

## 5150 ->4D kay conversion draft... (v.0.4)

*Here is a loose collection of my ideas and stuff I grabbed from the discussion list because I liked it. I don't remember all the authors, but no challenge to your rights was intended. Feel free to re-organize it, improve it, change it, edit it and maybe together we will make it a bit more complete. Remember it was only my own vision of how the conversion could be done and it's by no means the best and the only way to do it... and for sure it's still far from being complete but I wanted to encourage some creative brainstorming...*

---

### **IMPERIAL GUARD:**

- treat like PDF (but if 11 or 12 soldiers are dice-generated, it means 10 but in this case 1 or 2 of the 10 will be at -1 to their Rep as fresh replacements)
- basic armour: soft, but officers and some regiments use hard
- basic weapon: laser rifle, laser carbine, semi-auto rifle, assault rifle (but 3 shots at 24" or 2 shots at 48"), semi-auto carbine - depending on regiment
- heavy weapons (one per squad, operated by 2-men teams, who cannot move if shooting these, but the rest of the squad can):
  - missile launcher (see below)
  - lascannon (see below)
  - autocannon (HMG equivalent)
  - heavy bolter (LMG equivalent)
  - mortar (mortar with limited ammunition supply unless the squad has a vehicle (Chimera, jeep, truck, etc. to carry additional mortar ammunition. Vehicle must be within 6" of the mortar or (or if no vehicle) it is limited to 12 rounds)
- other weapons (one per squad):
  - Grenade launcher (see below)
  - Flamer (flame thrower)
  - Meltagun (see below)
  - Plasmagun (see below)

### **STORM TROOPERS:**

- squad size: 10 (generation 4+d6)
- Rep like Star Army, but otherwise work like PDF
- Attributes: „Crack Shot“
- can make 'airborne' insertions: treat as BTA insertions but (as they don't have their stabilization and protection of BTA) use alternative „Go Go Go“ table:
  - passed 2d6 – makes reaction checks as normal, on the next activation is ready to function.
  - passed 1d6 – Knocked Down
  - passed 0d6 – receives one hit with Impact 2

### **RATLINGS:**

- squad size 10 (generation)
- Rep like PDF
- Attributes: „Crack Shot“, „Sniper“, „Wuss“, „Runt“, „Stealthy“
- weapon: needle sniper rifle (see below)

### **OGRYNS:**

- Grath (I think the „brickwall“ might be too much, maybe it should be changed to „hard as nails“ or „resilient“ for regular troopers?)
- generally use only Soft armour, except for leaders
- Ogryn „ripper gun“ = BA SMG or BA MP
- „it's dark in dere“ afraid of darkness: to enter a small confined space (eg. a transport vehicle) they must be led (at least by NCO), otherwise they test 2d6 vs Rep:
  - pass 2d6: enter the vehicle („you think me is afraid?“)
  - pass 1d6: re-roll counting 1d6 as 0d6 („you think me stoopid?“)
  - pass 0d6: doesn't embark and does nothing more in this activation („no way!“)

### Sentinels:

- treat like BTA with these exceptions:
- Rep 3-4 for normal ones. Leaders of armoured recce formations in sentinels might be Rep 5.
- often open topped - the driver can be **targeted** but counts as in cover.
- penetration like for a vehicle with armoured car's armour (**armour 2/1, „Extra armour“ is often attached onto vital parts making the armour 2/2**), but instead of testing on the 'penetration results' table one uses the 'Sentinel penetration table'.
- **SENTINEL PENETRATION TABLE:**
  - Pass 2d6 Round penetrates. Vehicle disabled/destroyed. Roll for damage as normal versus Rep of man inside (using his armour).
  - Pass 1d6 Round strikes with full force. Roll on the DAMAGED SENTINEL TABLE below.
  - Pass 0d6 Round does not penetrate. Figure takes „Clank“ test instead.
- **DAMAGED SENTINEL TABLE (Impact – DV):**
  - Score equal to or less than Impact: Total systems failure! Sentinel is disabled. Soldier Knocked Down inside; may abandon the vehicle if he recovers.
  - Score greater than Impact of weapon: Minor breakdown! Roll 1d6: 1-3 immobilized, 4-6 armament damaged. Takes „Clank“ test. Soldier may abandon the vehicle.
- Moving: up to 8"
- Moving fast: test on 2d6: passed 0d6 moves up to 8", passed 1d6 moves up to 10", passed 2d6 moves up to 12".
- risky terrain - just like an armoured car, or other wheeled vehicles.
- can fire all its weapons simultaneously (usually it doesn't matter) but all at one target. driver's personal weapon cannot be used if the vehicle-mounted weapons are fired.
- Takes „Clank“ test if the vehicle is targeted and „Received Fire“ if the pilot is targeted.
- driver can throw grenades if the vehicle isn't moving.
- The Sentinel can move through enemy infantry and cannot be locked in melee with infantry (unless the pilot gets locked in melee) but is subject to grenade and AT weapon attacks. Infantry need to take a „being charged test“ if moved over.
- The pilot may wish to engage an enemy in melee. Regular melee rules apply, but the pilot counts like in exo armour and uses his own melee weapon, or sentinel's close combat weapon [Imp 3 weapon (like a Grath)] if it has one. The pilot cannot be assaulted unless the enemy has jump pack or can reach the cockpit from the ground.

### Leman Russ:

- Heavy Tank

- Tech Level 4
- Tracked, speed 12/8
- Armour: Front: 7/ Side: 5/ Rear: 4
- Crew: Commander, Driver, Gunner, Loader + 2 sponson gunners if equipped with sponsons
- Main Gun: Battle Cannon (see below)
- Hull-mounted Heavy Bolter (LMG) or Heavy Flamer (see below) operated by the Commander – unless he is in the turret
- Side sponsons can mount Heavy Bolters (LMG) or Heavy Flamers (see below)
- can have an anti-aircraft pintle-mounted Storm Bolter (BA Assault Rifle) or Heavy Stubber (SAW)

### **Leman Russ Demolisher:**

- Heavy Tank
- Tracked, speed 10/7 (speed reduced to represent increased weight)
- Armour: Front: 8/ Side: 6/ Rear: 5
- Crew: Commander, Driver, Gunner, Loader + 2 sponson gunners if equipped with sponsons
- Main Gun: Demolisher Cannon (see below)
- Hull-mounted Heavy Bolter (LMG) or Heavy Flamer (see below) operated by the Commander – unless he is in the turret
- Side sponsons can mount Heavy Bolters (LMG) or Heavy Flamers (see below) or Plasma Cannons (see below) or Multimeltas (see below)
- can have an anti-aircraft pintle-mounted Storm Bolter (BA Assault Rifle) or Heavy Stubber (SAW)

