

**Light of Terra Optional DLC -**

## **Lords of the Iron Line.**

**This jump is optional and can be taken at any point during part two of The Light of Terra -**

**Land of the Sky Father.**

**You start with 1000 CP.**

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## **"Got some rare things on sale, stranger!"**

**None truly know the origins of the Stryxis, save the Stryxis themselves, though most, even those dwelling in the notoriously xenophobic Imperium of man have heard of them. Since their appearance the mysterious aliens have earned a reputation as wanderers, traders, merchants and keepers of secrets. Their scattered nomadic tribes roam as loose fleets that make their way through the stars in order to trade with all those they encounter.**

**Untrustworthy as they are, the holds of their salvaged ships and converted asteroids are always crammed with rare and exotic items, ancient archeotech and other less impressive items too, for the aliens minds are nigh incomprehensible and stories abound of priceless artifacts traded for shards of broken glass or other detritus. Knowing this, you are more than happy to load a transport with everything you can spare and set out the first time you hear rumours that s Stryxis trade fleet has moved into orbit of a reasonably close world. As grotesque as the alien traders are, when your ship moves into orbit they are quick to bombard you with messages that at least sound friendly as they invite you to peruse their goods.**

### **shot-Las Conversion Kit**

**100 CP**

**An illegal modification of a standard lasgun popular amongst the techwrights and armour-mongers of Hive Footfall, the 'shotlas' is rigged to discharge more energy per shot, at the cost of beam coherence, with shots swiftly losing power and becoming ineffective at longer ranges. Ultimately, what this means is that whatever lasgun this kit is installed in effectively becomes an energy shotgun.**

### **Stutter-Las Conversion Kit**

### **100 CP**

Another common illegal modification, stutter-las pistols trade accuracy and reliability for rate of fire, charging quickly to unleash a hail of lasblasts. Though seldom as potent as the discharges of most las-weapons, the spray of light and heat is effective at close quarters.

### **'Retribution' Long-Las**

#### **200 CP**

The first 'Retribution' Long-las was reportedly a modified Guard issue long-las, constructed by a Brontian Longknife sniper. Angry over the destruction of his regiment in bloody frontal assaults during the fifth battle of Koldon Gap, he deserted and proceeded to kill four of his former senior officers and five commissars before his position was annihilated by a retaliatory mortar strike. In the subsequent centuries, similar weapons have been constructed by various artisans in the Calixis Sector and Koronus Expanse. The Retribution is a stripped down long-las, sacrificing some of the weapon's reliability and clip size. In exchange, the Retribution has a much shorter barrel (for easy concealment) and can be broken into half a dozen pieces that can easily be concealed within a specially designed pack. In addition, the weapon is rigged to fire in a non-visible light spectrum, decreasing penetration slightly but ensuring the Retribution's discharge is unnoticeable. Breaking down or assembling the weapon takes roughly 30 seconds for a practised individual and in addition, there is almost no flash or sound from the las-burst—any attempts to detect the Retribution by eye will doubtless fail. The weapon comes with a storage case it can easily be concealed in also.

### **Seven Thousand, four hundred and seventeen Year Old Tenkau-Shen Ice Wine**

#### **100 CP**

There are two dozen bottles of this thick, viscous, oddly inflammable but highly alcoholic wine kept in cryo-stasis tubes packed in a container marked "RELIEF." The simplest tests will show that the contents of the bottles are both truly ancient and truly exquisite. These may be the last bottles of this particular vintage in existence.

### **A crate of Squat-Thrust brand power bars**

#### **100 CP**

Forged by the greatest breadsmiths of the Squat race in a secret hold and baked in a forge fired by the harnessed fires of the warp itself, these food bars are truly a miracle of the culinary arts and in dire circumstances you can put one in a sock and obtain a weapon capable of killing a Greater Daemon.

### **Crate of Xenos Artefacts**

#### **100 CP**

This crate bears the symbol of one of the major agri-guilds of Fenskworld as well as messages claiming that it holds corpse starch rations. While it does, indeed, hold a few ration packets, its main cargo is a small locked strongbox. Opening the strongbox will reveal a number of small stones etched with runes of unknown and probably xenos origin. Each stone glows with a soft yellow light that changes colour when touched and emits a quiet tone when in proximity to

another stone. When all the stones are arranged together they make a melodious sound like a faint choir singing in close harmony.

### **Minerva-Aegis Las Carbine**

**200 CP**

This expensive, powerful las carbine is packed in among a number of standard Imperial Guard las carbines, apparently the result of a bureaucratic mishap somewhere along the supply line. Popular among respected mercenary companies and private guild armsmen, the Minerva-Aegis is a new and highly sophisticated pattern of las carbine built at Gunmetal City using data from the Aegis Data Fragment by the Takara Fane. Lightweight, easy to handle, and possessed of an incredible rate of fire, the Minerva Aegis is an excellent weapon for a man-at-arms who requires both stopping power and portability.

### **Adeptus Astartes Bolt Pistol**

**200 CP**

This standard-issue Adeptus Astartes bolt pistol is of an unknown pattern and provenance. It is wrapped in heavy oiled canvas and bears only the Imperial Aquila by way of identification. The weapon itself seems to be of the highest quality, is in good working order, bears a purity seal as well as the words "Flamis Indominatus" etched into the receiver, and is chased with red lacquer. It is equipped with a red-dot laser sight, an underslung chainblade bayonet and has several dozen magazines of the micro-rockets called Bolter Shells as well. Anyone in the Imperium knows that the possession of Space Marine equipment by those not of the Adeptus Astartes is heavily proscribed and punishable by death even for high-ranking Acolytes of the Inquisition though. Those seeking to work with the Imperium should be very careful taking possession of this holy weapon, and its being here raises more questions than it answers.

### **Fykos Forge 'Nomad' Hunting Rifle and Accessories**

**300 CP**

Lying in a custom steel grey armourplated rifle case, this rare and finely wrought rifle was obviously once the personal property of a professional assassin. Instead of rich, burnished wood, the rifle's furniture is made of a textured, matte black composite that seems to absorb light. There are no obvious marks of ownership or provenance, and only a great deal of effort and research reveals it to be the work of the gunsmiths of Fane Fykos. Along with the rifle, in their own custom cut-outs in the black velvet lining of the rifle case, are a number of accessories. There is a silencer, a rare and valuable Omni-Scope (combining the effects of a red-dot laser sight and a telescopic sight) and a dozen rounds of specially loaded man-stopper bullets.

### **Scapula IV Highlander Penetrator Excel Rifle**

**300 CP**

The Scapula IV Highlander Penetrator Excel is a vintage weapon that can command a very high price in the hands of collectors, who value it both for its outstanding penetration of big game animals' hides, and the status such a fine and rare weapon brings in such circles. An example

coming up for sale provokes an auction among the Calixis Sector's gun fanciers.

### **Shock Carapace**

**200 CP**

favoured primarily as an upgrade by the elite 'White Hand' Adeptus arbites riot squads of the planet Scintillia, a shock carapace can be built into an existing suit of armour, intergrating a shock field into the armoured plates, delivering an unexpected and unwelcome surprise to anyone striking against them.

### **Cameleoline Coating**

**200 CP**

A treatment that leaves a suit of armour or even a cloak of long coat mimicking the surroundings of the wearer, much like the namesake armour favoured by Imperial Snipers. The longer a person remains still, the more pronounced the effect, till a person becomes almost invisible to the naked eye after a few minutes.

### **Banner of the Efreesian one hundred thirteenth**

**300 CP**

This trophy is an unusual thing, a collection of hides and skulls taken from a number of monstrous and terrifying beasts, and at its core is the few remaining scraps of a banner taken from a long forgotten Imperial Guard Regiment. A vaguely unpleasant sight to anyone familiar with things like the refrigeration of food or trousers, to a barbarian tribesman the banner clearly marks someone worth taking seriously.

### **CyClopea-pattern power maul**

**300 CP**

A huge and intimidating two-handed weapon unique to the Calixis Sector, this power maul contains a monstrously overcharged disruption field which actively shatters the bonds between the molecules contained within items it strikes. Resembling a feudal mace, this maul has only one power setting: maximal. Potent enough to crush groundcars or send shattered opponents flying dozens of feet with a single stroke, this weapon is reserved for the most intense riots. It is designed to awe and terrorise the enemies of the Arbites, to send entire mobs cowering before the user.

