Imperial Armour

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Release Version 1.0

It is the 41st Millenium

For more than a hundred centuries the Emperor has sat immobile on the Golden Throne of Earth. He is the master of Mankind by the will of the gods, and master of a million worlds by the might of his inexhaustible armies. He is a rotting carcass writhing invisibly with power from the Dark Age of Technology. He is the Carrion Lord of the Imperium for whom a thousand souls are sacrificed every day, so that he may never truly die.

Yet in his deathless state, the Emperor continues his eternal vigilance. Mighty battle fleets cross the Daemon-infested miasma of the Warp, the only route between distant stars, their way lit by the Astronomican, the shining psychic manifestation of the Emperor's will. Vast armies give battle in his name on uncounted worlds. Greatest amongst his soldiers are the Adeptus Astartes, the Space Marines, bioengineered super-warriors. Their comrades in arms are legion; the Imperial Guard, the ever-vigilant Inquisition, and the Tech-Priests of the Adeptus Mechanicus to name but a few. But for all their multitudes, they are barely enough to hold off the ever-present threat from aliens, heretics, mutants—and worse.

To be a man in such times is to be one amongst untold billions. It is to live in the cruelest and most bloody regime imaginable. Forget the power of technology and science, for so much has been forgotten, never to be re-learned. Forget the promise of progress and understanding, for in the grim darkness of the far future, there is only war. There is no peace amongst the stars, only an eternity of carnage and slaughter, and the laughter of the thirsting gods.

Prepare to enter the nightmare world of **Dark Heresy**.

Introduction

The investigation and elimination of heresy often requires extensive travel, not only through huge manufactorums or hab districts but often across wide vistas or continents to other hives or remote locations. Vehicles become necessary in such times, and they also offer Acolytes greater speed and firepower in their quests. This book provides the mechanics and gameplay statistics needed to utilise vehicles in Dark Heresy campaigns using the Genesys roleplaying game.

Importantly, it's worth noting this book does **not** cover voidships in any way. To do the might vessels of the Imperial Navy justice would require an entire book of their own, so the choice was made to leave that topic for a future release.

What is in this book?

Imperial Armour is is broken into four chapters.

In **Chapter I: Vehicle Rules**, modified rules are provided for handling vehicles in Dark Heresy, as these differ slightly from those present in the **Genesys Core Rulebook.**

In **Chapter II: Ground Vehicles**, profiles are provided for an array of terrestrial vehicles used by the Imperium, from simple civilian ground-cars to thundering Astra Militarum tanks.

Chapter III: Air Vehicles provides statistics for the flying vehicles of the Imperium, ranging from plain, robust freight shuttles to blisteringly fast weapons of war.

Chapter IV: Vehicular Armoury provides statistics for the range of weapons mounted on Imperial vehicles, and rules for various pieces of wargear that can be mounted onto a vehicle.

Chapter I:
Vehicle Rules

"Victory is achieved through mettle. Glory is achieved through metal."

– Uttica 1st Tank Company motto

Vehicles are a crucial part of the Imperial war machine, from humble troop carriers to the thundering might of grand battle tanks. Battles are won and lost on the back of the armoured might Imperial forces can bring to bear. While not commonly seen in the battefield, agents of the Inquisition may have need to draw on a wide variety of vehicles and weapons throughout their holy missions, due to the unique nature of their work.

While the **Genesys Core Rulebook** provides a robust framework for representing vehicles in gameplay, the unique nuances of the Warhammer 40,000 setting require similarly unique mechanics. This chapter details the changes to the Genesys vehicle rules, as well as providing a framework of vehicle traits which will be used to flesh out the various tanks, flyers and other vessels detailed in later chapters of this book.

Gameplay mechanics for vehicles in Dark Heresy are based upon the rules outlined in the **Genesys Core Rulebook**, on pages 220-231. Some modifications have been made to these mechanics to better suit the world of Dark Heresy, as detailed across the following pages.

Vehicle Profiles

While vehicles profiles in this book largely resemble those found in **Genesys**, there are a couple of key additions.

Gear: Some vehicles will come equipped with specialised gear, such as vox-arrays or searchlights. These will be listed below the vehicle's weapons, and full gameplay mechanics for the variety of vehicle gear available are provided in **Chapter V: Vehicular Armoury.**

Vehicle Traits: Many vehicles possess similar traits, such as operating on tracks, being easy to repair, or being able to traverse water. These are further detailed on page 9.

Special Rules: Some vehicles have unique mechanics all to themselves, sitting outside of the usual vehicle trait system. If a vehicle has any special rules, they will be detailed in its profile.

Alternate Loadouts: Vehicles in the Imperium of Man are often available in a wide array of configurations, to suit different battlefield and civilian roles. If a vehicle has alternate loadout options, these will be detailed in its profile, along with any price or rarity changes incurred by the alternate loadout. If no change to price or rarity is detailed, the alternate loadout has the same price and rarity as the base vehicle. Sometimes multiple alternate loadout options can be combined; in this case, use the highest rarity score of all the loadout options.

Ramming

Ground vehicles can ram into characters, potentially causing catastrophic damage.

Ramming a character is done using the Reposition maneuver (**Genesys** page 227) to move through space occupied by the target. No skill check is required to ram a target, unless it would already be required based on the circumstances of the vehicle's movement, in which case it may be most appropriate to use the Dangerous Driving action (**Genesys** page 227) instead. Whether or not Dangerous Driving is required is ultimately the GM's decision, and will vary based on the individual circumstances of an encounter. If multiple targets are within engaged range of one another, you can ram them all at once.

Any character at risk of being struck by a vehicle may perform an Athletics or Coordination check as an incidental to evade, with a difficulty equal to the Speed of the vehicle. If successful, the character successfully dives, jumps or sprints out of the way, avoiding the collision. If failed, the character suffers damage equal to 10 times the vehicle's current speed, reduced by Soak as per usual, and is knocked prone. If this causes the character to become incapacitated, 10 times the Vehicle's Silhouette is added to the resulting Critical Injury roll's result.

⊗ on the check may be spent to inflict a Critical Injury on the character; 10 times the Vehicle's current Speed is added to the Critical Injury roll's result. ♲ can be spent to cause the character to suffer 1 strain, regardless of if the check succeeds or fails. ⋀ on a failed check can be spent to reduce the damage suffered by 1.

If wishing to ram a vehicle or terrain feature, the rules for vehicle collisions can be used (**Genesys Core Rulebook** page 222).

Vehicle Traits

Much like regular equipment, vehicles possess traits that modify their base rules, granting them new abilities or setting new limitations on the feats they can be used to perform. These traits include various means of locomotion, along with other more unique qualities.

These traits can be useful material for creating your own Dark Heresy vehicles, or modifying the vehicles detailed in the following chapters.

Some traits have a number associated with them. This is their rating. Ratings affect traits in different ways, depending on the quality in question.

Aerospace

Flyers with this trait are able to operate in the vacuum of space just as well as they operate in-atmosphere. This trait does not mean they are capable of warp travel, although with a high enough consumables rating an aerospace vehicle may be able to travel between two planets within the same solar system.

All-Terrain

This vehicle is well suited for moving across uneven ground, thanks to treads, heavy duty wheels, or some other adaptation. When making a Driving check to direct this vehicle, the driver may remove ■■ added to the check due to terrain.

Amphibious

The vehicle has additional waterproofing, sealed fuel lines, or is just simply resistant to water. Amphibious vehicles can float and propel themselves on bodies of water, and ignore any ■ imposed on Drive checks due to aquatic terrain such as rivers, swamps and oceans.

Bombardment

The vehicle carries a heavy payload of bombs, able to carpet an area in high-explosive munitions, decimating forces in a wide area.

The pilot, gunner or bombadier (whoever is appropriate for the specific vehicle) may pick a point on the ground beneath the vehicle, then spend an action and perform a **Hard (◆◆◆) Gunnery** check. If the check is successful, all characters and vehicles within medium range of that point suffer a hit dealing damage equal to the vehicle's Bombardment rating, plus 1 damage per ☼. ⋏ or ⊛ on this check may be spent to inflict a Critical Hit or Critical Injury on one vehicle or character affected by the bombing run, and this may be done multiple times, selecting a different character or vehicle each time.

At the GM's discretion, the bombing run may also destroy structures, shatter the landscape, or do other damage. Once this vehicle has made a bombing run, it cannot do so again until it has returned to base and has been reloaded with bombs.

The munitions used to make bombing runs are entirely separate to any bomb weapons a vehicle may have listed in its profile, relying on separate ammunition stores.

Ceramite Hull

Designed to leave and re-enter the atmosphere very quickly, these vehicles have specialised plating to make them more resistant to heat-based weaponry. Vehicles with this trait ignore the Breach quality when suffering damage from flame or melta weapons.

Command and Control

Vehicles are often designated as a command vehicle to ensure there is a central point for all orders and instructions. This is typically accomplished via enhanced communication systems.

The commander (or driver if the vehicle does not have a designated commander post) adds ▢▢ to any Leadership checks, and increases the range of any Leadership based talents (such as Inspiring Rhetoric) up to Strategic range, so long as the targets are connected by an active vox link or similar system.

Enhanced Motive Systems

The vehicle has some way of gaining extra speed out of its engines, either via an enhanced form of promethium, ancient xeno-technology, or even a squig fuel injector. Vehicles with this trait suffer half as much System Strain as usual when accelerating or decelerating, rounding down.

Environmentally Sealed

The vehicle is sealed off from the outside world completely, allowing it to function in almost any environment. It also possesses its own life support system. A vehicle which is environmentally sealed protects its occupants from external threats such as poison, vacuum or other environmental threats. If the vehicle's hull becomes compromised, this trait ceases to apply until the hull is repaired.

Firing Ports

This vehicle is designed with open ports which can fit most infantry weapons, allowing passengers to fire on foes from the safety of the vehicle's interior. Passengers embarked on a vehicle with this trait can fire Ranged (Light) and Ranged (Heavy) weapons from inside the vehicle. If the vehicle is travelling at Speed 2 or higher, all attacks made by the vehicle's passengers have their difficulty increased by ◆.

Jink

This vehicle's motive systems are ideally optimised for high-speed evasive maneuvers. When making use of the Evade maneuver, the pilot of this vehicle upgrades the difficulty of all incoming attacks twice instead of the usual once.

Open Topped

The vehicle's passenger or crew compartments are not sealed and are instead exposed to the open air

around them. This limits their protection, but it does allow transported troops to fire their own weapons as the vehicle moves.

The occupants of this vehicle can be targeted by attacks independent of the vehicle itself, but count as being in cover, with a Defense rating equal to that of the vehicle's Open Topped rating. If the Blast quality is triggered on an attack against the vehicle, the occupants are also struck.

Occupants of the vehicle may attack with their own ranged weapons. If the vehicle is travelling at Speed 2 or higher, all attacks made by the vehicle's passengers have their difficulty increased by ◆.

The vehicle's description will note whether or not the open-topped trait applies to the driver of the vehicle or not.

Reinforced Armour
The vehicle's armour and vital locations have been internally reinforced with additional layers of ceramite and adamantine. Any Critical Hits inflicted on a vehicle with this trait receive a -10 modifier for each point of reinforced armour.

Rugged
Robust power systems, modular armour plates, and redundant fuel systems can make a vehicle far easier to repair, saving time and resources and allowing the vehicle to be put back into the field far more quickly than other designs. Any Tech-Use checks made to repair a vehicle with this trait add ☐☐.

Skimmer
Skimmers move by way of anti-gravitic technology, such as repulsion plates, hovering a few feet above the ground while propelled by jet engines, turbofans or some other manner of propulsion.

Skimmers ignore the effects of most ground-based terrain, as they do not make contact with the ground at all unless powered down. If a Skimmer's propulsion is ever compromised, it immediately suffers a minor collision with the ground (see **Genesys Core Rulebook** page 222).

Super-Heavy
Enormous leviathans that dominate the battlefield, superheavy vehicles are often used to take on entire troop and tank formations by themselves, or to take on massive targets such as Titans and Ork Gargants. Heavily armed and armoured, superheavy vehicles suffer from few of the trivial problems that plague their smaller cousins.

A vehicle with the Super-Heavy Trait is able to entirely ignore penalties on Driving checks for moving through difficult terrain and can negotiate obstacles such as rockslides, tank traps, fallen trees, and shattered buildings without penalty. Walkers with the Super-Heavy vehicle trait can walk over obstacles 5 metres high, or simply bulldoze through walls, forests, or medium-sized buildings without suffering negative effects.

Walker
This vehicle moves on articulated legs, allowing it to deftly step around hazards that would stop a more traditional vehicle in its tracks. Walkers may ignore penalties from certain types of difficult terrain, such as rockslides, tank traps, fallen trees and basic rubble. Walkers also ignore penalties imposed on Driving tests due to tight turns, as they are able to pivot much more easily than vehicles relying on traditional locomotion. Walkers cannot ram (see page 8).

Chapter II:
Ground Vehicles

"Your foe is well equipped, well-trained, battle-hardened. He believes his gods are on his side. Let him believe what he will. We have the tanks on ours."

– Colonel Joachim Pfeiff, Krieg 14th Armoured Regiment

The myriad of vehicles and their variant patterns available across the Imperium could fill volumes, and since the times of the Great Crusade, vehicles for almost every situation have been discovered and rediscovered. From humble civilian auto-carriages to thundering super-heavy battle tanks, vehicles are found in every walk of Imperial life.

Due to the sheer impracticality of detailing every single vehicle found across the Imperium, this book focuses on the most common and iconic vehicles found in the Imperium, providing a cross-section of the variety of vehicles Acolytes might encounter or make use of throughout their investigations.

This book only provides details for Imperial vehicles, giving no spotlight to the bizarre and exotic vessels of xenos foes or other non-Imperial oddities. Those vehicles may be detailed in future supplements, but the profiles provided in this chapter should form a solid baseline from which to home-brew statistics for non-Imperial vehicles if these are ne eded for your campaigns.

ACHILLES RIDGERUNNER

The Achilles Ridgerunner is a common sight throughout the Imperium. Employed by mining guilds and geological surveyors as exploration vehicles, Ridgerunners range into deadly frontier environments, their pilots scanning for promising resource deposits and communicating their location back to base. With their heavy chassis and rigorous suspension, Achilles Ridgerunners are particularly well suited to navigating bombed-out cities and thick sprawls of hostile terrain – the saying goes that the driver will give out long before the Ridgerunner does.

