

Imperial Guard Jumpchain

Version: 1.0

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Are you sure you want to go through with this?

...

Really Sure?

...

This jump is incredibly dangerous jumper, this isn't going to end well...

...

Welcome to the **Imperial Guard** soldier, for the next 10 years (Or maybe longer if you like,) you'll be fighting as a part of the indomitable war machine known as the **Astra Militarum**, this jump is likely going to be quite dangerous, even for the 41st/42nd millennium, so if you feel like you don't have the kit or experience necessary for this jump, you can come back later. I wont tell the commissar, promise.

Have 1000CP to spend on gear and other shit.

Identity:

Age is 20+1d8 or pay (50CP to change it, must still be within rollable range)

Gender Is whatever the hell you want it to be.

Background/Regiment:

Choose freely, or roll if you want.

1. **Cadian:** Let it be known that the planet broke before the guard did! You hail from what used to be cadia, during the 13th black crusade leaving you a down one home planet, nonetheless you're still kickin'. Cadians are legendary for their discipline and tactical flexibility, and the fall of your homeworld has only tempered that, gain the *Cadia Stands!* Perk.
2. **Krieger:** Are you sure? Absolutely positive? Alright then, you're part of the death korps of krieg, a clone with next to no self preservation instinct, the commissars of the death korps need to convince troops *not* to run forwards blindly to their death, just to give you an idea of what you're getting into. Still so sure? Alright, seeing as you're likely to be without survival instincts for most of your time here, take the *Luck & Krieg* perk and

Krieg gas mask for free.

3. **Catachan:** Ha ha...These guys are basically miniature space marines, they are canonically better in most respects than regular humans, and it's every-bodies question as to why these guys are guardsmen and not space marines. The reason for this awesomeness is their homeworld *Catachan*, which is basically the 41st century equivalent of Australia. There are a few downsides to these guys though, they have a history of friction with just about every other guard regiment, notably with the Armageddon ork hunters, additionally they believe commissars are pompous armchair commanders, and thus have the highest commissar... 'turnover rate' of any guard regiment. Take the *Rambo's Badder Cousin* perk.
4. **Vostroyan:** You come from Vostroya, a cold ass industrial world, the firstborn of your family & inducted into the vostroyans as is tradition. You wear rather archaic uniforms, with bearskin hats and such, and wield weapons that most guardsmen would kill for, inherited from previous firstborns of your line: it truly is a masterpiece, allowing you to upgrade your las-gun/auto-gun to a *vostroyan craft* weapon free. As you're likely going to be serving with relatives, you gain the *Vostroyan Blood* perk.
5. **Mordian:** The mordians are an odd bunch to say the least, they go walking into battle in full on parade uniforms! While this may seem stupid as hell, they actually have flak plates woven in to their uniforms, or at least that's what they say. They are strictly disciplined, first by life on mordia, and then in proper training, leaving them a dour sort. Because of this discipline members of the regiment are given the *Unflinching* perk for free.
6. **Attilan:** The Attilans are a tribal bunch, hailing from the feudal world *Attila*. You're among the most renowned rough riders in the galaxy, with your horse and your lance you (think) can take anything! Gain a Warlance, and the perk *Savage Rider, Stalwart Horse*.
7. **Tanith:** The Tanith are an odd-bunch, with the original Tanith destroyed, the guardsmen were displaced into space, and wound up absorbing recruits from a couple other destroyed planets, this has lead to a strange patchwork of guardsmen from different cultures, and has lead to some strife in the past. The Tanith first and only specialize in stealth ops, and long ranged conflict, as well as scouting missions. Gain a long-las & a camo suit at a discount, gain a straight silver instead of a basic melee weapon, and gain the *Gaunts Ghost* perk
8. **Valhallan:** Hailing from the frozen planet *Valhalla*, the Valhallans are a hardy people, this is due in no small part to the hardship they've experienced in the past, the freezing of their homeworld, and the subsequent ork invasion. Nonetheless they refused to go down, and here we are today. Take the perk *Red Winter*.
9. **Another Regiment:** Maybe you're not part of the more famous regiments that make up the Imperial Guard? No shame in that, pick one of the perks from the planetary section in the perks section to reflect your regiments culture, and where you were recruited from.

10. **Auxiliary (100CP):** Alternatively you could be part of an auxiliary force, you still choose a regiment, but you forfeit it's perk in favor of becoming an abhuman or some such. (Alternatively you can pay 50CP to pick up your regiment perk anyway.)

Auxiliary Races: :

Ratling: You're a ratling, a small, hairy, & often hungry humanoid. You're much shorter on average than most base humans, but you make up for this with your exceptional shooting & cooking skills, There's one thing though, ratlings get hungry much faster than regular humans, and are notorious for their kleptomania, keep a tight rein on yourself and you'll be fine. Gain *Tricksy Ratlings's!* & instead of a las-gun receive a long-las & camo suit discounted.

Felinid: (as there's no set appearance to a felinid, fanwank away.): You're a felinid! A humanoid with feline like traits, and agility head and shoulders above most of humanity. Felinids usually have it rough in the Imperial Guard, even compared to other abhumans. While your fellow guardsmen will likely come around to you at some point, expect to be the butt of imperial racism to an even greater extent than your abhuman compatriots. Gain the *cat's eye* perk.

Ogryn: You're an ogryn, a big, strong, & commonly very dumb humanoid. You're over ten feet tall, and much *much* stronger and more durable than the average human. This is countered by the fact that you're also significantly less intelligent than you were before coming to this jump, not enough that your as dumb as a true ogryn, but the effect is noticeable. For an additional 100CP you may receive the BONE treatment, to become a Bone'ead. This raises your intelligence up to the level of an average human, and if you're a sergeant you you can upgrade your squad to ogryn too. Gain *Ogryn's best!* Perk, ogryn armor instead of flak armor, and ripper cannon instead of Las-Gun

Location: Choose your location free, or roll a D4 to determine, your probably going to be mashed to a bloody pulp anyways.

1. The Damocles Gulf: This is where the Tau are, the relative “good guys” of Warhammer 40k, they're still going to brainwash you and chemically sterilize you if you're captured, so try not to let that happen.
2. The Ghoul Stars: Uh oh... This is a place almost too far for the Astronomicon to reach with it's guiding light, making travel in it quite difficult, not to mention the stupid amount of deathworlds here, as well as the necrons and tyranids that are constantly tearing the place up, if you were going to use a 1-up in this jump, it would be here.
3. Armageddon Sector: This place is pretty hellish all things considered, Ghazghull Mag Uruk Thraka, an ork prophet leads a humongous *WAAAAAAGH*, centering on the planet armageddon, if you choose here expect orks in your future, lots of orks.
4. The Cadian Gate: Even though Cadia has recently fallen, the cadian gate is still of utmost importance to the Imperium, being one of the most stable entrances to the warp, and

where black crusades are likely to come from in the future. The Belis Corona and Agripinaa systems are beginning to come under threat, and the ruins of Cadia itself is contested, so there'll be no shortage of "fun" here...

Role:

Grunt: You got a bum deal man, you need to fight on the ground with nothing but your gun and the fire in your belly. Take +200CP maybe it'll help you live longer.

