

SAVLAR CHEM-DOGS

Rojo's Krak grenades arced overhead, blowing a hole in the side of the bunker even as Janssen led the charge, his bulky flame cylinder clanking against his pack. Rojo screamed in defiance as las-rounds whipped around him, his heartbeat slamming in his chest. Janssen reached the wall, pushed the nozzle of the flamer into the smoking hole and released a massive spear of burning promethium, the flamer's roar drowning out the desperate screams of the bunker's inhabitants.

Las-pistol in hand, Rojo led his squad into the bunker, putting a shot through the forehead of a writhing, burning body on the left of the entrance and another into the torso of a soldier curled in a foetal ball, clawing with blackened hands at his wrecked face, on the right.

Rojo's practiced gaze swept the bunker, just a bunch of kek'n stiffs with nothing worth more than half a cred. Checking the dog tags of the corpse at his feet, Rojo scooped up its helmet and put it on as his men filed in. Bingo, the right size, he thought, and still nice and warm.

He leant against a wall and rolled a lho-stick with what he had borrowed from Commissar Yendl's footlocker. Taldac was sitting in the dirt, busy strapping on a new pair of boots taken from the barefooted carcass next to him. Slavro was industriously scalping the dead with a filthy knife, he knew a skintrader back in Rubble City. Disciplinary offence, thought Rojo, as he lit his roll-up on the flickering flames of a still burning corpse. That knife was in my kit two minutes ago.

REGIMENTAL HISTORY

The Savlar system, just over a hundred light years from Armageddon, is a desolate place, little valued by the Imperium save for the rich chemical deposits on the volcanic moons of Savlar Penitens. Unsatisfied by poor mining quota returns, the Adeptus Terra re-graded Savlar as a penal world in the 39th

Millennium, shipping in criminals by the thousand from the recent Bokur rebellion along with special detachments of the Adeptus Arbites to ensure productivity. Within three decades chemical production from Savlar was supplying three civilized worlds and two forge worlds in the surrounding sub-sectors.

The population of the moons was subsequently swelled by regular influxes of thieves, murderers and traitors from across the Armageddon sector. The high mortality rate in the poisonous mines of Savlar became notorious among the criminal fraternity, leading to it being known as the "Dead Dog Moon" and used descriptively as with phrases like "Dead as Savlar". However it wasn't until the conscription of the first Savlar Chem-Dog regiments that the world gained any notability, good or otherwise.

The Savlar Chem-Dogs, far from being amongst the elite of the Imperial Guard, are infamous scavengers and criminals assembled from the dregs of Imperial society. How they came into being as an Imperial Guard regiment in their own right is indicative of the depths the Imperium had to plumb in order to stem the tide of Orks that invaded the Armageddon sector during the Third Armageddon War.



The Chem-Dogs were initially formed into a fighting force by Judge Callistar in response to an armed uprising on Savlar itself. However, during the Armageddon War, Judge Callistar quickly found that such a force of immoral, desperate cut-throats could be forged into an effective fighting force with the addition of but a few simple directives. Conscripted into the Imperial Guard en masse, the Chem-Dogs were given two motivational imperatives; they could keep whatever they took from the enemy, and that if they broke the law they would be sent straight back to their toxic nightmare of a home world.

Their part in the Third War of Armageddon was typically inglorious but valuable nonetheless. Stationed in the rotting underhives of Armageddon's hive cities, the Savlar Chem-Dogs quickly adapted to the cramped, noxious environment. Any Ork forces attempting to infiltrate into a hive from below not only had to fight the crazed mutants and monstrous denizens of the Underhive, but some of the most hardened criminals of the Imperium. Needless to say the Chem-Dogs' station granted them unconditional access to the hive's little known and little used passage ways, as well as, consequently, the residences of the hive's populace.

USING THE ARMY LIST

The following army list allows you to field an Imperial Guard army based on the Savlar Chem-Dog regiments that fought in the Third Armageddon War.

Savlar Chem-Dog formations come in two types: *companies* and *support formations*. Each company you include in your army allows you to field any two support formations. Although you can only take a support formation if you first take a company, they are treated as separate formations during the game. In addition, companies may be given up to three *company upgrades*. Each type of upgrade can only be taken once by a company. Upgrades are added to the company and are not a separate formation. Support formations may not be given company upgrades.

