



THE
IMPERIAL INFANTRYMAN'S
UPLIFTING PRIMER.

The Imperial Infantryman's Uplifting Primer has been written, prepared and produced by order of the Lord General Militant of our Emperor's glorious Imperial Guard, in conjunction with the Departamento Munitorium, Departamento Administratum and Governor Kar Duniash of Ultima Segmentum. The Benedictions of the Emperor, Inspiration Source and Uplifting Creeds for all Infantrymen has been written, prepared and produced by the most holy order of the Ministerium, in complete and direct concordance with the most right and precious Imperial Creed.

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DISTRIBUTION

All arms	Scale D
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All Senior staff (rel. code IG – A4)	Scale A

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FOREWORD

By Lord General Militant Huxlow

You are a soldier in the Imperial Guard. You stand with billions of others in the greatest army that has ever existed, bathed by the brilliant light of the Golden Throne with a chance of immortality that is the gift of a glorious death. It is the highest honour to fight in these same illustrious ranks which have produced some of the most exalted heroes the Imperium has ever known. Your responsibility, and that of your comrades, is to help ensure that our magnificent Imperium is defended from its enemies. You will smite our foes wherever you find them, with the fervent passion and fury of these heroes of the past.

This book has been produced to instruct you in your difficult transition from your previous life to one serving in the military. The life of a soldier is harsh and unforgiving. You will labour hard and find yourself pushed to your limits. You will be trained in mind, body and soul to be the warrior that the immortal Emperor expects you to be.

You might think you are sacrificing much by doing this.

But consider the sacrifices which have been made for you! Our Immortal Emperor forfeited more, renounced more and surrendered more than is possible for you to understand, all to ensure mankind's continuing and ennobled existence. It is the highest privilege for you to be able to repay that debt by fighting for Him in His illustrious Imperial Guard.

Wherever you are sent, be assured that the Emperor's Holy work will be waiting for you. You will see things that few will be asked to bear witness to, and you will have to face your worst fears. But face them you must, with strength, fortitude and valour; for it is on these qualities that the Imperial Guard is built. But rest assured, there will be a commissar behind you to ensure your faith remains constant.

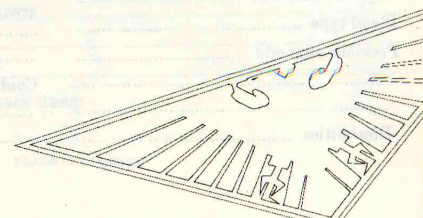
Put your trust in the Immortal Emperor and He will watch over you. You will find in this book guidance when you are in health, comfort when you are in sickness and strength when you are in adversity.

Go forth and ensure our prosperity. Fight with pride and fervour, for it is better to die for a purpose than live without reason.

The Immortal Emperor watches over you. He will judge you with unflinching eyes.



Lord General Militant Huxlow



SOLDIER'S PARTICULARS

To be completed on day of inauguration by attached commissar.

Name Sex M/F Known allergies/idiosyncrasies

Serial Number Prescribed medication

Rank Form of medication.....

Grade Prosthetic/mechanical limbs/
organs/compensators

Height
Weight

Distinguishing marks
Age

Born (Place) (Date).....
.....

Posting (Planet) (Campaign) (Ship).....
.....

Company number/name
Watch code.....

Regimental commander's name
.....

Battalion commander's name
.....

Company commander's name
.....

Platoon commander's name
.....

Squad commander's name.....
.....

Commissar's name
.....

Confessor's name.....
.....

Soldier's Medical Details

To be compiled after full examination by platoon chief medic, in conjunction with any existing and available medical archives.

Physical condition
Blood type
Previous ailments
.....
Disabilities

Time of application.....
Assimilation procedure

Convalescence duration.....
Psychosis level

Psychic profile
Ocular reflex

Soldier's Service Record

To be compiled by platoon commander.

Theatres of War
Notable Service Actions

Commendations
Awards

Medals
Citations

Disciplinary Actions
.....

Platoon commander's comments.....
.....

Commissar's comments.....
.....

Confessor's comments.....
.....



DEATH NOTICE



For the attention of battalion administration -

On soldier's demise the death notice is to be filled in and signed by company commander or attached commissar ONLY. If both are unavailable see pamphlet IG-HW-3648-P, Section XVII - 'Correct Procedures in case of Command Chain Breakdown' - Appendix XII Paragraph XVIII (as supplemented in the Officer's Handbook) for further instructions.

Signature of company medical officer, authenticating and confirming actual death, and cause of death, must be obtained before the official report can be filed to the appropriate office of the Departamento Munitorum.

This document is to be sent to infantryman's next of kin, after complete documentation has been sent and approved by the Departamento Munitorum. The Departamento Munitorum will retain a facsimile. Do not send notification of death to next of kin until the Departamento Munitorum has sent authentication docket Dfe3466721/hx to battalion headquarters. Failure to adhere to appropriate administrative doctrine will result in disciplinary action.

It may be the case that the Departamento Munitorum will, in its wisdom, decide that no such notification will be sent to the deceased's next of kin.

Name
Serial Number
Rank
Age
Campaign.....
Cause of Death

Other notes / comments

Next of kin details

Name
Relation
Located at

Proposed route (Ship name, [designation, destination], distribution office)

Company commander's signature

Commissar's signature

CMO's signature

Departamento Munitorum's death stamp

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The Benedictions of the Emperor, Inspiration Source and Uplifting Creeds for all Infantrymen (crimson pages)	

Sanctifico et alienigena

Innocence proves nothing



The Emperor Sends Us Forth

Chapter 1

PRINCIPLES & REGULATIONS

Section 1	General Introduction
Section 2	Rules and Regulations
Section 3	Training and Protecting the Emperor's Armies
	(i) Training Regime
	(ii) Guard Duty

Section 1

GENERAL INTRODUCTION

A soldier in the Imperial Guard is expected to learn by heart the rules and regulations by which he/she will henceforth live his/her life. Failure to carry out this most elementary order will result in a public flogging. The Imperial Guard functions as a potent fighting organisation because of the strict way in which it upholds such laws as those set out below.

You will obey them at all times, without question, thought or hesitation. If one soldier tries to flout the authority that he is bound to, the whole system and structure of order comes under immediate threat. Anyone seen to be destabilising the system will be dealt with in the harshest possible manner. Imperial Justice *will not* be denied.

As an Imperial infantryman, you have become part of a vast body of inter-dependant people. Departments run their routines in full cooperation with each other. Anyone not adhering to the principles and regulations will be clearly visible to the authorities. Be aware, the regimental commissars are ever watchful and vigilant.

You will know neither privacy nor solitude again. Your daily programme of activities is pre-determined. Your living quarters (when available) will be monitored. Your equipment will be inspected with frequency. Your behaviour, mental disposition and moral fortitude will be under non-stop scrutiny. You are being watched, monitored and judged *at all times*.

All this is for your own good, for the good of your comrades and for the Imperial Guard as a whole.

The Imperial Guard and its customs are your life. You will bow to its laws and devote yourself to its creeds and codes with sufferance, and without deviation.

Below are the most heinous crimes, as defined by the Imperial Guard books of law. A full list of rules is obtainable in the 'Rules, Regulations, Conduct Proper, Codes, Practices and Laws of the Great and Magnificent Imperial Guard of Humanity', available upon request from the Departamento Munitorum.

Section 2

RULES & REGULATIONS

These laws are to be followed to the absolute letter. Ignorance or lack of understanding is not an excuse for deviance. The commissars shall judge *all* who stray.

DISRESPECT TOWARDS AN OFFICER

Any soldier who behaves himself with disrespect – in word or action – to an officer or anyone of higher rank will be shot. (*Art. IG 3645/67k*)

FAILURE TO SALUTE AN OFFICER

Any soldier who fails to salute a passing officer or anyone of higher rank shall be flogged. (*Art. IG 3678/47k*)

FAILURE TO SALUTE THE IMAGE OF THE EMPEROR/IMPERIAL AQUILA/ REGIMENTAL COLOURS

Any soldier who fails to salute any image of our Immortal Emperor, the Imperial aquila or the regimental colours shall be branded on the left cheek and court-martialled. (*Art. IG 3612/63k*)

STRIKING AN OFFICER

Any soldier who, on any pretence whatsoever, strikes a superior officer, or draws a weapon, or offers any violence against him, will be shot. (*Art. 3680/35k*)

WRONGS TO SOLDIER, REDRESS OF

Any soldier who thinks himself wronged by an officer and who tries to incite proceedings against them will be punished by a flogging from the officer in question, in front of the rest of the platoon. Officers are to be obeyed at all times, without question or reservation. (*Art. IG 3680/26k*)

GAMBLING

Any soldier caught gambling in any form will be flogged and incarcerated for an unspecified time. (*Art. 0834/19h*)

FAILURE TO CARRY OUT AN ORDER

Any soldier found to have failed to carry out a direct order will be shot, unless exceptional circumstances can be sited and proved. (*Art. 9845/25t*)

DISOBEYING AN ORDER

Any soldier who disobeys an order from a superior officer will be shot. (*Art. 9898/23t*)

ILL-TREATMENT OR NEGLECT OF ACCOUTREMENTS

Any soldier who ill-treats his effects, issued arms, equipment or appurtenances through wilful or non-wilful neglect will be shot. (*Art. 4733/67y*)

WASTING AMMUNITION

Any soldier who sells, or wilfully or through neglect wastes any ammunition will be sent to a penal battalion. (*Art. 4734/68y*)

DUELLING

No ordinary soldier shall send a challenge to another soldier to fight a duel. (Rules on the conduct of officers differ depending on the regiment. See Art 6900/38a.) Sending a request, accepting a request or fighting a duel is punishable by death by hanging. (Art. 6900/37w)

FIGHTING AND BRAWLING

Any soldier caught engaging in violent conflict – with or without arms – will be arrested and placed in immediate confinement. Punishment is to be meted out as deemed appropriate by their commanding officer(s). (Art. 6912/55w)

DISRESPECTFUL SPEECH AGAINST THE EMPEROR

Any soldier uttering contemptuous or disrespectful words against the Immortal Emperor will be flogged then shot. (Art. 7794/13f)

MUTINY

Any soldier who instigates, excites, causes, joins or fails to report any mutinous or seditious activity anywhere, will be shot. (Art. 4368/64q)

INTOXICATED ON DUTY

Any soldier caught under the influence of alcohol or any other inebriant while on his guard will be flogged then shot. (Art. 0844/76b)

SLEEPING ON SENTRY DUTY

Any sentinel who is found sleeping upon his post, or who leaves it before being relieved shall suffer death in such a manner as deemed appropriate by the commissar. (Art. 0854/33b)

LEAVING SENTRY DUTY WITHOUT LEAVE

Any man who leaves his guard, platoon or division without leave, except in cases of urgent necessity (this shall be judged by the commissar) shall be shot. (Art. 0846/11b)

COWARDICE

Any soldier who, in the face of the enemy, runs away, or shamefully abandons his post or guard, or induces others to do the like, or casts away his arms or ammunition, or attempts to take his own life shall be shot on the spot. (Art. 8055/14v)

INFLECTING SELF HARM

Any soldier who inflicts injury upon himself to be excused from active duty shall be flogged, flayed then shot. (Art. 8098/25v)

COMPELLING A SURRENDER

Any soldier who tries to incite his comrades to give up to the enemy or abandon a post shall be shot on the spot. (See separate article on battlefield punishment – chapter 3, section 4 ‘Commissars’.) (Art. 8034/30v)

DISCLOSING WATCHWORDS OR COMMS CODES

Any soldier belonging to the armies of the Immortal Emperor who discloses a watchword or secret comms codes or battle-cants to persons not entitled to hear, or who presumes to give a parole or watchword different from one he received, shall suffer a bludgeoning, then death by hanging. (Art. 8045/89v)

CORRESPONDING WITH OR RELIEVING THE ENEMY

Any soldier who relieves the enemy with supplies or food, or harbours or protects an enemy agent, shall suffer death by starvation. (Art. 6531/42i)

CRIMES DURING INSURRECTION

Any soldier caught committing robbery, larceny, burglary, arson, manslaughter, murder, assault with intent to kill, shooting or stabbing will be shot on the spot. (Art. 5577/93z)

CRIMES OF FRAUD AGAINST THE IMPERIUM

Any soldier caught stealing or misappropriating supplies from Imperial Guard stores, including ordnance, arms, equipment, ammunition, clothing, subsistence supplies and attempting to profit from passing such items on will be shot, after rigorous interrogation to bring accomplices to the light of the Immortal Emperor's justice. (Art. 1132/54d)

DESERTION

Any soldier who absents himself from his troop, battery, company or garrison without leave from his superior officer shall be hunted down without respite and executed in any manner necessary. (Art. 0001/01a)

NOT SHOWING DEVOTION TO THE EMPEROR OR THE IMPERIAL CULT

Any soldier who neglects to make benediction to the Emperor, or who wilfully ignores set timetables of worship to venerate the Immortal Emperor (times to be set by the commanding officers, in conjunction with the Ecclesiarchy) will be sent to a penal battalion. (Art. 0493/67k)

WORSHIPPING FALSE IDOLS

Any soldier found worshipping anything other than the Emperor or a saint of the Imperial Cult will be mind-scrubbed and sent for use in the workshops of the Adeptus Mechanicus as a servitor. This infraction includes verbal or written benedictions or setting up an unsanctioned shrine. (Art 7690/56a)

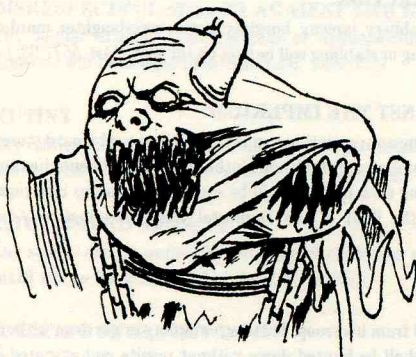
HERESY

Any soldier who speaks ill of the Emperor, the Imperium, cites his loyalty to any entity besides the Emperor, defaces holy artefacts or buildings, incites heretical thoughts or actions, talks openly about forbidden subjects and generally behaves in a manner disrespectful to all that is holy and good will have his extremities

removed and left to bleed to death, for the Emperor's pleasure. The body will then be burned to ensure no taint remains. (Art 6741/09a)

HARBOURING PSYKERS AND/OR WITCHES

Any soldier found harbouring or withholding information regarding one he knows to be touched by the warp (unsanctioned psykers, witches, warp-freaks) will be whipped, have his eyes put out and then hung until dead. The Emperor will have his revenge on the unclean denizens of the warp. (Art 6782/03a)



THIS IS THE FACE OF THE MUTANT! HATE IT!

Addendum – Battlefield justice is a separate issue from the normal Imperial policy of administering to those who infringe the Immortal Emperor's law. All officers and commissars are sanctioned to mete out battlefield justice as they see fit, at any time and without restriction. The decision is theirs alone and they will not be held accountable for any actions they are obliged to carry out. It is *your* responsibility to uphold battlefield protocol, and woe betide you if you stray. For *any* infraction of law during combat the sentence is death by *immediate* execution.

There will be no trial for infractions during war. The Emperor's justice is the Emperor's Mercy and his officers and commissars will not shirk from their responsibility for one second. The Imperial payment for infractions of its laws is a bolt in the back of the skull.

Be warned. Whatever it is you decide to do, you will not escape notice.

Section 3

TRAINING & GUARD DUTY

As an Imperial Guardsman in the Immortal Emperor's indomitable armies stationed in the turbulent eastern sector of the galaxy, you will face many dangers and enemies. However, you will not always be in the field of combat.

An unpredictable portion of your time will be spent in billets on your garrison planet or in transit aboard a space ship. During these periods of respite the Imperial Guard will instil into you many important lessons. Your daily routine is devised to mould you into a potent weapon: a weapon that the Immortal Emperor can use to best our many foes.

(i) Training

Details of the **training regime** will differ from regiment to regiment, depending on their individual skills, traditions, customs and established practices. But the underlying principles are universal, and the indoctrinated timetable – however modified by each regiment – is the established way to achieve these principles.

The prevalent purposes of the training regime (as defined by the 'Tactica Imperium') are:

- To promote loyalty for the Imperial Guard and the Immortal Emperor
- To instil unswerving respect for the chain of command
- To bestow a clear understanding of your position in the command echelon
- To provide adequate training in the use of all issued equipment, arms, accoutrements and tools
- To provide basic training in elementary battlefield protocols
- To administer mental and physical hardship in order to provide the best grounding to cope with the obstreperous things you will, in all likelihood, face
- To ensure awareness of the correct behaviour during combat and non-combatative periods of duty
- To provide rigorous training in how to recognise and contend with heresy, apostasy, dissidence, impiety and questionable behaviour in those around you

The ways of achieving these most salient of aims will be determined by each regiment's command cadre, and you will be fully briefed on any changes, as they are decided. Rest assured though, the way will not be easy, and failure to meet these tough requirements will have very serious consequences.

Aside from actual combat, the training programme is the most important function of your time in the Guard. Listen to your superiors and trust in the Immortal Emperor to give you the strength to see it through. (See also chapter 3, section 4, 'Commissars' and their role in the Imperial Guard.)

(ii) Guard Duty

Another major part of your soldiering routine will be spent on **guard duty**. The importance of guard duty cannot be underestimated. The safety of Imperial Guard property and men could be put in intolerable jeopardy if guard duty is not carried out with sufficient zeal and conscientiousness. The death penalty for *any* laxity is in place to ensure that everyone complies with this ideal.

Details and times of guard duty will differ according to the regiment's situation and security standing. However, no matter what the current situation, when on guard duty you must assume the safety of the regiment is questionable. You are protecting the military: men, machines, property and territory. This means you are a target.

The nature of the guard duty may require you to remain stationary. For example, if you are safeguarding an entrance to command headquarters or a gun emplacement. Or it may require you to follow a patrol path, such as around the perimeter of your compound. If this is the case, try to make your pattern as irregular and hard to predict as possible. This will make it more difficult for any infiltrators to find a way in.

Always keep a sharp lookout, and concentrate on the job at hand. If you have access to lux-amp goggles or any visual aid, make use of them. Report any suspicious movement or sound, but do not raise a false alarm. This may require you to investigate the cause of the alarm yourself.

However, DO NOT LEAVE YOUR POST! The enemy may be trying to lure you away in order to affect an entry.

The cardinal rules to remember when on guard duty are—

- Stay alert
- Stay awake
- Keep in mind the importance of the duty
- Think of the consequences of failure
- Remember the commissars

You should obtain the following information before taking your post—

- Direction and probable route of approach of the enemy
- The sector you are required to watch
- Names of terrain features of military importance within sight (outposts, gun emplacements, roads)
- Location of nearest friendly detachments and means of contacting them
- Number and location of your own outguard
- Whether patrols or other friendly troops are operating to your front
- Instructions concerning challenging
- What to do in case of attack

Let only officers and detachments you recognise pass.

If anyone else approaches, call your squad commander. Keep them covered at all times. If the challenged do not stop, or attacks you, shoot them.

If the enemy attacks, raise the alarm by firing your lasgun on full auto.

Pass on to the sentinel who relieves you all information and instructions relating to the post.

Above all – DO NOT LEAVE YOUR POST

Chapter 2

ISSUED ARMS, ATTIRE, APPARATUS & EQUIPMENT

Section 1 General Introduction

Section 2 Arms, Equipment and Accoutrements

- (i) List of Attire; (ii) List of Arms/Ammunition/For the Maintenance of
(iii) List of Tools; (iv) List of Medical Supplies; (v) List of Other Items

Section 3 Specific Items of Arms and Equipment

- Lasgun** (i) General Introduction to the MG Lasgun; (ii) Particulars
(iii) Loading and Unloading; (iv) Stripping and Assembling; (v) Cleaning and Maintenance

- Auto Pistol** (i) General Introduction to the Auto Pistol; (ii) Particulars
(iii) Loading and Unloading; (iv) Stripping and Assembly

- Frag Grenades** (i) General Introduction to the Frag Grenade; (ii) Using a Frag Grenade in Combat; (iii) Using a Frag Grenade as a Booby Trap

- Gas Mask** (i) General Introduction to the Gas Mask; (ii) Principles and Usage

- Flak Armour** (i) General Introduction to Flak Armour; (ii) Variations and Protection

- Guard Issue Helmet** (i) General Introduction to the Imperial Guard Issue Helmet
(ii) The Helmet and its Accoutrements

Section 4 Special Equipment

- (i) General Introduction; (ii) Shotguns; (iii) Directional Limpet Mines
(iv) Krak Grenades; (v) Demolition Charges; (vi) Sniper Variant Lasgun
(vii) Vox-caster; (viii) Carapace Armour; (ix) Surveyor/Auspex

Section 1

GENERAL INTRODUCTION

On becoming an infantryman in the Immortal Emperor's glorious Imperial Guard you will be issued with a standard set of equipment. Upon becoming a component of the Imperial Guard (however this may have occurred) you have forfeited your freedom and rights as a citizen of the Imperium, in return for the glory of fighting for the just cause of our Immortal Emperor. The Imperial Guard also takes it upon itself to feed and clothe you, and provide adequate medical care when this is inevitably required.

Another part of this compact involves the Imperial Guard charging you with of a certain amount of equipment and hardware. These equipments remain the property of the Imperial Guard for all the time that you have them. It is your most grave responsibility to retain this equipment, in its entirety, and in perfect working order, at *all times*. This section of the handbook will tell you precisely how to do this. Failure to read, understand or adhere to these instructions will have severe repercussions. Complacency of, or disrespect towards your kit will not be tolerated.

BE WARNED: Weapons and arms inspections are carried out on a routine basis, but random checks are instigated with regularity.

A soldier's kit is designed to aid him in his endeavours, both in billets and on the field of battle. Every item in your possession has a use, and all are designed to ensure that you are the most potent weapon that the Immortal Emperor can expect you to be.

Always remember that you are a weapon. A man is the most powerful weapon in the universe, possessed of great strength, fortitude, valour and purity. Your kit will help you fulfil your boundless potential to crush the foe: the alien, the unclean, the heretic, wherever it may hide itself.

Section 2

ARMS, EQUIPMENT AND ACCOUTREMENTS

On the day of your enlistment/draft you were given all the vital equipment needed by a soldier of the Imperial Guard. Some details may differ from regiment to regiment but certain standardisation exists. Below is a list of customary items you will be expected to carry with you when on active duty.

