



MUTANT CHRONICLES® WARZONE RESURRECTION

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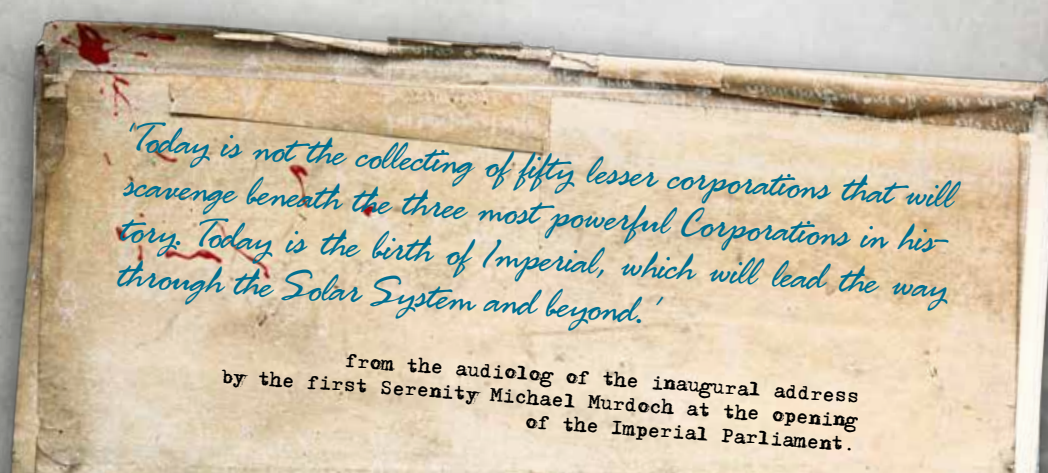


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'Today is not the collecting of fifty lesser corporations that will scavenge beneath the three most powerful Corporations in history. Today is the birth of Imperial, which will lead the way through the Solar System and beyond.'

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

THE IMPERIAL CORPORATION



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IMPERIAL

THE CLANS OF DAMNATION

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

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

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

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

Corporate Strategy

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

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

The Great Resentment

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

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

The Armed Forces

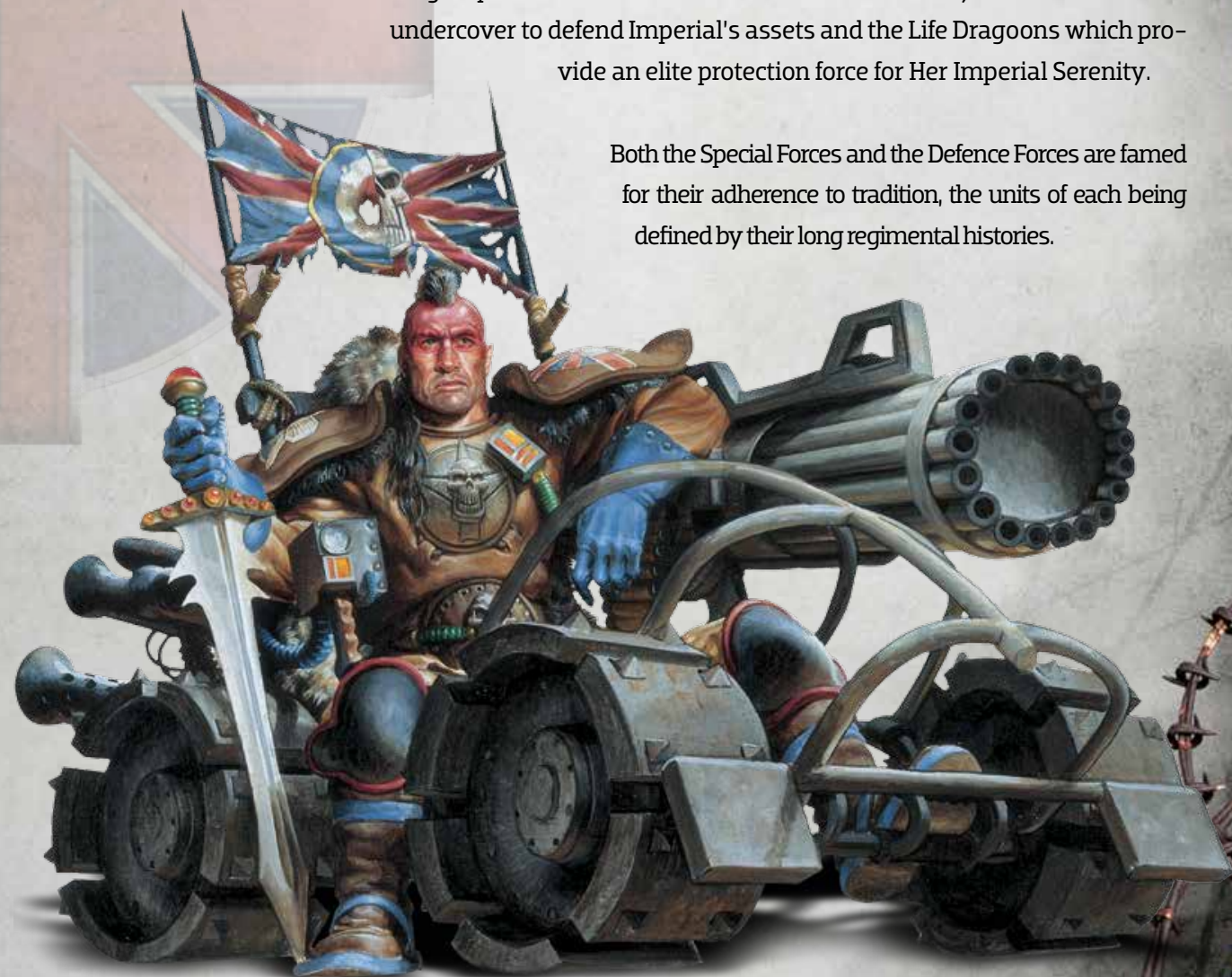
The corporation's Special Forces are even less numerous than those of the other megacorps, but their deeds are known across the inner worlds. The most well known of all of Imperial's special forces are the Blood Berets, a force created at the time of the Venusian Crusades specifically to combat the servants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

