

WARHAMMER 40,000

CONVERSION

FOR GURPS 4TH EDITION

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INTRODUCTION

In the distance of the far future there is only war . . .

But there are also opportunities. And these don't have to be about war.

ABOUT THIS BOOK

GURPS WH40K Conversion is an adaption of the World of Warhammer 40,000. A very loose one at that.

The game world of Warhammer 40,000 has developed over 5 Editions of the game. New races have been introduced and old ones just have been hushed. *GURPS WH40K Conversion* goes back to the roots of the first edition of the tabletop game. It includes aspects of Warhammer 40,000 that are either no more canon to the game world or entirely made up. Also, it's a roleplaying, not a wargame. With it you can play any character you can imagine in the world of Warhammer 40,000. From the omnipresent Space Marine to the lowliest Adept, everything is possible. Although it concentrates on the world seen from humanities point of view, it's not limited to that. It's as well not limited to the 41st millenium. You can also play a campaign in the tumultous time of the Horus Heresy or even before this time, perhaps the Age of Strife or the Dark Age of Technology.

RECOMMENDED READING

GURPS WH40K Conversion assumes that you're familiar with the world of Warhammer 40,000, but here are some suggestions to get more insight into the world of Warhammer 40,000:

Dark Heresy is the original Warhammer 40,000 Roleplaying Game and as such it is the most obvious source.

Rogue Trader. (1) If you can get your hands on it, the first edition of the Warhammer 40,000 tabletop offers much as the original source. (2) The Rogue Trader Roleplaying Game is the sistergame of Dark Heresy.

Realm of Chaos. The two books are the background source for the great adversary and also for much of the history of the human race.

Gurps Titles

You will need a copy of *GURPS Basic Set* to use the material presented in this book. Also, *GURPS Ultra Tech* is required to represent some of the equipment mentioned in this book. *GURPS Space* is always handy for Science Fiction Roleplaying games, *GURPS Magic*, *Psionic Powers* and *Thaumatology* are used for psychic powers and *GURPS Powers: Divine Favor* is used for true believers in the Imperial Faith. And *GURPS Horror* is the source for insanity and corruption.

Additional *GURPS* Titles will be mentioned in the text.

DISCLAIMERS

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Internet Sources:

Steve Jackson Games:
<http://www.sjgames.com/gurps/>
Games Workshop: www.games-workshop.co.uk
Unofficial Encyclopedia: www.lexicanum.com

CHARACTERS

In general, building *GURPS Warhammer 40,000 Conversion* characters follows the rules in the *Basic Set*. To reflect the cultures and unique background of the *Warhammer 40,000*, this section provides advice

and clarifications regarding several *GURPS* advantages, disadvantages and skills as well as new ones.

POWER LEVEL

Power Level largely depends on the type of campaign you're playing.

The Galaxy is a large place and offers a multitude of possibilities, from the lowliest Adept to the mighty Space Marine, you can play everything you like, provided it fits the campaign.

Average (25-50 points):

This is the power level to play Imperial citizens.

Competent (50-75 points):

A talented one, maybe with somewhat higher attributes but otherwise still average.

Exceptional (75-100 points):

This type of Character involves a nobody becoming entangled in greater schemes. Maybe you're a soldier in the Imperial Guard being shipped to another planet, or a psyker becoming aware of his powers. Even a promising Initiate of the Inquisition or another Imperial Service may be possible.

Heroic (100-200 points):

With this level, the character is an experienced adventurer or professional. Continuing the Imperial Guard example above, the Character is a Veteran by this Power Level. Also, a Inquisitors retinue will be of this Power Level.

Larger-than-Life (200-300 points):

This is where the true heroes start. The army soldier from above has become a Commander or a highly trained specialist. Inquisitors are of this Power Level as are Commissars.

Legendary (300-500 points):

Only superheroes or superhumans can have point totals in this range. But for some Racial Templates, to play in this point range may be required. Space Marines with their high template cost will be in this range.

Superhuman (500-1,000 points):

This Power Level is for the true Overlords of the Galaxy. The Chapter Master of a Space Marine Chapter or Inquisitor Lords can approach this Level of Power.

CLASS TEMPLATES

The template you choose depends on the points level of the campaign. Not every one may be available, depending on the type of campaign.