(i) List of Attire

- Combat fatigues
- Shirt
- Undershirt
- Socks X4
- Undergarments
- Greatcoat
- Rain overalls
- Combat boots and laces
- Full body flak armour
- Webbing
- Leg gaiters
- Belt and holsters
- Bandolier
- Field rucksack w/straps
- Helmet w/micro bead pick-up
(where available)

(ii) List of arms/ammunition/maintenance of

- Short pattern M-G standard lasgun
- Spare power packs X4
- Long pattern bayonet/combat knife w/sheath
- Auto-pistol w/5 spare clips and holster
- Frag grenades X4
- Blessed range finder
- Lasgun maintenance kit, consisting of—
 - Blessed Sight Calibrator
 - Sanctioned cleaning agent
 - Oiling agent
 - Bottle of Sacred Unguent of Cleansing
 - Bottle of Sacred Oil of Lubrication
 - Tin of Blessed Sealing Wax
 - Blessed soft-cloth for swabbing

- Muzzle rod and swab
- Holy toolbox w/repair instruments
- Spare lasgun stock (engraved with icon of faith)
- Spare lasgun barrel (engraved with icon of true-shot)

(iii) List of tools

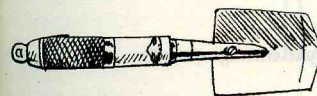
- 9-70 entrenching tool
- Hand axe
- Multi-purpose tool kit
- Standard issue lamp-pack

(iv) List of medical supplies

- Standard swabs (see Chapter 6)
- Salt tablets
- Water purifying tablets
- Food supplement tablets
- Guard issue medi-pack consisting of—
 - Gauze/bandages (blessed)
 - Vein clamps (sterilized)
 - Lotion of embalm
 - Phials of morphia X4
 - Sterilizing fluid of cleansing
 - Cleansed surgical grapple
 - Synth-skin canister
 - Sanctioned insect repellent
 - Blessed lotions, acids, alkali, medicinal tonics, tablets and internal cleansers (for enema administration)

(v) List of other items

- Sand bags X4
- Mess kit (spoon, knife, fork, mug, tray)



THE 9-70 ENTRENCHING TOOL

ARMED FOR DUTY

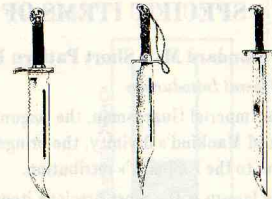


FIG. 1

FIG. 2

FIG. 3

FIG. 1 IS A STANDARD COMBAT BLADE WITH SERRATED EDGE

FIG. 2 IS A SMALLER PATTERN, WITH A THICK, TRIANGULAR BLADE

FIG. 3 IS A HEAVY HEFTING BLADE

- Canteen
- Collapsible water bag
- Canvas sack
- Blanket
- Sleep bag
- Field glasses
- Gas respirator w/ Morius MkVIII filter
- Spare boot laces
- Dry rations
- Dog tags
- Tent w/pole, rope and pins
- Whistle
- Imperial Infantryman's Uplifting Primer
- Adhesive tape
- Tinder box
- Grooming kit, consisting of—
 - White soap
 - Dry scrub brush
 - Shaving brush
 - Razors X2
 - Toothbrush
 - Tooth powder

Section 3

SPECIFIC ITEMS OF ARMS AND EQUIPMENT

The Standard M-G Short Pattern Lasgun

(i) General Introduction

To an Imperial Guardsman, the lasgun is far more than just a weapon. It is an instrument of Mankind's divinity, the bringer of death to his foes, whose howling blast is a prayer to the Emperor's retribution.

The lasgun is the most precious item in your possession. Of all the things you will have to carry on your back, through swamp, jungle or field, this is the one thing you must never lose. It is your closest ally, your most trusted partner, your best protector. Treat it well. If you lose your lasgun, you will die.

The lasgun is made to the same specifications (with a few variations) all over the galaxy. It is the most reliable ranged weapon ever manufactured. It is light, simple to maintain, has a decent range and accuracy and has won many wars since the inception of the Imperial Guard. You can drop it, hit it, use it as a club or submerge it, and it will keep on working (although it is recommended that you do not do any of these things unless absolutely necessary).

The lasgun possesses the following virtues—

- *Lightness, combined with strength*
- *Simplicity, and ease of stripping in the field*
- *Ability to fire either in bursts or in a succession of single shots*

It operates on a nineteen megathule range and can therefore utilise any Departmento Monitorum sanctioned power packs (see Dept. Mun. pamphlet HJ4562/761 for a full list). It can be fired on two power settings, 'low' and 'high.' The lasgun has a distinct sound which can be useful to know on the battlefield. On the low power setting it has a *whining* sound, and on full power a sharp *cracking* report.

Although of universal design, variations do exist, usually dependant on the type of raw materials available on the planet of manufacture. You may come across either of these types which are most prevalent in this galactic sector:

1st Type

- (a) Wood butt
- (b) Low foresight and backsight set in A/A sight blocks

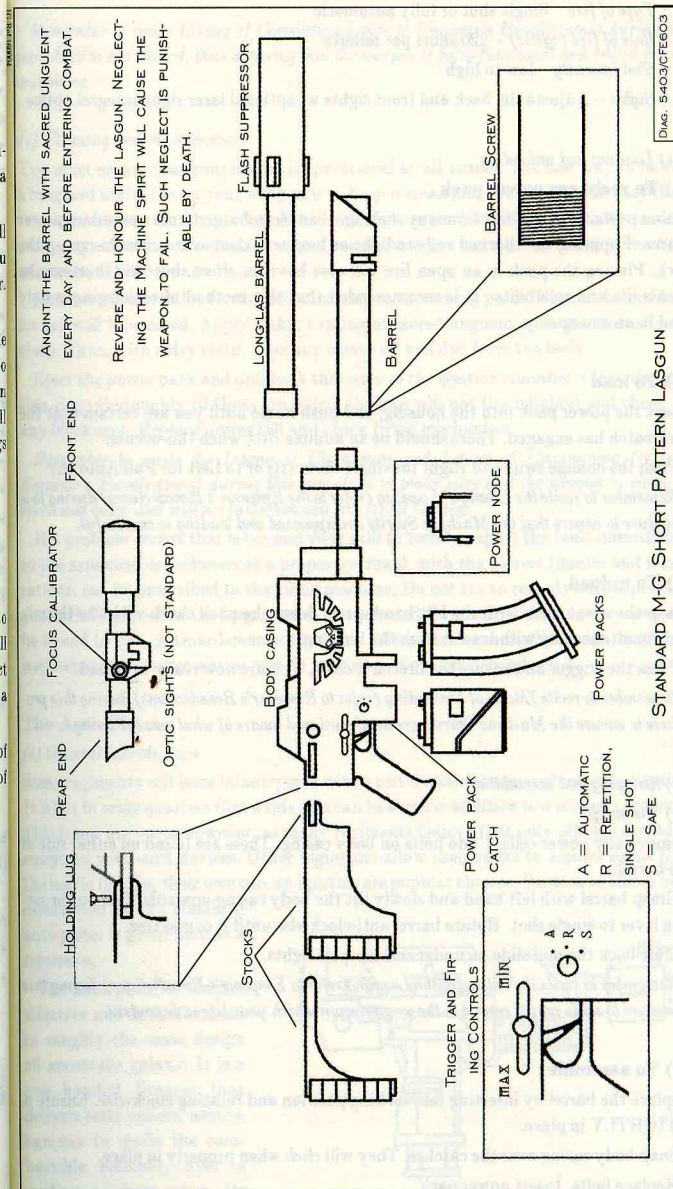
2nd Type

- (a) Skeleton butt with metal cheek rest
- (b) High foresight with backsight set in A/A sight blocks

These specifications are universal for models constructed throughout the Imperium.

(ii) Particulars—

- *Service designation* – Standard M-G short pattern lasgun/lasrifle
- *Weight* – 2.3 kg
- *Length* – 90 cm
- *Magazine type* – 19 mt's (inc. rechargeable)



- *Type of fire* – Single shot or fully automatic
- *Rate of fire (cyclic)* – 220 shots per minute
- *Shot intensity* – low to high
- *Sights* – Adjustable, back and front sights w/ optional laser sight/integral optics

(iii) Loading and unloading

(a) To recharge power pack

A laser power pack will last for many shots and can be recharged from a standard power source. Exposing the thermal cells to light or heat will also, over time, charge up the pack. Placing the pack in an open fire will also have an effect, but this shortens the pack's life and reliability. It is recommended that this method of recharging is only used in an emergency.

(b) To load

Insert the power pack into the housing, and push home until you are certain that the pack catch has engaged. There should be an audible *click* when this occurs.

Push the change switch to Right for single shots (R) or to Left for Full Auto (A)

Remember to recite the Litany of Loading (refer to the Emperor's Benedictions) during this procedure to ensure that the Machine Spirits are appeased and loading is successful.

(c) To unload

Grasp the spent pack with the left hand; press down the pack catch with the thumb and simultaneously withdraw it from the housing.

Press the trigger and ensure the breech is clear. You are now ready to reload.

Remember to recite Litany of Unloading (refer to Emperor's Benedictions) during this procedure to ensure the Machine Spirits are awakened and aware of what you are doing.

(iv) Stripping and assembling

(a) To strip

Remove any power cells. Undo bolts on body casing. These are found on either side of the barrel.

Grasp barrel with left hand and slowly lift the body casing upwards. Pull power setting lever to single shot. Rotate barrel anti-clockwise until it comes free.

Slide back the mill slide on under side of optic sights.

Remember to recite the Litany of the Lasgun (refer to Emperor's Benedictions) during this procedure to show proper respect to the weapon upon which your life is dependant.

(b) To assemble

Replace the barrel by inserting into locking position and rotating clockwise. Ensure it is TIGHTLY in place.

Snap body casing over the catches. They will *click* when properly in place.

Replace bolts. Insert power pack.

Remember to recite Litany of Completion (refer to Emperor's Benedictions) during this procedure to end the act, thus ensuring that the weapon is fully functional and settled for use once more.

(v) Cleaning and maintenance

You must ensure that your lasgun is operational at **all times**. The best way to bestow a long and useful life on your weapon is to keep it clean and oiled. This is an easy thing to achieve, given the simplicity of the lasgun's construction. Make it a habit to clean your gun at least once a day. Then you can be sure you are administering at least the minimum of proper care.

Run a fresh oil cloth over the body and exposed working parts. Ensure the mechanisms are well lubricated. Apply a thin coating of sacred unguent with the blessed swab cloth. *Then, with a dry cloth, wipe any excess oil and dirt from the body.*

Eject the power pack and pull back the cover of the ignition chamber. Clean the ignition rings thoroughly (if these are soiled, the gun will not fire reliably) and check for any blockages. Replace power cell and check firing mechanism.

Remember to recite the Litany of Cleanliness and Litany of Unjamming (refer to Emperor's Benedictions) during this procedure to make sure that the weapon is clean, in spirit and body, and will not fail when you ask for its service.

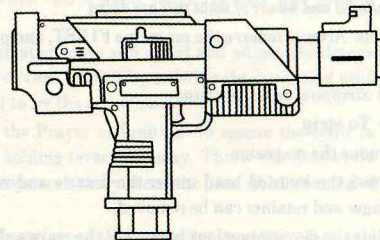
If a problem occurs that is beyond your skill to rectify, report the fault immediately to the armourer or techseers so a proper overhaul, with the correct litanies and incantations, can be prescribed to the ailing machine. Do not try to remedy such a problem yourself. The spirit of the lasgun must be respected. In the interim, a new weapon will be issued to you. A Guardsman without his rifle is useless to the Emperor. Ensure its well being in the same way as you do your own. Your life depends on it.

The Auto Pistol

(i) General Introduction

Some regiments will issue infantrymen with a pistol model weapon of some description. It is felt in some quarters that a side arm can be a useful addition to a soldier's armoury. This is not universal however, as many regiments believe that only officers should be equipped with such devices. Other regiments allow their ranks to *acquire* spoils from the battle field for their own use, and pistols are popular choices. Because of this, a brief description of the standard auto pistol is given here as a reference.

The auto pistol is simple, effective and manufactured to roughly the same design all across the galaxy. It is a one handed firearm that delivers solid bullets, using a hammer to ignite the combustible element, over a medium to short range. Its



THE REDOUBTABLE AUTO PISTOL

accuracy is moderate, and it is best used in short range or close quarters combat. It has considerable stopping power, but if the target is wearing armour, the force of the projectile can be greatly diminished.

These specifications are by no means universal throughout the Imperium, but they can be considered generically accurate.

(ii) *Particulars*—

- *Service designation* - Auto pistol
- *Weight* - Between 300 - 800g
- *Length* - Between 9 - 25cm
- *Length of barrel* - Between 4 - 18cm
- *Magazine type* - Straight, between 5 - 30 rounds
- *Type of fire* - Single or automatic
- *Rate of fire* - Between 60 - 150 shots per minute
- *Sights* - Fixed front and centre optic sight (custom sights universal)

(iii) *Loading and unloading*

(a) **To fill the magazine**

Remove magazine by pressing catch on left of pistol, in rear of trigger.

Holding the magazine in one hand, place the base of each cartridge about half-way along the preceding one and then push down and back using both thumbs.

(b) **To load**

Push the magazine firmly and well home into the butt. Pull back the moving portions on the top part of the body, then allow them to return fully forward on the spring. The pistol is now loaded and cocked. *Remember to recite the Litany of Loading (refer to the Emperor's Benedictions) during this procedure to ensure that the machine spirits are appeased and loading is successful.*

(c) **To unload**

Remove the magazine. Pull the moving portions on the top part of the body back sharply to clear the chamber. Pull the trigger. *Remember to recite Litany of Unloading (refer to Emperor's Benedictions) during this procedure to ensure the machine spirits are awakened and aware of what you are doing.*

Note: Always remove the magazine FIRST, and pull the moving portions SECOND.

(iv) *Stripping and assembling*

(a) **To strip**

Remove the magazine

Press the knurled head under the muzzle and rotate the plunger to the left. The plunger and retainer can be removed.

Slide the moving portions back until the rearward section cuts into the groove above the trigger. Lift and remove the whole section. The innards are now fully exposed.

To remove the firing pin push the base of the mechanism until the sliding plate can be slid back and clear. Then the whole part can be removed.

Recite the Canticle of Appeasement and the Catechism of the Machine (refer to the Emperor's Benedictions) to lay the unquiet spirit of the machine to rest while you carry out this disruptive procedure.

(b) **To assemble**

Reverse the above order, paying attention that the pin of the long catch goes through the barrel link. On completion, test the weapon before inserting a magazine by withdrawing the moving portion, letting it go forward, then pulling the trigger.

Remember to recite Litany of Completion (refer to Emperor's Benedictions) during this procedure to end the act, thus ensuring that the weapon is fully functional and settled for use once more.

Frag Grenades

(i) *General Introduction*

Frag grenades are a standard anti-personnel weapon. Proficient and safe use of these during the thick of combat can spell the difference between a skirmish won and a skirmish lost. Tightly packed groups of assailants can be neutralised with a well aimed frag grenade. They work on a short fuse mechanism, and when the detonation process is begun the explosive is primed to blow. When it does (fuse time is adjustable) the device explodes, scattering a wide area (about 10 metres on unobtrusive terrain) with lethal shards of metal. Anyone caught in the area of effect without sufficient protection will be torn to shreds as the blast debris buries itself in the victim's flesh.

You will be given considerable training and practice in the effective use of anti-personnel grenades, including using them in booby traps and as mines.

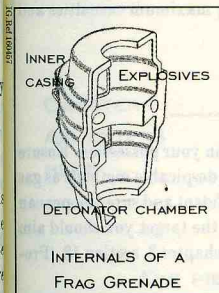
(ii) *Using a frag grenade in combat*

Ascertain the location of the enemy as closely as you can. If this involves leaving cover, do so with the utmost caution. When this is done, judge the best way to land the grenade in the prescribed area.

Judge the enemy's location, estimated route and speed and adjust the detonation timer for most effective use of the device. Do this by twisting the outer ring until the correct time (in seconds) is pointed to by the arrow marker.

Pull out the pin whilst reciting the Prayer of Ignition (to ensure the spirit in the grenade is awakened) and let the holding lever fall away. Throw the bomb into the intended target area. If friendly troops are nearby shout the prescribed warning: 'Find cover!'

Recite the Ode to Timing and the Chant of Accuracy (see the Emperor's Benedictions) after removing the pin and before throwing the device, to ensure success.



(iii) Using a frag grenade as a booby trap

Designate a zone where the enemy will likely pass through. A path through areas of rough terrain (jungle paths, roads through ruined urban districts) are good choices.

Use your issued adhesive tape to fix a grenade to either side of the path using whatever is available (tree trunk, guttering). Disguise the grenade by coving it with loose debris. *Ensure the cover does not obstruct the detonation mechanism.*

Tie each end of a length of wire to the detonation pin. When an unsuspecting enemy trips the wire he will trigger the bombs. A well laid ambush can be started with this sort of booby trap as the column of foes will be disorientated by the blast.

Recite the Blessing of the Bomb and the Prayer of Smiting (refer to Emperor's Benedictions) to cause the trap to have maximum effect.

Note: If you lengthen the time to detonation to several seconds the trap will activate when the enemy column has gone some way past, ensuring maximum casualties and confusion.

Gas Mask with Mk VIII filter*(i) General Introduction*

After the lasgun, your gas mask is the most important item in your possession. Ensure it is within easy reach at all times. The enemy may use such despicable methods as gas or chemical attack at any time, and without warning. A confident and sure trooper can put his mask on in a matter of about seven seconds. This is the target you should aim to achieve. It will save your life. (For further details refer to chapter 3, section 13, 'Protection against Gas, Chemical and Bio Weapons'.)

Whilst wearing the mask recite continually the Profession of Faith and the Litany of Protection (refer to Emperor's Benediction) to ensure the seal remains intact. The Emperor Protects.

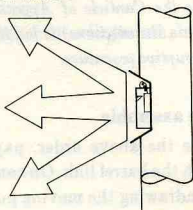
(ii) Principles and usage

The mask will protect your face, eyes, lungs and throat from most known gas, chemical and bio weapons. The mask consists of a facepiece, hose and can with the complex filtering inside. When the facepiece is hugging the contours of the face tightly it is safe to breathe. Air is drawn through the canister where deadly gasses, vapours and dark breaths of the enemy are removed, either mechanically or by chemical action. The cleaned air is then expelled through a valve (see diagrams, right).

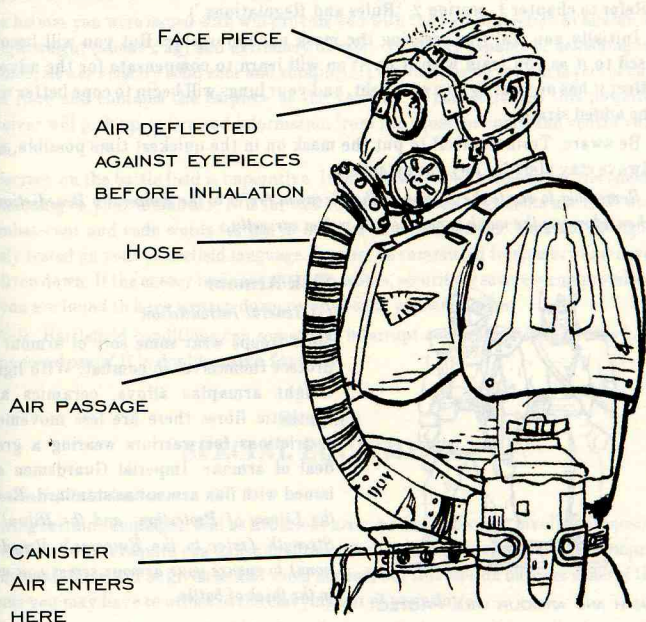
Ensure the mask is always packed properly. Damage or creases to the face mask may allow alien gasses inside the lining, thus into your lungs. Death is certain.

The canister is the most important part of the mask. It contains many filters in which the filth of the enemy is cleaned. **DO NOT TAMPER WITH THE CANISTER.** You do not understand its workings, and repairs or alterations must be carried out by a techseer.

CHARGE EXPLODES
OUTWARDS



P. 25053 (P. 217)



EYE PIECES ARE LEVEL

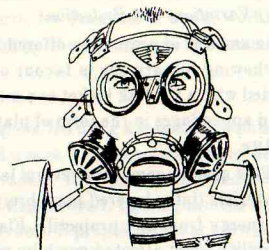
EYE PIECES NOT CENTERED



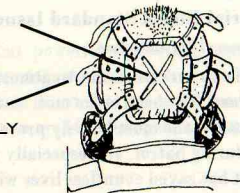
FAULTY - FRONT VIEW

HEAD PAD
CENTERED
WELL DOWN

TABS EQUALLY
ADJUSTED



CORRECT - FRONT VIEW



CORRECT - REAR VIEW

Do not use the mask as a seat or pillow. You may damage it without knowing. (Refer to chapter 1, section 2, 'Rules and Regulations.')

Initially you will find wearing the mask uncomfortable. But you will become used to it as you train with it on. You will learn to compensate for the adverse effect it has on your agility and sight, and your lungs will begin to cope better with the added strain.

Be aware. Train yourself to put the mask on in the quickest time possible, and always stay alert for any gas attacks.

Remember to recite the Litany of the Vacuum (refer to the Emperor's Benedictions) when adorning the mask to ensure it is put on correctly.



FAITH AND ARMOUR WILL PROTECT

Flak Armour

(i) General Introduction

Most troops wear some sort of armour to protect themselves in combat. With lightweight armaplas alloys, ceramics and synthetic fibres there are less movement restrictions for warriors wearing a great deal of armour. Imperial Guardsmen are issued with flak armour as standard. *Recite the Litany of Protection and the Ritual of Strength (refer to the Emperor's Benedictions) to ensure your armour serves you well in the thick of battle.*

(ii) Variations and Protection

The amount of protection offered by the armour is dependant on regiment, some eschewing full armour in favour of increased mobility. You will at least be provided with a full flak jacket as a minimum. Extra protection can be added to limbs and appendages in the form of plates of armour fitted over or under your combat attire.

Flak armour comprises several layers of different ablative and impact absorbent materials (inter-layered plASFibre/thermoplas) which should absorb the majority of energy from any projectile. Flak armour is light and the wearer will find his mobility is not affected much by wearing it.

Imperial Guard Standard Issue Helmet

(i) General Introduction

A man can survive a shot to almost anywhere in his body. A shot to the head and he is dead. The head is the most vital and vulnerable part of the body, and because of that it is the most heavily protected. Never lose your helmet, and always keep it on during patrol, and especially in combat. The standard issue Imperial Guard helmet has saved countless lives with its powerful stopping power.

Recite the Prayer of Durability (refer to the Emperor's Benedictions) to ensure that the helmet will protect you.

(ii) The Helmet and its Accoutrements

The helmet you were issued with will provide you with the best protection available. It is lightweight (about 2 kg) and extremely durable. It is fully capable of deflecting las rounds, slower velocity solid shot and shrapnel. It is built using several layers of carbon fibre and contains the earpiece of the vox-link. When activated this powerful receiver will pick up orders and information from the squad or command centre vox-com.

Secrecy on the battle field is imperative. It must always be assumed that the enemy is listening to your broadcast. It is for this reason that most regiments use their own combat-cant and code words for use in internal communications. You will be rigorously tested on your battlefield language. It must be committed to memory and never written down. If the enemy finds out the code-words, security is severely compromised. If you are found to have written down combat-cant you will be shot.

Note: Battlefield conditions can sometimes interrupt communications. If this happens do not panic! If in doubt, move forward.

Section 4

SPECIAL EQUIPMENT

(i) General Introduction

During certain campaigns, and as situations arise, you may become involved in special operations which require you to use equipment not issued as standard. Proper comprehensive training will be given as and when needed, but this section outlines some of the items you may have to utilise in the carrying out of your duties.

There are some items that will be issued as standard to some specialised troopers within your squad – snipers or demolition experts, for example. A useful working knowledge of these items for those not normally equipped with them can be invaluable in the field. Some of these are listed here also.

(ii) **Shotguns** are smooth-bore, low velocity weapons, fed using a magazine or pump-action, and are perfect for fighting within enclosed spaces. They are often used by deck crews on board Imperial Navy vessels to repel invaders. The tight confines and corridors found in spacecraft make long distance shooting difficult; fighting is often close and brutal. This is where the shotgun comes into its own. It propels pellets at low velocity; they spread out scattering an area in a lethal cone of fire. However, although it has a high stopping power on soft targets it will not pierce bulkheads or breach a ship's hull.

(iii) **Directional limpet mines** are small but powerful explosives, especially designed to be attached to a wall or bulkhead, using magnetic seals, suction or adhesive gum. When detonated, the force of the explosion is directed to cause the maximum damage to the surface it is attached to. These devices are ideal for opening breaches in walls or enemy held emplacements.