Rule 6.4.1, Commissars, applies to the Savlar Chem-Dog Conscript Regiment Army List as well.

SAVLAR CHEM-DOG CONSCRIPT REGIMENT ARMY LIST

Savlar Chem-Dog armies have a strategy rating of 2. Savlar Chem-Dog formations and Imperial Navy formations have an initiative of 2+.

SAVLAR CHEM-DOG COMPANIES

TYPE	UNITS	COST
0-1 Savlar Chem-Dog Regimental HQ	One Supreme Commander and fifteen Infantry	400 points
Savlar Chem-Dog Infantry Company	One Commander and fifteen Infantry	300 points
Savlar Chem-Rider Company	One Savlar Chem-Rider Commander and fifteen Savlar Chem-Riders	400 points

SAVLAR CHEM-DOG COMPANY UPGRADES

(Up to three may be added to each Savlar Chem-Dog Company)

TYPE	UNITS	COST
Infantry Platoon	Five Infantry	75 points
Ogryns	One to four Ogryns	25 points each
Snipers	One to two Snipers	25 points each
Flak	One Hydra	50 points
Griffon Battery	Three Griffons	100 points
Hellhound Squadron	Three Hellhounds	150 points

SAVLAR CHEM-DOG SUPPORT FORMATIONS

(Up to two may be taken for each Savlar Chem-Dog Company)

TYPE	UNITS	COST
Armoured Fist Platoon	Six Infantry and three Chimeras	175 points
Savlar Chem-Rider Scout Platoon	Six Savlar Chem-Riders (these units have the <i>Scouts</i> special ability)	200 points
0-1 Savlar Hardened Criminals Platoon	Eight Savlar Hardened Criminals	200 points
Artillery Battery	Three Basilisks	250 points
Flak Battery	Three Hydra	150 points
Sentinel Squadron	Four Sentinels	100 points
Tank Platoon	Five Leman Russ, Leman Russ Demolisher, Leman Russ Exterminator or any combination of the three	350 points

IMPERIAL NAVY FORMATIONS

(Up to a quarter of the points available to the army may be spent on these formations)

TYPE	UNITS	COST
Thunderbolt Squadron	Two Thunderbolt Fighters	150 points
Marauder Squadron	Two Marauder Bombers	250 points

SAVLAR CHEM-DOG REFERENCE SHEET

STRATEGY RATING: 2

INITIATIVE: 2+

NAME	TYPE	SPEED	ARMOUR	CC	FF	NOTES	WEAPONS	RANGE	FIREPOWER	NOTES
Savlar Chem-Rider Commander	INF	20cm	6+	4+	6+	Commander, Infiltrators, Mounted, Reinforced Armour	Laspistols Power Lances	(15cm) (base contact)	Small Arms Assault Weapons	- First Strike
Savlar Chem-Riders	INF	20cm	6+	4+	6+	Infiltrators, Mounted, Reinforced Armour	Laspistols Power Lances	(15cm) (base contact)	Small Arms Assault Weapons	- First Strike
Savlar Hardened Criminals	INF	15cm	6+	4+	4+	Infiltrators, Scouts	Lasguns Dirty Tricks	(15cm) (15cm) (base contact)	Small Arms Small Arms AND Assault Weapons	- Extra Attacks (+1), Ignore Cover Extra Attacks (+1), Ignore Cover
Leman Russ Exterminator	AV	20cm	4+	6+	3+	Reinforced Armour	Twin Autocannon Lascannon 2x Heavy Bolters	45cm 45cm 30cm	AP4+/AT5+ AT5+ AP5+	- - -

ARMAGEDDON ORK HUNTERS

REGIMENTAL HISTORY

In the years following the first defeat of the Ork Warlord Ghazgkhull Thraka, the world of Armageddon began the long process of rebuilding its shattered hives and defences. While the Ork hordes had all but been destroyed the unique spore-based reproductive system



inherit to their race lead to continued resistance in the form of Ork infestations. In response to this, General Kurov, the head of Armageddon's military council, coordinated a series of xenocidal campaigns throughout the equatorial jungle between Armageddon Primus and Secundus with the intent of eliminating the Ork infestations.