### **Twelve SynFord-Pattern "lockshields"**

**200 CP**

The Arbites commonly make use of heavy, ceramite shields during operations of all types. These are rectangular plates, worn on one arm, which are typically equipped with a heavily armoured viewport that offers protection to the operator. The Synford "Lockshield" is a relatively standard example of the type, but with one unusual and defining feature. The lockshield, like most Arbites shields, is designed with an armourglass viewport and a firing port through which a pistol or submachine gun style weapon can be fired without penalty. It also contains a powered vox-hailer linked to the vox-torc of the most senior Arbitrator present, allowing that officer to rebuke and remonstrate over even the most deafening racket. It

contains mag-strips on both sides, which enable prisoners to be secured directly to the shield by magnacles. Its most unusual feature is its ability to lock solidly with adjacent lockshields to create an armoured wall behind which Arbitrators can advance as a unit. The shield can be locked using mag-strips to shields adjacent to it; the Arbites use this to create walled “Lockshield” formations during particularly lethal riots, or to advance large groups of Arbites down wide, fire swept corridors.

### **Exterminator Cartridge**

**100 CP**

Many of the more zealous religious warriors of the imperium use an exterminator cartridge on their weapons. This small device is essentially a small one shot flamethrower, and the effect is has if used at the right moment is almost guaranteed to change the outcome of a battle for them better, and they can be mounted on both melee and ranged weapons to boot.

### **Reflec Coating Armour Treatment Kit**

**400 CP**

A boon to anyone facing regular laser weapon fire and the bane of anyone who values proper spelling, Reflec Coating is named either for the Tech-Priest who first synthesised it or simply due to a mistake made by an Imperial Scribe when the stuff was finally authorised for production and added to Imperial armour catalogues. The treatment leaves armour with a silver sheen and a mirror finish as well as a greatly increased resistance to energy weapon fire.

### **Power Assist Armour Modification Kit**

**300 CP**

The armour’s weight is carried by a complex array of supports and servos, which boost the wearer’s strength and allow him to carry weightier loads. Similar to power armour to an extent, this upgrade is significantly less advanced, and normally added to a suit of armour for some utilitarian purpose, such as heightening the strength of labourers wearing engine-plate.

### **Lathe-Wrought Armour Plating Kit**

**400 CP**

The astronomical and gravitational alignment of the Lathe worlds creates the conditions for the production of metal alloys of rare and singular properties. Lathe armour plating is strong and light, flexible enough to withstand the most powerful blows, and even resistant to intense heat or the crackling edge of a power weapon. The cost and rarity of such an upgrade is beyond the means of most individuals, with maybe only half a dozen sets of Lathe-wrought armour upgrade kits constructed in a decade, each created under commission for a specific wearer.

### **Impact Gel Cells**

**300 CP**

Durable cells of impact-dispersing gel are concealed within the structure of the armour, spreading the shock of impact more evenly, reducing its influence upon the armour’s wearer.

The cells are tough enough to remain intact amidst the pressures they are subjected to, preventing the gel from leaking out or being exposed to the atmosphere, ultimately leaving

whatever they are installed in vastly more resistant to kinetic impacts.

### **Advanced Materials Upgrade Kit**

**300 CP**

Plasteel, adamantium, armourplas, synth-leather and other sophisticated materials are used for all sorts of purposes within the Imperium, and are typically far more resilient than their archaic equivalents. Archaic styles of armour are seldom effective against advanced weapons, and rarely used in any case, but many of those who hail from primitive cultures favour the styles of wargear they are accustomed to. Wrought from plasteel and armourplas instead of bronze, iron and steel, a suit of chain or plate can be a quite effective defence, often the equal of more modern armours.

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Just picking through the holds of the first ship is exhausting, and there are at least fifteen more constantly pinging your Auspex with increasingly demanding messages that you visit them and buy something of actual value and good quality, all for a low, low price!

And then there aren't. Without giving any indication of how, or even why, the Stryxis trader fleet simply scatters, each ship engaging a different drive system, a few sliding into the warp, one opening a portal and drifting inside, a few shimmering into invisibility, one even simply sliding away at a speed that your ships cogitators report as simply being impossible.

The reason for the sudden departure becomes apparent quite quickly, as a section of nearby space, a massive section of nearby space simply tears asunder and something starts to emerge.

The sight of the thing protruding into realspace is not something you will ever forget, no matter how hard you try, an amorphous, bloody mass that dwarfs the moon that orbits nearby, a bleeding tumour studded with jagged spurs of bone longer than your transport, the nightmarish thing big enough to blot out the stars.

You can only be thankful you can't hear the thing as it is birthed into realspace from whatever nightmare it first reached a semblance of unholy life in.

You don't even need to give the order to move to the opposite side of the planet, your crew are already doing it, eager to put a few hundred million billion tons of rock between them and the xenos thing.

Things move on fairly quickly after that, as the cancer thing moves into orbit as well. There are

two holds on the planet, two mighty fortress cities, and the tumour thing promptly begins vomit thousands of tons of material into the atmosphere, clouds of blood and gore, meter long fragments of jagged, splintered razorsharp bone, titanic mutilated yet still living organs and other viler, more obscene things.

Within hours a crimson stain is spreading across a large part of the world, a stain clearly visible from orbit, and the Hold directly at the center of the infestation is reporting almost non stop attack by what can only be described as things.

To make matters worse, the few ships that have tried to break orbit and flee? the massive mother tumour took notice, and well... there may be worse ways to die, but off hand? you can't really think of any.

It seems all you can do is hold position on the other side of the planet from the cancer mass.

At least, it seems that way till you receive a message, a communications array crackling unsteadily to life, the holoprojector revealing the image of a short humanoid who appears to be more facial hair than man. The few inches of skin you can make out between a truly epic beard and a pair of eyebrows thick enough that you could loose a badger in them are the deep tan of someone used to spending days at a time baking in the light of a forge, showing the marks of centuries spent frowning in concentration. Or just frowning.

"Ye tae being a fighting sort, sure enough. Dinnae bathaer tryin' ta deny it laddie, we do keep track o' all merchant traffic up there, ye ken? dinnae dae ta let just anyone get up tae jus' anything.

Nae, we have twa ways faer the connversation tae goe. First, we hae us a wee chat about all thae owe in fees tae thae holds. A merchants license an Insurance, thae be thae biggest ones laddie, bread and butter tae us, but ye ken, tis thae other ones that'll eat yea alive, bit by bit.

Ah course, we can discuss something else, tae wit, you putting all those guns and suchlike to use down here while I forget about these fees."

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## An ancient and hardy people.

The Squats (*Homo sapiens rotundus*) were short, stocky and physically hardy Abhumans who were adapted to the heavy gravity conditions that predominated on the worlds they had settled near the core of the Milky Way Galaxy. Of all the Abhuman types encountered by the

Imperium, they most closely resembled baseline humans. Squats were the descendants of baseline humans who had colonised the worlds around the galactic core in the far distant past. These worlds are some of the oldest in the galaxy, formed when the galaxy's structure had not yet been fully stabilized.

The Squats' ancestors were human colonists who reached the heavy-gravity mineral-rich worlds around the galactic core during the time of the initial expansion of humanity beyond Earth's own Solar System during the Dark Age of Technology, many millennia before the emergence of the Emperor of Mankind and the dawn of the Age of the Imperium. The colonisation came at the right time, as Old Earth's own mineral wealth had been largely depleted. The worlds at the galactic core were rich in rare and unique strategic minerals, but in terms of the existence of life they were barren and unsuited for human colonisation. These worlds were dark and bleak planets. Their gravity was intense, usually two or three times that of the Earth. Their atmospheres were either thin or non-existent. Even those planets that did possess atmospheres were continuously blasted by tremendous radiation storms produced by the massive black hole located in the galaxy's core.

Once settled, these planets became rich Mining Worlds. The colonists were forced to become self-sufficient, providing their own underground hydroponically-grown food. Due to the hostile nature of these worlds' surfaces, the colonists formed underground societies. During the long isolation of Mankind produced by the Warp Storms of the Age of Strife, the Squat race genetically adapted to their new homes, evolving or genetically engineering themselves to better suit their environment, becoming far tougher, more resilient and physically shorter with a denser skeletomuscular system than found in the baseline human genome. The Squats had some of the best scientists and engineers in history who explored the frontiers of human science and technology without the constraints of religion and ritual, in contrast with the dogma-bound humans of the Adeptus Mechanicus who followed a very different path on Mars during the same period.