### **Chimera:**

- Medium Tank – transporting up to 12 infantrymen (or 6 large like ogryns) + crew
- Tracked, speed 12/8
- Armour: Front: 5/ Side & Rear: 3
- Crew: Commander, Driver, Gunner (???)
- Main Gun: Multilaser (see below) or Heavy Flamer (see below). Less popular variants include: Heavy bolter (LMG), Twin linked Heavy Bolters (LMG, but check the „twin linked“ rule below in the Weapons section) or Autocannon (HMG)
- Hull-mounted Heavy Bolter (LMG) or Heavy Flamer (see below) operated by the Commander – unless he is in the turret
- Infantry from the vehicle can operate 6 vehicle-mounted lasguns and/or use the top-hatch to allow 2 infantrymen to fire (they expose themselves to fire but are in cover) any weapons carried by the squad
- can have an anti-aircraft pintle-mounted Storm Bolter (BA Assault Rifle) or Heavy Stubber (SAW)

### **Hellhound:**

- Medium Tank
  - Tracked, speed 12/8
  - Armour: Front: 5/ Side: 5/ Rear: 3
  - Crew: Commander, Driver, Gunner (???)
  - Main Gun: Inferno Cannon (see below)
  - Hull-mounted Heavy Bolter (LMG) or Heavy Flamer (see below) operated by the Commander – unless he is in the turret
  - can have an anti-aircraft pintle-mounted Storm Bolter (BA Assault Rifle) or Heavy Stubber (SAW)
-

## SPACE MARINES:

- treat like ISS but the max size of a squad is 10
- squad size: 4+d6
- **basic armour: Power armour = exo, but has to test for fast-move**
- basic weapon: bolter (like the Grath BA Assault Rifle, but 3 shots at 24" or 2 shots at 48") or bolt pistol (BA machine pistol) plus close combat weapon (this combination counts as fighting with 2 close combat weapons)
- attributes:
  - "Tough" (a.k.a. "and they shall know no fear"),
  - "Resilient" or "Hard as nails" (representing all the organs like second hearts, or additional lungs ;) - **CHOICE IS MADE WHEN THE ATTRIBUTE IS USED**
  - personal speciality (they have much time to become better at it than human soldiers):
    - Brawler (representing physical toughness and strength) or Combat Artist (representing close combat skills) for Assault Marines
    - Wary for scouts
    - Sniper for snipers
    - Medic for apothecaries (maybe in addition to Crack shot, but I don't think so....)
    - Transporter for drivers
    - Inspirational for Chaplains (\*see below\*)
    - Crackshot for all the rest
  - **and terminators are also „Cold as Ice“ (never outgunned – mostly because they would be unable to duck back in their armour) „ Terminators are also slow“ (the armour is too heavy for moving fast) and cannot fast-move.**
- **heavy weapons (one per squad, operated by 1 man, cannot move if shooting these unless in Terminator armor in which case they can move and shoot):**
  - missile launcher (see below)
  - lascannon (see below)
  - heavy bolter (LMG equivalent)
  - plasma cannon (see below)
  - multimelta (see below)
- other weapons (one per squad):
  - Flamer (flame thrower)
  - Meltagun (see below)
  - Plasmagun (see below)
  - storm bolter (BA Assault Rifle)
- **„Inspirational“** attribute for chaplains: can recite holy litanies instead of using his weapon - test vs his Rep on 2d6:
  - pass 2d6: group led by the chaplain automatically passes 2d6 on their Received Fire, Wanting to Charge, and Being Charged tests (until this player's next activation).
  - Pass 1d6: group led by the chaplain automatically counts one of their d6 on their Received Fire, Wanting to Charge, and Being Charged tests (until this player's next activation) as passed and only has to roll their remaining dice.
  - pass 0d6: group led by the chaplain automatically counts one of their d6 on their Received Fire, Wanting to Charge, and Being Charged tests (until this player's next activation) as failed and only has to roll their remaining dice.

- **Terminators** wear terminator armour (BTA), are „Cold as Ice“ (never outgunned, mostly because they would be unable to duck back in their armour) and „Slow“ (the armour is too heavy for moving fast), the additional d6 for melee from BTA represents „Terminator Honors“ . Cannot use Jump Jet movement.
- Terminators are armed with Power fists (see below) and Storm Bolters (BA Assault Rifle), which can be upgraded to the following:
  - Power fist can be exchanged for: power weapon, chain fist, thunder hammer, lightning claw
  - Storm Bolter can be exchanged for: assault cannon (LMG which can move and fire), heavy flamer (see below), lightning claw (especially if the terminator already has one), or storm shield (usually used in pair with the thunder hammer)
  - additionally if no weapons were exchanged the terminator may attach a self-reloading missile launcher to his armour or multi-missile launch system.

### **Dreadnoughts:**

- treat like BTA with these exceptions:
- Rep 4-5 for normal ones, up to 6 for venerable ones. maybe 7 if they're really the 'stuff of legends'
- penetration like for a vehicle with armour 5/3, but instead of testing on the 'penetration results' table one uses the 'Dreadnought Penetration Table'.
- **DREADNOUGHT PENETRATION TABLE:**
  - Pass 2d6 Round penetrates. Dreadnought disabled/destroyed. Roll for damage as normal versus Rep-1 of man inside (soft armour = the installations inside) – remember about SM attributes.
  - Pass 1d6 Round strikes with full force. Roll on the DAMAGED DREADNOUGHT TABLE below.
  - Pass 0d6 Round does not penetrate. Figure takes „Received Fire“ test instead.
- **DAMAGED DREADNOUGHT TABLE (Impact – DV):**
  - Score equal to or less than Impact: Total systems failure! Dreadnought is disabled. May be recovered after the battle and the Space Marine in the sarcophagus is OOF.
  - Score greater than Impact of weapon: Power loss! (count as Knock down but doesn't hit the ground) Must spend next Activation switching to back up power. If already on back up power then total systems failure! Next Activation after switching to back up may take Knock/Back Recovery Test.
- moving - like infantry but no fast moving. can move in one direction while its upper body looks in another direction.
- risky terrain - test 2d6 vs Rep minus distance moved (or maybe: vs Rep - Front armour?). passed 2d6 - moves full speed, passed 1d6 - moves half the intended distance, passed 0d6 - immobilized in the hazardous terrain (still can rotate its upper body) this move [or maybe: until it passes at least 1d6 for Risky terrain? Can test once per activation]
- can fire all its weapons simultaneously and at one target per weapon
- never Ducks Back (it might require a modified Received fire table but it's not necessary). can Retire if undergunned?
- cannot be carried
- cannot throw grenades
- In combat like BTA.