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

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

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

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



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

Victoria

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

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

<HIGGINS OFFENSIVE, CAMARA RIVER, VENUS.
OPERATIONAL TIME: T-MINUS 35 MINUTES>

'You'll only feel like you're stationed on Venus for a day or two.' That's the old joke told to greenhorns arriving from off-planet: those who don't realise that a sunrise-to-sunrise period on Venus is 243 Earth-standard days. Nearly three thousand hours of straight sunlight isn't too bad, it's the four and a half months of darkness that did most soldiers in. Levity is a soldier's best friend verses adversity. Sgt. McBride wishes he could find levity right now. Sergeant McBride of the Blood Berets was fairly certain Brigadier Carrington was trying to get him 'Honourably Eliminated in Action.' Again! McBride stared at the orders he had received over and over again, hoping beyond all reason and sanity that at some point the words would rearrange themselves, or a secret message would be revealed, or that Cardinal Durand himself would descend from the heavens and countermand the latest in a long line of suicidal missions. Sergeant McBride folded the orders, muttering the motto of the McBride Crest to himself: 'Unfaltering in Duty.'

McBride's Blood Beret squad was currently composed of himself and five others. Reginald Hawkes was the unit's medic; the man was a genius with a scalpel and should be serving in some cushy hospital in Victoria. Isaac Alfreds was a career Blood Beret, a man to whom devotion and duty were one and the same when it came to Imperial. Something in Isaac's eyes always told you he would never, could, never quit. Angela Rist, also a lifelong Blood Beret... and she was more than a little infatuated with Isaac Alfreds. McBride wasn't sure if there was something he didn't know about going on there and Isaac hid it better, or if the man was oblivious. In all honesty, it made Michael's life easier not asking those sorts of questions. Piers Davis was the unit's local scoundrel, and often Brigadier Carrington's excuse for scolding the unit. Piers was muscular, young and attractive, and worst of all he knew it; his flashy smile and suave demeanour regularly wrote checks that McBride found the need to cash. The sixth man was Michael Farraday. Farraday and Davis apparently knew each other from before their days as Blood Berets. When Piers antics caused problems, it was usually Farraday who went charging in to his rescue. Where Isaac and Rist had the eyes of indomitable soldiers, Farraday's eyes were...different. A soldier fights for honour and duty. Farraday wasn't a soldier at heart, he was a warrior, a gladiator, a man from a long lost age. The thought made McBride chuckle to himself. Blood Berets were a living symbol of Imperial's warrior-poet legacy, and in their own way, every man and woman in his command was the very image of that legacy.

All eyes were on the Sergeant as he addressed the unit. 'We have our orders. ISC Intelligence reports indicate a Dark Citadel has emerged. Our job is to infiltrate and eliminate. We have ten kilograms of Burning Star Incendiary Gel to make it happen.' 'Can't we raid a Bauhaus distillery instead?' joked Davis. Rist shot Davis a sarcastic smile, 'Piers, didn't you get enough hausfrau action on leave in Volksburg?' Davis stretched dispassionately, 'That was last month. I'm working on this month's quota.' McBride was familiar enough with his unit to read through the conversation. Levity is a soldier's best asset verses adversity, and this adversity was going to be rough. 'Alright people, thirty minutes. Check gear and get ready.' McBride turned away, muttering to himself once more. 'Unfaltering in Duty.' his squad said to each other as he left.

TO BE CONTINUED...



NEW RULES FOR WARZONE RESURRECTION

Gas Weapons: If a model is successfully targeted by a Gas type weapon it must take a Con test. If failed the target model receives an automatic Wound Effect with no Armour tests allowed. If the D20 result for the Con test is a 19 or 20 the model receives 2 Wound Effects (this is not Critical Force (2)). Heal rolls must be taken for each Wound Effect separately.

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

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

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

Squads equipped with Gas Masks (or necrotech equivalent):

- **Imperial:** All squads listed as MOW
- **Bauhaus:** Juggernauts
- **Capitol:** Heavy Infantry
- **Mishima:** Crimson Devils, Kunshu Dragonriders
- **Cybertronic:** Cuirassier Attila (all versions), Enhanced Machinators
- **Brotherhood:** Crucifiers, Inquisitors (including Hamilkar).
- **Dark Legion:** Nepharites (including Alakhai, Golgotha, Valpurgius), Necromutants and Necromutants Squad Commanders. Necromutants and Necromutant Squad Commanders additionally gain a +4 modifier to Con to tests against Gas type weapons. (The toxin is rather invigorating for them).

