

ASTROPATH (PV 81)

WS	50	40+2D10
BS	50	40+2D10
S	50	40+2D10
T	56	50+2D6
I	55	45+2D10
WP	75	60+3D10
SG	55	40+3D10
NV	61	55+2D6
LD	61	55+2D6



TALENTS: SOULBOUND, WYRD - ASTROTELEPATHY

EQUIPMENT: ANY COMMON, RARE OR PSYCHIC ITEMS THAT ARE NOT DAEMONIC OR ALIEN IN ORIGIN.

ABILITIES: ANY NON-EXOTIC

SPECIAL: Astropaths, though blind, are possessed of a psychic faculty which gives them the equivalent of normal sight, but in a 360 degree radius around them. As a result, they may make awareness tests as normal, whatever their facing, and backstabbing them is impossible. Their physical blindness, however, makes them immune to any visual based attack, such as the flare from a Photon Flash grenade...

NEW ABILITY : SOULBOUND

In order for an Astropath to be able to communicate across the vast reaches of space and to harden and shield them from the increased danger from warp entities that this type of communication invites, each member of the Adeptus Astra Telepathica must go through the painful ritual of Soulbinding.

This ritual imparts a sliver of the Emperors vast power into the Astropath and though many go mad and all have their eyes burned from their sockets due to the vast energies involved in the binding, they are better able to turn aside psychic attacks and find their telepathic abilities enhanced to an incredible degree...

Astropaths double their Wp when resisting any form of psychic intrusion or make a Wp test resulting from psychic attack.

NEW ABILITY : ASTRO-TELEPATHY

Astropaths can send their thought transmissions several light years. When the distance is to great even for them, they relay their messages through other astropaths until it reaches its destination. Due to random eddies in the warp, these messages can arrive the next day or be lost, to arrive centuries after their sending, with all involved having long since died. Usually it takes a few weeks at best, especially where multiple relays are necessary.

Astropaths may use the Telepathy psychic ability with no range modifier when making a placed sending. When broadcasting, triple the amount the Wp test was passed by to determine the radius of the broadcast.

Only those who have the Soulbound Talent may take Astro-telepathy.

Design Notes:

The Astropath, much like the Navigator, is a keystone figure in the structure of the Imperium, as it is their ability that allows their leaders to keep abreast of the galactic situation, so I felt their absence rather jarring.

The stats are derived from the stats of the Psyker from the Random Character Generator in WD 258. The Talents and Special Abilities were a given, considering all the fluff since the Rogue Trader days.

The equipment restrictions are based upon the astropath being important enough to get good equipment, but not enough to get the really special items unless they pertained to his area of expertise: psychic ability. The limit on alien and daemonic equipment comes from being an ordinary Imperial Servant subject to all the normal Imperial laws forbidding such items and knowledge. Even as a member of an Inquisitors warband, a lifetime of reinforced fear of such items would be hard to shake...

ELDAR WARLOCK (PV 145)

WS	90	80+2D10
BS	90	80+2D10
S	65	55+2D10
T	65	55+2D10
I	80	70+2D10
WP	120	110+2D10
SG	110	100+2D10
NV	95	80+2D10
LD	130	120+2D10



TALENTS: CATFALL, LIGHTNING REFLEXES, NIGHTVISION
LEADER, Runic Powers

EQUIPMENT: ANY

ABILITIES: ANY NON-EXOTIC

SPECIAL: A warlock character **MUST** take at least (3) Psychic Abilities, but they may choose them from any discipline without restriction or extra cost.

NEW ABILITY : RUNIC POWERS

Eldar Warlocks do not tap directly into the warp, for the powerful eldar mind is a homing beacon for the daemonic entities of Chaos, who would consume the psykers soul. Instead, they channel their power through 'psychic fuses' : runes made from wraithbone which they wear about them as jewellery or have built into their armour.

A warlock who suffers a Psychic overload does not lose Wp, but instead, burns one of his runes (These runes cost 1 point apiece and are purchased as equipment). Once he has used all of his runes, he will not cast any further psychic powers.

Design Notes:

At a request from one of my players, I designed the Eldar Warlock based on the Pirate Prince character published in Exterminatus #4. Applying my first rule of new design "Try and use what's already there whenever possible," I simply switched WS for Sg and I for Wp to reflect the same power level, but a different focus.