Templates can also be used to make up the supporting cast for the campaign.

EXISTING TEMPLATES

There are many existing templates from various *GURPS* Books that can be used in *Warhammer 40,000*. The far future has much more in common with the 21st century than might be expected.

The following is a listing of templates from existing *GURPS* Titles, their point values and their use in *Warhammer 40,000*.

The templates are also a quick way to generate NPCs. Those from *Basic Set*, *Biotech* and *Space* are relatively low powered especially suited for supporting cast.

Action Series

The templates from *GURPS Action* are well suited for *Warhammer 40,000*. Although most lack supernatural powers, they make good mundane high-powered heroes, e.g. Special Forces within the Imperial Guard or an Inquisitors retinue.

Assassin [250]: Use this template for the Officio Assassinorum assassine, as well as for the more mundane criminals.

Big Guy [250]: This is a brute, like a martial artist, but one who makes his focus on strength.

Cleaner [250]: If you've made a mess and you need someone to clean up the evidence behind you, this is the one you're going to.

Criminal (Lens) [20]: Modifies the template of choice to a criminal one. And there are a lot of criminals in this far future.

Demolition Man [250]: The one that is proficient with everything that explodes and make it explode in a useful way.

Face Man [250]: The one to go to the officials and wraps them around his fingers.

Fast Guy [250]: This is a typical martial artist.

Hacker [250]: Ever though Warhammer 40,000 is full of superstition and not computers, networks and their like are still there.

Infiltrator [250]: If an Inquisitor needs someone to infiltrate a chaos cult . . . or vice versa.

Intelligence (Lens) [20]: This is a focus for a spylike character.

Investigator [250]: An investigator may most obviously be an Inquisitor, but he can also be a much more mundane detective.

Law Enforcement (Lens) [20]: You're one of the Adeptus Arbites or of a local police force. This lens makes you one of the characters who stand on the side of the authorities.

Medic [250]: Everyone needs a medic sometimes. He has a much more effective arsenal than today's medic.

Military (Lens) [20]: This is a focus to make a template a military one.

Ninja [250]: The ninja is another way to build an Imperial assassin.

Sage [250]: A starting Inquisitor can be represented by a Sage. He also knows about the things that lurk in the warp.

Scout [250]: Similar to the Infiltrator, but more of the military kind. Knows about the warp.

Security (Lens) [20]: This takes the focus to secure someone, something, or counter infiltration.

Shooter [250]: You're the one with the quick hand and the itchy finger. And there's much shooting to be done in the 41st millenium.

Slayer [250]: He's the one to kill the daemons from the warp.

Traceur [250]: This is someone who gets wherever he wants to. A master of movement.

Weapon Master [250]: A melee specialist.

Wheel Man [250]: The wheeled vehicle is still the standard means of transportation in Warhammer 40,000. But you can also be the pilot of a shuttle or spacecraft.

Wire Rat [250]: You're the one who makes the surveillance, usually with technical means.

Wise Master (Lens) [20]: This lens focuses on martial arts abilities.

Basic Set

Investigator [100]: A weaker form of the investigator mentioned above. Usually not an Inquisitor.

Soldier of Fortune [100]: This can be a character who gets caught in the events.

Biotech

Ecological Engineer or Ecoteur [90]: Although the Imperium is static, there are some planets that still need terraforming. The Eco-Engineer is the one that does that.

Forensic Pathologist [95]: You're the one that can find out why someone has died. This profession can be found in the employment of an Inquisitor or the Adeptus Arbites.

Organlegger [105]: This is a character that is making a living by killing people and reusing and selling their organs. He can also be someone making servitors out of

them.

Physician [95]: Similar to the medic, but not for working in the field.

Horror

Warhammer 40,000 has some horrific aspects and can be a backdrop for a horror campaign.

Academic [60]: A scholar of the Imperium.

Aristocrat [95]: An aristocrat is a member of the high imperial society.

Artist [70]: An artist can quickly become a cultist.

Attorney [80]: An Imperial lawyer.

Child [30]: A child can be a dependent of a character.

Criminal [60]: Criminals are all around the Imperium.

Detective [80]: Either a mundane detective or one who gets enmeshed in more occult research.

Doctor [90]: Doctors are always needed if you get into trouble.

