use the explosion produced by a standard stub or autogun round to fire a heavy grenade over fairly long distances. This allows a modicum of portable heavy firepower to be distributed amongst a squad, making rifle grenades popular with guerilla and PDF units that might not be able to afford heavier weapons.

A Basic solid-projectile weapon fitted with a Rifle Grenade Launcher (see Weapon Upgrades below) can fire Rifle Grenades, which function as standard Missile Launcher rounds with a Range equal to half the base weapon and the Inaccurate and Indirect (3) Qualities. Rifle grenades have the same base Rarity as the missile type they are derived from.

Gas Warheads

The human race has been using gas weapons since the dawn of time, and the Astra Militarum is no exception. Though the variety of xenos enemies the Guard fights against and bizarre environments in which they fight make gas less of a reliable tool for warfare, in the right situation a gas bombardment can shatter the morale of an enemy defensive line. There is a vast profusion of different chemical gas weapons, so this section will provide a broad overview of the categories of gas warheads one might find on an Imperial battlefield- and not just in Trisdeka.

Gas weapons function similarly to explosives, in that they have a Blast radius, but they cannot be dodged- it's hard to throw yourself out of the way out of an expanding cloud of clear, odourless gas, after all. Instead, each has a **Detection** value- the bonus provided to an Awareness test to know the gas is present, followed by a **Hazard** value- the bonus or malus provided to a Toughness test to resist the negative effects of the gas. Their **Absorption** reflects how they are processed by living beings- Inhaled, in which case gas masks, respirators and other breathing devices provide their benefits, or Absorbed, in which case only an airtight suit provides protection. They also included a **Rarity**- this is the number of steps to increase the rarity of the shell type (see below) they are fitted to. Inorganic enemies obviously suffer no ill effects from such weapons.

Tear Agents: Stronger versions of the riot gas used by the Arbites, tear agents cause blurred vision, irritation, and coughing, but little to no permanent injury. They take the form of thick clouds of white or greenish smoke.

Detection Value: +30

Hazard: +10

Absorption: Inhaled

Rarity: +0

A failed Hazard test against Tear Agents causes the subject to take a -5 penalty to their Perception, WS and BS for the duration of the time they are within the gas, plus 1d5 rounds after they have left the area of effect. Tear agents also provide Smoke over their area of effect.

Irritants: Though they vary in severity, irritants generally cause painful burning in

the mucous membranes, skin and lungs. Only some are fatal, but all are almost universally unpleasant, though characterized by a strong smell.

Detection Value: +10

Hazard: +0

Absorption: Inhaled

Rarity: -10

A failed Hazard test against an irritant causes the subject to gain a number of levels of Fatigue equal to their Degrees of Failure on the test, as well as 1d5 points of Chemical damage to the body, which is not reduced by armour or toughness.

Asphyxiants: These rarely-seen chemical weapons are hard to detect but only work well in enclosed spaces, making their battlefield use infrequent. They cause chemical reactions in the lungs that prevent the intake of oxygen, leading to a painful death by asphyxiation.

Detection Value: -20

Hazard: +0

Absorption: Inhaled

Rarity: -20

A failed Hazard test against an Asphyxiant causes the subject to begin to suffocate. They remain conscious for a number of rounds equal to their Toughness Bonus. When unconscious, they survive for another number of rounds equal to their Toughness Bonus before dying of asphyxia. A Hard (-20) Medicine Test and the administration of chemical antiagents will halt this progress and restore the subject to consciousness.

Vesicants: The most unpleasant of the gas agents, vesicants cause immediate and severe chemical burns to the skin and soft tissues. Though not likely to be fatal, they do cause horrific scarring. Wearing

respirators or gas masks reduces the Stun duration and Toughness damage of a vesicant by 1, but otherwise provides no benefits.

Detection Value: +10

Hazard: -20

Absorption: Absorbed

Rarity: -10

A failed Hazard Test against a vesicant causes the subject to be Stunned for 1d5 rounds. They also take 2d5 points of Toughness Damage, which becomes permanent if it is not treated within 24 hours. If they fail the test by more than 3 degrees, they also take 1d5 points of Chemical damage to the Body, ignoring Armour and Toughness.

Blood Agents: These extremely aggressive chemicals target the blood's ability to absorb oxygen, leading to death in seconds at high concentrations. However, they are chemically unstable and dissipate quickly. If a character rolls doubles on their Hazard Test against blood agents, their respiratory gear is damaged and requires repair to continue filtering.

Detection Value: +10

Hazard: -20

Absorption: Inhaled

Rarity: -20

A character who fails a Hazard Test against blood agents by less than 2 degrees is Stunned for 1+1d5 rounds and takes 2 levels of Fatigue. If they fail by 2 degrees or more they take 3d10 Chemical damage to the body, ignoring Armour and Toughness. Blood Agents persist for one-quarter of the time indicated by their gas shell type, rounded down.

Nerve Agents: Subtle, aggressive and indiscriminate, the use of nerve agents is unpopular in the Imperial Guard because the negative effects such chemicals tend to have on friendly morale. Nerve agents disrupt the functioning of the nervous system, causing rapid, painful seizures, paralysis and then heart failure. They also tend to be colourless and odourless, making them all the more frightening. While nerve gas is not hugely difficult to manufacture given the Imperium's large technological base, it is dangerous enough that its distribution is limited to all but the most trusted Militarum forces.

Detection Value: -30

Hazard: -30

Absorption: Absorbed

Rarity: -40

A character who fails a Hazard test against nerve gas is Stunned for 1d5 rounds and takes 3d10 Chemical damage to the Body, ignoring Armour and Toughness. They receive a further 1d5 non-reducible Chemical damage every subsequent round they are exposed to the gas. If they pass the initial Hazard test, they still take 1d5-1 levels of Fatigue, to a minimum of 0.

Shell Types: There are also different types of gas shell, but for simplicity's sake they can be sorted into 3 categories: Big, Middlin' and Small. All gas shells have the same Range value as their base weapon would normally.

Big Gas Shell: Designed to carry large quantities of gas in high concentration, these weapons are assumed to have a blast radius of

30 meters, and the gas they deploy will persist for at least 5 minutes (60 rounds).

Rarity: Very Rare

Used By: Colossus, Medusa, Manticores, etc.

Middlin' Gas Shell: The most common variety of gas shells, these leave a moderate concentration of gas over a reasonable area. They are assumed to have a blast radius of 20 meters, and the gas they deploy will persist for 2 minutes (24 rounds).

Rarity: Rare

Used By: Earthshaker, Gotterdamerung, Heavy Mortar, Kopye Rocket, etc.

Small Gas Shell: These are true tactical gas shells, useful more for harassing than wiping out an entire enemy concentration. They are assumed to have a blast radius of 10 meters, and the gas they deploy will persist for 30 seconds (6 rounds).

Rarity: Scarce

Used By: Mortar, Grenade Launcher, Rocket Launcher, etc.



Standard Ammunition

Listed below is common standard ammunition for the specialty weapons of the Synerge Cluster. As certain types of weapon are significantly more common in Trisdeka than elsewhere, their availabilities vary. As with all ammunition, a full Clip of rounds is equal to 10% of the weight of the full weapon, with the exception of Cannonballs because they explicitly weigh 4 pounds, or roughly 1.8kg.

Black Powder

Rocket: The general name for any one of dozens of different types of handcrafted gunpowder-based rocket projectiles used on ancient Stretsky weapons. As archery with Dvina rocket bows is a not unpopular sport on Katyush, larger black powder rockets tend to be much more common.

Used With: Rocket Musket, Rocket Handbow (Small), Dvina Rocket Bow (Large)

Rarity: Scarce (Small), Average (Large)

Table 14: Standard Ammunition

Type	Rarity
Black Powder Rocket (Large)	Average
Black Powder Rocket (Small)	Scarce
Cannonball	Rare
Combilauncher Recoilless Round	Very Rare
Compacted Thermite	Very Rare
Compressed Hydrogen	Rare
Downpour Round	Scarce
Grapeshot	Rare
K-Grade Fuel	Common
Lead Shot	Plentiful
M30 Microjet	Abundant
M40 Microjet	Scarce
Rocket Artillery	Average
Saxifrage Canister	Near Unique

Cannonball: There is a certain brute simplicity towards hurling a large metal sphere at your enemy. This ammunition type includes a cannonball, as well as cloth wadding and bag upon bag of gunpowder.

Used With: 4-Pounder Field Gun

Rarity: Rare

Combilauncher Recoilless Round:

Imperial missile technology has progressed to the point that recoilless projectile weapons are no longer particularly popular, except where cost or ease of manufacture are a concern.

Used With: Nivan Combilauncher

Rarity: Very Rare

Compacted Thermite:

The standard ammunition for Thermovortex weapons, and an extremely dangerous industrial substance in its own right, this is a mixture of iron oxide with a variety of other metals, forming a reddish powder that burns with unbelievable heat.

Used With:

Thermovortex Gun

Rarity: Very Rare

Compressed Hydrogen: One of the great advantages of Nivan plasma weapons is that they do away with bulky, explosive plasma flasks- while canisters of highly compressed hydrogen are unstable and explosive, they

are nowhere nearly as bad, and not used exclusively for weapons systems.

Used With: Nivan Plasma Weapons

Rarity: Rare

Downpour Round: These compact high-explosive mortar rounds pack little in the way of firepower, but are stable, handy, and easy to carry.

Used With: Downpour Discharger

Rarity: Scarce

Grapeshot: Little more than a very large bag of lead shot packed into the barrel of a cannon, a whiff of grapeshot has a remarkable effect on the morale, health and enthusiasm of any charging enemy.

Used With: 4-Pounder Field Gun

Rarity: Rare

K-Grade Fuel: As a major local Promethium exporter, Katyush is more than willing to supply high-quality petrochemical products to its neighbours in exchange for lucrative trade kickbacks. As a result, flamer fuel is considerably easier to come by in Trisdeka.

Used With: Projector weapons, Flame weapons

Rarity: Common

Lead Shot: These small balls of lead can be loaded into every variety of smoothbore musket or flintlock weapon.

Used With: Black Powder weapons

Rarity: Plentiful

M30 Gyrojet Round: The standard calibre for almost all mainline Katyushan rocket weapons, the caseless 10x 63mm incorporates a brass-coated lead slug with a long solid-fuelled rocket motor and three

small exhaust ports on the aft of the round, surrounding the central primer. Though heavy and somewhat awkward to handle, this round's significant range and stopping power are the main reasons for its long lifespan in military service.

Used With: Krug Gyrojet Pistol, Krug M37, Strela Gyrojet Rifle, Autostrela, Heavy Autostrela

Rarity: Abundant

M40 Microjet Round: A new experiment in small-calibre weaponry, this caseless 5 x 39mm rocket round uses a solid tellurium slug and a much shorter motor that exhausts itself far quicker than the M30. Though much less effective at long range, this round's small size, combined with the compressed-air systems of the Reyder Autostrela, make it a lethal midrange load.

Used With: M40 "Reyder" Autostrela

Rarity: Scarce

Rocket Artillery: Heavy unguided rockets for vehicular and emplacement use are nowhere more common or more varied than they are in Katyushan regiments. Though they come in a variety of sizes and configurations, each is designed specifically for the weapon that fires them.

Used With: Dymar Rocket Cart

Rarity: Average

Saxifrage Plasma Canisters: Manufactured in limited numbers by craft manufactories throughout Trisdeka, these small-scale plasma cells are miracles of engineering.

Used With: Saxifrage PDS

Rarity: Near Unique

Exotic Ammunition

As a subsector of strange worlds and strange weapons, it is no surprise that the people of the Synerge Cluster have also developed equally strange specialty ammunition.

Buck and Ball:

Not strictly speaking a different type of ammunition, but rather an unusual way of loading it, Buck and Ball entails loading several small

rounds of lead buckshot in addition to the regular ball in a musket. The end result is slightly more complicated to load, but greatly increases the hitting power of the weapon at short ranges without sacrificing much long-range firepower. A Black Powder weapon equipped with Buck and Ball ammunition gains the positive effects of the Scatter Quality, but none of the negatives, and increases its reload time by one Full Action. Buck and Ball can be loaded in addition to other types of specialty ammunition.

Rarity: Common

Blitz Pack: A manifestation of the curious Edelweiss obsession with las weaponry, the Blitz pack simply involves jamming a small piece of conductive wire into the contacts

of a standard lasgun powerpack at just the right angle, causing a minor short which makes the weapon fire an eye-searing pulse of UV light. An enemy who takes damage from a las weapon fitted with a Blitz Pack must test Toughness or be Blinded for 1d5 rounds. Blitz packs can be recharged as normal lasgun power cells.

Rarity: Rare

Duplex Rounds:

A bizarre bullet design adopted by some Imperial PDF forces, the duplex

round is designed to maximize the likelihood that a poorly-trained rifleman will hit a target, especially a moving target in thick woods or jungle. It uses boosted propellants to launch two interlocking bullets which separate in flight, in theory doubling the chances of a hit. However, the lighter projectiles, and their odd shape, makes them ineffective over long ranges. A non-Shotgun solid projectile weapon loaded with Duplex Rounds gains +2 damage and a +10 bonus to hit targets, but decreases its Range by half and increases its Weight by 25%.

Rarity: Rare

Dust Cell: Firing a plasma load imbued with a highly-charged suspension of dust particles enables its bolt to carry a massive

Table 15: Exotic Ammunition

Type	Rarity
Buck and Ball	Common
Blitz Pack	Rare
Duplex Rounds	Rare
Dust Cell	Very Rare
Filament Cell	Very Rare
Grad Round	Scarce
Kulak Round	Rare
Lo-Charge Pack	Rare
Mars-Pattern Charge Pack	Extremely Rare
Nessler Ball	Scarce
Nivablinder Glass Fibre Warhead	Extremely Rare
Otdacha Tank	Rare
QG Cell	Near Unique
Scrapmaker Pack	Rare
Subsonic Stub Round	Average

electrical charge. However, the plasma charge itself is somewhat less coherent, and more plasma needs to be discharged with each shot. A plasma weapon loaded with a Dust Cell reduces its Clip by 25%, rounding down, and gains Shocking.

Rarity: Very Rare

Filament Cell: Loaded with a high-density plasma which collapses into string-like filaments upon firing, this form of plasma cell allows for extremely accurate fire, though the greater strain on the weapon's focusing coils substantially decreases range. A plasma weapon loaded with a Filament Cell gains Accurate but halves its Range.

Rarity: Very Rare

Grad Round: Designed for saturation fire, these small rounds are in actual fact a bundle of long, needle-shaped flechettes clustered around a central core. A Katyushan gyrojet weapon firing Grad rounds gains the Indirect (3) quality and the Blast (2) quality.

Rarity: Scarce

Kulak Rounds: These high-powered rocket rounds are designed for sniping use against large targets at long range. Though their incredible ballistic characteristics make them hit hard at all ranges, their expanded motor means they can only be loaded one at a time.

e. A Katyushan gyrojet weapon firing Kulak Rounds gains the Twin-stage and Tearing qualities, but decreases its Clip size to 1.

Rarity: Rare

Lo-charge Pack: A Nivan invention that occasionally sees use among the Edelweiss and the more covertly-minded Bellagians,

this unusual power pack forces a lasgun's internal power systems to run at much lower frequencies than normal, producing a las-blast that is not visible and transfers less heat to the surrounding atmosphere. A lasgun with a Lo-charge Pack does 1 extra damage and gains the Infiltrator and Recharge Qualities. Lo-charge Packs can be recharged as normal lasgun power cells.

Rarity: Rare

Mars-Pattern Charge Pack: Few regiments even of the Tempestus Stormtroopers have access to the famed MPCPs, but their reputation has spread far and wide. These are perfectly-optimized hand-crafted charge packs, providing a mathematically ideal amount of current to the workings of a lasgun. Any hit with one of these is gonna really *sting*. A las weapon loaded with an MPCP gains Proven (5), Felling (2), and Crippling (2). Mars-Pattern Charge Packs can be recharged as normal lasgun power cells.

Rarity: Extremely Rare

Nessler Ball: A form of conical ammunition designed specifically for smoothbore muskets, Nessler Ball is shaped to hug the inside of a weapon's barrel, and is thus much faster and more stable in ballistic flight than hand-molded rifle shot. A Black Powder weapon equipped with Nessler Ball loses the Primitive quality and increases its range by 50 meters.

Rarity: Scarce

Nivablinder Glass Fibre Warhead: Possibly the Nivans' most horrifying invention, the Nivablinder shell incorporates a massive payload of ultra-sharp glass fibres. These fibres worm their

way into soft tissue and clothing, initially causing excruciating itching which escalates into horrific skin infections, permanent blindness, severe internal bleeding, and eventually even madness from the sheer intensity of the agony. Nivablinder shells see infrequent use along the Spinward Front as an excellent terror and area-denial weapon.

Nivablinder shells airburst, scattering an area with a radius of $20+2d10$ meters with glass fibre. The fibres coat all surfaces in the area. It is impossible to avoid being coated with glass fibre in an area directly struck by the warhead's blast radius by Dodging or through Cover, though active Force Fields will repel the fibres in the area in which they are active. Glass fibre weaponry has no effect on mechanical enemies, though it can coat them and make them dangerous to the touch. It takes a Difficult (-10) Awareness Test to notice glass fibre coating an area, and a Hard (-20) Agility Test to move through an area coated with glass fibres without suffering injury from them. For each day that a character is afflicted by fibres, they must make a Challenging (+0) Willpower Test or take $1d5-2$ points of Sanity loss as they are constantly irritated by the itching. Removing fibres stuck in a single hit location requires an Extended Very Hard (-30) Medicae Test totalling at least 3 degrees of success, and at least 10 minutes of work. Failure does not cause any further damage to the sufferer. Nivablinder shells can be fired from Earthshaker artillery or Manticore rockets, and in both cases are treated as having the same range characteristics as a standard round.

Arm: Every day, the character must make a Hard (-20) Toughness Test or reduce their Ballistic and Weapon Skills by $1d5-1$ as weeping sores open up on their hands. Any limb-based Augmetics they are equipped with function as if they were one degree of Craftmanship lower than normal for the duration of their injury. Poor-Quality Augmetics simply cease to function.

Head: Every day, the character must make a Hard (-20) Toughness Test or reduce their Perception and Fellowship by $1d5-1$ as their face is covered in pustules. If a character fails this test by more than five degrees, they are permanently Blinded as the glass fibres destroy their corneas.

Body: Every day, the character must make a Hard (-20) Toughness Test or risk inhalation of glass fibre. Characters wearing rebreathers, external air supplies or bearing augmetic lungs decrease the difficulty of this Test to Routine (+20). A character who has inhaled glass fibre permanently reduces their Toughness by $1d5$.

Legs: Every day, the character must make a Hard (-20) Toughness Test or reduce their Agility by $1d5-1$ as the skin of their feet is repeatedly lacerated. If a character fails this test by more than three degrees they treat all terrain as Difficult until such time as the fibres are removed.

Rarity: Extremely Rare

Otdacha Tank: An alternate fuel mixture for flame Projector weapons, Otdacha increases the explosive force of fuel combustion in the weapon to the point where it can lift a person off the ground for a few seconds, though the dynamics of the

shock cone created make it unsuitable for use in combat. Flamer weapons equipped with Otdacha fuel reduce their Penetration to 0 and halve their Range. Using a Free Action, a character can expend a full tank of Otdacha fuel to give themselves a +20 to all Agility checks to jump for the rest of the turn, as well as increasing their Agility Bonus for the purpose of determining movement speed by 1.

Rarity: Rare

QG Cell: Quark-gluon plasma is a hyperdense substance which can only be produced in large-scale particle accelerators. It can be fed into standard plasma weaponry, generating a single tiny bolt which packs a gigantic punch. That said, the sheer weight of the containment cell and ammunition significantly limits its use. A plasma weapon loaded with a QG cell gains Concussive (6), Felling (4), and reduces its Clip to 1.

Rarity: Near Unique

Scrapmaker Pack: Built in covert factories on Niva Gustav, these bulky, unstable modified charge packs are the Mechanicus' nightmare, because they convert a lasgun into a primitive electrolaser, causing it to intensely ionize the air along its beam, scrambling unshielded electronics. A las weapon fitted with a Scrapmaker pack reduces its damage dice to d5s but gains the Haywire (2) quality. Scrapmaker packs cannot be recharged.

Rarity: Rare

Subsonic Stub Round: These heavy rounds incorporate a greatly undersized explosive charge that causes the round to remain below the speed of sound upon firing.

Custom Ammunition

Many Imperial Guard and PDF regiments which use solid-projectile weapons instruct their technically-minded soldiers in the ancient Mechanicus art of gunsmithing, that they might better maintain their weaponry in an approved fashion. Some also teach the incredibly valuable art of hand-loading ammunition, allowing soldiers to create specialized rounds to account for any battlefield situation.