Additionally Mortificators using the In the Void special skill can be targeted and affected by Gas type weapons. Mortificators do not have Gasmasks

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

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

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



IMPERIAL GENERAL SPECIAL RULES

All squads in the Imperial Corporation are listed as either MOW (Ministry of War) or Wolfbane in the 'Type' description. Some special skills only affect one or the other:

IMPERIAL WOLFBANE SQUADS: Coming Soon!

IMPERIAL MINISTRY OF WAR (MOW) SQUADS:

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

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

Campaign Medals: Each MOW Troop and Support type squad may take up to two Campaign Medals for the points indicated below. Every model in the squad must take the chosen Campaign Medal(s). A squad may not take any Campaign Medal more than once. All Campaign Medals are classified as Passive skills unless stated otherwise.

Medal of Honour: If the army only takes campaign medals from one location (e.g. Martian or Frontier) the Warlord may take the appropriate Medal of Honour.

For example: Marcin has an army consisting of 1 MOW Warlord and 4 squads of Trenchers. Two of the Trencher squads have 2 Martian Campaign Medals, 1 squad 1 Martian Medal and 1 no Medals. Marcin's Warlord can therefore take the Martian Medal of Honour. Marian has the same army with the same Martian Medals, but he has also given his last Trencher squad a Venusian Campaign Medal, he therefore has a mixture of Campaign Medals so cannot take a Medal of Honour.

MEDALS OF HONOUR

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

Venusian Medal of Honour: (35 points): Up to 2 squads of Blood Berets may be taken as Troop choices.

Luna Medal of Honour: (25 points): While the Warlord is in play Imperial Strategy Cards cost 1 less Resource Cards to play.

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

Frontier Medal of Honour: (5 points): The Warlord has the Contempt (X) special skill, where X is the faction of any opposing Warlord(s).

CAMPAIGN MEDALS

MARTIAN CAMPAIGN MEDALS:

Kingsport: Models gain a +3 modifier to Con for Con tests made against Gas type weapons. Cost: 1 point per model.

Somme: The model's Ranged Weapon receives a +2 modifier to R. Models equipped with this Medal cannot use any Active or Passive Skills allocated to their ranged weapons. Cost: 1 point per model.

Raven Crag: The model gains a +2 modifier to their Armour Value against Ranged attacks. Models equipped with this Medal cannot make Run or Engage Actions. Cost: 2 points per model.

Castleton: The model receives a +2 modifier to RS and -2 modifier to Armour Value against Piercing type weapons. As long as at least one model with this Medal is in play, the squad's Warlord additionally gains a +1 to RS per squad with the Castleton Campaign Medal. Cost: 1 point per model.

Kirkwood: The model may complete a Hide action for 0 Action Points. Cost: 1 point per model.

VENUSIAN CAMPAIGN MEDALS:

Fortuna Tessera: Every model in the squad may complete a Sentry action. Cost: 3 points per model.

Phoebe Defenders: **Active:** A Squad Commander (not Acting Squad Commander) equipped with this Medal can place a Smoke Screen token. At the beginning of the Squad Activation Turn to Burn 1 Resource Card and place a 30mm token (SP1 AV12 1" height) within 10" of the Squad Commander. All models targeting models within 3" of the token must first pass a Target Priority test regardless of distance. Targeting the token does not required a Target Priority test. Each player can have up to 3 Smoke Screen tokens in play at any time. The token is removed in the subsequent Control Phase or if the SP of the token equals 0 or less. Cost: 1 point per model.

Alpha Regio: The model gains a +1 modifier to its Ranged weapon AVV. Models equipped with this Medal cannot initiate Aim actions. Cost: 2 pts per model.

Aphrodite: When a model with this Medal removes an enemy model from play as a casualty via a Close Combat action they generates an Extraordinary Achievement Medal Ribbon that can be allocated to any friendly NCO on the battlefield. Extraordinary Achievement Medal Ribbons generated in this way are doubled by the NCOs Company Banner special skill. Cost: 1 point per model.

Lakshmi Planum: Models with this Medal gains the Heal (3) special skill. Cost: 2 points per model.

MERCURIAN CAMPAIGN MEDALS:

Fukido: If the model or squad is targeted by a debuff psychic power the model that is using the power receives a -4 modifier to WP until the end of the game turn. Cost: 1 point per model.

Longshore: The model counts CC rolls of 1-2 as power shots and CC rolls of 19 and 20 as a Fumble. Cost: 1 point per model.

Solar Surface: The model receives a +2 modifier to Armour Value and Con when targeted by Plasma and Rail type weapons. Additionally the model has a -1 modifier to RS. Cost: 1 point per model.

The Dragon Peninsula: The model receives a +2 modifier to RS, Ranged Weapon Strength and a +1 modifier to AVV when targeting Jetbikes, Hoverers or models with flying and a -2 modifier to RS when targeting models in light cover. Cost: 1 point per model.

Terminator Line: Models may reroll Heal attempts and receive a -1 modifier to Armour Value. Cost: 2 point per model.

LUNA CAMPAIGN MEDALS:

Mare Frigoris: An enemy model on a small or medium base in B2B contact with a model equipped with this Medal must pass a Con test at the beginning of their Activation, if failed the model receives a Stun Effect, (only 1 Con test for this is needed regardless of number of models with this medal in B2B contact). Close Combat Weapons of models with this Medal have a RoA of 1 which cannot be increased by any means. Cost: 2 points per model.