### **Rhino:**

- Light Tank – transporting up to 10 infantrymen (excluding terminators) + 2-man crew

- Tracked, speed 16/10
- Armour: Front: 5/ Side: 5/ Rear: 3
- Crew: Gunner (should act as a commander too?), Driver – According to Imperial Armour
- Main Gun: Storm Bolter
- the infantry inside can fire up to 2 weapons without exposing themselves to fire and/or use the top-hatch to allow 2 infantrymen to fire (they expose themselves to fire but are in cover)
- can have an anti-aircraft pintle-mounted Storm Bolter (BA Assault Rifle)

### Razorback:

- Light Tank – transporting up to 6 infantrymen (excluding terminators) + 2 -man crew
- Tracked, speed 16/10
- Armour: Front: 4/ Side: 4/ Rear: 3
- Crew: : Gunner (should act as a commander too?), Driver
- Main Gun: twin-linked heavy bolters (see below, and check the twin-linked rules), twin-linked lascannons (see below and check the twin-linked rules) or a multi-melta (see below), or lascannon linked with coax twin-linked plasmaguns (the blast is centered at the target of the lascannon. Also check the rules for twin-linked weapons)
- can have an anti-aircraft pintle-mounted Storm Bolter (BA Assault Rifle)

### Predator (Destructor and Annihilator variants):

- Medium Tank
- Tracked, speed 14/9
- Armour: Front: 6/ Side: 4/ Rear: 3 (or Front: 6/ Side: 5/ Rear: 4 ??)
- Crew: .....
- Main Gun: Autocannon (HMG) for Predator Destructor or Twin-linked lascannons (see below and check the twin-linked rules) for Predator Annihilator
- Sponsons can mount either Lascannons (see below) or Heavy Bolters (LMGs)
- can have an anti-aircraft pintle-mounted Storm Bolter (BA Assault Rifle)
- can have „machine“ mind operate as driver and fire sponson weapons.

### Vindicator

- Medium Tank
- Tracked, speed 12/8
- Armour: Front: 6/ Side: 4/ Rear: 3 (or 7/ Side: 5/ Rear: 3 ??)
- Crew: .....
- Main Gun: Demolisher Cannon (see below) with auto-loader
- can have an anti-aircraft pintle-mounted Storm Bolter (BA Assault Rifle)

---

## SISTERS OF BATTLE:

- treat like Star Army but the max size of a squad is 10
- squad size: 5-20. random generation 4+d6 (x2 if you want)
- basic armour: Power armour: exo, but without the ability of not having to test for fast-move
- basic weapon: bolter (like the Grath BA Assault Rifle, but 3 shots at 24" or 2 shots at 48") or bolt pistol (BA machine pistol) plus close combat weapon (this combination counts as fighting with 2 close combat weapons)
- attributes: „Crackshot“ „Combat Artist“, maybe „Nerves of Steel“ for elite units to

represent their deep faith.

- special weapons (up to two per squad):
  - Flamer (flame thrower)
  - Meltagun (see below)
  - storm bolter (BA Assault Rifle)

### Rhino:

- Light Tank – transporting up to 10 infantrymen (excluding terminators) + crew
  - Tracked, speed 16/10
  - Armour: Front: 3/ Side: 3/ Rear: 2
  - Crew: Commander, Driver
  - Main Gun: Storm Bolter
  - the infantry inside can fire up to 2 weapons without exposing themselves to fire and/or use the top-hatch to allow 2 infantrymen to fire (they expose themselves to fire but are in cover)
  - can have an anti-aircraft pintle-mounted Storm Bolter (BA Assault Rifle)
- 

### TAU:

- *Current History [insert appropriate fluff here]*
- *Types of Encounters Military*
- *Primary Motivator Colonization*
  
- *Squad is 12 Fire Warriors + 2 Drones*
- *Dice Generation 7 + 1d6 FW + 1d2 Drones*
- *Leader Rep 5 (5-6) Rep 4 (1-4)*  
*Pulse Rifle or Pulse Carbine wGL*
- *Fire Warrior Rep 5 (6) Rep 4 (3-5) Rep 3 (1-2)*  
*Pulse Rifle or Pulse Carbine wGL*
- *Drone Rep 3*  
*Twin Pulse Carbine*
  
- basic weapon: pulse rifle (DAR Assault Rifle)
- armour: AB (maybe +attributes representing built-in equipment)
  
- *Attributes: „Runt“ (-1Rep in melee) , maybe „Wuss“ (1d6 for Rally, Wanting to Charge, or Being Charged)*
- *Drones „Ambidextrous“, „Nerves of steel“ (no Duck Back and no Fear), „Tough“ (Duck Back instead of Runaway), „Shortsighted“ (-1 to Rep on In Sight) or „Poor Shot“?.*
- *or*
- *Attributes: „Runt“ (-1Rep in melee) , maybe „Wuss“ (1d6 for Rally, Wanting to Charge, or Being Charged)*
- *Drones „Ambidextrous“, „Nerves of steel“ (no Duck Back and no Fear), „Shortsighted“ (-1 to Rep on In Sight)*
- *????*

### ORKS:

- treat like Grath, but instead of "Brick Wall" has "Resilient" "Crappy Shot" instead of "Slow". Instead of KO = 1 after OD roll (1 chance in 36) OD is OD.

- squad size: 3+2d6 ????
- basic armour: none, but some individuals use hard, or even exo (but without the auto fast-move ability, and this doesn't negate their "slow" attribute)  
The special rule for Grath armour doesn't apply, as they don't have such armour.
- basic weapon: shoota (BA SMG) or slugga (BA pistol) + choppa (close combat weapon with Impact: 4 vs none, 3 vs soft, 2 vs hard, 1 vs exo, 0 vs BTA, 0 vs shimmer)
- can have heavy weapons: Big Shoota, Rokkit Launcha, etc...
- Special "mob" rule:  
all the reaction tests except "in-sight" (received fire, wanting to charge, being charged, rally) are always tested vs the number of orks within 3" of the ork taking the test instead of his Reputation.
- Special "power of Waaagh!" rule:  
the highest-ranking boss in the warband can yell the warcry instead of using his weapon. test on 2d6 against his Rep: add the number of pips on all the passed dice and this is the radius in which the warcry takes effect. The number of passed dice is also the duration (in full turns) of the effect. If 0d6 was passed, the orks within the distance of their boss's Rep are confused and do nothing, unless it's because of a reaction check.