Creating such custom rounds requires the creator to specify two different types of solid-projectile round or shotgun shell they wish to combine. They must then make a Challenging (+0) Trade (Armorer) test with a penalty equal to the highest rarity of the two ammunition types. Other characters may assist in this Test.

If the test succeeds, the character is able to create 3 rounds of custom ammunition, plus another 3 for each Degree of Success.

Custom rounds have all the same bonuses, penalties and Qualities as the two base ammo types which make them up. In cases where two ammo types would provide the same Quality, the end result has a Quality value equal to the highest of the two originals.

Infiltrator weapons treat these rounds as normal ammunition, while non-Infiltrator weapons loading them decrease their Range by half and cause enemies to take -10 to any Awareness tests to locate the firing weapon.

Rarity: Average

Armoury III- Wargear

"Arm a legion as heavily as you want, but without boots and trousers and fancy laser optics they will conquer nothing."

-Tactica Imperialis

Weapon Upgrades

Wherever a person is trying to kill another person, one is guaranteed to find a third person trying to sell the first person bells and whistles for their implement of death of choice. Trisdeka is no exception.

Cycler Tanks: These high-efficiency fuel tanks draw off unburnt promethium from the pumps of a standard Flamer, giving the weapon the ability to occasionally sustain fire for longer. Once per combat, the operator of a Flamer with this upgrade can use their Reaction to fire the weapon a second time in their turn. This second attack rolls d5s instead of d10s for damage and cannot inflict Righteous Fury. A Flamer may only have one Tank upgrade at a time.

Weight: +2kg

Upgrades: Any

Flamer weapon

Rarity: Very Rare

Extra Barrel: One of the simplest ways to increase the firepower of a Black Powder weapon to add a second barrel and firing mechanism, and the intimidation value of a double-barreled weapon cannot

be understated. A Black Powder weapon with this upgrade increases its Clip Size by 1 and fire rate to S/2/-, and adds one Half-action to its Reload speed.

Weight: +2kg

Upgrades: Single-shot Black Powder weapons

Rarity: Average

Dispersal Nozzle: These multi-tube flamer nozzles allows the weapon to let out truly vast amounts of fuel, saturating its target area. The operator of a Flamer weapon equipped with this upgrade may choose to fire a single attack consuming 4 units of ammo from the weapon's clip (or the weapon's entire Clip, if it carries less than 4 units of ammo). This attack forces all targets in range to roll Agility at a -20 penalty to avoid it, and ignores any cover in the area. A Flamer may only have one

Nozzle upgrade at once.

Weight: +1kg

Upgrades: Any

Flamer weapon

Rarity: Rare

High-Frequency Generator: A complicated step up from mono-edged weapons, an HF Generator causes the blade or striking head of a melee weapon to vibrate at hypersonic frequencies, creating a 'sawing' effect that

considerably increases its armour-piercing

Table 16: Weapon Upgrades

Type	Rarity
Cycler Tanks	Very Rare
Extra Barrel	Average
Dispersal Nozzle	Rare
High-Frequency Generator	Rare
Howler Tanks	Average
Mellow-Pattern Piton Driver	Rare
Nivan Coil Impeller	Extremely Rare
Optimized Nozzle	Extremely Rare
Pistol Stock	Common
Rate Limiter	Average
Rifle Grenade Launcher	Common
Saddle Weapon Mount	Average
Stutter Nozzle	Average

capabilities. A weapon equipped with an HF Generator increases its Penetration by 2 and its Damage by 1, and loses the Primitive quality if it had it. A weapon can be upgraded with both the Mono and the HF Generator upgrades, though Power Weapons cannot- the vibration of the blade interferes with the stability of the Power Field.

Weight: +1 kg

Upgrades: Any low-tech melee weapon

Rarity: Rare

Howler Tanks: Fitting a series of carefully-crafted whistles to the gas exhausts of a Flamer's fuel tanks makes the weapon issue an unearthly howling noise when it fires, the better to terrify the enemies of Mankind. On any turn in which a Flamer with this upgrade is fired, the wielder gains a +10 to Intimidate Tests. A Flamer may only have one Tank upgrade at a time.

Weight: +0.5kg

Upgrades: Any Flamer weapon

Rarity: Average

Mellow-Pattern Piton Driver: An explosively-driven device intended for use in installing fixed structures on mountainsides, the Piton Driver consists of a heavy adamantine spike driven violently forward by a small explosive. Its devastating ability to crack solid targets did not go unnoticed by the Edelweiss, who very quickly figured out a way to mount it on their infantry weapons. A weapon with an equipped Piton Driver gains the Inaccurate quality, cannot be fired one-handed, and counts as a Hunting Lance with the Unwieldy quality in melee combat. When

the lance head is depleted, it instead counts as a Spear with the Unwieldy quality.

Upgrades: Any Basic or Heavy weapon

Weight: +8kg

Rarity: Rare

Nivan Coil Impeller: A variant of the Maglev Impeller system, this Nivan invention uses magnetic coils to slightly accelerate a bullet out of the barrel of a firearm. The actual acceleration process is quite inefficient, however, and the main advantage of this system is that the projectile is actually encased in a field of highly-charged electrostatic dust. A weapon with this Upgrade increases its Range by 15m and gains the Shocking quality at Close range.

Weight: +1.5kg

Upgrades: Solid-projectile weapons

Rarity: Extremely Rare

Optimized Nozzle: Most Imperial flamers are built with generic projector nozzles, designed as a cost-effective component of a simple machine. A little careful tuning, however, yields a flamer spray that travels further and hits harder with no significant downsides. A Flamer equipped with an Optimized Nozzle increases its range by 5m and its Damage by +1. A Flamer may only have one Nozzle upgrade at once.

Weight: +0.5kg

Upgrades: Flamer weapons

Rarity: Extremely Rare

Pistol Stock: A halfway step to a full carbine, the inclusion of a folding stock can make a pistol weapon much easier to handle over all ranges. A pistol with a stock gains a +10 bonus to hit when held with both

hands, but a -10 penalty on tests to conceal it.

Weight: +1.5kg

Upgrades: Any Pistol weapon

Rarity: Common

Rate Limiter: It might seem counter-intuitive to reduce the rate of fire of an automatic weapon, but in situations where accuracy or low ammo consumption are paramount, such devices can be quite useful. A weapon with a Rate Limiter installed halves its Automatic Fire Rate, rounding down, but gains a +10 to-hit on Full-Auto Bursts and the Reliable quality.

Weight: +0.5kg

Upgrades: Any ranged weapon with a full-auto fire rate greater than 4.

Rarity: Average

Rifle Grenade Launcher: A simple upgrade kit with barrel modifications and a new set of sights, this upgrade allows a weapon to launch Rifle Grenades (See Armoury II, Rifle Grenades section).

It takes a Half Action to convert a weapon fitted with this upgrade to Grenade mode, and a Full Action to load a single grenade.

Weight: +1kg

Upgrades: Any Basic solid projectile weapon.

Rarity: Common

Saddle Weapon Mount: Many Edelweiss heavy and superheavy cavalry weapons choose not to carry their heavy infantry weapons, instead mounting them on the tack of their Querls with specially stabilized swivels. A weapon with this upgrade can be attached to a riding beast's saddle or harness with a Routine (+20) Tech-Use or Trade (Armourer) Test. A weapon attached

in such a way always counts as being Braced, with a 180-degree field of fire facing forward over or past the animal's head. If a weapon attached in this way misses an attack, roll 1d10: on a roll of 9 or 10 it hits the animal it is attached to in the Head instead.

Weight: +0.5 kg

Upgrades: Heavy weapons

Rarity: Average

Stutter Nozzle: Fitting an electromagnetic valve system into the fuel feed of a standard flamer weapon allows it to project what are essentially coherent chunks of jellied Promethium instead of a continuous stream. At the user's discretion, a Flamer weapon with this upgrade fitted may be fired without the Spray quality. It instead gains Indirect (3). A Flamer may only have one Nozzle upgrade at once.

Weight: +0.5kg

Upgrades: Flamer weapons

Rarity: Average

Vapour Tanks: Flamethrower operators are almost always a target on the field, and they seek constantly for ways to stay under cover. By diverting waste gasses from its pump around the outside of its main tanks, a Flamer can be made to generate small but dense clouds of smoke upon firing. Once per combat, the operator of a Flamer weapon with this upgrade may spend their Reaction to generate a cloud of smoke with a radius of 3m on their position. This smoke lasts until the end of their next turn. A Flamer weapon may only have one Tank upgrade at once.

Weight: +1kg

Upgrades: Flamer weapons

Rarity: Scarce

Weapon Customizations

Oftentimes, unusual or highly-specialized features normally used for civilian weapons will find their way onto the arms of Guardsmen, with or without the tacit approval of regimental Techpriests. A weapon which has been customized may only bear one Sight customization at a time, and this effect is lost while it mounts a Weapon Upgrade that is also a Sight.

Peep Sight: The extremely narrow rear aperture on this sight naturally causes the eye to focus on the target, though it blocks much of the firer's peripheral vision and makes it difficult to acquire a target quickly. A weapon customized with this Sight gains a +5 to Ballistic Skill Tests to hit which have been Aimed, and a -5 to hit without.

Applies to: Any non-Spray weapon.

Express Sight: Designed for hunting big game, these wide v-shaped rear sights make it easy to quickly get a bead on a charging animal- or soldier, for that matter. On the first round of each combat, the wielder of a weapon with this customization may take a Half Action Aim as a Reaction instead.

Applies to: Any Non-Spray weapon.

Volley Sight: Mounted in parallel with the weapon's main sight, this device factors in the shot's arc, allowing it to be fired in long arcs over cover. This weapon gains Indirect (X), where X is 8-the user's Ballistic Skill Bonus.

Applies to: Any Solid Projectile, Launcher or Plasma weapon that does not already have Indirect (X).

Illuminated Sight: Incorporating small lights, glowing chemicals or fluorescent paint into this weapon's standard sights makes them easier to see in bad lighting. The user of a weapon with this customization reduces penalties to hit due to poor visibility by 5.

Applies to: Any non-Spray weapon.

Ghost Ring Sight: A refined and somewhat easier to use version of the peep sight, this sight's wide rear aperture quickly guides the eye to the target without causing severe tunnel vision. Once per combat, the wielder of a weapon with this Customization may take a Full Action Aim as a Half Action instead.

Applies to: Any non-Spray weapon.

Buckhorn Sight: These delicate, horn-shaped sights an archaic design halfway between a standard open right and a Ghost Ring- some argue they give reasonable accuracy at long ranges while also allowing the wielder to switch to closer targets quickly. A character wielding a weapon with this Customization treats the weapon's Close Range as being 5m longer than written, and its Point-Blank range as being 1m longer than written.

Applies to: Any non-Spray weapon.

Globe Sights: More popular for competition shooting, this system combines tiny peep sight with a massive concentric front sight to maximize accuracy on immobile targets. A character wielding a weapon with this Customization reduces the penalty for Long or Extreme ranges by 10 when firing at a target that has not yet moved this round.

Applies to: Any non-Spray weapon.

Armour

Generally speaking, Trisdekans are not known as armour-makers- being anywhere near the Lathe Worlds is a great way to be heavily outclassed in the realm of personal protective equipment.

Hexagramatic

Robes: A lighter, somewhat simpler form of the incredibly ornate hexagramatically-warded armour worn by agents of the Ordos Malleus and Hereticus, these robes are issued to high-level Sanctioned Psykers or those trusted soldiers who by necessity must work closely with psykers.

Incorporating flexible null-psy lattice plates and blessed threads taken from the garments of miracle-workers on Shrine Worlds, these pieces of clothing provide limited, but still useful, protection against psychic energies. Hexagramatic Robes provide 2 AP to all locations except the Head, but increase their AP against Psychic Powers or Force weapons by their wearer's Willpower Bonus. Additionally, whenever the wearer is struck with a Psychic attack that would normally cause damage ignoring armour, the armour's base AP value is still counted against incoming damage.

Rarity: Very Rare

Table 17: Armour and Barding

Type	Rarity
Hexagramatic Robes	Very Rare
Nivablator Armour Vest	Average
Padded Uniform	Common
Powdered Wig	Plentiful
Reinforced Shako	Common
Leather Barding	Common
Chainmail Barding	Common
Plate Barding	Scarce
Light Flak Barding	Average
Rough Rider Barding	Scarce
Heavy Flak Barding	Very Rare
Powered Barding	Near Unique

Nivablator Armour Vest: Composed of a series of flexible, interwoven polymer fibres, Nivablator armour promises defensive potential on par with contemporary Flak armour, but at a fraction of the weight and manufacturing

cost. Unfortunately, Nivablator fibres literally fall apart with sustained high-energy impacts. Millions of Nivablator suits and vests have made their way on to the black market, a boon to anyone looking for cheap, comfortable but not necessarily high-quality armour.

When a hit location covered by a piece of Nivablator armour is struck by an attack that rolled doubles (eg. 11, 22, 33), its AP value

permanently decreases by 1 after the attack is resolved. This AP damage cannot be restored in any way. When the armour's AP value hits 0, it is permanently destroyed.

Poor-Quality Nivablator armour reduces its AP to 0 after it is hit by any attack that rolls doubles, and is thus effectively one-use.

Good-Quality Nivablator armour only reduces its AP by 1 after being hit by an attack rolling odd doubles (eg 11, 33, 55...).

Best-Quality Nivablator Armour only reduces its AP on an attack roll of 11 or 1.

A Nivablator Armour Vest provides 4 AP to the Body.

Weight: 2 kg

Rarity: Average

Padded Uniform: Thick layers of padded cotton and wool make up this elegantly tailored blue, white and green-gold dress uniform, the standard for all the Korpogardistos. They provide limited protection against enemy attacks, but are designed more to instill esprit de corps than for actual defence. Padded Uniforms provide 1 AP to the Arms, Legs and Body, and a further +1 AP against Rending and Impact damage to the Body.

Weight: 6 kg

Rarity: Common

Powdered Wig: The famous powdered wigs are the signature of Brumeras's finest regiments, and confer status and dignity upon their wearer. A Brumeran wearing such a wig gains a +5 to any Fellowship-based Test with fellow Brumerans.

Weight: 0.5 kg

Rarity: Plentiful

Reinforced Shako: The high peaked caps of the Korpogardistos are protected with a thick layer of leather padding and occasionally even chain mail, and provide 2 AP against Impact and Rending damage to the head.

Weight: 0.5 kg

Rarity: Common

Barding

Cavalry mounts are frequently equipped with light barding, or animal armour, which gives them an extra modicum of protection in a fight.

Barding functions identically to normal armour, save that it can only be worn by an animal of the species it was designed for. A

Grox, for instance, can only wear Grox barding, but not horse barding.

Leather Barding: Thick slabs of cured or dried leather make for simple, if somewhat primitive protection.

Leather Barding provides 1 AP to the Body and Head.

Weight: 10kg

Rarity: Common

Chainmail Barding: Though somewhat time-consuming to manufacture, thick ring mail makes for excellent protection against melee strikes.

Chainmail Barding provides 3AP to all hit locations.

Weight: 30kg

Rarity: Common

Plate Barding: Full suits of metal plate armour for cavalry mounts are rare, and usually signs of great status for the rider. Plate Barding provides 5AP to all hit locations.

Weight: 60kg

Rarity: Scarce

Light Flak Barding: A few thin flak plates in a fabric overlayer make for a low-impact and flexible suit of mount armour.

Light Flak Barding provides 2AP to the Head and Body. It gains the same bonus against Blast attacks as human Flak armour.

Weight: 10kg

Rarity: Average

Rough Rider Barding: The standard-issue Munitorum animal armour, this suit of barding comes in endless variants.

Rough Rider Barding provides 3AP to all hit locations. It gains the same bonus against Blast attacks as human Flak armour.

Weight: 22kg

Rarity: Scarce

Heavy Flak Barding: Used by the few Rough Rider units specializing in very heavy cavalry, or those Tempestus units that employ cavalry, this heavy animal suit turns its wearer into a galloping juggernaut.

Heavy Flak Barding provides 5AP to all hit locations. It gains the same bonus against Blast attacks as human Flak armour.

Weight: 30kg

Rarity: Very Rare

Powered Barding: A terrifying extravagance for even the most well-supplied of Rough Rider units, the notion of fitting a horse or other cavalry animal with its own suit of powered armour has a certain disturbing logic to it.

Powered Barding grants the Mount it is fitted on 8AP to all hit locations. So long as it is powered, it also provides Unnatural Strength (2). It can remain powered for up to 8 hours before needing a recharge. At the GM's discretion, a Mount in unpowered barding might not be able to carry the weight of a rider.

Weight: 70kg

Rarity: Near Unique



Barding Craftsmanship

The Craftsmanship values of Barding are functionally similar to that of regular Armour, with the exception of Best-Craftsmanship suits.

It doesn't make much sense for mount armour to be extraordinarily lightweight. With that in mind, Best-Craftsmanship Barding doesn't gain a weight reduction, but instead provides a +5 bonus to the Mount's Agility Characteristic, as well as the usual 1 extra AP.

Wargear and Cybernetics

Being residents in an industrial Subsector, the citizens and soldiers of Trisdeka import, manufacture, improvise and design a huge variety of military and technical equipment.

Aether Staff: A step up from the ornamented staves issued to common Sanctioned Psyker, the Aether Staff incorporates a variety of psychic collimation devices and amplification arrays. While they make for well-balanced melee weapons, their true power is as conduits for psychic energy. A Psyker character wielding an Aether Staff gains a 10-meter bonus to the Range of any Psychic Powers with a range they manifest, and a +1 bonus to the Damage values of any damaging Psychic Powers they manifest. In combat, an Aether Staff is treated as a Best-Quality High-Frequency Staff.

Rarity: Very Rare

Bakhgranata: An attachment that fits most standard Munitorum grenades, this device is equipped with small fins and a tiny rocket engine that gives the payload a small kick forward shortly after being lobbed overhand. A Bakhgranata functions

identically to the Grenade it is attached to, but its maximum range is equal to the user's $SB \times 3 + 10$ and it increases its Scatter distance on a misfire by 2. Attaching a

Bakhgranata to a standard Grenade takes a Routine (+20) Tech-Use or Trade (Armorer) test.

Weight: 0.5 kg

Rarity: Scarce

Battle Standard: The symbol of a regiment's past glories, Battle Standards come in many different forms. The troops of Cadia, for instance, carry large and ornate banners into battle, while the Edelweiss use long multicoloured pennants on the end of their lances and the Katyushans carry military relics onto the field. Regardless of

their form, the mere presence of a Battle Standard on the field raises the spirits of all those around. Characters in direct line of sight of a Battle Standard held by a friendly character gain a temporary +5 bonus to their Toughness and Willpower Characteristics. However, if the Standard is dropped in the field or destroyed, all allies within line of sight must make a Challenging (-10) Fear Test as their regimental honour is sullied.

Weight: 5 kg

Rarity: Extremely Rare

Table 18: Wargear and Cybernetics

Type	Rarity
Aether Staff	Very Rare
Bakhgranata	Scarce
Battle Standard	Extremely Rare
Fighting Spurs	Scarce
Librium Mnemonicae	Rare
Musical Instrument	Varies
Parachute	Average
Power Spurs	Very Rare
Regimental Instrument	Extremely Rare
Skis	Average
Snowshoes	Average
Surgeon's Tools	Scarce
Tennanlowe Hawk Mechadendrite	Near Unique
Tennanlowe Skyboard	Very Rare
Wavespar Harness	Very Rare

Fighting Spurs: It is not only the human warriors of the Imperial Guard who arm themselves for battle—quite often their beasts do too. Many Edelweiss regiments, for instance, equip their Querls with heavy steel spurs on their claws, giving their already famously powerful kicks an extra edge, while Dolcateran soldiers have been known to weld borrowed steel caltrops on to the outer edges of horseshoes, giving their mounts terrifying stomping power. When Fighting Spurs are attached to a riding beast, they effectively give its melee Natural Weapons the Mono upgrade, removing the Primitive quality from them and increasing their Penetration by 2. If a riding beast whose Natural Weapons are not Primitive is equipped with Fighting Spurs, it increases both their Damage and Penetration by 1.

Rarity: Scarce

Librium Mnemonicae: Written in ancient days by the scholars of the Scholastica Psykana, the Mnemonicae is a brilliant work of memory aids, full of seemingly meaningless riddles and strange patterns that slowly lull the reader's mind into a trancelike state of near-perfect recall. After spending 5 minutes studying the Mnemonicae, a character gains the benefits of the Total Recall Talent and a +15 bonus to any Lore skills they may have. This bonus does not apply to any untrained Lore Tests, as the Librium only enhances the reader's knowledge of facts they already know, not facts they are trying to learn.