The Runic Powers ability is a simple way to set Eldar apart from other psykers. True, they have great powers of the mind, but it is a perilous power that they have a whole life-path devoted to controlling. Normally, I would deduct 5 points from the Point Value of the character for a 'limiting' Talent, but seeing as the average Warlock has a Wp of 120, I only considered it a minor limitation, and thus, only worth a - 3.

As far as the restriction that they must take at least (3) psychic abilities, well, they are Warlocks! This is meant to keep players from dropping all of their stats to a minimum, taking a single power and using them as a piece of equipment. A good example would be giving them the Psi-Track ability and a Comm-link. No, no no! Warlocks are very experienced individuals that deserve better treatment and a good backstory if they are to be included in a warband. Hence the restriction.

The ability to pick from any discipline really only applies if you are using my Warband Creation rules. It reflects the fact that the Eldar are the ultimate masters of the mind. In much the same way that High Elves in Fantasy are able to use High Magic and humans are stuck having to study in specific schools that only teach one aspect of High magic, the Eldar are able to tap every potential of Psychic power equally whilst other psykers have to focus on Disciplines.

KROOT HOUND (PV 75)

WS	80	65+3D10
BS	0	0
S	65	60+2D6
T	60	55+2D10
I	90	80+2D10
WP	55	50+2D6
SG	0	0
NV	70	65+3D10
LD	65	60+2D6



TALENTS: ACROBATIC, FURIOUS ASSAULT, STEALTH, CANNIBAL HUNGER, RUN DOWN

EQUIPMENT: BITE (D6+3 REACH:1)

ABILITIES: NONE

SPECIAL: The acute senses of a Kroot Hound serve as the Detection psychic ability, using I in place of Wp. It is not a psychic power, however, and does not suffer from overloads.

Hounds may only choose Dodge as a defense in close combat.

NEW ABILITY : RUN DOWN

A Kroot Hound is never faster than when running down its prey, as many a soldier has discovered when trying to flee from their animal hunger. The excitement of the kill seems to give them an extra burst of speed to keep their victim from escaping...

When an opponent breaks from combat with a Kroot Hound, and after they have finished all of their actions for the turn, the Hound can make an immediate charge action at twice its movement to try and re-engage the fleeing model in close combat. If successful, the Hound gains all the benefits of a charge including the use of Furious Assault.

Design Notes:

Mark Bedford's Kroot is a spectacular model (mine is named 'Ugly') and makes you want to buy three of them and build a mercenary warband. But what would Kroot be without the ubiquitous Kroot Hound?

Using the Cyber-Mastiff as a base, the head of a Tzeentch Greater Daemon, copius amounts of green stuff, and these rules, you, too, can have a Kroot Hound of your very own! And you can name him George, and you can pet him and love him...

But, I digress.

The stats are based on the concept that as the Hound is an evolutionary dead end of the Kroot, why not give him similar stats? There are a few exceptions, however.

The first is that being non-sentient creatures with no opposable digits, I chopped the BS and Sg scores to 0. Secondly, I looked at the differences in Initiative value between the two in 40K. Now keep in mind that there is no direct numerical correlation between 40K and =I=, but considering that 1 point is quite a jump in 40K terms, I boosted the Kroot Hound's =I= score by 20. Third, and finally, I reduced the Wp range from 2D10 to 2D6. Again, this is due to the animalistic nature of the Hound, reflecting that they are less likely to resist natural urges. Don't agree? Think about it the next time a dog humps your leg.

The skill sets were based on the Kroot model as well, with the replacement of First Strike (no digits, no hand to hand weapons) with the Run Down ability, which reflects the 40K rules for the Hound.

WARP SEER (PV 66)

WS	50	40+2D10
BS	50	40+2D10
S	50	40+2D10
T	56	50+2D6
I	55	45+2D10
WP	75	60+3D10
SG	55	40+3D10
NV	61	55+2D6
LD	61	55+2D6



TALENTS: CARD SEER

EQUIPMENT: ANY COMMON, RARE OR PSYCHIC ITEMS THAT ARE NOT DAEMONIC OR ALIEN IN ORIGIN.

ABILITIES: ANY NON-EXOTIC.

SPECIAL: Warp Seers start with an Emperor's Tarot Deck for free during character creation. A seer is attuned to his deck and his enhanced ability to read the cards is partly due to his familiarity with his specific deck. Should he lose his cards, he loses his Card Seer talent until he can find another deck and attune himself to it instead. Re-attunement to a new deck is a time consuming process and takes D6 months.