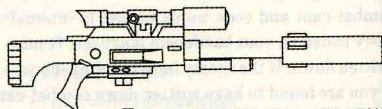
(iv) **Krak grenades** are designed to crack open armour. For this reason their placement is of particular importance as their explosive range is half that of a frag grenade.

They are effective against most armoured vehicles, and are best placed against the hull, or thrown under the body so the blast can crack the softer underbelly.

(v) **Demolition charges** are powerful explosive devices. They are thrown in the same manner as a grenade but are detonated via a remote control. The resultant blast is more powerful than a krak grenade and they are particularly effective against armoured vehicles, armoured troops or large concentrations of soft targets.

(vi) **Sniper variant lasguns**

are issued to those men or women who are exceptional shots and who excel at stealth movement and scouting. A sniper's weapon is a modified standard pattern lasgun with an XC 52/3 strengthened barrel which is both longer and thinner than the usual model. The strengthened barrel allows for increased range and tighter accuracy. The rifle does not have a charge setting slider. Ammunition used is the *hotshot*. A hotshot is an overpowered energy clip with liquid metal batteries that fires fewer blasts – a clip is good for about 20 shots – but compensated by producing bigger hits. Because of the power of the shot the stress on the barrel is considerable. The resultant metal fatigue a sniper needs to replace the barrel with frequency. A long flash suppressor fitted to the gun muzzle ensures the sniper's position is not betrayed by tell-tale flashes. Sniper variants are quieter than their brasher cousins, which also works to the shooter's advantage.



THE RIGHTEOUS WILL AIM TRUE,
AND SMITE THE FOE!

(vii) The **Vox-caster** is carried on the back of a trooper permanently issued with it. It is bulky, heavy and of the utmost importance to the unit. They are normally issued one per squad with a designated trooper in charge of its basic maintenance and operation in the field. Orders can be received from command headquarters, and then relayed to individual troopers via their micro-bead ear-pieces. It is also used for inter-squad communication. Communication on all command levels is vital for an efficient fighting army and the vox-operator is a key member of the squad. Should he be incapacitated in action someone should always be ready to take over control of his apparatus. Communications must not be allowed to break down.

(viii) **Carapace armour** is occasionally issued to squads involved in particularly hazardous missions. It is made up of large, rigid plates of ceramite or armourplas moulded to fit the body. It provides better protection than the otherwise adequate flak armour.

(ix) **Surveyors / Auspexes** are sometimes used by forward scouts and deep infiltration units. These precious pieces of technology can be used to find hidden troops by detecting the return from their bio-rhythms and/or body heat.

Chapter 3

IMPERIAL GUARD ORGANISATION, STRUCTURE & BASIC BATTLEFIELD POLICY

Section 1	General Introduction
Section 2	Command Structure of the Imperial Guard
Section 3	Ranks and Insignia
Section 4	Other Ranks, Specialists and Abhumans (i) Imperial Commissars; (ii) Priests of the Ecclesiarchy (iii) Techpriest Engineeers; (iv) Sanctioned Psykers (v) Ogryns; (vi) Rattlings
Section 5	Company Structure
Section 6	Heavy Weapon Squads (i) General Introduction; (ii) Fire Support Squads (iii) Antitank Support Squads; (iv) Mortar Support Squads
Section 7	Map Reading (i) General Introduction; (ii) Use of the Imperial Guard Compass (iii) Use of Maps
Section 8	Security of the Column (i) General Introduction; (ii) The Role of the Scout
Section 9	Scouting, Movement and Use of Cover
Section 10	Connecting File
Section 11	Antiaircraft Security and Protection
Section 12	Antitank Security and Protection
Section 13	Protection Against Gas, Chemical and Bio-weapons

- Section 14** **Patrols and Ambushing**
(i) General Introduction; (ii) Security and Reconnaissance Patrols
(iii) Assault Patrols
- Section 15** **Storming a Room**
(i) General Introduction; (ii) General Principles
- Section 16** **Behind Enemy Lines**
(i) General Principles; (ii) Gathering Information
(iii) Disrupt and Destroy
- Section 17** **Warp Transit**
(i) General Principles; (ii) Shipboard Conditions
(iii) Warp Psychosis; (iv) Onboard Discipline
- Section 18** **Military Sanitation**
(i) General Introduction; (ii) Sanitation in Billels
(iii) Sanitation in the Field
- Section 19** **Survival Techniques**
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(iv) How to Trap Large Animals; (v) How to Remove a Leech or Bloodsucker

Section 1

GENERAL INTRODUCTION

The Imperial Guard is a venerable and glorious army, steeped high in history and honour. The armies of the Imperium span the galaxy, and have done so for millennia. Imperial Guard methods in the art of war are fixed, the dogmas of strategy and battlefield policy have secured the Imperium and stemmed the brutish tides of the foul and heretical. This book will outline what every soldier in the teeming mass needs to know to ensure man's place in the galaxy remains unopposed. The most important thing to maintain is the **security of the Emperor's war machine**.

Battlefield security during a war campaign is a matter of paramount importance. Every infantryman will take sufficient precautionary measures, whether he is resting, marching or fighting, to prevent the enemy from taking him by surprise. Any man found lacking will feel the wrath of the Emperor, through the actions of His most just commissars.

Always remember, no matter how stupid and inferior your enemy is, it can never be assumed that they are not capable of taking you by surprise. The foul ork, although nothing more than a savage beast, does possess low, animalistic cunning. The ignoble eldar will use cowardly spring attacks and hit-and-run tactics. The base tyranids are so

bestial and degraded an enemy that we cannot precisely predict what they may do. The dark forces that warp the minds of men and prove the previously pure of mind to be unclean, will sink to any level in order to douse the Immortal Emperor's holy light. And other enemies exist on the fringes of our domains that may yet prove to be threats in their own right.

It is imperative that measures are taken to protect yourself and your comrades as much as possible. There are two ways of doing this. The first – having adequate knowledge of arms and equipment, and the necessary skills to use them – has already been covered (see chapter 2). This chapter covers the second. It explains the structure and working of the Imperial Guard, and all who fill its glorious ranks. It will ensure you have a strong understanding of your place in its vastness. It will teach you how to conduct yourself on the battlefield.

This chapter is the most important one in this book. Read it carefully.

Section 2

COMMAND STRUCTURE OF THE IMPERIAL GUARD (SECTOR LEVEL)

- Lord General Militant (or equivalent)
- General staff (*Lord Marshal, Captain General, Lord Castellan and Staff Officers of Ranks from General to Lieutenant*)
- Regimental Commanders
- Company Commanders

Section 3

RANKS & INSIGNIA

Given the immense size and complexity of the command structure of the Imperial Guard, and the fact that it is spread throughout the entire Imperium on many different worlds and amongst many different cultures, only the most prevalent ranks are listed below. In fact there are a lot more. The most important thing to remember is your place on the list, and the fact that an order given to you by anyone above your rank is to be obeyed without question or delay.

- | | |
|----------------------|----------------------|
| • Warmaster | • Lieutenant Colonel |
| • Lord General | • Major |
| • General | • Captain |
| • Marshal | • Lieutenant |
| • Lieutenant General | • Sergeant |
| • Major General | • Corporal |
| • Colonel | • Trooper |

Section 4

OTHER RANKS, SPECIALISTS & ABHUMANS

(i) Imperial Commissars

The commissar is the living embodiment of the Immortal Emperor's own will. He is charged with maintaining morale and discipline in the ranks in any way he sees fit. A commissar retains the absolute right to administer justice both on and off the battlefield. For you, as a trooper, they are the highest example of faith, and to be a full adherent to the Imperial Creed you should follow their peerless lead. They will stimulate zeal and enthusiasm in you as you prepare to enter the fray, and will be fighting with you at the very front of the battle. How else can they judge your mettle and courage?

You may find your squad being led by a commissar. If so, count yourself lucky! No enemy can stand to look a commissar in the eye! For in them they see the light of the Immortal Emperor and the righteousness of humanity which burns within his soul.

When the battle is at its hardest and thoughts of retreat enter your mind, think of the commissars, and let them be an inspiration to you. Be assured, if that doesn't work and you try to flee from the battle, a justice-seeking bolt from the commissar's gun will pass judgement upon you. A commissar shall judge you fairly, but any sign of cowardice or weakness shall be purged from his sight. A commissar is the bearer of the Emperor's Law, and holds the irrefutable right to mete out judgement, sentence and punishment.

Whether you obey the commissar through fear or respect, you must remember that they are an imperative part of the Imperial Guard, whose job it is to look after the well-being of the Imperium, and thus, the well-being of every soldier in the army.

(ii) Priests of the Ecclesiarchy

Where the Imperial Guard regiments fight for the glory of the Imperial Guard and the Immortal Emperor, it is common sense to take with them members of the Ecclesiarchy. A priest accompanying your regiment into the fray is indeed a boon. He will use his fire and fervour to motivate and cajole the troops into a pugnacious frenzy. How better to fight for the Imperial Creed than with the flames of purity burning strong within your breast?

Priests are so adept at converting their righteous fury into bloodlust on the battlefield that they make superb warriors, hacking left and right with their chainswords. Truly are they a great example of faith embodying action. Take stock of the zealous priests, and follow them into the fields of glory.

(iii) Techpriest Engineeseers

The Imperial Guard makes much use of mechanised armour and motorised transport. This ensures that deployment is rapid, and backed up with hard hitting artillery and tanks. The techpriests ensure the well being of the precious war machines. These solitary men are privy to the secrets and sacred workings of the great war engines and their accompanying spirits that do smite our foes with deadly steel and blessed explosives.

Techpriests are invaluable as they can administer repairs during a conflict, risking their lives to reach a stricken machine, and braving the bolt shells and las blasts in their endeavour to effect repairs, so the hallowed contraption can once again speak dire revenge through its steely throat.

Techpriests must be protected, for they are men steeped in lore, who have spent many years training in order to keep the war machines of the Guard rumbling ever forward. Watch out for them as they tend to their holy duties, and be sure to give them the maximum possible protection.

(iv) Sanctioned Psykers

Sanctioned psykers are used in some regiments of the Imperial Guard. These individuals have been touched by the mutating powers, but have been brought under strict control. They can be a great aid on the battlefield, but as a trooper you should have nothing to do with them. They are tools of the commanders, to do with as they will.

Do not attempt communication with them if you see them. They will be under constant guard by at least three armed troopers, for your protection as well as the psyker's. You must overcome your natural disgust for such unnatural men and remember that the machinations of the enemy must be met with whatever weapons we can gather about ourselves.

However, it is in everyone's best interests to watch these men! If they begin to behave strangely (outside of their usual strange habits) or you see them without a full guard compliment it is your duty to shoot them down, as it is likely they have succumbed to dark powers.

The use of sanctioned psykers within the Imperial Guard is a necessary evil, but one all can benefit from. Treat them with equal tolerance and suspicion. Either way, your life could depend on it.

...erese psy: exterminate without remorse!

(v) Ogryns

Ogryns (*Homo Sapiens Giganticus*) are endorsed in some regiments of the Imperial Guard because they are loyal, very strong and make extremely effective shock troops. They are a perfect combination: sheer brute force married to a completely obedient mind. Ogryns are in no way a match for a man in terms of intellect or foresight (for example, they will not have been issued with a copy of this handbook, because they undoubtedly would not understand a single word) but they can smash any enemy foolish to stand in the way with their bare hands. And that alone, according to some, is reason enough to include these lesser creatures into the ranks.

If ogryns are part of your regiment you will not see them on all of your training courses. There is little point in teaching those incapable of learning. They do, however, make effective use of the famous ripper gun, and they already comprehend how to tear a body limb from limb, and that is all they really need to know. Those ogryns who show slight signs of initiative are given augmetic surgery to boost their brain power. If successful, these individuals will become ogryn squad commanders.

It is tempting to treat ogryns as little more than walking slabs of meat and muscle. And such they are. But their great strength, durability and ferocity in combat make

them a valuable asset to the guard regiments in which they fight. It is also fair to say that their unpretentious faith in the Immortal Emperor is, in its way, an example for you to follow. Your faith should mirror theirs in its blindness and its simplicity.

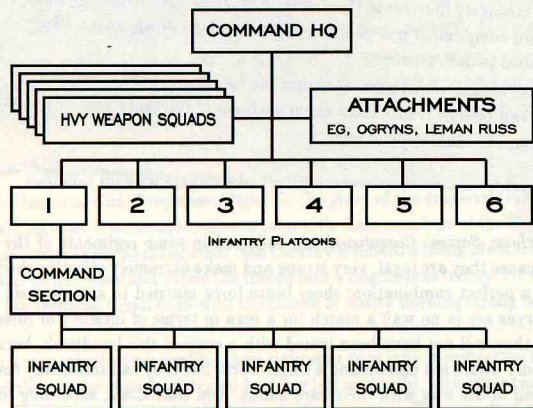
Ogryns, although not famous for their cleanliness and hygiene, carry no diseases or infections. The strong smell that presides around them is entirely natural and should be no cause for alarm.

(vi) Ratlings

Ratlings are tolerated in some regiments because, despite their obvious short fallings as soldiers, they make excellent shots (and cooks). Ratlings are natural snipers, providing covering fire for advancing columns, or making use of the torn up battle zone landscape in attrition wars, often going to ground for days at a time, waiting for a kill.

It is also worth noting that petty crime rates tend to rise when ratling squads are attached to regiments. Remain vigilant and report any infractions of the Immortal Emperor's law to your squad commander.

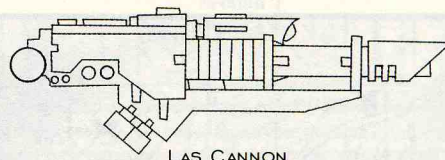
Section 5 COMPANY STRUCTURE



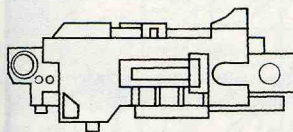
Section 6 HEAVY WEAPON SQUADS

(i) General Introduction

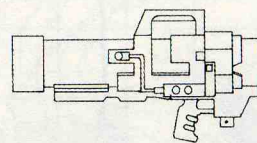
Men who demonstrate a certain affinity with specialized weapons are gathered together into smaller squads and given training to turn them into effective support fire teams. These teams are tasked with providing sustained and accurate fire from the most powerful hand held weapons used in the Imperial Guard, to lighter platoons as they advance.



LAS CANNON



HEAVY BOLTER



MISSILE LAUNCHER

ALTHOUGH YOU MAY NEVER FIRE A HEAVY WEAPON, IT IS USEFUL TO BE ABLE TO RECOGNISE THEM AND LEARN THE BASICS OF THEIR OPERATION. NOTE THEIR EFFECTS, AND SEE THAT THE EMPEROR SPEAKS HIS VENGEANCE WITH MANY VOICES.

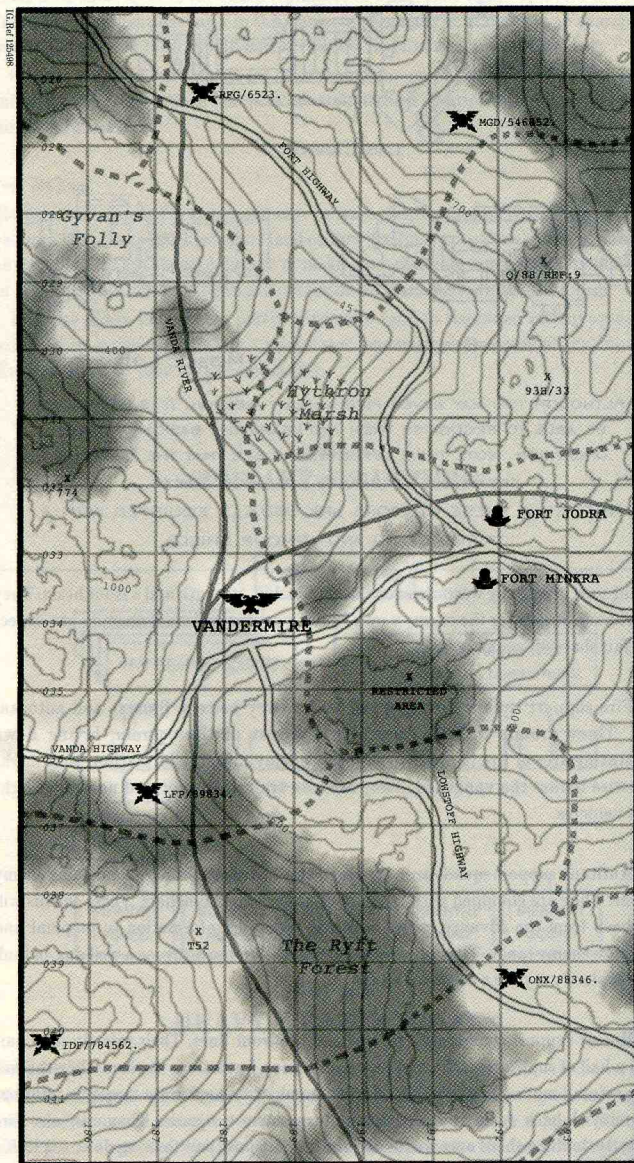
NOTE THAT THESE WEAPONS ARE USUALLY EQUIPPED WITH A TRIPOD STAND AND ARMOUR SHIELD.

Being part of a heavy weapons squad demands skill, strength and a stout heart. They are primary targets for the enemy's own heavy weapons and marksmen, so can expect their fair share of incoming fire.

(ii) Fire support squads are equipped with heavy bolters, flamers and autocannons. These groups will advance with the rest of the column, laying down devastating arcs of fire in order to suppress enemy infantry formations that might otherwise harass the vanguard. They are also trained to spot and neutralise light scout vehicles.

(iii) Antitank support squads are a trooper's best friend in the face of oncoming enemy armour. They are equipped with lascannons and missile launchers. These squads will stay back from the advance, using incoming targeting information to pinpoint and neutralise enemy tanks. They play a crucial role within the army, as a well dug-in tank can completely stymie a column's advance.

(iv) Mortar support squads stay well behind the front lines. Their priority is to hurl down a hail of suppressive fire and pin enemy troop formations in place while the rest of the column moves in for the kill. Mortar teams rely on accurate targeting information relayed back from the scouts and forwardmost squads. They can also fire indirectly, lobbing shells over woods, hills or friendly positions to bring down explosive death on the heads of foes skulking in hiding holes.



IMPERIAL GUARD ISSUE MAP

Look to your battle-gear and it will protect you

Section 7

MAP READING

(i) General Introduction

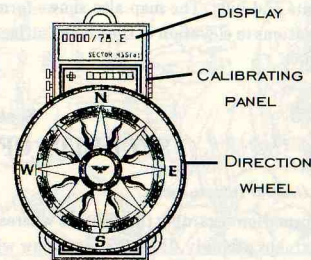
The ability to read a map and use a compass quickly and accurately is of great importance. It is imperative to be able to coordinate your position in unknown territory. Map and compass reading is not arduous, it is no more than getting a clear idea of what the ground looks like from the map, and a clear idea of which direction to advance.

(ii) Use of the Guard Issue Compass

a) You must be thoroughly familiar with the compass and know how to use it during day or night.

b) The compass is an instrument that will tell you where the polar north lies. It must be recalibrated for each planet as soon as planetfall is achieved. The dial is graduated into 360 equal subdivisions called *degrees*. '0' indicates polar north and readings go clockwise around the dial. 90 degrees is east, 180 degrees is south, 270 degrees is west.

c) Using the compass you can determine which direction you are facing, and using the map, determine where you are going. At night the compass emits a luminescent glow. *Ensure this does not give away your position!*



IMPERIAL GUARD COMPASSES ARE NOT STANDARDISED. MODELS MAY VARY.

(iii) Use of Maps

a) Maps represent part of a planet's surface on paper. They are drawn to scale (1cm=1km, for example), and on Imperial maps this is represented in the bottom left of the map, next to the key.

b) On Imperial maps north is at the top. This is also represented by an arrow. Your map should always be oriented; it is just as awkward to use an un-oriented map as it is to read this manual upside-down. There are two ways to orient your map:

(1) Draw a line on your map between two points you can locate: point 'X' and point 'Y'. Stand at point X, sight along the X-Y on the map and turn the map until the line of sight points at Y on the ground. Your map is now oriented.

(2) You may orient your map by compass (*ensure your compass has been calibrated to show polar north for the planet you are on*). Place the hair-line along the north-south line on the map. Turn map and compass until the compass needle points in exactly the same direction as both lines. Your map is now oriented.

c) You are oriented when you know your position on a map and the directions on the ground. If you lose your location on the map, first orient it. Select a feature of terrain (a hill), and from that draw a line on the map towards yourself. Do the same with reference to another terrain feature. The point where these lines cross will be your location on the map.

Praise the Emperor whose sacrifice is life as ours is death

d) The map is split up into a grid system. They are parallel lines, running north-south, and east-west. Beginning at the lower left (south-west) the lines are numbered, running south to north, and west to east. Using these numbers you can designate any square on the map by giving the numbers of the lines which intersect at its *lower left hand corner*.

e) If you need to designate a map position more closely (for pinpoint artillery attacks, for example) divide the sides of the square into ten equal parts. These points can be used to establish a more accurate grid reference. Then a point becomes more accurately shown.

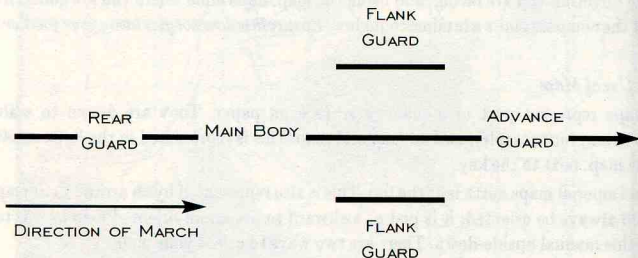
f) Imperial maps are full of information, detailing cities, roads, rivers, gun emplacements and hills. The map also shows form lines, called *contours*, which represent the variations in elevation of the planet surface. This sort of information is invaluable to a soldier.

Section 8

SECURITY OF THE COLUMN

(i) General Introduction

Information regarding the enemy's whereabouts is imperative if a commander is to use his troops properly. If he does not know where they are, he cannot reach out and mortify them. For this reason he must ensure the security of the column, whether at rest, on the march or in combat.



(ii) The Role of the Scout

a) You may be appointed as a scout, either independently or in a detachment. Your principle role is to prevent the main body of the column from being surprised. You become the eyes and ears and you must prepare yourself to watch out, report on, and engage the enemy if necessary, all in the greater interest of the troop column.

b) As a scout you must be able to see and hear things others would miss. You must pick up indistinct and motionless objects, as well as moving ones. Long periods of painstaking search are often needed before a hostile is located.

c) You may be sent out to the advance, flank or rear, and a great amount of flexibility and independent thinking will be required.

d) When the column moves forward to attack, it is a scout's job to precede it and ensure it follows the correct path, you must investigate danger areas, neutralise enemy scouts and select areas where it may be protected from enemy fire. You must also ensure against counterattack and surprise fire, and select firing positions and spot targets. As a scout you take on enormous responsibility, and the safety of the column and success of an action may rest on your shoulders. Failure to carry out your duty will have severe consequences.

e) As a listener, spotter or sniper you may enter the enemy lines to get information on them. It is also your responsibility to neutralise enemy scouts attempting the same



CONDUCT OF SCOUTS DURING ADVANCE. TOP: SCOUT REACHES OPEN GROUND AND SIGNALS HALT. MIDDLE: SCOUT SPOTS DANGER AREA AND SIGNALS DOUBLE TIME. BOTTOM: SCOUT CLEARS AREA, AND SIGNALS ADVANCE.

thing. If you see an enemy scout, assess the situation immediately. Is he alone? Has he spotted you? Can you kill him silently? The last question depends on a number of factors: his position in relation to yours, terrain, light conditions and so on. If you decide to kill him, try to do so silently so as not to warn the enemy and give away your position. Remember, the safety of the column is top priority. Try to manoeuvre around behind him, using cover as explained in section 9. *Recite the Litany of Stealth (refer to Emperor's Benedictions) to decrease your chances of being heard.* Creep up behind him, pull his head up sharply to expose his neck then thrust your knife deeply into the side of his throat. This should ensure he does not cry out and betray your position. Try and hide the body by covering it with leaves or debris.

f) You may be ordered to advance ahead of the column, keeping visible and perhaps shouting or firing your weapon to draw fire from hidden enemy gun emplacements. This forces the enemy to play his hand, negating any plans he had of surprising the column.

g) A great deal depends on the scout. Always remember your commander's orders. Courage and faith will be required in the carrying out of your duties. Often you will find yourself in situations you could not have anticipated in advance. Remember your mission, consult relevant prayers in the final chapter of this book, and keep faith in the Immortal Emperor, and you will succeed.