Effects of the warcry:

- orks automatically pass 2d6 to recover from Duck Back/Hunker Down
- the additional 1d6 from brawler CAN actually make them pass 3d6

## ELDAR:

- Squad is .....
- Reputation: Exarch: Rep 4 (1) Rep 5 (2-6) [*big chance of 5 because of their long lives*], Eldar guardians: Rep 3 (1-2) Rep 4 (3-5) Rep 5 (6), Aspect Warriors: Rep 3 (1) 4 (2-4) Rep 5 (5-6); Warlocks Rep 3 (1-2) Rep 4 (3-4) Rep 5 (5-6)?; Farseers: Rep 5
- Attributes:
  - „Fast“, „Wary“ (it could be „Agile“ and „Fast“ but I preferred to emphasize their fast reflexes and acute senses instead of making them a copy of Dark Eldar) for all
  - Swooping hawks additionally have: „Agile“ and can move like BTA on Jump Jets.
  - Dire Avengers additionally have: „Agile“ and „Combat Artist“ („Athletic“?)
  - Fire Dragons additionally have: .....
  - Striking Scorpions additionally have: ..... and Eldar Exo armour
  - Howling Banshees have: „Terrifying“ and „Combat Artist“, „Wary“, and „Steady“ thus can move 12" in any terrain and if they pass their Fast Move test they can even move at 18" (like most Eldar, but I didn't list „Fast“ as an attribute, because they move 12" without tests anyway...)
  - Dark Reapers additionally have: .....
  - Shining Spears additionally have: „Transporter“
  - Warp Spiders additionally have: ..... and can teleport (see below)
  - Farseers additionally have: .....
- Armour: Eldar (mesh/carapace armour): AB or Ref , Aspect warriors (aspect warrior's heavy armour ): AB\* or Ref\* (the \* means the player can choose to have

„Hard as nails“ or „Resilient“ attribute - **THE CHOICE IS MADE WHEN THE ATTRIBUTE IS USED**); heaviest armour is Exo but without all the additional rules.

- Weapons: Shuriken catapult, Shuriken Pistol, Shuriken Cannon (see below), and more
  - Warp Spiders teleportation: when activated they can teleport by taking a Teleportation test on 2d6 vs their Rep:
    - pass 2d6: can immediately appear in another part of the battlefield (immediately land: roll on the „Go Go Go!“ table)
    - pass 1d6: immediately disappear and when activated again they appear in another part of the battlefield (roll on the „Go Go Go!“ table) but d6“ off in random direction (heading in the originally intended direction).
    - Pass 0d6: fail to dematerialize. They keep appearing and re-appearing in the same place until their next activation. They can do nothing (even take no reaction checks) in the meantime but count as Concealed.Result of passed 0d6 on the „Go Go Go!“ table counts as Impact 2 hit.
- 

## **KROOT:**

- Squad is 12 Kroot Warriors + 0-6 Kroot Hounds + 0-3 Krootox
  - Shaper: Rep 5 (5-6) Rep 4 (1-4), Kroot Rifle (see below)
  - Kroot Warrior: Rep 5 (5-6) Rep 4 (2-4) Rep 3 (1), Kroot Rifle (see below)
  - Kroot Hounds Rep 4, Claws and Teeth
  - Krootox Rep 4, Kroot Gun (see below), Claws and Teeth
  - Attributes:
    - Kroot: „Brawler“, „Looter“ (Dead organics will delay him for 1d6 turns. Shaper can cut this short with a Rally check), „Steady“ (maybe better „Fast“?), „Stealthy“  
sometimes one additional attribute because of evolutionary adaptations (eg. wings – treat like equipped with Jump equipment, night vision – Infravision, etc.)
    - Kroot Hound: „Brawler“, „Looter“ (Dead organics will delay him for 1d6 turns. Shaper can cut this short with a Rally check), „Steady“, „Stealthy“, „Fast“
    - Krootox: „Brawler“, „Looter“ (Dead organics will delay him for 1d6 turns. Shaper can cut this short with a Rally check), „Steady“ (maybe better „Fast“?), „Stealthy“ (unsure of it...doesn't look too stealthy for me), „Hard as nails“, „Cold as ice“
  - Armour: usually none (just rags ;), sometimes Soft, very rarely Hard), soft for Krootox and Kroot hounds
- 

## **DARK ELДАР:**

- Organization: Dark Eldar use a decimal organization. 10 Warriors make up a basic Raider squad; 20 will be in the base unit if on foot. There will be at least 1 splinter cannon per ten warriors; higher proportions may be encountered (usually 1 per 10 warriors, of part thereof). Higher organizations are almost completely ad hoc in nature. The size and composition of a Dark Eldar raiding force is mostly dependent on the wealth of the individual Kabal.
- Reputation: Sybarite: Rep 4 (1-2) Rep 5 (3-6), Warriors: Rep 3 (1-2) Rep 4 (3-5) Rep 5 (6); Grotesques Rep 3 (1) Rep 4 (2-6), Mandrakes Rep 3 (1) Rep 4 (2-4) Rep 5 (5-6), others?
- Weapons: Splinter pistol (usually paired with a close combat weapon), Splinter rifle, Splinter cannon

- **Armor:** Most Dark Eldar warriors will have Soft armor. The Archon, Dracon and Incubi, if present, will have Hard armor. An Archon or Dracon may have a higher armor level roll on the Basics armor table. Grotesques have no armor (but are still hard to kill for other reasons)
  - **Attributes:**
    - All Dark Eldar have the following attributes: „Agile“, „Fast“.
    - Wyches (in addition to the above): „Ambidextrous“, „Knifeman“, „Combat Artist“ (choose 1 for Rep4 wyches, and 2 for Rep5 Wyches)
    - Haemonculus (in addition to the above): „Cold as Ice“, „Hard as Nails“, „Terrifying“ (only to other Humanoid races) (choose 1 for Rep4 wyches, and 2 for Rep5 Heamonculi)
    - Grotesques: „Brawler“, „Resilient“, „Dumbass“ (unless in a group with non-grotesque), „Terrifying“ (isn't this too much?)
    - Mandrakes (in addition to the above): „Stealthy“, „Cold as Ice“, „Nerves of Steel“ (choose 1 for Rep4 wyches, and 2 for Rep5 Mandrakes), also can deploy as Hidden if scenario allows D.E. To infiltrate the battlefield
  - **Primary Motivation:** In keeping with their piratical nature, Dark Eldar raiders are motivated by profit. They are looking for slaves and wealth. In any instance when they can capture an enemy, they will always do so. If they capture enough enemy to make it necessary, 1 warrior to every 5 prisoners will be used to escort the prisoners off the battlefield. Capturing slaves will always be a victory condition for Dark Eldar.
  - **Mission Types:** Raids will be the most usual type of mission for a DE force. They will avoid a Stand Up fight if at all possible. A purely Dark Eldar force of any size will not cooperate with anyone; they prefer to work alone. The Dark Eldar will not go to war with anyone as a race; they will, however, take advantage of any war situation to raid all other races.
- 