Silhouette	Max Speed	Handling	Defense	Armour
2	4	+2	0	1
			HT Threshold	**SS Threshold**
			10	9

Control Skill: Driving
Complement: 1 driver, 1 gunner (if rear turret is installed), 1 auspex operator
Passenger Capacity: 0 (2 can fit uncomfortably in the rear gunner's section if a turret weapon is not mounted)
Consumables: 5 days
Encumbrance Capacity: 25
Price/Rarity: 13,000/6

Weapons and Equipment:
- **Twin-linked Heavy Stubbers**: Fire Arc Forward; Gunnery; Damage 12; Critical ᴧᴧ; Range (Long); Autofire (Only), Personal Scale, Storm
- Vox-array (page 54), flare launcher (page 53), flood-lamps (page 53)

Vehicle Traits:
- **All-Terrain:** Remove ■■ added to driving checks due to terrain.

- **Open Topped 1:** Passengers of this vehicle can be targeted by attacks independently, but count as being in cover (Defense 1), and may attack with their own ranged weapons. See page 10 for full details. Only the rear gunner's section is open topped on this vehicle.
- **Rugged:** Any Tech-Use checks made to repair this vehicle add ☐☐.

Alternate Loadouts:
- A Ridgerunner's flare launcher can be replaced with a survey auger (page X). This increases the cost of the vehicle by 1,400.
- A Ridgerunner's rear section can mount a turret weapon, using any of the options from **Table 2-1: Ridgerunner Loadouts.**

TABLE 2-1: RIDGERUNNER LOADOUTS		
ITEM	**PRICE**	**RARITY**
Missile Launcher	+21,500	7
Heavy Mortar	+5,800	-
Heavy Mining Laser	+17,500	7

Atalan Dirtcycle and Wolfquad

On almost every industrial, forge or agri-world, Atalan-branded machines can be found—much like the ubiquitous Lasgun, they are cheap to manufacture, highly durable and easy to repair. They have become well-respected workhorses across the industrialised elements of Mankind's realm, especially in fringe regions and frontier worlds. Each machine is built to run for decades, or even centuries with proper maintenance.

Dirtcycle

The dirtcycle is a common pattern of off-road motorcycle produced by the Departmento Munitorum mining corps, to scout out new seams and quarries. The dirtcycle has much to recommend it—a robust frame and a shock absorbing suspension array, an engine that can run on multiple fuel types, and the capacity to mount stowage, recovery tools and auxiliary equipment without loss of efficacy.

Silhouette	Max Speed	Handling		
1	4	+3	**Defense** 0	**Armour** 0
			HT Threshold 4	**SS Threshold** 5

Control Skill: Driving
Complement: 1 driver
Passenger Capacity: 0 (1 uncomfortably)
Consumables: 3 days
Encumbrance Capacity: 10
Price/Rarity: 2,400/4

Weapons and Equipment:
- Floodlamps (page 53)

Vehicle Traits:
- **All-Terrain:** Remove ■■ added to driving checks due to terrain.
- **Open Topped 0:** Passengers of this vehicle can be targeted by attacks independently, and may attack with their own ranged weapons. See page 10 for full details.
- **Rugged:** Any Tech-Use checks made to repair this vehicle add ▢▢.

Wolfquad

Atalan Wolfquads, being larger and having more raw power than the dirtcycle, often carry destructive tools of industry—mining lasers and incinerators. With such tools at its disposal, a mining corp's reach is long enough to find new sites with which to feed the endlessly hungering planetary networks of the Imperium.

Silhouette	Max Speed	Handling		
2	4	+1	**Defense** 0	**Armour** 0
			HT Threshold 7	**SS Threshold** 6

Control Skill: Driving
Complement: 1 driver
Passenger Capacity: 0 (1 uncomfortably, if not mounting a weapon)
Consumables: 3 days
Encumbrance Capacity: 20
Price/Rarity: 3,500/4

Weapons and Equipment:
- Floodlamps (page 53)

Vehicle Traits:
- **All-Terrain:** Remove ■■ added to driving checks due to terrain.
- **Open Topped 0:** Passengers of this vehicle can be targeted by attacks independently, and may attack with their own ranged weapons. See page 10 for full details.
- **Rugged:** Any Tech-Use checks made to repair this vehicle add ▢▢.

Alternate Loadouts:
- A Wolfquad can equip any of the weapons detailed in **Table 2-2: Wolfquad Loadouts.** This weapon is controlled by the driver and has a forward firing arc.

Table 2-2: Wolfquad Loadouts

Item	Price	Rarity
Clearance Incinerator	+8,600	7
Heavy Stubber	+980	6
Mining Laser	+4,700	7

Baneblade

The Baneblade is easily one of the most dangerous vehicles on the battlefields of the 41st Millennium. Colossal vehicles, Baneblades make Leman Russ battle tanks look tiny and pathetic in comparison, and the morale boost from seeing one of these metal leviathans can never be underestimated. Baneblades are bristling with weapons and can engage more targets by themselves than most vehicle squadrons. Their armour is nigh on impenetrable to small arms fire and they can shrug off hits that would core even a Leman Russ Demolisher.

Silhouette	Max Speed	Handling	Defense	Armour
4	2	-4	0	4
			HT Threshold	**SS Threshold**
			55	30

Control Skill: Driving

Complement: 1 commander (turret), 1 driver, 1 gunner (turret), 5 gunners (turret/demolisher cannon/hull heavy bolter turret/both sponsons), 2 loaders (turret/demolisher cannon), 1 comms-operator (optional), 1 enginseer (optional)

Passenger Capacity: 0

Consumables: 1 day

Encumbrance Capacity: 20

Price/Rarity: -/12

Weapons and Equipment:

- **Turret Mounted Baneblade Cannon:** Fire Arc All; Gunnery; Damage 4; Critical ⋀⋀; Range (Extreme); Blast 3, Breach 3, Vicious 3

- **Co-axial Turret Mounted Autocannon:** Fire Arc All; Gunnery; Damage 2; Critical ⋀⋀⋀; Range (Extreme); Pierce 5

- **Hull Mounted Demolisher Cannon:** Fire Arc Forward; Gunnery; Damage 4; Critical ⋀⋀; Range (Medium); Blast 2, Breach 2, Vicious 5

- **Turret Twin-Linked Heavy Bolter:** Fire Arc All; Gunnery; Damage 14; Critical ⋀⋀; Range (Long); Auto-Fire (Only), Personal Scale, Pierce 3, Storm, Vicious 3

- **2 Sponson-Mounted Twin-Linked Heavy Bolters:** Fire Arc Left/Right; Gunnery; Damage 14; Critical ⋀⋀; Range (Long); Auto-Fire (Only), Personal Scale, Pierce 3, Storm, Vicious 3

- **2 Turret Mounted Lascannons:** Fire Arc All; Gunnery; Damage 4; Critical ⋀; Range (Extreme); Breach 2

- Searchlight (page 53), smoke launcher (page 54), vox-array (page 54)

Vehicle Traits:

- **Command and Control:** The commander adds ☐☐ to all Leadership checks and increases the range of Leadership based talents to Strategic range. See page 10 for further details.

- **Environmentally Sealed:** Occupants are protected from external environmental hazards. This trait does not function if the hull is compromised. See page 10 for full details.

- **Reinforced Armour 3:** Critical Hits inflicted on this vehicle receive a -30 modifier.

- **Rugged:** Any Tech-Use checks made to repair this vehicle add ☐☐.

- **Super-Heavy:** Ignores penalies on Driving checks due to difficult terrain. See page 11 for further details.

Alternate Loadouts:

- A Baneblade equip a pintle mounted weapon at its hatch, using one of the options in **Table 2-3: Baneblade Loadouts.**

TABLE 2-3: BANEBLADE LOADOUTS

ITEM	RARITY
Storm Bolter	-
Heavy Stubber	-

Basilisk

Showing just how multi-purpose the basic Chimera chassis is, the Basilisk is not a transport vehicle at all but is instead the premiere artillery unit of the Imperial Guard. Entire sectors have had their fates decided by the power and roar of the Basilisk's mighty earthshaker cannon, and, true to its basic construction, it remains one of the more versatile artillery units available to Guard commanders.

Basilisk batteries are capable of flattening entire cities, decimating tank formations and cutting a swathe through massed ranks of advancing infantry. This ability stems from the earthshaker artillery shell, a type of ordnance so potent and so powerful that it tends to literally shake its targets apart.

Silhouette	Max Speed	Handling	Defense	Armour
3	3	0	0	2
			HT Threshold	SS Threshold
			18	15

Control Skill: Driving
Complement: 1 commander (main gun), 1 driver, 1 gunner (hull weapon), 1 loader (main gun)
Passenger Capacity: 0
Consumables: 1 day
Encumbrance Capacity: 15
Price/Rarity: -/10

Weapons and Equipment:

- **Earthshaker Cannon:** Fire Arc Forward; Gunnery; Damage 5; Critical ∧∧; Range (Strategic); Blast 3, Breach 2, Concussive 1, Indirect, Prepare 2, Special

- **Hull Mounted Heavy Flamer:** Fire Arc Forward; Gunnery; Damage 11; Critical ∧∧; Range (Medium); Blast 11, Burn 4, Personal Scale

- **Pintle Mounted Stormbolter:** Fire Arc All; Ranged (Heavy); Damage 10; Critical ∧∧; Range (Long); Linked 3, Personal Scale, Pierce 2, Vicious 2

- **Vox-array** (page 54)

Vehicle Traits:

- **All-Terrain:** Remove ■■ added to driving checks due to terrain.

- **Open Topped 1:** Passengers of this vehicle can be targeted by attacks independently, but count as being in cover (Defense 1), and may attack with their own ranged weapons. See page 10 for full details. This trait only affects those operating the main gun.

Alternate Loadouts:

- A Basilisk's heavy flamer can be replaced with a heavy bolter.

- A Basilisk's heavy stubber can be replaced with a stormbolter.

Chimera Armoured Transport

A commonly-used military vehicle, the Chimera is found on battlefields across the galaxy, where it acts as the mainstay Imperial Guard personnel carrier. Its ancient design is versatile enough to act as the basic chassis for a number of other tanks, and many other Imperial agencies such as the Adeptus Arbites use it as well.

Silhouette	Max Speed	Handling	Defense	Armour
3	4	0	0	2
			HT Threshold	SS Threshold
			16	15

Control Skill: Driving
Complement: 1 commander (turret), 1 driver, 1 gunner (hull weapon)
Passenger Capacity: 12
Consumables: 3 days
Encumbrance Capacity: 40
Price/Rarity: 27,500/9

Weapons and Equipment:

- **Turret Mounted Multilaser**: Fire Arc All; Gunnery; Damage 3; Critical ⋀⋀⋀⋀; Range (Long); Autofire (Only)

- **Hull Mounted Heavy Flamer**: Fire Arc Forward; Gunnery; Damage 11; Critical ⋀⋀; Range (Medium); Blast 11, Burn 4, Personal Scale

- **Pintle Mounted Stormbolter**: Fire Arc All; Ranged (Heavy); Damage 10; Critical ⋀⋀; Range (Long); Linked 3, Personal Scale, Pierce 2, Vicious 2

- Vox-array (page 54)

Vehicle Traits:

- **All-Terrain:** Remove ■■ added to driving checks due to terrain.

- **Amphibious:** Able to move through bodies of water without incurring penalties.

- **Firing Ports:** Embarked passengers can fire personal ranged weapons. If vehicle is travelling at Speed 2 or higher, all attacks have their difficulty increased by ◆.

- **Rugged:** Any Tech-Use checks made to repair this vehicle add ☐☐.

Alternate Loadouts:

- A Chimera equip any of the weapons detailed in **Table 2-3: Chimera Loadouts,** instead of its usual armaments.

- A Chimera can be upgraded with a high gain vox array, giving it the Command and Control (page 10) trait. This increases the cost by 3,000 and changes the rarity to 9.

Table 2-3: Chimera Loadouts

Item	Price	Rarity
Turret		
Autocannon	+2,700	8
Heavy Bolter	+1,900	8
Heavy Flamer	-1,600	8
Hull Mount		
Heavy Bolter	+3,500	8
Pintle Mount		
Heavy Stubber	-2,500	8

Goliath Truck

Infinitely adaptable, hard-wearing and rugged, the Goliath Truck is a mainstay of the Imperium's industrial sector. The vehicle's dense and robust construction makes it proof against the most hostile of underground environments, and its folded layers of chemically treated permasteel give it a measure of protection against every industrial hazard the Imperium has yet encountered.

3 Silhouette	3 Max Speed	0 Handling	Defense 1	Armour 2
			HT Threshold 14	SS Threshold 16

Control Skill: Driving
Complement: 1 driver, 1 co-pilot (optional)
**Passenger Capacity:** 10
Consumables: 1 day
Encumbrance Capacity: 70
Price/Rarity: 15,600/6

Weapons and Equipment:
- Floodlamps (page 53)

Vehicle Traits:

- **Environmentally Sealed:** Occupants are protected from external environmental hazards. This trait does not function if the hull is compromised. Passengers in the open passenger compartment are not affected by this trait. See page 10 for full details.

- **Open Topped 1:** Passengers of this vehicle can be targeted by attacks independently, but count as being in cover (Defense 1), and may attack with their own ranged weapons. See page 10 for full details. Driver and co-pilot are not affected by this trait, as the cab is enclosed.

- **Rugged:** Any Tech-Use checks made to repair this vehicle add ▢▢.

Alternate Loadouts:
- Goliaths can be equipped with heavy rockgrinders, transforming the rugged vehicle into a powerful mining tool. This modification allows the Goliath to ignore most forms of difficult terrain if travelling at speed 2 or lower, and adds +30 to all Critical Hits and Injuries inflicted due to collisions or ramming. This increases the cost by 5,000 and changes the rarity to 7.

- Some Goliath variants have enclosed rear compartments, to protect their cargo and passengers from the elements. This removes the Open-Topped trait.

- The Goliath's top hatch can be fitted with a pintle mounted Heavy Stubber. This increases the cost by 800.

- A Goliath can come equipped with any of the weapons detailed in **Table 2-4: Goliath Loadouts,** attached to a turret mount on the chassis and controlled by either the driver or co-pilot.