Section 9

SCOUTING, MOVEMENT & USE OF COVER

a) Always be alert for the movement of the enemy (for recognition see chapter 5, Know your Foe). During combat you may be ordered to fulfil many functions: scout, sentinel, listener, sniper, messenger or silent assassin. You may have to move around on the battlefield in full daylight or complete darkness. In order to accurately report enemy movement, it is vital that you are aware of proper battlefield terminology and are fully acquainted with ways of moving unobserved under the most watchful of foes.

b) An understanding of how to use terrain to your advantage could save your life. To be *concealed* means to be hidden from view, but not necessarily protected from enemy fire. *In cover* means you are both concealed and protected.

c) Concealment may be provided by a bush or tall grass. Cover could be a trench, shell hole or building.

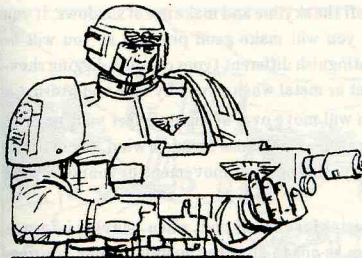
d) Your combat uniform will provide some camouflage as it is designed to blend into the local terrain. (This is not a universal practice. Some regimental colours are fixed despite the battlefield terrain.) No piece of your equipment should glisten in the light. Rub dirt or boot polish onto bright surfaces.

e) When observing, secure a position which will most reduce your exposure to enemy view—lying prone is best for this. **Keep off the skyline.** When observing from woods or a tree line, keep within the shadows. *Recite the Prayer of Invisibility (refer to Emperor's Benedictions) to ensure you are not spotted by the enemy.*

f) If caught in the open, lie motionless and flat to the ground. Lift your head slowly to observe. *Hostile eyes are swift to spot rapid movement!*

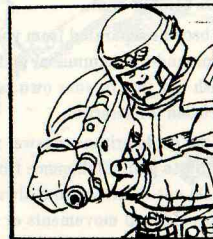
g) To move to a better position, chose your route carefully beforehand. If it takes you

VARIOUS TYPES OF COVER, AND THEIR CORRECT USAGE

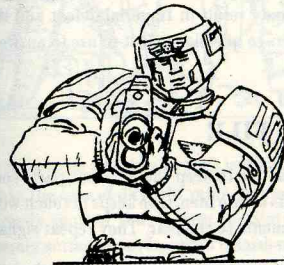


STANDING BEHIND COVER — GROIN AND LEGS HIDDEN.

SUCCESSFUL USE OF COVER IS DEPENDANT ON GAINING THE CORRECT BALANCE BETWEEN STAYING HIDDEN, AND BEING ABLE TO CONDUCT ACTION WITH AS MUCH FREEDOM OF MOVEMENT AS POSSIBLE.



SNIPING FROM WINDOW — ABDOMEN, ARMS AND HEAD EXPOSED



CROUCHED — LOWER BODY HIDDEN

LOOKING AROUND CORNER — ONLY HEAD EXPOSED



over open ground, spring up and run at top speed, with your body bent low to the ground. Use all available cover, fences, walls or natural rises to stay out of sight. Crawl with all body parts close to the ground.

h) Always stay alert to enemy movement. Pick out places where the enemy could be concealed, then move as if being watched from those places. Observe the new position carefully and make sure it is not occupied by the enemy. Reaching a new vantage point to find it already occupied by orks could have detrimental consequences.

i) Know where you are at all times and do not become lost or confused as to the direction of your own troops. If you lose your bearings and are found crawling away behind your own lines you may be considered to be deserting and be shot. Remember all you see and, on returning to your lines, detail **exactly** what you saw.

j) When moving close to the enemy at night ensure none of your equipment glistens in flare light or makes any noise when you move. Sounds carries better at night, so muffle all buckles and metal links. Cover any luminous items, such as your compass face.

k) At night it is just as important to keep off the skyline and make use of shadows. If you can crawl, creep and cross wire silently you will make good progress as you will be unseen. Stop and listen often. Learn to distinguish different types of noise: digging shovels, wire being cut, the sound of equipment or metal when struck by wire and brush.

l) If possible, inspect by day the area you will move over at night. Select your route in and back. Take advantage of any sound, such as ordnance firing or wind, to cover the noise of your movement, and move boldly. Consider all movement or sound beyond your lines as hostile.

m) If you have been issued with a vox-caster for the mission, when relaying information vocally do so as quietly as possible so as not to alert the enemy to your position. Always use combat-cant.

n) If you become separated from your squad report to the nearest friendly unit, speak to the commander or commissar and fight with them. Then obtain a written statement to establish this fact to your own squad commander. Failure to do this may result in your execution for desertion.

o) If you are made prisoner answer no questions. The enemy may use methods of torture in order to gain intelligence from you. Tell them nothing. They are cowards and heretics. Do not be afraid, and always remember the Emperor is watching over you. Any details of troop movements or equipment may result in Imperial defeat and the death of your comrades. Do not give false answers to questions. Just refuse to answer.

Section 10

CONNECTING FILE

a) When marching in a column it is common practice to keep the different parts connected with a connecting file. This usually consists of two men. One keeps in touch with the elements to the front, the other with the elements to the rear. They repeat signals from front to rear, and vice versa.

b) Distance between connecting files during the day is about 100 metres. At night, or times of poor visibility the distance is decreased to the limit of visibility. Always regulate your movements and speed so you can always see the other connecting file, and the element to the front or rear of you.

c) You should see that the element following takes the right route. This will require especial care in turning off a road into forest or deep cover, in darkness or fog.

Section 11

ANTI-AIRCRAFT SECURITY & PROTECTION

a) As long as the enemy has combat aircraft operational (most of our enemies have such machines) you can be expected to be attacked from the skies. It is recommended practice to appoint anti-aircraft lookouts, for use at rest, on the march or in combat.

b) When employed in this essential role keep a lookout in all directions. Pay particular attention to the direction from the sun, or of hills, woods or other cover which could screen low-flying attacks. The insidious eldar are particularly adept at this form of recreant conduct.



CORRECT PATROL FORMATION

e) As soon as a hostile aircraft is positively identified, raise the alarm.

d) In the case of daylight raids, **never attempt to run away**. If the aircraft has not already spotted you, it most certainly will when you start moving. Running is not a seemly action for an Imperial Guardsman in any instance, and cases of such actions will be dealt with in a punitive manner, usually with a commissar's bolt pistol. Your best protection from aerial attack is to lie prone, using any available cover. Every man should open fire on the aircraft, unless given strict instructions not to. This will cause the aircraft to stay out of range of small arms fire.

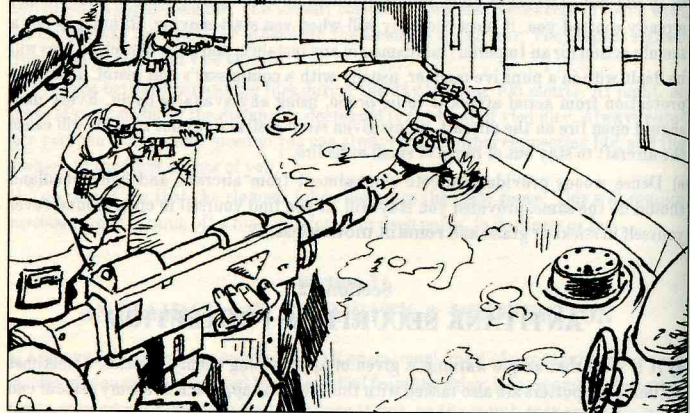
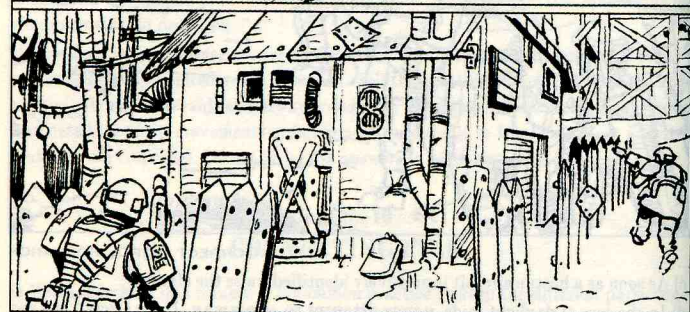
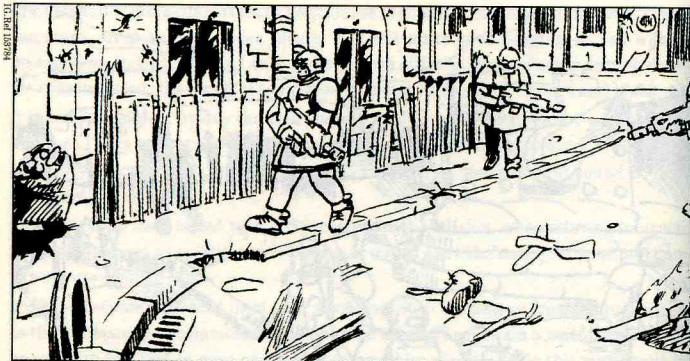
e) Dense woods provide complete concealment from aircraft, and light woodland should do the same, provided you stay still. If you find yourself in open ground cover yourself in sticks or grass, and **remain motionless**.

Section 12

ANTITANK SECURITY & PROTECTION

a) It is vital that ample warning is given of approaching enemy vehicles. Sometimes anti-aircraft spotters are also tasked with this role. The approach of enemy armour can be signified by engine noise, the sound of tracks crushing the ground or by unusual columns of dust.

b) Do not run away in the face on an armoured advance. You will not be able to run away fast enough and they are sure to spot you. On seeing enemy vehicles, await orders from your squad leader.



CORRECT MOVEMENT THROUGH WARZONES. TOP: KEEP TO THE WALLS. COVER YOUR COMRADES. MIDDLE: SCOUT POSSIBLE ENEMY POSITIONS. BOTTOM: COVER THE SCOUT AS HE MOVES INTO UNEXPLORED TERRITORY.

I am the flame of vengeance

- e) Your best protection is to take advantage of natural obstacles that vehicles cannot cross: deep streams, ravines or canals.
- d) You will be safe from these vehicles in a trench or fox hole. If you get down below the surface of the ground the tank will, by the grace of the Immortal Emperor, pass over you.
- e) If adequate warning has been given your squad should be able to form up to tackle the threat and heavy weapons teams can destroy the target. You can provide support by firing your lasgun through vision slots or other openings (*See Emperor's Benedictions – Litany of True Shot*), but withhold your fire until the target is in close range.
- f) Krak grenades have been used to good effect against armoured vehicles. Remember, tanks, dreadnoughts or any armoured vehicle can be stopped and destroyed. The enemies of the Imperium are weak and incapable of building great and powerful machines like our mighty Banblade or the god machines of the Titan Legions. Don't get panicky when the enemy moves against you in their inferior transport. **Have faith and the battle will be won.**

Section 13

PROTECTION AGAINST GAS, CHEMICAL & BIO-WEAPONS

- a) The enemy, in his low and cowardly way, may seek to halt the unstoppable advance of the Immortal Emperor's Imperial Guard by using such underhand methods as gas, chemical or bio-weapon attacks. But we will be ready for them! You are equipped with a gas mask fitted with a Morius MkVIII filter which will provide adequate protection. **Stay calm, and you will prevail.**
- b) Gas, chem or bio weapons can be deployed in various ways, like hidden cylinders or tanks. Listen for an audible hiss, and look for clouds of low lying gas. Artillery shells can be loaded with this sort of filth. Often the detonation will sound like a dud, and make a *crump* sound. Once again, look for telltale gas clouds. Aircraft can deploy treated bombs as can tank shells. Contact or proximity mines are also used.
- c) Carry nothing in your gas mask container except your mask. Hold your breath until your mask is well adjusted over your face. *Remember to recite the Litany of the Vacuum, Litany of Protection and the Profession of Faith (refer to Emperor's Benediction) during and attack.* Remain quiet and avoid unnecessary movement during an attack. **DO NOT REMOVE YOUR MASK UNTIL AFTER THE ATTACK HAS ENDED.** The best conditions for a gas attack are during calm, foggy or cloudy weather, and at night. Be on the alert. Do not bandage the eyes of a gassed comrade as this can result in blindness. (*See chapter 2, section 2, 'Use of the Gas Mask' for further information.*)

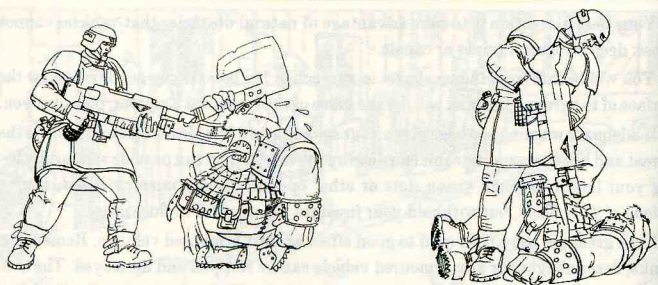
Section 14

PATROLS & AMBUSHING

(i) General Introduction

Patrols are sent out from the main column for several reasons: reconnaissance, security or assault. As part of a patrol you must ensure the security of the patrol by staying alert and aware of what is going on around you and any orders given (sometimes silently) by your patrol leader.

Harden your soul against decadence



WHEN BAYONETING AN ONCOMING FOE, THRUST FIRMLY INTO THE THROAT OR CHEST. TO ENSURE THE FOE IS DEAD REPEAT THE PROCEDURE SEVERAL TIMES

(ii) Security and Reconnaissance Patrols

- a) S and R patrols follow the same rules laid out in sections 5, 6, 7, 8, 9 and 10. The only difference being the number of men involved which allows for greater flexibility if the enemy is encountered or if unforeseen situations are met.
- b) It is important to remember that a group of men is far more likely to be spotted than a single or a pair. It is therefore vital that the squad is prepared, that each man is briefed and his equipment checked.
- c) All patrols provide for front and flank protection and *must* have a get-away man so, if a fire fight ensues and a vox-message is impossible, he can retreat to inform the column of the situation.
- d) If a patrol is attacked and must fight, the man who first notes the danger must shout 'Front', 'Right', 'Left', or 'Rear'. All men must turn to face the man attacked; the men on the flanks should advance to close on the enemy and the patrol leader and his men should rush the enemy. Surprise is the key, and sudden and swift action will intimidate and confuse the enemy, causing them to retreat. *Shout the Litany of Smiting (see Emperor's Benedictions) as you race to smash the foe.* As soon as they are dealt with, withdraw back to the column and report the action.

(iii) Assault patrols

- a) Assault patrols are sent out from encampments, or marching columns with specific or general instructions to strike the enemy, either in planned operations to hit a specific target, or as reconns with instructions to carry out opportunistic raids.
- b) Surprise is a key element on assault patrols, so it is vital that you do your utmost to remain silent and unseen while maintaining swift and stealthy movement. Always ensure you are aware of your specific role, especially if given a particular task or special weapon to use.
- c) Ambushes are common operations carried out by assault patrols. Pick an area where you can stay hidden from the approaching enemy, and where you are certain the enemy will pass by. The squad spreads out on either side of the passage—the tunnel of fire. The positioning of heavy weapons is of great importance. They should be given the maximum field of fire to ensure they do the utmost damage to the enemy. One on either side of the ambush is best. A number of scouts should designate enemy troops and move

The weapon slays where the hand wills



NIGHT AMBUSH. ENSURE ALL SQUAD MEMBERS HAVE LINE OF SIGHT OF THE ENEMY. ENSURE HEAVY WEAPONS HAVE A WIDE AND VERSATILE FIELD OF FIRE. STAY CALM AND PLACE SHOTS CAREFULLY.

The light is within us

behind them as they pass through the ambush. Then, on a pre-arranged signal, open fire simultaneously. *Note:* Ensure that members of the squad are not caught in the angles of the crossfire.

Section 15 STORMING A ROOM

(i) General Introduction

An Imperial Guardsman must be a versatile soldier. The fields of war in which you will fight are diverse and varied. You may be dug into a trench, you may fight on open plains or you may fight in built up urban dwellings or hives. A basic skill you must learn is how to clear a room of hostiles. It is one of the most necessary manoeuvres in a warrior's armoury.

(ii) General Principles

- First ascertain the material and integrity of the entrance, whether it be a door or window. Will you be able to break it down with a shoulder charge, or will explosives be necessary?
- Try to ascertain how many targets are within the room, where they are and what they are armed with. Specialist auspex equipment can be employed to do this. If this is not available, put your ear to the door.
- Surprise is your biggest ally, if the enemy does not expect an attack this buys valuable seconds to pick out targets and dispense with them, before their fellows can react and assist. Make sure you are clear on what you are doing, in what order you are to enter the room, which area you are responsible for clearing and so on.
- Work as swiftly as possible. As soon as the door is down, move into the room smoothly and quickly; pick your targets and shoot them, then move onto the next. It may be prudent to throw in grenades *before* entering the room, to disorientate and kill more of the opposition. As soon as the room is cleared, cover all entrances and secure the location.

Section 16 BEHIND ENEMY LINES

(i) General Introduction

In the confusion and speed of the unstoppable advance of an Imperial advance, you may become cut off from your unit in the melee. In this unfortunate instance it is important to retain your presence of mind. Consult the Benedictions of the Emperor, and remember that He is watching over you.

Without the presence of your comrades you will not have the benefits of other eyes to search for the enemy for you, you will not have the benefit of supporting fire, and all the venom and violence of the enemy will be focussed on you alone. However, you will also be given the chance to prove to yourself, your comrades, your superiors and the Immortal Emperor the strength in your heart.

Addendum – It is imperative that you try and locate friendly units. Failure to do this may result in being executed for desertion.

(ii) Remaining Hidden

If you find yourself behind enemy lines it is in your best interests to remain hidden. Without the support of your comrades you are greatly exposed and vulnerable to punitive action from the enemy. Use any cover available to you. Where possible, do not move during daylight hours. Try to find a place of relative safety to foray from in darkness.

The enemy will most likely be looking for you. He is watchful and, because of the spoiled nature of his character will be naturally mistrustful and malevolent. Remain vigilant, and you will prevail.

(iii) Gathering Information

Use your time of peril to the Imperial advantage. Gather information, memorise important aspects of the enemy force. Judge the movement of the enemy (if there is any), his strength, position, ordnance, character and state of morale. If you make it back to friendly lines impart any knowledge gathered with as much speed and accuracy as possible. It could be vital to Imperial efforts.

(iv) Disrupt and Destroy

It may be the case that your chances of returning to Imperial lines are too slim to contemplate. **If this is the case sell your life dearly.** Do not be found whimpering in a hole, to be dragged by the whooping horde and paraded like a trophy! The Emperor will frown on such an ignominious end to a soldier in His army. Do not disappoint Him!

Use your untenable position to your advantage. You may find yourself in the soft underbelly of the foe. Strike! Find a target. Set explosives. Kill sentries. Snipe officers. Strike and move. Strike and move. **The Emperor will protect a man who is willing to sell his life dear!** The more damage you do, the more fortune from the Emperor you will earn.

Get the enemy from the inside. Spit in his eye. Show him what a Guardsman in peril is capable of. Earn your place seated by the Golden Throne.

Section 17 WARP TRANSIT

(i) General Introduction

The regiments of the Imperial Guard follow the tides and eddies of war. It is possible that your regiment will be transported vast distances, from war-zone to war-zone, wherever the need arises. This will inevitably involve transit aboard Imperial Navy vessels who honour you with their security and protection, whilst travelling in the currents of the warp.

The warp is a dangerous place, full of unforeseeable perils and uncertainties. But always remember, humans have been travelling it for millennia, and many safeguards and precautions are in place to further increase the success of the journey. Nevertheless, some small danger exists, and during warp transit a certain responsibility rests on every trooper to ensure the security of the transit is never turned into a disaster.

(ii) The Shipboard Environment

Conditions aboard a navy vessel are unlike anything else in the galaxy. An environment has to be created for the existence of men, where none of the conditions necessary for this exist. Space is without oxygen, air pressure, gravity, sustenance or a day/night cycle. All these things need to be artificially created. That is what the grand ships of the Imperium do. It can be unnerving being onboard a spacecraft and it can take a while to get used to the ever-present hum of the power plant and the micro-vibration on every surface. But get used to it you must.

Every craft generates its own gravity field, so, although the vessel is surrounded by a vast vacuum, everybody on board enjoys keeping their boots firmly on the deck. Occasionally glitches occur and you may feel a perceived change in your weight as the systems fluctuate. But this is entirely normal and nothing to get anxious about. In time you will become used to the slight alterations, and will not even notice them anymore.

The atmosphere is, for the most part, sterile, at least in the areas of the ship where you will be garrisoned. Air is produced and filtered and passed around the ship on a cyclic route through the purifiers and bio-sieves. It may taste a little stale, but it is perfectly breathable and safe. In the case of an emergency, some vessels (but by no means all) have oxygen tanks with multiple breathers in strategic places. Instructions on how to use them can be gained from the ship's quartermaster.

On embarkation you and your regiment will be assigned quarters where you can sleep, train and spend time resting and recuperating. There you will stay. **You will not wander at will through the ship, or fraternise with other regiments or ship crew.** All vessels have their own security ratings and anyone found outside their assigned quarters will be severely punished. We are guests of whomever is transporting us (Imperial Navy, Adeptus Mechanicus), and should treat their property and rules with respect.

If you are on your way to a war-zone, briefings may be held for your benefit. Unless you are sick and unable to attend, your presence is mandatory.

(iii) Warp Psychosis

Every ship is protected from the many dangers of the warp by sacred inscriptions, protective veins covering the hull and a strong force bubble maintained by dedicated teams of adepts of the Machine God. These things all combine to keep the denizens of the warp out and incapable of infecting the minds of those on board.

Yet a danger is present. To ignore the possibility of corruption is to invite it. Watch your comrades! Be vigilant to the effects of warp psychosis. Some people are more susceptible to the mentally testing time in warp space than others, so be aware. Try to single out people you may think more likely to crack than others. It is your most sacred duty to report any strange or abnormal behaviour that you spot. It is also necessary to analyse your own behaviour. If you feel at any time unwell or sick (or succumb to visions, hear voices, have palpitations or lose command of your motor functions) report to your medical officer who will be able to administer salvation from your torment.

If someone in your vicinity is overpowered by the Dark Powers that dwell outside our reality and begins to compromise the safety of yourself, others and especially the security of the vessel, it is your duty (on pain of death) to dispatch them unto the Emperor's mercy immediately.