Explorer [95]: See the entry in *Space*, below.

Journalist [65]: Journalists are often nosy and often get into trouble.

Mystic [80]: Mystics can be psykers or just pretenders.

Occultist [60]: Occultists can be adepts in Imperial service or chaos cultists.

Police Officer [65]: See *Law Enforcement (Lens)* above.

Priest [80]: Priests are clerics of the Imperial faith.

Retired Soldier [65]: A former Imperial Guardsman or PDF soldier.

Slayer [160]: A weaker version of the *Action* template.

Tech [60]: A techpriest from the Adeptus Mechanicus.

Writer [65]: Similar to the journalist above.

Monster Hunters Series

Monster Hunters are even more powerful than action heroes. Famous Inquisitors, Space Marines are their equals.

Accidental Hero (Lens) [15]: One who got caught in the events.

Avenger/Atoner (Lens) [15]: Someone out for revenge.

Chosen One (Lens) [15]: A saviour of mankind.

Clergy (Lens) [15]: One of the faithful that fight against the enemies of humanity.

Commando [400]: An elite fighter, proficient with all guns.

Criminal (Lens) [15]: See above.

Crusader [400]: With a little bit of tweaking, this template can be made into a Space Marine Chaplain.

Experiment [400]: This can easily be established as a Space Marine. For this, add the *Soldier* Lens.

Hired Gun (Lens) [15]: A mercenary with his own agenda.

Inhuman [400]: This can be used to create an alien.

Law Enforcement (Lens) [20]: See above.

Operative (Lens) [15]: This Lens makes an Inquisitor.

Philanthropist (Lens) [15]: Someone with enough

money to become a monster hunter.

Psi [400]: A very capable psyker.

Sage [400]: See above, but this one isn't a starting Inquisitor any more.

Sleuth [400]: See *Face Man* above.

Soldier (Lens) [15]: See *Military* above.

Techie [400]: A Tech-Priest from the Adeptus Mechanicus.

Warrior [400]: Like the *Experiment*, can be used as a Space Marine, together with the *Soldier Lens*.

Witch [400]: A witch is likely to be an antagonist in a *Warhammer 40,000* campaign.

Warhammer 40,000 as a Backdrop for GURPS Monster Hunters

The world of *Warhammer 40,000* also makes a good backdrop for the *GURPS Monster Hunters* series.

Psionics and Ritual Path Magic work similar to the rules in the Powers chapter and can be used with the special rules in it.

Inhuman Races and the Inhuman template shouldn't be used if you're playing a Imperium-centered campaign.

By following the guidelines for templates above, the PCs are really powerful protagonists in a campaign.

Space

Astronaut [100]: You're one of the personnel of a spaceship, officer or crew.

Bounty Hunter [120]: You're someone who is hunting criminals or fugitives around the stars.

Colonist [50]: This is one of the few people of the Imperium that go away from their homeworld to find a new one, although not much colonisation is going on in the Imperium.

Con Man [75]: This is someone like the Face Man above, only on a lower point level.

Detective [110]: The Detective is similar to an Investigator. He can work for the Adeptus Arbites or Inquisitors.

Doctor [90]: The Doctor is similar to the Physician.

Explorer [150]: The galaxy is a huge place and much of it is still unexplored. The explorer ventures in these unexplored areas in the hope of finding something of value. He can be one of the Adeptus Mechanicus searching for lost technology or a freelance rogue trader going to find new opportunities for business.

Merchant [75]: This template makes a good Rogue Trader, someone trading on the fringes of human space.

Scientist [75]: The scientist represents someone from the Adeptus Mechanicus, who value knowledge above everything else.

Secret Agent [100]: A secret agent can be someone working for a local government, or some larger organisation.

Security Officer [115]: This will also be someone in the Adeptus Arbites, a security officer on a starship or a local policeman.

Soldier [70]: This template is best used for Imperial Guardsmen or local Planetary Defence Forces (PDF).

Space Knight [150]: The most obvious role for this

template is the space marine and the two templates can be combined, but it can also be a chivalrous Eldar or Tau warrior.

Space Worker [75]: As well as people living on planets there are those living in space and they are also working there. Maybe they will never set a foot on a planet in their lifetime.