Table 2-4: Goliath Loadouts

Item	Price	Rarity
Clearance Incinerator	+8,400	7
Heavy Mining Laser	+17,000	7
Heavy Seismic Cannon	+29,500	8
Twin-Linked Autocannon	+12,500	7

Hectin Autocarriage

One of the most common forms of civilian transport, the Hectin can be found on various hives and Imperial worlds across the Imperium's domains. Produced in numerous variants, the Hectin is more a category of vehicle than any specific make or model.

Most are four wheeled vehicles with enclosed passenger areas, but some lesser-quality or converted models feature open areas in the rear. While they are most commonly seen in the streets of hive cities, they are also seen outside the hives in the hands of criminals and wastelanders, racing to drop points or roaring away from pursuing enforcers teams.

Silhouette	Max Speed	Handling	Defense	Armour
2	4	+1	0	0
			HT Threshold	**SS Threshold**
			8	5

Control Skill: Driving
Complement: 1 driver
Passenger Capacity: 5
Consumables: 6 hours
Encumbrance Capacity: 20
Price/Rarity: 3,100/4

Vehicle Traits:

- **Rugged:** Any Tech-Use checks made to repair this vehicle add ☐☐.

Alternate Loadouts:

- Some rare variants of autocarriage fit grav-plates in place of wheels. These variants gain the Skimmer trait (page 11). This modification changes the rarity of the vehicle to 9, and adds 5,000 to the price.

- Some variants of the Hectin are open-topped, allowing for a greater passenger capacity, at the expense of safety. These variants increase their passenger capacity to 8, and add the Open Topped 0 trait (page 10). This also allows any separately acquired Ranged (Heavy) or man-portable Gunnery weapon to be pintle mounted in the rear of the vehicle, which allows it to ignore penalties added to attack checks due to the vehicle's speed.

- Various all-terrain modifications can be made to adapt autocarriages for the varying terrain of the Imperium, from simply overhauling suspension to replacing the rear wheels with treads. These changes increase the price of the vehicle by 200.

- Spire nobility often utilise fine quality autocarriages for transit, fitting them out with fine leather and gilded interiors to entertain guests while being chauferred around the spires of the hive. When entertaining guests in such a vehicle, the owner adds ☐ to all Charm and Negotiation checks targeting the other passengers. These high quality autocarriages have a rarity of 5, and cost an additional 1,000 thrones.

- Some safety-minded hive dwellers have the panelling of their autocarriages reinforced with armoued plating, providing some protection from small arms fire. This modification changes the armour rating of the vehicle to 1, and increases its cost by 1,000 thrones.

LAND RAIDER

The Land Raider remains one of the most destructive machines deployed by the armies of the Imperium. Protected by bonded ceramite and adamantium armour plating, the Land Raider is impervious to all but the most devastating weaponry. Equally impressive are its own armaments—two twin-linked lascannons and a twin-linked heavy bolter allow the Land Raider to annihilate enemy vehicles and infantry squads alike. When combined with enough transport capacity for an Inquisitor and his entire warband, the Land Raider is more like a mobile fortress than a mere tank.

3 Silhouette	4 Max Speed	0 Handling	Defense 0	Armour 4
			HT Threshold 42	SS Threshold 25

Control Skill: Driving
Complement: 1 driver, 1 commander
Passenger Capacity: 10
Consumables: 2 days
Encumbrance Capacity: 40
Price/Rarity: -/11

Weapons and Equipment:

- **Turret Mounted Twin-linked Heavy Bolter**: Fire Arc All; Gunnery; Damage 14, Critical ⋀⋀; Range (Long); Auto-Fire (Only), Personal Scale, Pierce 3, Storm, Vicious 3
- **Two Sponson Mounted Twin-linked Lascannons:** Fire Arc Left/Right; Gunnery; Damage 4, Critical ⋀; Range (Extreme); Breach 2, Linked 1
- Searchlight (page 53), smoke launcher (page 54), vox-array (page 54)

Vehicle Traits:

- **All-Terrain:** Remove ■■ added to driving checks due to terrain.

- **Command and Control:** The commander adds ☐☐ to all Leadership checks and increases the range of Leadership based talents to Strategic range. See page 10 for further details.
- **Environmentally Sealed:** Occupants are protected from external environmental hazards. This trait does not function if the hull is compromised. See page 10 for full details.
- **Reinforced Armour 3:** Critical Hits inflicted on this vehicle receive a -30 modifier.

Special Rules:

- **Power of the Machine Spirit:** Once per turn, the Land Raider's machine spirit may perform a ranged attack with one of the Land Raider's weapons, as directed by the vehicle's commander. This attack is made with an Agility of 4, and a Gunnery skill of 2.

Alternate Loadouts:

- The Land Raider may be equipped with a pintle mounted storm bolter on one of its top hatches.
- The Land Raider may be equipped with a pintle mounted multi-melta on one of its top hatches.

LAND RAIDER CRUSADER

A linebreaker without peer, the Crusader can smash through enemy formations to disgorge an Inquisitor and his warband in the heart of the foe's army. In place of lascannons, the Crusader is armed with hurricane bolters to cut down whole hordes of heretics, Cultists and mutants. The Crusader also boasts an improved transport capacity by reclaiming the space normally given over to bulky las-power generators, allowing room for even the most lavish or extravagant Inquisitorial warband.

			Defense	Armour
3	**4**	**0**	0	4
Silhouette	Max Speed	Handling	HT Threshold	SS Threshold
			42	25

Control Skill: Driving
Complement: 1 driver, 1 commander
Passenger Capacity: 16
Consumables: 2 days
Encumbrance Capacity: 40
Price/Rarity: -/11

Weapons and Equipment:

- **Turret Mounted Twin-linked Assault Cannon**: Fire Arc All; Gunnery; Damage 2, Critical ⋀⋀⋀; Range (Long); Auto-Fire (Only)

- **Two Sponson Mounted Hurricane Bolters:** Fire Arc Left/Right; Gunnery; Damage 10, Critical ⋀⋀; Range (Long); Linked 5, Personal Scale, Pierce 2, Special, Storm, Vicious 2

- Searchlight (page 53), frag defender (page 53), smoke launcher (page 54), vox-array (page 54)

Vehicle Traits:

- **All-Terrain:** Remove ■■ added to driving checks due to terrain.

- **Command and Control:** The commander adds ⬜⬜ to all Leadership checks and increases the range of Leadership based talents to Strategic range. See page 10 for further details.

- **Environmentally Sealed:** Occupants are protected from external environmental hazards. This trait does not function if the hull is compromised. See page 10 for full details.

- **Reinforced Armour 3:** Critical Hits inflicted on this vehicle receive a -30 modifier.

Special Rules:

- **Power of the Machine Spirit:** Once per turn, the Land Raider's machine spirit may perform a ranged attack with one of the Land Raider's weapons, as directed by the vehicle's commander. This attack is made with an Agility of 4, and a Gunnery skill of 2.

Alternate Loadouts:

- The Land Raider Crusader may be equipped with a pintle mounted storm bolter on one of its top hatches.

- The Land Raider Crusader may be equipped with a pintle mounted multi-melta on one of its top hatches.

- The Land Raider Crusader may be equipped with a hunter-killer missile.

Land Speeder

Land Speeders are small but powerful craft, flying by means of arcane anti-grav plating mounted around the nose to provide primary lift, and twin jet engines to provide thrust. Rather than heavy armour, the vehicle's speed as well as the pilot's skill is used to protect against enemy fire. In the standard configuration for a Land Speeder, one weapon is nose-mounted and operated by the pilot whilst the gunner fires another swivel-weapon set in front of him. Variants can carry extra weapons or even act as small troop transports, but primarily Land Speeders are designed to offer fast-moving fire support using their manoeuvrability and velocity to elude enemy fire.

Land Speeders were once in widespread use across the Imperium, but in the modern day they're almost exclusively used by the Adeptus Astartes. However, a precious few can still be found in Inquisition armouries.

Silhouette	Max Speed	Handling	Defense	Armour
2	5	+4	0	1
			HT Threshold	SS Threshold
			9	8

Control Skill: Driving
Complement: 1 driver, 1 gunner
Passenger Capacity: 0
Consumables: 1 day
Encumbrance Capacity: 20
Price/Rarity: -/11

Weapons and Equipment:

- **Gunner-operated Heavy Bolter**: Fire Arc Forward, Right; Gunnery; Damage 14; Critical ᴧᴧ; Range (Long); Autofire (Only), Personal Scale, Pierce 3
- Vox-array (page 54)

Vehicle Traits:

- **Open Topped 2:** Passengers of this vehicle can be targeted by attacks independently, but count as being in cover (Defense 2), and may attack with their own ranged weapons. See page 10 for full details.
- **Jink:** When making use of the Evade maneuver, the pilot upgrades the difficulty of all incoming attacks twice instead of the usual once.
- **Skimmer:** Ignores the effects of most ground-based terrain. Immediately suffers minor collision with ground if propulsion is compromised.

Alternate Loadouts:

- A Land Speeder can mount a chin weapon, using the options detailed in **Table 2-5: Land Speeder Loadouts.** This weapon is controlled by the driver.
- A Land Speeder can swap out its Heavy Bolter for one of the options detailed in **Table 2-5: Land Speeder Loadouts.**

Table 2-5: Land Speeder Loadouts	
Item	**Rarity**
Chin Weapon	
Assault Cannon	-
Heavy Flamer	-
Gunner Weapon	
Multi-Melta	-

Leman Russ Battle Tank

The Leman Russ is the workhorse of the Imperial Guard's armoured companies. Deployed to virtually every warzone across the galaxy for thousands of years, there is no other type of tank that sees more combat than the Leman Russ.

A robust and rugged design, the Leman Russ actually benefits from its unsophisticated construction techniques that allow it to traverse all sorts of terrain types and ensure that it can operate in almost any local conditions. Its heavy armour, mostly concentrated towards the front, provides a level of protection that outweighs all but the greatest tanks of the Adeptus Astartes, and its weapon configuration allows it to take on a varied range of targets.

3 Silhouette	**3** Max Speed	**-2** Handling

Defense	Armour
0	3
HT Threshold	**SS Threshold**
25	16

Control Skill: Driving

Complement: 1 commander (turret), 1 driver, 1 gunner (turret), 1 loader/gunner (turret/hull weapon), 2 additional gunners (sponsons, if equipped)

Passenger Capacity: 0

Consumables: 1 day

Encumbrance Capacity: 10

Price/Rarity: -/10

Weapons and Equipment:
- **Turret Mounted Battle Cannon**: Fire Arc All; Gunnery; Damage 3; Critical ⋀⋀; Range (Extreme); Blast 2, Breach 2, Vicious 3
- **Hull Mounted Lascannon**: Fire Arc Forward; Gunnery; Damage 4; Critical ⋀; Range (Extreme); Breach 2
- Vox-array (page 54)

Vehicle Traits:
- **All-Terrain:** Remove ■■ added to driving checks due to terrain.
- **Reinforced Armour 2:** Critical Hits inflicted on this vehicle receive a -20 modifier.
- **Rugged:** Any Tech-Use checks made to repair this vehicle add ⬜⬜.

Alternate Loadouts:
- A Leman Russ can equip any of the weapons detailed in **Table 2-6: Leman Russ Loadouts,** instead of its usual armaments.
- A Leman Russ may take sponson weapons; a matched pair of weapons with a left and right fire arc respectively. Sponson weapons options are detailed in **Table 2-6: Leman Russ Loadouts**.
- A Leman Russ can be equipped with a pintle mounted weapon at its hatch, using one of the options in **Table 2-6: Leman Russ Loadouts**.

Table 2-6: Leman Russ Loadouts	
Item	**Rarity**
Turret	
Demolisher Cannon	-
Vanquisher Cannon	11
Hull Mount	
Heavy Bolter	-
Heavy Flamer	-
Sponsons	
2x Heavy Bolter	-
2x Heavy Flamer	-
2x Plasma Cannon	-
2x Multi-Melta	-
Pintle Mount	
Heavy Stubber	-
Storm Bolter	-

Razorback

One of the standard variants of the hardy Rhino transport is the Razorback, used primarily by the Adeptus Astartes. Unlike most other Space Marine vehicles, the Razorback is relatively new to service and only dates back to M36 when its plans were discovered in an STC expedition. That it seemed to match ancient descriptions of a troop-carrying forerunner of the Predator Main Battle Tank led to its rapid reinstatement after fewer than two centuries of prayer and testing. Many Chapters still view it with some suspicion, however, not fully trusting such a new vehicle. Like the Rhino, it is primarily a troop transport, but it sacrifices some personnel capacity for a dorsal-mounted heavy weapon that can be operated remotely by the driver.

Some believe its lower transport capability renders the Razorback inferior to the basic Rhino, especially as the Razorback's weapon mounting reduces access hatches. Others see the Razorback as filling a unique role of its own for infantry support. It can travel with Rhinos and offload additional troops whilst providing superior firepower during an operation, or can be used in extraction missions where its suppressive fire can keep the enemy at bay until the rescue is accomplished. It can also act in conjunction with scouting forces to provide ground troops additional fire support, and is a favourite among small squads venturing deep into enemy territory.

3	4	+1	Defense	Armour
Silhouette	Max Speed	Handling	0	2
			HT Threshold	SS Threshold
			14	14

Control Skill: Driving
Complement: 1 driver
Passenger Capacity: 6
Consumables: 2 days
Encumbrance Capacity: 25
Price/Rarity: -/10

Weapons and Equipment:

- **Turret Mounted Twin-linked Heavy Bolter**: Fire Arc All; Gunnery; Damage 14, Critical ∧∧; Range (Long); Auto-Fire (Only), Personal Scale, Pierce 3, Storm, Vicious 3
- Floodlamps (page 53), smoke launcher (page 54), vox-array (page 54)

Vehicle Traits:

- **All-Terrain:** Remove ■■ added to driving checks due to terrain.
- **Reinforced Armour 1:** Critical Hits inflicted on this vehicle receive a -10 modifier.
- **Rugged:** Any Tech-Use checks made to repair this vehicle add ▢▢.