Some say the real history of the Squats began in the Age of Strife when their worlds were cut off from Terra and the race first developed, but their actual origins are found much earlier during the Dark Age of Technology, or as the Squats call it, the Age of Founding. Squats are sometimes called "Space Dwarfs" or just "Dwarfs" in the Imperium because of their uncanny resemblance to those mythical creatures of Norse legend. In war, the Squats used squads of motorcycles supported by massive artillery barrages from outlandishly large super-heavy tracked vehicles such as the Land Train Colossus, Leviathan, and Cyclops variants.

**There are three clans or Brotherhoods you can apply to in your efforts to obtain a sponsor, and each clan has its own special ability you will gain.**

**Choose one of the following:**



### **Clan Zutik**

The Zutik region used to be a refueling depot for the Imperium many millennia ago, lost in some forgotten war. Then came the Squats. The area was re-colonized and a treaty with the Imperium of Man signed. The geography of Zutik is very soft and dispersed. The only remarkable terrain features are hills. Lots of them. There are also some wooden zones and some marshes but few mountains. The only native inhabitants are Ratlings. Mostly no one cares about them nor do they care about others, but some special individuals join the Squat forces to see world further than their home hill.

Special Ability:

#### **Ratling Snipers**

**ratling snipers do 2 automatic damage to an opponent per turn.**

Shorter than Squats, the Ratlings are easily recognisable due to their large, hairy feet and love of eating, often enjoying up to six meals a day. While they are not well known as warriors, some few do take to wandering, and often find their way into Imperial or Squat militaries where they often excell as either cooks or snipers.

### **Clan Makurtu Gabe**

Makurtu Gabe may be considered one of the typical isolationist Squat holds; a closed society dwelling almost entirely underground. Both the weather and a well-developed defensive network have combined to drive off countless Ork, Tyranid and Chaos invasions. The Eldar are unknown to the most recent generations, though the Book of Grudges from the ancients speaks of treachery when the Eldar help was expected and did not come...

The Imperium of Man has no direct communication with this hold, since the Squats do not allow anyone else to land. Some trading is done in orbit around the planet, but even this is rare as the Squats prefer to keep strangers at the very edge of the local airspace. There are routine expeditions to other systems to get resources they need. These expeditions face a hostile universe, so their army is both well-trained and experienced.

Special ability:

#### **Heavy Armour Plating**

**Take one less crew damage per attack.**

Centuries of defensive fighting has made Clan Makurtu Gabe experts at building durable fortifications and vehicles.

### **Clan Macsweeny**

One of the Oldest and most well respected Clans, Macsweeny has access to mining and refining technology considered cutting edge during the Dark Age of Technology, and as a result they have easily maintained a level of wealth and affluence few if any other clans can manage. Quite happy to trade, the Macsweenies have trade contracts with the Imperium, the Eldar, other Clans, even a few of the more stable Ork bands.

Special ability:

**No expense Spared  
special abilities and attacks cost 2 less supplies to use.**

If there was a choice between cheap and effective or expensive and exceptional, expensive and exceptional was chosen every time.

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## **Behold; The Doom Train!**

Having managed to obtain a sponsor you are presented with a few pages of legal documents to sign.

As it turns out, those were documents waiving any legal rights you may have with regard to suing about things like repetitive strain injuries or carpal tunnel. Another Squat joins you, and you can't help but regret your decision as you survey the five foot tall stack of papers he has brought with him.

thirty three hours later you can't feel your arms and your vision is blurring.

Some time around the fiftieth hour your vision goes black and white, and you realise that your muscle memory may never stop automatically signing your name on everything in front of you when you hold a pen.

Thankfully, you finish and are allowed to rest while the Squat Lawkeepers review the contract, occasionally pointing out interesting sub-clauses to each other.

After several days sleeping you are awoken by the sort of polite cough people use to obtain the attention of people they don't know but want to seem polite to.

As it happens, it is your legal advisor who has come to go over the documents you have signed and ensure you understand the contract.

Put simply, having given you control of a Land-Train, you are **REQUIRED** to use the Land-Train, otherwise it would be a massive waste of money, and you would forfeit any sort of reward and also owe every Squat in existence the galaxies weight in their choice of rare materials.

Before you can even start to argue, your advisor informs you that pointing out any sort of impossibilities with the penalties also carry penalties of their own, and that you really, really should have read all those documents.

**The Land-Train itself consists of a cab and a dozen trailers and can be partially customised to your specifications.**

The Cab.

The main part of the Land-Train, the cab is where your headquarters are set and where you will command the titanic vehicle from.

Select one of the following:

### **Colossus**

This is a huge, heavily armed and armoured fighting vehicle with an accompanying Iron Eagle Gyrocopter. Only the firepower of the largest of Imperial titans exceeds that of the Colossus. The Gyrocopter is a recon unit for the Colossus, and when the Colossus fires barrage weapons it can use the gyrocopter's line of sight.

**6 Ordnance, 1d6+1 damage, 34 crew**

Special Ability:

**Scout Gyrocopter**

**With this fast, light air vehicle to spot, your guns will all receive + 1 to hit.**

### **Cyclops**

This is a heavily modified version of the Colossus, used as a special purpose titan-killer. The Cyclops mounts a variety of weapons, including the Hellfury Cannon, a huge Melta Cannon and a Battlecannon, as well as heavy bolters and Doomstorm Missiles. The Battle Cannon and bolters may fire all around, but the Meltas and missiles may only be fired to the forward arc of the vehicle.

**9 Ordnance, 3d6 damage, 22 crew**

Special Ability:

**Big Gun Number one**

**The sheer size of the Hellfury Cannon means it can only be fired on alternating turns. Roll combat as normal, but on even numbered turns, if you hit, do not roll damage.**

### **Leviathan**

This is a mobile regimental HQ and may transport a full Brotherhood within its armoured walls. All weapons on the Leviathan have 360° arc of fire, except the Doomsday Cannon that

has a 90° arc to the front.

**3 Ordnance, 1d6-1 damage, 60 crew**

Special Ability:

**Extra Seating**

**The Leviathan carries ten extra crew (This has been added to the total above) and ten extra supplies.**

Aside from the cab, there are a number of other trailers you must take:

**Deus Vult Singularity Engine**

An engine harnessing the power of a magnetically contained point singularity, this powers the entire land train. Using it to make popcorn is not recommended.

The Deus Vult Singularity Engine can provide power for one cab and eleven trailers.

**Void Shield Array**

A massive screen of energy shields that force incoming attacks into the warp, this trailer gives your Land-Train an Armour of 4.

**Supply Trailers x5**

The objective of your mission is to deliver these to the Northern hold, though in an incredibly rare oversight, they don't actually have to have anything in them...

each trailer holds 4 supplies, giving you a total of 20.

**Crew Quarters**

A heavily reinforced area for sleeping, storing weapons, eating, using the restroom, all those little things that people need to do to stay at the top of their game.

**You may now choose any three from the following list:**

**Supply Truck**

Each Extra Supply Truck gives an extra 4 supplies.

**Hellfire Missile Launcher**

Hellfire Missiles are primarily intended to serve as anti-vehicle weapons, and contain a high-strength shaped charge with a relatively small blast radius, but causes massive damage to anything it hits with minimal collateral damage. Hellfire Missiles are also very effective against heavily armoured infantry, bunkers and other armoured or fortified static targets where their concentrated explosives will often punch holes straight through armour. However, a Hellfire Missiles relatively small blast radius makes them impractical for use against most massed infantry and moving targets.

Special Ability:

**hellfire Salvo**

**If a Hellfire missile is fired, you will automatically win the first round of combat, doing 3d3 damage at a cost of 3 supplies.**

**Comm Array**

A massive dedicated communication and control center.

Special Ability:

**Emergency Resupply**

**You can call in an emergency resupply once, immediately adding either 6 supplies or six crew ONCE.**

**Secondary Void shield Array**

Another void shield array, this can be maintained at a higher than normal power level since you don't need to worry about what will happen if it burns out.

Special Ability:

**Unbreakable**

**Ignore the first hit you take in each combat, but each time this occurs roll 1d6. On a 6 the shield burns out.**

**Robot Command and Control**

- The role of the RC&C is to both transport robot detachments into battle and control them once there. The Robots themselves are cheap, mass-produced mechanical battle machines that must be programmed before the battle.