## CHAOS SPACE MARINES:

- treat like ISS but the max size of a squad is .....
- basic armour: Power armour: exo, but without the ability of not having to test for fast-move
- basic weapon: bolter (like the Grath BA Assault Rifle, but 3 shots at 24" or 2 shots at 48") or bolt pistol (BA machine pistol) plus close combat weapon (this combination counts as fighting with 2 close combat weapons)
- attributes:
  - they're \*NOT\* "Tough" – unlike Space Marines, but have „Nerves of Steel“
  - "Resilient" or "Hard as nails" (representing all the organs like second hearts, or additional lungs ;) - CHOICE IS MADE WHEN THE ATTRIBUTE IS USED
  - personal speciality (they have much time to become better at it than human soldiers):
    - Brawler (representing physical toughness and strength) or Combat Artist (representing close combat skills) or Transporter or Crackshot
    - Blessing of Khorne = „Psycho“ (Khorne's Rage)
    - Blessing of Nurgle = makes his enemies „Nauseous“ (Aura of Pestilence / Swarms of Flies)
    - Blessing of Slaanesh = Counts Knocked Down as „go prone“ - can even defend in melee if attacked (Pleasure in Pain – enjoys the pain from minor wounds)
    - Blessing of Tzeentch = „Snap Reflexes“ like Symons (Mystic Sight –

allows to see into future)  
(yes, I moved away from the original codex, because recreating all the troop types is a lot of work, which could be about as big as the rest of this project)

- heavy weapons (one per squad, operated by 1 man, cannot move if shooting these):
    - missile launcher (see below)
    - lascannon (see below)
    - heavy bolter (LMG equivalent)
    - autocannon (see below)
  - other weapons (one per squad):
    - Flamer (flame thrower)
    - Meltagun (see below)
    - Plasmagun (see below)
    - combi-bolter (twin-linked bolter)
- 

**TYRANIDS:** Zenos or Bugs...

---

**NECRONS** (I know they are really bad news, but they're the ancient threat ;) They also are a bit different than most other races, but they're machines so they can't be treated like other living beings):

- Squad is 10-20 warriors
- Rep: 4
- Attributes:
  - „Nerves of Steel” (only makes them immune to Fear), „Resilient” and „I'll be back” (see below), „Slow” and „Runt” and maybe „Short Sighted”?? (to represent their slowness) – other attribu

(I envision them as relentless army of machines which have no emotions, no fear, no instincts of self preservation, but extremely hard to kill for good (the „I'll be back” quote from Terminator ;))

Destroyers, Immortals, Pariahs, and Lords additionally have „Hard As Nails”  
Flayed ones additionally have: „Terrifying” to humanoids and „Brawler” (I am not sure if they should keep the „Runt” attribute – on one hand they're not ultimate combat troops and their strength should be in their other attributes, but only playtesting will show if it won't make them useless)
- Armour: exo (but cannot move fast anyway)
- **Destroyers** have their upper body matted to a grav-engine, which allows them to move faster (Destroyers are not „Slow” and can make fast moves. In addition they automatically pass Fast Move tests as per normal exo armour rules) and protection (vital parts are moved into the armoured lower body, so they are „Hard as Nails”)
- **Scarabs:** Scarabs ARE NOT Necrons. Hard armour, Rep 1 but per each additional scarab in base-to-base contact add +1 to Rep (never more than Rep5). Decide which scarabs are added this way and they are all treated as one model in melee. Their only attributes are „Steady” and „Runt”. Take no reaction tests (they're too simple for that).  
In melee they count as armed with a Combat Knife. Alternatively they can detonate instead of fighting in melee: each scarab which was chosen to explode

can cause 1 hit to a model in base-to-base contact with it but the scarab is OD.  
Impact: 4 vs none, 3 vs soft, 2 vs hard, 2 vs AB, 2 vs ref, 2 vs Dis, 1 vs Shim, 1 vs exo, 1 vs BTA. OD from the explosion counts as OOF.

- **Flayed ones:** necrons who can be deployed as Hidden (if Necrons could have a chance of infiltrating the battlefield) and are armed with metal claws (count as a pair of bayonets (*I thought such huge claws and in such numbers deserve more than being called a pair of combat knives*)).
- **Wraiths:** .....
- **Pariahs** ARE NOT Necrons. They're Soulless, which is very disturbing to enemies within 12", who have to suffer penalties like for „Wuss“ attribute as long as they remain in the 12" range. „Terrifying“ to psykers.

#### USE ..... REACTION TABLES

- **Tomb Spydery** ARE NOT Necrons. ....
- Weapons: Gauss Flayer (see below) – *I think it should be a high-OGR weapon (because everybody should be afraid of this deadly weapon. On the other hand, it's so rarely encountered that enemies may even not know how deadly it is. So maybe it should be just below blast weapons in the OGR chain? This way they would be able to suppress most enemies...*  
*Necron Lord has Staff of Light,*  
*Immortals have Gauss Blaster (see below)*  
*Destroyers have Gauss cannon (see below) or Heavy Gauss Cannon (see below)*  
*Pariahs have Warscythes*
- Phase out!: If casualties (OOF / OD) reach 75% they teleport out of battlefield. Otherwise they won't stop fighting, never retreat, and don't have to roll on the Stay Or Go table.
- The „I'll be back“ attribute: even OOF Necrons can roll on „Recover from Knock Down“ table if there is a Necron (not KD, OOF or OD) model within 2". Necron Lord doesn't need a Necron model within 2" and if he is „back“ his attributes are „refreshed“ (especially the „Hard As Nails“ and „Resilent“).
- Special after-battle recovery rules: Knocked Down automatically recover, OOF recover but have to miss one game (undergo repairs), OD never recover (too much damage to repair).
- **Received Fire table:**  
2d6 vs Rep (If called on to fire Inactive will always return fire. If called on to fire Active may choose their target)
  - Pass 2d6:  
Those in cover (including Outgunned) – Fire normally.  
Those in open – Outgunned move at full speed (6") to closest cover, even if unable to reach it. Otherwise - finish move and may fire as normal.
  - Pass 1d6:  
Those in cover (including Outgunned) - Return fire at -1 Rep  
Those in open - Outgunned move at full speed (6") to closest cover, even if unable to reach it. If fired on to flank or rear will stop and only turn to face the firing enemy (no In Sight test for them) and end their activation. Otherwise cease movement and fire at -1 to Rep.
  - Pass 0d6:  
In cover: Outgunned duck back and lose the rest of their activation for this turn. Otherwise lose the rest of their activation for this turn (*checking if all systems are OK*)  
In open: Outgunned move at full speed (6") to closest cover but away from the firing enemy, even if unable to reach that cover. Otherwise: stop in place and lose the rest of their activation for this turn (*checking if all systems are OK*).
- **In Sight table:**  
2d6 vs Rep (+1d6 if covering fire)