Alternate Loadouts:

- A Razorback can equip a pintle-mounted storm bolter at its top hatch. This weapon can be operated by one of the vehicle's passengers.
- Razorbacks can equip a single hunter-killer missile.
- A Razorback can replace its twin-linked heavy bolter with any of the weapons detailed in **Table 2-7: Razorback Loadouts**.
- Some variants of the Razorback are fitted out for battlefield command, loaded with complex sensor and communications equipment. This gives it the Command and Control trait (page 10). In addition, it gains a survey auger (page 54). This increases the rarity of the Razorback to 11.

Table 2-7: Razorback Loadouts

Item	Price	Rarity
Twin-linked Assault Cannon		
Twin-linked Lascannon		
Twin-linked Heavy Flamer		
Multi-Melta		

Rhino Armoured Personnel Carrier

The Rhino armoured personnel carrier has been a mainstay of Imperial military forces since the earliest days of the Great Crusade, and even before. Fashioned from a Standard Template Construct, Rhinos are exceptionally durable, robust and easy to operate. They rarely break down or fail their passengers, whether immersed in the most inimical environments or hammered by sustained enemy fire. Between the simplicity of their core mechanical systems and the indomitable nature of their machine spirits, even in dire circumstances the crew can soon get the vehicle moving again. It is for this faithful and dogged determination to serve the Emperor that the Rhino has always seen significant service amongst the forces of the Imperium, from the warriors of the Adeptus Astartes, to the kill-teams of the Imperial Inquisition.

			Defense	Armour
3 Silhouette	**4** Max Speed	**+1** Handling	**0**	**2**
			HT Threshold	SS Threshold
			14	**14**

Control Skill: Driving
Complement: 1 driver
Passenger Capacity: 10
Consumables: 2 days
Encumbrance Capacity: 40
Price/Rarity: -/10

Weapons and Equipment:
- **Turret Mounted Stormbolter:** Fire Arc All; Ranged (Heavy); Damage 10; Critical ∧∧; Range (Long); Linked 3, Personal Scale, Pierce 2, Vicious 2
- Floodlamps (page 53), smoke launcher (page 54), vox-array (page 54)

Vehicle Traits:
- **All-Terrain:** Remove ■■ added to driving checks due to terrain.
- **Reinforced Armour 1:** Critical Hits inflicted on this vehicle receive a -10 modifier.
- **Rugged:** Any Tech-Use checks made to repair this vehicle add ▢▢.

Special Rules:
- **Self-Repair:** At the end of any encounter where the Rhino suffered damage to its hull threshold, it recovers 5 points of hull trauma.

Alternate Loadouts:
- A Rhino can equip a pintle-mounted storm bolter at its top hatch. This weapon can be operated by one of the vehicle's passengers.
- Rhinos can equip a single hunter-killer missile.
- Some variants of the Rhino are fitted out for battlefield command, loaded with complex sensor and communications equipment. This gives it the Command and Control trait (page 10). In addition, it gains a survey auger (page 54). This increases the rarity of the Rhino to 11.

SALAMANDER COMMAND VEHICLE

A more specialised variant of the Chimera chassis, the Salamander Command Vehicle is designed as a mobile command post for Imperial Guard officers. Not designed for combat and equipped with only the most cursory of defensive weaponry, the Salamander's chief strength lies in its multi-spectral auspex surveyor. The device gives the Salamander's crew a commanding view of the battlefield, allowing for better organisation and a more fluid response to enemy movements.

Silhouette	Max Speed	Handling	Defense	Armour
3	3	0	0	2
			HT Threshold	SS Threshold
			15	17

Control Skill: Driving

Complement: 1 commander (main gun), 1 driver, 1 comms-operator, 1 gunner (hull weapon), 1 gunner (hatch, if pintle mount installed)

Passenger Capacity: 0

Consumables: 1 day

Encumbrance Capacity: 10

Price/Rarity: 23,600/10

Weapons and Equipment:

- **Fixed-Mount Heavy Flamer**: Fire Arc Forward; Gunnery; Damage 11; Critical ⋀⋀; Range (Medium); Blast 11, Burn 4, Personal Scale

- **Hull-Mounted Heavy Bolter**: Fire Arc Forward; Gunnery; Damage 14; Critical ⋀⋀; Range (Long); Auto-Fire (Only), Pierce 3, Personal Scale, Vicious 3

- Survey auger (page 54), vox-array (page 54)

Vehicle Traits:

- **All-Terrain:** Remove ■■ added to driving checks due to terrain.

- **Amphibious:** Able to move through bodies of water without incurring penalties.

- **Command and Control:** The commander adds ▢▢ to all Leadership checks and increases the range of Leadership based talents to Strategic range. See page 10 for further details.

- **Open Topped 2:** Passengers of this vehicle can be targeted by attacks independently, but count as being in cover (Defense 2), and may attack with their own ranged weapons. See page 10 for full details. This affects all occupants.

Alternate Loadouts:

- A Salamander can swap its main gun and hull-mounted weapon for the weapons detailed in **Table 2-8: Salamander Loadouts**.

- A Salamander can be upgraded with a pintle-mounted weapon at the front of the vehicle. See **Table 2-8: Salamander Loadouts** for details.

TABLE 2-8: SALAMANDER LOADOUTS

ITEM	PRICE	RARITY
Main Gun		
Heavy Bolter	+3,500	-
Hull Mount		
Heavy Flamer	-3,500	-
Pintle Mount		
Heavy Stubber	+850	-
Storm Bolter	+3,400	-
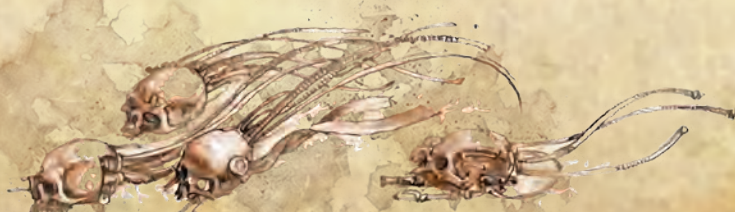
Sentinel Walker

Common around spaceports, military depots, and anywhere else cargo must be moved, loaded, or stored, the Sentinel provides a durable and flexible moving platform. Equipped with a large hydraulic lifter, it can move bulky items quickly and efficiently, and defend itself in dire situations. More than just a workhorse, the Sentinel's modularity allows for quick conversion to scout or combat roles, allowing its operator to keep watch over vital or sensitive material.

Silhouette	Max Speed	Handling	Defense	Armour
2	3	+2	0	1
			HT Threshold	SS Threshold
			9	7

Control Skill: Driving
Complement: 1 driver
Passenger Capacity: 0
Consumables: 6 hours
Encumbrance Capacity: 5
Price/Rarity: 11,150/6

Weapons and Equipment:
- **Power Lifter**: Melee (Heavy); Damage 2; Critical ∧∧∧∧; Range (Engaged); Inaccurate 3

Vehicle Traits:
- **Enhanced Motive Systems:** Suffer half as much System Strain as usual when accelerating or decelerating, rounding down.

- **Open Topped 2:** Passengers of this vehicle can be targeted by attacks independently, but count as being in cover (Defense 2), and may attack with their own ranged weapons. See page 10 for full details.

- **Walker:** May ignore penalties from certain types of difficult terrain, such as rockslides, tank traps, fallen trees and basic rubble. Walkers ignore penalties imposed on Driving tests due to tight turns. See page 11 for full details.

Special Rules:
- **Power Lifter:** A Sentinel equipped with a powerlifter is capable of carrying a considerable amount of equipment in a single load, up to 3,000kg at a time, and lift/tilt up to 6,000kg. Picking up or setting down objects requires an action.

Alternate Loadouts:
- A Sentinel can be equipped with a chainblade for clearing dense forest. This can also be used as an inaccurate but brutally effective weapon. It has the following profile - Melee (Heavy); Damage 3; Critical ∧∧; Range (Engaged); Breach 1, Inaccurate 2. This increases the cost of the Sentinel by 5,500.

- Some Sentinels sacrifice speed in favour of an enclosed cockpit and heavier armour. This increases the vehicle's armour to 2 and removes the Open Topped and Enhanced Motive Systems traits. This increases the cost of the Sentinel by 1300.

- A Sentinel can replace its powerlifter with any of the weapons detailed in **Table 2-9: Sentinel Loadouts.**

Table 2-9: Sentinel Loadouts

Item	Price	Rarity
Autocannon	+5,450	8
Heavy Flamer	+1,200	7
Lascannon	+19,200	8
Missile Launcher	+20,200	7
Multilaser	+2,800	8
Multi-Melta	+57,700	10

Tauros Rapid Assault Vehicle

The Tauros is a sturdily built all-terrain vehicle, often used as a utility vehicle or tractor on frontier worlds. Similar vehicles are not uncommon with exploration teams and have also been used in combat by gangs of brigands, marauders and rebel factions. Some have been adopted for military service by Imperial Guard regiments.

The Tauros does not feature the more common multi-fuel combustion engine—which are loud and dirty—but instead hums along driven by an electrically powered galvanic motor. These motors are very efficient and highly stable, meaning they aren't prone to mechanical failure (a useful attribute when operating deep behind enemy lines) and there is no need to carry weighty extra fuel. The motor will run for days before it needs recharging. Power is supplied to each wheel independently, meaning each will keep turning when others are damaged or destroyed.

			Defense	Armour
2 Silhouette	**4** Max Speed	**+2** Handling	0	1
			HT Threshold	SS Threshold
			11	10

Control Skill: Driving

Complement: 1 driver, 1 gunner (if weapon is installed)

Passenger Capacity: 0 (1 if no weapon is installed)

Consumables: 1 week

Encumbrance Capacity: 25

Price/Rarity: 9,000/5

Weapons and Equipment:
- Vox-array (page 54)

Vehicle Traits:
- **All-Terrain:** Remove ■■ added to driving checks due to terrain.

- **Open Topped 2:** Passengers of this vehicle can be targeted by attacks independently, but count as being in cover (Defense 2), and may attack with their own ranged weapons. See page 10 for full details.

- **Rugged:** Any Tech-Use checks made to repair this vehicle add ▢▢.

Special Rules:
- **Galvanic Motor:** The first time this vehicle suffers the Propulsion Damaged critical hit, it ignores the effects. An **Average (◆◆)** critical hit is still taken as usual, it simply has no effect on the vehicle's propulsion. A second subsequent Propulsion Damaged result will disable propulsion as usual, unless the critical hit is repaired first.

Alternate Loadouts:
- The Tauros can be equipped with a gunner's seat in the rear, providing a pintle mounted weapon. See **Table 2-10: Tauros Loadouts** for weapon options.

- The Tauros can be equipped with up to two hunter-killer missiles, mounted to its sides. Each one of these costs an extra 18,500 thrones, and changes the vehicle's rarity to 8.

- An Astra Militarum adaptation, the Tauros Venator adds an extra pair of wheels, to support the bulk of a heavier turret-mounted weapon in the rear of the vehicle. A Tauros Venator may not equip a pintle-mounted weapon. See **Table 2-10: Tauros Loadouts** for weapon options.
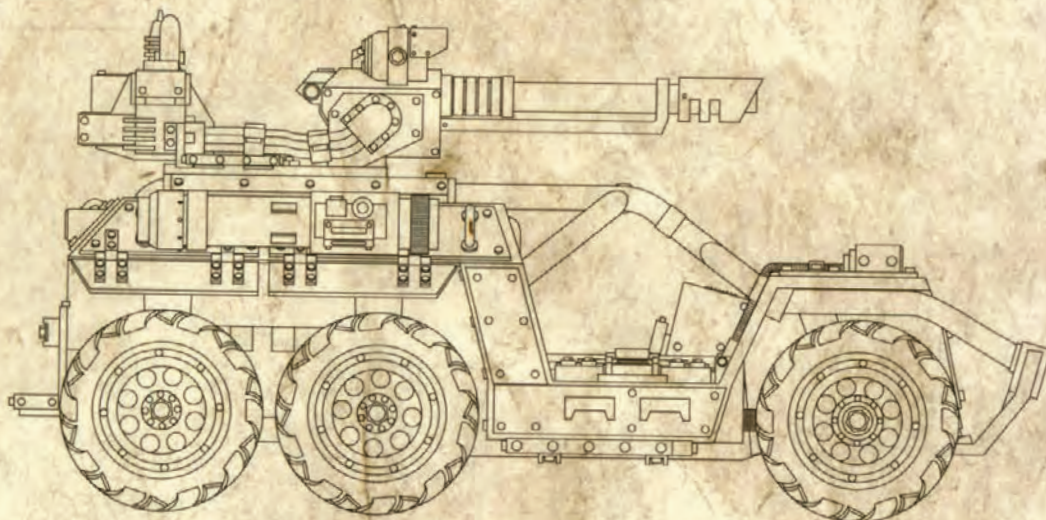
Table 2-10: Tauros Loadouts

Item	Price	Rarity
Pintle Mount (Standard Tauros)		
Heavy Flamer	+2,200	7
Lascannon	+20,200	8
Tauros Grenade Launcher	+2,700	7
Turret Mount (Tauros Venator)		
Twin-linked Multi-Lasers	+8,200	9
Twin-linked Lascannons	+41,000	9

ADEPTUS MECHANICUS

TECHNICAL SPECIFICATIONS

DVLA-16Z:8C5
7A3:04A
3GZ:9B4

PART 1/1

PRODUCT OF

DEPARTMENT

MANUFACTURE

DOMINUS
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IT IS FORBIDDEN

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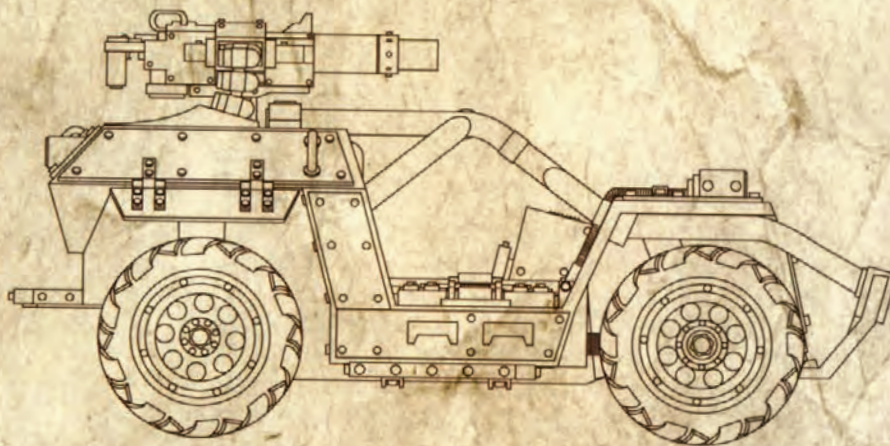
PERSONNEL

FERRUM POTENTES

Tauros and Tauros Venator pattern rapid
assault vehicles, restricted deployment,
use sanctified by the express writ
of the Adeptus Mechanicus only.