Mare Imbrum: The model receives a +4 modifier to WP. Models with this Medal cannot gain the Fearless special skill and always fail Fear tests. Cost: 2 points per model.

Mare Vaporum: If a target model receives a Wound Effect on a roll of 1 or 2 from a Ranged attack by a model with this Medal, the target additionally (to normal damage) must pass a Con test. If the Con test is failed the target receives an additional Wound Effect with no Armour test of any kind allowed. Cost: 2 points per model.

Defence of the Light: Place a Defence of the Light Ribbon token on the squad equipped with this Medal for each enemy model removed in Close Combat by any friendly model. For each Ribbon they have the squad gains Impenetrable Armour (+1). Maximum Impenetrable Armour allowed for models with this Medal is 13. Cost: 1 point per model.

Luna City: When within a Ruined Structure the model receives a +1 modifier to Armour Value and Impenetrable Armour. When in Open terrain the model receives a -1 modifier to Impenetrable Armour. While a model with this medal is in play the Warlord and Lords also gain a +1 modifier to Armour Value and Impenetrable Armour when within a Ruined Structure. The Warlord and Lords cannot benefit from more than 1 Luna City Medal. Cost: 1 point per model.

FRONTIER CAMPAIGN MEDALS:

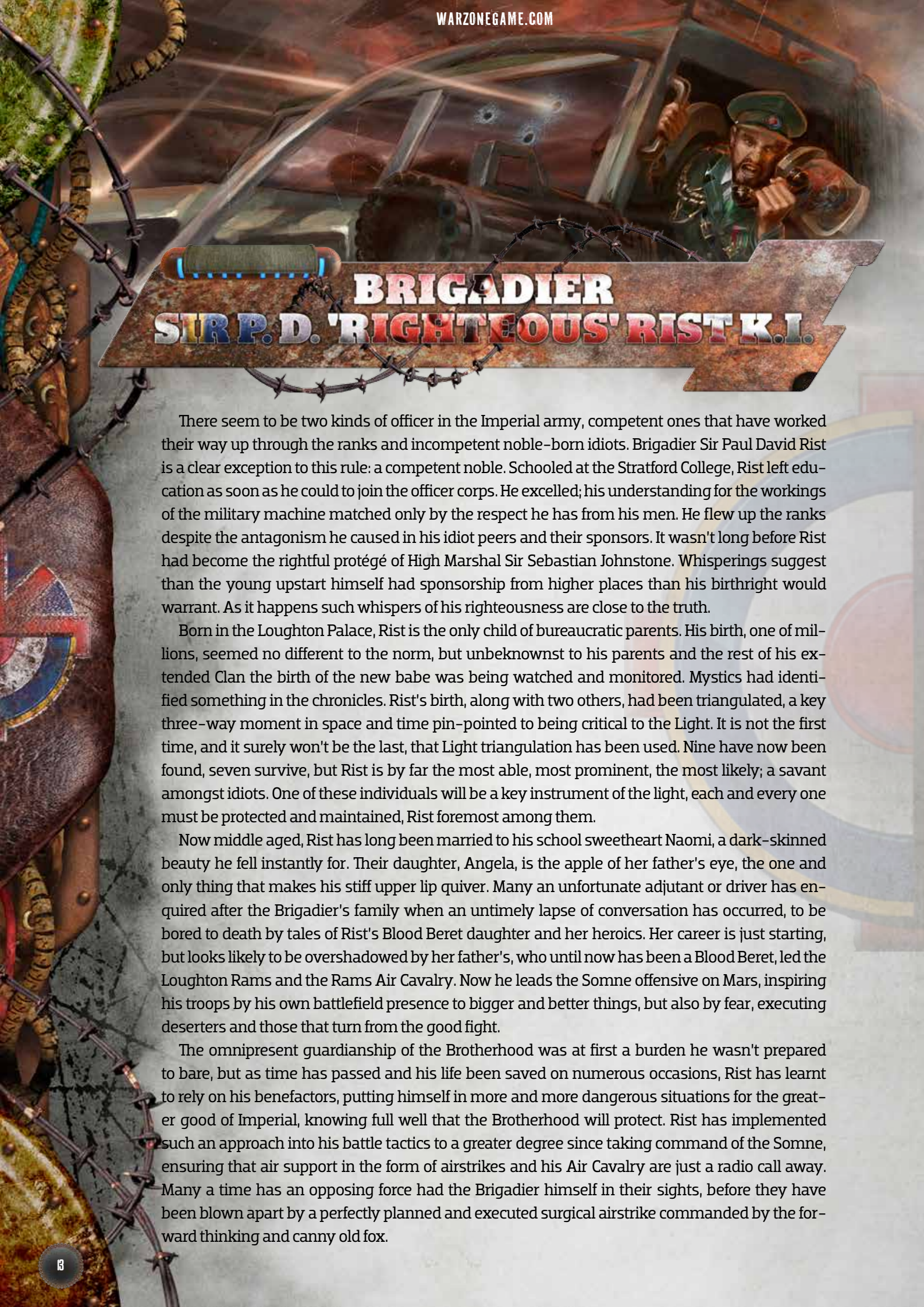
Dark Eden: The model has a +2 modifier to WP for WP tests caused by Psychic Shooting attacks. Cost: 1 point per model.