(iv) Onboard Discipline

Shipboard transit can become a hotbed for discontent and boredom. The authorities will try to fill the time with lectures, training and drill, but on long journeys (perhaps lasting several months or even years) discipline may suffer.

This will not be tolerated. Boredom and indolence are a soldier's bane, and for men used to action it is hard to adjust to the general inactivity on board a vessel. For this reason discipline is tight. Commissars will be extra vigilant in rooting out malcontents and trouble makers, and will have no compunction whatsoever in meting out the Emperor's justice to those who cannot control themselves.

As well as Imperial Guard disciplinarians, the ships have their own security measures, and are fully within their rights to punish those they see as compromising the safety and security of the vessel. Be warned: brawls, feuds, thefts, murder, gambling, drunkenness and general misbehaviour will not be abided.

Section 18**MILITARY SANITATION***(i) General Introduction*

On entering service in the Imperial Guard you were given a thorough physical and mental examination to ensure that you carried no disease or impurity of the mind. It is your duty to keep yourself healthy and ready for immediate action. Following these rules, in connection with the daily exercise in your military training, will keep you in excellent physical condition.

(ii) Sanitation in Billets

- a) If at any time you do not feel perfectly well, in mind or body, or you believe that you have a disease go at once to your squad leader, who will send you to a medical officer for examination. Never try to treat yourself. You will do more harm than good and may become a danger to your comrades. The danger period of giving a malaise to another man is during the early stages of its development. If you have a cold, headache, sore eyes, visions, diarrhoea, rashes on your body, or feel feverish you must subject yourself to examination without delay.
- b) Stay away from the diseased unless it is your job to take care of them.
- c) An unclean body or mind can be the cause of disease. To ensure your mind is clean keep your thoughts pure and recite prayers and litanies of cleanliness and sanitation at least twice a day, and without fail before retiring to sleep. Bath as often as possible: at least once a week. Pay particular attention to the armpits, genitals and feet. If bathing facilities are unavailable scrub your body with a damp cloth.
- d) Change your undergarments at least once a week and your socks every day. If water is unavailable crumple up your uniform, shake well and hang out in the sun. Look out for body lice, pore-flies and skin worms. If you experience harsh itching on your scalp and pus-filled pustules on your skin report to your medical officer at once.
- e) Keep your mouth clean by brushing your teeth with tooth powder at least once a day. If your teeth ache or become loose, or your gums bleed, report to the medical officer.

f) Get into the habit of having your bowels moving regularly at least once a day at as nearly the same time as possible. Always go to the latrines to urinate or when your bowels move. Using the ground for this purpose is a source of great danger to everyone. Flies or other unhygienic insects will mass where you have relieved yourself, pick up filth and later deposit them on food. Also, the germs may get washed into streams or the camp water supply.

g) Drink plenty of water, but not quickly, especially when overheated from exhaustion. Never use someone else's cup to drink from, as he may be the sort who relieves himself in woods, thus being dirty and foul and brimming with diseases. For the same reason do not exchange pipes, lho-sticks, musical instruments, played by the mouth, towels or razors.

h) Destroy insects when they encroach into the camp. They carry diseases and can bite and sting. Keep ration packs stowed and dispose of food in sealed containers.

(iii) Sanitation in the Field

a) Do not drink from any stream, well or river until it has been passed as pure by a medical officer. If fresh water is unavailable, boil it for at least 20 minutes. Use water purifying tablets. These will give the water a slightly acid taste and passing urine may be painful, but this is harmless and is a sign that it is untainted.

b) Be sure your mess kit is washed in hot, soapy water.

c) Wash whenever possible, and watch out for lice and other vermin on your body. Report your findings (if any) to the medical officer.

d) Try to remain as dry as possible. Sleep on your great coat at night to help keep out the damp.

e) Take good care of your feet. If you can't march, you may be left behind.

Section 19

SURVIVAL TECHNIQUES

(i) General Introduction

War is your life, and survival is a fundamental part of war. You must be able to keep yourself alive and healthy in difficult circumstances. You may find yourself stranded, alone, in a harsh environment, cold, hungry, short of water, wounded or ill. You must be able to cope with the situation and survive to further serve the Immortal Emperor's cause. This section contains some advice on basic aspects of survival. Be sure to be fully acquainted with its content.

(ii) Finding Water

a) Water is vital for survival. Your body is made up of 70% water. You can only survive three days without it. If you find yourself in a situation where water is in short supply you must take immediate action.

b) Collect rainwater in an upturned mess tin or helmet. In dry environments condensation forms; use your body bag to collect moisture.

c) Tie material or fine grasses to you ruckles. Dew will collect there while you walk and can be wrung out.

d) If possible catch fish. (Ensure they are not poisonous.) Suck out their eyes, and break the vertebra of the spine and drain out liquid with surgical pump. *Do not consume the fish!* Fish are high in protein which consumes water during digestion. Instead, wring out the raw fish to extract the moisture.



THE CLOTHS PICK UP MOISTURE

e) Birds tends to collect near water.

Guano around a crack in the ground could indicate a water source.

f) Locate a small tree. Cut it down and hollow out the stump. The roots will continue to suck water which will collect there. The water will be bitter and sharp, but probably drinkable. Always add water purifying tablets to any water you collect.

g) Salt water will cause kidney failure. It takes twice the amount consumed of the body's moisture to flush it out. Do not drink it.

h) Suck on a small pebble or button. This causes you to swallow saliva, keeping your liquids moving and the body more efficient in preserving it.

(iii) How to Trap Small Animals

In an environment which sustains animal life you have a ready food source.

(i) To trap small rodents/reptiles procure 1 metre of high tensile Guard issue wire and a compound stake.

(ii) Wrap one end of the wire around stake. Tie this with I.G. 45w anchor clamps.

(iii) Slide this wrap off the stick. You will be left with a small loop.

(iv) Take the other end of the wire and pass it through the loop. This is the snare loop. It tightens into a snare as the animal struggles.

(v) Tie the other end to the stake and anchor that firmly into the ground, using 'Y' clamps and grid-pins, outside an animal burrow or track.

(vi) Do not check the trap often (once a day) as you may frighten off your prey.



THIS TRAP IS SIMPLE AND EFFECTIVE

(iv) How to Trap Large Animals

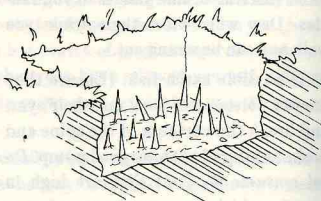
Large land creatures are easy to locate and shoot. However, if you find yourself without a suitable weapon or the animal is too large and dangerous to safely tackle this is how to build a pitfall trap:

Use your entrenching tool to dig a deep hole. Ensure you do this on a route or track that your target takes. Ensure the trap is deep enough to keep the animal contained after it has fallen in.

Obtain hard wood and sharpen the ends into sharp points. Anchor these into the ground with the spikes pointing up.

Cover the hole with a layer of sticks and brush, then leaves.

Watch the trap from a safe distance.



DIG DEEP, AND THE EMPEROR WILL PROVIDE FOR HIS TRUSTY SERVANTS

(v) How to Remove a Leech

a) Leeches and similar bloodsuckers are indigenous to many planets and, apart from their varying sizes (the smallest being the size of your thumb, the largest recorded bigger than a grown man) are very similar wherever they are found. They are usually found near still, clean waters. Some hang from low branches and attach themselves to prey passing underneath. The most common are about 8 cm long, and 6 cm in diameter (when gorged on blood).

b) Do not attempt to remove the leech by pulling or burning. It will regurgitate blood, along with whatever foul contents it has in its innards, causing infection.

c) Gently rub the leech's thin end. This will break the seal and cause the leech to stop feeding. Flick or rub the fat end until it falls away. Treat the wound with disinfectant and balm-unguent and check the rest of your body for other leeches.

d) Some leeches (*Denobdella ferox*) will try to enter an orifice of the body, such as the nostril or anus. If large numbers enter the situation can become serious. If this happens, gargle neat amasac (or pour it into the invaded orifice) as this will cause the leeches to become intoxicated, and lose their grip.

KEEP THIS SPACE CLEAR. DO NOT DEFACE

ON PAIN OF DEATH

Chapter 4

IMPERIAL GUARD ARMOUR & TANK RECOGNITION – AFFILIATED & ENEMY VARIANTS

Section 1	General <i>(i) Introduction</i>
Section 2	Use of Armour in the Imperial Guard
Section 3	Fast Attack Units <i>(i) Sentinels; (ii) Hellhounds</i>
Section 4	General Introduction to the Art of Tank Recognition
Section 5	Instinctive Identification
Section 6	Essential Points of Recognition
Section 7	The 'Kill Shot' and Armour Basis
Section 8	Vehicle Recognition – Imperial Patterns <i>(i) General Introduction; (ii) Chimera Mk IV (iii) Hellhound Flame Tank; (iv) Griffon Armoured Weapon Carrier (v) Basilisk Mobile Artillery Platform; (vi) Leman Russ Battle Tank (vii) Leman Russ Demolisher</i>
Section 9	Vehicle Recognition – Ork Patterns <i>(i) General Introduction; (ii) Warbike (iii) Trukk; (iv) Dreadnought</i>
Section 10	Vehicle Recognition – Eldar Patterns <i>(i) General Introduction; (ii) Jelbikes (iii) Falcon; (iv) War Walker</i>

Section 1

GENERAL INTRODUCTION

The Imperial Guard is justly famous and feared for two things: its infantry and its tanks. The Guard's modus operandi is to smash any foe into trembling defeat with superior numbers and firepower. Guardsmen supply the numbers and tanks supply the firepower. In the theatres of war where you will seek glory, you can expect to observe Imperial armour in operation. There is no sight like it!

Until you have witnessed a massed tank charge, you cannot understand the Imperial way of war. No enemy can stand before the rolling thunder of a brigade of 60 ton tanks bearing down on them, with the fury of the Emperor blasting from their chimney stacks and roaring cannon muzzles! Together, infantry and tank will pulverize any challenger into quivering submission.

This section will brief you on the use of tanks and artillery in the Imperial Guard, tank recognition (friend and foe) and basic skills in disabling enemy tanks with the heavy weapons available to you.

Section 2

USE OF ARMOUR IN THE IMPERIAL GUARD

The armouries of the forge worlds across the galaxy produce millions of tanks for the Imperial Guard. Designs are numerous and diverse, and proper fielding on the battle ground of these armoured behemoths can turn the tide of fortune. Tanks are formidable weapons, and not just as gun mounts; they are capable of instilling great fear and psychological dread into the hearts of our foes. The reputation of centuries of successful tank warfare precedes our proud armoured units.

Tanks are organised into their own companies, and in large conflicts will fight in great armoured formations. There is no grander demonstration of Imperial might than a tank advance pulverising an opposing army. Alternatively, vehicles from tank and mechanised companies are commonly detailed to fight as additional units supporting Guard infantry companies. If you are part of such a supported unit, keep watch for enemy antitank squads, and be ready to dispatch them as soon as possible.

If you prove yourself in battle you may be transferred into an *Armoured Fist* detail. This means your squad will be transported on a Chimera (see chapter 4, section 8) allowing for swift movement and a heavier punch on deployment. Armoured Fist squads can be invaluable in breaking an enemy swiftly by smashing a hole in his line and allowing slower infantry platoons to consolidate as they move up behind you under the Chimera's covering fire. There is glory to be gained in taking part in such duties! An Armoured Fist's superior speed allows a field commander increased flexibility as battle unfolds: he can move troops swiftly to where they are needed, to plug gaps in the line or advance to take benefit from an enemy's broken retreat.

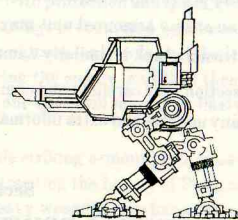
Addendum – Some regiments make use of Rough Rider cavalry. For more information on their tactics, weapons and mounts, see Pamphlet IG 49586/29A 'The Use of Fast Cavalry Units in the Immortal Emperor's Glorious Armies.'

Section 3

FAST ATTACK UNITS

Striking swiftly and brutally can break an enemy as surely as concentrated artillery fire or the use of superior numbers. The Imperial Guard has two main vehicle variants for just this tactic.

(i) **Sentinels** (Insurgency Walker) are lightly armoured mechanised walkers crewed by a single, dedicated Guardsman. Sentinels usually fulfil a reconnaissance and raiding function. They are very useful in rough terrain where tracked vehicles cannot go, as they can provide highly mobile heavy weapon support to infantry platoons and advancing tanks. Sentinels are usually armed with a multi-laser, but variation does occur.



SENTINELS SCOUT AHEAD AND TO THE FLANKS OF A COLUMN, ROUTING HIDDEN ENEMIES.

(ii) **Hellhounds** are a Guardsman's ally. It is a specialised variant on the ubiquitous Chimera chassis, employing an Inferno cannon – or similar flame throwing device – and they are designed to flush out enemy infantry units hiding in dense terrain. The igniting chemicals it spews work into every nook and cranny of cover, reaching and immolating any living thing it touches.

The Hellhound has a vicious reputation (as do the crews) and the sight of these powerful machines incinerating all in their path instils fear in the hearts of the enemy and jubilation in the souls of those who follow in their fiery wake.

Section 4

GENERAL INTRODUCTION TO THE ART OF TANK RECOGNITION

This section is to establish an interest and intelligence in the multifarious and diverse armoured divisions you will inevitably come into contact with. It is of the utmost importance for Guardsmen to be able to distinguish between different types of tank, and especially between friend and foe.

Note: The technical data stated in the next section should not be treated as authoritative, and specifications given are very general and subject to variations in different models.

Most races use unit identification marks, flags and pennants, but they are of little use as, except at close range, they cannot be seen and are easily faked. There are certain characteristics peculiar to vehicles of each race. Knowledge of these is essential, as with it you will recognise targets or friends. It is also imperative to spot weak points in the armour so you can exploit them to the full.

Section 5

INSTINCTIVE IDENTIFICATION

Identification of different armoured units must become instinctive. This chapter and additional training from your regimental tutors will force this prospect upon you. The severity of punishment for failure to pass recognition tests and exams with sufficient marks is in proportion to the importance that the Guard places on the subject. Failure to recognise an enemy armoured unit may allow it to inflict needless casualties. Pouring fire on a friendly tank is similarly damaging, and is considered a capital offence.

Read this section very carefully and commit the visuals and details to memory. Keep informed of any updates and extra information passed on from command headquarters.

Section 6

ESSENTIAL POINTS OF RECOGNITION

Tanks and armoured vehicles are universally used by all advanced races known to humanity. Distinguishing between the brutal, unsophisticated lines of an ork guntrukk and the sleek, slender lines of the brittle eldar tanks is easy to do. But all types of tank exist between these extremes, and here the lines of recognition can blur; especially in the heat, smoke and chaos of battle. Also, when fighting human renegade filth, tank types can be barely distinguishable at all. This is where the principles of *Essential Points of Recognition* come into play.

Differences are in the details: colouration, markings, camouflage patterns, type of body, type of wheel, position of exhaust flutes, weapons, intricate or ornate decorations, mud-guards, etc., all of which have influences on the outside appearance. Go with your first instinct, but the first impression *must* be checked in the light of more detailed knowledge of your local enemy.

Check on *at least* two features of recognition before making the decision to open or hold fire:

- Turret
- Armament
- Track assembly
- Hull
- Vox and signals masts

Cross-check what you see with visuals in this section, and with extra information you may have been furnished with, particular to the campaign, and your own local knowledge.

Section 7

THE 'KILL SHOT' & ARMOUR BASIS

The term **armour basis** denotes the thickness of the armour plate protection of an armoured vehicle; it denotes the comparative immunity to fire of different areas of the vehicle. It is generally true that the parts less likely to come under fire are made correspondingly thinner.

Decisions in the design have to account for both protection and speed, the heavier the tank the better protected it is, but this advantage is countered by a loss in speed and slower acceleration. The back and underside of most tanks will often be less protected than the front and flanks, which will be facing the enemy, and thus their fire. A **kill shot** (disabling or destroying a vehicle with one shot) will more than likely be successful if aimed at these more vulnerable areas.

It must also be understood that a projectile striking armour plate loses its penetrative powers as the angle of impact increases (reciting the Litany of Penetration will go some way to offset this phenomenon). If a heavy weapon team has a choice of targets, to realise the maximum capabilities of the shot it is advisable not to fire on a target approaching obliquely, but at an angle which will allow a 90 degree impact.

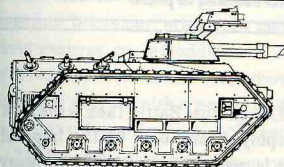
The shallower the angle the greater the chance of inflicting a **glancing blow** is. Glancing blows are when the missile or projectile strikes the target only for it to rebound off, causing less damage. The majority of antitank weapons are most effective when they penetrate the hull and detonate *inside* the vehicle.

Section 8

VEHICLE RECOGNITION – IMPERIAL PATTERNS

(i) General Introduction

Imperial tanks are the finest war vehicles in the galaxy. Their noble lines and powerful build pour fear into the hearts of the foe as fast as their glorious guns can pour forth the Emperor's venomous fury. Learn the shape and form of Imperial armour well, and delight in the pain and slaughter they will bring down on the corrupt and the alien.

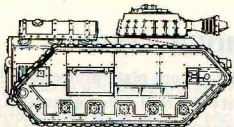
*Broadside*

- Flat and tall flanks
- Bullet shaped front and sloping back
- Small, forward protruding turret with pintle-mounted weapon.

(ii) The Chimera (Mk IV) armoured troop carrier is the main transport and support vehicle of the Imperial Guard. Most regiments make use of them. There are several modified variants of the standard pattern.

Head-on

- High, square shaped
- Short, sloping front
- Vertical sides



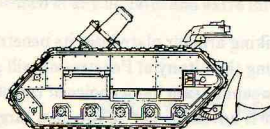
(iii) The Hellhound Flame Tank is built on a Chimera chassis (usually the Mk III). The turret is armed with an Inferno cannon (or similar variant) and the pintle-mount has been removed.

Broadside

- Flat and tall flanks
- Short, stubby flamer in turret
- Behind the turret are the promethium fuel tanks for the flamer

Head-on

- High, square shaped
- Short, sloping front
- Vertical sides



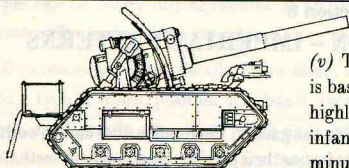
(iv) The Griffon Armoured Weapons Carrier is built on a Chimera chassis and provides close to medium range mobile artillery support with its heavy mortar armament.

Broadside

- Front pintle-mounted heavy weapon
- Pattern III mortar resting in the rear
- Often employs a dozer blade on the prow

Head-on

- High, square shaped
- Short, sloping front
- Vertical sides



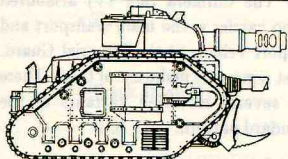
(v) The Basilisk Mobile Artillery Platform is based on the Chimera chassis making it a highly mobile artillery piece. It follows an infantry advance and can deploy and fire in minutes.

Broadside

- Flat and tall flanks
- Centre mounted Earthshaker cannon
- Front mounted pintle-weapon

Head-on

- High, square shaped
- Open topped body, with artillery piece locked in place



(vi) The Leman Russ Battle Tank is the most widely deployed tank used by the Imperial Guard. It is rugged and versatile and many modified types exist.

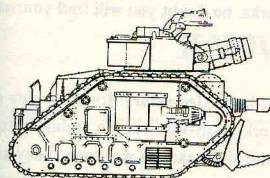
Broadside

- High symmetrical superstructure
- Bullet shaped prow with cannon, and dozer blade
- Sloping rear with curved exhaust flute

Head-on

- Square and broad shape
- High, with straight, vertical flanks
- Two side sponson mounts

Every servant has his place, to know it is his great comfort, to excel within his greatest solace



(vii) The Leman Russ Demolisher is a siege tank. It carries the short ranged but highly destructive Demolisher cannon, for use mainly against fortifications and buildings.

Broadside

- High symmetrical superstructure
- Model often employs a pintle-mounted weapon in the turret
- Turret has wide and stubby Demolisher cannon

Head-on

- Square and broad shape
- High, with straight, vertical flanks
- Two side sponson mounts

Section 9

VEHICLE RECOGNITION – ORK PATTERNS

(i) General Introduction

The fact that the bestial scum ork aliens have technology is a phenomenon that defies understanding. Orks love vehicles, and, although they in no way compare to the noble designs of the Imperial Adeptus Mechanicus, they can be surprisingly effective. Orks have a great predilection for speed and often their vehicles are designed to gain maximum velocity, at the expense of other design considerations such as stability and structural integrity.

Unlike the superior and revered directives of the Adeptus Mechanicus, orks change and mutilate their vehicles beyond all recognition. This makes identifying specific classes difficult, although actually identifying a vehicle as one belonging to the orks is very easy. No creatures make their means of transport more ugly, blocky, make-shift and loud as do the orks. Destroy them on sight.

Addendum – It is a sad and common practice among the foul xenos to actually capture and mutilate Imperial pattern tanks for their own ends. Look out for signs of this monstrous behaviour: ork glyphs and symbols painted in the hull, the mounting of orkoid weapons, crude modifications and changes to the once holy shape and the painting of red stripes on the hull in an effort to make the vehicle travel faster. Destroy these mistreated vehicles with a prayer to the tortured Machine Spirit inside, knowing you are freeing it from its misery at the hands of the xenos.

(ii) The **Warbike** is a very common vehicle. They are swift, travel in packs and are usually armed with twin auto-cannons. They are lightly armoured and a well aimed missile into their midst will be sufficient to shred their fuel tanks and send them all to their doom.

(iii) **Trukks** are the orks equivalent of the righteous Chimera chassis. It provides the basis for most ork vehicles, from artillery platforms to troop carriers. They are speedy, manoeuvrable and can be armed with an infinite variety of weapons. They are often open-topped which makes the crew vulnerable to small arms fire.

No man that dies in the Emperor's service died in vain

If you fight in a campaign against the ubiquitous orks, no doubt you will find yourself blowing many of these vehicles to shreds.

(iv) The ork **Dreadnought** is a bastardised insult to the legendary dreadnoughts of the Adeptus Astartes. They are piloted by a single ork, hard-wired into a mobile battle suit. They come armed with any mixture of long and short ranged weapons. They are slow to move, but effective if allowed into a commanding position. Coordinate heavy weapon teams to annihilate them as soon as possible. The sight of a wrecked dreadnought will put the fear of the God-Emperor into their animal hearts.

Section 10

VEHICLE RECOGNITION – ELDAR PATTERNS

(i) General Introduction

The base alien eldar are well known for their use of anti-gravitic vehicles. Their unknowable and heretical technology must be destroyed where it is discovered, as it is a grave insult to the divine machine god that inhabits all the metal hearts of Imperial war-machines.

Eldar transports are swift and highly manoeuvrable, but weak, and their inferior armour is easily penetrated by a well placed missile or las-blast. Fear not the weapons of the enemy, for they are corrupt, and their corruption makes them fragile. Destroy them with your pure-shot.

(ii) **Jetbikes** are sleek, one person vehicles capable of flying low at high speeds. This makes them a pleasant challenge to shoot down. They are armed with weapons that fire tiny metal shards. Flak armour will provide ample protection. Beware that a damaged jetbike does not try a suicide run on your positions in his cowardly desperation!

(iii) The **Falcon** is the standard grav-tank of the eldar. Although faster than the Leman Russ, it is unreliable, comparatively lightweight and prone to self-destruct, denoting the blasphemous nature of the alien technology employed in its construction. Its abominable and offensive shape is easily recognised, as is the sharp *hiss* and *whine* sound of its twin-linked projectile weapons. It has a small troop-carrying capability.