Those forces committed to these campaigns encountered resistance far in excess of what the council had anticipated. Subjected to bitter and prolonged guerrilla warfare many on the regiments were reduced to below a tenth of their original strength. Rather than disband the decimated regiments, General Kurov harnessed the valuable experience of the surviving soldiers and formed a number of specialised regiments. Soldiers from a dozen different planets and with no common culture were merged into specialised extermination regiments. These regiments were designated the Armageddon Ork Hunters.

During the Third War of Armageddon the Ork Hunters saw some of the thickest fighting of the war. Between the feral Orks they had originally been committed to expunge and the Ork reinforcements that had dropped into the equatorial jungles aboard the Ork Rokhs that had made planetfall, the Armageddon Ork Hunters were outnumbered and isolated for most of the war. This led to the adoption of the Orks' guerrilla war tactics that had cost the Imperial forces so dearly over twenty years before. Ork Hunter squads operated in isolation for many weeks at a time, surviving purely off of the jungle around them and immersing themselves fully in the war against the Orks. The squads would infrequently return to Cerbera base, little more than a swath of jungle cleared for use as a staging area after the Second War of Armageddon, bearing the grisly trophies of the Orks they slew while on patrol.

Their feral appearance coupled with their coarse manner led to the Ork Hunters being regarded as little better than the Orks they hunted and earned them the enmity of many regiments stationed on Armageddon, most notably the the Pyran Dragoons. These perceptions were noted by the military council

as well, who's investigations found that the Ork Hunters began to not only adopt the Orks' combat doctrines but many of their superstitions and social codes of conduct as well.

For the most part, these aberrations were overlooked due to the Ork Hunters' effective defence of the equatorial jungles. Additional Commissars were dispatched to the regiments, however, to ensure that these irregularities were kept somewhat in check. Unfortunately, the Ork Hunter regiments spent nearly all of the Third War with deficient numbers of political officers of the Commissariat, despite these additions seconded by the military council. With little in the way of jungle warfare training, many of the Commissars fell victim to unseen booby-traps and sniper fire. In spite of what the more orthodox Imperial Guard regiments might think of the Ork Hunters, however, they have earned themselves a fearsome reputation in their short and bloody history.

SPECIAL RULE: JUNGLE FIGHTERS

Armageddon Ork Hunter regiments have fought so extensively in the equatorial jungles that they have become masters of jungle warfare. Because of this, any unit with the *Jungle Fighters* special ability may re-roll any 1s rolled on Jungle, Marsh and or Woods cover saves.

SPECIAL RULE: POWER OF THE WAAAGH!

The Armageddon Ork Hunters have adapted to the Ork way of war so completely that worrying psychological similarities have been to emerge. Because of this, Armageddon Ork Hunter formations that are attempting to take an engage or double action receive a +2 modifier to their action test.

USING THE ARMY LIST

The following army list allows you to field an Imperial Guard army based on the Armageddon Ork Hunter regiments that fought in the Third Armageddon War.

Armageddon Ork Hunter formations come in two types: *companies* and *support formations*. Each company you include in your army allows you to field any two support formations. Although you can only take a support formation if you first take a company, they are treated as separate formations during the game. In addition, companies may be given up to three *company upgrades*. Each type of upgrade can only be taken once by a company. Upgrades are added to the company and are not a separate formation. Support formations may not be given company upgrades.

Rule 6.4.1, Commissars, applies to the Armageddon Ork Hunter Regiment Army List but the number of Commissar characters the army may include must be halved, rounding up.

ARMAGEDDON ORK HUNTER ARMY LIST

Armageddon Ork Hunter armies have a strategy rating of 2. Armageddon Ork Hunter formations have an initiative of 3+ and Imperial Navy formations have an initiative of 2+.