Special Ability:

**Rise of the Robots**

**Each turn you can send a robot attack group into battle alongside your primary attack. This**

**does 1d3 extra damage and costs 2 supplies.**

### **Hearthlord Plasma Beam**

The Hearthlord possess an experimental direct plasma weapon that focuses a stream of plasma just like a laser. This gives it good range and retaining the plasma's penetration power.

Ordnance 3, 1d6 damage.

Special Ability:

#### **Continuous Fire**

**The Hearthlord can carry an attack roll over from turn to turn. As an example, turn one is 1d6 + ordnance, the result is a 5, so this 5 can be carried over to the following turn instead of rolling again. Each carry over increases chance of overheating and causing 2d6 damage to hull and supplies.**

### **Grudgekeeper Artillery Platform**

The Grudgekeeper Artillery Platform is an armoured artillery hardpoint designed for an anti-titan role. It is armed with two batteries of hunter-killer missiles and a pair of Hellion rockets as well as the indirect fire weapon it takes its name from.

Ordnance 3, 4d6+4 damage.

Special Ability:

#### **Why Didn't We Fit an Autoloader?**

**The Grudgekeeper takes time to load, and so can only be used every three rounds.**

### **Aircraft Tender**

A small landing pad for VTOL craft, it also contains all the machinery needed to keep them operational for the duration of the operation.

You may select ONE of the following:

#### **Iron eagle**

This is a heavily armoured and highly maneuverable vehicle with devastating weaponry.

Special Ability:

#### **Flying high!**

**The Iron Eagle can be deployed in combat as a second unit at will. Each turn it is used, roll**

**1d6. On a 5-6, the opponent targets the Iron Eagle. If it loses all crew it is destroyed permanently however.**

**Ordnance 3, damage 1d6, Armour 2, Crew 6**

### **Steel Hawk**

Steel Hawks are suitable for close assault roles and carry short-ranged Multi-meltas and rockets.

Special Ability:

#### **Fire from the Sky!**

**Once per combat the Steel Hawk may strafe an opponent, causing 1d2 damage to Armour at a cost of 4 supplies.**

Bronze Falcon

Another Steel Hawk variant is the War Hawk, armed with long-range missiles.

Special Ability:

Death From Above!

**Once per combat the Steel Hawk may strafe an opponent, causing 1d2 damage to Ordnance at a cost of 4 supplies.**

### **Thudd Gun**

This is a light artillery piece which fires high explosive shells. It shoots rapidly, its multiple barrels pumping in and out with a distinctive 'thud-thud-thud' noise, hence the name of the gun.

Ordnance 3, -1 to combat roll, Damage 1d6

Special Rule:

#### **Continuous Fire!**

**The Thudd Gun may make up to 4 extra attacks per turn, but each attack takes an increasing penalty to the combat roll, e.g. 1 extra attack would be 1d6-1 + 3 ordnance and 1d6-2 + 3 ordnance vs. 1d6 + enemy ordnance.**

### **Mole Mortar**

This is a light artillery piece that, instead of firing the shell in to the air, sends it through the ground to its target; exploding underneath them. Because of this, the weapon ignores both cover and shields of all types.

Ordnance 3, 2d4+1 Damage.

Special Rule:

**Walk Without Rhythm**

**The Mole Mortar completely ignores an opponents Armour Rating, but due to the speed of the Underground Torpedos, successful damage is applied two turns after it happens. This means that even if the Mole Mortar hits on turn one, you cannot deduct Crew Points from your opponent till turn three.**

**Observation Balloon**

While most Squat home worlds have their fortresses hidden deep in the mountains, there are those that must defend themselves in open land. In support of these more exposed positions, atmospheric balloons are sometimes converted for military use. They have replaced their environmental sensors with telemetry and spotting machinery in order to act as observers for the feared Squat artillery.

Special Ability:

**I can see my house from here!  
+ 1 ordnance**

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## THE COMBAT SECTION

So, how does combat work, exactly? Well, it revolves around four different attributes. Ordnance, Armour, Crew and Supplies.

Ordnance represents how dangerous a given weapon is, a combination of range, rate of fire and sheer damage.

Armour represents how durable something is.

Crew are your hit points.

Supply represents how much material you have in reserve, and in combat it represents ammunition, but in other circumstances can represent trade goods or food.



Everyone present in combat rolls one six sided dice (Usually referred to as a d6 - d meaning dice and the number representing the number of sides) and adds the ordnance score of their selected weapon, adding any bonus or penalties.

The one with the highest score rolls the damage listed for the weapon used, takes the enemies Armour rating from that and then deducts that from the opponents Crew rating. The first with 0 crew loses.

Example.

A Leman Russ Tank (Cannon, Ordnance 3, damage 1d3, Armour 2, crew 5) engages a Carnifex (Stonecrusher Claws, Ordnance 4, damage 2d2, Armour 3, crew 3)

The Leman Russ rolls a 3, adds his ordnance of 3 and gets a 6. The Carnifex rolls, gets a 4, adds his ordnance of 4 and gets an 8. The Carnifex has the highest result and hits the Leman Russ.

If the rolls are both the same, then either both hit or neither do, the choice is yours.

Rolling 2d2 for damage the Carnifex gets a 1 and a 1, making a total of 2. Taking the Leman Russ Armour from that leaves 0, meaning the Carnifex did no damage. If the Carnifex had rolled higher and got a 2 and a 2, that would have meant the Leman Russ took 2 damage after the tanks Armour was deducted, meaning the Leman Russ Crew rating goes from 5 down to 3.

Another couple of hits like that and the Carnifex wins.

Knowing that, the Leman Russ chooses to use a special ability. Using 8 out of 12 available supplies they fire a FSAPDS round. The FSAPDS has a bonus of two to the attack roll, so the Leman Russ rolls 1d6+5 vs. the Carnifex 1d6+3. The Leman Russ rolls a 5, the carnifex a 2. As well as giving a bonus to hit, the FSAPDS shell also provides +4 damage, so the Leman Russ rolls 1d3+4. Rolling a 3 gives a total of 7. Deducting the Carnifex Armour rating of 3 means the Carnifex loses four crew points, destroying it instantly.

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## A Random Encounter Table!?

**You have a mission, to command one of a number of Land-Trains to the northern hold and deliver the supplies needed to organise a defence against the Cancer Tide. While the lands around the two holds are relatively safe, recent events mean that the wildlands between**

**holds are wild indeed.**

**You must make eight rolls on the following table before you reach your destination, and each roll will cost you one point of supplies. This is your travel time.**

**To make a roll, roll two d6 and put the totals together. a 1 and a 4 would become 14, so you would deduct 1 from your supplies and read the text of entry 14.**

## **11. Encounter - Flesh Collosus**

A nightmare thing of Chaos, how this abomination made it to this world will most likely remain a mystery. What the thing is however, is well known, for the story of the Flesh Collosus is a common tale. Forged from the fat taken from over two million Imperial Faithful interred on a Graveyard Wworld fallen to Chaos, the Flesh Collosus was responsible for ending the Siege of Hive Tharria by shattering the gates protecting the great bastion and for slaying the Emperor Titan Shadow of him on High during the scourging of Bastion Secunda.

Hands of Flesh, Ordnance 5, Damage 2d6+1, Armour 4, Crew 26

Skilled at shattering fortifications after centuries being sent against them, the Flesh Collosus can damage armour - Each time it hits you, roll 1d6. On a 4+ Remove 1 from your Armour for this battle only.

## **12. Heavy Cloud cover**

Heavy enough to interfere with the ancient Archeotech GPS system, meaning you have to move blind.

Add 2 to your Travel Time unless you have the Scout Copter special ability, in which case the high cloud cover means your scout can fly without worry of interceptors.

For the next three locations, you may roll three times each and take the best result.

## **13. Inbound Flight**

Not quite willing to try breaking orbit and not capable of paying the landing fees at any of the nearby Squat facilities a transport carrying several hundred Imperial Pilgrims on a layover strikes a deal with you. Arrange for them to gain permission to land with your affiliated clan and they will pay you in either 1d4 supplies or 1d4 crew, pilgrims who view this as an Emperor sent test of faith.