- Pass 2d6:  
Hidden may fire, others must fire.
- Pass 1d6:  
Fire at full rate of fire but at -1 Rep..
- Pass 0d6:  
No firing.
- **Wanting to Charge table:**  
2d6 vs Rep
  - Pass 2d6: „Order: enter melee“  
All charge into melee
  - Pass 1d6: „Order: enter melee“  
All charge into melee
  - Pass 0d6: „Analyzing situation, please wait...“  
In cover: Data processing took too much time. Remains in place and can fire at full rate of fire and -1 to Rep.  
In open: Can charge and fight at -1Rep, or remain in place and must fire at full rate of fire and -1 to Rep.
- **Being Charged table:**  
2d6 vs Rep
  - Pass 2d6:  
Fire at the chargers and prepare for melee.
  - Pass 1d6:  
Fire at the chargers at -1Rep and prepare for melee.
  - Pass 0d6:  
Prepare for melee.
- **Recover from Knock Back table:**  
2d6 vs Rep
  - Pass 2d6:  
Knocked Back recovers and immediately can carry on.  
**Out of Fight recovers and immediately can carry on.**
  - Pass 1d6:  
Knocked Back remains Knocked Down.  
**Out of Fight becomes Knocked Down and can roll again in its next activation.**
  - Pass 0d6:  
**All Out of Fight for good. No more rolling on this table for this model.**
- Rally table not needed.

## Weapons:

- **Meltagun** (anti-armour weapon, melting through armour but short-ranged. range 12", Target 1, Impact: OD vs soft, OD vs hard, OD vs reflective, 5 vs exo, 5 vs BTA. Against vehicles at range 6" impact 11, at range over 6" impact 7)
- **Plasmagun** (just like in the rules, but it is very energy consuming - you decide how many targets in the 3" blast area you want to hit. it represents the volume of plasma shot from the weapon, so you can reduce the number of targets. Roll to hit for each target you picked, and if on all the to-hit dice there are at least two 1s, the weapon ran out of energy and has to be recharged: you can't use it for the rest of this and the whole next turn (of both sides); so the more targets you want to hit, the bigger chance of running out of energy)
- **Lascannon** (can't fire if moving, Target 1, range 48", against infantry Impact: OD vs soft, OD vs hard, OD vs AB, special vs Ref, OD vs shimmer, 5 vs exo, 3 vs BTA,

against vehicles: Impact 9)

- **Plasma cannon** (can't fire if moving, exactly like plasma gun but has range of 36" and 5" blast radius and ALWAYS needs to recharge)
- **Multimelta** (can't fire if moving, heavy version of meltagun: range 24", Target 1, Impact: OD vs soft, OD vs hard, OD vs reflective, OD vs exo, 5 vs BTA. Against vehicles at range 12" impact 12, at range over 12" impact 8)
- **Missile launcher** (can't fire if moving, rocket launcher but with choice of shooting a KRAK (like the normal 5150 rocket launcher) or a FRAG (like a 5150 hand grenade) missiles)
- **Missile launcher** (can't fire if moving, rocket launcher but with choice of shooting a KRAK (like the normal 5150 rocket launcher) or a FRAG (like a 5150 hand grenade) missiles).

*Type targeting system? None = roll as Gunner firing. Guided line of sight. Roll as Gunner firing adding 1D6 to roll. Fire and Forget. Hits on 1D6, and add 1D6 to roll. (Roll 3D6. Makes 3D6 Gunner picks hit location on target; rolls 2D6 hits target on top armor or if AFV hits picked location; makes 1D6 hits target in random location; makes 0 D6 misses. On 3D6 Gunner picking target includes missile going through windows of buildings, etc. Gunner may move after firing. Missile is KRAK/FRAG multi-purpose. IDEAS??*

- **Heavy bolter** (LMG, can't fire if moving)
- **Autocannon** (HMG, can't fire if moving)
- **Flamer** (flame thrower)
- **Heavy flamer** (like flame thrower but you roll twice for each target and choose the more devastating effect)
- **Grenade Launcher** (like rifle launched grenades)
- **Mortar** (mortar)
- **Lasgun** (laser rifle, laser carbine – both variants exist)
- **Laspistol** (laser pistol)
- **Autogun** (semi-auto rifle, assault rifle (but can only fire on full auto up to 24" or only 2 shots at 48"), semi-auto carbine – all variants exist)
- **Autopistol** (pistol)
- **Heavy Stubber** (SAW)
- **Needle Sniper Rifle** (shoots poisonous darts, has difficulties penetrating armour, but each hit is likely to cause OOF. Doesn't cause OD in the regular way. Range 48" (or 72" as normal sniper rifle?), Target 1, Impact (representing penetration of armour): automatic vs none, 5 vs soft or Dis, 2 vs hard or Ref, 1 vs exo, NE vs BTA.  
If armour was penetrated the target rolls 2d6 vs Rep:
  - pass 2d6: Knocked down (fighting the effects of poison)
  - pass 1d6: OOF
  - pass 0d6: OD)
- **Ogryn „ripper gun“** = BA SMG or BA MP
- **Bolter** (like the Grath BA Assault Rifle, but can only fire on full auto up to 24" or only 2 shots at 48")
- **Bolt pistol** (BA machine pistol)
- **Storm bolter** (BA Assault Rifle)
- **Shotgun** (shotgun)
- **Shoota** (BA SMG)
- **Slugga** (BA Pistol)
- **Pulse rifle** (DAR Assault Rifle)
- **Pulse Carbine** (DAR Assault Rifle with halved range?)
- **Chainsword/Chainaxe** (like bayonet on a rifle, but takes only 1 hand, so is often used in pair with a pistol)
- **Power weapon** (close combat weapon with Impact: 4 vs none, 4 vs soft, 4 vs

hard, 3 vs exo, 3 vs BTA, 1 vs shimmer)