DATE: 998.M41

SIGNATURE:

MAGOS FABRICATOR

Taurox Armoured Personnel Carrier

The Taurox APC is designed to hit hard and fast, exploiting gaps in the enemy battle line or plugging any holes torn in the Imperium's own. Though slightly less robust than the Chimera, Tauroxes are the swiftest ground transport vehicle in the Astra Militarum, and as such they are used for rapid redeployment and for vanguard manoeuvres ahead of the main force.

The rugged 'Castellan' quad-track unit affords Tauroxes the ability to negotiate even the most tangled terrain with ease. Axial servo-dampeners redistribute the weight of the vehicle across its four tracks as it moves, allowing jagged outcrops and unevenly piled rubble to be traversed at full throttle. The Taurox's mobility is so reliable that Astra Militarum commanders often elect to bring them on long campaigns that range across multiple war fronts.

Silhouette	Max Speed	Handling	Defense	Armour
3	4	+1	0	2

			HT Threshold	SS Threshold
			13	12

Control Skill: Driving
Complement: 1 driver, 1 commander (hatch)
Passenger Capacity: 10
Consumables: 1 week
Encumbrance Capacity: 30
Price/Rarity: -/10
Weapons and Equipment:

- **Twin-linked Autocannons**: Fire Arc Forward; Gunnery; Damage 2; Critical △△△; Range (Extreme); Linked 1, Pierce 5
- Floodlamps (page 53), vox-array (page 54)

Vehicle Traits:

- **All-Terrain:** Remove ■■ added to driving checks due to terrain.

- **Enhanced Motive Systems:** Suffer half as much System Strain as usual when accelerating or decelerating, rounding down.

- **Environmentally Sealed:** Occupants are protected from external environmental hazards. This trait does not function if the hull is compromised. See page 10 for full details.

Alternate Loadouts:

- A Taurox can equip a pintle mounted weapon on its top hatch. See **Table 2-11: Taurox Loadouts** for weapon options.

Table 2-11: Taurox Loadouts

Item	Rarity
Storm Bolter	-
Heavy Stubber	-

Taurox Prime

A variant of the Taurox built for use by the Militarum Tempestus, the Prime's design is efficient and flexible. The vehicle's chassis incorporates arcane technologies that allow it to sustain Tempestus Scions operating in extremely hostile environments, or even the cold vacuum of space. The vehicle can be internally pressurised, and features a suite of life-support systems. Further, its engines can be compelled—using the proper rituals and prayers—to channel magnetic force into the Prime's tracks. This enables the vehicle to cling to vertical surfaces and operate in zero gravity conditions.

			Defense	Armour
3 Silhouette	**4** Max Speed	**+1** Handling	**0**	**2**
			HT Threshold 13	**SS Threshold** 12

Control Skill: Driving
Complement: 1 driver, 1 commander (hatch), 1 gunner (hull weapon, Taurox Prime variant only)
Passenger Capacity: 10
Consumables: 1 week
Encumbrance Capacity: 30
Price/Rarity: -/11

Weapons and Equipment:
- **Twin-linked Hot-Shot Volley Guns:** Fire Arc Forward; Gunnery; Damage 10; Critical ⋀⋀⋀; Range (Long); Auto-Fire, Pierce 3, Storm
- **Taurox Battle Cannon:** Fire Arc All; Gunnery; Damage 2; Critical ⋀⋀⋀; Range (Extreme); Auto-Fire, Pierce 5
- Floodlamps (page 53), vox-array (page 54)

Vehicle Traits:
- **All-Terrain:** Remove ■■ added to driving checks due to terrain.
- **Command and Control:** The commander adds ☐☐ to all Leadership checks and in-creases the range of Leadership based talents to Strategic range. See page 10 for further details.
- **Enhanced Motive Systems:** Suffer half as much System Strain as usual when accelerating or decelerating, rounding down.
- **Environmentally Sealed:** Occupants are protected from external environmental hazards. This trait does not function if the hull is compromised. Passengers in the open passenger compartment are not affected by this trait. See page 10 for full details.

Special Rules:
- **Magnetic Tracks:** This vehicle can be driven along metallic surfaces such as starship hulls, even in zero-gravity environments. If the vehicle's propulsion becomes compromised, the magnetic tracks lose effect, which may cause the vehicle to plummet to the ground, or be sent adrift in space.

Alternate Loadouts:
- A Taurox Prime can equip a pintle mounted weapon on its top hatch. See **Table 2-12: Taurox Prime Loadouts** for weapon options.
- A Taurox Prime can swap its twin-linked hot-shot volley guns for twin-linked auto-cannons.
- A Taurox Prime can replace its Taurox Battle Cannon with one of the weapons detailed in **Table 2-12: Taurox Prime Loadouts.**

Table 2-12: Taurox Prime Loadouts

Item	Rarity
Pintle Mount	
Storm Bolter	-
Heavy Stubber	-
Turret Mount	
Taurox Gatling Cannon	-
Twin-linked Missile Launcher	-

Veloxic Bike

A common sight in the mid-levels of hive cities, the Veloxic features an oversized, roaring engine that heralds its arrival. It has excellent handling, a must in crowded hive streets. Many of these bikes have made their way to lower levels, where gangs use them for sport or combat, often both.

Silhouette	Max Speed	Handling	Defense	Armour
1	5	+3	0	0
			HT Threshold	SS Threshold
			5	5

Control Skill: Driving
Complement: 1 driver
Passenger Capacity: 0 (1 uncomfortably)
Consumables: 8 hours
Encumbrance Capacity: 5
Price/Rarity: 3,200/5

Weapons and Equipment:

- Floodlamp (page 53)

Vehicle Traits:

- **Open Topped 0:** Passengers of this vehicle can be targeted by attacks independently, and may attack with their own ranged weapons. See page 10 for full details.

Alternate Loadouts:

- A popular modification amongst racers and gangers wishing to make a swift escape from enforcer teams, the Veloxic's fuel injection system can be overhauled. This gives it the Enhanced Motive Systems trait, and increases its cost by 500 thrones.

- Some Veloxics mount a sidecar. This increases the passenger capacity to 1, but reduces the handling to +1. This increases the vehicle's cost by 200 thrones.

- Veloxics can be illegally modified to mount a forward-facing autogun, controlled by the driver. This increases the vehicle's cost by 700 thrones and changes its rarity to 6.

- Some Veloxic bikes are fitted out for lengthier trips, equipped with bulky cargo frames and expanded fuel tanks. These bikes reduce their max speed to 4, and their handling to +2, but change their encumbrance capacity to 20 and have a consumables value of 1 week.

Chapter III:
Air Vehicles

"These xenos craft could be called fearsome, I suppose. But give me a thousand Valkyries to fill the sky with fire, and we shall see what is left of these alien filth that is worth fearing."
– Air Marshal Zutrov before the Battle of the Borenza Gulf

All across the Emperor's realm, desperate aerial combat is fought; wings of fighters and bombers sally forth from ground bases and void ships in relentless waves, adding their meagre strength to that gone before them, hoping against hope to tip the balance in their favour and gain some miniscule measure of supremacy that might lead to a lasting conquest. From sprawling hive worlds to desolate ocean worlds, from lush agri-worlds to lifeless gas giants, valiant pilots seek to conquer war zones that ground forces could never hope to claim – war zones that in most cases ground forces could never even hope to survive.

And military aircraft are only the beginning. The myriad industries fueling the Imperial war machine would be crippled were it not for the humble cargo shuttles which ferry crucial supplies across planets, and crucial Adeptus Terra personnel rely on luxurious and efficient landers to carry them as they go about their business.

It should be noted that this section does not detail voidships of any variety—some of the vessels detailed here are void-capable, but anything capable of Warp travel is a topic for another book entirely, to properly do their unique properties justice.

ARVUS LIGHTER

One of the ubiquitous landing craft in the Imperium, the Arvus Lighter is a workhorse design that makes up for its lack of armaments with its versatility. Able to shift heavy loads of cargo, carry passengers to and from space, and in rare situations act as an assault boat, the Arvus Lighter is a reliable and rugged design that any pilot is happy to see. The shuttle can be modified to carry special types of cargo, such as replacing the cargo bay with a fuel tanker or expanding it to carry larger loads

Silhouette	Max Speed	Handling	Defense	Armour
3	5	-3	0	2
			HT Threshold	SS Threshold
			11	8

Control Skill: Driving
Complement: 1 pilot
Passenger Capacity: 10 (20 without cargo)
Consumables: 14 hours
Encumbrance Capacity: 80 (160 without passengers)
Price/Rarity: 20,000/5

Weapons and Equipment:
- Vox-array (page 54)

Vehicle Traits:
- **Aerospace:** This vehicle can operate both in atmosphere and in space.
- **Ceramite Hull:** Ignores the Breach quality when suffering damage from flame or melta weapons.
- **Environmentally Sealed:** Occupants are protected from external environmental hazards. This trait does not function if the hull is compromised. See page 10 for full details.
- **Rugged:** Any Tech-Use checks made to repair this vehicle add ☐☐.

Aquila Lander

The Aquila Lander is a small transport shuttle used by the Imperial Navy to transport important personnel to and from Imperial starships in orbit and to the surface of planets. The Aquila Lander can be seen on almost every single Imperial Navy starship alongside its complement of fighters and bombers in the launch bays. The Aquila Lander is not a combat craft and it is only armed with a single nose-mounted weapon for defensive purposes. However, it possesses excellent armour and can withstand enough punishment to ensure its passengers reach their destination safely. It is not uncommon for Inquisitorial warbands to secure an Aquila Lander for personal transport.

Silhouette	Max Speed	Handling	Defense	Armour
4	6	+2	0	2
			HT Threshold	SS Threshold
			16	10

Control Skill: Driving
Complement: 1 pilot
Passenger Capacity: 10
Consumables: 12 hours
Encumbrance Capacity: 60
Price/Rarity: 37,000/7

Weapons and Equipment:

- **Ventral Multilaser**: Fire Arc Forward; Gunnery; Damage 3; Critical ᐱᐱᐱᐱ; Range (Long); Autofire (Only)

- Vox-array (page 54)

Vehicle Traits:

- **Aerospace:** This vehicle can operate both in atmosphere and in space.

- **Ceramite Hull:** Ignores the Breach quality when suffering damage from flame or melta weapons.

- **Environmentally Sealed:** Occupants are protected from external environmental hazards. This trait does not function if the hull is compromised. See page 10 for full details.

Alternate Loadouts:

- The lander's ventral multilaser can be replaced with any of the weapons detailed in **Table 3-1: Aquila Lander Loadouts**.

Table 3-1: Aquila Lander Loadouts

Item	Price	Rarity
Autocannon	+2,650	8
Heavy Bolter	+1,900	-

Chiropteran Scout

These light scouting vessels are often used by Rogue Traders and Explorators exploring uncharted environs. Although a voidship can orbit above a planet and take in its entirety with a single augur-scan, often this is insufficient to discover a world's secrets. To take a closer look, savvy explorers employ vehicles like the Chiropteran Scout. Small, poorly armoured, and unarmed, the Chiropteran is fast, manoeuvrable, and bristling with long-range auger arrays. When expecting trouble, which is most of the time, a Chiropteran is typically escorted by a Gun-cutter or fighter craft.

Silhouette	Max Speed	Handling	Defense	Armour
3	5	+2	0	2
			HT Threshold	SS Threshold
			9	12

Control Skill: Driving
Complement: 1 pilot, 1 co-pilot/auger operator
Passenger Capacity: 0
Consumables: 14 hours
Encumbrance Capacity: 15
Price/Rarity: 25,000/8

Equipment:
- Survey auger (page 54), vox-array (page 54)

Vehicle Traits:
- **Aerospace:** This vehicle can operate both in atmosphere and in space.
- **Ceramite Hull:** Ignores the Breach quality when suffering damage from flame or melta weapons.
- **Environmentally Sealed:** Occupants are protected from external environmental hazards. This trait does not function if the hull is compromised. See page 10 for full details.

Special Rules:
- **Advanced Auger Arrays:** This vehicle's survey augers are much more advanced than those found on most aircraft. The maximum range of the survey auger's functions are extended to 50 kilometres. They also function as a cartograph, adding ☐☐ to any checks made to map or navigate a planet's surface, This bonus can be granted to allies on the ground if a stable vox-link is available, beaming the data directly to a dataslate or other similar device.

Drop Pod

Drop pods are one-way planetary assault vehicles. Launched from orbiting starships, they scream through the planet's atmosphere with oversized rocket thrusters boosting them far past terminal velocity. They use an on-board cogitator to guide themselves on a collision course to their targets. Even the most advanced air defence systems have difficulty locking on to a drop pod travelling at up to 15,000 kilometres per hour straight down. At the last moment, powerful retro-rockets around the base fire, "slowing" the pod to a crushing, but survivable, landing. Drop Pods are rarely used by anyone other than the Space Marines, however some Rogue Traders and Inquisitors manage to acquire modified Drop Pods for use with non Space Marines.

Silhouette	Max Speed	Handling	Defense	Armour
2	6	0	0	2
			HT Threshold	SS Threshold
			14	12

Control Skill: -
Complement: None
Passenger Capacity: 10 individuals in power armour (which works to cushion the impact), or 10 individuals with specialist drop cocoons (which also help absorb the impact, in the absence of power armour)
Consumables: 14 hours
Encumbrance Capacity: 15
Price/Rarity: 25,000/11

Weapons and Equipment:

- **Interior Mounted Stormbolter**: Fire Arc All; Ranged (Heavy); Damage 10; Critical ⋀⋀; Range (Long); Linked 3, Personal Scale, Pierce 2, Vicious 2. This weapon may only be used after the Drop Pod has landed, and is controlled by the drop pod's machine spirit (Agility 3)

Vehicle Traits:

- **Aerospace:** This vehicle can operate both in atmosphere and in space.