**Gain EITHER 1d4 supplies or 1d4 crew.**

## **14. Feral Nomads**

A war party of feral humans equipped with handmade smokepowder muskets who roam the

planet. Chances are the worst you will have to deal with is a lot of yelling and people firing into the air, unless you have **The Banner of the Efreesian one hundred thirteenth**.

If you have the **Banner of the Efreesian one hundred thirteenth**, roll 1d6. On a 1-4 the nomads are the descendants of the original Imperial Regiment and view the sight of the banner as a sign of the Emperor and they beg to join you. Add 8 crew.

on a roll of 5-6 the tribesmen are the descendants of those the Imperial Regiment was sent to eradicate, and the sight of the banner drives them frenzy.

Muskets, Ordnance 2, Damage 1d6+1, Armour 2, Crew 24

While not especially dangerous, the clouds of smoke and the constant flashes of heat play havoc with sensors, meaning you are at -2 ordnance for this fight.

### **15. Calm before the storm?**

Things are calm, peaceful and quiet, almost as if you were on another planet.

### **16. Supply Convoy**

Apparently there was a mistake somewhere along the line - it turns out it happened several thousand years ago and led to half a dozen interclan world wars, but now you are in position to fulfil that ancient contract by accepting 1d4 supplies and enough Cryptus Shotgun Shells to give you a lifetimes supply!

**Gain 1d4 supplies and Cryptus Shotgun Shells.**

### **Cryptus Shotgun Shells**

On the world of Cryptus, the Templum of The Sacred Lights of the God-Emperor was renowned for being constructed entirely of glass. Its foundations were laid on the day the planet was reclaimed by the Imperium during the Angevin crusade. In

702.M39, the cathedral was unexpectedly attacked by a hitherto unknown renegade cult calling themselves the Light-burners. During the fighting, as the cathedral's Frateris Militia rallied and drove back the assault, several cultists broke through the militia's lines, reached the towering gates of the cathedral, and sacrificed themselves to summon forth five towering daemons wreathed in black flames. At the moment the daemons set foot within the cathedral, a sonorous bell was heard and moments later the glass shattered and the cathedral exploded into a stream of white fire. The fires that swept out of the cathedral extended for almost a mile and burned for over a month. When the fires finally died out, nothing was left of the great edifice but thousands of white glass shards covering the ground. Experiments by members of the Holy Ordos revealed that the glass was naturally resistant to the Warp and caused great pain and harm to the foul denizens of the immaterium. Over time, the Ordos Malleus ended up with nominal control over the ruined site, grudgingly accepted by the Ministorum save for the hundreds of pilgrims who regularly process to the blasted wasteland on the anniversary of its destruction. The Shells are both agonising and incredibly destructive to demons and warp

entities.

## **21. Encounter - A Tide of Flesh and Sorrow**

You hear these poor wretches before they come into view, the ululations and wailing clearly audible from over the horizon. You just wish it wasn't. When you finally catch sight of the things rapidly approaching you simply order battle stations and continuous fire into what has revealed itself to be a mass of humanoid things that spans the horizon, each one appearing to be a human, squat or Ork that has been forcefully turned inside out.

Sheer weight of numbers, Ordnance 4, Damage 2d4, Armour 4, Crew 30

The sheer amount of the Tide of Flesh isn't the only thing you have to worry about - they can infect others, so if you take damage, add half of that (rounding down) to the Crew Rating of the Tide of Flesh and Sorrow as fallen crew drag themselves inside out in a burst of gore and rise up to kill their once friends and kin.

## **22. Warp Ghosts of an extinct Squat clan.**

They snipe at the party with their ghostly flintlock rifles; from their ancient Squat curses, it appears that they think you and yours are Orks. Nearly mindless, they cannot be reasoned with. Being long dead they cannot harm you in any way, and when you come close they retreat to a jumble of bones and rubble in a valley about a mile away. If the bones are gathered and blessed, the ghosts will rest.

**Bless the bones with 2 supplies worth of Thunderbrau and put the ghosts to rest if you wish.**

## **23. Broken Land**

A miles-wide area of canyons and plateaus. It's easy to get lost or hit a dead end in the canyons, while staying on the plateaus requires crossing the occasional abyss, though with luck and skill you may discover a path or a tunnel that will cut a great deal of time from your journey.

**Continue as normal, or try and find a better route.  
roll 1d6. On 1-3 add 2 to your travel time, on 4-6, deduct 2.**

## **24. Grots in the Ducts!**

The air conditioning has picked up an infestation of Grotlings from Gork and Mork alone knows where. Not dangerous, unless you count losing a few nights sleep due to the noise they make running around in the ducts.

**If you want, you may spend 1 Supply to gas them.**

## **25. Breakdown**

Not amazingly dramatic, but still time consuming - an engine failure means **you must spend 3 supplies** to repair the problem.

## **26. Adeptus Mechanicus Expedition**

As you travel you come across an Adeptus Mechanicus Expedition, or rather, the remains of one. A massive cancer thing lies dead nearby, and the Admech Forces are in a similar state, the few survivors shutting down mere hours before your arrival.

Not willing to let such a valliant sacrifice be wasted, you help yourself to the massive ships weapon system they have partially salvaged from a crashed ship and move on.

### **You have obtained a Radium Cannon!**

#### **Radium Cannon**

Many weapons wielded by the Skitarii are so deadly to the wielder they're widely condemned by the rest of the Imperium. Their baroque beauty belies a singularly vile function -- not only to strike, but to render the battlefield as deadly as the rad-wastes of Mars. As dangerous as they are to their wielders, radium weapons are far more deadly to the enemy. Armour may repel the solid rounds, but only the most heavily-reinforced battle plate can protect the target from the baleful energy given off by the hyper-irradiated bullets. As more and more shots are fired, the area becomes increasingly saturated with radiation until a localised rad-storm occurs, striking down the enemy with radiation sickness and leaving the ground beneath their feet saturated and lifeless.

Ordnance 5, Damage 1d2.

Each successful hit adds another 1d2 of damage. One hit does 1d2, a second hit will cause 2d2, a third hit will cause 3d3 and so on.

## **31. Encounter - Teratoma Hive**

A colossal, bleeding thing the size of a hill slowly drags itself into view, crying mindlessly from a dozen maws lined with jagged tusks the size of a man. The thing is barely mobile and constantly leaking fluids and gore. Shuffling slowly and painfully around, it orientates itself, opens what looks something like a beak and starts to vomit nightmares at you.

Screaming flesh Mortars, Ordnance 4, Damage 2d4+2, Armour 3, Crew 34

As the battle continues, the Teratoma Hive will become more durable as excess flesh is blasted away and bone plating takes its place. Each turn add 1 to the Teratoma Hives Armour. This caps out at 6.

## **32. Freebootaz**

Once there were only two certain things in life - death and taxes. Now it's three, because Orks, and here come some now. A looted Imperial cruiser crashes nearby, the crew still in combat with the invasive flesh things swarming the vessel.

**Roll 1d6. On a 1-4 lose 1d4 crew and 1d4 supplies fighting the Orks off.**

**On a 5-6 you can gain the Freebootaz special ability.**

#### **Freebootaz**

After a combat, roll 1d6. On a 5-6 gain 1d3 supplies your Freebootaz 'found'.

### **33. Abandoned Waystation**

An armoured facility on one of the major roads between the two holds, this facility has not been completely cleared, and there are signs the Squats here were prepping the facility for demolition before they left. Regardless, there are plenty of supplies remaining, so **you may add 1d6 supplies.**

### **34. Pyrocane**

An incredibly rare weather even usually only seen on worlds subject to massive orbital bombardments or Exterminatus, the pyrocane is essentially a gigantic hurricane moving at several hundred miles an hour and made of thousand degree flames.

**Unless you have the Heavy Armour special ability, you must add two to your travel time as you detour around the desolation. If you have the Heavy Armour special skill, you can drive through the area devastated by the Pyrocane, and harvest several kilos of extremely rare elements from the air filters afterwards, gaining 3d4 supplies.**

### **35. Dark Eldar Raid**

Joy of joys, a dark Eldar Raid appears from nowhere on fliers that appear to be built almost entirely from razorblades, and before you can order a proper response they have vanished, **taking 1d4 crew with them.**

### **36. Bad terrain**

Swamps, waterlogged fields and marshes as far as the eye can see, which isn't actually far at all since the clouds of biting marsh flies are so thick.