(iv) The **War Walker** plays a similar role on the battlefield as the (lighter and faster) Imperial Sentinel. Do not be disheartened by their size, they are inferior in design and piloted by a weak spirited alien protected by a feeble energy shield. Blast these abominable heresies from the Immortal Emperor's sacred sight. Ignore their attempts to target and shoot you, their puny weapons cannot harm a well defended position. Take time, aim true and destroy the xenos scum.

Chapter 5

KNOW YOUR FOE

Section 1 Orks

(i) General Introduction; (ii) The Warboss
(iii) Boys; (iv) Nobs

Section 2 Tyranids

(i) General Introduction; (ii) Lictors
(iii) Genestealers; (iv) Biovoores
(v) Gargoyles

Section 3 Eldar

(i) General Introduction; (ii) Aspect Warriors
(iii) Defenders; (iv) Rangers/Pirates

Section 4 The Xenos Threat (general considerations)

Section 5 Of Corruption and Dark Forces

Section 1 ORKS

(i) General Introduction

Of all the pestilent alien races that infest our galaxy, the orks are the more numerous. They mass together in great war bands and by sheer weight of numbers they overwhelm those who stand before them. Cowards! But a man, armed with a lasgun and knowledge of their physiology, has nothing to fear from these abominations.

An ork is an unworthy foe, little more than an animal that has, by some twist of nature, a very basic understanding of the rudiments of technology. Theories abound as to their true nature. Some reports suggest they are a fungus which produces spores in order to reproduce. It is certain that no one has managed to identify a female ork, or it may be the case that the females look like the males. Such questions are unimportant.

It is enough to know that an ork is slow-witted and will cause no problems for a properly trained Imperial infantryman. It is far more appropriate to compare the brain capacity of an ork to a plant than it is to any sentient life form. It is capable of little cohesive thought, and is easily confused by loud noises or sudden movement.

Orks live in tribes, known as **clans**. The largest and most savage of them will rise to be their leader, by very dint of its size and brutishness. These violent war clans, led by their boss, will attack anything in their way. Orks positively live to fight, it is what drives and motivates them. This can work to your advantage; an ork is without the capacity to think intelligently, and its every move can be predicted.

That is not to say that they are entirely without menace. They can be a threat if you allow them to get too close. They are relatively strong and tough, and their physiology is made up in such a way as to give them a remarkable tolerance to pain and a capacity to regenerate very quickly if wounded. However, this presents little crisis; they just require more shooting than other targets.

Addendum – Orks are cowards. A tactic they often employ is to send forward waves of their smaller brethren (*gretchins*) ahead of the main advance to soak up fire. Make prodigious use of flamer weapons as the bright light and heat terrifies these ork runts, adding confusion to the ranks.

An ork can seem an alarming prospect when first encountered. They stand taller than a man, with hunched, broad shoulders and long arms. They may seem to be heavily muscled, but the fact is their muscle tissue is not as dense as a human's. In actuality they are considerably weaker than the average man, despite what their appearance suggests. Their skin is thick and coarse and ranges in hue from green to almost black. Portions of their body are covered in stiff, black hair. Their brow is heavy (denoting their lack of intellect) and their little, almost useless eyes have a red cast to them. They have great tusks which jut from their mouths, but they are not sharp and a firm tug will pull them out by the root.

When confronting orks in combat remember their weaknesses and consider the facts: they are but animals, and they have no place in our galaxy where they prey only on the weak and helpless. After they have seen you with a loaded lasgun and a smile on your face, you can shoot them in the back as they run away!

(ii) The **Warboss** is always the biggest and toughest ork in the band. It keeps all the others in line by virtue of its dominance, size and strength. Because of its size it will present an easier target. A shot to the face will drop the alien scum like a sack of sand.



(iii) **Boyz** make up the rank and file of the ork rabble. They are usually armed with crude machine guns and cannons which frequently misfire and jam. These bestial brutes are no match for the proud Imperial Guard, and disciplined fire into the body or head will end their miserable lives.



(iv) **Nobs** are generally larger than boyz, and can be considered more dangerous. They are sometimes equipped with a primitive version of power armour. They will be heavily armed with ranged and close combat weapons, and they delight in the loud noises they make. Chances are they will be



ORKS ARE BIG, STUPID AND BESTIAL



ORK WEAPONS ARE EXTREMELY CRUDE AND PRONE TO MISFIRES AND JAMMING

so engrossed in the explosions and cracks emanating from their (probably malfunctioning) weapons that they won't notice you creeping up on them to administer a killing shot into their eye.

Orks are capable of building makeshift vehicles but be aware: variations are widespread and no standard pattern exists. The only consistency is the instability of all their transports. Further proof of the alien's instability!

Section 2 TYRANIDS

(i) *General Introduction*

Being stationed in the eastern sector of the Ultima Segmentum it is possible that you will clash with the tyranid swarms. They come from another galaxy, travelling in hive fleets with the futile aim of wiping out all life from the universe. Look at the glorious ranks of the Imperial Guard, in which you belong, and know for certain that they will fail!

If they had any conception of what kind of ordered fighting force they were facing, they would no doubt turn their vile ships around and go back from whence they came. But tyranids are stupid creatures with no concept of self preservation. Tyranids are numerous but weak. What do you do when a parasite bites your flesh and sucks your blood? You swat it dead! That is what the Imperium is mobilising to do to the tyranid invasions.

The mind of a tyranid is hard to understand, particularly as they are a relatively new foe. It is believed that a tyranid swarm is controlled by one single consciousness, known as the **hive mind**. And here lies their greatest weakness. Destruction of the hive mind leads to the destruction of the entire hive.

How unlike the noble human mind of the Imperial soldier, that functions autonomously (within the command structure of the Imperial Guard)! How can such base alien creatures hope to stand before us when they cannot even think for themselves? They have no emotions or compassion, only a drive to push ever onward, consuming all in their path. That we can use to our advantage.

There is one rule to employ when fighting the tyranid: **shoot the big ones**. It has been proven by the learned men and women of those who study the xeno-breeds that the tyranids are sent into paroxysms of confusion if the larger, controlling minds are obliterated.

Remember – SHOOT THE BIG ONES.



TYRANID WEAPONS ARE FORMED OUT OF LIVING TISSUES; THEY OFTEN FALL APART.

When they meet the massed ranks of the Imperial Guard, with our tanks, artillery and brave men, their lack of compassion will be matched, and served up to them with steel death from roaring gun muzzles!

They have no technology. It seems they evolve and adapt their physical makeup in order to carry out specific tasks and roles. Their ranged weaponry does not fire clean bolts of metal or energy, rather they are living things fired from a projectile launcher that *makes up part of the firer's body!* Abominations!

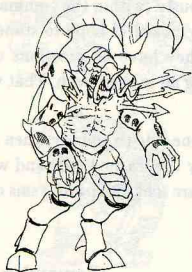
The form of the tyranids is manifold. Some stand far taller than a man, and are slow and cumbersome movers. Other, faster ones are the size of dogs, but they wander harmlessly at the feet of their larger brethren, often tripping them. Most are armed in the main with claws, spikes, flesh hooks and bony extrusions that form natural extensions to their limbs.

Their strength, such as it is, is in close combat fighting. But even in that case a tempered blade thrust firmly in between their armour plates will incapacitate the attacker, and convince its brethren to back off. To avoid getting your uniform covered in alien ichor it is best to dispatch them from a distance. Indeed, massed fire from such high technology as a lasgun will confound and confuse a tyranid swarm, allowing you to pick them off at will.

The alien nature of the tyranids can have a disturbing effect on those who have not seen them before. This is understandable, and to recoil from these atrocities against nature is a valid response. It compounds the idea that these creatures deserve to be completely annihilated. Your soul will sicken at the sight of them. Let your soul be your guide.

Use the disgust that will well inside you like a fountain, and turn that disgust into hatred! Hatred for the abominable form of the alien, hatred for the atrocities they have performed in their endless quest for domination. Teach them that they will not advance further into the realms of the Immortal Emperor. Teach them with a blast from your gun and a thrust of your bayonet. Remember always that the tyranid fleets should be regarded as nothing more than vermin, to be eradicated from our galaxy.

(ii) **Lictors** are the larger members of a brood. They have a tendency to use camouflage in order to advance undetected. This sometimes makes them difficult to spot. But their large size and proneness to panic and *shriek* in the face of strobing lights negates that skill. They are close combat creatures, so must be cut apart before they can do any damage.



HOW CAN A MAN FEAR SUCH A CREATURE?

It is our indomitable will that promises the ultimate victory

(iii) **Genestealers** attack in swarms. This means they present a large target. Use frag grenades and volley fire to blow them to ichor. They are generally slow and sluggish, and have been seen to attack their own brethren when panicked. Like all tyranids they vary in colouration, and their chitinous bodies can be black, blue or purple. Loathsome creatures.

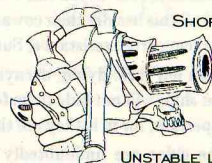
(iv) **Biovores** are living guns. They lumber, hiding behind the unformed front ranks of the brood, firing living projectiles. A brace of mortar shells will be enough to split these disgusting creatures open.

(v) **Gargoyles** are small, bird like creatures with leathery pinions and little in the way of combat punch. They will try to confuse or disorientate you, but a few shots from your lasgun will see these mindless creatures back off rapidly.



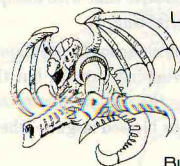
PUNY CLAWS

SHORT, MULTI-
JOINTED LIMBS



SHORT MUZZLE

UNSTABLE LEGS



LEATHERY WINGS

BLUNT SPIKES

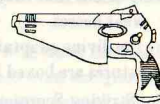
Section 3 ELDAR

(i) General Introduction

Of all the major alien races in the galaxy, the enigmatic eldar are the most like to humans in physical terms. But do not let this seeming connection with us confound your judgement: the eldar are despicable aliens, untrustworthy and decadent. They are a pirate race, preying on the weak and helpless, and they positively delight in causing needless pain and wanton bloodshed.

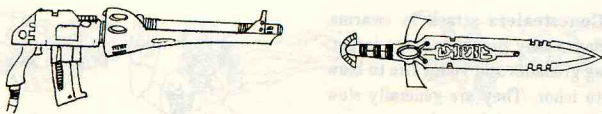
They specialise in plundering attacks on outpost world, picking easy targets incapable of putting up any meaningful resistance. Imagine facing down such an enemy on the field of battle. Be assured, if caught in a more even match these spineless sluggards will turn tail and run!

Eldar are sly and cunning beyond measure. This probably accounts for their longevity. It is certainly not down to any store of nobility or purity! Their appearance is bipedal, taller and, as a rule, slimmer than an average man. They



ELDAR TECHNOLOGY IS ANTIQUATED

There can be no mercy. No surrender



ELDAR CRAFTSMANSHIP IS INFERIOR TO OUR OWN

have pallid skin, sharp features and shifty eyes that betray their untrustworthy nature. They are smooth in their movements, but their bodies are brittle and easily broken.

This is a considerable disadvantage for them in combat. Their frailty will allow you to break them with a swipe of your lasgun. Indeed, their swift movements will just get them into your hands sooner so you can break them in two, with the Litany of Revenge on your lips! And all this besides their cowardly nature which will see them exit the field at the first sign of concerted resistance! Surely a foe easily bested!

The eldar are an old race: dying, decaying and ripe for the slaughter. Their hiding places and planet ships will not hide them forever. Their time is past. They run from the might of the Imperium, for in it they see their ultimate doom.

In combat the eldar are undoubtedly more sophisticated than orks, and more autonomous than tyranids. However, their physical frailty and reliance on overly complex technology ensures that with discipline and courage, they will prove no match for the peerless Imperial Guard.

Addendum – The eldar make prodigious use of psykers. Little is known about these mysterious and cruel individuals, but they may inhabit the battlefield trying to sow confusion by using their warp ‘talents’ to nefarious use. Be vigilant. Have faith. Mete out justice with your blessed lasgun – the true weapon of the divine warrior.

(ii) **Aspect Warriors** are the elite (if such a word can be used for these pitiful aliens) fighting force of the eldar army. Each type will have specially adapted weaponry and armour to best aid him in their particular field of combat. **Striking Scorpions** are the close combat specialists, **Howling Banshees** are shock troops and **Fire Dragons** are tasked with hunting out tanks.

Do not let the emotive names these troop types carry intimidate you. These warriors have developed their techniques to allow them to excel at one specific battlefield role. This means that they have a dozen other weaknesses for you to exploit! Unlike the divine adaptability of a man, these creatures are boxed into one function, ripe to be taken apart.

For example, Striking Scorpions can be cut down with sustained volley fire, long before they reach our lines, and the lightly armoured Banshees can be rent asunder with a few well placed frag grenades.

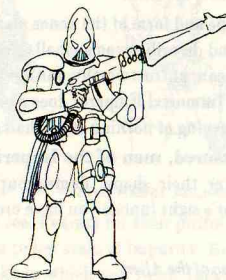


THE ELDAR ARE WEAK AND IMPURE

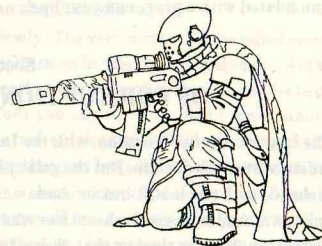
(iii) **Eldar Defenders** are those eldar rounded up to fight. They are not natural warriors and are often mystified by the roar and confusion of battle. Treat them like errant children, for such they are.

(iv) **Rangers** are disenfranchised eldar. The eldar are a piratical race, forever harassing and destroying Imperial shipping and defenceless planetary outposts. Rangers roam the galaxy in their blasphemous ships, seeking to heap misery and violence on those less strong than themselves. They are vermin. Wipe them out.

One aspect of eldar technology that is worth noting is their use of anti-gravitic vehicles (see chapter 4, section 10). They have a wide variety of speeders and heavy support, capable of travelling at moderate speeds at low levels. When fighting the eldar, keep a watchful eye on the horizon, as they will most certainly use their fliers to try to do harm. They are but lightly armoured and concentrated lasgun fire, or better still a missile, will send them crashing from the skies.



ELDAR WARRIORS ARE COWARDS!



THE ELDAR PREFER TO ATTACK FROM AFAR

Section 4

THE XENOS THREAT (GENERAL CONSIDERATIONS)

General Introduction

As has been stated ad nauseum, mankind, headed by the Immortal Emperor, is the rightful heir to the galaxy. He holds rightful dominion over all other races and creatures that are all so much less than He. This gives man the inalienable right to assert control over His domain. We do this with rifle, tank, fist and sinew. We do this without mercy or compassion. We fight to survive and to uphold what is unarguably our rightful place at the top of the echelon of existence.

The galaxy is a vast place and is filled to the brim with lesser races and species. The alien skulks and breeds in all the dark corners where even the glorious light of the Golden Throne does not reach. These undesirable elements are our enemies. The xenos threat to our Empire is constant and all pervading. Your vigilance is demanded by the Immortal Emperor.

The Form of the Alien

The shape and form of the xenos mass is manifold and multifarious, to the point where to try and describe even a small selection would be futile. Suffice to say that all aliens are unclean, untrustworthy, faithless heretics, weak of mind and body, lacking in spirit (for the Immortal Emperor does not shine for them! His guiding light is only for man!) and deserving of nothing more than slavery or death.

Be assured, men of the Imperium, the alien is not worthy of your mercy. Whatever their shape, demeanour or behaviour, wipe them from the Immortal Emperor's sight (unless you have orders otherwise).

Disposing of the Alien

You have by your side the tool of cleansing. Your standard issue lasgun is your instrument to mete out the Emperor's Judgement upon the unclean xenos. The alien is weak, and the white-hot heat of a las-round will be enough to end their miserable lives. Treat them as you would a blood-leech clinging onto your belly: a parasitical irritant, a thief of essence, a taker of life to be purged! Burnt! Cut out! Ground underfoot! Destroyed! Annihilated with a prayer on your lips!

Section 5

OF CORRUPTION & DARK FORCES

The Imperium is like a beacon, with the Immortal Emperor as our divine light, shining radiance over His domain. But the galaxy is a vast place, too vast for mere men to comprehend, and much still lies in shadow. Men have always feared the dark and the unknown. And with good reason! For what we don't know we cannot understand, and there is much in the shadow that wishes to do us harm.

A Black Peril stalks our realms. Its nature is virtually unknown, but it manifests itself in many ways; ways which cause great bloodshed and the tormented wailing of those left in its deadly wake. This dark, malign influence saturates the land wherever it falls and many weak minded fools respond, actually casting aside the very right and pure Imperial Creed in favour of the damned and sordid worship of the Dark Ones.

These once-people are heretics, and the mark of the mutant festers foul in their souls. The pure and clean fight a constant war with this most hateful enemy within. Where they hide we will seek them out, with torch and flame. Where they rise up to flout our Great and Immortal Emperor, we will be there to cast them down, into the mire and the filth where they belong.

These thoughtless denizens of the shadow will bring only misery and damnation to us all if we allow our vigilance to falter for an instant. Ever do the virtuous agents of the Immortal Emperor travel the length and breadth of the galaxy in a constant effort to rid us of this plague of unbelief. And ever do we applaud their brave efforts. But when a hammer is needed to crush the unclean armies, the Imperial Guard shall be the bringer of light into shadow, and forever shall the wholesome people of the Imperium thank us for freeing them from the shackles of damnation. For every mutant we blast, for every heretic we burn, that is one soul saved from the all consuming hatred and impurity of darkness.

There is nothing to fear but failure

IT IS YOUR SACRED DUTY TO RID THE GALAXY OF THESE RABID ABOMINATIONS

The mark of the mutant is not always easy to see. Fearing for their pitiful lives, the mutant will hide his mark, will seek to blind you to her stain of impurity. Be vigilant. The mutant may have infiltrated the very ranks in which you fight! But do not be afraid. Remain watchful, scrutinise your comrades and report any sign of strange behaviour or action to your commissar **without delay**.

Any sense of previous loyalty to those who may once have been your friends must be forgotten. These are low creatures, turned and forever lost to you. When they betrayed the light to face the Darkness they forfeited all of their humanity. They are abominations, filth, crusted mucus to be wiped clean and flushed away.

Not all forms of mutation manifest physically. The very worst of these soiled corruptions are those who have the stain of the malformed in their minds and souls. Are any of your comrades showing an ability to guess the future? Do they seem to be able to predict what you are going to say, even before you say it? If so, don't waste another second! Do not allow the rot to spread in the ranks of the army of the pure! Report them immediately, and rest easy in the knowledge that you have served the Imperium well.

An unsanctified psyker (unlike those who serve with you, for the Imperium) is a grave risk to those around him. It is clear that creatures from the dark places can enter their minds and turn them into mindless killers. By reporting suspected unsanctified psykers you are also providing a service to them, allowing them a quick death, as opposed to their soul being swallowed whole by the Mutating Shadow.

Areas of Corruption

Areas of geography can become saturated with Dark Corruption, and it is important to maintain concentration when you enter them. Your body and mind are vulnerable to these areas of pestilence. A strong smell is usually prevalent, like cooked blood and electricity, and the atmosphere is permeated with evil. Nosebleeds and nausea are common symptoms of being in such locations. Keep faith in the Immortal Emperor. Find aid from the common prayer book in the back of the primer, or seek out your confessor.

Another warning sign is the sight of vile daubings and disgusting graffiti staining walls or buildings. The insidious enemy will seek to undermine your courage by placing potent icons and symbols and displaying heretical slogans or intentions in any way possible. Sacred areas may be desecrated, and blasphemous tokens left in the place of austere memorabilia. In these cases turn away! Do not sully your view with such monstrous visions! On seeing them you will experience headaches and nausea. Remember these crimes, and take punishment to the unworthy scum who perpetrated them!

Note: In these situations, keep an eye on your comrades. If you notice any strange behaviour, inform your commissar immediately.

Obey your orders

Chapter 6

ELEMENTARY BATTLEFIELD MEDICAL INSTRUCTION

Section 1General Introduction to the Aspects of the Physiology of Men and Principles of Battlefield Surgery

Section 2The Composition of the Sacred Human Form
(i) Definition; (ii) Layers; (iii) Joints; (iv) Muscles

Section 3Principles of Battlefield Physic Aid
(i) Treatment of Wounds; (ii) Haemorrhaging; (iii) Fractures and Breaks
(iv) Dislocation and Sprains; (v) Electric Shock
(vi) Solid Projectile Wounds; (vii) Energy Weapon Wounds
(viii) Bio-weapon Wounds
(ix) Burns
(x) Freezing

Section 4Cowardice

Section 5Loss of Limbs

Section 6Common Medical Conditions – Symptoms and Treatments

General Introduction

As a soldier in the Immortal Emperor's glorious Imperial Guard, you will be sent to the most dangerous and perilous places in the galaxy. Your journey to glory or death will see you tread in the fields of peril and charnel houses of the unclean, the murderous, the alien and the heretic. Hazard will be your constant companion. But where else can you prove that you are a man, worthy of respect and honour? Rejoice in your place, as a defender of the Imperium!

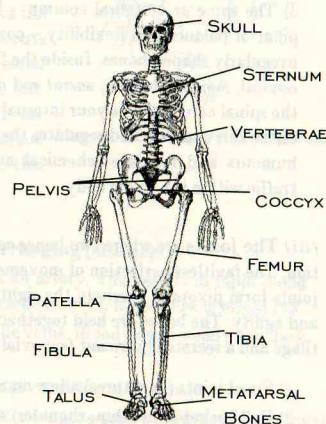
It is because of the natural and constant state of danger in which your life exists, that you shall be informed of the basic functions of the body: its organs, humors and fluid balances, its essences and make-up, and how to treat inflictions and wounds received in the heat of combat. There is also a section pertaining to the diseases and ailments to the common soldier whose condition is naturally dirty and low living, as the environment of such a man tends to be (see also chapter 3, section 17 'Military Sanitation').

Section 2

THE COMPOSITION OF THE SACRED HUMAN FORM

The human body is a paradigm of perfection and purity. Its makeup is an example to all lesser creatures and races (and be assured, all other creatures *are less than human*) that our place as dominators of the galaxy is right and just. It is therefore correct and of the highest calling that you should use your body as a weapon with which to fight those lesser creatures deemed a threat to our undeniable superiority. But weapons get damaged. Repairs need to be made. Much as a wounded tank's Machine Spirit needs the correct ministrations of an engineer, the human body needs attention when damaged or made unbalanced.

As a soldier, it is entirely pertinent that you should have some understanding of the mysterious and miraculous machinations of the body; then you will be equipped, at least to a degree, to be able to perform on-the-spot treatment to wounded comrades, or even upon yourself.



THE SACRED FORM
OF THE HUMAN
SKELETON

(i) **Definition.** The human body consists of a framework of hard bone, flawless in proportion and form, to which the softer tissues are attached. The *physiology* of the human form is complex and governed by the humors and delicate balances held within the body's sacred coil. All its parts make up the perfect whole, muscles guide the bones, skin covers the organs, the heart pumps the fluids and the brain governs the entirety and ensures all remains pure and functional. The gifts of health and body allow you to carry out the sacred works assigned to you.

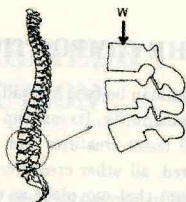
(ii) **Layers.** The body is constructed on three layers: the bones, the inner chamber and the outer membrane. The bones keep us upright and give us our perfect aspect of *shape*. We have 206 bones in our frame; there are 206 stanzas in the 'Catechism of the Sacred Form'. The principle bone configurations are: the skull, the rib cage (or chest wall) and the spine. To these configurations are attached the limbs.