Technician [55]: The 41st millenium is technologically advanced, although this technology is shrouded in mysticism. The technician can be an adept in the Adeptus Mechanicus, but he can also make a Techmarine in combination with the Space Marine template.

Thief [75]: There always were thieves and there always will be thieves. This is also true for the 41st millenium, which can be very rough. The hives must be full of them.

NEW TEMPLATES

Servitor

-20 points

A servitor is a lobotomised, mindless human body. Many are specifically vat-grown, but criminals can also be sentenced to become servitors (a penalty as worse as death).

In the Imperium, servitors are used for heavy labor or dangerous tasks and outfitted with cyberware needed for the task.

This template is not suited for player characters.

Attribute Modifiers: IQ -2 [-20].

Secondary Characteristic Modifiers: Per +2 [10].

Advantages: Doesn't Sleep [20], High Pain Threshold [10], Indomitable [15], Resistant to Metabolic Hazards +3 [10], Single-Minded [5], Unfazeable [15], Unkillable 1 [50].

Disadvantages: Automaton [-85], Compulsive Behaviour (Zombie Motivation)* [-5], Disturbing Voice [-10], Duty (15 or less) [-15], Reprogrammable [-10], Social Stigma (Valuable Property) [-10].

Skills: As programmed.

Features: Cyberware (buy separately).

Note (*): See *GURPS Zombies*. In this case the basic motivation is to keep itself in working condition: eating and drinking as needed, but nothing more.

Space Marine

355 points

Space Marine is both a Racial Template and a Class Template, but is more appropriately placed here in Class Templates.

Space Marines are chosen from the best of human stock. Additionally the rigorous training makes a harsh selection. Space Marines are quicker, more agile and healthier from the beginning. During their initiation they get the Space Marine Implants which makes them even more powerful and they are heavily indoctrinated. The implants also increase growth. Space Marines are from 7'1" to 7'6" big.

An initiate that becomes a full Space Marine is certainly one of the best soldiers in the galaxy.

Attribute Modifiers: ST +10 (-10% Size) [90], DX +2 [40], HT +2 [20].

Secondary Characteristic Modifiers: Basic Move +1 [0].

Advantages: Combat Reflexes [15], Early Maturation [0], Extended Lifespan 2 [4], Fearlessness 4 [8], High Pain Threshold [10], Space Marine Implants [177].

Disadvantages: Disciplines of Faith (Ascetism) [-15], Duty (Chapter, 15 or less, Extremely Hazardous) [-20], Fanaticism [-15], Intolerance (Aliens) [-5], Reputation (Angels of Death, -2) [-10].

Skills (Optional): Area Knowledge (Imperium) (E) IQ +2 [4], Autohypnosis (Hard) Will -1 [2], Environment Suit (Power Armor) (A) DX +2 [8], Expert: Military Science (H) IQ [4], Free Fall (A) DX [2], Guns (Bolter) (E) DX +2 [4], Judo* (H) DX [4], Karate* (H) DX [4], Broadsword (A) DX +2 [8], Savoir Faire (Adeptus Astartes) (E) IQ +2 [4], Soldier (A) IQ +1 [4], Strategy (H) IQ [4], Survival (A) Per +1 [4].

Features: SM +1.

Note ()*: These skills represent unarmed combat that is both strike- and grappling-oriented, and not formal training in these specific martial arts.

LENSES

A lense further defines a character. It can be added to a template. Lenses can be stacked, but homeworld lenses can only be taken once.

Homeworld: Agriworld

0 points

You were raised on a Imperial backwater. These worlds are inhabited by farmers and they feed all the other typer of worlds.

Language & Culture: Cultural Familiarity (Ecclesiarchy or Imperial) [0, native], Language (Low Gothic) [0, Native].

Advantages: Absolute Direction [5], and 5 points from Animal Empathy [5], Plant Empathy [5], Talent (Animal Friend *or* Green Thumb) [5].

Disadvantages: -10 points chosen from Addiction (Minor, caffeine of LHO-sticks) [-1], Delusion (the Emperor protects) [-5], Sense of Duty [-1], Hidebound [-5], Incurious [-5], Phobia [-5].

Skills (Optional): Animal Handling IQ/A, Farming IQ/A, Veterinary IQ/H.