**Loose 1d4 supplies as you struggle to keep your Land-Train in working order as it ferries you through the muck.**

### **37. A visit from the Waifu.**

Just a touch irritated that you are paying attention to things that aren't her, your beloved waifu Slaanesh delivers 4d6 gifts of chaos to you.

(See Warhammer Fantasy: Dogs of War for the complete table)

#### **41. Encounter - Yes, they really did name them Stenchbeasts.**

In the fetid wastes of Strank lives the infamous Stenchbeast, a creature so pungent in aroma it's become a byword for anything foul and odorous in Calixis Sector. While most consider it to be nothing more than a metaphor for filth and the fuel for many a crude, lowbrow joke, the truth is horrible.

Stenchbeasts have a corpulent human-like form and, if capable of standing erect, would be nearly three metres in height. Normally, they wallow on all fours in the dark waters of the swamps in which they dwell, grunting and bellowing to each other as they feed on tender water plants and small animals too slow to escape from them. Covered in rolls of fat, it's a wonder they can move their vast bulks, but they are swifter than they appear, and a charging Stenchbeast can be a fearsome sight indeed. Their once-human faces are bloated and bestial, with pig-like eyes and heavy jowls. Their hair is lank and greasy and grows in thickets along the neck, spine, and lower abdomen.

The hide of a Stenchbeast is a maze of cracks and fissures, each split showing multiple layers of rotting flesh underneath. The outer layers of skin often slough off in great sheets, only to be consumed in turn by the Stenchbeast itself. This cycle of decay and renewal results in the horrid stink that gives the Stenchbeast its name and sector-wide renown. Each creature emits an eye-watering reek capable of eventually defeating even the most advanced respirators.

Corpulent bulk, Ordnance 2, Damage 3d4, Armour 8, Crew 24

Due to what is essentially layer after layer of ablative meat, the Stenchbeast horde is extremely resilient and each turn regenerates 1d3 Crew Rating.

#### **42. The Skin Taker**

How does one describe a creature no one has seen? The Skin Taker, a strange being native to the feral world of Fedrid, is known only by its distinctive habit—killing men for their skin.

Long-rumoured to exist by those familiar with the beasts of Fedrid's thick forests, the Skin Taker has announced itself with a vengeance, slaughtering several hunting parties. The flayed remains were found strung up on simple frames, a gristly warning to any who might take the dangers of the forests lightly.

Few people have survived a Skin Taker's assault, with fewer still able to describe one in action. Virtually all eyewitnesses state the same thing—an attacking Skin Taker is no more than a ripple in the air, a blur of motion with no discernible form. Some have said it appears as a "hole" in the air, a moving spot of visual distortion.

These descriptions have led to several theories as to the true nature of the Skin Taker. Some feel they are a form of tree-jumper, a mantid with unparalleled powers of concealment and

camouflage. Others say its invisibility smacks of alien technologies and point to the Dark Eldar. And finally, there are whispered tales stating the Skin Taker is a Warp-born daemon, a creature of Chaos come to Fedrid to engage in unopposed slaughter.

Regardless of the creature's origin, it relies on stealth and striking from ambush. Skin Takers seem to share the upper canopy with tree-jumpers, using the comparatively safer tree-tops to track a potential victim for kilometres before descending to make a kill. Usually loners or stragglers are taken first, the Skin Taker whittling down a party one-by-one until only the strongest, most skillful, or luckiest hunter is left. Normally the only thing left to find once the Skin Taker has finished are skinned corpses, often missing the head.

**Each time you roll on the Random Encounter Table, Deduct 1 crew unless you roll a double, in which case the Skin Taker leaves as silently as it arrived.**

#### **43. Escape Pods**

You discover the landing site of several mass evacuation pods from a ship swatted from orbit by the Cancer Mother floating above like a crimson moon. The survivors are more than happy to join you.

**Gain 1d4 Crew.**

#### **44. Feral Nomads**

A war party of feral human nomads who roam the planet. Generally they do not bother with the titanic Squat Land-Trains, but if you have **The Banner of the Efreesian one hundred thirteenth** that will not be the case.

If you have the **Banner of the Efreesian one hundred thirteenth**, roll 1d6. On a 1-4 the nomads are the descendants of the original Imperial Regiment and view the sight of the banner as a sign of the Emperor and they beg to join you. Add 8 crew.

on a roll of 5-6 the tribesmen are the descendants of those the Imperial Regiment was sent to eradicate, and the sight of the banner drives them frenzy.

Lances, Ordnance 2, Damage 1d6+1, Armour 2, Crew 24

The nomads are mounted, and may roll to attack twice each turn. As an example, your roll and ordnance score is six, the nomads get a score of five on their attack roll. This means you damage them as usual. They then roll to attack a second time, and manage a seven. This means they damage you. If your roll is higher than this second roll you do not damage them, you merely avoid their attack.

#### **45. Air Strike**

Screaming over the horizon comes a swarm of Steel Hawk Attack Copters. Damaged and



streaked with gore, the pilots and more than likely the Copters themselves have been contaminated and are no longer able to tell friend from foe or even reality from nightmare.

**You loose 1d4 crew putting the attackers out of their misery.**

#### **46. MurderHobo's**

A collection of feral tribesmen who have fallen to the Ruinous Powers, this group seems utterly convinced of their own godlike superiority and spend the bulk of their time arguing with each other about how and when they will turn the Emperor into a little girl and marry him/her. Suffice to say, all they can do is be annoying and waste time. For reasons unknown, they appear to have taken 'NAMORE NERF' as a battlecry.

### **51. Encounter - Sinners Plague March**

In the first decades of the 8th century M41, the Sinners' Plagues flared like pox-marks upon worlds of the Drusus Marches. It was a time of weeping, uprising, and apostasy, a riot of fear that brought death and corruption far beyond that of the Plagues themselves. The stricken suffered a rapid and dire mutation of twisted bone and misshapen growth within hours or days of contagion—and warping of the mind soon followed that of the flesh. The Calixian Ecclesiarchy called it the God-Emperor's Scourge, preaching that the Plagues were a punishment for hidden corruption, the sins of the soul made manifest and apparent upon the flesh. False seers and cults arose, predicting the next victim world of the Plague of Sins Revealed. Structures both civil and orbital burned across the Marches.

#### **Sinners Plague March**

Tooth and Nail, Ordnance 3, Damage 4d4, Armour 2, Crew 38

Each time you damage the massed, shambling horde, roll one dice. On a 6 you have managed to destroy the Transfigured who leads the March. A Transfigured's flesh is made strong, its appearance warped far from human, yet in some way glowing with righteous health and vigour. Its twisted face has a saint's calm and surety. A Transfigured has intelligence and will to dwarf any Magos, but has become alien and incomprehensible to men. A Transfigured is almost a mutant-saint, cast into a new life and understanding by no choice of its own, and worshipped by lesser Plague victims that it tends as best it can.

Reduce the Crew Rating of the March by half.

#### **52. Guerilla Strikes**

You never do find out who attacks, or where they come from, but for several nights in a row you come under attack by Guerilla fighters who vanish utterly just as they appeared, never to be seen again.

**Roll 1d6. You may deduct this from your supplies and crew rating as you wish. As an example, if you rolled a 3 you could remove it all from supplies, or all from crew, or 2 from crew and 1**

**from supplies.**

### **53. Dust Storm**

A colossal dust storm rages, the windspeed is somewhere in the region of 120kph+ and there is enough dust in the air that anyone exposed would virtually find themselves sanded down to a few glass smooth fragments of bone in seconds.

**Loose 1d3 supplies** as you batten down the hatches and wait it out.

### **54. Friendly Ogryn Tribe**

A small tribe of Grox-raising ogryn, led by Queen Morag, a relatively industrious and intelligent She-Bull. Being as you are too powerful to kill, she will cheerfully offer to allow a few of the younger, more boistrous Ogryn to accompany you.

**For Six supplies you can obtain the Ogryn Mercenaries Special ability.**

#### **Ogryn Mercenaries**

whenever an event requires you to loose crew, lower the result by one point. Instead of loosing 2 crew for instance, you simply loose 1.

### **55. Minefield**

Proof positive that the Squat philosophy that rushing never leads to anything good, you encounter a minefield that refuses to respond to your IFF beacon.