Operator: The vehicular equivalent of the grunt, you get to help operate the tanks of the guard, from the mighty BEINBLEHDE! To the stalwart Lemman Russ. You don't get any pity CP though, so make of that what you will.

Elite (100CP): Well well, you *aren't* cannon fodder! Armed with better equipment than your average guardsman, you're apart of your regiments elite corps, whether that be grenadiers, kasrkins, or another less known elite force, your ability to get shit done is undeniable.

Sergeant (100CP): Congrats! Your commanding officer has seen fit to promote you to the rank of sergeant, you have a squad to oversee now, that bunch of bumbling fools is your responsibility, you need to train them, direct them on the battlefield, and coach them when they experience personal crises. It's a lot of responsibility... Can you handle it?

Enginseer (100CP): The Imperial Guard fields a lot of machines, and someone needs to take care of those machines. Thankfully you can, as an enginseer you are tasked with the maintenance of the vast amounts of equipment fielded by the guard, thus you have training for just that. You also get a few picks from the bionics table when I get done with that...(Coming Soon!)

Priest (100CP): Often a guardsman's mental health hangs in the balance, between the bloody wars, the personal losses, it gets a bit much for one to bear... Thankfully you're quite adept at serving ones spiritual needs. Your job as a priest of the Imperial Cult is to keep the guardsmen faithful, & mentally sound. On the battlefield your job is to keep the troops nice and angry. And finally you'll need to burn (suspected) heretics. Fun!

Psyker (200CP): I pity the psyker, their head full of unknowable power, constantly cloying at their minds, it's not a fate I envy, wait you *want that?! You're now a psyker, in your head is a portal to the warp, through that portal you can channel psychic powers of terrible strength, rending your opponents asunder with unique & often strange abilities. On the other side of the coin, it's entirely possible that portal will expand, cause your head to explode, and let forth a torrent of daemons. Your sure you want this?*

Commissar (300CP): You're a commissar, and while those priest guys keep the troops angry, your job is to keep them fighting. How you accomplish this is at your discretion, kill everyone who so much as turns to cough? Your choice, inspire them by tearing the enemy general a bloody new one? Go for it. Word of warning, don't get too murder happy with your troops, you might suffer a bit of... 'friendly fire'.

Perks: (Perks for associated background cost 50% less)

Unassociated:

Basic Training (Free All, **Mandatory All**) Everyone in the Guard will likely have to fight at some point in their service, yes that means you too. You are given basic combat training, plus training in weapon maintenance & repair, this doesn't mean you're able to modify your weapons to any large extent though.

Trauma Immune (Free All) You're gonna see some fucked up shit. This perk will prevent any lasting traumas like PTSD. You can also skip out on this if you want? I don't know why you would.

Friendly (50CP) Many of the people in this jump are quite amicable, and open to friendship, and if you put a bit of effort in you'll have some quite effective allies. Outside of this jump people will be more open to friendship than they otherwise would, but do remember some people just don't want a friend.

Suitable Soundtrack (50CP) Want some epic battle music? With this perk you gain a Soundtrack of original compositions in the style of the dawn of war/space marine. You can purchase this multiple times to combine the OST with another genre, enjoy your Kpop reggae church hymns you weirdo. (OST can be toggled on & off at your discretion)

Bionic Fittings (100CP Free for engineer) Some basic measurements/implants, needed for modification, see bionics section for details.

Commissarial Aide (200CP **Cannot be Taken by Commissars**) You are an aide to the resident commissar, you assist them with many things, from helping keep them informed about the guardsmen, to helping them in combat. This places you outside the Imperial Guards command structure, allowing you to boss around whoever you please in theory, however theory often doesn't translate into practice, and accompanying a commissar on the battlefield might be the death of you...

Advisor (300CP, Discount for engineers/psykers/priests, Free for commissars, **mandatory for commissars**.) You're part of a colonel's little front-line party, you have his ear, meaning you can direct the battle to some extent, and in the case of commissars you can, *ahem* 'decommission' him/her if they're being incompetent/craven/both.

Regimental Perks (these perks are restricted to their regiments, they can be forgone if you think that makes sense.):

Cadia Stands (Special) Cadia itself has been destroyed, but it lives on in you! You have an indomitable will, & practically nothing can keep you down for long. To the point that if you lose your legs you'll just crawl up to the enemy and rip their nuts off, with your teeth if you have too.

Luck & Krieg (Special) Since you're going to spend the duration of this jump without your self-preservation instincts, you're gonna have to compensate for that. To that end you're insanely lucky, this is mostly negated by the fact that this luck is spent keeping you from dying for stupid reasons, like trying to behead a chaos Astartes with your entrenching tool. This luck will carry over to future jumps, but only activates when you do something stupid.

Rambo's Badder Cousin (Special) You're an expert on guerrilla warfare, capable of laying traps and ambushes, effective at staying out of sight, and utterly brutal in combat. In addition you get a catachan knife (basically a sword) and the skills to use it like a true catachan.

Vostroyan Blood (Special) Some people have "band of brothers" you have an actual band of brothers, you're literally related to these people. Your squad is like a family, always ready to listen to and support each-other, to an extent beyond that of the friendly perk. Do take heed though, their loss may be made even more devastating.

Unflinching (Special) Some meet combat screaming and bloody. Others meet combat with a grim demeanor, dour and unperturbed, you fall into this second category. Facing down your enemies with stern eyes, and a stony soul. Pretty much nothing will scare you out of formation, aside from straight up psychic interference. Try not to become too detached though, yeah?

Savage Rider, Stalwart Horse (Special) The Attilan rough riders are one of the most well known, guard regiments, there's a very good reason for this. Your skills on a horse are nothing short of stellar, you could ride the rowdiest horse in the galaxy as easy as a tricycle. Additionally you gain a savagery to your fighting style, that allows you to go head to head with some of the opponents best, even on foot.

Gaunts Ghost (Special) You're a master of stealth capable of moving quickly and quietly, especially in wooded areas, making you ideal for stealth missions, additionally you have a good eye for distance and a way with a sniper rifle, you could take someone's head off from a little over a mile if you had line of sight. Finally, due to your regiments history of taking in soldiers of different cultures, you are able to adapt more easily to foreign cultures, or help others adapt to yours.

Red Winter (Special) The valhallans aren't known for backing down, especially in the face of stupidly unfair odds, as enemy attacks begin to mount you find your will increase with them, making you stupidly hard to defeat, especially with help from people just as stubborn as you. Additionally you're not as slowed down by cold weather and deep snow.

Racial Perks (Racial Perks are limited to abhumans.):

Tricksy Ratlings's! (Special) You're one hell of a sharpshooter man. You could pick someone off from a mile away with that sniper, and are skilled in moving swiftly without sound. You're also skilled in the art of pickpocketing and thievery, try not to let your kleptomania get the better of you. Finally you are skilled in cooking, no doubt to satisfy your hunger.

Cat's Eye (Special) Racism aside, being a felinid's a pretty sweet deal! You gain a cat's night vision and smell, as well as a set of fangs and claws. In addition you gain unparalleled grace & agility, plus catlike flexibility to boot!