Diemansland: The model has the Brutal special skill and a -2 modifier to LD. Cost: 1 point per model.

Ganymede Conquest: The model receives a +3 modifier to Con but cannot use the Heal special skill. Cost: 1 point per model.

Outer Planets: RS tests for Rapid Fire of 1 or 2 count as a power shot. The halved range of the Rapid Fire action receives an additional -2 modifier. Cost: 1 point per model.

Harbinger: A D20 may be rolled at the beginning of the squad activation. On a roll of 1-10 all models in the squad gain a +2 modifier to Movement Value. If an 11-20 is rolled each model receives a St8 Blast autohit. While a model with this medal is in play the Warlord gains a +1 modifier to Movement Value on a 1-15 and receives a St6 Blast autohit on a 16-20. The Warlord cannot benefit from more than 1 Harbinger Medal. Cost: 1 point per model.



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

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

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

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

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

M	CC	RS	ST	CON	WP	LD	W	A	PTS
5	13	15	11	12	14	19	4	14 (12)	195

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

M	CC	RS	ST	CON	WP	LD	W	A	PTS
5	13	15	11	12	14	19	4	14 (12)	180

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

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

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

RANGED WEAPON:

Interceptor SMG 'The Blessed'

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

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

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

CLOSE COMBAT WEAPON:

Ceremonial Sabre 'Loughton's Pride'

R	ST	RoA	AVV	TYPE
1	+1	1	0	Piercing(A)

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

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

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

Passive: Stay on Target: Troops using the Rapid Deployment special skill within LoS of Brigadier Rist can reroll any Rapid Deployment test roll.

Active: Lead by Example: Turn to Burn 3 Resource Cards. Every friendly Trencher Ranged Weapon on the battlefield has the passive skills Autofire and One Way Switch (see Rist's Range Weapon section for these special skills) with the following modification: RoF is increased only on a RS test result of 1-4.

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



DOOMTROOPER ANDREW DROUGAN

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

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

M	CC	RS	ST	CON	WP	LD	W	A	PTS
5	15	16	10	9	14	18	3	14 (10)	150

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

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

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

RANGED WEAPON:

Personalised Plasma Intruder 'DEIRDRE'				
R	ST	RoF	AVV	TYPE
24	13	2	0	Piercing (A)

CLOSE COMBAT WEAPON:

Combat Knife				
R	ST	RoA	AVV	TYPE
B2B	+0	1	0	Piercing

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

SPECIAL SKILLS: **Doomtrooper**, **Camouflage (2)**, **Infiltrate**, **Pathfinder**, **Crackshot**, **Cartel Agent**

DOOMTROOPER

MICHAEL FARRADAY

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

M	CC	RS	ST	CON	WP	LD	W	A	PTS
5	16	15	12	9	14	18	3	14 (10)	150

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

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

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

RANGED WEAPON:

Personalised PSA MK.XIV Aggressor 'REGGIE'

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

CLOSE COMBAT WEAPON:

Chainripper 'Chorobat's Bane'

R	ST	RoA	AVV	TYPE
1	+4	3	2	Piercing

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

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

SPECIAL SKILLS: Doomtrooper, Camouflage (2), Infiltrate, Ranger, Predator Senses, Cartel Agent



IMPERIAL LINE INFANTRY TRENCHERS

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

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

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

IMPERIAL OFFICER

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

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

M	CC	RS	ST	CON	WP	LD	W	A	PTS
5	12	13	8	8	16	16	2	12 (10)	115

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

EQUIPMENT: Aggressor Handgun and Chainripper

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

RANGED WEAPON:

Aggressor Handgun

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

CLOSE COMBAT WEAPON:

Chain Ripper

R	ST	RoA	AVV	TYPE
1	+4	2	2	Piercing

SPECIAL SKILLS: Crackshot, Fearless, Execution, Inspiring Presence, Imperial Banner, Rally Point, Ammo Dump

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

Passive: Imperial Banner: Any Imperial model within LOS of the Imperial Banner has a +2 modifier to LD for morale tests.

Active: Rally Point: Once per game per Imperial Officer, Turn to Burn 1 Resource Card and use 1 Action Point to place a 30mm Rally Point token (SP3 AV16) within 2" of the Imperial Officer. Any MOW model finishing a move action within 2" of the rally point gain the Fearless special skill and can complete a Hide action for free.

Active: Ammo Dump: Once per game per Imperial Officer, Turn to Burn 2 Resource Cards and use 2 Action Points to place a 30mm Ammo Dump token (SP1 AV12 1" high) within 2" of the Imperial Officer. The token counts as light cover. Any MOW non-vehicle model within 2" of the ammo dump may complete an additional basic shooting action at the normal Action Point cost. If two shooting actions are completed by a model in one game turn the model's RoF cannot be increased for either action. If the Ammo Dump is reduced to 0 or less SP all models within D20/4 receives a St16 Blast AVV6 Autohit.



NCO

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

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

EQUIPMENT: Aggressor Handgun and Chainripper

RANGED WEAPON:

Aggressor Handgun

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

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

SQUAD UPGRADES: May be upgraded with the Company Banner for 30 pts.

CLOSE COMBAT WEAPON:

Chain Ripper

R	ST	RoA	AVV	TYPE
1	+4	2	2	Piercing

SPECIAL SKILLS: **Company Banner, Extraordinary Achievement Medal**

Passive: Company Banner: The NCO upgraded with a Company Banner gains 2 Ribbon tokens (instead of one) for every model removed by him or his squad.