Rarity: Rare

Musical Instrument: From simple reed pipes to complicated banks of

synthesizers, musical instruments can be found on thousands of different battlefields in the 41st Millennium. Some are used for issuing signals, some for inspiring troops in battle, and some merely as personal items to pass the time during a monotonous guard shift. The Rarity of a Musical Instrument depends on the Instrument and where and when it is found, wholly subject to the GM's discretion. A bugle would be more common in a cavalry regiment than a grand piano would be in a regiment of Drop Troops, for instance.

Weight: 0.5–5 kg, depending on type

Rarity: Varies

Parachute: A simpler alternative to the advanced grav-chutes used by Imperial



Guard drop troops and thrill-seekers across the galaxy, the simple but reliable parachute still finds its place in modern Astra Militarum forces. Though much heavier than a grav-chute, parachutes are often used by those drop troops whose grav-chutes have broken down or who hail from worlds with lower levels of technology. If the character passes a Difficult (-10) Agility Test or Ordinary (+10) Operate (Aeronautica) Test, a parachute allows for a safe, semi-guided fall from any height, otherwise the character counts as having fallen five metres for each Degree of Failure.

Weight: 4 kg
Rarity: Average

Power Spurs: Regarded by a weapon for the insane even by the famously bloodthirsty soldiers of the Edelweiss, the Power Spur is a weapon concept so bizarre that many are convinced it had to originate on Niva Gustav. Power spurs are simply any weapon designed to apply a power field to an animal's natural armaments. By adding subdermal insulation and an impact-sensitive trigger, a horse, for instance, can kick an enemy with a power-field-reinforced hoof but still walk normally



Edelweiss PDF from the Kingdom of Helvenland on ski patrol.

without activating the weapon. When Power Spurs are attached to a riding beast, their Natural Weapons lose the Primitive quality (if they had them), increase their Damage and Penetration by 5, and gain the Power Field quality. Implanting Power Spurs in a riding beast takes several hours of surgery and a Very Hard (-30) Medicae Test. Failure permanently lames the animal, and it must be put down.

Rarity: Very Rare

Regimental Instrument: More than just simple tools to make music, Regimental Instruments are those maintained by a regiment as a traditional tool for battle. Often, they are of ancient make, passed down from generation to generation, and used by countless heroic musicians on dozens of battlefields. Regimental Instruments are always Best Craftsmanship, as they are more military treasures than practical music-makers.

Weight: 0.5-5 kg, depending on type

Rarity: Extremely Rare

Skis: The Imperium has relatively few inhabited Ice Worlds, and fewer still where humans can operate on the surface unaided. On many of these worlds, and on countless others that see snow on part of their globes, skis are a common tool used for locomotion and recreation.

It takes a Full Action to put on or remove Skis. With skis attached, characters receive a -20 penalty to all Dodge and Acrobatics Tests. They cannot move through Difficult or Dangerous Terrain that is not covered in snow or ice, but they ignore the negative effects of such snowy or icy terrain. Once

Skis are attached to a character's feet, they have two movement options available:

Stepping: The character walks normally, though somewhat awkwardly due to the skis. They halve their Agility bonus for the purposes of determining Movement Speed.

Sliding: The character slides along in a gliding, shuffling motion. On flat snowy or icy terrain, they increase their Agility bonus for the purposes of determining Movement Speed by +2.

A character on Skis who is moving downhill increases their Agility Bonus for the purposes of determining Movement Speed by +4. If they are untrained or unfamiliar with the use of skis they must make a Routine (+20) Agility Test each time they take an Action to move, or be knocked Prone. They can choose to increase this downhill movement bonus up to +6, but the Test upon moving becomes Challenging (+0), and if they fail they are Stunned for 1 round in addition to being knocked Prone.

Skis and Weapons: While Skiing, a character can use one-handed pistol or melee weapons as normal with no penalties, though they cannot make Aim Actions on any turn in which they have moved on skis. Characters can use two-handed Melee or Basic weapons at a -15 penalty, and again lose the benefits of any Aim Actions.

Weight: 6kg

Rarity: Average

Snowshoes: The common name for any device used to prevent a human from sinking into deep snow. Removing or putting on snowshoes requires a minutes

effort. A character wearing snowshoes ignores any movement penalties for moving through deep snow, but takes a -15 penalty to Agility-based tests.

Weight: 0.5kg each, 1kg a pair

Rarity: Average

Surgeon's Tools: Bulky and unwieldy, a kit of surgeon's tools can mean the difference between life and death for someone suffering from a sword wound or musket impact. Normally distributed in leather cases, a set of surgeon's tools includes scalpels, pliers, bonesaws, probes, forceps, and all the tools needed for messy but functional battlefield surgery. Using the tools conveys a +10 to Medicae tests to treat trauma and wounds, but not infections or diseases.

Weight: 3 kg

Rarity: Scarce

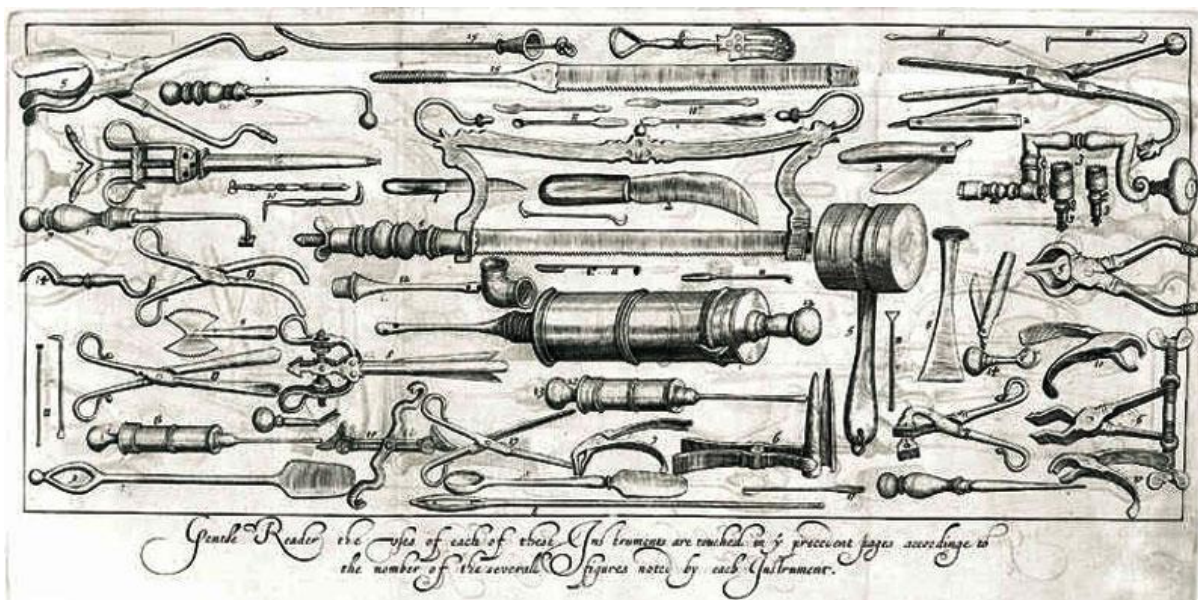
Tennanlowe Hawk Mechadendrite:

Another piece of ancient Tennanlower antigrav technology, the Hawk Mechadendrite contains a series of

deployable fins, airspeed sensors, and small antigrav arrays that are fitted to the wearer's shoulders, providing them with an instinctual feel for the movement of air currents and a preternatural sense of balance. Only the finest of Tennanlowe Skyboarders are awarded the privilege of wearing Hawks. A character with this cybernetic implant installed gains a +15 bonus to any Agility-based tests for the purposes of operating any open-topped hovering or flying vehicle, as well as to any Acrobatics checks made to jump or safely fall. Additionally, they gain the effects of the Peer (Tennanlower) Talent as long as the mechadendrites are installed.

Rarity: Near Unique

Tennanlowe Skyboard: The Tennanlowe Skyboard is not, strictly speaking, a true anti-gravity device; it incorporates the same weight-reduction technology as in a conventional grav-chute, but is not otherwise powered or motor-driven. Instead, its streamlined winglike shape gives it a significant amount of lift at high



speeds, allowing a trained pilot to pull of considerable maneuvers with one. Skyboards are heavily customized to their pilots, and are issued as standard to all Tennenlowers, but the production of new ones is limited due to the harsh conditions on the homeworld and they are treasured as a result.

A pilot with the Operate (Aeronautica) skill using a Tennenlowe Skyboard counts as having the Flyer (10) trait and gains +1 AP while on the board due to their constant movement and high speeds. However, any time they would be called to make a Dodge or Acrobatics test, they must instead make an Operate (Aeronautica) test at the same difficulty or fall off their board.

Good-quality Skyboards can fold up to a more compact package, and weigh 8kg. Best-quality Skyboards function as Good-quality, but also convey a +5 bonus to Operate (Aeronautica) tests to operate them.

Weight: 10 kg

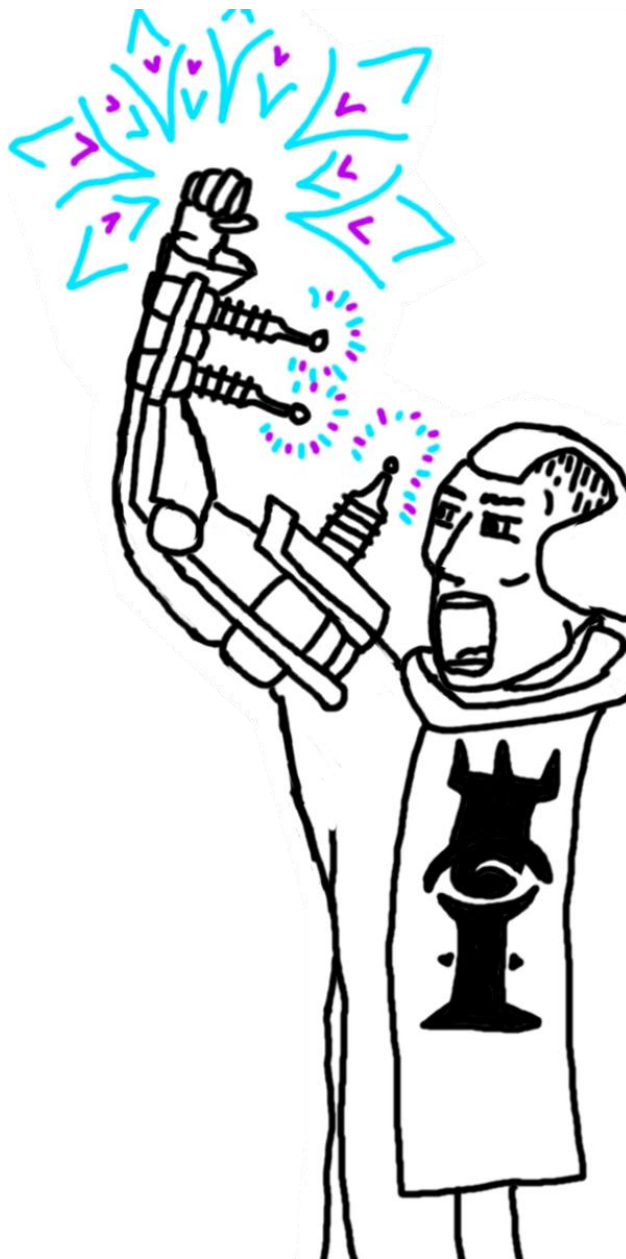
Rarity: Very Rare

Wavespar Harness: Though the technology behind Aetheric Wave-Spar technology was condemned by the Inquisition of the Calixis Sector, the Inquisitors of Ixaniad have no objections to the concept, in a limited form. Instead of an implant, the Wave-Spar Harness functions via skin contact, and takes the form of a pair of forearm bracers with connected by thickly insulated cables to a small halo of antennae that protrude over the shoulders and around the back of the neck. These act as low-power psionic amplifiers, permitting psykers to safely draw on slightly more

Warp energy for limited amounts of time. Once per combat, a when a Psyker wearing a Wave-Spar Harness Pushes a psychic power, he may add a +1 bonus to his Psy Rating. Poor Craftmanship Harnesses also add a further +10 to all rolls on the Psychic Phenomena table, while Good Craftmanship versions reduce all rolls by -10.

Weight: 10kg

Rarity: Very Rare



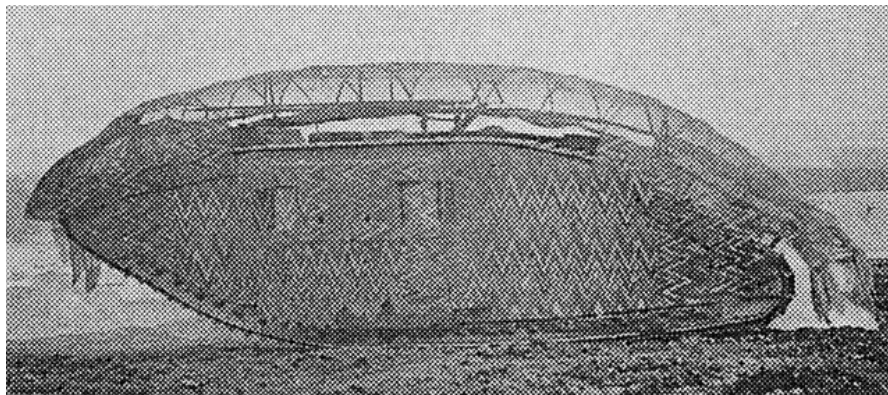
Armoury IV- Vehicular Customization

"It is my opinion as Archmagos of this blessed Forge World that the Omnissiah has nothing negative to say about racing stripes."

-Archmagos Deraclius Lestron of Niva
Gustav

Imperial officers frequently overlook weapon modifications made by soldiers so long as they are minor, and the same is equally true of soldiers in vehicular regiments. Though they fall under greatly increased scrutiny by the tech-wrights of the Mechanicus, all but the most deeply orthodox children of the Omnissiah are willing to forgive the occasional expedient modification, though there are certainly degrees of tech-heresy involved.

A vehicle that is part of a character's Standard Regimental Kit for them or their squad can have a number of customizations applied equal to its Size trait -2. Applying a vehicle customization requires a Routine (+20) Essential Repair Skill Test and may take up to several hours of solid work. Failing the test by more than two degrees means that the part being modified is slightly damaged- that customization 'slot' is inaccessible until the next time the vehicle undergoes repairs that take more than 12 hours to complete, but the performance of the vehicle is otherwise not affected.



A vehicle's Customizations can be removed or altered any time it undergoes repairs from Heavy Damage- make a Routine (+20) Essential Repair Skill Test as normal to replace a single Customization with a new one. Any number of Customizations can be replaced in this manner, but each one after the first increases the overall repair time needed by 2 hours.

Terrain Camo: This vehicle sports a camouflage coating which matches the colours of the terrain in which it serves. It is necessary to modify this scheme to match the changing of combat zones or the seasons. Enemies take a -10 penalty to all tests to visually detect it when it is in terrain that matches the colours of its paint scheme. This effect stacks with Camo Netting.

Applies to: Any vehicle

Disruptive Camo: This vehicle's paint scheme is brightly coloured and patterned to make the vehicle's silhouette vague. All vision-based Awareness tests to locate this vehicle gain a +10 bonus. Ballistic Skill tests to hit this vehicle at ranges longer than 50 meters take a -5 penalty. For each vehicle with the same camo scheme within 5 meters, this penalty increases by -5, to a maximum of -30.

Applies to:
Any
vehicle

Muffled Engines: Large mufflers or sound-cancelling devices fitted over the exhausts or around the engine make this vehicle unusually quiet, and comfortable. When it is not firing its weapons, tests to detect this vehicle by hearing are one step harder than normal. Additionally, the crew of the vehicle take no penalties to Awareness tests due to noise.

Applies to: Any vehicle

Integrated Cooking Gear: Many vehicle crews will find a way to run a kettle or hot plate off their vehicle's power systems so they can always have a hot meal or a warm cuppa. Quite a few regiments, notably the Praetorians, mount such equipment as standard. The crew of this vehicle always have access to a source of heat or fire to warm their food, boil water, etc., so long as their vehicle is operational. They can also ignore the negative effects of their first point of Fatigue so long as they are inside it.

Applies to: Any vehicle

Cushioned Interior: Nobody likes bumping their head or elbows in a fighting vehicle, and safety gear can only go so far. This vehicle's interior has been fitted with pads and soft cushions to minimize the worst injuries. It reduces damage to the crew from critical hits by 1, to a minimum of 0.

Applies to: Any Enclosed vehicle

Pintle Shield: Improvised armour around a door gun goes a long way towards keeping a gunner safe. One of this vehicle's Pintle mount weapons improves the Body and Arm AP of its operator by 3 when in use.

This customization can be applied multiple times to multiple pintle weapons.

Applies to: Any vehicle with a Pintle weapon

Improvised Armor: Plasteel plates, logs, sandbags, concrete, bodies of fallen foes- all serve to reduce the power of incoming fire by just a little bit. This vehicle reduces its Tactical Speed by 1, but improves its AV on one Facing (front, sides or rear) by 2. This customization can be applied multiple times, and stacks with armor upgrades.

Applies to: Any vehicle

Extra Storage: The interior of this vehicle has been fitted with extra storage bins, water tanks, and fuel containers- it is positively jam-packed with useful equipment. All this comes at a cost to ergonomics, however. The crew of this vehicle can access an extra reserve of one extra day's worth of fuel and two extra days' worth of food and water in an emergency, but entering or exiting this tank in combat requires an extra Half Action.

Applies to: Any vehicle

Threatening Weapon: Cosmetic modifications to this vehicle's primary weapon make it much more impressive-looking and much more likely to draw negative waves. This vehicle's crew gains a +10 to Intimidate tests while they are in or near their vehicle, but enemies will always target this vehicle first in combat unless there are much larger or menacing targets available.

Applies to: Any vehicle with a Fixed, Hull or Turret weapon

Unsanctioned Engine Mods: Removed speed governors, nitrous injectors or unstable changes to the gearbox make this vehicle able to produce surprising turns of speed, but it really pisses off any techpriests nearby. Once per combat, the pilot of this vehicle can activate this mod to give the vehicle +5 to either its Maneuverability or Tactical Speed as well as the Ramshackle Trait for the duration of combat. It attracts negative attention from any Mechanicus authorities who see it in action.

Applies to: Any Vehicle

Nose Art: It could be a sexy pinup, a menacing slogan, or a personal symbol of the pilot's family, but this vehicle stands out from the crowd because of the art it bears. So long as this vehicle is not suffering any Critical Damage, all of its crew and any allies within line of sight gain +5 to Willpower-based Tests. This ability does not stack with other vehicles.

Applies to: Any Vehicle

Cleated Grips: Welding bits of metal to track links or hammering hobnails into

wheel rims give this vehicle a little bit of extra grip on rough terrain, though they tend to damage or get stuck in harder surfaces. When moving in snow, ice, or any soft terrain, this vehicle gains a +10 to its Maneuverability. It takes a -5 when moving on prepared roads, rock, or other hard terrain.

Applies to: Any wheeled, tracked or walker vehicle

Rubberized Grips: This vehicle's padded motive surfaces let it run smooth and soft and really hug the ground, making it much faster on hard ground, at the cost of off-road performance. This vehicle gains a +10 to its Maneuverability on hard surfaces like rock or pavement, and takes a -5 to its Maneuverability on soft surfaces like snow or dirt.

Applies to: Any wheeled, tracked or walker vehicle

Unditching Gear: Sometimes the easiest way to unstick a vehicle that has become bogged down is simple leverage, and many crews will attach extended skids, wooden



beams or winches to their vehicles to pull themselves free. This vehicle grants a +20 to any tests to unditch or unstick it from mud, deep snow, shifting sand or other rough terrain.

Applies to: Any vehicle

Widened Hatches: Commissars may teach that an immobilized tank is a bunker intended to hold out until its crew is killed, but most Guardsmen would be inclined to disagree, and surreptitiously widen the escape hatches or simplify the exit methods on their vehicles. Crew can bail out of this vehicle when it explodes.

Applies to: Any Enclosed vehicle

Extra Fireport: A few minutes' work with a drill makes defending an armoured vehicle against close attacks that much easier. This vehicle gains a single extra fireport which can be operated by its crew but not its passengers. However, an improvised port is much less stable than a standard one- only Basic or Pistol weapons can be fired through it.

Applies to: Any Enclosed vehicle that is not Environmentally Sealed

Bigger Extinguishers: Fire is the nightmare of all crews, and most will make some effort to add in extra fire-fighting systems to their vehicles. The first Agility test to put out a fire in each combat is made at +0, and the second at -10 instead of -20, because no fire extinguisher is bottomless.