**You can force a path and loose 2d3 crew, or make a detour, adding two to your travel time.**

### **56. Disease Outbreak**

An outbreak of some new pathogen has appeared within the ranks of your crew, a fell malady that leaves the skeleton breaking into jagged shards that are forced out through the skin. A deeply unpleasant way to die, **it reduces your Crew score by 1d3.**

## **61. Encounter - The Bronze MaliFecT**

A tech-heresy unique to the Josian Reach, these creatures were first encountered in the 8th century M41. The product of warp-addled tech-adepts known as the Augmetic Scholae, these creatures are little more than a crude assembly of castoff augmetic limbs and rusted surgical apparatuses driven by a simple and aggressive spirit of the warp. No two are alike, as each is formed by the singular madness of its creator: a mass of metal limbs, power conduits, flashing auspex lenses, and rusted blades all covered in heretek symbols and nonsensical machine cant. When motivated, these constructs are quick and murderous. They close immediately to grapple foes in a whirlwind of limbs and blades, and seem to be everywhere at once. Along with their fists, they also attack with the numerous dull, rusted, blood-spattered blades grafted to their forms. These weapons cause vicious wounds that quickly become infected if not treated immediately.

### **Bronze MaliFecT Horde**

Bronze Talons, Ordnance 4, Damage 3d3, Armour 2, Crew 14

Swarming in their dozens, the MaliFecT horde are weak individually, but as the battle drags on more and more will swarm you. For each turn that passes, add one to the damage they inflict.

On turn two this will be +1, turn three will be +2 and so on till the battle ends.

### **62. Refugee Convoy**

Aa ragged train of refugees forced to withdraw from holdings in the north, these Squats are not just eager to take vengeance they are oathbound to do so - **add 1d4 to your crew total.**

### **63. Ratling celebration**

You come across a small area dotted with Ratling farms and steadings, and it seems as if you have arrived just as one of the many, many festivals and celebrations the short folk hold has started. The Ratlings are more than happy for you and your crew to join in, insisting that you partake of the feasting and you and your crew leave the following morning well fed and rested.

If you have the **Ratling Snipers** special ability, both groups are utterly delighted to meet, and as a result the celebrations are much longer and much more enthusiastic, to the point where there are several overnight marriages! As a result, when you leave you **take 1d6 extra crew and are gifted with 1d6 extra units of supplies.**

### **64. Feral Tribesmen**

A war party of feral human tribesmen who dwell on the planet. While not normally willing to engage such an engine of war, if you have **the Banner of the Efreesian one hundred thirteenth** this may not hold true.

If you do not hold the banner, roll 1d6. on a 5-6, they attack.

Swords and Spears, Ordnance 2, Damage 1d6+1, Armour 2, Crew 24

If you have the **Banner of the Efreesian one hundred thirteenth**, roll 1d6. On a 1-4 the Tribesmen are the descendants of the original Imperial Regiment and view the sight of the banner as a sign of the Emperor and they beg to join you. Add 8 crew.

on a roll of 5-6 the tribesmen are the descendants of those the Imperial Regiment was sent to eradicate, and the sight of the banner drives them into a berserk fury and you must fight the following encounter:

Swords and Spears, Ordnance 4, Damage 2d6+2, Armour 4, Crew 24

### **65. Running Out of Brew**

Something terrible, something unspeakably, mind numbingly horrible has happened. One of

your quartermasters has miscalculated BADLY, and as a result you have less than six hundred kegs of Thunderbrau left!

**You can continue on, losing 2d6 crew due to desertions, madness and suicides, or you can add three to your travel time as you make an emergency detour to the nearest supply dump.**

**THIS RESULT CAN ONLY OCCUR ONCE, REROLL IF IT HAPPENS TWICE AND TAKE THE SECOND RESULT.**

## **66. Lost Hold - special location**

As you travel, your Auspex picks up a faint signal, one that consists of a message so old, so archaic that none of the Squats aboard can understand more than a few words! It takes time and effort to track down the location of the signal, but when you do it quickly becomes apparent it was time well spent as you discover the remains of one of the first Holds settled on the world! Not something you can call a ruin, even given the length of time it has been abandoned, the structure still as solid as if it was built yesterday and within you find something truly spectacular!

**Roll 1d6 on the following table:**

### **1. Phosphex Cannon**

One of the most horrific substances of ancient Mars was Phosphex. Its method of manufacture lost thousands of years ago, this highly-corrosive toxin burned with an intense flame that could not be extinguished, even when placed in a vacuum. Though the crawling horror of phosphex weaponry is all but forgotten in the Imperium, the blinding white fire of phosphex weaponry is still utilised by the Squat to mark out high priority targets amongst the battlefield murk. The phosphex weapons fielded by the Squat are all that remain of this lost knowledge. They may no longer be able to reduce a world to ash as the more powerful Dark Age of Technology variants could, but they still cover the enemy in luminous particles, making them easy targets for other Squat. If those struck by the burning spheres fired by these weapons are not killed by the initial trauma, they are soon felled by the light-guided volleys that follow.

**This is a ship component.**

### **2. Arclight Lance**

Arclight Weapons are powered by bulky permacapacitors shipped from Mars' Great Repositorium. Some of these zinc-plated blocks store energy from the days when the Imperium was young. They discharge with a loud crack, firing bolts of blue-white electricity that can fry a man's brain or overload a war machine's datacortex in a second. While the damage from the initial hit is localised to an area small enough to be utterly inconsequential, the crackling arc of energy will jump to another nearby vessel, and it will leave either a positive or negative charge on the hull. The damage comes when two or more ships with opposing charges near each other, for the reaction will instantly vapourise truly impressive swathes of the hull, and the effect will not end till either one ship is destroyed or they move several hundred billion

kilometers apart! While this effect is powerful, the larger the target the longer the reaction will take to build up.

**This is a ship component.**

### **3. Cognis Engine Component Upgrade**

Cognis Engines, though superficially similar to that used by the rest of the Imperium, has one vital difference -- a cognis Engines machine spirit has been permanently awakened by the rites of the Machine God. The warlike spirit of the Cognis upgrade will fully automate virtually every aspect of the weapon, massively increasing its accuracy, targeting time and range.

**This is a ship component upgrade; it must be applied to the component of your choice.**

### **4. Transuranic Cannonade**

The precision and inhuman efficiency that typify the Squat Legions are epitomised by these long-barrelled heavy weapons. Firing a shell of depleted transuranium, the arquebus can puncture a cruiser from one side to the other, the resultant pressure wave also pulping any biological creatures that may be sheltering inside. This weapon's high-calibre rounds leaves a trail of radioactive devastation in their wake. The effect on the enemy is threefold. The initial death-toll is horrific, thinning the enemy's ranks. The radioactive fallout that follows leaves the survivors weak and ill and the terror this spreads among the enemy's ranks is invaluable to the Squat forces as they find surviving opponents disorientated and easy to obliterate.

**This is a ship component.**

### **5. Galvanic Rounds**

Each galvanic servitor-bullet has a minute servitor built into it so it can subtly manipulate its own trajectory. The bullet also houses a galvanic cell that causes all the potential energy of the target to burn out in a blast of electrical force. Used by the AdMech and the Squats exclusively, they are required by ancient treaties to be fired only from a handful of truly ancient muzzle loaders. These shells could, theoretically, be fired through a more modern weapon, but that would be against the holy teachings.

**This is a ship component upgrade; it must be applied to the Macrocannon or kinetic weapon component of your choice.**

### **6. Conversion Field**

These fields convert the energy of hostile attacks into flashes of light. The more powerful the attack, the brighter the light emitted by the conversion field – an effect which has resulted in more than one assailant being robbed of his sight and more than one set of sensors burned out in the heat of battle.

**This is a ship component.**

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**Ten or less supplies Remaining:**

## **MISSION COMPLETE!**

After weeks of fighting against tumours in the shape of men, uncomfortable beds and beer for breakfast you reach your destination. Saying the Squats aren't happy to be informed of the loophole you found in the contract is an understatement. You were contracted to deliver supply trucks, you delivered supply trucks. Nowhere did it say there needed to be any supplies in them.

Hopefully they can channel all that rage into fighting the Cancer Mother and the things it continues to spawn.

Still, you held to the contract and so will they.

**You may select one of the following:**

### **Plasma Calivier**

As volatile as it is deadly, the Plasma Caliver exchanges range for a truly terrifying rate of fire. A vessel armed with several plasma calivers lights up the void of space with each volley. To say they continuous fire risks life and limb is a grave understatement, yet to their Tech-Priest masters and squat operators, such collateral damage matters not at all.