Ogryn's Best! (Special) Intelligence may not be your strong suit, but let it never be said that strength can't compensate for it! You're able to You can also take multiple hits that would put base humans down for the count, and you can match a custodes in height! A custodes will still floor you though, but you probably know that.

Planetary Perks (Another Regiment only):

Agri-World: Your regiment draws recruits from an agri-world, essentially a world-wide food factory, polluted and dismal. Due to a lifetime of working the fields, you gain a penchant for hard work, and a sizable boost to your physical strength.

Imperial World: A base-line imperial world, of a similar technology level to 21st century earth. You gain a boost to your social skills, due to not needing to worry about day-to-day survival.

Hive World: You hail from a hive world, a polluted city-scape, populated by literal billions on billions of humans. Due to the complex layouts of hive cities, you gain a natural sense of direction, and a boost to your agility to assist in navigating the labyrinthine paths and corridors

of your hive.

Death World: You hail from one of the many death worlds of the imperium, the kind of world that surviving more than a year on is considered an achievement. You gain a “threat sense” that allows you to gain a vague sense of how dangerous something is by looking at it, as well as the survival skills needed to survive your native world.

Feral World: You were recruited from a feral world, a world regressed far from the current tech level of the imperium at large, to the point of being in the stone age even. You gain a considerable boost to your skill in melee weapon and your speed, and gain a tribal weapon free.

Grunt Perks:

Little guy (100CP) You're going to be facing down things that would kill you in a heartbeat on a daily basis, thankfully they seem to have bigger fish to fry. The stronger an enemy is compared to you, the more likely it is they will pass you over.

Bodies (200CP) There's going to be a lot of death in your future, and death means corpses. You have an uncanny knack for getting use out of corpses, in makeshift shield and barricades, in traps and distractions, you're definitely going to get some “What The Fucks” from your fellow guardsmen, and even your own companions, but in war, you gotta think outside the box to survive.

Junior Gunsmith (400CP) Most guardsmen can't modify their gear, you're not most guardsmen though. Maybe you bribed a techpriest to teach you their ways, maybe you figured it out yourself, but you can make modifications to your guns, ranging from simple energy output tuning, to installing a full on folding stock. Just make sure you don't get tried for tech heresy or something.

Fix Bayonets! (600CP) There's likely going to be a point in this jump when all hope is lost and retreat is not an option. Thankfully you will be prepared, when defeat is imminent you may fix bayonets and initiate a final, desperate, death or glory charge, in which you & your allies have their physical attributes boosted tenfold, until they or the enemy are lying stone dead. Let's hope it never comes to this.

Operator Perks:

Driver (100CP) You now have the training required to use the guards copious amounts of

vehicles, use this knowledge well!

Enginedurance (200CP) (Whenever you got behind the wheel of, anything really, there's a chance it will break down. Not with you anymore though, this perk makes your vehicles require much less maintenance.

Ramming Speed (400CP) Cluster of enemies? Ram it. Enemy fortifications? Ram it! Chaos Dreadnought? *Ram it!* Tyranid Tyrant? Do I really need to say it at this point? If you drive into something with the intention of ramming it, it will take triple the damage it normally would, and your vehicle takes a third of the damage it should. This does function with power armor, especially terminator armor from other jumps.

Improbable Aim (600CP) Your skills with mounted weaponry are *legendary*. You could probably snipe off the enemy general from across the battlefield, or blow a thunderhawk out of the air with one shot! Enemies will also be in just the right spot to pull some stupid shit off five times out of ten. This applies to any vehicles with weapons.

Elite Perks:

Elite Training (100CP) Since you're not just some chicken shit kid to be thrown into the meat-grinder, you have much better training to ensure your survivability in the field, .

Gun Nut (200CP) You love your guns, and they love you! If kept in good shape, your guns will fail or jam half as much as they would without this perk, and will even do 1.5x damage, if you take good care of them! On that note, you can also take care of your guns better, field stripping and cleaning them twice as fast as you previously could.

Unconventional Weapons Expert (400CP) You are an expert in the more esoteric weapons, from plasma guns to volkite weaponry, you are more able to use them more effectively, this ability extends to any of the bizarre alien weapons you'll likely find in the field, just try not to be condemned for heresy after using some dark eldars dildo gun or something. (this effect will extend to out of universe weaponry.)

10 to 1 (600CP) In you career as the elite of your force, you're likely going to come up against a large amount of enemies against which you have very little hope of victory. Let's even things out in that case, with this perk for every enemy you face, your physical attributes increase somewhat, this increase is proportional to the amount of enemies faced. For instance a lone snotling won't cause that much of an increase, while a gang of nobbs would net a substantial increase. There is a cap however at around 2.66 times your normal capabilities.

Sergeant Perks:

Leadership (100CP) As a sergeant your actually going to be in-charge of a squad, and to direct that squad appropriately you need some additional training. In leadership & basic tactics specifically. This training is yours now.

Snap out of it! (200CP) War is scary, anyone who's been in a war could tell you that. And sometimes it just gets too much too bear and you shut down. This is bad, but it's especially bad in the middle of battle. If one of your men experiences a panic attack or similar, you can gib-slap/shake/whatever them back to reality, and they'll be immune to further attacks for the duration of the battle. Note that this does not make them immune to psychic phenomena that induces panic.

Quick Learners (400CP) In this world basic training only goes so far, if you want any real survivability you need experience, something most grunts never live to see. Thankfully for your squad, they pick up things quickly, and over the course of a few battles will reach a level of experience on par with most veterans. Outside of this jump this will apply to any new companions you pick up.

Cohesive (600CP) You and your squad work really well together, incredibly well in fact. You and your squad, for some reason just work well together, and have a nose for when something's up with a teammate, whether this be mental, or physical. As a side-effect of this connection, your squad is more empathetic & friendly with each other. This continues to apply outside of jump.

Engineer Perks:

(Bionics section is after the companions section):

Binharic (Free Engineers **Restricted to Engineers)** You know the ancient martian language of binary, this allows you to send encoded messages, talk to tech-priests in a manner befitting a disciple of the ommissiah, and fuck with the guardsmen you've been assigned to help.

Rites & Ritual (100CP) You've been trained in the arcane rituals required to keep a machine spirit happy and working, as well as mechanics, for healing the machine spirits. In layman's terms: You can fix and maintain shit.

Friend in The Machine (200CP) The machine spirits are unusually friendly to you, maybe they like your accent? Whatever the reason, they seem to push themselves just a bit harder in your

hands, guns will jam less, vehicles will move slightly faster, it's not a lot, but every bit helps.

Bionic Ascension (400CP) Bionics bring all closer to the machine gods, thankfully bionics seem to agree with you. Your bionics require less power to operate at full strength, and their full strength is given a considerable boost. Additionally you're much more skilled at controlling any extra robotic limbs you may acquire in your time here. This effect extends to bionics gotten outside of this jump.

By the Ommissiah's decree! (600CP) You're to be protected at all costs! The machine spirits will go out of their way to protect you, a las-gun would never mis-fire in your hands, and in-fact outputs double the energy! Additionally, opposing technology that are inhabited by machine spirits will attempt to avoid hurting you, acting up when aimed at you, and potentially exploding should that not work. Finally, machine spirits require less from you to be appeased. (Note: there's still a chance that a machine spirit will allow themselves to be fired upon you, this chance increases greatly should the machine spirit be corrupted by chaos.)