- **Ceramite Hull:** Ignores the Breach quality when suffering damage from flame or melta weapons.

- **Environmentally Sealed:** Occupants are protected from external environmental hazards. This trait does not function if the hull is compromised. See page 10 for full details.

Special Rules:

- **Drop Pod Assault:** Drop Pods are somewhat unique amongst vehicles, in that once they "land," they do not move under their own power. Pods must be launched from a starship with drop pod launch bays and travel directly downward towards the target planet until they hit the ground. They accelerate to Speed 6 immediately, and cannot engage in any vehicle actions or maneuvers, although provided they are at least 500 km above the planet's surface, their destination may be changed in-flight to any location within 25 km of the original destination by one of the occupants. All attacks targeting a Drop Pod in motion increase their difficulty by ◆.

Fury Interceptor

The Fury is a space-superiority fighter craft, designed to protect Imperial bombers from enemy interceptors while they deliver their payload, and intercept enemy bombers in turn. Although designed primarily for space combat, the Fury is also designed so that it can enter a planetary atmosphere. Here its armaments, designed for deep-space combat, are extremely devastating.

Silhouette	Max Speed	Handling	Defense	Armour
4	6	+1	0	3
			HT Threshold	SS Threshold
			16	15

Control Skill: Driving
Complement: 1 pilot, 1 co-pilot, 1 forward gunner, 1 enginseer
Passenger Capacity: 0
Consumables: 2 hours
Encumbrance Capacity: 10
Price/Rarity: -/10

Weapons and Equipment:

- **Gunner-operated Twin-Linked Lascannon:** Fire Arc Forward, Left, Right; Gunnery; Damage 2; Critical ∧∧∧; Range (Extreme); Linked 1, Pierce 5

- **Pilot-operated Lascannon Banks:** Fire Arc Forward; Gunnery; Damage 2; Critical ∧∧∧; Range (Extreme); Linked 4, Storm (This profile represents two banks of five lascannons each, linked together for rapid fire)

- **12 Co-pilot-operated Skystrike Missiles:** Fire Arc Forward; Gunnery; Damage 2; Critical ∧∧∧; Range (Extreme); Blast 2, Breach 1, Guided 3, Limited Ammo 1

- Flare launcher (page 53), survey auger (page 54), vox-array (page 54)

Vehicle Traits:

- **Aerospace:** This vehicle can operate both in atmosphere and in space.

- **Enhanced Motive Systems:** Suffer half as much System Strain as usual when accelerating or decelerating, rounding down.

- **Environmentally Sealed:** Occupants are protected from external environmental hazards. This trait does not function if the hull is compromised. See page 10 for full details.

- **Reinforced Armour 1:** Critical Hits inflicted on this vehicle receive a -10 modifier.

Gun-cutter

The term "Gun-cutter" refers to a variety of armed and armoured spacecraft that can be used for orbit-to-ground transport, hostile landings, or even dogfighting. Thanks to their adaptable nature and liveable crew quarters (by voidcraft standards, anyway), they're a very popular option for Rogue Traders and Inqusitors looking to transport their retinue in a capable ship which can act as a portable base of operations.

			Defense	Armour
4 Silhouette	**6** Max Speed	**0** Handling	0	3
			HT Threshold	SS Threshold
			20	18

Control Skill: Driving
Complement: 1 pilot, 1 co-pilot (optional), 1 enginseer, 2 gunners
Passenger Capacity: Living quarters for 6 people, short-term passenger capacity of up to 30 if not carrying cargo
Consumables: 1 week
Encumbrance Capacity: 80
Price/Rarity: 73,500/9

Weapons and Equipment:

- **Pilot-Operated Twin-linked Autocannon**: Fire Arc Forward; Gunnery; Damage 2; Critical ∧∧∧; Range (Extreme); Linked 1, Pierce 5

- **2 Gunner-Operated Twin-linked Heavy Bolters**: Fire Arc Forward, Left and Forward, Right; Gunnery; Damage 14; Critical ∧∧; Range (Long); Auto-Fire (Only), Pierce 3, Personal Scale, Storm, Vicious 3

- Flare launcher (page 53), survey auger (page 54), vox-array (page 54)

Vehicle Traits:

- **Aerospace:** This vehicle can operate both in atmosphere and in space.

- **Ceramite Hull:** Ignores the Breach quality when suffering damage from flame or melta weapons.

- **Environmentally Sealed:** Occupants are protected from external environmental hazards. This trait does not function if the hull is compromised. See page 10 for full details.

- **Reinforced Armour 2:** Critical Hits inflicted on this vehicle receive a -20 modifier.

Alternate Loadouts:

- Gun-cutters are often outfitted with sophisticated communications equipment and tactical displays, to be used as an Inquisitor's mobile base of operations. A Gun-cutter with these upgrades gains the Command and Control (page 10) trait. This increases the cost of the vehicle by 3,000 thrones.

- Gun-cutters may be equipped with up to 4 hellstrike missiles, skystrike missiles or tactical wing bombs. A mix of these ordinance options may be taken. See **Table 3-2: Gun-cutter Loadouts** for price and rarity details.

- The Gun-cutter's twin-linked autocannon can be replaced with a variety of different weapons. See **Table 3-2: Gun-cutter Loadouts** for options.

Table 3-2: Gun-cutter Loadouts

Item	Price	Rarity
Ordinance		
1 Hellstrike Missile	+17,500	-
1 Skystrike Missile	+22,500	-
1 Tactical Wing Bomb	+19,000	-
Main Weapon		
Avenger Bolt Cannon	+8,750	10
Lascannon	+7,500	-
Twin-linked Multilaser	-5,300	-

Halo Barge

Halo Barges are mass-haulers, designed to move bulk cargo from a planet's surface into orbit. Large, slow, and unwieldy, their only benefit is that they are both practical and efficient. Despite their drawbacks, Halo Barges form the backbone of the Imperial economy on many planets, keeping the tithe flowing and ensuring the populations of the galaxy are fed.

While Halo Barges are the most common variety of such mass haulers—almost as wide-spread as the smaller Arvus Lighter—a huge variety of similar cargo shuttles and haulers exist across the Emperor's domains. These range from bulky tank-sized shuttles for small hauls to building-sized steel monsters able to carry huge volumes of cargo. Most merchant voidships and ports will keep numerous cargo shuttles and haulers in their hangars, as even the most modest transport ships can carry hundreds of thousands of tonnes of cargo.

Silhouette	Max Speed	Handling	Defense	Armour
4	4	-4	0	2
			HT Threshold	**SS Threshold**
			18	15

Control Skill: Driving
Complement: 1 pilot, 1 co-pilot
Passenger Capacity: 40
Consumables: 1 day
Encumbrance Capacity: 300
Price/Rarity: 25,000/5

Weapons and Equipment:
- Vox-array (page 54)

Vehicle Traits:
- **Aerospace:** This vehicle can operate both in atmosphere and in space.

- **Ceramite Hull:** Ignores the Breach quality when suffering damage from flame or melta weapons.

- **Environmentally Sealed:** Occupants are protected from external environmental hazards. This trait does not function if the hull is compromised. See page 10 for full details.

- **Rugged:** Any Tech-Use checks made to repair this vehicle add ☐☐.

Lightning Air Superiority Fighter

An air superiority fighter aircraft used by the Imperial Navy, the Lightning is smaller and much more maneuverable than the heavier Imperial Thunderbolt fighter, and can be quickly scrambled during an enemy attack.

The aircraft is capable of short take-off and landing (STOL) and vertical take-off and landing (VTOL), and when stationed on the ground, either at a permanent airbase or a forward operating base during a mission, the Lightning can use hydraulic ramps to get into the sky and into combat almost instantaneously. The Lightning is also capable of limited spaceflight in a vacuum and atmospheric reentry so that it can be launched from Imperial starships in orbit and unleashed anywhere air support is needed by Imperial forces during a planetary assault.

Silhouette	Max Speed	Handling	Defense	Armour
3	6	+4	0	1
			HT Threshold	SS Threshold
			8	6

Control Skill: Driving
Complement: 1 pilot
Passenger Capacity: 0
Consumables: 3 hours
Encumbrance Capacity: 5
Price/Rarity: -/10

Weapons and Equipment:

- **Ventral Autocannon**: Fire Arc Forward; Gunnery; Damage 2; Critical ⋀⋀⋀; Range (Extreme); Pierce 5

- **Wing-Mounted Twin-linked Lascannons**: Fire Arc Forward; Gunnery; Damage 2; Critical ⋀⋀⋀; Range (Extreme); Linked 1, Pierce 5

- **4 Hellstrike Missiles**: Fire Arc Forward; Gunnery; Damage 3; Critical ⋀⋀⋀; Range (Extreme); Blast 2, Breach 1, Limited Ammo 4

- Flare launcher (page 53), survey auger (page 54), vox-array (page 54)

Vehicle Traits:

- **Enhanced Motive Systems:** Suffer half as much System Strain as usual when accelerating or decelerating, rounding down.

- **Environmentally Sealed:** Occupants are protected from external environmental hazards. This trait does not function if the hull is compromised. See page 10 for full details.

- **Jink:** When making use of the Evade maneuver, the pilot upgrades the difficulty of all incoming attacks twice instead of the usual once.

Alternate Loadouts:

- The Lightning Strike variant of the fighter is modified for a ground-attack role, swapping its autocannon for two additional hellstrike missiles.

- The Lightning's hellstrike missiles can be swapped for skystrike missiles. A mix of these missile options may be taken.

Marauder Bomber

Sturdily built and boasting a colossal payload in relation to its size, the Marauder is the archetypal heavy bomber of the Imperial Navy. Rugged engines and capacious fuel tanks give the Marauder substantial operational reach and allow Marauder squadrons to operate effectively in times of sporadic resupply, enabling the Imperial Navy to continue operations when other craft might be grounded. Often based upon orbital spacecraft as they are able to operate in the vacuum of space, in prolonged campaigns the Imperial Navy will establish ground bases, far from the frontlines from which Marauders can strike at a foe.

Silhouette	Max Speed	Handling	Defense	Armour
4	5	+2	0	1
			HT Threshold	SS Threshold
			14	10

Control Skill: Driving
Complement: 1 pilot/commander, 1 navigator, 1 bombardier, 1 nose gunner, 1 tail gunner, and 1 turret gunner
Passenger Capacity: 0
Consumables: 8 hours
Encumbrance Capacity: 20
Price/Rarity: -/10

Weapons and Equipment:

- **Nose Mounted Twin-linked Lascannon**: Fire Arc Forward; Gunnery; Damage 2; Critical ∧∧∧; Range (Extreme); Pierce 5

- **Rear Turret Mounted Twin-linked Heavy Bolter**: Fire Arc All; Gunnery; Damage 14, Critical ∧∧; Range (Long); Auto-Fire (Only), Personal Scale, Pierce 3, Storm Vicious 3

- **Dorsal Mounted Twin-linked Heavy Bolter**: Fire Arc Rear; Gunnery; Damage 14, Critical ∧∧; Range (Long); Auto-Fire (Only), Personal Scale, Pierce 3, Storm, Vicious 3

- **6 Hellstrike Missiles**: Fire Arc Forward; Gunnery; Damage 3; Critical ∧∧∧; Range (Extreme); Blast 2, Breach 1, Limited Ammo 6

- Flare launcher (page 53), survey auger (page 54), vox-array (page 54)

Vehicle Traits:

- **Bombardment 20:** Can perform bombing runs over large areas. See page 9 for details.

- **Environmentally Sealed:** Occupants are protected from external environmental hazards. This trait does not function if the hull is compromised. See page 10 for full details.

- **Rugged:** Any Tech-Use checks made to repair this vehicle add ☐☐.

Alternate Loadouts:

- The Marauder Destroyer variant of this flyer is modified to be a dedicated ground attack vessel better suited to close support missions. It swaps out the twin-linked lascannon for three sets of twin-linked autocannons. The dorsal twin-linked heavy bolter is replaced with a twin-linked assault cannon.

- The Marauder's hellstrike missiles can be exchanged for tactical wing bombs or skystrike missiles. A mix of these ordinance options may be taken.

Thunderbolt Heavy Fighter

A heavy fighter that combines devastating strike potential with a deceiving grace and manoeuvrability, the Thunderbolt fighter forms the bulk of the Imperial Navy's intra-atmosphere fleets. A true workhorse, rugged and reliable in design, the Thunderbolt's versatile array of armaments enables it to tackle all manner of missions, such as Titan hunting and ground strikes. The Thunderbolt's main role, however, is that of an aerial dogfighter, viciously battling the enemies of Mankind in the skies above a hundred thousand war zones.

Silhouette	Max Speed	Handling	Defense	Armour
3	6	+3	0	1
			HT Threshold	**SS Threshold**
			11	8

Control Skill: Driving
Complement: 1 pilot
Passenger Capacity: 0
Consumables: 5 hours
Encumbrance Capacity: 10
Price/Rarity: -/10

Weapons and Equipment:

- **Quad-Linked Autocannons:** Fire Arc Forward; Gunnery; Damage 2; Critical ∧∧∧; Range (Extreme); Linked 3, Pierce 5
- **Twin-Linked Lascannon:** Fire Arc Forward; Gunnery; Damage 2; Critical ∧∧∧; Range (Extreme); Linked 1, Pierce 5
- **4 Hellstrike Missiles:** Fire Arc Forward; Gunnery; Damage 3; Critical ∧∧∧; Range (Extreme); Blast 2, Breach 1, Limited Ammo 4
- Flare launcher (page 53), survey auger (page 54), vox-array (page 54)

Vehicle Traits:

- **Enhanced Motive Systems:** Suffer half as much System Strain as usual when accelerating or decelerating, rounding down.
- **Environmentally Sealed:** Occupants are protected from external environmental hazards. This trait does not function if the hull is compromised. See page 10 for full details.
- **Jink:** When making use of the Evade maneuver, the pilot upgrades the difficulty of all incoming attacks twice instead of the usual once.
- **Rugged:** Any Tech-Use checks made to repair this vehicle add ☐☐.

Alternate Loadouts:

- The Thunderbolt Fury variant of the fighter is modified for heavier firepower, swapping its autocannons for a twin-linked avenger bolt cannon.
- The Thunderbolt's hellstrike missiles can be exchanged for tactical wing bombs or sky-strike missiles. A mix of these ordinance options may be taken.