- **Choppa** (close combat weapon with Impact: 4 vs none, 3 vs soft, 2 vs hard, 1 vs exo, NE vs BTA, 0 vs shimmer)
- **Big Choppa** (close combat weapon with Impact: 4, 4 vs soft, 3 vs hard, 2 vs exo, 1 vs BTA, 3 vs shimmer)
- **Lightning Claw** (close combat weapon with Impact: 4 vs none, 4 vs soft, 4 vs hard, 3 vs exo, 3 vs BTA, 1 vs shimmer; when armed with one LC – count as „brawler“ (add 1d6 but can't pass more than 2d6) and if armed with 2 LCs – count as „vicious“ (add 1d6 but can pass more than 2d6))
- **Power fist / Power Claw** (close combat weapon with Impact: OD vs none, OD vs soft, OD vs hard, 5 vs exo, 3 vs BTA, 5 vs shimmer, but the weapon is cumbersome so the user counts as „Runt“ (-1Rep in melee))
- **Thunder Hammer** (close combat weapon with Impact: 4 vs none, 4 vs soft, 4 vs hard, 3 vs exo, 3 vs BTA, 1 vs shimmer; the weapon is cumbersome so the user counts as „Runt“ (-1Rep in melee) but if both sides pass the same number of d6 the Thunder Hammer knocks the enemy down.)
- **Chain fist** (close combat weapon with Impact: OD vs none, OD vs soft, OD vs hard, 5 vs exo, 3 vs BTA, 5 vs shimmer, but the weapon is cumbersome so the user counts as „Runt“ (-1Rep in melee), Impact 11 when attacking stationary vehicles)
- **Gauss Flayer: 48"**, Target 1, Impact: OD vs none, 6 vs soft, 5 vs hard, 5 vs AB, 5 vs Ref, 6 vs Dis, 6 vs Shim, 4 vs Exo, 3 vs BTA. *Instead of using „Hands of Fate“ against a vehicle you can use its special 'gauss' rule: if you hit, roll vs Rep on 2d6 and the number of successes is the target number in the Penetration Results Table (which usually is Impact – DV) (the weapon strips tissue from the target, atomizing even armoured targets. I reduced the Target rating because it was already bada\$\$ and slow atomization is more cinematic :))*
- **Gauss Blaster: 24"**, Targets 2, Impact: OD vs none, 6 vs soft, 5 vs hard, 5 vs AB, 5 vs Ref, 6 vs Dis, 6 vs Shim, 4 vs Exo, 3 vs BTA. *Instead of using „Hands of Fate“ against a vehicle you can use its special 'gauss' rule: if you hit, roll vs Rep on 2d6 and the number of successes is the target number in the Penetration Results Table (which usually is Impact – DV) (the weapon strips tissue from the target, atomizing even armoured targets. I gave it a shorter range than gauss flayer's but 2 shots – this made it a better assault weapon IMHO)*
- **Gauss Cannon: 36"** and in all other respects I would treat it as a plasmagun from the rulebook (so no need to recharge). *Instead of using „Hands of Fate“ against a vehicle you can use its special 'gauss' rule: if you hit, roll vs Rep on 2d6 and the number of successes is the target number in the Penetration Results Table (which usually is Impact – DV) (I wondered if I should create a beefed up version of Gauss Blaster, but for a cannon one big shot sounded better IMHO, so I went for these plasma rules, in the same time keeping the special rules for penetration of vehicles)*
- **Heavy Gauss Cannon: Target 1, range 36"**, against infantry Impact: OD vs soft, OD vs hard, OD vs AB, OD vs Ref, OD vs shimmer, 5 vs exo, 3 vs BTA, against vehicles: Impact 9. *Instead of using „Hands of Fate“ against a vehicle you can use its special 'gauss' rule: if you hit, roll vs Rep on 2d6 and the number of successes is the target number in the Penetration Results Table (which usually is Impact – DV) (I made it a modified lascannon with the special rules for penetration of vehicles)*
- **Warscythe:** fires like a Gauss Blaster, in melee Impact: 5 vs none, 5 vs soft, 4 vs hard, 4 vs exo, 3 vs BTA, 3 vs shimmer)
- **Shuriken Pistol:** Machine Pistol
- **Shuriken Catapult:** SMG but can fire 1 shot up to 24" and up to 3 shots at 12" *(reduced accuracy according to the information from Wikipedia: „However, the*

*method of firing does not lend itself to long-range accuracy, leaving the standard Eldar weapon to be outreached by equivalent Imperial weapons.”)*

- **Shuriken Cannon:** .....
- **Eldar Laser weapons** (.....)
- **Mandiblasters**
- **Fiber weapons**
- **Fusion Weapons**
- **Kroot Rifle:** 48", Target 1, Impact: \*5 vs none\*, 4 vs soft, 3 vs hard, special vs AB, 3 vs Ref, special vs Dis, 4 vs Shim, 2 (or 1?) vs Exo, 1 (or 0?) vs BTA (*I see kroot rifle as a beefed up bolt action rifle, but not a cannon ;)* so I reduced its Impact a bit, and it's still dangerous being able to pierce the hardest armour, still I am unsure of the values against them... As it's a primitive but pretty dangerous weapon I decided to add the Impact value against no armour.)  
**Kroot rifle in melee:** like a rifle with bayonet (I think there's no reason to treat it in any other way)
- **Kroot Gun:** as HMG (mounted on krootox)
- **Krootox Claws and Teeth:** range – contact (x), Target 1, Impact: 4 vs none, 3 vs soft, 2 vs hard, 2 vs AB, 2 vs Ref, 3 vs Dis, 3 vs Shim, 1 vs Exo, 1 vs BTA
- **Battle Cannon** – count as „Large Pro“ weapon against vehicles. Against infantry – like missile launcher (with the choice of ammunition). Range 72"
- **Demolisher Cannon** - count as „Large Pro“ weapon against vehicles. Against infantry – like plasma cannon with no need to recharge. Range 24"?
- **Multilaser** (range 48", Targets 3, Impact: 5 vs soft, 4 vs hard and AB, special vs Ref, 5 vs Shim, 3 vs exo, 2 vs BTA. Impact vs vehicles: 4)
- **Inferno Cannon** (counts as twin linked Heavy Flamer, and Received Fire tests are always taken with 1d6 less)
- **Splinter pistol:** Machine Pistol (*high number of shots and good accuracy thanks to no recoil*)
- **Splinter rifle:** Assault Rifle (*I didn't consider the splinter rifle as an equivalent of a BA rifle, as its main strength is high number of shots at rifle range combined with no recoil, which allows to shoot accurately even on full auto and while moving. I didn't limit its number of shots as I did with weapons of the Imperium, because of no recoil. The only problem I can see is that it will keep* )
- **Splinter cannon:** man-portable as SAW; when vehicle mounted - as LMG
- **Destructor:** like Flame Thrower (used by heamonculi).
- **Disintegrator:** vehicle or ground mount only, has two modes of fire: as LMG (with range of 24") or Plasma Cannon (see above)
- **Wyche Weapons:** The Wyche cult generally goes into combat armed with a variety of close combat bladed weapons and splinter pistols. Count all Wyche close combat weapons as rifle with bayonet (*and they are usually armed with 2 weapons, so can handle one more opponent without penalties*).
- **Dark Lance:** vehicle mount only, use as large (*unsure of this*) laser  
**Improvised Weapons:** *being humanoid, DE troops are physically capable of using captured/looted weaponry of any other humanoid race in the 5150 'verse. DE warriors in certain less savory Free Companies or working as mercenaries on the fringes may use other weapons with no penalties.*
- **„Twin Linked“ weapons** – once you roll for your hits and allocate the dice to targets, you roll once again and allocate them to targets again in the same order. So the first target remains first, etc. The target is hit if either the first or the second result indicated a hit. Still the number of hits can't exceed the number of shots fired at the target. Twin linked weapons increase the chance of hitting the target, but not the number of shots fired.  
*OPTIONAL VARIANT: You roll to hit your target twice – as described above, but*