Priest Perks:

Priestly Privileges (Free Priest, **Restricted to Priest, Mandatory Priest**) You have all the privileges and duties of the Adeptus Ministorum, don't go burning too many witches though, that might have a negative effect on morale.

Ministorum Training (100CP) You've been trained in the arts of the Ecclesiarchy. How to rile up a crowd, lead services & prayers, and of course burn witches & heretics.

Voice of the Emperor (200CP) Your control of your voice is impressive. Able to speak softly to help a guardsman through the horrors of war, able to shout like thunder to be heard over the ruckus of battle.

Eyes of the Ecclesiarchy (400CP) You're quite perceptive when it comes to people, able to pick up on subtle cues, useful for finding those who would try to shoulder their burdens alone, and those who would defy the emperors truth.

Gardener of Hate (600CP) Hatred is a natural emotion, without it the Imperium as we know it would not exist in all its glory, you know this, you can make use of this. Your sermons can fan the flames of hatred, or they can calm it. On the battlefield your shouts can inspire hatred & rage in even the most level-headed of troops, and your skills at directing your hate mob is just as powerful, keeping their hatred focused, and precise.

Psyker Perks:

(Psyker section is with the bionic section):

Psyker (Free Psyker **Mandatory Psyker, Restricted to Psyker**) Congratulations? You now have a portal to the warp inside your head, this is good as it allows you to call upon its power to perform amazing feats, such as smiting the enemies of the Imperium, or levitating off the ground. This is also a bad thing, as you're more susceptible to being possessed by daemons, and there's always the chance you just go insane with power. Such if life for a psyker.

Sanctioned (100CP) Kudos! You've been sanctioned, and are (mostly) safe to stand next to! You don't have absolute control over your powers, but you're damn close, and with practice you can really bust some heads.

Plight of the Witch (200CP) The Imperial Creed maintains that psykers are abominations, and should be shunned by proper servants of the emperor! In spite of this dogma, people seem to feel *bad* for you instead, instead of reviling you, they gaze on with a silent pity in their hearts. People will still be uncomfortable around you until you prove you're not a threat, but they won't be actively hateful.

Perils of The Warp (400CP) The perils of the warp are numerous and varied, thankfully they don't seem to have as much of an effect on you. This lowers your chance of screwing up by 2 psyker levels, for instance if you're beta level, your chance of warp shlock goes down to about the chance of a delta, if you have bottom tier psyker powers, you get half chance of warp shit.

Alpha (600CP) Forgo rolling your rank, you are an alpha psyker, not normally tolerated by the Imperium, you've been cleared for service for whatever reason. An alpha psyker is head and shoulders above the normally tolerated ranks of delta, & beta, literally at the top of the scale in your case. That's all well and good, but to daemons of the warp you're looking pretty tasty right about now... Expect to be fighting a constant mental battle trying to keep the monstrosities of the warp from your brain.

Commissar Perks:

Blam (Free **Restricted to Commissar, Mandatory for commissar**) This is the perk that allows you to execute craven or incompetent members of the Imperial Guard, just make sure you don't abuse this too much. Or else a lasblast in the back could be likely.

Commissar Training (100CP) You've been trained by the schola progenium, in matters military, and disciplinary. You have been trained in personal combat, tactics, and general leadership, as well as the more specialized duties of a commissar.

No Regrets (200CP) At some point in your career you're gonna have to execute someone, a coward maybe, this perk makes it much easier. In the heat of the moment, you're able to put aside everything and shoot the guy dammit! You'll likely still feel like shit afterwards, but duty calls eh?

Motivation (400CP) You're already skilled in suitably motivating guardsmen, this augments your already ample skills. Allowing you to become utterly terrifying to your subordinates motivating them to go against anything. Alternatively you can augment your ability to inspire the troops, urging them on to glory & victory! You may take this perk twice to augment both.

Lord Commissar (600CP) You're now of the rank lord commissar, and your presence is legend. You're skilled enough to go against a chaos Astartes with little assistance, and your presence alone is enough to scare an army straight keeping them immune to fear, after all you're scarier than anything they could possibly face. Or depending your perk choice, inspire them into a glorious charge, cause nothing can defeat them with you at their sides.

Items

(Anything purchased here comes with schematics to make more, and should it be destroyed a fresh copy will spawn in your warehouse):

Basic Items:

Flak Armor (Free All) This armor would actually be really good by 21st century standards. We're not operating on 21st century standards. Capable of deflecting small-arms fire, shrapnel, & similar. Comes with a breastplate, pauldrons, knee pads, & a helmet. Comes in regimental variants.

Las-Gun (Free All) The most common weapon employed by the guard, the las-gun is certainly a formidable weapon, with a high fire rate, high accuracy, and damage on par with a .50 machine gun this weapon absolutely slays the competition. Or it would, if it were on 21st century earth. In the 41st millennium, it's about as effective as a laser pointer.

Auto-Gun (Free All) Much less common than the las-gun the auto-gun is a conventional slug-thrower, under-powered compared to the las-gun. Why you would want this is anyone's guess.

Frag/Krak Grenade (Free All) Fragmentation Grenades, useful for flushing human targets out of cover, or pissing off tyrannids, depends. Krak grenades are shaped charges that need to be manually suck to a target to activate, useful for anti-vehicle actions, or pissing of tyrannids.

Entrenching Tool (Free All) A basic shovel used to make trenches. Not much to say here other than you could use it as a bludgeon should the need arise.

Gas Mask (Free All) In case of gas attacks, limits vision and is uncomfortable to wear for long periods. Kriegs Guardsmen, receive an upgraded version with better gas filters, and improved optics allowing for greater field of view, still gets a bit uncomfortable after a while...

Imperial Infantryman's Uplifting Primer (Free all) Contains everything a guardsman should know, from how to field strip a las-gun, to first contact procedures ^(PURGE THE UNCLEAN) Keep it close at hand soldier, you may well need it.

Weapons (If you like you can import weapons for half CP, but only if the weapon is listed here.):

Crate of Ammo (Free All) In your warehouse a crate of munitions spawns, it includes ammunition for every weapon you purchase here. It replenishes every solar week.

Basic Melee Weapon (Free All) A trench knife, or a Bayonet that can be attached to a rifle, it may not look like much but it will do its job should it come to it. If you're a catachan you have the option of a catachan knife, a 20 inch (50 centimeter) knife which can be upgraded for 100CP to a devil knife, which is up to 4 feet (1.2 meters) long. Or if you're tanith you can have a 12 inch (30 centimeter) 'straight silver' combat knife. Additionally feral worlders can a tribal weapon, like an axe, or a club.

Las-Pistol/Auto-Pistol (50CP Free Sergeant Operator Psyker) Used mostly by operators as a backup weapon, it does see use by sergeants. Allows for dual-wielding.

Shotgun (100CP Discount Elite)*Click-Clack* **BOOM** shotguns are awesome, due to their lack of penetration they don't see much use, but in the hands of the right person they can lay down some *serious* hurt.