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

- **"Move it you 'lags!" (2 ribbons)** The squad receives a +1 modifier to Movement Value.
- **"Don't you die on me" (3 ribbons)** The NCO gains the Medic (4) special skill.
- **"Incoming!" (5 ribbons)** The squad receives a +2 modifier to Armour Value. This bonus is lost if any model from the squad completes a Movement action.

• **"I need an airstrike on this segment NOW!" (7 ribbons)**

The NCO calls in a Gas Artillery Strike. Place a LE blast anywhere on the board within LOS of the NCO and scatter D20/2. Every model within the template must pass a Con test with a +4 modifier. If the test is failed the model receives an automatic wound effect with no Armour test or Heal roll allowed.

• **"Take that down!" (10 ribbons)** The squad receives a +1 modifier to RoF. Ranged attacks cost 2 Action Points and the squad may not make complete any squad special actions.

• **"Nighthawk strike" (15 ribbons)** The NCO calls in the Nighthawk. Place a 30mm token (SP2 AV10) anywhere on the battlefield. Any model finishing its activation within 6" of the token takes a St10 Piercing AVV2 autohit. At the beginning of each game turn the player controlling the token can move it up to 3" in any direction.

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

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

TRENCHERS

M	CC	RS	ST	CON	WP	LD	W	A	PTS
5	12	12	8	8	13	15	1	12	80

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

SQUAD COMPOSITION: Trencher Squad Commander and 4 Trenchers

SQUAD SIZE: 5-12 Trenchers

EQUIPMENT: Invader Assault Rifle with Bayonet

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

RANGED WEAPONS:

Invader Assault Rifle

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

Active: Under-barrel Grenade Launcher: Turn to Burn 1 Resource Card to select one of the following effect:

- **Smoke Screen:** Place a 30mm token within 10" of the model making the ranged attack. Enemy models targeting any model within 2" of the token receive a -2 modifier to RS. Smoke Screen modifiers are not cumulative.
- **Targeting Flare:** Place a 30mm token within 12" of the model making the ranged attack. Models targeting any model within 2" of the token receive a +2 modifier to RS. Targeting flare modifiers are not cumulative.
- **Greyhound Tracking Beacon:** Place a 30mm token within 12" of the model making the ranged attack. Subsequent ranged attacks targeted at the token by a Greyhound with the "Slinger" Mortar scatters D20/4 instead of D20/2.

SQUAD UPGRADES: The squad may be increased by up to 7 Trenchers at 16 points per model. 1 in 5 models must replace its Invader Assault Rifle with Bayonet for a Charger HMG and Combat Knife for free. The Squad Commander may be upgraded to an NCO for 30 points.

Charger HMG

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

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

CLOSE COMBAT WEAPON:

Bayonet/Combat Knife

R	ST	RoA	AVV	TYPE
B2B	+2	1	0	Piercing

SPECIAL SKILLS: **The Trenchers**

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



BLOOD BERETS

The Blood Berets are the best of the best, universally renowned military elite of the Imperial Special Forces. The long history of the regiment started 125 years ago when the Murdoch Clan resolved to muster a special force to counter the new threat of the Dark Symmetry. Time after time the regiment has proven itself both fiercely loyal to the Serenity and all she stands for and highly competent at dealing with all forces, human and otherwise, which threaten the interests and welfare of the corporation and mankind generally. Their cold blooded effectiveness has made them one of the most feared and well respected forces in the solar system; often, even, a warlord of the Dark Legion shudders with annoyance and frustration when it becomes clear that the Blood Berets stand between him and his goal. Every Blood Beret is tenacious beyond even normal expectation for the best of the Special Forces. Regardless of the adversary, environment or unexpected noise of war, the Blood Berets fight on to their last or until a triumphant victory has been snatched from the seemingly inevitable jaws of defeat.

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

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

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

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

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

SQUAD SIZE: 5-10 Blood Berets

EQUIPMENT: Lyon & Atkinson Plasma Carbine and Combat Knife

ARMOUR: Mk2 Medium Combat Armour (Plasma -1)

RANGED WEAPONS:

Lyon & Atkinson Plasma Carbine

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

Aggressor Handgun

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

CLOSE COMBAT WEAPONS:

Combat Knife

R	ST	RoA	AVV	TYPE
B2B	+3	2	0	Piercing

Heavy Chain Ripper

R	ST	RoA	AVV	TYPE
1	+4	3	4	Piercing

SERGEANT MICHAEL MCBRIDE

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

TYPE: Blood Beret Squad Commander Upgrade.

Unique. MOW

EQUIPMENT: Interceptor SMG and Chainripper

Interceptor SMG

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

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

SQUAD UPGRADES: The squad may be increased by up to five Blood Berets at 22 points per model. Any model in the squad may replace its Plasma Carbine and Combat Knife with an Aggressor Handgun and Heavy Chain Ripper for free. The Squad Commander may be given the Medic (3) special skill for 15 points. The Squad Commander may be upgraded to Sergeant Michael McBride for 85 points.

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

Passive: Close Combat Specialists: Models equipped with a Heavy Chain Ripper have Impenetrable Armour (13).