### **Ironhammer Array**

The Icarus arrays used by the Adeptus Mechanicus and the Squat Clans fill the sky with inescapable death. Comprising a twin Icarus Autocannon with skyscraier lenses, a gatling rocket launcher that fires whole salvos of flak missiles and a dedicated armour-piercing Daedalus Missile Launcher, its combined firepower can shred an entire squadron of enemy fighters or brutalise an enemy frigate.

### **Omnispex**

The omnisplex carries a raptor-class machine spirit that can read heat emissions, data signatures, and biological waveforms even at extreme range. Should it be kept focussed for an extended period of time, it will determine the weak points of those it scrutinises and pass them on to its master.

### **Mindscrambler Grenade Launcher**

A dedicated heavy grenade launcher firing massive mindscrambler grenades harbouring the meters wide egg-sac of a Cthellan electrogenesis squid. When detonated, the resultant surge of bio-electricity causes heavy neural trauma in living creatures and artificial sentences alike.

### **'Wrath of Grungi' Mega Cannon**

The Wrath of Grungi is a huge, six-barrelled, directed-energy weapon, typically mounted on Heavy cruisers, a weapon that can be fired from orbit that can completely decimate an entire army in just one cataclysmic salvo. Able to fire in quick succession, the Hellstorm Cannon gives the vessel unparalleled firepower against other enemy ships. The Wrath of Grungi is so powerful that it has been known to strip the Void Shields from a Battleship in one volley.

### **Ulumeathi Plasma Siphon**

It is unknown where these strange arrangement of crystals comes from or why the name Ulumeathi is so connected to them. Rumours of a lost xenos race, or an Inquisitor who discovered them are given equal weight. The crystals disrupt plasma and energy weapon fire in a small area around themselves, causing it to veer wildly through the air away from them and rapidly lose energy.

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**Eleven to nineteen supplies Remaining:**

## **A Winner is You!**

Your arrival is greeted with joy, to say the least, and the euphoria only grows when the Squats discover just how much you have managed to deliver, hundreds of tons of food, medical supplies and ammunition.

Over the next few weeks, the fighting is intense, but thanks to your efforts the meat things are finally wiped out, the colossal moon sized thing in orbit finally deciding that throwing more and more resources into a battle it cannot win is pointless. The sight of it slowly moving out of orbit is one you will remember, and it will certainly be a happier memory than the one of the nightmare xenos thing arriving.

The Living Ancestor who stands as ruler of the Hold is quite happy to reward you, something fairly unusual in a race reknown for being so tight fisted. They rarely allow anything to slip from their grasp for nothing, so when you are told you are being given a gift of the Land-Train you piloted here you are quite surprised, especially when the Living Ancestor announces that

should you so desire, they will either take it apart so the various subsystems can be installed in your ship or provide a dedicated bay so you can deploy the Land-Train wherever you need it.

**You may select one of the following:**

#### **Plasma Calivier**

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**As well as the ship system you may take either the Land-Train and a vehicle bay capable of**



storing, maintaining and deploying it, or you may choose to have it converted into ship components to be installed in The Light of Terra.

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Twenty or more supplies Remaining:

## YOU ARE THE WEASEL MAN!

You arrive, and the Squat Engineeers are quick to plunge into your supply trains, rummaging through them as though they are seeking one particular thing.

As it turns out, this is the case as they carry out something encased in a small portable adamantine vault. Whatever it is, it seems to be drawing a lot of attention, but then again, so is the fact you are human.

You find yourself escorted to the heart of the fortress, just in time to see the vault you have brought here opened, the odd looking throne it contains removed, cleaned and installed with incredible speed, the Engineeers rushing through the rites of the Machine God with shocking haste.

With a grin the Living Ancestor motions you towards the throne with a "gae along yae wee scally."

You assume that was some sort of message of encouragement.

You sit, and are suddenly deeply, intensely aware something is aware of you in turn. Something massive.

Massive and powerful.

Above you the roof begins to retract, and you can see parts of the skyline moving, massive servos shifting titanic machines around.

Slowly it dawns on you as a head rises up.

This was never a Squat Hold.

This was, and is an Emperor Titan.

You try to relax, well aware that in seconds you will be merging with the memory of an Imperial Saint, one of the greatest warriors humanity has ever produced before you pilot one of the greatest engines of war the galaxy has ever seen into battle.

As your awareness fades, the last thing you remember is that the head of the Titan seems to be wearing some kind of face covering mask.

You roar in anticipation, and your roar is drowned out by the voice blasting from every Vox-Unit in the Emperor Titan, but that doesn't matter. You both scream the same thing.

**"¡Tiburón de la Tierra, Rey del  
Círculo Cuadriculado! ¡He  
vuelto!"**

**When you recover, you may select one of the following:**

**Plasma Calivier**

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**As well as the ship system you may take either the Land-Train and a vehicle bay capable of storing, maintaining and deploying it, or you may choose to have it converted into ship components to be installed in The Light of Terra.**

**In Addition to these rewards, you are also given the following:**

### **The Mask of Tiburón de la tierra**

**An ancient and powerful relic worn by one of the legendary warriors who helped defend humanity before the Emperor saw fit to ascend and take his place as ruler of all.**

**When you don the face covering mask, the drive to defend the weak and helpless will be impossible to resist, and you will find yourself able to wrestle opponents of any size. Suplex a train? You can now. Hurricanrana a Banelord Titan. You can do that too.**

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### **Converting the Land-Train to Ship Components.**

**If you manage to obtain ownership of the Land-Train, you may keep it to use, or you may turn**

**it into parts for the Light of Terra.**

**The components function thusly:**

**The Cab**

The Leviathan, Collosus and Cyclops can be built into the upper superstructure, essentially bolting a castle onto the top of a second bigger castle. Congratulations, you now have the biggest, most heavily armoured Captain's Quarters ever conceived.

The Collosus retains the Iron Eagle Gyrocopter, giving you a private launch bay and your own attack copter, the Cyclops retains its massive weapons array and the Leviathan retains its massive size, giving you a truly impressive set of rooms to live in.

**Deus Vult Singularity Engine**

An extra engine that doesn't require fuel, wire it to the manouvering thrusters for a more agile craft, use it to make the ship faster, wire it to the shields to make them stronger or wire it to any energy weapons you have to increase either damage or beam coherence.

**Void Shield Array**

A massive screen of energy shields that force incoming attacks into the warp, this trailer gives your Land-Train an Armour of 4.

**Supply Trailers x5**

These don't don't do anything, sadly.

**Crew Quarters**

Considerably more comfortable than the standard Imperial crew quarters, this just makes people considerably more comfortable. Also includes a secondary Medbay.

**Supply Truck**

These don't do anything, even if you bought some spare.

**Hellfire Missile Launcher**

pinpoint weapons designed for wiping out vehicles, in space they perform a similar function, targetting and destroying specific systems and hardpoints.

**Comm Array**

A much improved communications and sensor array than standard. Harder to fool or trick with spoofed readings.

### **Void Shield Array**

**The Void Shield Array is the item available on the IG character path in LoT part 3.**

### **Robot Command and Control**

Aa factory module for manufacturing cheap, tough and expendable robots, as well as deploying them via drop pods which are also manufactured on site. Useful for getting troops to the right place at the right time.

### **Hearthlord Plasma Beam**

A directed plasma beam weapon, the Hearthlord functions essentially the same as it did as a land based weapon platform, though beam coherence increases in space meaning a dramatic increase in range.

### **Grudgekeeper Artillery Platform**

A massive, slow firing weapons platform, the Grudgekeeper is surprisingly effective due to the variety of missiles it has as well as the main gun.

### **Aircraft Tender**

This becomes a dedicated Gyrocopter Bay, equipped to maintain, control and deploy them. Due to the Gyrocopters being atmospheric craft exclusively, you will gain a wing of all three variants.

### **Thudd Gun**

Easy to convert and install, this becomes a medium sized rapid firing cannon, one that excels at filling the void with shells.

### **Mole Mortar**

Converted to a ship mounted weapon, the Ground Torpedos become reasonably effective armour piercing missiles, able to drill through the hull of enemy ships before detonating.

### **Observation Balloon**

This can be retrofitted as a remote observation post.