Bolter Pistol (200CP Discount Sergeant Free Commissar) The standard issue for commissars, due to the spectacular fashion in which it deals damage. Often resulting in blood & bits going

everywhere. Needless to say it's an effective weapon even when not used for executions.

Warlance (200CP 1 Free Attilan Rough Riders) A special cavalry lance designed for, well cavalry. You can affix specialized tips to the spearhead, ranging from a “basic” mono-molecular blade, to a shaped charge designed to augment charges.

Chainsword (200CP Discount Sergeant/Commissar) An effective and awesome anti-armor solution in the form of a combination sword & chainsaw. In other words? Pure. *Awesome*.

Hellgun (200CP Discount Elite) A 'hotshot' lasgun, significantly more powerful than the standard model. While this is really good, it also needs an external power pack, in the form of a backpack. Drawbacks aside this thing can punch through ceramite, which is all you really need. Right?

Flamer (200CP Discount Elite/Grunt) ^(PURGE & BURN) Do you hear something? Nevermind, this is a flamer, it works on the same general principle of flamethrowers of the 21st century, spray fuel over an open flame to create a jet of flaming liquid, the flamer is like that, except instead of a stream of flaming liquid, it's more a gout of flaming gas, what more do you need?

Force Staff (200CP Discount Psyker) A staff that would allow a psyker to project their psychic might more efficiently, just a pretty stick otherwise.

Plasma Pistol (200CP Discount Commissar/Sergeant/Engineer) Are you sure you want this? Alright then, the plasma pistol is slow and dangerous to load and unload, and after several shots it begins to overheat and could very easily discharge a bunch of charged particles directly into your face. Why would you want this then? It's powerful *really* powerful, just make sure you're careful when using it.

Volkite Serpenta (300CP Discount Engineer) How in the absolute *fuck* did you get this?! A serpenta is an extremely rare pistol from the era of the great crusades, used by the original space marine legions before they were phased out in favor of bolters. These are basically death rays, setting people on fire, and piercing armor quite well. This thing is probably one of a kind and shouldn't be seeing field service in the first place. *Keep. This. Safe.*

Eviscerator (300CP Discount Priest) Common in the hands of the priests of the Ecclesiarchy. This weapon is basically a chainsword but *fuck huge*. You could open a tank like a tin can with this shit. The Imperial Guard being composed of juveniles though, expect a few compensation jokes. (Cannot be used with a sidearm in off hand.)

Power Blade (300CP Discount Commissar/Engineer) Chainsword not *cutting* it for you? Want to be able to slash someone in half like an anime? Get a power weapon! Guaranteed to *cut* both the mustard, and the competition! Using a state of the art disruptive energy field, just try not to cut yourself in half swinging that around.

Power Fist (300CP Discount Commissar) Want to beat the shit out of tanks? Want to beat the shit out of chaos Astartes? Want to survive the aforementioned encounters? Get a power fist! These babies use the same technology as power blades to generate a disruptive field around the weapon, perfect for pulverizing heavy armor and faces!

Long-Las (300CP Free Ratling, Discount Tanith) For when you don't want to smell the enemy before you waste 'em. This weapon has an effective range up to a mile and some change away.

Plasma Gun (300CP Discount Elite) The bigger, badder cousin of the plasma pistol, can manage a few more shots before catastrophic meltdown, and has better accuracy/rate of fire.

Ogryn Ripper (300CP Free Ogryn) A rugged combat shotgun, capable of withstanding use by the ogryn, a feat not many weapons can lay claim to. It fires bursts of heavy pellets to compensate for the ogryns lack of aiming, and can attach a ripper saw, to become more effective in melee.

Force Weapon (300CP Discount Psyker) A psykers best friend, this weapon is able to channel a psykers psychic might into a sheath of psychic energy, kinda like a power blade, but more exclusive.

Vostroyan Craft (+100CP 1 Free Vostroyans, **Restricted to Vostroyans**) While a vostroyan ancestral weapon is still a cut above most other weapons, they just can't make it to the power of an actual relic weapon, still better than a regular Las-Gun or Auto-Gun.

Relic (+200CP) Needs to be applied to a pre-existing weapon) Well where in the warp did you find this? A relic gun is much more powerful than the standard model, making an autogun about on par with a bolter for example. These are one of a kind so *be careful*.

Armor/Clothes:

Standard Uniform (Free All) The standard uniform for your regiment, varies regiment to regiment.

Commissar Finery (Free Commissar, **Restricted to Commissar**) The (in)famous commissars

peaked cap and long coat, that any reasonable guardsman should fear. Comes with a breastplate for combat.

Priestly Vestments (Free Priest **Restricted to Priest**) A robe plastered in purity seals and tributes to the emperor, emblazoned with aquilas and skulls. The robe is surprisingly comfortable with all the shit hanging off of it. Doesn't come with combat armor, so be careful.

Engineer Armor And Robes (Free Engineer **Restricted to Engineer**) Plain unpainted steel, marks the power armor of the engineer, while not as durable as a suit of Astartes power armor, its power armor nonetheless. Over this are simple red hooded robes, emblazoned with a cog on the chest.

Camouflage Suit (200CP Discount Tanith/Ratlings) A suit made from camouflaged materials, mostly given to guardsmen who prove themselves capable of stealth and clandestine operations, usually accompanies a long-las.

Psyker Robes (Free Psyker **Restricted to Psyker**) Some simple robes and a focus, able to have pieces of flak armor put on over it, it's simple, but who needs fancy clothes when you got lightning!

Carapace Armor (300CP Discount Elite) Better than that shitty flak armor, the grunts are stuck with, this is made to protect its user hell or high water. Made of ceramite and armaplas plates custom fit to the users body, it's much tougher than standard flak. A chaos Astartes could still peel you apart though, sorry. Comes in regimental variants.

Misc:

Medi-Kit (50CP Free Grunt/Operator/Elite/Sergeant) Standard issue medical supplies. Includes bandages, disinfectant, and everything you need to patch up minor injuries.

Rations (Free All) A crate of *soylens viridens* rations, able to keep a guardsman fed, and mostly happy. Refills every terran month.

Mechanicus Materials (50CP Free Engineer) Incense, candles, and spare parts. Everything an engineer needs to keep a machine “fed & happy” so to speak.

Toolkit (50CP Free Engineer/Operator) A toolkit, filled with tools used for the service and repair of most imperial vehicles & devices, no good engineer should be caught dead without

one.

Imperial holy books (50CP, Free Priest) Some books containing prayers, proper rites, and other things any self respecting priest would need.

Hand Held Auspex (100CP Discount Commissar/Elite) Able to detect many things such as motion, energy emissions, and a variety of other things. Used to survey the battlefield, by officers, or used by spec ops to keep track of a target. If you have purchased a bionic eye, you may integrate it for 50CP

Conversion Field (400CP Discount Commissar) A specialized field capable of turning fast moving projectiles into violent blasts of light, temporarily blinding those around the user, mostly used by officers in battle.

Vehicles:

Horse (See non-Human Companions)

Basilisk (200CP Discount Operator) A lightly armored chimera chassis with an artillery piece and some heavy bolters strapped to it. The piece is an earthshaker piece, one of the Imperiums most powerful. Just remember to cover your ears.