Applies to: Any vehicle

Internal Lavatory: Sometimes the best defense against the horrors of the xeno, mutant and heretic is a safe place to take a dump. Even a bucket behind a screen will

do in a pinch. The crew of this vehicle reduce any incoming Sanity loss by 1, to a minimum of 1, so long as they are inside. Other characters may comment on the smell, however.

Applies to: Any vehicle

Improved Sound System: The devotional hymns of the Munitorum often accompany the Imperial Guard into battle, but some crews prefer more personal, popular music, and install internal speakers to listen to the upbeat pilgrimage songs of the Peregrine Performance Project, or the Mechanicum forge-metal of the ancient rock group OMNI/SLAH. Regardless, such music can do a great deal to increase morale- each crew member gains a +10 to their first Willpower or Command test of each combat.

Applies to: Any vehicle

Luck Charm: Be it fuzzy dice or human skulls, few Imperial Guard vehicles are without some kind of symbol of luck. Each crewman of this vehicle can choose to reroll a single vehicle-related test once per day. They must take the result of the second roll, even if it is worse than the first.

Applies to: Any vehicle

Improved Climate Control: Most Imperial Guard vehicles do not end up serving on the worlds they are designed for, with their crews having to modify them as necessary. When adding this modification, select a single environment (tundra, desert, mountains, etc.)- the crew gains a +10 to any tests to resist the effects of that environment while they are in their vehicle. This customization can be applied multiple times.

Applies to: Any Enclosed vehicle

Ram Spikes: Certain more brutal or primitive vehicular regiments appreciate the value of a good ramming, and modify their craft with vicious spikes or scythe blades. The similarity such vehicles share with those of the traitor and heretic does not go unnoticed, however. A Vehicle with this customization increases the Penetration value of its ram attacks by the value of its Size Trait, but its crew will be more likely to attract negative attention from the Commissariat or the Ecclesiarchy.

Applies to: Any vehicle

Balance Optimizers: Though balance is seldom an issue for wheeled or tracked vehicles, on skimmer or legged platforms not falling over or losing equilibrium can mean the difference between life and death on the battlefield. This customization adds counterweights, extra fins, and even heavy gyroscopes scavenged from industrial

machinery that will keep the vehicle upright even in a catastrophic situation. A Skimmer with this customization reduces the Critical Hit damage from crashing by -2, to a minimum of 1, and only flips over on a roll of 10 when moving at its tactical speed or faster. A Walker with this customization only takes 1d5 base damage from falling over, and its crew can get the vehicle upright as a Half Action.

Applies to: Any Walker or Skimmer vehicle

Sealed Hull: A little bit of sealant, plastic barrels for floats, some second-hand air scrubbers, and pow! Instant submersible! This vehicle gains the Amphibious trait, but halves its Tactical Speed and gains a -20 to its Maneuverability on water.

Applies to: Any non-Skimmer vehicle.



Armoury V- Variant Patterns

"Oh, this? I have no idea what the hell it is. Found it on a trash heap on patrol one day. Shoots real good, though."

- Unidentified Korpogardisto Soldier

If there is one defining trait that applies to the entirety of the Imperium of Man, ignoring regional differences, the span of ages and its many strange cultures, it is Humanity's remarkable ability to invent clever devices for killing other men. The mind-boggling number of variants on even common weapons like the Lasgun, from the most ancient patterns of the Forge Worlds to scrap-built variants assembled by hand in primitive tribal encampments cannot be captured in any documentary form.

This section of the Primer is designed to be used as a replacement to the Variant Equipment Patterns section of Only War: Hammer of the Emperor (pp. 127-131). When generating a variant melee or ranged weapon pattern, simply follow all the rules presented in Hammer of the Emperor, but use the following d100 tables to generate pattern positives and negatives, instead of

the d10 tables. An expanded table for general equipment patterns has not been included, because there are only so many changes you can apply to generic gear. Some gear bonuses and maluses would seem to cancel out- it is up to the GM to decided if two cancelling results should be rerolled or ignored.

Also included are vehicle pattern modifications, because a Lucius Pattern Vanquisher is sure as hell different from a Gryphonne Pattern Vanquisher- roll on Table 19 and reference Tables 24 and 25 for

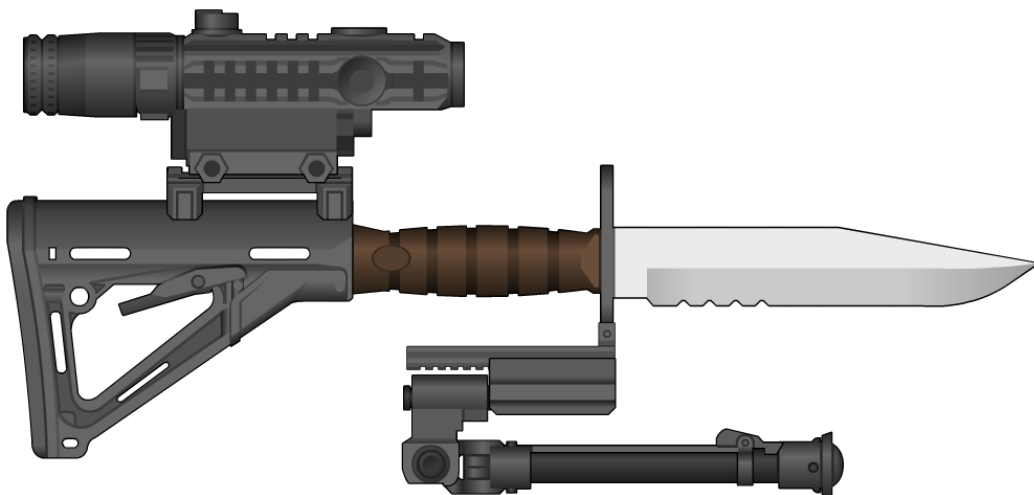
Table 19: Number of Changes

d10 Roll	Positive	Negative
1	1	2
2-3	1	1
4-6	2	2
7-9	2	1
10	3	2

variant positives and negatives.

As a warning to GMs: use these tables at your own risk. The results can get a little

crazy, especially when applied to already very powerful weapons, like Sniper Rifles or Eviscerators. Trust me on this one.



"You mean to tell me your combat knife doesn't have a scope?"

Table 20: Ranged Weapon Pattern Positive

Roll	Pattern Modification
1-5	Longbarrel: Increase the weapon's Range by 10 metres.
6-10	High-Capacity: Increase the weapon's Clip size by 50%, rounding up.
11-15	High Impact: Apply a +2 modifier to the weapon's Damage when it is fired with the benefit of an Aim Action.
16-20	Precision: Decrease any penalty this weapon would receive to Ballistic Skill Tests for firing at long or extreme ranges by 5.
21-25	Venerable Design: This weapon gains the Proven (2) Quality. If it has the Proven (X) Quality already, increase the value of X by 1.
26-30	Efficient Feed: If this weapon fires energy projectiles, each time it rolls doubles on its hit rolls it consumes no ammunition for that attack. If this weapon fires physical projectiles, it decreases its Reload time by one Half Action (to a minimum of one Half Action) and loses none of the rounds in its Clip if it jams.
31-35	Lightweight Material: Decrease the weapon's weight by 2 kg (to a minimum of 0.5 kg). If it is a Basic weapon, its wielder reduces the penalty for firing it one-handed to -10. If it is a Pistol weapon, its wielder can draw it from its sheathe or holster as a Free Action.
36-40	Slaying: Pick a single species or type of enemy (eg. Tyranids, Orks, Eldar, Humans, etc.). This weapon gains a +1 to its Damage and Penetration when attacking that type of enemy.
41-45	Exceptional Pattern: Logistics Tests to acquire Good and Best Craftsmanship versions of this weapon gain a +20 bonus in addition to any other modifiers.
46-50	Simplified: Any Tests to repair, modify or upgrade this weapon are made at a +20 bonus.
51-55	Rapid Ammo Ejection: Reduce the Reload of the weapon by one Full Action (to a minimum of one Half Action).
56-60	Thermal: This weapon gains the Flame Quality when fired at a target within Short Range. If it already has the Flame Quality, increase its Damage by 2.
61-65	Piercing: This weapon gains the Felling (2) Quality when fired at a target within Short Range. If it already has the Felling (X) Quality, increase the value of X by 2 when this happens.
66-70	Electrified: This weapon gains the Shocking Quality when fired at a target within Short Range. If it already has the Shocking Quality, increase its Damage by 2.
71-75	Crippling Munitions: This weapon gains the Crippling (2) Quality. If it has the Crippling (X) Quality already, increase the value of X by 1.
76-80	Blessed Pattern: This weapon gains the Sanctified Quality, and once per session this weapon's owner can reroll a failed Fear or Pinning test.
81-85	Brutal Construction: This weapon gains the Ogryn-Proof Quality. If used as an Improvised Weapon, it has the following profile: Melee; 1d10 I; Ogryn-Proof, Primitive (8).
86-90	Close-Quarters Optimized: If used with a Melee Attachment or as an Improvised Weapon, this weapon gains the Balanced Quality.
91-95	Incredibly Lethal: This weapon gains the Accurate Quality. If it has the Inaccurate Quality, it loses it instead. If it already has the Accurate Quality, it gains the Proven (2) Quality.
96-00	Anti-Materiel: This weapon increases its Penetration by 1 and gains the Lance Quality. If this weapon already has the Lance or Melta Qualities, increase its damage by 1.

Table 21: Ranged Weapon Pattern Negative

Roll	Pattern Modification
1-5	Inefficient Barrel: Apply a -2 modifier to the weapon's Damage when it is fired at targets outside of Short range.
6-10	Exposed Action: If this weapon rolls doubles on an attack action in muddy, sandy or otherwise dirty conditions it jams.
11-15	Heating Issues: This weapon gains the Overheats Quality. If it has this Quality already, it loses the Reliable Quality if it has it, or gains Unreliable if it doesn't.
16-20	Dangerous Ergonomics: When this weapon jams, it inflicts 1 point of Impact damage ignoring Armour and Toughness to the user. This weapon loses the Reliable quality if it has it.
21-25	Erratic: This weapon gains the Unreliable Quality. If it has the Reliable Quality, it loses it.
26-30	Inefficient Feed: If this weapon fires energy projectiles, each time it rolls doubles on its hit rolls it consumes twice as much ammunition for that attack. If this weapon fires physical projectiles, it increases its Reload time by one Full Action.
31-35	Bulky: Increase the weapon's weight by 2 kg. If it is a Pistol weapon, it becomes a Basic weapon.
36-40	Inadequate Sights: This weapon loses the benefits of Full-Action Aiming.
41-45	Rare Model: Logistics Tests to acquire this weapon outside of its place of manufacture suffer a -20 penalty in addition to any other modifiers.
46-50	Nonexistent Sights: This weapon gains the Inaccurate quality. If it has the Accurate Quality, it loses it instead.
51-55	Small Magazine: Decrease the Clip Size of the weapon by 5 (to a minimum of 1).
56-60	Questionable Ballistics: This weapon gains the Primitive (8) Quality. If it is already Primitive, decrease the value of its Primitive Quality by 1.
61-65	Corrupted Pattern: Common Craftsmanship versions of this weapon count as being of Poor Craftsmanship instead.
66-70	Unsteady Grips: This weapon decreases its Close and Point-Blank range hit bonuses by 10.
71-75	Diffuse Spread: Apply a -4 modifier to the weapon's Penetration when it is fired at targets outside of Short Range.
76-80	Uncontrollable: When this weapon kills a target in combat, it loses the rest of the rounds in its Clip.
81-85	Recharge Cycle: This weapon gains the Recharge Quality. If it has this Quality already, it loses the Reliable Quality if it has it.
86-90	Malign Pattern: Characters wielding this weapon receive a -10 to all Tests to resist Fear, Corruption or Mutations.
91-95	Delicate: Whenever this weapon Jams, roll 1d10. On a result of 1, the weapon's internal mechanisms seize up or snap, and it must be repaired with a Hard (-20) Tech-Use Test that requires at least several minutes before it can be fired again.
96-00	Ineffectual Pattern: This weapon rolls d5s on its damage instead of d10s.

Table 22: Melee Weapon Pattern Positive

Roll	Pattern Modification
1-5	Finetuned: If this weapon has the Unbalanced Quality, remove it. If it has the Unwieldy Quality, it gains the Unbalanced Quality instead. If it has neither the Unwieldy nor Unbalanced Quality, it gains the Balanced Quality.
6-10	Slaying: Pick a single species or type of enemy (eg. Tyranids, Orks, Eldar, Humans, etc.). This weapon gains a +1 to its Damage and Penetration when attacking that type of enemy.
11-15	Serrated: Whenever this weapon's wielder scores three or more Degrees of Success on a Weapon Skill Test to attack with this weapon, it gains the Tearing Quality for the attack. If it already has the Tearing Quality, apply a +1 modifier to its Damage when this happens instead.
16-20	Simplified: Any Tests to repair, modify or upgrade this weapon are made at a +20 bonus.
21-25	Venerable Design: This weapon gains the Proven (2) Quality. If it has the Proven (X) Quality already, increase the value of X by 1.
26-30	Blessed Pattern: This weapon gains the Sanctified Quality, and once per session this weapon's owner can reroll a failed Fear or Pinning test.
31-35	Lightweight Material: Decrease the weapon's weight by 2 kg (to a minimum of 0.5 kg). If it is a two-handed weapon, it becomes a one-handed weapon. If it is a one-handed weapon, its wielder can draw it from its sheathe or holster as a Free Action.
36-40	Devious Pattern: Whenever this weapon's wielder scores three or more Degrees of Success on a Weapon Skill Test to attack with this weapon, it gains the Flexible Quality for the attack. If it already has Flexible, it increases its Penetration by 1 when this happens.
41-45	Exceptional Pattern: Logistics Tests to acquire Good and Best Craftsmanship versions of this weapon gain a +20 bonus in addition to any other modifiers.
46-50	Mighty: This weapon gains the Concussive (0) Quality. If it already has the Concussive (X) Quality, increase the value of X by 1.
51-55	Shearing: This weapon gains the Razor Sharp Quality. If it already has this Quality, or if its Penetration is 0, apply a +2 modifier to its Penetration instead.
56-60	Ferocious: When making an All-Out Attack, this weapon increases its damage by +2.
61-65	Symbols of Duty: The wielder of this weapon gains a +5 bonus to Willpower Tests made to resist the effects of Fear and Pinning.
66-70	Armoured: This weapon increases the AP of the wielder's Arms by 1.
71-75	Envenomed: This weapon has the Toxic (1) Quality. If it already has the Toxic (X) Quality, increase the value of X by 1. Its damage type changes to C.
76-80	Nimble Pattern: This weapon grants the wielder a +15 bonus to the Feint combat action.
81-85	Incredibly Dense: This weapon is never destroyed when used to Parry a weapon with the Power Field Quality. It gains the Ogryn-Proof Quality.
86-90	Pummeling: This weapon grants the wielder a +15 to the Knock Down combat action.
91-95	Precisely Weighted: This weapon can be thrown. It counts as having a Thrown weapon profile that is identical to its Melee weapon profile, with a Range of 5 metres.
96-00	Martial Pattern: Once per combat, this weapon can be drawn and used to make a Standard Attack with a +2 bonus to Damage and Penetration.

Table 23: Melee Weapon Pattern Negative

Roll	Pattern Modification
1-5	Poor Grip: If the wielder fails a Weapon Skill Test with this weapon by a number of Degrees of Failure greater than his Weapon Skill Bonus, he loses his hold on it. It travels 1d5 metres in a randomly determined direction before coming to rest.
6-10	Dangerous Ergonomics: When this weapon fails a test to hit by more than two Degrees of Failure, it inflicts 1 point of Impact damage ignoring Armour and Toughness to the arm of the user holding it.
11-15	Sub-Optimal: Apply a -2 modifier to the weapon's Damage.
16-20	Unsteady Grip: This weapon decreases its Standard and All-Out Attack hit bonuses by 10.
21-25	Crude: If this weapon has the Primitive (X) Quality, reduce the value of X by 1. Otherwise, it gains the Primitive (9) Quality.
26-30	Uncontrollable: When this weapon kills a target in combat the wielder must make a Challenging (+0) Willpower Test or spend their next Full Action attacking the fallen body.
31-35	Leaden: Increase the weapon's weight by 2 kg. If its wielder fails a Weapon Skill Test made with this weapon by a number of Degrees of Failure greater than his Weapon Skill Bonus, it becomes lodged in the ground or another surface. It requires a Half Action and a Challenging (+0) Strength Test to dislodge it.
36-40	Malign Pattern: Characters wielding this weapon receive a -10 to all Tests to resist Fear, Corruption or Mutations.
41-45	Rare Model: Logistics Tests to acquire this weapon outside of its place of manufacture suffer a -20 penalty in addition to any other modifiers.
46-50	Ineffectual Pattern: This weapon rolls d5s on its damage instead of d10s.
51-55	Shallow Cuts: Apply a -1 modifier to Critical Damage that this weapon inflicts (including Critical Damage from Righteous Fury).
56-60	Vulnerable: This weapon reduces the AP value of the wielder's Arms by 1, to a minimum of 1.
61-65	Corrupted Pattern: Common Craftsmanship versions of this weapon count as being of Poor Craftsmanship instead.
66-70	Wavering: This weapon cannot be used in a Defensive Stance.
71-75	Imprecise: This weapon gains the Inaccurate Quality. If it already has the Inaccurate Quality, it gains the Unwieldy Quality instead.
76-80	Hesitant Pattern: This weapon decreases the Weapon Skill bonus on a Charge action by -20.
81-85	Awkward: If this weapon has the Balanced Quality, it loses it. Otherwise, it gains the Unbalanced Quality. If it already has the Unbalanced Quality, it gains the Unwieldy Quality instead.
86-90	Anchoring: This weapon inflicts a -5 penalty on the user's Dodge and Parry tests.
91-95	Brittle: Whenever the attacker fails a Weapon Skill Test by a number of Degrees of Failure greater than his Weapon Skill Bonus, roll 1d10. On a result of 1, the weapon shatters.
96-00	Indiscriminate: Each time the user of this weapon inflicts Critical Damage, they take X points of Rending damage to the Body, where X is the total amount of Critical Damage they caused on their target. This damage is reduced by Toughness but not Armor.

Table 24: Vehicle Pattern Positive

Roll	Pattern Modification
1-5	Thick Hull: This vehicle has a distinctly thick, bulky silhouette and increases its AP on all facings by 3.
6-10	Insulated Systems: Intricate grounding systems in the wheels and hull allow this vehicle to take intense electromagnetic disruption without danger. If this vehicle is hit by a Haywire weapon, its rolls on the Haywire Table is decreased by 2.
11-15	Energetic Machine Spirit: If this vehicle's crew is incapacitated, the vehicle may act independently for 1 round. Assume it knows all relevant skills and has Characteristics of 35.
16-20	Integrated Launchers: This vehicle's hull incorporates deployable or hardwired defensive grenade launchers. It has integrated Frag Defenders and Smoke Launchers (1 shot each) which can be reloaded between missions.
21-25	Thermoablative Hull: This vehicle's hull is made of a glassy, composite material, cool to the touch. It ignores the Melta and Lance qualities of incoming attacks.
26-30	Stable Platform: This vehicle's low center of mass and profile make it seem to hug the ground, even at full speed. It reduces the penalties for firing on the move by 10.
31-35	Efficient Radiators: This vehicle's cooling system runs with a smooth purr. It reduces all damage from Flame weapons by 5, and ignores any penalties to operation due to intense temperatures.
36-40	Sturdy Suspension: The heavy springs or structural members this vehicle's motive systems ride on are well-made. It reduces all Critical Damage to its Motive Systems by 1.
41-45	Quick-Change Drivetrain: Whether through easy-access panels or cleverly arranged modules, any breakdowns in this vehicle's engines are simple to fix. It provides a +20 bonus to tests to repair or modify its motive systems.
46-50	Simple Pattern: This vehicle is the product of centuries of refinement to make it as idiot-proof as possible. It provides +10 to all tests to repair it.
51-55	Ergonomic: The layout of this vehicle's controls are comfortable to use for long periods, and its hull surprisingly roomy. It grants a +5 bonus to all tests to use vehicle systems, conduct repairs, or otherwise run the vehicle.
56-60	Superior Optics: Whether it's powerful sensors or even just well-located viewports, this vehicle provides a wide field of view to its crew. It grants a +10 bonus to all Perception or Tech-Use tests to investigate the area around it.
61-65	Powerful Weaponry: This vehicle's armaments are made to a high standard of quality or simply have longer barrels. The damage of all its default weapons increase by 3.
66-70	Stabilized Fire Control: The aiming systems onboard this vehicle are carefully calibrated and keep the guns level at all times. Increase the range of all this vehicle's weapons by 20. It grants the crew a +5 bonus to Aim those weapons.
71-75	Spall Liner: The interior of the hull is lined with protective coatings that keep the crew safe in the event of severe damage. This vehicle's crews reduce any Critical Damage effects to them by 5.
76-80	Quick Starter: Whether through powerful prestarters or good construction, this vehicle's engine starts instantly, every time. It gains +5 Tactical Speed on its first turn of combat.
81-85	Escape Hatches: A hull dotted with large and well-designed escape hatches allows for safe entry and egress. Crews can enter or exit this vehicle as a Free Action.
86-90	Heavy Tread: This vehicle's tracks, wheels, legs or hoverjets are widely spaced, making it hard for it to sink in to soft ground. Reduce all difficult terrain penalties by 10, and it cannot be bogged down.
91-95	Defensible: When its mobility fails, this vehicle can serve well as a bunker. This vehicle has two fireports that can be used by the crew.
96-00	Secondary Weapon: This vehicle is characterized by a sub-turret or secondary weapon mounted in its hull. This vehicle has a spot for a pintle weapon operated by the driver in addition to any other pintle weapons it may have.