1) The skull houses the brain – which is your cogitator – and is the most vital part of the anatomy. It is constructed from 22 bones, of which 14 make up the face. A wound to the head should be considered serious.

2) The rib cage is the castle wall around the organs, tissues and guts – which are your soft working parts; within its 24 ribs are the vitals of the body. The organs – which are your inner processors – nestling inside carry out all the

basic functions of the body, and they must be protected. The chest – which makes up your castle and curtain wall – and its content are also known as the *thorax*.

3) The spine or vertebral column – being your pillar of balance and flexibility – consists of 26 irregularly shaped bones. Inside the 5 parts: the *cervical, thoracic, lumbar, sacral and coccygeal*, is the spinal cord which is your internal processing duct. This contains and regulates the balance of humours and regulates chemical and electro-traffic within the whole body.



POSTURE IS IMPORTANT
FOR KEEPING YOUR SPINE
STRAIGHT. STAND TALL
AND LOOK THE ENEMY IN
THE EYE!

(iii) **The joints** are where two bones come together (apposition) to form an articulation. The faultless perfection of movement and perambulation is possible because the joints form pivots in precisely the right places to afford great freedom of movement and agility. The bones are held together by ligaments, and movement is aided by cartilage and a secreted lubricant (synovial fluid).

- 1) Fixed joints (or sutures) allow no movement.
- 2) Ball/socket joints (hip, shoulder) allow a great deal of motion and allows the limb to move in nearly every direction.
- 3) Hinge joints (knee, elbow) permit movement in one plane, like a door.
- 4) Pivot joints (vertebrae of the spine, head) allow one bone to rotate around another, stationary one.
- 5) Gliding joints (wrist) are when bones move a little by sliding over each other.

(iv) **Muscles** provide movement. Their appearance is like lean meat and their function is the same as a piston, and they make up 50% of body weight. The brain commands the muscles to move and the skeleton and joints follow their directional pulls. Regular exercise will increase muscle mass and make you even stronger and more able to do the Immortal Emperor's work.

Section 3

PRINCIPLES OF BATTLEFIELD PHYSIC AID

Treatment of Wounds

- (i) a) A **wound** is a break in the skin or mucous membrane on the body cavities. Incised wounds are made by sharp cutting weapons like knives, power-swords or bayonets. Lacerated wounds are irregular and torn, caused by shell fragments, flying shrapnel or grenades, and puncture wounds are caused by nails, bolter shells or wire.
- b) Bleeding out and infection by impure or sullied substances are the main dangers from wounds. Even small wounds can become polluted by poisons, so all wounds must be treated with sterilised dressings.

e) In severe cases of bleeding, expose the wound by cutting away clothing. Use a swab to purify the wound, then apply forceful pressure with a dressing to staunch the flow. If the wound is on a limb, use a surgical tie and wrap it around the limb, above the wound. Tie the knot as tight as possible. This cuts off blood to the extremity and will stop the blood flow. *Recite the Litany of Blockage when doing this.* You will know the tie is sufficient when colour is lost from the limb. *Note:* Keeping this tie applied for too long may result in the limb atrophying. If this occurs amputation becomes necessary.



USE OF TOURNIQUET APPLICATION

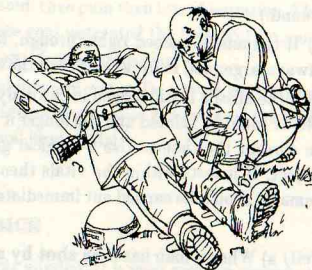
(ii) a) There are two types of severe **haemorrhaging** (bleeding):

- (1) *Arterial* haemorrhage is bleeding from an artery. This results in rapid blood loss which spurts from the wound with each heart beat. Blood flow is bright red.
 - (2) *Venous* haemorrhage is bleeding from the veins. Blood flow is steady and dark red.
- b) Elevate the wounded extremity to encourage cessation of bleeding.
- c) Put direct pressure onto the wound with a sterile gauze until a dressing or tourniquet is applied.
- d) If direct pressure fails, use your fingers to block blood vessels between the heart and the wound. These points are where the arteries flow near to a bone, and the blood course can be stymied, stopping it from pumping from the wound.
- e) Applying a tourniquet to the wound will completely restrict blood flow to the wound. This is an effective method of coping with a comrade who is experiencing severe haemorrhaging.

(iii) a) **Fractures and breaks** are common injuries for an active soldier. A compound fracture is where the bone extends through the skin; a complicated fracture is when damage occurs to adjoining vessels, nerves or muscle.

b) Breaks and fractures are not usually life-threatening, but they can ensure a man is effectively out of the fight. They need transportation to safety so they can be patched up, then made ready to return to the fray. Fractures and breaks are easily treated with splints. It is important to arrest any movement of the broken limb, and deal with the considerable pain that the casualty is likely to feel.

c) Whatever the case of the break or fracture, straighten the limb by moving the lower part of the limb (ensure the patient is held down) so the bones are straight. Apply the



SPLINTS FOR LEG OR ANKLE

splint using any materials nearby: board, bayonets, lasguns, etc.

d) Fractures to the upper extremities should be supported by a sling after splinting.

(iv) a) **Dislocation and sprains** are when a bone gets out of place at a joint and the ligaments are torn. Pain is usually severe and swelling is rapid.

b) Give the patient a pain-salve, either a tablet or morphia injection above the sprain. *Recite the Prayer of Relief from Torment (refer to the Emperor's Benedictions)*. Give them something to bite on, and get a comrade to hold them still. In the case of a dislocation, grip the dislocated limb in both hands. Judge where the askew bone is, and where the socket is in relation to it. Firmly push the limb, guiding the joint back into the socket. This is best done with strong, jerking thrusts, until the joint is back in place. Apply cold applications to the site of injury.

c) For sprains apply a splint.

d) If the casualty cannot walk, carry him to safety. Do not attempt to move him until treatment has been administered, unless absolutely necessary.

(v) **Electrical shock**. The rescue of a victim from a live wire or similar is always dangerous. Do not attempt to touch the casualty until you are sure the power source is disabled. If you are uncertain, move him with a dry stick, clothing, rope, a synthetic plastic object, or any non-conductor. If the victim is unconscious inject a measure of adrenaline.

(vi) a) When a man has been **shot by a solid projectile** it is important to ascertain if the missile is still present in the body. This is easily done by checking for an exit wound. (Note: Exit wounds are not necessarily on the opposite side of the body from the entry wound.)

b) If the missile passed right through, bandage up both wounds. The exit wound is always larger and more serious than the entry wound.

c) If the missile is still lodged in the body it is important to remove it as soon as possible. It could be tainted and the longer it resides within pure flesh, the more likely it is to corrupt the tissues. Use a surgical grapple or bayonet to locate and extract the object. If it rests within the vitals then corruption will spread all the faster and its removal should be carried out immediately. Administer pain killers if necessary.

(vii) a) When a man has been **shot by an energy weapon** the wound will cauterise so little bleeding will occur, damage is caused internally by the energy bolt heating up and boiling the insides. The energy dissipates, causing massive trauma to the internals and severe internal bleeding.

b) The cauterisation of the entry wound causes problems in treating injuries, as the wound needs to be reopened to get to the affected area. Proper medical attention is required for this.



SPLINTS FOR FOREARM



WHEN A COMRADE IS WOUNDED, IT IS IMPERATIVE TO MOVE HIM TO SAFETY AS SOON AS POSSIBLE. THE QUICKEST WAY OF DOING THIS IS TO SLING HIM/HER OVER YOUR SHOULDER AND JOG TO A SECURE AREA. KEEP LOW, AND KEEP MOVING.

CHOOSE YOUR ROUTE BEFORE MOVING!

(viii) A man **shot with a living projectile from a tyranid weapon** must have the affected area cut out immediately. If it is a limb shot, remove the limb. Effects of such a wound are unpredictable.

(ix) a) **Burns** can be caused by dry or moist heat, electricity or chemicals, and are vulnerable to infection and corruption.

(1) *First degree*: Skin is reddened.

(2) *Second degree*: Skin is blistered.

(3) *Third degree*: Skin is destroyed and flesh is charred.

(4) *Forth degree*: Skin is immolated and flesh burnt away.

b) Remove clothing from the burn. If material adheres to the burn **do not** attempt to remove. Do not break blisters. Administer painkillers.

c) Protect the burn with sterile dressings. Keep patient warm and awake. Third degree burns are very serious and medical attention should be sought after immediately. If this is unavailable and the casualty is badly burned (fourth degree burns) the Emperor's Mercy may be the only option.

(x) a) **Freezing** causes frostbite. This causes cold, then pain then loss of sensation. The area becomes white or bluish white. If frostbite goes untreated the flesh will rot, corrupt and amputation becomes necessary to stop infection spreading.

b) Thaw the area by wrapping in cloths soaked in warm water. Do not reheat the area too rapidly. Do not touch the wound; any infection could cause gangrene. If the flesh begins to smell and turn black, effect its removal immediately.

Section 4 COWARDICE

Cowardice is an affliction of the weak and feeble minded. It is your greatest enemy on the battlefield and must be fought against with every fibre of your being. Cowardice is contagious, one man can be struck down, exuding all the horrible symptoms of spinelessness, and all around come under his debilitating influence. If you see anyone exhibiting the following symptoms or modes of behaviour, alert the commissar. If one is unavailable, carry out your duty and shoot the perpetrator before he spreads his foul and corrupt affliction to others.

There is no room for cowards in the Imperial Guard!

Symptoms of cowardice are:

- *Feelings of weakness, faintness, coldness and nausea*
- *Pale skin, pinched face and an anxious and frightened expression*
- *A listless aspect leading to torpor and stupor*
- *Cold and clammy skin*
- *Irregular breathing*
- *Weak pulse*
- *Whimpering and moaning*
- *Refusing to advance or fight*
- *Hiding, or flying the field of battle*

Section 5

LOSS OF LIMBS

a) A common battlefield predicament is the loss of a limb(s). The most common cause for this sort of injury is heavy weapon blasts, flying debris or booby traps. Serious maiming such as this must be treated quickly as bleeding and shock can kill the victim in minutes.

b) A man wounded in such a way can react in two ways. If shock sets in he may not feel any pain, and appear confused and disoriented. He may busy himself in trying to find his lost limb, and take no notice of what else is going on around him. Or he may be thrashing around in considerable distress and pain. In any case, he must be brought to ground and restrained completely. Any movement can aggravate the wound further.

c) Two things must be achieved: the bleeding must be stopped and the patient subdued. Administer painkillers, either tablets or injection into the wound. Try to keep the patient conscious and talking, but still and quiet.

d) Tie off the limb. Apply a surgical tie as tight as possible above the stump. If any arteries are spurting, locate them and shut them off with surgical clamps or twine. If the artery is unobtainable inside the body, use a knife and cut away the flesh to expose them. When this is done, clamp it off. Remove foreign objects and cut off crushed tissue remnants. Smear the whole surface of the wound thickly with sterilised gel (*polymocin-mupiricyn*) and dress the stump. If possible, cauterise the wound; sear the area with a heated blade to seal the flesh and arteries to stop bleeding.

e) Elevate the stump. Remove the casualty from the field as further surgery may be necessary.

Common Medical Conditions – Symptoms and Treatment

Biliousness – Examine the eyes separately for astigmatism or other error of refraction. This is a frequent cause for biliousness. Examine urine for albumin. Administer Euonymin, Compound Effervescent, Laxative Vegetable.

Bites and Stings – Remove sting and clean the wound with Atropine or Amasec gel. If the bite is from a proscribed *unclean* aggressor, and agents are left in the blood stream, remove limb.

Blood Worms – Full blood transmission and flush out the worms with vein-drainer.

Boils and Pus-sacs – Examine urine for sugar. Remove any pressure. Burst the sac and wipe away contents. Clean the wound and cauterise the exposed area until sealed.

Catarrh – Examine nose and enlarged turbinate bones, throat or enlarged tonsils or adenoids. Administer Aconite, Ipecacuanha or Borax. Colonic irrigation (25 litres) will clear the innards.

Convulsions – Treat the exciting cause. Could be invasion of the body by alien corruption. Find point of entry and remove the extremity. For brain lesions and gastro-intestinal disturbance administer Potassium Bromide, Hydrate and Chloroform inhalation.

Diarrhoea – Due to stricture of bowels and impaction of faeces. Administer Astrigent, Tannic Acid and Bazeline.

Earache – Examine ears, nose and throat. Wash, gargle with salt water. Administer Black Drought.

Fevers – Administer Perfected Wyeth Bovine Juice, Acetate solution, Warberg Tincture, Wet pack, ice cap.

Flatulence – Hot water one hour before meal. Dry food only, compact meals. Careful mastication.

Gangrene (flesh-rot) – Examine urine for albumin and sugar. Generous diet of alcohol. Promote evaporation of fluids from dead part. Administer Cyanide Wool. Remove dead part when smell become overpowering.

Headache – Seek cause for chronic pain: astigmatism, brain tumours, imbalance of the humours, nasal obstruction, corruption or influence of dark powers. Administer Eyrthrol Tetranite. Inhale Amasec fumes.

Mania – Ascertain cause. If dark forces are at work, report to the commissar. Administer Morphia.

Neural Lesions – Caused by infestation of the blood by Heloth flies. Administer Kraneria, and effect full blood transfusion.

Phthisis (guard plague) – Isolate patient. Ensure cleanliness. Administer Lanoline ointment to affected areas. No food. Plenty of liquids (sterile water only).

Retention of Urine – Retention may be present with and indicated by constant dribbling. Treat the cause, paraplegia, enlarged prostate, stricture worm. Administer Blaud Acid.

Skovy – Appropriate diet, vitamin supplements, citrus fluids and Residuum Rubram.

Syncope (skin rash) – Administer Polyvent poultice. Scrape away affected skin and dispose of it carefully.

Torticollis – Examine ear, nose, throat and spinal column for peripheral irrigation. Observe thyroid gland. Administer Arsenious Acid and Hyoscyamine Sulphate.

Vomiting – Ascertain if it is a problem of the intestines, the gut, the humors, the balance of fluids, renal or biliary colic. If presence of corruption is indicated report to a commissar. Administer Sodium Citrate, Strontium Bromide and Guaiaccol.



Look To The Emperor, And He Will Provide

The Benedictions of the Emperor, Inspiration Source and Uplifting Creeds for all Infantrymen

The Benedictions of the Emperor, Inspiration Source and Uplifting Creeds for all Infantrymen is a collection of writings, missives, litanies, incantations, prayers, catechisms and histories gathered together, from many sources, old and new, for the express purpose of inspiring and forging strength within your heart. When comfort or vim is lacking turn to these pages and find relief.

Inspirational Speeches and Quotes

- 1) Commissar Yarrick, addressing new recruits;
- 2) Commissar Yarrick at the end of the Third War for Armageddon
- 3) Warmaster Slaydo before the first engagement of the Sabbat Worlds campaign;
- 4) Anon. Scrap of vox-trafic
- 5) Last speech of Colour Sargeant Kint
- 6) General Dagan's address to the troops on the bloody fields of Nathlan VII
- 7) Ecclesiarch Deacis;
- 8) Commissar Haight, just before the glorious charge of the Korgan 1st

Great Imperial Heroes

St Solar Macharius

- 1) Maxims of Macharius;
- 2) Extract from 'Saints of the Imperium';
- 3) Extract from 'Bringers of the Emperor's Light'
- 4) Extract from General Sejanus's 'Breaching the Darkness'

Commissar Yarrick

- 1) 'Ode to Yarrick', as sung from the ramparts of Hades Hive;
- 2) Text from votive card series 'Heroes of Armageddon' - Number XVI of MM
- 3) Extract from 'Bringers of the Emperor's Light'

Common Prayers for the Soldier

- 1) Forms of Prayer to Honour the Immortal Emperor;
- 2) Forms of Prayer in Times of War and

Struggle;

- 3) Forms of Prayer to be used in Warp Travel

Litanies and Incantations

- 1) Oath to Obedience;
- 2) Oath of Allegiance;
- 3) Litany of War;
- 4) Oath to Vengeance;
- 5) Death Incantation
- 6) Fear Incantation;
- 7) Incantation Against Bombardment;
- 8) Profession of Faith;
- 9) Litany for Protection
- 10) Litany to Duty;
- 11) Ritual for Strength;
- 12) Litany of Strength
- 13) Incantation of Battle
- 14) Incantation of the Death Bringer
- 15) Prayer of Invisibility;
- 16) Litany of the Lasgun;
- 17) Litany of Penetration
- 18) Litany of True Striking;
- 19) Prayer for Ignition;
- 20) Blessing of the Bomb
- 21) Litany of Smiting;
- 22) Prayer of Smiting;
- 23) Litany of Accuracy
- 24) Ode to Timing;
- 25) Chant of Accuracy;
- 26) Litany of Unjamming
- 27) Litany of Cleanliness;
- 28) Canticle of Appeasement;
- 29) Catechism of the Machine;
- 30) Litany of Completion
- 31) Litany of Loading;
- 32) Litany of Unloading;
- 33) Litany of Durability
- 34) Litany to Bring Quick Death to a Fallen Comrade;
- 35) Incantation of the Maimed;
- 36) Litany to Staunch a Wound
- 37) Prayer of Relief from Torment
- 38) Litany of Protection;
- 39) Litany of Forgiveness;
- 40) Litany of Warp Travel
- 41) Litany of the Vacuum;
- 42) Litany against the Mutant

Inspirational Speeches and Quotes

1 Great Leaders. 2 Strong elocution. 3 Commissar Yarrick addressing new recruits. 4 Commissar Yarrick at the end of the Third War for Armageddon. 5 Warmaster Slaydo's Sabbat Worlds campaign speech. 6 Scrap of Vox traffic. 7 Last speech of Colour Sergeant Kint. 8 General Dagan's Nathlan VII speech. 9 The words of Ecclesiarch Deacis. 10 Commissar Haight's last words.

A GREAT LEADER must lead! Some do this with sound tactical acumen, others do it with a bolter, leading from the front. But a most important part of leadership is speaking to the fighters. Whether this is a rousing battle cry on the eve of a great conflict, or solemn words to mourn the passing of an officer, a great leader must inspire his men to fight with stirring words!

2 Strong elocution can enter a man's heart and affect him deeply. How many battles have been won in the name of the Immortal Emperor, with zealous and passionate words still echoing in the warriors who carried the victory?

3 'Imperial Guardsmen, you are the last line of defence against the alien hordes that threaten our Imperium. Each one of you brave warriors is part of a vast fighting force that will be called upon to serve in the eternal war. You will fight on countless battlefields on a thousands worlds across the galaxy. And, whether you fight in our great crusading armies or serve with the smallest garrison, you must be proud to sacrifice your life to save Humanity from its enemies.'

Commissar Yarrick, addressing new recruits.

4 'Do not fear the alien, for they are weak when compared to you. I am but a man and I have crushed the greenskin forces not once, but twice! And how did I do this? With the men of the Guard! You! I look upon your faces and I see the salvation of the galaxy written in every single one. The fury and righteous indignation that will send the enemy reeling into the utter dark, I see in every one of you! I look upon you, and I feel no fear for our future. Men of the Guard, I offer you my most heartfelt gratitude. Accept it with pride! It was you who won back this world, and it is you who will ensure its continuing greatness!'

Commissar Yarrick at the end of the Third War for Armageddon.

5 'Men and women of the Imperial Guard, do not underestimate your power. Never doubt that it is you who stems the tide of Evil that flows on our righteous shores! It is you, in your countless millions, who smash aside the alien, who crush the heretic and grinds the unbeliever into the dirt under your boot! Soldiers of the Imperial Guard, gird up your arms, steel your gaze and fight for the Immortal Emperor!'

Warmaster Slaydo before the first engagement of the Sabbat Worlds campaign.

6 'I won't pretend this will be easy. But it is vital. Vital to Imperial success on this world, perhaps to the entire crusade. The enemy and their ambitions will be denied, if it takes every spark of our lives and every drop of our blood. We fight for the Emperor today, fight as if we were standing at His

side as His chosen bodyguard. Protect the men to your left and right as if they were the Emperor himself. Do not slacken, do not falter. Victory awaits you, and if not victory, then the glory of a brave death in the service of the Golden Throne of Terra. The Emperor will provide, if you are true. His hand guides us, His eyes watch over us, and even in death He will bring us to Him and we shall sit in splendour at His side beyond the Eternity Gate.'

Anon. Scrap of vox-traffic, possibly from an open channel, intercepted from Monthax, Sabbat Worlds campaign, Segmentum Pacificus.

7 'Our end is come. But what an end! We have been given the most precious gift: a chance to roar our defiance into the foe that overwhelms us with their numbers. Let the Emperor Himself hear our final battle cry! Forward warriors of the Guard, and die like the heroes you are!'

Last speech of Colour Sergeant Kint, before the annihilation of the Braxian 9th, in the Luxxan Campaign against the orks.

8 'I stand before you and weep tears of pride. Today a great victory has been won! I will not speak long, my strength is not in words or rhetoric. I know each and every one of you understands in your heart the importance of our actions here today. The enemy is routed before your glorious charge, and this world is cleansed of the dark forces that assailed it. From this day forth, you can say with honour: "I fought in the Battle of Nathlan VII."'

General Dagan's address to the troops on the bloody fields of Nathlan VII.

9 'Men united in the purpose of the Emperor are blessed in his sight and shall live forever in his memory.'

Ecclesiarch Deacis.

10 'You consider yourselves soldiers? Having two arms and legs, a head and a lasgun does not make you a soldier! Soldiers must prove themselves. You are maggots, crawling gross in the Emperor's garden. This is a war, and such wars feed on maggots. Do you want to be ork fodder? Make no mistake, these creatures eat maggots for breakfast! It is time to prove yourselves! It is time to goad destiny and die for the cause. Follow me, maggots, and prove yourselves soldiers, every last one of you!'

Commissar Haight, just before the glorious charge of the Korgan 1st, their first and last action.

Great Imperial Heroes

1 The Imperial Guard. 4 The strength of humanity. 5 Solar Macharius. 6 The legacy of Macharius. 7 Impure Men. 9 Spirit of the Emperor. 10 End of the Crusade. 23 A tribute to Macharius. 24 Ode to Yarrick 27 Invasion of Ghazghibull Mag Urak Thrava.

FOR THOUSANDS of years the Imperium of mankind has expanded its borders and brought light into dark places. At the forefront of this expansion have always been the uncounted men of the Imperial Guard. This most exalted of armies is not built on masterly technology, or great super warriors like the legendary god-men of the Adeptus Astartes; it is built on normal men and women with their natural reserves of valour, purity and determina-

tion. The galaxy was conquered with courage and a lasgun.

2 But these great legions have to be led. Without an effective general an army is like a blind predator. The Imperial Guard has spawned such leaders to turn all others to shame; men who have led their armies to victories uncounted, over insurmountable mounds of the bodies of the enemy! In this hallowed section of the book are accounts and extracts detailing only a fraction of those men who have led our great legions to glory and honour.

3 Let their example be an inspiration to you. Let them show you the way to tread the path to becoming a hero of the Imperium: to be all the Emperor expects you to be. For it was men and women like you that were led by these giants among men, it is your shoulders that they stood upon to allow them to grasp the stars.

4 Humanity is strong beyond measure and surpasses all other races in its purity and right to rule. The histories and actions of these men prove this beyond reproach.

St Solar Macharius

5 'Strike fast and suddenly. Attack without warning. Secure victory before the enemy is aware of his danger. Remember always, a war is easily won if your enemy does not know he is fighting.'