Sentinel Walker (300CP Discount Operator) An all terrain scouting/combat walker with an open canopy, capable of holding an operator. It's capable of surprising feats of stealth for a vehicle of its size, you can mount practically any heavy weapon on it, from multi-lasers, to heavy bolters, to plasma cannons... The options are (Virtually) endless! Can also come with full armored canopy for an additional 50CP.

Chimera (300CP Discount Operator) An APC capable of holding up to 12 guardsmen. It can employ your choice of heavy flamers, heavy bolters, and multi lasers, six hull mounted lasguns, operated from the passenger compartment

Leman Russ (400CP Discount Operator) The mainstay tank of the Imperial Guard, with a turret mounted battle cannon, and heavy bolters on the sides, the tank is heavy, and reliable. Even if the ride's a bit bumpy due to lack of suspension. Out of jump it comes with a crew of soulless automatons.

Baneblade (500CP Discount Operator) THE BEINBLEHDE is a super heavy tank, one of the

biggest in the guards arsenal, the standard loadout including a mega battle cannon, an auto cannon, three twinlinked heavy bolters, two lascannons, and a forward facing mounted demolisher cannon. Out of jump comes with a crew similar to the russ'.

Companions:

(all human companions are romanceable by both genders, unless otherwise stated.) (if you have the commissar role your companions gain the Aide perk free of charge.):

Squad (Import) (50CP first 4 imports free) you can import your companions (or create new ones) free of charge, they share your regiment, but can forgo their regimental perk in favor of becoming an abhuman, they gain 800CP to spend on perks/roles/items and gain the pity CP of the grunt origin if they choose.

Non-Human:

- Wardog(50CP) A friendly and well trained mutt, bred for war. Makes a very good companion too, but his main goal is the ripping out of xeno throats. (Does not occupy a companions slot, and does not need to be imported into jumps.)
- Servo-Skull (50CP 1 Free Enginseer) A skull, outfitted with cybernetics, and anti-gravity generators. By 21st century standards this is pretty appalling, but in the Imperium it's actually an honor to be made a servo skull, as it insinuates you did a good enough job in life to be kept around in death, you can choose between a gun-skull or a repair-skull, doesn't take companion slots, and can be bought multiple times
- Horse(100CP 1 Free Attilan Rough Riders) A trustworthy and robust horse, bred for endurance, so it's galloping speed is about 25MPH flat-out, otherwise it'll take you where you need to go faithfully. Attilans can upgrade to an attilan horse (non-attilans pay 200CP), bred for speed and war, it can gallop at 35MPH flat-out, and is more durable than the standard war-horse.

Humans:

- The Psyker (200CP Discount Commissar): The psyker is... Less than experienced in war, coming from some backwater world where she had a happy existence not knowing of the horrors of the 41st millennium. Originally she was supposed to be sacrificed to the god emperor, but a misfile led to her getting sent to the Imperial Guard, and for someone else to be sacrificed in her place. Though the blackships and the scholastica psykana has not broken her, she's starting to teeter on the edge of despair, and will likely need your help to get through this without cracking under the sheer weight of what's to come. The psyker has the psyker origin all freebies and the 200 & 400CP perks as well as 400CP to spend on further items and perks. They're under the effects of the PTSD and Naive drawback for no CP

- The Ogryn (200CP Discount Priest): Not technically a true ogryn, but in-fact the result of some high test heresy. Their half pure lineage makes him look much less ugly, but it makes him somehow even stupider than regular ogryn! So stupid, that he won't accept any commands that aren't from the god-emperor or his messengers. Thankfully, he's deemed priests to be his messengers, and have thusly been assigned to you. His... 'unique heritage' seems to have eliminated any sex or romance drive, thus he is:
(NOT-ROMANCEABLE) The Ogryn has the grunt background, all freebies and the 600 and 200CP perks associated with their background, as well as 500CP to spend on items. He's under the effects of the Ogryn Stupidity drawback for no CP)
- The Operative (200CP Discount Elite) One of the elite of her force, she's still relatively new to military life having only a few years of experience, but that hasn't stopped her from becoming one of the most dangerous people in her squad. She seems to have some serious shit going on emotionally, that will likely come to a head during your stay, make sure you know what you're doing. She has the elite background, all associated freebies and discounts, the 200CP and 400CP associated perks, as well as 600CP to spend on further perks & items. She suffers from pTSD & Survivors guilt for no CP
- Co-Driver (200CP Discount Operator) An operator, impetuous as the day he joined, he has an annoying habit of getting into the drivers seat despite not being the designated driver, this often gets to the point that he needs to be ordered out of his seat so you can drive. Annoying habits aside he's a damn good driver, able to navigate rough terrain and chaotic battlefields with ease, and he's just as good on mounted weapons, raining devastation from the vehicle. He has the operator role, and all associated freebies & discounts, the 200CP & 400CP associated perks, as well as 700CP to spend on further perks/items. He suffers from the rebellious drawback for no CP.
- The Squad (200CP Discount Sergeant): A squad of 10 faceless goons, armed with flak armor and las-guns, they have the grunt origin, and it's freebies as well as the 400CP and 600CP perks, and the option to upgrade to carapace armor and hellguns for 500CP, the squad is unique in that when a member of it dies, they're replaced a day later by an identical goon, should you suffer a squad wipe the squad will reform in a week.
(NOT-ROMANCEABLE)

Bionics:

(Requires Bionic Fittings Perk to Access) Ah Bionics! Gain an additional 300CP to spend here exclusively:

(Engineers receive 4 50CP bionics free or 2 100CP for free, and the rest are discounted. Commissars/Sergeants receive 2 discounts, and pay full price all else. Elite gains 2 50CP options

free, and 1 discount)

Bionic Organ (50CP) One of your organs is upgraded to an improved (Roughly 1.5X more efficient, durable, etc.) version of itself, Brains are excluded for obvious reasons.

Weapon Implants (50CP) You want to become a weapon? I got you my friend, for 50CP you gain either a small laspistol, or a mono-blade integrated into a limb of your choice. Alternatively, pay an additional 100CP to integrate one of your purchased weapons.

Bionic Eye (50CP) An improved eye, you can integrate: An auspex for 50CP, a small las-weapon 50CP, or a jokaero las-weapon for 300CP.

Bionic Limb (100CP) One of your limbs is upgraded to an improved version of itself, alternatively you could opt for stimulator implants, which while they're slightly less efficient and still quite visible, they don't look downright horrifying like regular bionics.

Cogitators (100CP) A brain implant that can be used to store additional information, or speed up one's thought process.

Vox Implant (100CP) A Vox Implant, can be used to speak to machines, or Vox Receivers up to 50 meters (164 feet.) away, comes in big ass respirator device that goes over your mouth, or a more discreet implant that can be put directly in your voicebox.

Mechadendrites (100CP) Little tentacle arms, that can be used for fine manipulation, can integrate an existing pistol sized gun for 50CP, or can integrate a toolkit for 50CP

MIU implant (200CP) While your basic fittings can be used to interface with machines, this is a much more less intrusive interface allowing for a greater degree of control over the machine.

Servo Arm (200CP) The mechadendrites older brother, this piece of machinery is capable of heavy lifting, and powerful melee attacks. However, it has all the subtlety of a *BEINBLEHDE* driving through a china shop.