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

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

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

Active: Rain of Plasma: Squad Special Action. Models equipped with Plasma Carbines only. Place a LB template anywhere within 24" and LOS of the Squad Commander. Scatter D20/4, every model within the template receives a St 6 (+1 for each model in the squad participating in the Rain of Fire special action), AVV3 Autohit.

ADDITIONAL SPECIAL SKILLS: **Medic (3), Best of the Best, Burning Star Incendiary Gel**

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



GOLDEN LIONS

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

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

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

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

M	CC	RS	ST	CON	WP	LD	W	A	PTS
4	14	13	9	10	13	17	3	15 (10)	225

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

SQUAD COMPOSITION: 1 Golden Lion

Squad Commander and 2 Golden Lions

SQUAD SIZE: 3-6 Golden Lions

EQUIPMENT: Plasma Enrager, Lion Claws

RANGED WEAPON:

Plasma Enrager

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

CLOSE COMBAT WEAPON:

Lion Claws

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

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

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

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

SERGEANT EDWARD S MURDOCH

M	CC	RS	ST	CON	WP	LD	W	A
4	15	14	9	11	13	18	3	15 (10)

EQUIPMENT: As Golden Lions'

TYPE: Golden Lion Squad Commander Upgrade. Unique. MOW

Passive: Master Tactician: Murdoch's squad has the Infiltrate and Rapid Deployment special skills.

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

SQUAD UPGRADES: The squad may be increased by up to three Golden Lions at 75 points per model. The Squad Commander may be upgraded to Sergeant Edward S Murdoch for 125 points.

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

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

Active: Lion's Roar: Declare a Lion's Roar at the beginning of the squad's activation and use 1 Action Point per model in the squad. All friendly models have the Fearless special skill and all enemy models receive a -1 modifier to LD.

Active: Animal Tactic: Instead of deploying as normal the Golden Lion squad may use the Animal Tactic special skill. Use 1 Action Point per model at the beginning of any game turn. The Golden Lion squad must be placed within a piece of light or heavy terrain within 12" of a friendly model (that has not itself used the Animal Tactic special skill this game turn). This does not count as a move action. All models from the squad using the Animal Tactic special skill must be fully within the selected terrain. The squad may be activated as normal (albeit with 1 less Action Point) in the turn it deploys using the Animal Tactic special skill.

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

ADDITIONAL SPECIAL SKILLS: Target Identifier, Target Priority, Master Tactician, Commandos

Passive: Commandos: Models with the Commandos special skill can Free Jump up to 12", can pass through Light and Heavy terrain when using a basic move action with no movement modifiers and have Camouflage (3).



GREYHOUND LAFV

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

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

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

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

					1-10		11-14		15-18		19-20					
M	CC	RS	WP	LD	SP HULL / AV		SP TURRET / AV		SP TRACKS / AV		SP ENGINES / AV		AV FRONT	AV BACK	AP	PTS
5	12	14	-	-	3	16	3	15	3	14	2	15	0	-1	4	100
					If SP=0 or less, the vehicle is Destroyed but remains in play as a piece of Heavy Terrain.		If SP=0 or less, the vehicle may no longer use its Main Weapon		If SP=0 or less, the vehicle may not move or pivot		If SP=0 or less, the vehicle explodes! Measuring from the hull of the Vehicle with a range of D20/4". Each Model within this range takes a S15 Piercing AV1 autohit on a roll of 1-15.					

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

MOW

SQUAD COMPOSITION: 1 Greyhound

LAFV Squad Commander

SQUAD SIZE: 1-4 Greyhound LAFV

EQUIPMENT: 'Chimney' Gas Cannon and driver's Combat Knife

MAIN WEAPONS:

'Chimney' Gas Cannon					
R	ST	RoF	AVV	TYPE	
12/FT	-	1	-	Gas (G)	

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

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

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

'Slinger' 160mm Mortar					
R	ST	RoF	AVV	TYPE	
6-32/LE	12	1	1	Blast (G)	

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

Passive: Recoil: After the 'Slinger' 160mm Mortar has been fired move the Greyhound backwards 3". Recoil does not count towards the Greyhound's movement allowance. Any model in the path of the recoiling Greyhound is subject to the Ramming special action rules at St16 AVV3. The recoiling Greyhound itself is unaffected by the Ramming rules when recoiling. If the Recoil move brings the Greyhound into contact with Light or Heavy terrain the Greyhound receives an AVV5 autohit on its Hull location.

Passive: Indirect shot: The 'Slinger' 160mm Mortar always scatters D20/2 and does not required LOS to make a Ranged Attack.

CLOSE COMBAT WEAPON:

Driver's Combat Knife					
R	ST	RoF	AVV	TYPE	
B2B	10	1	0	Piercing	

SPECIAL SKILLS: Toxic Discharge

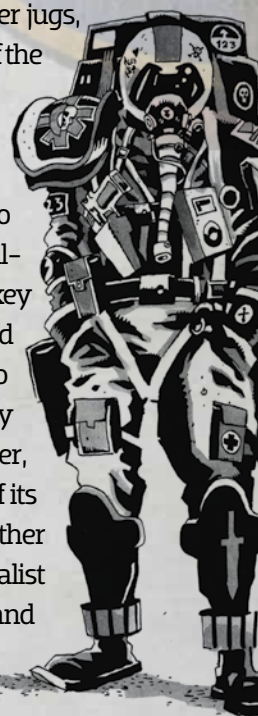
Active: Toxic Discharge: At the beginning of the squad activation Turn to Burn 2 Resource Cards. Any model completing its activation within 6" of a Greyhound must pass a Con test or receive an automatic wound effect with no Armour tests or Heal rolls allowed. Ranged Attack targeting a Greyhound tank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