each hit – in either the first or the second toss – means one hit. So the number of hits can be effectively doubled.

Double the number of dice rolled and allocate as normal, starting over on the first target if all targets hit at least once

---

### Armour:

- **Cataphan vests, ork basic protection** - none
  - **Flak:** soft
  - **Carapace, ork 'heavy armour:** hard
  - **Power Armour:** exo (but without the automatic fast-move)
  - **Terminator Armour:** BTA, „Cold as Ice“ (never outgunned, mostly because they would be unable to duck back in their armour) and „Slow“ (the armour is too heavy for moving fast), the additional d6 for melee from BTA represents „Terminator Honors“. Cannot use Jump Jet movement.
  - **Ork heaviest exo-armour:** exo but without auto fast-move and without counting as „medic“ and without communication equipment
  - **Tau armour:** AB (maybe +attributes representing built-in equipment)
  - **Tau Battlesuit:** BTA with Medic, targeter, built-in jump jets. Not slow, but without the additional d6 in melee. ??
  - **Eldar (mesh/carapace armour):** AB or Ref + shimmer ??
  - **Eldar (aspect warriors' heavy armour):** AB\* or Ref\* (the \* means the player can choose to have „Hard as nails“ or „Resilient“ attribute. **THE CHOICE IS MADE WHEN THE ATTRIBUTE IS USED**)
  - **Eldar (heaviest armour):** Exo but without all the additional rules
  - **Refractor field, rosarius, etc.** - shimmer (in addition to regular armour. Use whichever is better)
  - **Necron:** exo (but cannot move fast at all and is „Slow“)
- 

### DARK ELДАР BACKGROUND:

*An offshoot of the Eldar race, the Dark Eldar have become a race of depraved, decadent pirates and raiders, whose main motivation is their own pleasure. However, far from being effete weaklings, they are tough, dangerous opponents. Basically humanoid, they are in general faster and more agile than humans. They possess approximately equal technology with most human worlds, and their vehicles use an anti-grav technology not possessed by most human forces they face. Their basic weaponry is on a par with human weapons. In keeping with the pirate raider nature of their forces, they do not use indirect fire weapons. In fact, they do not have an organized, „national“ military in the sense that humans understand the term. Forces are controlled by a number of Kabals, approximately equal to tribal groupings, whose leaders are continually vying for control of their home city-state, Comorragh. Raids are carried out by individual Kabals for the purpose of obtaining wealth and, above all, slaves. These slaves are used as labor, and as sacrificial fodder for the gladiatorial arenas that dot their city.*

*Several troop types of Dark Eldar may be encountered, including the basic DE warrior, members of the Wyche cult, Haemonculi, Scourges and Mandrakes. Dark Eldar warriors are approximately equal to the average human, being slighter in build and*

*faster. The Wyches are members of a sort of semi-religious gladiatorial class. They are experts at close combat (considering it an art form) and are used by a Kabal as supports for a warrior rading party. The Haemonculi are a sort of combination of genetic scientist, surgeon and sadist. They use slaves to perform twisted genetic and surgical experiments and are generally feared by the humans on whom they prey. Their unfortunate victms are appropriately known as Grotesques. After treatment by a haemonculus, the Grotesques are left in a sort of zombie-like state and are generally useful only as cannon fodder, but they can be deadly if allowed to close with an enemy. Scourges are Dark Eldar warriors equipped with a set of jet powered wings which function as jump packs. They are often armed with man-pack splinter cannons to provide them with a large punch. The Mandrakes are especially adept at using the arts of concealment to ambush their foes, causing surprise and fear whenever they suddenly appear. Other troop types sometimes encountered are the warp beasts and their handlers, which are approximately equal to human war dogs, Incubi, and the Talos. The Talos is a kind of machine, with limited artificial intelligence, controlled by a haemonculus. They have a splinter cannon for long range fire and power claws capable of inflicting great damage on an opponent in close combat. Think of a mechanical scorpion, and you have the Talos. The Incubi are Dark Eldar warriors who uncharacteristically use heavier armor. They are most often used as an Archon/Dracon (the Dark Eldar leaders) bodyguard, and are generally encountered in small numbers if at all.*

*Dark Eldar vehicles use anti-grav technology and are light, fast and deadly. The Raider is basically a lightly armored, open topped troop transport, the Ravager the same vehicle configured as a gun platform which carries a disintegrator and several splinter cannon (picture the Vietnam-era M-113 ACAV variant, or the Hammers Slammers combat car) and the Reaver jet bike. These last are individually piloted vehicles armed with a splinter cannon. They are light, extremely quick, and deadly; think of a small fighter plane that flies really close to the ground. In addition, all DE vehicles have a variety of blades mounted on them that can inflict damage on an opponent in an overrun attack.*

---

history:

version 0.1

corrections/additions in 0.4

re-edited in 0.4

Michal 'Mahon' Machowski

Mike Reese

Fred