Archaeotech Bionics (300CP) You want high performance? Well here it is. Using the best technology from the dark age of technology to enhance your limbs capabilities far beyond that of regular bionics, these have the added benefit of not looking like trash noodles. These need to be bought seperately though, so have fun with that.

Ergonomic Bionics (400CP) Wan't to pay tribute to the omnissiah, but *don't* want to look like a trash heap given life? Take this upgrade, and your bionics will be not only more subtle, but more efficient & more powerful. (Ergonomic Bionics Applies to all bionics bought in Jump)

Psyker Powers (PSYKER ONLY):

So you're a psyker huh? Well, no point sending you out there without any skills, your head'll just explode! But before we get to the actual powers, roll your psyker grade (you may skip this part if you have the *Alpha* perk:

- 1. Eta/Theta/Iota: The first true psykers, these guys aren't super powerful, but still have access to psyker powers, and are still something to behold in battle.
- 2. Epsilon/Zeta: Starting to get into the more powerful ranks of psykers, these guys can sling psyker powers quite effectively, but are starting to get into the “a danger to those around them” tier.
- 3. Gamma/Delta: The upper limit tolerated by the Imperium aside from special circumstances, these guys are scarily powerful, and are firmly in the “oh god don't piss them off” category
- 4. Free Choice: Lucky you, you get to choose your rank! Just remember to choose wisely.

School tiers:

Novice (100CP) Cursory training, enough to get the basic principles

Journeyman (200CP) Past the basic training, and into intermediate concepts

Master (400CP) Past the Intermediate, and into the advanced concepts.

Champion (600CP) Past conventional mastery, and into legendary status.

School tiers are applied to the actual powers (example, pyromancy novice tier costs 100cp, Biomancy master tier costs 400CP) Got that? Good, take an extra 600CP for this section only.

Schools:

Basic Smiting (Free) Casting a bolt of raw energy, doesn't take much skill or finesse, pretty much anyone with psyker abilities can do it.

Pyromancy (Special) The art of manipulating fires, this can range from lighting a small campfire, to engulfing an entire battlefield in fire. Use with caution, needless to say.

Telekinesis (Special) The art of manipulating matter, this can be used to do many things depending on ones aptitude, from crushing a can, to crushing a spine. As precise as a pinprick, or

as broad as wave of force sending an entire line flying.

Biomancy (Special) The art of manipulating flesh. As useful for knitting wounds together, as growing a blade from one's arm. Can also be used to induce rampant mutation in an individual (or many individuals) use with care.

Telepathy (Special) The art of reading and broadcasting thoughts. This can be used to read someone's mind, or project thoughts into their mind. Don't go reading minds willy nilly though, you may find things you don't want to know...

Drawbacks:

Continuity (0CP) Been here before? No problem, your actions, big or small have carried over.

Warp Fuckery (0CP) Don't like the current timeline? Jump to a new one! The Dornian Heresy, The Eldar Gambit, or some other more esoteric AU. Your time here will take place in that alternate universe, you can also carry this into the other 40K jumps if you so choose.

Wartime (100CP) 10 years not enough for you you sick bastard? Take this to extend your stay by 10 years. This can be taken as many times as you want, but only the first 5 will yield any CP, and if you aren't immortal/take the only war drawback, you may just keel over from old age if you manage to survive that long, and you don't get juvenat privileges.

Soylens Viridens Is *People!* (100CP) That rations stuff that everyone's eating? Yeah... Don't expect anyone to believe you, but good luck trying not to think about it at mealtime.

Craven (100CP) You, my good sir. Are craven & a coward! This doesn't mean you are incapable of being brave, sometimes bravery comes when fear reaches it's fever pitch. But no matter what you do in this jump, you're gonna be scared shitless of whatever it is you're fighting this week.

PTSD (200CP) That trauma immune perk I gave you? That alongside every other trauma immunity perk is suspended for the duration of the jump. Stay strong, and you'll get through, hopefully.

Rebellious (200CP) You don't do well with people ordering you around, often sticking your nose up at orders, and getting into shouting matches with your commanding officer. Needless to say this is bad for someone in the military, here's hoping you can manage to swallow your pride.

Racism (200CP Abhumans only) The Imperial Creed is in full effect here, pretty much everyone who isn't your companions hates your guts. And they'll never come to accept or respect you or any abhuman companions you own.

Ogryn Stupidity (200CP Ogryn only) You're reduced to the intelligence of an actual ogryn, or a bon'ead ogryn if you took the perk. This is bad, as ogryn A) have shit memories B) are stupider than a pile of manure C) Can't understand complex commands as a side effect of b. Let's hope you have some patient teammates...

Klepto Bastard! (200CP Ratlings only) Previously your kleptomania was manageable, sure you might steal something *once* in a while, but with this perk you really can't help yourself, or you can't *stop* helping yourself, to wallets, ammo, practically anything not nailed down. The blood magpies approve little man!

Cat Calls (200CP Felinids only) Your fellow guardsmen & women, *won't stop soliciting you*. The commissars have tried to get involved, the priests, fucking everyone with any authority has tried to stop this, but it keeps happening, it never escalates, but it damn sure gets annoying. The only people immune to this are your companions, your commanding officers, and people without sex drives.

Guilt (300CP, Requires PTSD) Sometime before you arrived your persona and their squad was attacked and wiped out, with your persona being the only survivor, they suffered from survivors guilt. This carried over to you jumper, you'll experience horrific night terrors, self loathing, and guilt over things that weren't your fault. Your companions are going to have their work cut out for them.

Naive (300CP, Requires PTSD) You're ignorant to the workings of war, you think it's like in the books & the movies! This will make realities punch all the more brutal, sending you into a depression the likes of which will plague you for jumps after, hope you have a good therapist.

ORKS (300CP) There are orks everywhere. Go to the bathroom? Orks. Get on a spaceship? Orks. Go halfway across the galaxy? ORKS. Go to *holy fucking terra itself?* **OOORRKS!** If you see another goddamn ork you're going to kill someone! **BLAH!**

Haunted (300 CP) At some point in your origin's history, or shortly after the beginning of your jump, you and your regiment stumbled over a hidden cult just as they created a powerful Daemonhost. Fortunately, close air support forgives a multitude of sins, and the Daemonhost's physical form was destroyed just as it identified you as the cause of this inconvenience. As such

you now have a powerful Daemonhost that will follow you through the warp. It will try to attack you however it can. Expect slightly less safe or slower warp travel, and haunting dreams of corruption, as well as any future cults or traitors you face being surprisingly well informed about you and your regiment. Should a cult manage to resummon the Daemonhost into the Materium, it will aim directly for you with all its might until it is banished again.

Stupid (300CP) Your commanding officer is stupid, really stupid, initiate a bayonet charge for no reason stupid, have the basilisks move into close range stupid. If you're a commissar and you execute him for this, one of his multitudes of stupid brothers & sisters will move right on in and continue being stupid right where he left off.

Unnecessary Casualties (400CP) Your commanding officer isn't stupid, he a sociopath! He doesn't see the people in the guard, all he sees are tools, to be used in service of the emperor. This is really bad for you, as you're likely easily replaceable in his eyes and has no qualms moving you or your squad into almost certain death. Here's hoping you're a lucky enough bastard to get out alive!