Thunderhawk Gunship

Typically used by the Adeptus Astartes and Sororitas on only the most crucially significant missions, the Thunderhawk Gunship fulfils a number of different strategic and tactical roles. Its primary mission is that of a drop ship, but its utility does not end with the deployment of its lethal cargo of power armoured warriors, for it is a formidable heavy weapons platform in its own right.

Silhouette	Max Speed	Handling	Defense	Armour
4	5	0	0	4
			HT Threshold	SS Threshold
			45	30

Control Skill: Driving
Complement: 1 pilot, 1 co-pilot, 1 gunner, 1 navigator
Passenger Capacity: 30
Consumables: 14 hours
Encumbrance Capacity: 60
Price/Rarity: -/12

Weapons and Equipment:

- **Dorsal Mounted Battle Cannon:** Fire Arc Forward; Gunnery; Damage 3; Critical ⋀⋀; Range (Extreme); Blast 2, Breach 2, Vicious 3

- **Twin-linked Lascannons:** Fire Arc Forward; Gunnery; Damage 2; Critical ⋀⋀⋀; Range (Extreme); Linked 1, Pierce 5

- **2 Sponson Mounted Twin-linked Heavy Bolters:** Fire Arc All; Gunnery; Damage 14, Critical ⋀⋀; Range (Long); Auto-Fire (Only), Personal Scale, Pierce 3, Storm Vicious 3

- Flare launcher (page 53), survey auger (page 54), vox-array (page 54)

Vehicle Traits:

- **Aerospace:** This vehicle can operate both in atmosphere and in space.

- **Ceramite Hull:** Ignores the Breach quality when suffering damage from flame or melta weapons.

- **Environmentally Sealed:** Occupants are protected from external environmental hazards. This trait does not function if the hull is compromised. See page 10 for full details.

- **Reinforced Armour 3:** Critical Hits inflicted on this vehicle receive a -30 modifier.

Valkyrie Assault Carrier

The Valkyrie assault carrier is a manoeuvrable, well-armed, twin-engine attack craft. The durable armour and versatile payload of the Valkyrie chassis combined with the aircraft's powerful engines and stable handling make it a popular choice for a broad spectrum of battlefield roles. These attack craft use atmospherically sealed cockpits and omni-combustable promethium in their vector-turbojets, allowing them to be deployed against enemy flyers in the upper atmosphere and against ground forces on even the most hostile worlds

4	5	+2	Defense	Armour
Silhouette	Max Speed	Handling	0	2
			HT Threshold	SS Threshold
			20	16

Control Skill: Driving
**Complement:** 1 pilot, 1 navigator/gunner
Passenger Capacity: 12
Consumables: 2 hours
Encumbrance Capacity: 30
Price/Rarity: -/10

Weapons and Equipment:

- **Multilaser**: Fire Arc Forward; Gunnery; Damage 3; Critical ∧∧∧∧; Range (Long); Autofire (Only)

- **2 Hellstrike Missiles**: Fire Arc Forward; Gunnery; Damage 3; Critical ∧∧∧; Range (Extreme); Blast 2, Breach 1, Limited Ammo 2

- Flare launcher (page 53), vox-array (page 54)

Vehicle Traits:

- **Environmentally Sealed:** Occupants are protected from external environmental hazards. This trait does not function if the hull is compromised. See page 10 for full details.

- **Firing Ports:** Embarked passengers can fire personal ranged weapons from the vehicle's doors. If vehicle is travelling at Speed 2 or higher, all attacks have their difficulty increased by ◆.

Alternate Loadouts:

- Valkyries can replace their hellstrike missiles with expanded fuel tanks, for extended range operations. This increases the vehicle's consumables rating to 12 hours.

- A Valkyrie's multilaser can be replaced with a lascannon.

- A Valkyrie's hellstrike missiles can be replaced with twin-linked rocket pods.

- A Valkyrie can equip two pintle-mounted heavy bolters (one for the right door, and one for the left), to be operated by the vehicle's passengers.

- The Sky Talon variant of the Valkyrie can carry light vehicles into battle, at the expense of weaponry and troop capacity. Sky Talons have a passenger capacity of zero, but can carry light vehicles like Tauros Rapid Assault Vehicles and Sentinel Walkers. Their multilaser is replaced with a heavy bolter, and they only have a single pilot, removing the navigator/gunner position.

- The Vendetta variant of the Valkyrie is equipped for tank-busting. It replaces its hellstrike missiles with two twin-linked lascannons. The multilaser is also replaced with a twin-linked lascannon.

Chapter IV:
Vehicular Armoury

"The roar of engines, the recoil of cannons. That is where the true joy of battle lies."
– Sergeant Antaro Chronus, Ultramarines

Created at the developmental apex of the Age of Technology, the Standard Template Construct (STC) system was a way to ensure that all the recently far-flung human colonies across the galaxy could build anything they needed, from air-purifiers to military-grade weaponry, hab-buildings to plasma reactors. Today, there are no surviving STC systems, however many of their designs are still implemented and replicated across The Imperium, such as the Chimaera Armoured Personnel Carrier and the Land Raider. As these hard-wearing chassis were originally designed for colonisation on unknown worlds, they are devised to be highly adaptable, capable of being deployed in a range of different patterns and battlefield roles.

Thanks to the widespread standardisation of vehicle hardware across The Imperium, many vehicles are able to accept a variety of weapons and other accessories, such as vox-arrays and floodlights. This chapter details weapons and equipment which are available to vehicles in Dark Heresy.

Typically most items in this chapter will not be acquired individually. They come as part of a wider vehicle profile, and their prices are factored into that vehicle's profile. There's not much point acquiring a battle cannon without a Leman Russ chassis to go along with it, after all.

New Item Qualities

The following item qualities apply to weapons in this book, in addition to those detailed in the **Genesys** Core Rulebook (page 86), and the Dark Heresy Core Rulebook (page 88).

Indirect (Passive): Mortars and other ordinance weapons are often fired in a suppression mode, where the actual enemy cannot be seen and only their rough location is known. Weapons with this quality do not require the user to be able to see their target in order to make an attack, however this increases the difficulty by ◆. If this would increase the difficulty beyond **Formidable (◆◆◆◆◆)**, the difficulty is instead upgraded once.

An ally who can see the target (whether directly or through technological means such as an auspex or set of magnoculars) may use the assist maneuver to negate this difficulty increase. ☐ is still added as usual. They may provide this assistance remotely if they have a suitable means of wireless communication such as a vox link.

Storm (Passive): With multiple barrels pumping out automatic fire, this weapon can utterly blanket an area in ammunition. This quality interacts with the Auto-Fire and Linked qualities. A weapon with the Storm quality can activate extra hits from these qualities for ⋀, rather than the usual cost of ⋀⋀.

Vehicular Ranged Weapons

This section details the variety of ranged weapons used by vehicles in this book. Most of these weapons are new to Dark Heresy, however several of the personal scale weapons are duplicated from the Dark Heresy core rulebook. This was done for the sake of convenience, and to provide slightly modified characteristics for how these weapons perform when mounted to a vehicle; usually this is a matter of removing traits like Backpack, Cumbersome and the like, and some weapons have been

Twin-Linked

Some vehicle profiles throughout this book note that their weapons are "twin-linked". Twin-linked weapons are essentially two identical weapons positioned next to each other and engineered to fire in tandem.

The effects of being twin-linked depend on the weapon's other item qualities.

If the weapon **does not** possess the Auto-Fire or Linked qualities, it gains Linked 1.

If the weapon **does** possess the Auto-Fire or Linked qualities, it gains the Storm quality.

These changes are already accounted for in the vehicle profiles throughout this book.

converted to the planetary scale to represent their increased power when mounted to a vehicle.

If a personal scale weapon is ever removed from a vehicle's mounting points to be used as handheld weapon, it reverts to its profile provided in **Chapter V** of the Dark Heresy core rules. This may also require a Tech-Use check to do, at the GM's discretion; many vehicle-mounted weapons lack the ammo feeds, firing systems and other mechanisms needed to be used as man-portable weapons.

All weapons in this section operate on the planetary scale, unless stated otherwise.

Bolt Weapons

While bolt weapons see limited use in vehicle warfare, some heavier bolters such as the storm bolter and heavy bolter see use on vehicles as anti-infantry weaponry.

Avenger Bolt Cannon: The Avenger is one of the deadlier primary weapons featured on Imperial Navy strike craft. A rapid-firing Gatling bolt weapon, the Avenger bolt cannon is known to be an effective tank-killer.

Table 5-1: Vehicular Ranged Weapons

Name	Skill	Dam	Crit	Range	Special
Bolt Weapons					
Avenger Bolt Cannon	Gunnery	2	3	Long	Auto-Fire (Only), Breach 1, Scarce Ammo, Vicious 1
Heavy Bolter	Gunnery	14	2	Long	Auto-Fire (Only), Personal Scale, Pierce 3, Vicious 3
Hurricane Bolter	Gunnery	10	2	Long	Linked 5, Personal Scale, Pierce 2, Special, Vicious 2
Storm Bolter	Heavy	10	2	Long	Linked 3, Personal Scale, Pierce 2, Vicious 2
Flame Weapons					
Clearance Incinerator	Gunnery	1	4	Medium	Blast 1, Breach 1, Burn 1, Inaccurate 2, Vicious 1
Heavy Flamer	Gunnery	11	2	Medium	Blast 11, Burn 4, Personal Scale
Las Weapons					
Heavy Mining Laser	Gunnery	3	2	Long	Auto-Fire, Breach 2, Inaccurate 3, Vicious 2
Hot-Shot Volley Gun	Gunnery	10	3	Long	Auto-Fire, Pierce 3
Lascannon	Gunnery	4	1	Extreme	Breach 2
Mining Laser	Gunnery	3	2	Medium	Breach 2, Inaccurate 2, Vicious 2
Multilaser	Gunnery	2	4	Long	Auto-Fire (Only)
Melta Weapons					
Multi-Melta	Gunnery	3	1	Medium	Breach 3, Vicious 2
Ordinance and Explosives					
Earthshaker Cannon	Gunnery	4	2	Strategic	Blast 3, Breach 2, Concussive 1, Indirect, Prepare 2, Special
Heavy Mortar	Gunnery	15	2	Extreme	Blast 10, Indirect, Personal Scale, Pierce 3, Prepare 1
Hellstrike Missile	Gunnery	3	3	Extreme	Blast 2, Breach 1, Limited Ammo 1
Hunter-Killer Missile Launcher	Gunnery	3	2	Extreme	Accurate 3, Breach 1, Limited Ammo 1
Missile Launcher (Frag)	Gunnery	20	2	Extreme	Blast 10, Personal Scale, Pierce 4, Scarce Ammo, Special
Missile Launcher (Krak)	Gunnery	3	2	Extreme	Breach 1, Scarce Ammo, Special, Vicious 2
Rocket Pod	Gunnery	20	3	Long	Auto-Fire, Blast 15, Personal Scale, Scarce Ammo
Skystrike Missile	Gunnery	2	3	Extreme	Blast 2, Breach 1, Guided 3, Limited Ammo 1
Tactical Wing Bombs	Gunnery	4	1	Short	Blast 2, Breach 1, Limited Ammo 1, Special
Tauros Grenade Launcher	Gunnery	-	-	Long	Special
Whirlwind Missile Launcher	Gunnery	2	3	Extreme	Blast 2, Indirect
Plasma Weapons					
Plasma Cannon	Gunnery	16	2	Long	Blast 12, Breach 1, Gets Hot, Overcharge, Personal Scale, Vicious 2
Solid Projectile Weapons					
Assault Cannon	Gunnery	2	3	Long	Auto-Fire (Only)
Autocannon	Gunnery	2	3	Extreme	Pierce 5
Autogun	Heavy	6	3	Long	Autofire, Personal Scale
Baneblade Cannon	Gunnery	4	2	Extreme	Blast 3, Breach 3, Vicious 3
Battle Cannon	Gunnery	3	2	Extreme	Blast 2, Breach 2, Vicious 3
Demolisher Cannon	Gunnery	4	2	Medium	Blast 2, Breach 2, Vicious 5
Heavy Stubber	Gunnery	12	2	Long	Auto-Fire (Only), Personal Scale
Taurox Battle Cannon	Gunnery	2	3	Extreme	Auto-Fire, Pierce 5
Taurox Gatling Cannon	Gunnery	12	2	Long	Auto-Fire (Only), Personal Scale, Pierce 3
Vanquisher Cannon	Gunnery	3	1	Extreme	Accurate 1, Breach 3, Vicious 3
Exotic Weapons					
Heavy Seismic Cannon (Short-wave)	Gunnery	3	3	Short	Breach 2, Concussive 1, Inaccurate 3, Sunder, Special, Vicious 3
Heavy Seismic Cannon (Long-wave)	Gunnery	1	4	Long	Blast 1, Disorient 1, Inaccurate 3, Pierce 4, Special

Gets Hot

When the Gets Hot quality is triggered on a weapon mounted to a vehicle, the effects depend on how the weapon is mounted.

If a weapon with Gets Hot is attached to a pintle mount, or a similar setup where a gunner directly controls the weapon with their hands, then the damage dealt by the Gets Hot quality being triggered is dealt directly to the gunner.

If the weapon is integrated into the vehicle's chassis, such as in the case of a Leman Russ' turret, the damage is instead dealt to the vehicle itself. As Breach and Pierce don't apply to the damage dealt by the Gets Hot quality, this means these weapons are unlikely to do any serious damage to more heavily armoured vehicles when overheating.

Hurricane Bolter: Racks of six co-axially mounted boltguns, hurricane bolters can lay down hammering salvoes of explosive rounds, flushing targets from cover and shredding gaps in the enemy lines.

> **Special:** When firing a hurricane bolter, extra hits from the Linked quality may be activated with a single A, rather than AA.

Flame Weapons

Flame weapons are commonly mounted on vehicles as a means of crowd control, helping to thin the enemy herd and deter melee charges.

Clearance Incinerator: Intended as a mining tool rather than a weapon, the clearance incinerator is a massive, multi-chambered heavy flamer that is able to turn a landslide of rock to molten slurry. However, as many worker-led uprisings across The Imperium have discovered, flame hot enough to melt rock also makes short work of heavy armour.