Maxims of Macharius.

6 The greatest of our heroes, Lord Commander Solar Macharius stands tall in the memory and heart of the Imperial Guard. Through his great wisdom, tactical genius and inspired leadership, ten times one hundred lost worlds were

brought back into the Imperial fold.

7 At the beginning of the 41st Millennium the edges of Segmentum Pacificus were places of unwholesome darkness. In that region the most Holy Imperial Creed held no sway and men were impure, and held in a black thrall. Lord Commander Solar Macharius was charged with the liberation of these worlds, and this task he accepted with strength in his heart and a war cry on his lips.

8 Heled from the front one of the greatest crusade armies ever raised in the Imperial cause. Men like you sallied forth onto a thousand worlds and battled terrible enemies. And always St Macharius was there: driven, courageous and incandescent with the light of our Immortal Emperor.

9 In only seven years St Macharius and his Imperial Guard Legions had freed no less than one thousand planets from the darkness. This outstanding achievement has never since been surpassed. Surely the spirit of the Emperor existed in St Macharius!

10 It is said he wept silent tears when he reached the edge of the Halo Zone, for he saw there were no worlds left to conquer.

11 And so the Lord Solar gazed over the blazing fires that raged over Leminitus, the fire was reflected back into his eyes. Amber they burned, and few men understood the righteous fury and wrath that they held.

12 Behind him stood brave General Sejanus who said: Another world has fallen to your greatness, lord.

13 And Lord Solar replied: 'One more world under the light of the Emperor of Terra. And yet it is not enough.'

14 General Sejanus looked at him sadly, for he knew the Lord Solar's mind, and was afraid: 'Your plans to go further are not unknown to us, he said.'

15 Lord Solar turned from the burning vista so that his powerful frame was surrounded by an orange aureole. In his deep voice he said: 'We have come here to the very edges of the stars, to the halo of the galaxy, and you say we must stop?'

16 General Sejanus bowed his head, but replied: 'The men cannot go on. For seven years they have laboured hard under your command. Ten times a hundred worlds have fallen beneath your feet! Not since the times of the Great Crusade of the Emperor himself have such conquests been made. We have had our fill of toil and bloodshed, should we not now enjoy the peace which our endeavours have earned us?'

17 Lord Solar barked in scorn: 'Peace? There cannot be peace in our times. A thousand worlds may yet be mine, but a thousand more await us. Now is the time to become real heroes, Sejanus. People will sing of our exploits for a thousand years, but if we go on they will sing of us for eternity.'

18 But Sejanus was weary, for he had fought for seven years. He had seen countless battles and untold worlds destroyed. He told the Lord Solar: 'The halo is no place for living men, for it is a realm populated by the ghosts of centuries past, and sirens call men who dare to enter its

lightless depths to their doom.'

19 Lord Solar was overcome with anger and his face contorted with rage: 'Spectres and ghouls are no match for men and tanks! Have not my glorious armies conquered so many worlds that to name them all takes a day? Have they not overthrown the tyrannies of the Dark Age of Technology on Lapis Majoris, prevailed against the unenlightened masses of Hederoia, scorned the animal intentions of Palus Olidus? What do they have to fear of the wastes between worlds that they have not already overcome?'

20 But Sejanus was filled with doubt: 'The men will not follow us anymore. For nearly a decade they have gone into battle, following you gladly into the blood and thunder of righteous war, but they cannot go on. They have seen more death and ruin than another soldier sees in ten lifetimes. Their hearts and souls are dead now, they simply cannot find it in themselves to push forward into the great darkness. Judge them not too harshly, for they have fought well for you and fought hard. They love you still for all the glories you have brought them, the plunder that has been heaped upon the altar of the Emperor in their name. But they will go no further.'

21 Lord Solar dismissed Sejanus and felt great disappointment, and he raged that men did not have the same strength that he possessed. But from below, as his armies formed up amongst the ruins, he heard them chant his name: 'Macharius! Macharius! Macharius! Lead us into the dark, and we will fight for you!'

22 And Lord Solar smiled, for he knew then that Sejanus, brave Sejanus, was wrong, and that his Imperial Guardsmen knew neither fear nor doubt, when led by one touched by the grace of the Emperor.

Extract from 'Bringers of the Emperor's Light'.

23 Some have called Lord Commander Solar Macharius a monster, a madman. But the line between ecstatic determination and insane ruthlessness is vague and wavering. But he was not a monster. He was magnanimous in victory and many were the times he spared a world that had impressed him with its courage or resolve. He was a deeply spiritual man too, driven ever onward for the greater glory of the Emperor, not only his own fame. He was consumed by his desires, a passionate man who was willing to pay any price to fulfil his dreams of conquest. The Imperium needed such a man at that time, as it stood on the threshold of greatness once again. He was the man to stretch out the Emperor's grasp once more. It was he who dragged the re-born Imperium through the fires of battle, screaming a new birth cry as its Golden Age came about, the zenith of Mankind's power. Without him, who is to say what might have come to pass, what doubts would have been seeded in the heart of the Imperium once more? No one can dare say they think of him without humble gratitude for the marvels he performed. Many men have been dubbed insane for putting into practice what many Saints have preached. Solar Macharius was such a man.

Commissar Yarrick

*Let all lift their voices,
The time has come to rejoice!*

*Our saviour stood forward,
And beckoned us on!*

*Into storm, into death,
The commissar led the charge!*

*Our world was imperilled,
And savagery reigned supreme!*

*But he answered our call,
Not once, but twice!*

And each time the foe did fall!

*Let age not take him,
Nor providence forget him!*

*All hail the Commissar!
All hail Yarrick!*

— Ode to Yarrick, as sung from the ramparts of Hades Hive.

25 Commissar Yarrick is heralded throughout the Imperium as one of the greatest men ever to have lived. He is a commissar through and through, embodying the hard discipline and sense of honour and duty that these paragons of the Emperor's virtue must exemplify.

26 Yarrick's career was already long and distinguished before the time of his great calling. On Armageddon, that bastion of Imperial faith, would he find his destiny.

27 When the ork Warlord Ghazghkull Mag Uruk Thraka first invaded that troubled world it was the example of Yarrick, in his desperate defence of the besieged Hades Hive, which inspired an entire world to fight. His great skill with words and his passionate zeal and energy allowed him to recite speeches with powerful rhetoric. The battered

defenders of the hive were whipped up into a determined frenzy, inspiring them to undertake prodigious acts of sacrifice.

28 Yarrick is possessed of a great charisma that is born from the iron strength of his character. It was this character that stood face to face with the enemy warboss in the final desperate hours of battle at the foot of the hive; this character that allowed him to fight and defeat the boss, despite the loss of an arm; this character that saw him stoop down over the twitching greenskin's corpse and cut off its bionic arm; this character that only stopped fighting when victory was assured.

29 At the first defeat of the orks, most assumed Yarrick would accept well-earned retirement. But such is the energy and stamina of the man that he set about hunting down Thraka. Yarrick was haunted by the knowledge that it still lived, and feared that it would return to finish what it had begun.

30 Whether Thraka will do so or not cannot be predicted. But Yarrick plies the open depths of space on his quest to put paid to this menace to the Imperium. But Thraka had better prepare itself for a reckoning, for if Yarrick catches up with it, its fate is surely sealed!

Text from votive card series 'Heroes of Armageddon' — Number XVI of MM).

31 Commissar Yarrick sat tall at his desk, surrounded by papers and plans for war. From the open window could be heard the sound of battle: the whine of shells, the sporadic report of bolters, the shouts of pain. But underneath was the men-

acing sound of a million ork throats, roaring their hatred and vehement rage at the humans who defended Hades Hive. Yarrick listened to the noise, and did not move. Outside the tide of green began to flow.

32 The door burst forth and a man ran in: 'Commissar, the attack is coming at last! We must flee to the higher levels where we may be safe for a time longer.'

33 Yarrick gazed on the young intruder, his face set hard. But his voice betrayed pity and understanding, and his words were softly said: 'Safe, you say? There is nowhere safe here, boy. We have fought from behind these walls for too long. The time for hiding is over.'

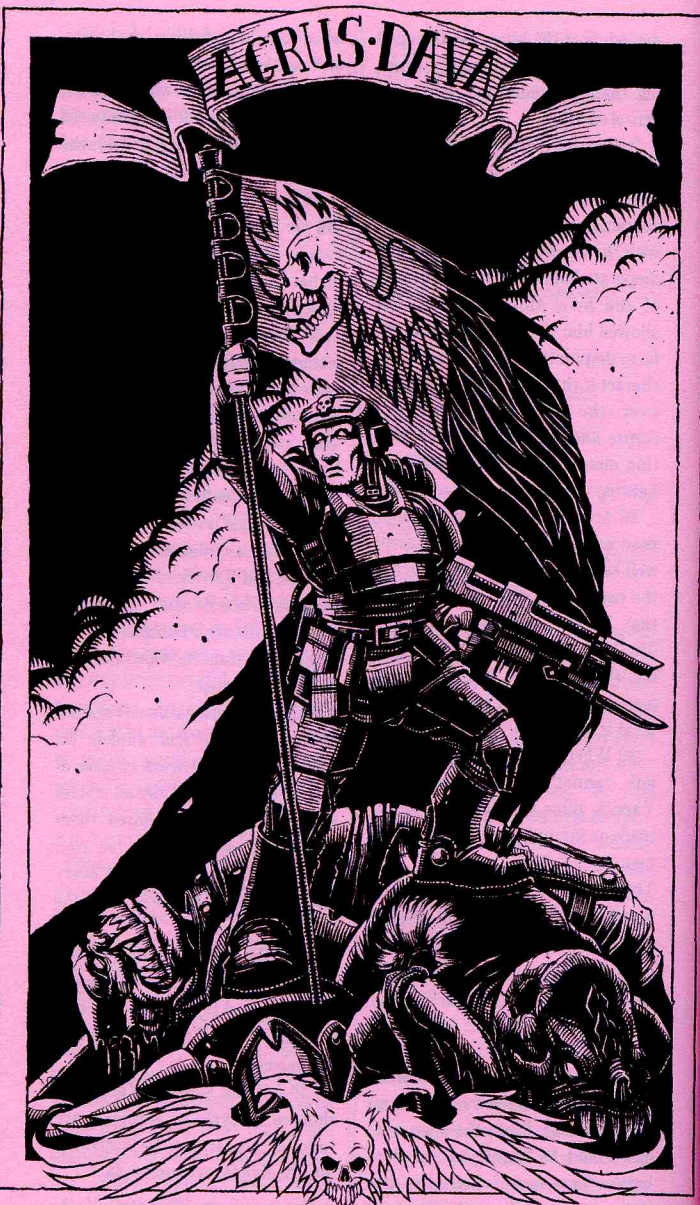
34 The roar from outside grew in volume, and Yarrick tilted his head, listening. Then he said: 'The greenskin bastards are inviting us outside. I think it is time we wiped the filth from our doorstep.'

35 And Yarrick gathered together his fighting men and women: his beloved Imperial Guard, citizens of the hive, workers, thieves, nobles and gangers. He gathered them together to sally unto the foe. And such was his command that every last one followed him, even unto the jaws of destruction.

35 In the ensuing battle, that has since fallen into immortal legend, Yarrick raised the banner of victory over the hive, and the alien was thus vanquished.

36 Let the name of Yarrick be shouted forever, in eternal gratitude for his services to humanity. May he live forever and a day!

Extract from 'Bringers of the Emperor's Light'.



Fury and Faith will Best the Foe

Common Prayers for the Soldier

FORMS OF PRAYER
TO HONOUR THE IMMORTAL
EMPEROR

Libation to the Emperor

*The Emperor is our guiding
light,
A beacon of hope for humanity in
a galaxy of darkness.*

*As we serve Him,
He is our greatest servant.*

*As we pray to Him,
His thoughts are only for us.*

*And in the dark when the shad-
ows threaten,
The Emperor is with us,
In spirit and in fact.*

The Emperor's Prayer

*Adore the Immortal Emperor
For He is our Protector*

*Admire the Immortal Emperor
For His Sacrifice to Mankind*

*Exalt the Immortal Emperor
For His Strict Guidance*

*Revere the Immortal Emperor
For His Undying Guard*

*Venerate the Immortal Emperor
For His Holy Wisdom*

*Honour the Immortal Emperor
For His Eternal Strength*

*Glorify the Immortal Emperor
For His All-seeing Vision*

*Praise the Immortal Emperor
For His Unending Rule*

*Hail the Immortal Emperor
For He is the Lord and Master*

*Worship the Immortal Emperor
For without Him we are Nothing*

Prayer of Adulation to the Emperor

To be recited every morning:

*O Immortal Emperor: have
mercy upon us, miserable unwor-
thies that we are.*

*O Master of the Galaxy: protect
Your flock from the alien.*

*O Keeper of the Light: Guide our
darkened path with Your radi-
ance.*

*We are Your warriors and we are
servants to Thee,*

*We stand free from blindness of
heart,*

*Free from hypocrisy, vainglory
and deceits,*

*But captive to hatred, malice and
anger,*

To the filth, the alien, the heretic.

*By Thy agony and bloody sweat;
by Thy Golden Throne and Thy
Death,*

*By Thy destruction and re-emer-
gence as the god of Men,*

*Keep and strengthen us, we who
fight for Thee.*

Imperial Lobgesang

*Love the Emperor,
For He is the salvation of
Mankind.*

*Obey His words,
For He will lead you into the*

light of the future.

*Heed His wisdom,
For He will protect you from
evil.*

*Whisper His prayers with devo-
tion,
For they will save your soul.*

*Honour His servants,
For they speak in His voice.*

*Tremble before His majesty,
For we all walk in His Immortal
shadow.*

FORMS OF PRAYER IN TIMES OF WAR AND STRUGGLE

Warrior's Catechism of Worship

*Look to your battle gear and it
will protect you*

We guard it with our lives

*Your armour is your soul, and
your soul's dedication its
armour*

***The soul of a warrior is the
protector of humanity***

Honour the craft of death

***Only the Emperor is higher
in our devotion***

*Honour the battle gear of the
Dead*

We ask only to serve

Warrior's Prayer of Battle

*I offer my life to the Emperor.
I pray that He accepts it.*

*I offer my strength to the
Emperor.*

I pray that He redresses it.

*I offer my blood for the Emperor.
I pray that it quenches His thirst.*

*I offer my body on the altar of the
battlefield.*

*I pray He grants me a noble
death.*

*I pray for His protection,
As I offer all that I am.*

Prayer in the Time of Tumults

*Emperor of Man, overseer of all
things right,*

*Whose powers none can resist,
Save and deliver us, we beseech,
From the hands of our enemies,*

*By granting us dominion over
them,*

*Show us the path to victory,
That we might produce it in
Your undying name.*

Prayer of Hatred for the Mutant

(From the First Book of
Indoctrinations)

*To be Unclean
That is the mark of the Mutant.*

*To be Impure
That is the mark of the Mutant.*

*To be Abhorred
That is the mark of the Mutant.*

*To be Reviled
That is the mark of the Mutant.*

*To be Hunted
That is the fate of the Mutant.*

*To be Purged
That is the fate of the Mutant.*

*To be Cleansed
That is the fate of all Mutants.*

FORMS OF PRAYER TO BE USED IN WARP TRAVEL

Prayer for Safe Return

*O Eternal Emperor,
Who alone watches us,
And rules the tides and storms,
Be compassionate to your servants,
Preserve us from the perils of the
Warp,
That we may be a safeguard to the
Domain of Men.*

Prayer for the Lost and the Endangered

To be used in times of grave
peril in the warp:

*Most powerful and glorious
Emperor,
Who commands the winds and
eddies of the galaxy,
We miserable men are adrift in
peril,
We cry unto Thee for help,
Save us, or we will perish.*

*We see how great and terrible Thou
art,
We fear You and offer our awe,
We fear naught but Your wrath,
And beg a chance to prove our-
selves,
So let us not die in the tumultuous
waves of the warp.*

Litanies and Incantations

Oath to Obedience

To be recited and repeated in
times of weakness of spirit:

*I pledge my service to thee, God-
Emperor of mankind. Do with me
as You please, for my faith is
absolute.*

Oath of Allegiance

*I swear to remain steadfast and
true in my loyalty, and may the
darkness claim my soul if I prove
unworthy.*

Litany of War

To be shouted before entering
combat:

*Emperor, bestow on me Your
righteous fury and Your furious
strength. Let me become the storm
that blasts the enemy from Your
sight.*

Oath to Vengeance

To be recited before entering
combat:

*I will destroy all who seek to
destroy me.*

Death Incantation

*I fear no evil, I fear no death, for
the Emperor comes for me.*

Fear Incantation

To be recounted at any time:

*Fear is naught, for my faith is
strong.*

Incantation against Bombardment

To be recited when suffering artillery assault:

Grant me stillness and serenity as my enemies pound and howl.

Profession of Faith

To be recounted at any time:

With all my strength,

With all my will,

With every fibre of my soul,

I pledge my soul and my Faith,

To the Immortal Emperor,

Shepherd of Humanity.

Litany of Protection

To be recited and repeated in times of peril:

Mighty Emperor, spread Your divine light to protect me from the darkness.

Litany to Duty

To be recited when performing an arduous task:

Give me the strength to carry my duty through, and smite those who seek to thwart me.

Ritual for Strength

To be repeated while kneeling and making the sign of the Aquila:

I feel my bones: the strength,

I feel my muscles: the strength,

I feel my soul: the strength,

I feel the Emperor,

Who grants me grace,

And by His will: strength.

Litany of Strength

To be recited when in times of frailty:

I am a man,

Proned to weakness,

But I am a Guardsman,

Where weakness is death,

I will crush my weakness,

With the weight of my pride.

Incantation of Battle

To be shouted and repeated during combat:

Smite the foe! Smash the enemy!

For the Emperor we bring death!

Incantation of the Death Bringer

To be whispered inwardly before striking to kill (assassin's litany):

I have become death, destroyer of foes.

Prayer of Invisibility

To be whispered when remaining hidden from the eyes of the enemy:

I am the darkness that surrounds me,

I am the air that surrounds me,

I am the land that hides me,

I wait to strike,

From the darkness,

I wait to kill,

From out of thin air,

I am invisible,

And I am silent death.

Litany of the Lasgun

To be recited before firing your weapon:

*Bringer of death, speak your name,
For you are my life, and the foe's death.*

Litany of Penetration

To be recited when firing a weapon:

*Of Holy Emperor, hear my prayer,
Guide this missile, hold it true,*

Let it part their steel and weak armour,

And crack their cowardly skin,

And smite the foe from Your sight.

Litany of True Striking

To be recited when firing a projectile weapon:

*Sweet Emperor, guide this missile
into the hearts of Your foes.*

Prayer for Ignition

To be recited when priming an explosive device:

Spirit of fire,

Prime this weapon,

And blast the foe,

From the Emperor's sight.

Blessing of the Bomb

To be recited when priming an explosive:

You are a weapon of men,

A bright, short light to blast the foe,

When darkness descends.

You are the bomb of men,

To lift the foe from off their feet,

*So they no longer profane the
Emperor's soil.*

Litany of Smiting

To be voiced before firing a projectile weapon, and repeated until the missile finds its target:

*Holy Emperor, deliver us from the
Darkness of the Void, guide my
weapon in Your service.*

Prayer of Smiting

To be used as an alternative to the Litany of Smiting:

Spirits in the Machine,

Reward my faith,

And smash the target.

Litany of Accuracy

To be recited quietly, during the aim and before taking the shot:

*Grant me the sight of the eagle, the
calm of the breeze, the patience of a
saint and the skill to smite the foe
from afar.*

Ode to Timing

To be recited before timing a shot, or the planting of a bomb or the throwing of a grenade:

Great God-Emperor,

Watch over Your servant,

*And bestow on him the skill and
patience,*

To time the moment,

And make the kill.

Chant of Accuracy

To be recited before a killing action:

*God-Emperor,
Guide the flight,
Watch the target,
Take the unworthy's life.*

Litany of Unjamming

To be recited when clearing a jammed weapon:

Spirits of the Machine-God, aid your servant and free his weapon so he may use it to break his foes.

Litany of Cleanliness

To be recited when cleaning your lasgun:

*Let my hand wipe the grime from your perfect form,
May you purify with your bolts of light.*

Canticle of Appeasement

To be recited to the Machine Spirits when stripping a weapon:

*Be still, spirits,
I do what I must,
Forgive the intrusion,
And give me your trust.*

Catechism of the Machine

To be recited to the Machine Spirits, with the utmost gravity, when performing a disruptive procedure on a mechanical device:

*With your strength you protect me,
With my care I repair you,
With sacred oil I appease you,
Be quiet, good spirits,*

And accept my benediction.

Litany of Completion

To be recited when assembling your lasgun:

*Spirits of the machine, accept my pleas,
And walk amidst the gun, and fire it true.*

The Litany of Loading

To be recited when loading your weapon:

*Machine Spirit, accept my gift,
Swallow the light, and spit out death.*

Litany of Unloading

To be recited when unloading your weapon:

*Machine Spirit, forgive my actions,
Soon you shall be whole again.*

Litany of Durability

To be recited to your weapon before combat ensues:

*Machine Spirits,
In all your unknowable grace and wisdom,
Grant my weapon durability,
So that it may serve me,
As I serve you,
With faith, care and servility.*

Oath to Bring Quick Death to a Fallen Comrade

To be recited before adminis-

tering the Emperor's Mercy to a fallen comrade:

Emperor, give me strength to carry out the deed, and Brother, grant me forgiveness for what I am about to do. The end will be swift, and the Eternal gates swing wide for you. Your duty is done, and I must now do mine.

Incantation of the Maimed

*I lost a limb, but I gained faith.
For I survived!*

Litany to Staunch a Wound

To be recited and repeated when grievously hurt:

I pray to slow the blood and close the wound.

Prayer of Relief from Torment

To be recited to/by a soldier in severe pain:

*Although my body is broken,
Although my blood pours away,
Although my time may end,
The Immortal Emperor will greet me,
And embrace me with His holy aura,
If only I remain constant to Him,
Through this time of torment.*

Litany of Protection

To be recited when in great danger:

*Oh Emperor of Mankind,
Send Your gaze to me with benevolence,
Watch over Your servant and soldier,
And protect me from peril.*

Litany of Forgiveness

To be recited when near to death:

Sweet God-Emperor, forgive Your servant his sins, and remember I am just a man.

Litany of Warp Travel

To be recited in warp transit:

*Shield me from the maelstrom,
prove this ship worthy of protecting Your legions, who bring Your light wherever they travel.*

Litany of the Vacuum

To be recited when in open space travel:

*O most High and Holy Emperor,
I see Your light and feel Your presence,
Keep me safe from the void and vacuum,
And see me home to the glory fields of war.*

Litany Against the Mutant

Emperor, let Your undeniable light burn on the misshapen and the twisted, so I can see them with pure sight, and purge them with righteous fire.



ARIS MORT

War, which you will know, as it will become your life, has many sounds: the whine of incoming shells, the crack of the noble lasgun, the cries of the dying, and the roars of victory. You will learn these noises well. You are a soldier of the Imperial Guard, and with that you are a symbol of the Imperium. In peaceful moments - which you will learn to treasure in their rarity - take time to think: think of your fortune to be counted in the ranks of the blessed and feel a quiet but fierce pride in what you do. You are the backbone of the Imperium, her first line of defence. Behind you stand billions of men, women and children, all breathing their thanks to you. You protect the hearths and homes of all rightful citizens of our proud Empire. Feel your quiet pride, and scream your allegiance so the Emperor himself hears you!

Men and women of the Imperial Guard, you and what you do are the pride of humanity!