Table 25: Vehicle Pattern Negative

Roll	Pattern Modification
1-5	Poor Radiators: Fragile cooling systems or no cooling systems at all make this vehicle vulnerable to temperature changes. It takes 5 extra damage from Flame attacks and doubles any penalties to operation in extreme temperatures.
6-10	Weak Suspension: The motive systems on this vehicle just don't hold up. Anytime it takes Critical Damage to its Motive Systems, increase the damage by 1.
11-15	Wobbly: This vehicle janks and twitches constantly on the move. Increase penalties for firing after moving by 10.
16-20	Complicated Pattern: Though it might be a miracle of engineering, this vehicle is just too complicated for battlefield use. All tests to repair this vehicle suffer a -10 penalty.
21-25	Dangerous Ergonomics: Hatches blocked by the turret and flickering lighting make operating this vehicle a nightmare. It inflicts a -5 penalty to all tests to use vehicle systems, conduct repairs, or otherwise run the vehicle.
26-30	Poor Visibility: Tiny vision slits and nonexistent sensors make the outside world a mystery in this vehicle. It inflicts a -10 penalty to all Perception or Tech-Use tests to investigate the area around it.
31-35	Undergunned: Military patterns appropriate to a PDF or secondary forces might not cut it on the battlefield. All of this vehicle's default Weapons reduce their damage by 3.
36-40	Inferior Optics: Underdesigned sighting systems mean that any shot with this vehicle's weapons is a gamble. All of its inbuilt (but not Pintle) weapons gain Inaccurate.
41-45	Brittle Hull: When hit, this vehicle's hull snaps, buckles and spalls violently. Any time it takes damage totalling over 25% of its Hull Points, its crew takes 1d5+1 Impact damage to the body.
46-50	Fuel Hog: This vehicle's systems guzzle gas like nothing else, and it runs inefficiently at the best of times. All Logistics Tests to acquire fuel or supplies to run it take a -10 penalty.
51-55	High Ground Pressure: Narrow wheels or tracks make this vehicle dangerously prone to sinking in to soft ground. The penalties for rough terrain are increased by 10.
56-60	Unusual Hull: The strangely rounded or angular shape of this vehicle means that it can't take any Vehicle Upgrades.
61-65	Accursed Pattern: Something about this vehicle is sinister, and its make has a bloodstained reputation. Fate Points cannot be spent to give a bonus to rolls while inside it.
66-70	Berserk Machine Spirit: The ghost in the machine is dangerously strong. Whenever this vehicle takes Critical Damage or is affected by a Haywire Field, it fires its main weapon at the nearest target, at a Ballistic Skill of 30.
71-75	Cramped: This vehicle is quite small for its type- certainly too small to easily move ammo in and out. Increase the Reload time of all of its weapons by 1 Full Action.
76-80	Noisy: The roar of this vehicle's engine may be satisfying, but it can get more than a little overbearing. Enemies gain a +20 to any tests to detect the location of this vehicle, and any Command Tests within the hull suffer a -10 penalty.
81-85	Unsafe: The engine might leak fumes, or the control levers stick, but operating this vehicle is a tiring chore. For each hour continuously operating this vehicle, the crew must test Toughness or take 1 level of Fatigue.
86-90	Reactor Instability: This vehicle's powerplant or fuel systems destabilize far too quickly. If this vehicle loses more than half its Hull Points in a single attack, it gains the Extremely Volatile trait. If it already has Extremely Volatile, it explodes.
91-95	Inescapable: The tiny hatches on this vehicle make getting out in a hurry a worrisome prospect. Entering or exiting this vehicle requires a Full Action.
96-00	High Profile: This vehicle is top-heavy and hard to miss. It counts as being one size category larger for the purposes of making attacks against it.

Armoury VI- Vehicles and Mounts

"Artillery is queen of the battlefield, but cavalry is king."

-Tactica Imperialis

Subsector Trisdeka does not produce legions of tanks or endless armoured vehicles, but its inhabitants' technological quirks and distinct cultures have led to the prominence of several homegrown vehicles. Also common on the area's battlegrounds are the Querls of Edelweiss, which are, in some areas, well on their way to replacing the Grox or the horse as the most common beast of burden in the region.

Leman Russ Laykhodok

The only true Katyushan tank, the Laykhodok is more of a heavy assault gun, with armament designed to provide heavy forward anti-vehicle and anti-emplacement capabilities, trading off their sponson guns for extra side armour and a roomier interior. Laykhodoks are built from 'salvaged' Leman Russ hulls imported from Niva Gustav by the Katyushans, who are more than willing to not ask questions in exchange for a supply of inexpensive vehicles.

Type: Tracked Vehicle
Tactical Speed: 12 m
Cruising Speed: 35 kph
Manoeuvrability: -10
Structural Integrity: 55
Size: Massive
Armour: Front 40, Side 35, Rear 25
Vehicle Traits: Enclosed, Reinforced Armour,

Rugged, Tracked Vehicle

Crew: 1 Commander (Hull), 1 Driver, 1

Gunner (Hull), 1

Loader/Gunner (Hull/Rocket Rack)

Carrying Capacity: None

Weapons:

Hull-Mounted Battle Cannon

750m | S/-/- | 3d10+10 X | Pen 8 | Clip 12 |

Reload 3 Full | Blast [10], Concussive [3], Reliable

Fixed Kopye Rocket Rack:

Range 1km | S/3/9 | Clip 18 | Reload 10 Full |

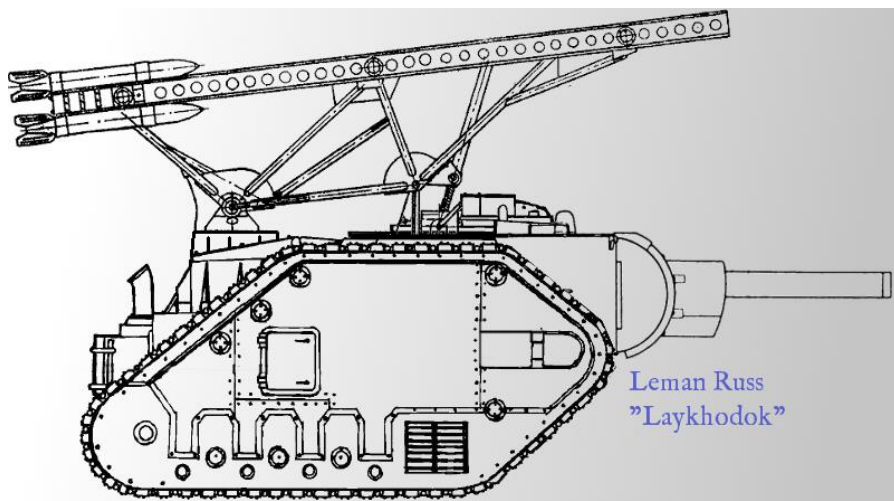
Indirect (2)

Ammunition for this weapon can be found [here](#).

Options:

A Laykhodok can take one of the following Pintle-mounted weapons atop the hull:

- Flamer
 - 20m | S/-/- | 1d10+4 E | Pen 2 | Clip 12 | Reload 2 Full | Flame, Spray
- Autostrela
 - 120m | S/3/5 | 1d10+5 I | Pen 6 | Clip 30 | Reload Full | Reliable
- Boost Projector
 - 25m | S/-/- | 1d10 + 5 E | Pen 2 | Clip 4 | Reload 2 Full | Flame, Thrust Jet



Leman Russ Nivabltizer

Parallel to the development of the Nivablaster plasma coilgun, the Nivan techpriests also reworked several of their heavy designs into a twin-linked weapon suitable for mounting into the turret gun of a Leman Russ battle tank. They envisioned this new “Nivabltizer” model as a cheaper and more reliable version of the Leman Russ Executioner, and to their credit their creation is significantly less volatile than the original model.

Remarkably, they even managed to avoid some of the electrical discharge issues of the plasma coilgun concept by incorporating a network of automatic grounding probes in the tracks and heavily insulating the inner hull against electrical shocks. While this is more than sufficient to protect a Nivabltizer’s crew from its weapons, the same cannot be said of anyone unfortunate enough to be near its treads when one such weapon overloads. The results are often literally electrifying, and tank crews have been known to deliberately overload their vehicle systems in order to prevent enemy forces from approaching. A significant downside of the vehicle’s general modifications is its lack of flexibility; the hydrogen routing and electrical discharge lines that cramp its inner hull leave little room for the weapon variants often found on other Leman Russes.

Type: Tracked Vehicle

Tactical Speed: 12 m

Cruising Speed: 35 kph

Manoeuvrability: -10

Structural Integrity: 55 **Size:** Massive

Armour: Front 40, Side 32, Rear 20

Vehicle Traits: Enclosed, Reinforced Armour, Tracked Vehicle

Crew: 1 Commander (Turret), 1 Driver, 1 Gunner (Turret), 1 Loader/Gunner (Turret/Hull Weapons), 2 additional Gunners (Sponsons, if taken)

Carrying Capacity: None

Weapons:

Turret Mounted Nivabltizer Twin-Coil Cannon

(200m | S/2/- | 2d10+6 E | Pen 8 | Clip 40 | Reload 5 Full | Blast [2], Maximal, Storm)

Hull Mounted Weapon (Choose one of the following):

- Nivablaster-H Plasma Coilgun
(120m | S/3/- | 1d10 + 8 E | Pen 8 | Clip 60 | Reload 3 Full | Maximal)
- Nivablotter-H Plasma Splatgun
(50m | S/3/- | 1d10 + 8 E | Pen 6 | Clip 16 | Reload 3 Full | Maximal, Scatter)

Options:

A Nivabltizer may take two Sponson-mounted weapons (choose one of the following):

- 2 Nivablaster-H Plasma Coilguns
(120m | S/3/- | 1d10 + 8 E | Pen 8 | Clip 60 | Reload 3 Full | Maximal)
- 2 Nivablotter-H Plasma Splatguns
(50m | S/3/- | 1d10 + 8 E | Pen 6 | Clip 16 | Reload 3 Full | Maximal, Scatter)

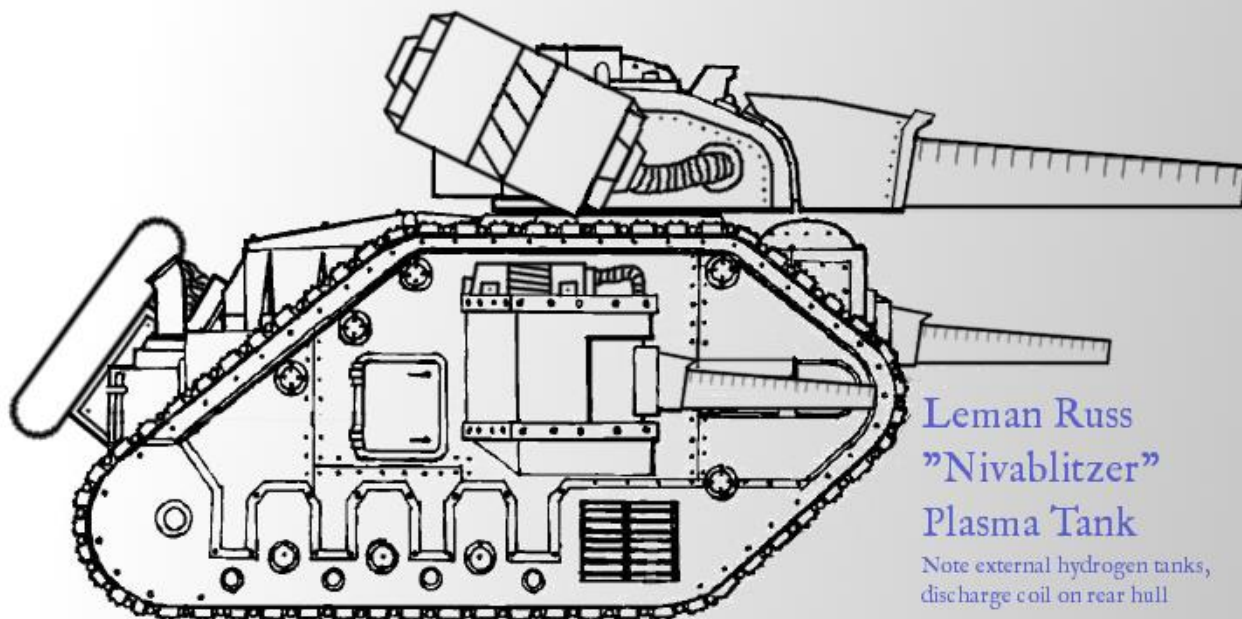
A Nivabltizer cannot take pintle-mounted weapons.

Special Rules:

While the Nivablitzer's plasma weapons do not cause the dangerous Haywire effects of their man-portable cousins, they still produce extremely powerful electromagnetic flux when their firing coils misalign. If any of the weapons on a Nivablitzer suffers a Jam, it cannot be fired until the end of the next round. In addition, all enemies and allies within 5 meters of the vehicle's exterior must make a Challenging (+0) Toughness Test or take $1d10 + 1$ Energy damage with the Shocking quality, ignoring Armour but not Toughness.

A Nivablitzer's crew can deliberately overload one such weapon and dump its power output into the vehicle's grounding systems for devastating results. Doing so requires a Full-Round Action and a Hard (-20) Tech-Use Test. If the test succeeds, the weapon in question cannot be fired until the end of the next round, and the Energy

damage discharged from the vehicle's hull increases by a further +2 for every Degree of Success the crewman succeeded on their original test. If the test fails, the weapon is disabled for one round but the tank does not ground itself. If the test is failed by more than two degrees, the weapon is disabled for $1d10 + 1$ rounds and the crewman takes $2d10$ points of Energy damage with the Shocking quality, ignoring Armour but not Toughness.



Kobold Light Tank

While the Edelweiss are most famous for their Querl cavalry, they make significant use of the Kobold tank, the umbrella name for dozens of different light armoured vehicles. The specific regional designs of the Kobolds vary, but generally they are small, emphasizing armour and a tight turning radius over speed, and with short-range weapons optimized for city fighting. The Anzalt-Manlich Waffenfabrik version is a popular model, armed with a compact siege howitzer for anti-building and short-range anti-armour use. Kobolds are seldom found offworld, seeing most work in planetary conflicts on Edelweiss proper, but some Kurassier regiments choose to keep small numbers of them around as mobile artillery.

Type: Tracked Vehicle **Tactical Speed:** 10 m

Cruising Speed: 40 kph **Manoeuvrability:** +20

Structural Integrity: 40 **Size:** Enormous

Armour: Front 30, Side 28, Rear 28

Vehicle Traits: Enclosed, Tracked Vehicle, Reinforced Armour, Ponderous

Crew: 1 Commander (Turret), 1 Gunner/Loader (Turret), 1 Driver (Hull)
Carrying Capacity: None

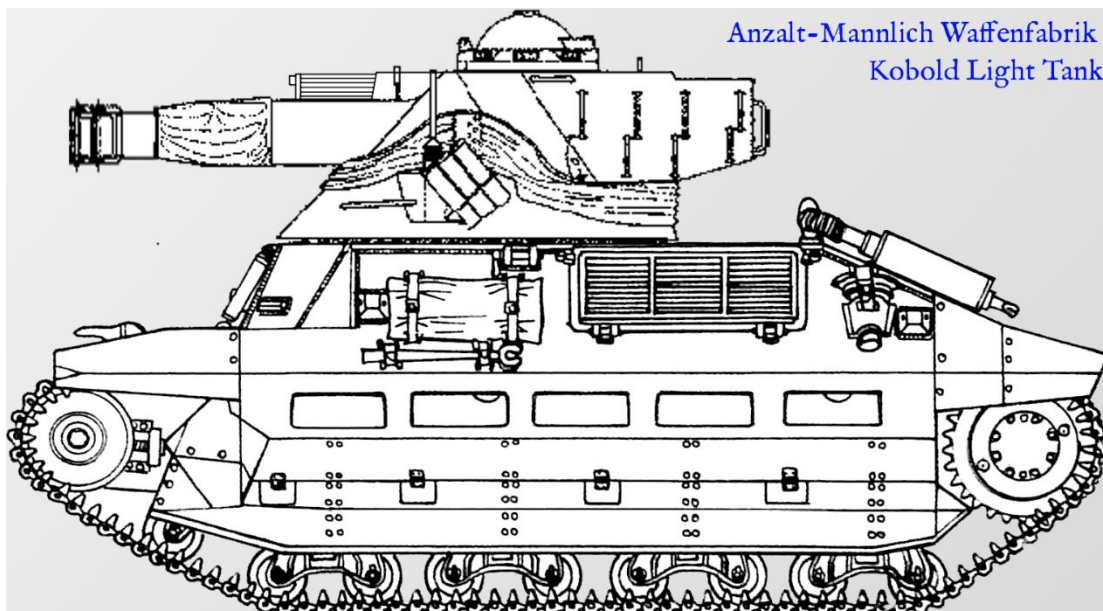
Weapons:

Turret Mounted Blockhaus Howitzer
110m | S/-/- | 2d10 + 15 X | Pen 6 | Clip 1 |
Reload 2 Full | Blast [6], Reliable
Coaxial Weapon (Choose one of the following)

- Twin-Linked Lasarque
 - 50m | S/2/- | 1d10 + 5 E | Pen 2 | Clip 30 | Reload 2 Full | Inaccurate, Twin-Linked
- Lasbarde
 - 100m | S/-/- | 3d10 + 10 E | Pen 10 | Clip 3 | Reload 2 Full | Proven (3), Inaccurate
- Heavy Flamer
 - 30m | S/-/- | 1d10 + 5 E | Pen 4 | Clip 20 | Reload 2 Full | Flame, Spray

Special Rules

The Blockhaus-pattern howitzer is designed as both a direct and indirect-fire weapon. As a Full Action, the vehicle's crew may switch it over to bombardment mode, which gives it the Indirect (4) Quality.



Anzalt-Mannlich Waffenfabrik
Kobold Light Tank

Soyuz-Z4

A Katyushan-designed four-wheel-drive truck, the Z4's bulbous shape, huge tires and large engine let it move in even gale-force snowstorms and carry substantial loads. Though not designed as a combat vehicle, these trucks see a great deal of service as light prime movers and support vehicles in Katyushan trench lines. Civilian versions of the Z4 differ little from their military counterparts, and are popular as personal transports on the homeworld. Small numbers of Z4s are also license-built on Edelweiss for use on the ice worlds of Gentian and Pulsatilla.

from a lack of fully-functional cooling systems. A Soyuz-chassis vehicle takes no penalties to tests in Difficult Terrain that is snowy or icy. However, in very warm or hot-weather conditions, it vehicles loses the Rugged trait as its drivetrain begins to overheat dangerously.