Las Weapons

While las weapons can be modest performers in the hands of infantry, more famed for their reliability than their stopping power, when mounted to vehicles laser technology comes into its own, able to tear through armoured plating with ease.

Lascannon: While man portable patterns of lascannon are devastating indeed, the weapon's true power can only be harnessed when it is connected to a suitably potent battery, turning it into a terrifying weapon capable of punching holes in battle tanks.

Mining Laser: This powerful weapon is commonly found mounted to heavy-duty mining vehicles, designed to breach through dense rock and clear debris. While not intended to be used as a weapon, a laser beam capable of penetrating rock can certainly do some considerable damage in a fight.

Multilaser: Often mounted on vehicles as a counter to infantry and light vehicles, the multi-laser is a multi-barreled gatling laser with an impressive rate of fire. However, its blasts lack the penetration of the lascannon, making it less effective against heavy armour.

Ordinance and Explosive Weapons

Explosive munitions make up much of the Imperium's anti-vehicle armoury, from thundering artillery to precision missiles designed to demolish targets from a distance.

Earthshaker Cannon: This massive artillery gun is designed for long range bombardments, but it may also be used as a direct fire weapon when necessary. In either situation, it is ideal for levelling fortifications, destroying massive war machines, and obliterating any unsuspecting infantry. Earthshaker cannons are far larger than the indirect weapons carried by infantry, and fire over a much longer distance—as far as 15 kilometers, in ideal circumstances.

Special: When the Blast quality is activated on an Earthshaker Cannon attack, all characters within short range of the attack's target are struck, rather than the usual engaged range.

In addition, the Concussive trait of the Earthshaker Cannon can be triggered to affect occupants of a vehicle or fortification struck by the weapon, even if they are not directly wounded by the attack.

Due to its design, the Earthshaker Cannon is incapable of targeting enemies at engaged, short or medium range; only long and beyond.

Heavy Mortar: While relatively simple in construction, mortars provide a medium-range attack capability, particularly against targets behind cover or out of sight, as they fire their explosive rounds in a high, indirect arc. Mortar shells explode with a strong blast effect and also suppress enemy fire as the targets are forced to dive for protective cover. Many are operated in teams, with one manning the weapon whilst the other acts as a spotter to provide targeting information and often communicating the data via voxlink.

Hellstrike Missiles: The hellstrike missile is an air to surface missile commonly mounted on Imperial attack and assault craft used in support of ground-based operations. These weapons use a solid propellant core to deliver a high explosive load, designed to effectively penetrate even well-armoured targets. Because they are generally launched from fixed wing aircraft, these missiles often strike their targets with a speed that substantially exceeds that of rockets fired from ground-based platforms.

Hunter-Killer Missile Launcher: This missile launcher is often mounted on vehicles and fires a specialised krak missile. Fitted with advanced guidance systems and fuel, it has longer range and better accuracy than standard missiles, as the internal cogitator's sensorum suite guides it to the target. Each comes in a complete launching package, good for one shot only.

Vehicle Ammunition

Generally speaking, all vehicles carry a large enough supply of ammunition to supply them for a combat mission, and refilling these ammo supplies is usually not something which can be done on the field.

�ख on an attack check may be spent to cause a vehicle's weapon to run out of ammunition as usual. This weapon can't be reloaded until proper maintenance facilities are accessible.

While regional prices may vary, and official Imperial facilities may restock weapons for free based on the Acolytes' influence and situation, as a rule of thumb each vehicular weapon costs 300 thrones to reload.

Missile Launcher: Essentially vehicle-mounted versions of the rocket propelled grenade (RPG) launchers used by infantry, missile launchers come in a variety of forms. Courtesy of being mounted to a vehicle, they have access to ammo feeds, negating the usual ammunition limitations of man-portable missile launchers.

Special: Missile launchers carry frag and krak missiles, each having their own distinct profile. You may switch between the two missile types as an incidental. When ⛊ or ⊗ are spent to cause the weapon to run out of ammo, it runs out of only one type of missile, whichever it was firing for the current attack.

Rocket Pod: Rocket Pods, aka Multiple Rocket Pods, are weapons most commonly mounted on Imperial Aircraft such as the Valkyrie. They work by firing barrages of small fragmentation rockets, covering a large area in lethal shrapnel. They are an anti-infantry weapon and are particularly effective against high density concentrations of poorly-armoured opponents.

Tactical Wing Bomb: Bombing runs are an ancient tradition of Terran warfare, stretching back to well beyond the 41st Millennium. Many Imperial Navy flyers can equip these simple but devastating munitions, laying waste to everything beneath their wingspan.

Special: Tactical wing bombs may only be used to target enemies on the ground.

Tauros Grenade Launcher: Exclusively used on the Tauros chassis, this heavy duty grenade launcher is able to launch grenades over much greater distances than man-portable equivalents.

Special: The Tauros grenade launcher uses grenades as ammo. When the character reloads the grenade launcher—something which can only be done outside of combat due to the lengthy process involved—he can choose up to twenty grenades of the same type to load into the launcher. The damage, crit rating and special qualities of the launcher change to suit the type of grenade loaded into it.

Whirlwind Missile Launcher: Found only on specialised Adeptus Astartes vehicles, the Whirlwind Multiple Missile Launcher is the premier source of indirect bombardment fire for the Adeptus Astartes. Able to fire a flurry of high-explosive missiles from deep cover, it is often used to soften up static defences prior to the start of a major Space Marine assault.

SOLID PROJECTILE WEAPONS

Solid projectile weapons make up the mainstay of vehicular weaponry in the Imperial Guard, from the simple autocannon to the devastatingly powerful cannons of Imperial battle tanks.

Assault Cannon: An assault cannon is a massive, brutal weapon with a ring of rotating barrels that spray explosive shells at terrifying speed and velocity. This weapon's incredible firepower can shred troops or vehicles even more efficiently than a

heavy bolter, although its size and weight somewhat preclude man-portability. The assault cannon is rarely seen outside of the ranks of the Adeptus Astartes.

Autocannon: An autocannon is a crew-served heavy weapon, a self-loading, high calibre cannon that uses dense solid shells to punch through armour. Though unlikely to fully penetrate the ceramite of Space Marine power armour, they decimate light to medium vehicles and see widespread use in the Imperial Guard and many renegade armies.

Baneblade Cannon: The primary armament of the Baneblade super-heavy tank, this fearsome cannon is capable of delivering apocalyptic bombardments at a terrifying range.

Battle Cannon: A massive version of the autocannon, the battle cannon fires a huge, explosive shell which is proportionately more damaging. One of the largest and most destructive weapons that see common use on the battlefield, these cannons, their ammunition, and support equipment are far too large for infantry units to carry and use. Instead, the weapons are generally mounted upon vehicles or fortifications. The Leman Russ main battle tank most commonly employs a battle cannon in its main turret.

Demolisher Cannon: A variant of the battle cannon, the demolisher cannon is specifically designed as a siege support weapon. While it suffers a decreased range, its plasma charged shells are capable of blasting through layers of plasteel and ceramite with each devastating volley. Its massive shells wrap an outer layer of explosives and shrapnel around an unstable chemical core. When the outer explosives detonate, weakening their target, they also trigger the chemical reagents to unleash a potent jet of plasma that is channeled directly into its victims. The combination of shrapnel and flaming metal can eliminate even the most robust defences.

Taurox Battle Cannon and Vanquisher Cannon: The Taurox Prime comes equipped with its own custom-tooled weapons, able to lay down a withering hail of high-caliber fire to support its Tempestus Scion charges.

Vanquisher Cannon: Veteran tank commanders highly respect this rare pattern battle cannon for its unique efficacy in battles against heavily armoured opponents. While few forge worlds remain capable of producing it, the legends of its ability to penetrate any known armour make its extended profile immediately recognisable.

Exotic Weapons

Some vehicular weapons defy categorisation, not fitting into any established Imperial order of weaponry. Often these armaments aren't intended to be weapons at all, starting life as industrial tools which have been repurposed for warfare.

Heavy Seismic Cannon: Seismic cannons are normally used for construction and demolition activities by the Imperial workforce, but can be repurposed as weapons with relative ease. The distinctive pronged muzzle of a seismic cannon sends out pulsed bow waves of sonic force that can shiver a basilica wall into rubble, or turn the internal organs of living targets to mush.

> **Special:** Seismic weapons can fire on long-wave or short-wave mode, each having its own distinct profile. You may switch between the two profiles as an incidental.

Vehicular Wargear

In addition to weapons, vehicles across the Imperium equip a wide range of more mundane accessories, such as flood lamps, dozer blades and vox links. This section details those less destructive, but equally necessary items.

While the weapons a vehicle can equip are determined by the options presented in its profile, wargear is not so clear-cut. Most items in this chapter can be installed onto any vehicle where it would make logical sense (if this is in doubt, the GM makes the final call). This process requires access to suitable tools and facilities, and could take several hours depending on the complexity of the wargear itself.

Dozer Blade: Dozer blades are used to help vehicles make their way though terrain that would normally be inaccessible to them, such as ruins. These blades push aside rubble and dangerous objects such as tank traps and barbed wire.

A dozer blade removes up to ■■ imposed on Driving checks by difficult terrain such as rubble or tank traps. In addition, Coordination or Athletics checks made to avoid a ramming attack from a vehicle with a dozer blade add ■.

Ejector Seat: A common upgrade for fighters and other flying vehicles, ejector seats allow a pilot to make a swift exit from their vehicle if it has sustained excess damage.

An ejector seat can be activated as a maneuver, and immediately jettisons the pilot from the vehicle, placing them at medium range from it. Ejector seats have inbuilt grav-chutes which automatically activate (see **Dark Heresy** page 142), but these are single-use, burning out once the pilot safely touches down on the ground below.

If a vehicle has multiple operators, it can usually be outfitted with a separate ejector seat for each occupant. In these situations, anyone with access to the vehicle's controls can activate all seats with a single maneuver.

Table 5-2: Vehicular Wargear

Item	Price	Rarity
Dozer Blade	500	3
Ejector Seat	650	5
Flare Launcher	600	5
Frag Defender	400	5
Floodlamp	150	2
Grav-Chute	500 x Sil	6
Searchlight	250	2
Smoke Launcher	350	5
Survey Auger	2000	6
Vox-array	600	5

Frag Defender: A simple but effective modification of the standard smoke launcher, frag defenders explode upwards in a shower of hot shards that patter harmlessly off the tank's hull, but are far more lethal to anyone foolish enough to be attacking the tank in melee.

As an out-of-turn incidental, a vehicle's driver may activate its frag defenders. Each character engaged with the vehicle (but not its occupants) suffers a hit dealing 8 damage. Frag defenders are single use items, and must be replaced after each use.

Flare Launcher: Flare or Chaff Launchers are devices which launch heat-emitting flares or chaff in order confuse incoming fire. It uses so much material however, that there is only enough on board for one firing.

As an out-of-turn incidental, a vehicle's driver may activate its flare launchers. Until the start of the driver's next turn, all Gunnery attack checks targeting the vehicle increase their difficulty by ◆. Flare launchers are single use items, and must be replaced after each use.

Floodlamp: Often found equipped on subterranean mining vehicles and combat tanks fitted out for night operations, these heavy duty headlights can illuminate vast swathes of terrain. Floodlights can be toggled as a incidental, and when enabled, brightly illuminate everything in front of the vehicle out to long range.

Grav Chutes: Commonly used by drop trooper regiments, vehicles can be equipped with grav-chutes to allow for a safe descent from any altitude, even high orbit with the appropriate environmental seals for the passengers. A vehicle equipped with a grav chute can safely descend from any height without suffering fall damage, allowing it to be dropped from flying vehicles or even low-orbit voidships.

Grav chutes for vehicles cost 500 thrones for each point of silhouette the vehicle possesses, as heavier duty systems are needed to offset the weight of large vehicles.

Searchlight: Usually mounted on a pintle-mount near a vehicle hatch, or sometimes on a remote swivel controlled from inside the vehicle, searchlights allow the user to pin-point targets and reveal hidden foes. A searchlight illuminates in one direction out to long range, and adds 🟦🟦 to any perception checks made to find concealed creatures or items, as well as removing any ⬛ imposed on these checks due to darkness.

As a maneuver, the operator of the light may point it directly at a specific foe. Attack checks made to target a foe illuminated in this way add 🟦, and remove any ⬛ imposed by poor lighting.

Smoke Launcher: Smoke launchers blanket an area in thick impenetrable smoke, shielding vehicles from incoming fire and allowing for hasty retreats or sudden assaults.

As an out-of-turn incidental, a vehicle's driver may activate its smoke launcher. This causes everything within short range of the vehicle to be blanketed in thick smoke, which will linger for 3 rounds (or less in windy conditions). Any attacks made against targets concealed by the smoke created by this weapon add ⬛⬛⬛. Smoke launchers are single use items, and must be replaced after each use.

Survey Auger: Essentially heavy-duty auspexes, survey augers allow energy signatures, terrain features and other data to be received and analysed over longer distances than traditional hand-held models. These have a variety of applications, from gathering tactical information about troop movements, to hunting for mineral seams.

Anyone operating the auspex array built into this vehicle's comms panel reduces the difficulty of all Perception checks by ◆. Once per round as a maneuver, the character may make an **Easy (◆) Tech-Use check** to spot things not normally visible to human senses, such as invisible gases, nearby signs of life, non-visible radiation, or other things as appropriate. The standard range for this is Extreme, though walls more than 1m thick and certain shielding materials can block a scanner.

Vox-array: Most military vehicles will come equipped with a full spectrum vox-array, allowing communication between units across long distance. A vox-array is functionally identical to a vox-caster, but integrated into a vehicle's controls. Vox-arrays can transmit and receive to other units within 100km, and can reach most orbiting vessels overhead.

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If you want to get into contact with me for whatever reason, I can be reached through the following channels. Very open to discussing the details of this conversion, and any advice on typos, balance issues or anything else are welcome.

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If you want to keep up to date with errata, updates and other changes to this conversion, keep an eye on the forum thread at **https://community.fantasyflightgames.com/topic/266319-a/**

That's where I'll keep update logs, new versions of the PDF, and anything else relevant I'm working on (I have a few plans brewing for future supplements). It's also the best place to post any feedback or corrections you have.