NEW ABILITY : CARD SEER

The Emperor's Tarot is seen by many in the Imperial Organization to be a direct link to His Will, and many officials make many of their decisions based on readings of the cards.

There are those who have a special talent when it comes to deciphering the hidden meanings of these psychically sensitive crystal wafers. The best of these are known as Warp Seers and their sole function in the Imperium is to divine the Emperor's will for his servants ...

Card Seers are especially adept at deciphering the Emperor's Tarot. When making a Sg test to read the cards, the character with this Talent may use his full Sg, instead of the normal Sg/2.

Design Notes:

The new Emperor's Tarot rules in the Equipment section inspired me to come up with a long overlooked class in the 40K background. Since the Rogue trader days, there has been mention of the Warp Seer, a cross between a confessor priest and a fortune teller. I find this very appropriate for the background, especially as the first Tarot Cards were actually based on stories from the bible and created by a heretical splinter group of the Catholic Church who passed their teachings on in card form so as not to be discovered and exterminated.

So too, the Ecclesiarchy loathes the Warp Seer, seeing them as dangerously obsessed with something too influenced by the movements of the warp and, perhaps more importantly, as a challenge to their position as the sole intermediaries to divine the Emperors Will for the rest of humanity. What a great character concept.

The basic design is, like the Astropath, a variant of the Seer class from the Random character Generator. The Card Seer ability is new, and gives them an edge when using the cards as opposed to handing the deck over to any old body. Other than that, you can go nuts giving them whatever skills they need to survive in the universe, although the stats encourage you to use the class in a more academic or psychic manner (preferably with detection abilities like Mind scan and, well, Detection...).

BEASTMAN (PV 67)

WS	70	60+2D10
BS	30	20+2D10
S	80	70+2D10
T	80	70+2D10
I	50	45+2D6
WP	45	40+2D6
SG	30	35+2D6
NV	75	65+2D10
LD	50	40+2D10



TALENTS: ABHUMAN, HORNS

EQUIPMENT: COMMON ONLY.

ABILITIES: ANY NON-EXOTIC.

SPECIAL: A beastman character may take the Talent: Packmaster for +10 points.
See next page for details...

NEW ABILITY : ABHUMAN

During the Age of Strife, many human settlements were cut off from the rest of the galaxy by massive warp-storms. A few of these settlements were located on planets of such extreme environmental conditions that the settlers themselves mutated to adapt for survival. These mutations became stablized over the millenia creating sub-races of humanity, such as the Ogryns, Sqauts, Ratlings and Beastmen, who are collectively known as Abhumans.

Abhumans, while a mutant off-shoot of the human genome, have definate, familiar forms and are therefore not considered mutants for campaign purposes.

NEW ABILITY : HORNS

Beastmen, as abhumans, have a few consistent traits: they are hairy, smelly, ill-tempered, and invariably sport a large set of horns which they enjoy headbutting people with...

A beastman may make one Headbutt attack in Close Combat each turn. This is a free action, and counts as an attack with an improvised weapon. If used during a charge action, the beastman counts his strength as double for calculating the strength bonus to damage.

NEW ABILITY : PACKMASTER

Beastman bad. Bad Beastman. Dirty. Emperor no like. Beastman love Emperor. Give blood and heads to Emperor. Say Sorry.

-Packmaster Grash, Company 7, 14th Gratanor Legion

Beastmen are dim, but can be fiercely devoted to the Imperial cult and often serve in the Imperial Guard to prove ther devotion to the Emperor. They are grouped into their own assault units and led by a Packmaster: a beastman specially trained and brain-enhanced for the task. It doesn't make them the best soldiers, but it at least allows them to understand basic instructions and use more advanced equipment than the typical hacking instrument they normally prefer...

A beastman with this ability gains a +20 to his BS, +10 to Sg, +10 to Ld and access to Chain Weapons, Flamers and Plasma Pistols.

Designer Notes

The beastman is an excuse to use my Minotaur Lord in a game of =I=. It's the right scale, and looks impressive bearing two hugs axes, although the replacement of one with a plasma weapon can't be far off. All the stats and equipment, and the qoute under the Packmaster Talent, are basically derived from the fluff in the 40K Compendium...