Type: Wheeled Vehicle **Tactical Speed:** 25

Cruising Speed: 100 kph

Manoeuvrability: +10

Structural Integrity: 25 **Size:** Enormous

Armour: Front 15, Side 12, Rear 12

Vehicle Traits: Enhanced Motive Systems, Open-Topped, Rugged, Wheeled Vehicle

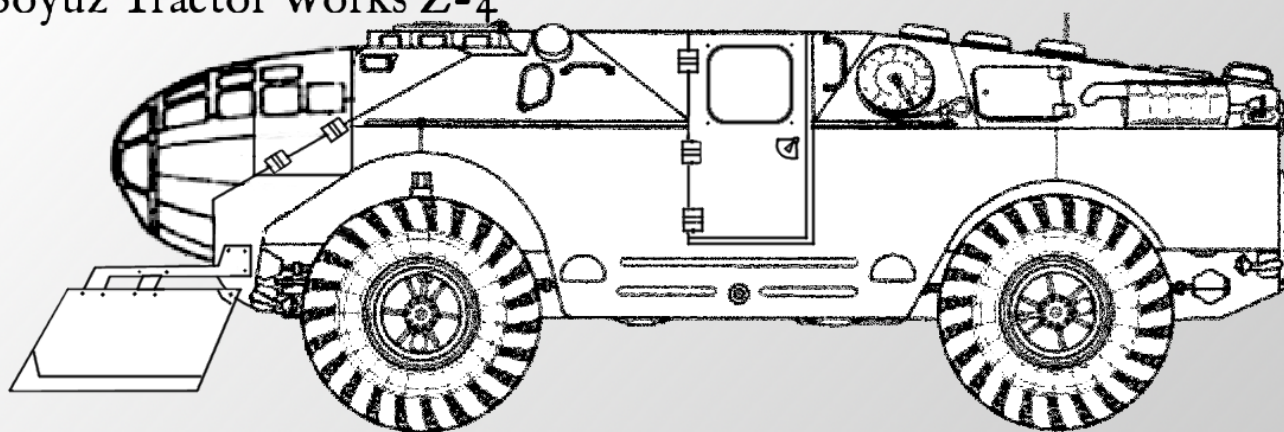
Crew: 1 Driver, 1 Engineer

Carrying Capacity: 10 Imperial Guardsmen plus wargear

Special Rules:

Katyushan vehicles are designed to move smoothly over snow and ice, but suffer

Soyuz Tractor Works Z-4



Soyuz-Z4(M)

The ambulance version of the Z4, the Z4(M) is slightly larger and slower, but is fully equipped to provide considerable in-field medical care. As any major casualties in a Katyushan regiment are cause for alarm, Z4(M)s are almost always on constant standby to minimize potential losses.

Type: Wheeled Vehicle

Tactical Speed: 20 m

Cruising Speed: 100 kph

Manoeuvrability: +10

Structural Integrity: 25 **Size:** Enormous

Armour: Front 15, Side 13, Rear 13

Vehicle Traits: Enhanced Motive Systems, Enclosed, Rugged, Wheeled Vehicle

Crew: 1 Driver, 1 Engineer, 1 Medic

Carrying Capacity: 15 Imperial Guardsmen on stretchers plus medical equipment

Special Rules:

Katyushan vehicles are designed to move smoothly over snow and ice, but suffer from a lack of fully-functional cooling systems. A Soyuz-chassis vehicle takes no penalties to tests in Difficult Terrain that is snowy or icy. However, in very warm or hot-weather conditions, it vehicles loses the Rugged trait as its drivetrain begins to overheat dangerously. Due to its large internal medical supply bins and integrated sterilization equipment, the interior of a Z4(M) counts as a fully-stocked medical bay for the purpose of Medicae checks.

Soyuz-Z4(C)

The scout/command version of the Z4, the Z4(C) mounts a large suite of optical and radar imaging and targeting equipment, as well as a substantial vox array. They find use in Advance Spotter groups and as general mobile command posts.

Type: Wheeled Vehicle

Tactical Speed: 25 m

Cruising Speed: 80 kph

Manoeuvrability: +10

Structural Integrity: 30 **Size:** Enormous

Armour: Front 25, Side 20, Rear 20

Vehicle Traits: Enhanced Motive Systems, Open-Topped, Rugged, Command and Control, Wheeled Vehicle

Crew: 1 Driver, 1 Engineer

Carrying Capacity: 5 Imperial Guardsmen plus wargear

Special Rules:

Katyushan vehicles are designed to move smoothly over snow and ice, but suffer from a lack of fully-functional cooling systems. A Soyuz-chassis vehicle takes no penalties to tests in Difficult Terrain that is snowy or icy. However, in very warm or hot-weather conditions, it vehicles loses the Rugged trait as its drivetrain begins to overheat dangerously. Z4(C)s incorporate a variety of stabilized sighting and range finding equipment, allowing for easier scouting and fire control. All Ballistic Skill and Navigate (Surface) checks in a stationary Z4(C) gain a +10 bonus.

Soyuz-Z4(A)

Originally developed as a combat APC, the Z4(A) has gone through numerous survivability upgrades and weapons improvements, substantially reducing its carrying capacity but making it a respectable infantry support vehicle or mobile artillery platform in a pinch. All too frequently, however, crews treat them as frontline tanks, where their modest armour leads to high losses.

Type: Wheeled Vehicle

Tactical Speed: 25 m

Cruising Speed: 70 kph

Manoeuvrability: +5

Structural Integrity: 30 **Size:** Enormous

Armour: Front 25, Side 20, Rear 20

Vehicle Traits: Enhanced Motive Systems, Enclosed, Rugged, Wheeled Vehicle

Crew: 1 Driver, 1 Engineer, 1 Gunner (Pintle)

Carrying Capacity: 6 Imperial Guardsmen plus wargear

Weapons:

A Z4(A) is always equipped with one of the following Pintle-mounted weapons atop the hull:

- Soyuz-Pattern Flamer
 - 20m | S/-/- | 1d10+4 E | Pen 2 | Clip 12 | Reload 2 Full | Flame, Spray
- Heavy Autostrela
 - 120m | S/3/5 | 1d10+5 I | Pen 6 | Clip 30 | Reload Full | Reliable
- Boost Projector

- 25m | S/-/- | 1d10 + 5 E | Pen 2 | Clip 4 | Reload 2 Full | Flame, Thrust Jet

Options:

A Z4(A) can optionally mount a Kopye Rocket Rack in a turret, selecting one of the following types of ammunition. Mounting a Rocket Rack reduces its Carrying Capacity to 4.

Range 1km | S/3/9 | Clip 9 | Reload 5 Full | Indirect (2)

Ammunition for this weapon can be found [here](#).

Special Rules:

Katyushan vehicles are designed to move smoothly over snow and ice, but suffer from a lack of fully-functional cooling systems. A Soyuz-chassis vehicle takes no penalties to tests in Difficult Terrain that is snowy or icy. However, in very warm or hot-weather conditions, it vehicles loses the Rugged trait as its drivetrain begins to overheat dangerously. Soyuz-Z4(A)s are equipped with 6 fireports for the crew.

Soyuz-Z5

The older sibling of the Z4, the Z5 is a full-bed all-terrain transport halftrack and mass hauler, designed to be able to operate in even the most icy or snowed-in terrain. These lumbering vehicles see as much use in civilian roles on Katyush as they do in the field, though they are first and foremost transports and not fighting machines.

Type: Tracked Vehicle

Tactical Speed: 15 m

Cruising Speed: 72 kph

Manoeuvrability: +5

Structural Integrity: 25 **Size:** Enormous

Armour: Front 10, Side 5, Rear 5

Vehicle Traits: Enhanced Motive Systems, Open-Topped, Rugged, Wheeled Vehicle

Crew: 1 Driver, 1 Engineer

Carrying Capacity: 25 Imperial Guardsmen plus wargear

Special Rules:

In very warm or hot-weather conditions, this vehicle loses the Rugged trait due to its poor-to-nonexistent cooling systems. The cleated tracks and wide front tire or ski on a Z5 are designed primarily for use on snow

or ice. In snowy conditions, a Z5 adds 10kph to its Cruising Speed, and 5 to both its Tactical Speed and Manoeuvrability.

Igla Sabre

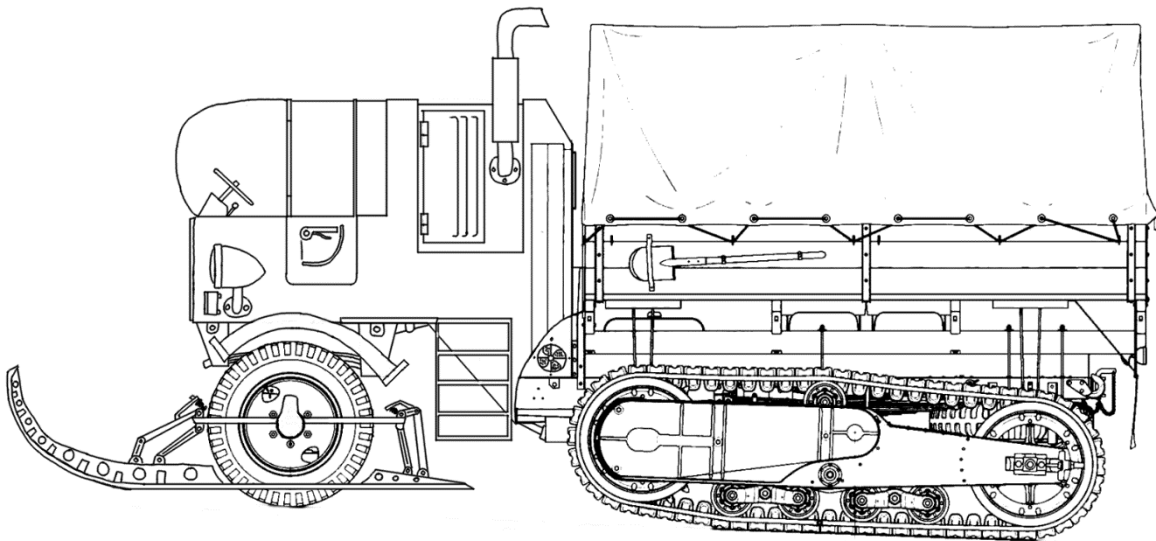
Another local variant on a popular Imperial design, the Igla Sabre simply replaces the standard weapons of a Sabre gun platform with a triple-barreled Igla soft-launched rocket launcher. These effective if somewhat fragile weapons platforms form the primary anti-aircraft weapon of Katyushan entrenched forces, and their useful ability to ripple-fire or indirectly fire their launcher is an added bonus.

An Igla Sabre functions as a standard Sabre platform but with the following weapon:

Triple-Igla Launcher

Heavy | 350m | S/3/- | Damage Ammo-dependent | Pen Ammo-dependent | Clip 3 | Reload 2 Full

This weapon also gains the ability to lob inactive rounds, as listed under the Igla S-IRS rules.



Bicycle

It goes by many names: The bicycle, the fahrrad, the velocipede, bone-rattler, penny-farthing, even just simply 'bike'. These pedal-powered one-man vehicles are ubiquitous in the Imperium, and are built by very nearly every Forge World or planet with any kind of industrial capacity. They can operate in almost any environment, even the depths of space, and are simple enough for children to use with ease.

Type: Wheeled Vehicle

Tactical Speed: 4 m

Cruising Speed: 15 kph

Manoeuvrability: +20

Structural Integrity: 5 **Size:** Average

Armour: Front 1, Side 1, Rear 1

Vehicle Traits: Bike, Wheeled Vehicle, Open-Topped, Rugged

Crew: 1 Cyclist

Carrying Capacity: 1 passenger plus light gear

Special Rules:

Skeletal Frame: While they aren't designed to stand up to gunfire, bicycles are so light and pared-down they often make hard targets to begin with. Any tests to hit a Bicycle or its rider with ranged attacks suffers a -10 penalty so long as the rider has already moved in the current Round of combat.

Pedal Power: Even the weakest cyclist can get a 'bike moving at fair speeds, but those with strong muscles

can hit impressive rates. A Bicycle increases its default Tactical Speed by a number equal to the Strength Bonus of its operator. It increases its default Cruising Speed by a number equal to 5 times one half the Strength Bonus of its operator, rounded up.

Lightweight: Bicycles are somewhat unwieldy to carry, but not particularly heavy: as an item, a Bicycle has a carry weight of 8 kg, though characters who are carrying one cannot make Run Actions if they are holding the Bicycle in their hands.

Look Ma, no hands!: Bicycles aren't exactly combat vehicles, but a reasonably skilled rider can pull off one-handed operation with ease. One-handed weapons can be fired by the operator of a bicycle as normal. Two-handed Basic or Melee weapons can be used as normal, but they impose a -30 to all Operate tests to control the bicycle on that turn. If one such test is failed, the rider falls off the bike and takes 1d5 points of Impact damage, ignoring Armour but not Toughness.



Art by [Steve Johnson](#).

Tauros Commando

Not an official Tauros variant, the Commando is simply the standard Tauros assault vehicle, but lightened and retuned for extreme range and speed. With little to speak of by way of crew protection, they are weapons of surprise and asymmetrical warfare, not direct attack. Quite often these modifications are unsanctioned by the Mechanicus, and the resulting vehicles are more than a little unpredictable.

Tauros Commandos are frequently employed by the more aggressive Edelweiss infantry regiments, some of the wealthier and better-equipped Dolcatteran Old Rollers, and those Katyushan Advance Spotters who no longer depend on supplies from the homeworld.

Type: Wheeled Vehicle
Tactical Speed: 25 m
Cruising Speed: 130 kph
Manoeuvrability:

+15

Structural

Integrity: 20 **Size:**
 Enormous

Armour: Front 15,
 Side 10, Rear 10

Vehicle Traits:
 Enhanced Motive
 Systems, Open-
 Topped, Rugged,
 Wheeled Vehicle

Crew: 1 Driver

Carrying Capacity:
 4 passengers plus
 light gear

Weapons:

A Tauros Commando has no inbuilt weapons, but it has room in the hull for up to 2 weapons to be mounted on Pintles.

Special Rules:

Although it is a Wheeled Vehicle, Tauros-platform vehicles are treated as Tracked Vehicles for the purposes of Tests involving Difficult Terrain and when determining how much slower they get when suffering critical damage. Additionally, they ignore the usual penalties to Operate Tests that Wheeled Vehicles normally suffer when taking Motive Systems Damage.

When acquiring a Tauros Commando, the character making the Logistics Test may choose to swap out the vehicle's Rugged Trait for the Ramshackle Trait instead.



Aerosani

A curious vehicle that has either evolved in parallel or been redeveloped from STCs on many Imperial worlds, the Aerosani is an unusual snowmobile riding on broad skis and propelled by an externally mounted jet engine or propeller. Though awkward to steer, and somewhat difficult to repair because of their extremely large engines and light frames, these vehicles fare excellently on snow and ice, where their speed is almost wholly unmatched. The one flaw of the Aerosani is that it can only run on slippery terrain- these vehicles are seldom found except as curiosities on worlds which are not beset by heavy snow and ice for the majority of the year. Dozens of different Aerosani variants exist, and they take on a wide variety of roles on iceworlds, from civilian recreational craft to light cargo transports to armed military patrol vehicles.

Type: Tracked Vehicle

Tactical Speed: 15 m

Cruising Speed: 100 100kph

Manoeuvrability: -10

Structural Integrity: 18 **Size:** Enormous

Armour: Front 20, Side 15, Rear 10

Vehicle Traits: Tracked Vehicle, Open-Topped

Crew: 1 Driver, 1 Gunner

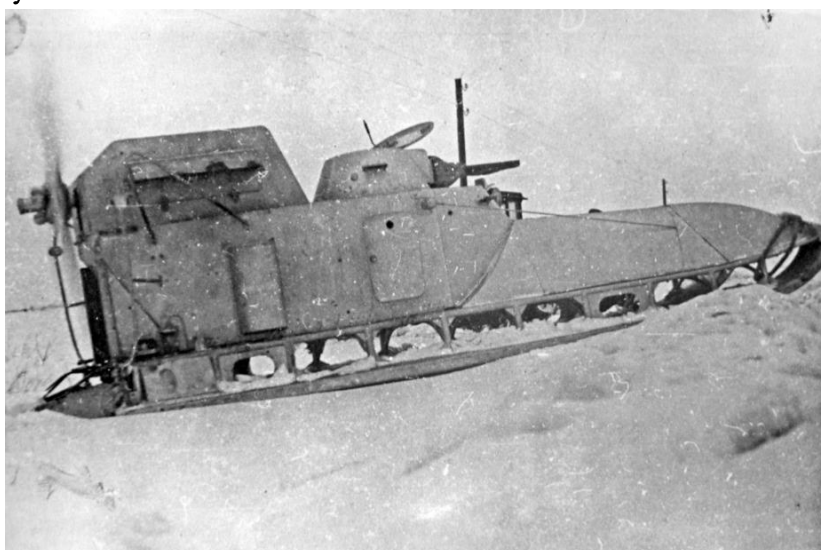
Carrying Capacity: 4 passengers plus light gear

Weapons:

An Aerosani may mount a Heavy Stubber or a Storm Bolter on its Pintle, using the rules for those weapons found in the Only War Core Rulebook.

Special Rules:

Aerosled: An Aerosani's skis make it somewhat unusual to control. Aerosani are treated as Tracked Vehicles, but they gain a further +10 to Operate tests involving Difficult or Dangerous snowy or icy terrain in addition to the one already given by the Tracked Vehicle Trait. However, when moving over any surface other than snow or ice, they reduce their Tactical and Cruising Speeds by a factor of 5 and gain the Ponderous Trait.



Camargue Querl

The Camargue is one of the more common breeds of mid-size Querl, and its even temperament and tough skin make it an ideal mount for heavy cavalry. Like all Querls, the Camargue is semi-bipedal, using one set of legs for slow movement but switching to two sets when running or jumping. It has an internal skeleton, but its head is covered by an incredibly dense bone shell that it uses to knock down trees.

	WS	BS	STR	T	Ag	Int	Per	WP	Fel
Characteristic	20	01	40	45	45	20	30	20	15
Bonus	2	0	4	4	4	2	3	2	1

Movement: 4/8/12/16

Skills: Awareness, Survival, Athletics

Wounds: 18

Talents: Catfall, Iron Jaw, Leap Up, Sprint

AP: 3 All

Traits: Bestial, Size (5), Natural Weapons, Loyal, Natural Armour (3), Terrain Master, Enduring

Pinzgauer Querl

The Pinzgauer is among the largest and strongest of the Querl breeds, with vast reserves of stamina that make up for its somewhat short temper and bullish lack of intelligence. Much of a Pinzgauer's outer skin is pock-marked with bone plates, giving them a distinctive piebald or tiger-spotted look. Many Edelweiss cavalry regiments use Pinzgauers as second-line mounts, as they are ideal carriers of cargo or gun-hauling animals.

	WS	BS	STR	T	Ag	Int	Per	WP	Fel
Characteristic	20	01	55	50	30	10	30	25	10
Bonus	2	0	5	10	3	1	3	2	1

Movement: 3/6/9/12

Skills: Awareness, Survival, Athletics

Wounds: 20

Talents: Iron Jaw, Catfall *AP:* 3 All

Traits: Bestial, Size (6), Natural Weapons, Terrain Master, Irritable, Enduring, Unnatural Toughness (2), Natural Armour (3)

Landais Querl

The Landais is an unusually small breed of omnivorous Querl, one of the few meat-eating Querl breeds large enough to bear a human's weight. While they are quite fragile, lacking much of the natural protection of their herbivorous cousins, their incredible speed overland and particularly nasty kick makes them a favorite of many Edelweiss light cavalry regiments. Landais are recognizable for their thin, bony frames and their tendency to move on all fours at any speed above a trot.

	WS	BS	STR	T	Ag	Int	Per	WP	Fel
Characteristic	20	01	40	30	55	20	40	20	10
Bonus	2	0	4	3	5	2	4	2	1

Movement: 10/20/30/40

Skills: Awareness, Survival, Athletics, Dodge

Wounds: 12

Talents: Catfall, Leap Up, Sprint, Frenzy

AP: -

Traits: Bestial, Size (5), Deadly Natural Weapons (Tearing), Terrain Master, Wiry, Quadruped



Camel

Hundreds of breeds of the famously ill-tempered and graceless camel can be found across the Imperium. Their speed, unbelievable resilience in harsh conditions and capacity for going long distances without sustenance make them a superb military animal for any civilization willing to put up with their considerable cunning and willingness to bite and spit at anything that gets in their way.

Camels are frequently employed as draft animals on Bellagia, and small breeding populations can be found on both Dolcaterro and Niva Gustav.

	WS	BS	STR	T	Ag	Int	Per	WP	Fel
Characteristic	20	30	35	40	35	20	26	20	10
Bonus	2	3	3	4	3	2	2	2	1

Movement: 6/12/18/24

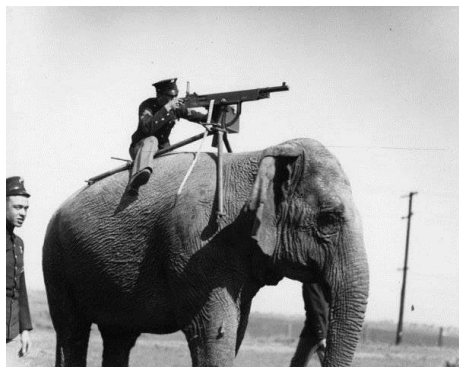
Skills: Awareness, Survival *Wounds:* 14

Talents: Hardy, Resistance (Heat, Cold), Sprint *AP:* -

Traits: Bestial, Size (5), Natural Weapons, Enduring, Stampede, Terrain Master, Quadruped Spit (Basic | 15m | S/-/- | 1d10 + 4 I | Pen 4)

Elephant

Legend records the elephant as being a long-lost beast of war, though their skittishness and fearfulness raises doubts about the truthfulness of those legends. Still, elephants are excellent utility animals, good at finding food and water, moving heavy objects, and intelligent enough to cooperate with their handlers. Niva Gustav has a



bizarrely large elephant population, a hold-over from an unsuccessful servitor component breeding program.