The Inquisition (400CP) the inquisition believes you & your unit's up to some *heresy*, & will attempt to subvert you. This will start out relatively small, with their acolytes infiltrating and trying to kill you and your friends, this will escalate to higher and higher until they try and order an exterminatus on the planet you're on at the time. They can be killed before than, but good luck getting to them.

Lightning Rod (400CP Psyker only) You seem to be lightning rod for wibbly wobbly warp shite to fuck you over. Don't expect to get away with casting anything scott free, and Emperor help you if you took the alpha perk!

Only War (600CP) Oh... Shiiiiiiit. You've lost access to you warehouse and everything in it, as well as your out of jump abilities. You're gonna need to make due with what you buy here, and anything you can scrounge up from the battlefields. Good luck jumper, you're gonna need it.

Nihlus (800CP, Requires 'Only War') The ultimate challenge, the great rift has opened guardsman, and you're on the wrong side. Daemons consume worlds left and right, warp storms rage, the astronomicon cannot penetrate the rift leaving warp travel all but impossible in the 'Dark Imperium' you'd better hope you're lucky enough to survive this.

Scenarios

THIS IS IMPORTANT READ ALL OF IT, PLEASE. Scenarios are like miniature gauntlets,

you lose out on your stuff (aside shit from the scenario.) To compensate for this you get unique items, and if you die during the jump you don't get sent back to earth. Chronologically, your scenarios are removed from your time in the actual jump, and there's no limit on the amount of scenarios you can take.

Scenario 1: Creeed! You are Ursarkar E. Creed, or your at least in his shoes, When you ask? Oh just before the 13th black crusade... Wait. You have a few days to prepare until the black crusade begins and the fall of cadia with it, your job? Prevent the fall of cadia, and spit in failbaddons greasy face, bonus points if you literally spit in his face. To do this you gain Creeds tactical know how, what foreknowledge you had on the matter, and command of all of cadia. Your rewards?

Rewards:

CREEEEEEEEEEEEEED You get to keep all of Creeds tactical knowledge, including his arcane abilities to hide things where they have no business hiding.

Cadia You also gain the ability to import a copy of cadia and everyone on it, into future jumps. They're loyal to you and don't question being imported into a new universe every decade or so. Cadia itself won't fuck up tidal forces or cause gravitational anomalies, nor will it's orbit conflict with another planets orbit, as far as the rest of the solar system's concerned, cadia doesn't exist.

Scenario 2: Armageddon There is a storm coming for the planet armageddon, a **WAAAAAGH** led by the warboss Ghazghull Mag Uruk Thraka. You, are in the place of commissar Sebastian Yarrick, your job is to completely neurtalize the **WAAAAAGH** and kill Ghazghull before he can escape and regroup, something yarrick himself couldn't do.

Rewards:

- **ORK POWER KLAW**, this claw is *huge*, it's also sufficiently powered to be able to pick up and crush a ceramite structural beam. It's modular, meaning it can be easily swapped out with a prosthetic arm that functions like your original arm, but who needs fine motor skills when you got an arm that can sever a space marines neck!
- Yarricks Eye, this augmetic eye has a las-weapon built into it, of roughly the same power as 5 lascannons in one eye, don't ask. This also carries the benefits of a regular bionic eye, so that's cool.
- **ORK LEGEND**, amongst the orks you've become a legend, they believe you're nearly un-killable, and favored by gork and mork. Whether this is true is up for debate, what's not up for debate is the orks power to influence reality through belief. Your physical attributes are boosted considerably, you've also become cunningly brutal (or brutally cunning), in addition you're able to make use of ork weapons without them exploding or falling apart.

-or-

- *Yarrick* him fucking self hears of your achievements and rushes to join you, he has all the things listed above as well as all the perks in the commissar tree, and all items discounted for commissars.

Scenario 3: Hero of the Imperium You are now the Morale Officer for the Valhallan 12th Field Artillery and your starting time is now 919.M41, and your starting location is the world of Desolatia, currently besieged by Orks. In several days, a Tyranid Splinter fleet will descend on Desolatia in overwhelming force.

You have taken the place of one Ciaphas Cain, and will be facing all the dangers that he did in his career as a Commissar before his retirement and later re-enlistment during the 13th Black Crusade. Do note, that despite Cain's self-serving (and perhaps cowardly) nature, he was rightly called the Hero of the Imperium, being personally responsible for foiling multiple Chaos, Tyranid, and Necron plots, saving multiple crucial worlds from destruction or corruption. Perhaps you, Jumper, can match his feats, or perhaps you can merely survive 74 years until 993.M41, when he would have retired.

To help you on your journey, you will receive an innate hiveganger's ability to navigate catacombs, tunnels, and arcologies. Moreover, you will gain an innate sense of all exits from any location you find yourself in. Lastly, as a Commissar, you will receive or may import a companion as a batman (soldier's servant) to replace the loyal, unambitious, and somewhat stupid Ferik Jurgen. He is a skilled shot with a plasma gun, and more importantly, a very potent Blank, projecting an aura of anti-warp energy that hinders psykers, tyranids, demons, and cultists in the vicinity and prevents seers of all kinds from predicting his (and therefore your) future, these skills will be granted to your batman.

Rewards: Should you manage to survive 74 years, your exit-sense will upgrade to a dangersense, allowing you to identify all exits from your current location as well as how dangerous each exit is relative to the others.

Should you manage to survive 74 years without deserting, being labeled a heretic, or the Imperium falling apart around you, you will receive Cain's skills as a morale officer: being capable of reading the general mood of any army you join or are attached to as well as maintain morale, loyalty, and discipline without resorting to "BLAM*ing any soldier who steps a tow out of line.

Lastly, should you manage to survive 74 years while matching or exceeding Cain's illustrious career, you gain a boost to your reputation, matching his reputation as the Hero of the Imperium. Moreover, no matter how self-serving or cowardly you believe your behavior is, others will see the best in your actions, and so long as things are going relatively well, you will likely gain a similar reputation as a Hero of <Blank> in any future jumps

Scenario 4: Run Ragged Not sure how to say this, but your regiment got wiped, congratulations on surviving? Now you were picked from the blasted remnants of your squad, and shipped off to an organization known as the ragged edges, an inquisitors little private army, overseen by the ever-capable commissar Conrad F. Raeye, and her little entourage. "But this doesn't sound so bad?" you might be asking, well you're now part of the *inquisition* meaning you're going to have to go head to head with Heretics, Xenos, Daemons, and other more esoteric threats, and you don't exactly have the usual wall of guns you may be used to backing you up. Your goal is to

survive an additional 10 years as part of the ragged edges, good luck guardsman.

Rewards: After spending 10 years in their service, the **Ragged Edges** will now follow you through the multiverse, containing a wide variety of guardsmen, with a wide variety of skills, you'll be hard pressed to find a task that no-one in the edges is able to undertake. They take up one companion slot, and perks are diluted amongst them.

To do list:

Implement Feedback (Currently No Feedback)

Link regiment Supplement (Supplement currently being worked on by Darkseh.)