ARMAGEDDON ORK HUNTER COMPANIES

TYPE	UNITS	COST
0-1 Armageddon Ork Hunter Regimental HQ	One Ork Hunter Supreme Commander and ten Deathworld Infantry (may have six Valkyries)	350 points (+225 points)
Armageddon Ork Hunter Infantry Company	One Ork Hunter Commander and ten Deathworld Infantry	250 points

ARMAGEDDON ORK HUNTER COMPANY UPGRADES

(Up to three may be added to each Armageddon Ork Hunter Company)

TYPE	UNITS	COST
Deathworld Infantry Platoon	Five Deathworld Infantry	100 points
Deathworld Fire Support Platoon	Four Deathworld Fire Support Squads	125 points
Deathworld Mortar Platoon	Four Deathworld Mortar Squads	100 points
Ork Hunter Firesweep Team	One to two Ork Hunter Firesweep Teams	25 points each
Ogryns	One to four Ogryns	25 points each

Notes: All Armageddon Ork Hunter company upgrades may be given Valkyries at a cost of 40 points each. You may not take more than one Valkyrie per unit in the company upgrade. The entire company must be transported in Valkyries if any are taken.

ARMAGEDDON ORK HUNTER SUPPORT FORMATIONS

(Up to two may be taken for each Armageddon Ork Hunter Company)

TYPE	UNITS	COST
Deathworld Sentinel Squadron	Four Deathworld Sentinels	100 points
Deathworld Veteran Platoon	Six Deathworld Veterans (may have three Valkyries)	200 points (+125 points)
Ork Hunter Skull-Taker Patrol	Six Ork Hunter Skull-Takers	250 points
Vulture Squadron	Four Vultures	300 points

IMPERIAL NAVY FORMATIONS

(Up to a quarter of the points available to the army may be spent on these formations)

TYPE	UNITS	COST
Thunderbolt Squadron	Two Thunderbolt Fighters	150 points
Marauder Squadron	Two Marauder Bombers	250 points

ARMAGEDDON ORK HUNTERS REFERENCE SHEET

STRATEGY RATING: 2

INITIATIVE: 3+

NAME	TYPE	SPEED	ARMOUR	CC	FF	NOTES	WEAPONS	RANGE	FIREPOWER	NOTES
Ork Hunter Supreme Commander	INF	15cm	6+	4+	5+	Jungle Fighters, Supreme Commander	Lasguns	(15cm)	Small Arms	-
							Power Weapons	(base contact)	Assault Weapons	Extra Attacks (+1), Macro-Weapons
							Heavy Bolter	30cm	AP5+	-
Ork Hunter Commander	INF	15cm	6+	4+	5+	Commander, Jungle Fighters	Lasguns	(15cm)	Small Arms	-
							Heavy Bolter	30cm	AP5+	-
Deathworld Infantry	INF	15cm	-	5+	5+	Jungle Fighters One in every two units has a Heavy Bolter.	Lasguns	(15cm)	Small Arms	-
							Heavy Bolter	30cm	AP5+	-
Deathworld Fire Support Squad	INF	15cm	-	5+	4+	Jungle Fighters	Lasguns	(15cm)	Small Arms	-
							2x Autocannons	45cm	AP5+/AT6+	-
Deathworld Mortar Squad	INF	15cm	-	5+	5+	Jungle Fighters	Lasguns	(15cm)	Small Arms	-
							Mortars	30cm	AP5+	Indirect Fire
Ork Hunter Firesweep Team	INF	15cm	-	5+	4+	Jungle Fighters, Scouts	Heavy Flamer	15cm	AP4+ AND	Ignore Cover
								(15cm)	Small Arms	Ignore Cover
Deathworld Sentinel	LV	20cm	6+	5+	5+	Walker, Scouts Considers Jungle Terrain <i>Dangerous</i> and Woods terrain <i>No Effect.</i>	Heavy Flamer	15cm	AP4+ AND	Ignore Cover
								(15cm)	Small Arms	Ignore Cover
							Chainsaw	(base contact)	Assault Weapons	-
Deathworld Veterans	INF	15cm	6+	4+	5+	Infiltrators, Jungle Fighters, Leaders, Scouts	Lasguns	(15cm)	Small Arms	-
							Demolition Charges	(base contact)	Assault Weapons	Macro-Weapons, Single Shot
							Heavy Flamer	15cm	AP4+ AND	Ignore Cover
Ork Hunter Skull-Takers	INF	15cm	6+	4+	4+	Infiltrators, Jungle Fighters, Leaders, Scouts, Teleport	Shootas	(15cm)	Small Arms	-
							Scalpers	(base contact)	Assault Weapons	Extra Attacks (+1), First Strike