HURRICANE WALKER

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

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

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



					1-10	11-14		15-18		19-20						
M	CC	RS	WP	LD	SP HULL / AV		SP WEAPONS CONTROL / AV		SP DRIVE SYSTEM / AV		SP ENGINE / AV		AV FRONT	AV BACK	AP	PTS
5	15	15	-	-	5	14	3	14	3	13	5	14	0	-2	3	165
					If SP=0 or less, the vehicle is destroyed but remains in play as a piece of Heavy Terrain.		If SP=0 or less, the vehicle may no longer use any of its ranged weapons.		If SP=0 or less, the vehicle cannot move, pivot or use Stomp.		If SP=0 or less, the Vehicle explodes! Measuring from the hull of the vehicle with a range equal in inches to D20/2. Each Model within this range takes a S14 Piercing AV2 autohit on a roll of 1-15.					

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

SQUAD COMPOSITION: 1 Hurricane

Walker – Reaper Pattern

SQUAD SIZE: 1 Hurricane Walker

EQUIPMENT: Mounted Heavy Charger, Heavy

'Chimney', Radioactive Dome and Stomp.

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

MAIN WEAPONS:

Mounted Heavy Charger

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

Mounted Heavy Charger with Anti-Vehicle Ammo

R	ST	RoF	AVV	TYPE
20	10	4	4	Plasma (H)

Heavy Gun Nest

R	ST	RoF	AVV	TYPE
18	14	5	1	Piercing

CLOSE COMBAT WEAPON:

Stomp

R	ST	RoF	AVV	TYPE
B2B	14	2	2	Piercing

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

SQUAD UPGRADES: The Radioactive Dome may be replaced with a Heavy Gun Nest for 0 points. The Hurricane Walker may be upgraded to a Hammer Pattern for 15 points. The Hammer Pattern Hurricane Walker replaces the Mounted Heavy Charger with a Mounted Heavy Charger with Anti-Vehicle Ammo.

SECONDARY WEAPON:

Heavy 'Chimney'

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

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

Passive: Condensed Discharge: Models receive an additional -4 modifier to their Con test for this Gas weapon.

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

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

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

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

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

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

THE RAMS WILL DEAL WITH IT.

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

'I know Artie, but you say it every night and I've heard enough. What can you see anyway?' asked the older brother.

'Just another Voltie, no support at all.' Artie reported

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

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

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

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

STANZA OF THE WARHOUNDS:

*Beer I bring thee, Tree of battle,
Mingled of strength and mighty of frame,
Charms ye hold powered runes,
Spells full good and destruction unleash*



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IMPERIAL SPECIAL FORCES

BY HB MARBACH

THE IMPERIALS SEEM TO HAVE AS MANY SPECIAL FORCES AS THEY DO MEDALS. THE MOST INFAMOUS OF THESE ARE CLEARLY THE BLOOD BERETS AND GOLDEN LIONS, BUT THERE ARE MANY MORE. THEY FULFIL MANY ROLES AND RESPONSIBILITIES, FROM SIMPLY GUARDING IMPERIAL ASSETS TO FRONTLINE OFFENSIVES AGAINST THE DARK LEGION. MANY ARE OF LITTLE NOTE BUT BELOW YOU WILL FIND A SUMMARY OF SOME OF THE MOST INTERESTING:



The Terror Eagles:

Wear yellow MKII armour and a red beret. Very small and newly formed force, guard a key space channel for the up and coming McDonald Clan. Initially set up by Andrew Drougan before he became a Doomtrooper. Now led by former Young Guard S. Moeller.

THE ROYAL GUARD:

Wear royal blue MK II armour with white detailing and a royal blue beret. Commonly known as the Blue Berets. Exceedingly well funded and equipped. They are the Serenity's personal guard.

THE CRUSADERS:

Wear white Mk II or III armour with a mustard yellow beret. Descendants of the Conquistadors that colonised Ganymede. Specialise in Asteroid Fighting.

The Righteous Diadems:

Wear brown and orange camo MKIII armour with orange berets. Very secretive only conscripted from the Golden Lions and Golden Panthers. Fill a similar role to the Royal Guard, but for the higher echelons of the Murdoch Clan.

For more information, on over 15 Imperial Special Forces, including the Wild Roses, Black Berets, Acid Spitters, Imperial Tigers, White Guard, Rams, Golden Panthers, Azure Lions, The Opangos, Black Sheep and Harlequins pick up my book 'Notes on the Special Forces of the Imperial Corporation' which is coming out later this year...

The Sterlings:

Wear yellow desert camo MKII armour and a black beret. Bank Guards. Soldiers taken from the seniors of other Special Forces. Often the butt of many 'old man' jokes, but still a massive deterrent to the average man.

COMING SOON: THE WOLFBANES, STORMTRENCHERS, IMPERIAL SPECIAL FORCES, YOUNG GUARD, NECROMOWERS, BARRACUDAS (RAMS AIR CAVALRY), GREY GHOSTS AND THE BAUHAUS BULLY: THE MK. 54 MAIN BATTLE TANK AND EXPANDED 'BUILD YOUR OWN HERO' PDF FOR ALL FACTIONS.