	WS	BS	STR	T	Ag	Int	Per	WP	Fel
Characteristic	20	1	50	50	30	20	25	20	20
Bonus	2	3	7	7	3	2	2	2	2

Movement: 6/12/18/24

Skills: Awareness, Survival *Wounds:* 20

Talents: Crushing Blow *AP:* -

Traits: Bestial, Size (6), Natural Weapons, Enduring, Stampede, Quadruped, Skittish, Unnatural Strength (2), Unnatural Toughness (2)

Mule

Another ancient draft animal from Terra, the mule is a genetic blending of the horse with some long-lost animal from the home of humanity. Sturdily built, patient and more cautious than horses, they make for superb pack animals.

In the Synerge Cluster, mules are used as pack animals on Bellagia, Dolcaterro and even on Edelweiss, where their temperament sees them frequently employed in mines and factories.

	WS	BS	STR	T	Ag	Int	Per	WP	Fel
Characteristic	20	1	55	45	33	12	30	30	10
Bonus	2	1	5	4	3	1	3	3	1

Movement: 6/12/18/24

Skills: Athletics, Awareness, Survival *Wounds:* 14

Talents: Die Hard, Hardy, Iron Jaw Resistance (Disease, Poison) *AP:* -

Traits: Bestial, Size (5), Natural Weapons, Enduring, Loyal, Placid, Quadruped, Skittish

Armoury VII- Artillery

"On the battlefield, the Imperial Guardsman knows that big guns rule even above the Emperor."

-Apocryphal

Artillery on the Battlefield

Even the largest piece of Astra Militarum ordnance is fitted to some kind of gun carriage, a wheeled, tracked or skii'd conveyance that allows the weapon to be moved around the battlefield. Though most of the more famous artillery types are commonly found mounted on vehicles, such dismounted artillery is more prevalent in the kind of semi-stationary positions found in trench warfare. Moving and operating such a carriage, with a weapon attached, of course, is a difficult task best accomplished by a large team of well-trained soldiers. To reflect this, artillery in the Trisdekan Primer uses rules not dissimilar to those for

vehicles, though with some significant modifications.

You will note that a lot of the rules for artillery operate on timescales much too long to be practical in the small, squad-scale combats that Only War provides. This is deliberate- artillery duels and bombardments are generally done over much longer, larger scales than are relevant to the average Imperial Guardsman, and if the crew of anything but the lightest mortar or field artillery piece comes under direct enemy attack then something has gone horribly wrong. These rules are mainly present to provide a bit more structure to what goes on behind the lines, or for use in prolonged battles or defenses.

You may also notice that none of the rules here cover vehicle-mounted artillery- that topic has already been covered in detail by the other FFG 40k RPGs, and we need not



retread it here. Artillery pieces do not have a listed Availability because they cannot be normally requisitioned by most soldiers. An officer might request the use of an anti-tank gun, but they would not actually be requisitioning the *gun*- they would be requisitioning a squad of soldiers attached to a gun.

Artillery Carriage Statistics

All carriages have a few base statistics, which vary depending on the general class of weapon used, and the specific weapon mounted.

Class: Covered below.

Crew: Like vehicles, the number of crew needed to successfully operate this artillery piece with no penalties. A crewman with the Bulging Biceps Talent, a Strength rating of over 50, or the Unnatural Strength Trait is assumed to count for two. Having fewer than the listed number of crew slows the operation of the artillery. For each crewman less than the listed Crew value, an artillery piece gains the following penalties.

- Increase the Rotation Test (see below) difficulty by -10
- Increase the Reload Time of the weapon by 1 full action.
- Increase the Limber Time (see below) of the weapon by 30 minutes.

Size: The Size trait of the artillery piece, and how easy it is to hit. Size also determines how easily an artillery piece can be moved.

Limber Time: How long it takes the artillery to be converted from its travelling state to readiness, and back. This time does not

include actually loading the artillery piece. The vehicle or animals towing the piece must be stationary while the limbering process is undertaken. Limbering and unlimbering a piece does not require a Test.

Rotation Test: Artillery pieces are generally quite large, and are assumed to only be able to hit targets within a 45-degree cone of the angle they are facing unless stated otherwise. The Rotation Test is a successful Strength test, based on the Strength value of the weakest member of the gun crew (assume 35 for average Guardsmen). A successful Rotation test allows the gun to change its facing by an amount determined by its Class. A failed Rotation test uses up the rest of the turn, but the gun is stuck or will not move. Rotating a gun requires a Full Action on the part of the entire crew.

Crew Protection Value: The extra AP the artillery piece provides to its crew while they are working on it, not taking cover behind it. Some carriages provide different front and side AP values- treat these as you would treat the Facings on a vehicle.

An actual artillery piece as cover is always treated as providing 24 AP of cover, because it's a big heavy chunk of metal, but obviously it's borderline impossible to load and fire a gun while actively under fire. Different Classes of weapon have different rules for operation under fire (see below).

Artillery Class

Different kinds of artillery are designed for different things, and for this reason the artillery weapons in this book are sorted into four categories, each with their own strengths and weaknesses.

Mortar- Simple indirect-fire artillery, mortars are generally the physically smallest and lightest Imperial Guard artillery, though their range and damage are limited as a result. Mortar-class artillery provides the following benefits:

- A mortar can be unlimbered as a Full Action, though limbering it takes the listed time.
- A successful Rotation Test allows a Mortar weapon to be rotated up to 360 degrees.
- A mortar provides little to no cover to the crew, and needs to be so close to the front lines to operate effectively that detecting mortar nests is a relatively easy task. A mortar-class weapon grants a +20 to any Test made by an enemy to locate its position.
- A Mortar weapon cannot be operated under direct fire, except by characters with a Willpower of over 50 or the Nerves of Steel talent.

Field- Field artillery is a broad category, but generally these are weapons which are used for direct firing against enemy targets, instead of indirect or over-the-horizon bombardment. They are frequently adapted tank cannons. Field-class artillery provides the following benefits:

- A successful Rotation Test allows a Field weapon to be rotated up to 180 degrees.
- Field weapons are frequently low to the ground, designed to be dug in or hidden for use in tank-busting or counterfire. A field-class weapons grants a -20 to any Test made by an enemy to locate its position.
- A field artillery weapon can be operated as normal under direct fire, though damage to the crew may result.

Rocket- Rocket artillery is somewhat unusual in that the majority of the weapon's bulk is its ammunition, and not the launcher itself. Because of this, rocket weapons behave much differently when loaded versus when unloaded.



- A successful Rotation Test allows an unloaded Rocket weapon to be rotated up to 180 degrees. A loaded Rocket weapon cannot be rotated.
- An unloaded Rocket weapon reduces its Size value by 1, and halves its Limber Time.
- An unloaded Rocket weapon may not even be identifiable as a weapon, and grants a -30 to any test made by an enemy to locate its position. A loaded or firing Rocket weapon is a massive ball of fire and screaming steel, and grants a +30 to any test made by an enemy to locate its position.
- Firing a rocket weapon requires little intervention from the crew beyond lighting a fuse or making an electrical contact. A rocket weapon can be fired, but not loaded or moved, while under direct fire.
- Rocket weapons have a minimum safe firing range- they cannot aim at or hit targets which are less than 50 meters away.

Siege- The largest Imperial ground weapons which are not self-propelled, these cannons are designed for engaging stationary targets at extreme ranges, and are often so large as to make direct or short-ranged fire dangerous or impossible. A Siege class weapon provides the following benefits:

- A successful Rotation Test allows a siege weapon to be rotated up to 90 degrees.
- A Siege weapon is large, but stationary for long periods of time, and thus fairly easy to camouflage. A Siege weapon that is not being fired provides a -10 penalty to enemy

Tests to locate it, but a firing Siege weapon provides +30.

- Operating a Siege weapon is often a painstaking task that requires care and precision. A Siege weapon cannot be operated under direct fire, except by characters with a Willpower of over 50 or the Nerves of Steel talent, but doing so conveys a -10 penalty to all tests to operate the weapon.
- Siege weapons have a minimum safe firing range- they cannot target anything closer than 30 meters.

Towing Artillery

An ordinary wheeled or tracked vehicle can tow any artillery piece that has a smaller size than it does, though doing so halves the vehicle's Tactical and Cruising Speeds and reduces its Maneuverability to -10. If the vehicle's Maneuverability is already less than -10, it does not change. Vehicles specifically designed for carrying heavy loads, like Centaurs, can tow artillery pieces up to one larger than their Size while suffering the same penalty. Multiple towing vehicles treat their Size category as the base, +1 for each additional vehicle- two Centaurs would have an effective towing Size of Massive, for instance, while three would have an effective towing size of Immense.

When moving an artillery piece without vehicles, things get a little more complicated. The number of horses, humans or draft animals needed to move an artillery piece can be found in Table 24 below. In either case, a human being or draft animal with Bulging Biceps, a Strength rating of over 50, or the Unnatural

Strength Trait is assumed to count for two. The speed at which artillery can move can also be found below.

Table 26: Manhandling Artillery

Artillery Size	# of Animals	# of Humans	Speed/Round (M)
Average (4)	1	2	4
Hulking (5)	2	6	4
Enormous (6)	4	8	3
Massive (7)	8	12	3
Immense (8)	12	20	2
Monumental (9)	24	50	2

Damage to Artillery

An artillery piece is a much more delicate object than a tank or a pillbox, and consequently much less likely to survive under direct fire. Instead of Wounds or



Hull Points, Artillery has three damage states. When an artillery piece is not under fire, it can be considered *Undamaged*. It functions as normal. If an artillery piece is hit with an attack that would still do damage after overcoming an AP of 24, the artillery piece is considered *Lightly Damaged*.

Lightly Damaged artillery functions as normal, but gains *Unreliable* and *Inaccurate*. If it already had either of these *Qualities*, it gains *Primitive* (7) as well.

Artillery remains *Lightly Damaged* until repaired in a depot behind the lines. If a piece of *Lightly Damaged* artillery is hit by a second attack that would do damage after overcoming an AP of 24, it is considered *Unusable*. Unusable artillery might be destroyed, cracked, or otherwise so badly damaged that operating it would be suicide. An Unusable gun might have to be towed off the field, or outright replaced.

Coehorn Mortar

These small-to-medium mortars are effectively universal in Dolcaterran armies, and are used in sieges and on the battlefield. Though simple and sturdy, their basic construction makes them difficult to reorient in a hurry.

Class: Mortar

Crew: 4

Size: Average

Limber Time: 2 minutes

Rotation Test: Difficult (-10)

Crew Protection Value: 0

Weapon Stats:

Range 200m | S/-/- | 3d10 X | Pen 1 | Clip 1 | Reload 5 Full | Blast (1d10), Flame, Smoke (1d10), Indirect (4), Reliable

Heavy Mortar

The classic piece of Imperial light artillery, the Heavy Mortar needs little introduction. These weapons are found just as often in field emplacements as they are on the Griffon self-propelled artillery vehicle.

Class: Mortar

Crew: 4

Size: Average

Limber Time: 5 minutes

Rotation Test: Simple (+40)

Crew Protection Value: 0

Weapon Stats:

Range 300m | S/-/- | Clip 1 | Reload Half |

Indirect (3), Reliable | Variable Ammunition

Variable Ammunition: Standard ammo types for heavy mortar weapons can be found on page 129 of Shield of Humanity.

Heavy Mortars may also fire the anti-plant, smoke and starflare rounds found on page 183 of the Only War core rulebook, adding +2 to any Blast or Smoke rating they may have, and 1 extra minute of illumination for Starflare rounds.

Thudd Gun

Officially the 'Heavy Quad-Launcher', the four-barrel Thudd gun mounts four mortars that can be fired in distinctive rhythmic volleys, hence its nickname. One of the lightest pieces of Imperial trench artillery, the Thudd's high rate of fire makes it extremely effective in both direct and indirect fire, though its complicated reloading systems makes sustaining that rate of fire difficult.

Class: Mortar

Crew: 4

Size: Average

Limber Time: 3 minutes

Rotation Test: Easy (+30)

Crew Protection Value: 0

Weapon Stats:

Range 350m |

S/2/4 | Clip 4 |

Reload 4 Full |

Indirect (2) |

Variable

Ammunition

Variable Ammunition: The Thudd gun uses standard Imperial light mortar rounds which can be found on page 183 of the Only War Core Rulebook.

Light Carriage: The Thudd Gun is deliberately designed to be fairly compact and easy to move. This gun can be moved 1 meter for every two Degrees of Success its crew achieves on a Rotation Test.

Stormshard Mortar

A specialized automatic mortar used on the Wyvern suppression tank, the Stormshard's short barrel fires airbursting shrapnel shells that, while relatively useless against vehicles, are excellent for area denial and infantry suppression. Stormshards have a relatively high rate of fire, being magazine-fed, and are surprisingly accurate, but their extremely short range limits them compared to other Imperial mortar weapons.

Class: Mortar

Crew: 5

Size: Average

Limber Time: 10 minutes

Rotation Test: Easy (+30)

Crew Protection Value: Front 2

Weapon Stats:

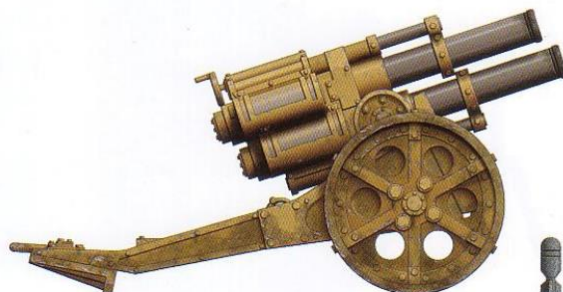
Range 100m | S/3/5 | 2d10 X | Pen 1 | Clip 6 |

Reload 2 Full | Indirect (1), Blast (5),

Crippling (1)

Airburst: Any target caught within the

blast radius of a standard Stormshard attack, even if they did not take damage, must make a Challenging (+0) Pinning Test as the clouds of splinters filling the air force them to keep their heads down.



Pack Howitzer

The Imperium fields hundreds of different small, mobile artillery pieces, usually in calibres of 75mm or less. Designed for portability above all else, they tend to fire fairly low-powered rounds to minimize weight and recoil.

Class: Field

Crew: 3

Size: Average

Limber Time: 2 minutes

Rotation Test: Simple (+40)

Crew Protection Value: 0

Weapon Stats:

Range 250m | S/-/- | 2d10 + 8 X | Pen 1 | Clip 1 | Reload 2 Full | Blast (4), Concussive (1), Inaccurate (3)

HEAT Rounds: Artillery this small generally isn't particularly effective in an anti-armour role, but high-explosive anti-tank rounds can help. A Pack Howitzer firing HEAT rounds changes its Blast quality to (1), loses Concussive (1), and increases its Penetration to 6.

Light Carriage: A Pack Howitzer is deliberately designed to be fairly compact and easy to move. This gun can be moved 1 meter for every two Degrees of Success its crew achieves on a Rotation Test.

4-Pounder Field Gun

These 84mm smoothbore muzzle-loaders are the bread and butter of the Dolcatteran armed forces. They fire solid lead cannonballs great distanced, but are light enough to be carried by as few as three horses. Though slow-firing, their above-average manufacturing makes them surprisingly accurate.

Class: Field

Crew: 6

Size: Hulking

Limber Time: 6 Minutes

Rotation Test: Routine (+20)

Crew Protection Value: 0

Weapon Stats:

Range 175m | S/-/- | 1d10 + 15 I | Pen 2 | Clip 1 | Reload 8 Full | Blast (2)

A Whiff of Grapeshot: These weapons are frequently loaded with bags of musket balls for use as a short-ranged antipersonnel weapon. In this case, they use the following Weapon Stats:

Range 75m | S/-/- | 1d10 + 5 I | Pen 2 | Clip 1 | Reload 8 Full | Spray, Concussive (0)

Conqueror Cannon

A short-barreled version of the standard 120mm Battle Cannon, the Conqueror was designed for use on cavalry tanks like the Leman Russ variant that bears its name. Though somewhat less popular as a field anti-tank gun due to its reduced range and striking power compared to the original, the Conqueror finds its use in situations where mobility and volume of fire are paramount, as the lighter cannon is much easier to move around, and its greatly reduced recoil makes loading much faster.

Class: Field

Crew: 4

Size: Hulking

Limber Time: 5 Minutes

Rotation Test: Easy (+30)

Crew Protection Value: Front 4

Weapon Stats:

Range 500m | S/2/- | 3d10 + 8 X | Pen 7 | Clip 12 | Reload 3 Full | Blast (5), Concussive (1), Reliable

Augur Shells: A rare Conqueror load briefly manufactured on Gryphon IV in the 39th millennium, the Augur shell is a squash-head round designed to make up for the Conqueror's slightly reduced anti-tank

capacity by causing dangerous spalling to an enemy vehicle's hull. A Conqueror firing Augur Shells reduces its Blast quality to (1) and inflicts Righteous Fury on enemy vehicles on rolls of 7-10. A case of 12 Augur Shells has a base Availability of Extremely Rare.

Specialised Shells: Special-purpose shells for this weapon can be found on page 194 of the Only War Core Rulebook.

Battle Cannon

Probably the single most produced Imperial ordnance weapon, the Battle Cannon is the 120mm weapon that arms every standard Leman Russ in the Imperial arsenal. A simple and reliable weapon, it can always be counted on to deliver a solid multi-purpose punch.

Class: Field

Crew: 4

Size: Hulking

Limber Time: 6 Minutes

Rotation Test: Routine (+20)

Crew Protection Value: Front 4, Side 2

Weapon Stats:

Range 750m | S/-/- | 3d10 + 10 X | Pen 8 |

Clip 12 | Reload 3 Full | Blast (10),

Concussive (3), Reliable

Specialised Shells: Special-purpose shells for this weapon can be found on page 194 of the Only War Core Rulebook.

Demolisher Cannon

Closer to a short-range assault gun than a true field piece, the demolisher's plasma charge shells are heavier, shorter ranged by much more devastating than a standard Battle Cannon's. Demolishers see little field emplacement use except in city fighting or ambush attacks, as their poor arc of fire leaves their crew dangerously

vulnerable to being overrun, though they are famously dangerous when attached to the Leman Russ variant of the same name.

Class: Field

Crew: 6

Size: Hulking

Limber Time: 10 Minutes

Rotation Test: Routine (+20)

Crew Protection Value: Front 8, Side 6

Weapon Stats:

Range 50m | S/-/- | 4d10 + 20 X | Pen 8 |

Clip 2 | Reload Full | Blast (10), Concussive (3)

Specialised Shells: Special-purpose shells for this weapon can be found on page 194 of the Only War Core Rulebook.

Vanquisher Cannon

The dedicated tank-hunter version of the Battle Cannon, low-slung Vanquisher mounts are a much-treasured, but increasingly rare, sight on Imperial battlefields. Much knowledge of their proper construction has been lost, and new versions are of distinctly lower quality than the originals, but they provide a super anti-armour punch at great ranges.

Class: Field

Crew: 4

Size: Enormous

Limber Time: 5 Minutes

Rotation Test: Routine (+20)

Crew Protection Value: Front 4, Side 2

Weapon Stats:

Range 900m | S/-/- | 3d10 + 10 X | Pen 16 |

Clip 6 | Reload 2 Full | Accurate

Precision Instrument: The Vanquisher Cannon gains the bonus damage from the Accurate quality.

Specialised Shells: Special-purpose shells for this weapon can be found on page 194 of the Only War Core Rulebook.

Hydra Anti-Aircraft Battery

The quadruple Hydra autocannon battery is the Imperium's go-to medium antiaircraft weapon, and proves just as effective against light vehicles and infantry in the ground emplacement role.

Class: Field

Crew: 6

Size: Hulking

Limber Time: 15 Minutes

Rotation Test: Simple (+40)

Crew Protection Value: Front 2, Side 2

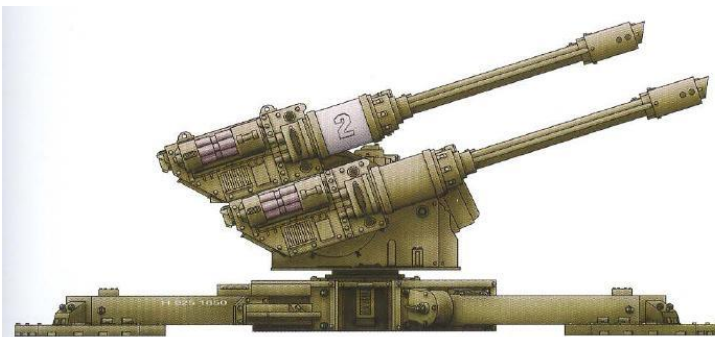
Weapon Stats:

Range 1.5km | S/-/-6 | 3d10 + 8 I | Pen 6 |
Clip 200 | Reload 4 Full | Reliable, Tearing,
Twin-Linked

Quad-Mounting: A standard Hydra battery is assumed to be equipped with two pairs of autocannons, both of which can be fired simultaneously. Both weapons must fire at the same target, as a single Attack Action.

Anti-Aircraft: This weapon suffers no penalties to hit Fliers.

Tracking Systems: Once a Hydra scores a successful hit on an enemy aircraft the Hydra's targeting array automatically begins to track the target and turn the turret to keep the enemy within its sights. As long as a Hydra continues to target the same aircraft all shots from the two Hydra autocannons count as if they had made a Half-Action Aim, therefore gaining a +10 bonus to Ballistic Skill Tests. This bonus is lost as soon as the target is destroyed, the Hydra stops firing at the target, or fires at another target.



The bonus never applies to ground targets.

Blitzen Anti-Aircraft Cannon

One of the many STC designs that came out of Krieg's civil war, the Blitzen uses the same chassis as the popular Gotterdamerung howitzer but instead mounts a long 90mm anti-aircraft cannon. Though it cannot put out the same massed firepower as a Hydra battery, a Blitzen cannon is significantly more accurate, much longer-ranged, and a great deal better in the anti-tank role. Blitzens are often referred to as 'the poor man's Vanquisher', and see a great deal of use by many PDF anti-tank units.

Class: Field

Crew: 4

Size: Enormous

Limber Time: 10 Minutes

Rotation Test: Routine (+20)

Crew Protection Value: Front 8

Weapon Stats:

Range 2.5km | S/-/- | 3d10 + 5 I | Pen 12 |
Clip 1 | Reload Full | Reliable, Accurate

Anti-Aircraft: This weapon suffers no penalties to hit Fliers.

Manticore Missiles

The primary Imperial missile artillery weapon, the Manticore exists in dozens of different variants. Slow to reload and somewhat inaccurate, it is nonetheless a

brutally effective area-denial tool.

Class: Rocket

Crew: 8

Size: Enormous

Limber Time: 20
Minutes

Rotation Test:
Ordinary (+10)

Crew Protection Value: 0

Weapon Stats:

Range 4km | S/2/4 | Clip 4 | Reload Special | Indirect (4) | Variable Ammunition

Reloading Manticores: A manticore must select a single type of rocket or missile, and all four missiles loaded must be of the same type. Loading a Manticore requires a separate vehicle such as a Trojan Support Vehicle. Reloading the multiple-rocket launcher takes 3 minutes (36 Full Actions) per rocket, and if the Manticore ever suffers a Jam then all the remaining rockets must be manually removed before being replaced. This also takes 3 minutes per rocket and requires a separate support vehicle.

Variable Ammunition: Standard ammo types for Manticore launchers can be found on page 129 of Shield of Humanity and [here](#).

Anti-Aircraft: When firing Sky Eagle rockets, the Manticore takes no penalty to hit Fliers.

Rocket Rack

Many Imperial guard regiments that prefer rocket weapons will make use of the weapons' superb rapid-fire capabilities for saturation fire. Such rocket racks tend to carry smaller weapons than a Manticore, but be much more compact and faster to reload. The Kopye-type munitions constructed on Katyush in the Segmentum Obscurus are a classic example of saturation rockets, but hundreds of different variants can be found across the Imperium.

Class: Rocket

Crew: 2

Size: Hulking

Limber Time: 10 Minutes

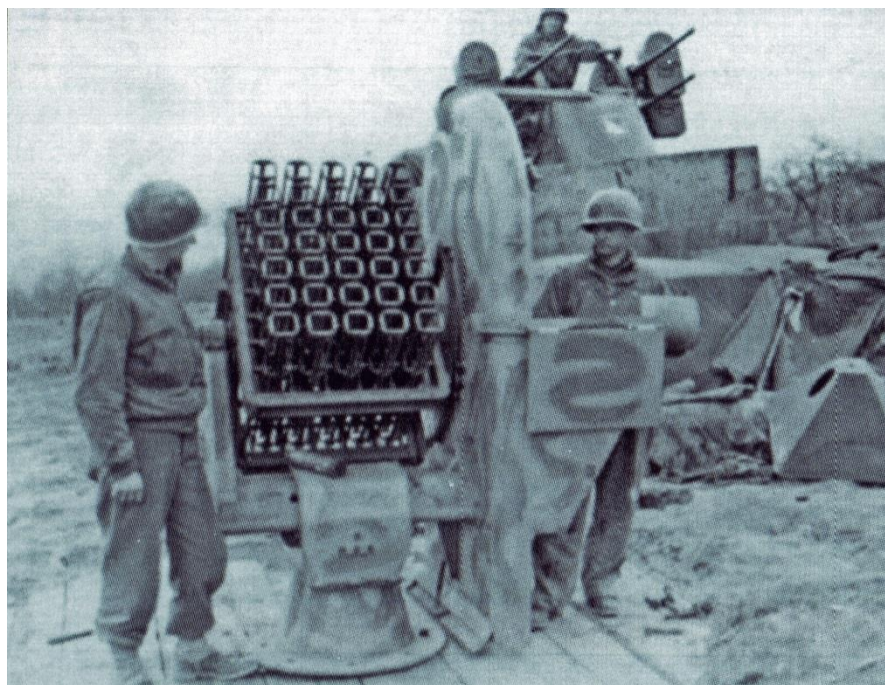
Rotation Test: Challenging (+0)

Crew Protection Value: 0

Weapon Stats:

Range 1km | S/3/9 | Clip 18 | Reload Special | Indirect (2) | Variable Ammunition

Reloading Rocket Racks: It takes a Half Action to load a single rocket onto a Rocket Rack, or 9 Full Actions to load a full rack. The rockets are just small enough



to be hefted by a pair of unassisted humans, so at minimum two crew are needed to load a rack. Up to 6 crew can be assigned to load multiple rockets simultaneously, reducing the standard reload time to 3 Full Actions for a single rack.

Variable Ammunition: Kopye Rocket Rack ammunition can be found [here](#).

Praetor Missiles

The STC data for the Praetor Multiple Missile Launcher was discovered on the Segmentum Tempestus Zhao-Arkkad, and led to the subsequent development through M37 and M38 of the famous Praetor Armoured Assault Launcher. During the process, however, independent versions of the Praetor for emplacement or field use were also developed, and proved significantly easier to manufacture than the bulky leviathan that was the Assault Launcher. Praetor missiles are smaller, faster, and considerably more accurate than the Manticore's, though very expensive to produce.

Class: Rocket

Crew: 10

Size: Massive

Limber Time: 30 Minutes

Rotation Test: Difficult (-10)

Crew Protection Value: 0

Weapon Stats:

Range 5km | S/2/4 | Clip 13 | Reload Special | Indirect (2) | Variable Ammunition

Reloading Praetors: A Praetor must select a single type of rocket or missile, and all missiles loaded must be of the same type. Loading a Praetor requires a separate vehicle or crane such as a Trojan Support Vehicle. Reloading the multiple-rocket launcher takes 1 minute (12 Full Actions) per rocket, and if the Praetor ever suffers a Jam

then all the remaining rockets must be manually removed before being replaced. This also takes 1 minute per rocket and requires a separate support vehicle.

Variable Ammunition: Praetor missile rounds can be found [here](#).

Anti-Aircraft: When firing Pilum rockets, the Praetor gains the Anti-Air (Advanced) Trait from p. 135 of Shield of Humanity.

Licorne Howitzer

A 121mm muzzle-loading blackpowder weapon, the Licorne represents the pinnacle of Dolcatteran arms development. Their long barrel and conical chamber enables fast loading, and they can fire a wide variety of shot.

Class: Siege

Crew: 7

Size: Massive

Limber Time: 10 Minutes

Rotation Test: Challenging (+0)

Crew Protection Value: 0

Weapon Stats:

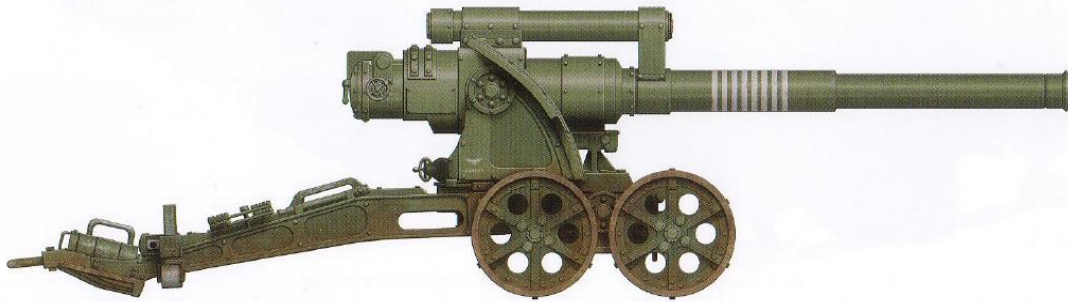
Range 350m | S/-/- | 4d10 X | Pen 4 | Clip 1 | Reload 8 Full | Blast (10)

A Whiff of Grapeshot: These weapons are frequently loaded with bags of musket balls for use as a short-ranged antipersonnel weapon. In this case, they use the following Weapon Stats:

Range 100m | S/-/- | 1d10 + 5 I | Pen 2 | Clip 1 | Reload 8 Full | Spray, Concussive (4)

Solid Shot: Licornes are usually loaded with primitive explosive shells, but they can also fire conventional cannonballs using the following profile:

Range 350m | S/-/- | 2d10+10 I | Pen 2 | Clip 1 | Reload 6 Full | Blast (2)



Earthshaker Cannon

The single most common piece of Imperial artillery, the relatively small 132mm shells fired by the long-barreled Earthshaker hit with incredible speed and accuracy. Massed Earthshaker fire can annihilate armour, infantry, and fortifications with equal measure. Though the vehicular version of the Earthshaker designated the Basilisk is the more well-known version of the weapon, millions of the humbler carriage-mounted Earthshakers are used all across the Imperium.

Class: Siege

Crew: 6

Size: Massive

Limber Time: 30 Minutes

Rotation Test: Very Hard (-30)

Crew Protection Value: Front 8

Weapon Stats:

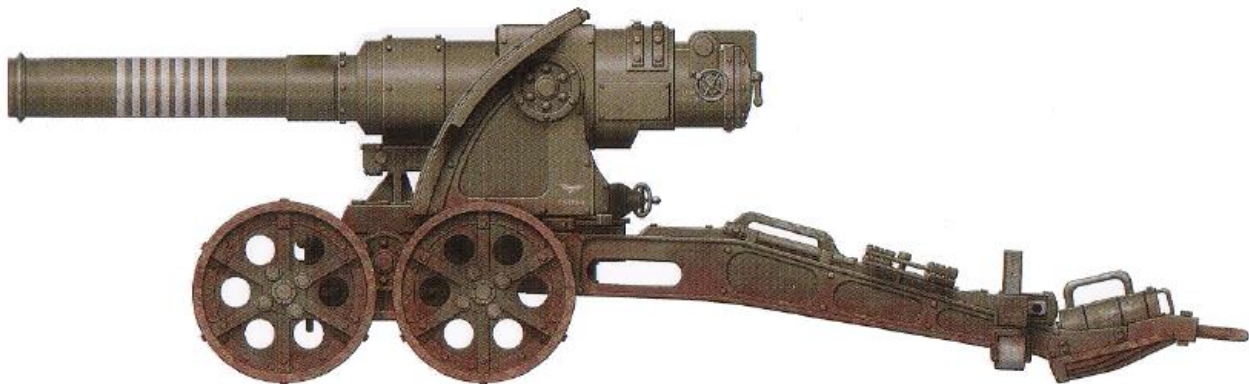
Range 3.5km | S/-/- | 4d10 + 10 X | Pen 8 |
Clip 1 | Reload Full | Blast (10 + 1d10),
Concussive (5), Indirect (5)

Specialised Shells: Special-purpose shells for this weapon can be found on page 194 of the Only War Core Rulebook.

Extra Powder: The Earthshaker's cavernous breech can be packed full of extra explosive charges, significantly increasing its range at the cost of severe damage to the weapon's barrel. An overloaded Earthshaker increases its range by 1000m, and gains the Inaccurate and Unreliable Qualities. The weapon will be permanently destroyed if it fires more than 1d10 + 11 of these shots without maintenance or overhaul.

Gotterdamering Howitzer

A compact, low-cost howitzer developed on Krieg during its civil war, the



Gotterdamerung fires the same 132mm rounds as the Earthshaker over much shorter distances. Though it is somewhat less well-known than its larger sibling, it is a variety much favored by PDF troops and planets with small economies, due to its reliability and speed of production.

Class: Siege

Crew: 6

Size: Massive

Limber Time: 25 Minutes

Rotation Test: Hard (-20)

Crew Protection Value: Front 8

Weapon Stats:

Range 1km | S/-/- | 4d10 + 10 X | Pen 4 |

Clip 1 | Reload Full | Blast (5 + 1d10),

Concussive (3), Indirect (4)

Specialised Shells: Special-purpose shells for this weapon can be found on page 194 of the Only War Core Rulebook.

Extra Powder: The Gotterdamerung benefits from the Earthshaker's Extra Powder rule.

Earthshaker Magnus

A rare variant of the Earthshaker cannon manufactured by the Forge Worlds of the Lithesh Sector in the Ultima Segmentum, the Magnus is a much larger, longer-barreled version of the conventional Earthshaker, designed specifically for extreme-range bombardments. It uses

standard 132mm Earthshaker shells enhanced with a much larger explosive charge to achieve immense ranges. Though powerful, the Magnus has proved to be much less capable in the direct-fire role than the standard version.

Class: Siege

Crew: 7

Size: Immense

Limber Time: 60 Minutes

Rotation Test: Arduous (-40)

Crew Protection Value: Front 8

Weapon Stats:

Range 6km | S/-/- | 5d10 + 10 X | Pen 10 |

Clip 1 | Reload 3 Full | Blast (10 + 1d10),

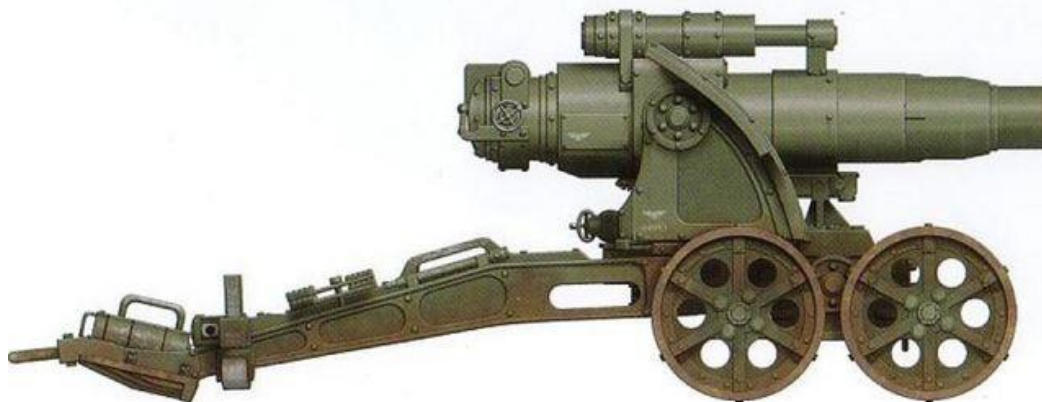
Concussive (6), Indirect (2)

Oversized: The Earthshaker Magnus is a gigantic and unwieldy weapon, and thus cannot engage targets in direct fire, or indirectly fire on targets less than 50 meters away from it.

Specialised Shells: Special-purpose shells for this weapon can be found on page 194 of the Only War Core Rulebook.

Medusa Siege Gun

In many ways a larger and more specialized version of the Demolisher, the Medusa fires a much larger low-velocity projectile than an Earthshaker. Its tremendous payload can crack even the heaviest fortifications given enough time, but its poor range and



difficulty of reloading make it less versatile and thus less common on Imperial battlefields.

Class: Siege

Crew: 6

Size: Massive

Limber Time: 30 Minutes

Rotation Test: Very Hard (-30)

Crew Protection Value: Front 12, Side 6

Weapon Stats:

Range 200m | S/-/- | 5d10 + 20 X | Pen 8 |

Clip 1 | Reload 4 Full | Blast (15 + 1d10),

Concussive (6)

Bastion-Breacher Shells: These specialized armour-piercing siege shells, which are mostly inert and fin-stabilized, use sheer velocity to crack and puncture armour of unparalleled thickness. A Medusa firing Bastion-Breachers increases its Penetration to 24 and reduces its Blast rating to 10. A single Bastion-Breacher shell has an Availability of Very Rare.

Colossus Bombard

One of the largest-calibre ground weapons fielded by the Imperial Guard, the Colossus Siege Bombard is so slow, cumbersome and overspecialized that it is almost never seen except in cases of extended siege. Its concussion rounds are so large and so heavy that the emplacement must be carefully dug in before firing, and a Colossus crew is considered unbelievably skilled if they can loose off more than a couple dozen rounds in a day. That said, the effect of said rounds on any kind of target, be it fortifications, vehicles, or otherwise, is apocalyptic.

Class: Siege

Crew: 15

Size: Immense

Limber Time: 3 Hours

Rotation Test: Arduous (-40)

Crew Protection Value: Front 12, Sides 12, Rear 4

Weapon Stats:

Range: 600m | S/-/- | 8d10 + 20 X | Pen 12 |

Clip 1 | Reload Special | Inaccurate, Blast

(25), Concussive (8), Indirect (9)

Gigantic Munitions: It takes no less than an hour to reload a Colossus, and doing so requires the use of power-lifters and any number of support vehicles just to transport a few rounds.

Unnecessary Firepower: For simplicity's sake, when firing a Bombard against a group of enemies in the open or without massive amounts of heavy cover, roll 1d10. That percentage of the group are left alive-the rest are killed instantly.

Thermobaric Shells: These specialized fuel-air shells are designed to crush larger targets with an explosion of super-heated and super-pressurized gasses. A Colossus firing such shells stuns all targets in its blast for 1d10 + 5 rounds, unless they would otherwise be immune to Stunning, does Energy damage, and gains the Flame quality. A Thermobaric Shell has an Availability of Near Unique for a single shell.

Prolonged Bombardment

Though the Imperial Guard has moved away from static trench combat for the most part, even the most mobile warfare can devolve into bloody attrition. In such circumstances, the artillery is often called in to crack enemy lines and provide for breakthroughs. The Imperial guard is no stranger to large scale artillery attacks, and is willing to commit frightful quantities of weaponry and materiel to breaking their enemies. Such may also be true of other forces as well, including traitors,

secessionists and the varied weapons used by xenos. A well-prepared Imperial line may be relatively undamaged by heavy bombardment, but the same cannot necessarily be said of the troops manning that line.

The constant shock of sustained bombardment over the course of hours, days or even weeks will leave its mark on the strongest mind. Shell shock is a specific form of battlefield fatigue than can turn veteran soldiers into twitching, paranoid wrecks, and few Guard veterans do not suffer from it in some form or another. The same can be said even of the enemies of man- the Eldar and Tau are just as vulnerable to lack of sleep or the stress of bombardment as humans are, and solid Orkish constitutions can be thrown off the constant roar of drumfire.

For each day of sustained, continuous artillery bombardment from multiple enemy weapons, a player character must test Willpower or take 1d5-1 points of Insanity damage. The difficulty of this test commences at Challenging (+0), but increases by -5 for every day the bombardment continues. This is not a Fear effect- rather, it implies the shock to the nerves caused by the sensory overload of falling artillery strikes, combined with exhaustion and lack of sleep. A character under bombardment also takes 1 level of Fatigue for every second day they are under bombardment- while a good rest away from

the lines can reduce this Fatigue as normal, rest under bombardment does not.

NPCs or enemies under bombardment obviously do not suffer sanity damage, mechanically. Instead, reduce all the stats of enemies who have been under bombardment by 1d5 -1 for each day of bombardment. GMs may decide that for larger, tougher enemies, or enemies like Necrons or Tyranids who do not sleep or think in the same way as regular beings, this stat reduction may be diminished or removed entirely.



But Wait, There's More!

"Yes, this is the page where I shill my other content."

-Konigstein

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