Homeworld: Feral

-40 points

You were raised on a feral world. Deathworlds, Feral and Feudal Worlds are counted among them. There is almost no technology on these worlds and nature claims them. Whether it's ice, sand or jungle that's making these worlds almost inhabitable, feral worlders are not imitated by these conditions.

Feral worlders often live in tribes and know technology only from ancient legends.

Space Marines often recruit from these worlds.

Attribute Modifiers: ST +1 [10], IQ -1 [-20], HT +1 [10].

Language & Culture: Cultural Familiarity (Feral) [0, native], Language (Homeworld) [0, Native, only spoken].

Advantages: Outdoorsman 2 [20].

Disadvantages: Low TL -8 [-40], Short Lifespan 1 [-10], and two of Berserk [-10], Bloodlust [-10], Intolerance (Women) [-10], Intolerance (Xenos) [-10], Gullibility [-10], Mundane Background [-10], Non-Iconographic [-10], Paranoia [-10], Necrophobia [-10], Psychobia [-10], Stress Atavism (Mild) [-10].

Skills (Optional): Bow DX/A, Fishing Per/E, First Aid IQ/E, Hiking HT/A, Melee Weapon (Varies) DX/Varies, Naturalist IQ/H, Survival Per/A, Tracking Per/A.

Taboo Traits: Wealth, Status, Debt.

Homeworld: Forgeworld

-15 points

You were raised on a Forgeworld where the Cult of the Machine rules. Already at an early age inhabitants of Forgeworlds are incorporated into production chains.

Forgeworlds are often polluted and bare with continent-sized factories. Although this pollution gives the inhabitants some kind of resistance against it, it shortens their lifespan.

Forgeworlders often have cybernetical enhancements.

Secondary Attribute Modifiers: HP -2 [-4], FP -2 [-6].

Language & Culture: Cultural Familiarity (Machine Cult) [0, native], Language (Low Gothic) [0, Native].

Advantages: Resistant (Pollutants) [10], Unusual Background (Techpriest Instructed) [5].

Disadvantages: Short Lifespan 1 [-10] *and* -10 points chosen from Addiction (Minor, caffeine of LHO-sticks) [-1], Delusion (the Omnisiah is a real god) [-5], Duty [-5], Proud (Product of Forgeworld) [-5], Unusual Biochemistry (Pollutants) [-5], Technophilia [-10], Workaholic [-5].

Skills: Expert Skill (Technology) IQ/A, Computer Operation IQ/E, Electrician IQ/A, Mechanic IQ/A.

Homeworld: Hiveworld

-30 points

You were raised in a hivelike city where millions or billions of people live. Due to malnutrition hiveworlders are often weak and/or underweight.

Attribute Modifiers: ST -1 [-10], HT -1 [-10].

Language & Culture: Cultural Familiarity (Imperial) [0, native], Language (Low Gothic) [0, Native].

Disadvantages: -10 points chosen from Addiction (Minor, caffeine of LHO-sticks) [-1], Delusion (the Emperor protects) [-5], Duty [-5], Hidebound [-5], Incurious [-5], Phobia [-5], Selfish [-5].

Skills (Optional): Accounting IQ/H, Carousing HT/E, Fast-Talk IQ/A, Professional Skill DX or IQ/A, Scrounging Per/E, Streetwise IQ/A, Urban Survival Per/A.

Homeworld: Imperial World

-10 points

Imperial Worlds are diverse and most of its worlds have nothing special about them. They neither grant benefits nor do they induce drawbacks for player

characters.

Language & Culture: Cultural Familiarity (Imperial) [0, native], Language (Low Gothic) [0, Native].

Disadvantages: -10 points chosen from Addiction (Minor, caffeine of LHO-sticks) [-1], Delusion (the Emperor protects) [-5], Sense of Duty [-1], Hidebound [-5], Incurious [-5], Phobia [-5].

Homeworld: Shrineworld

-20 points

You were raised on a Shrineworld devoted to praise the Emperor as a god. You were most likely born for church duty.

Secondary Attribute Modifiers: Will -2 [-10].

Language & Culture: Cultural Familiarity (Ecclesiarchy) [0, native], Language (Low Gothic) [0, Native].

Disadvantages: -10 points chosen from Addiction (Minor, caffeine of LHO-sticks) [-1], Delusion (the Emperor protects) [-5], Disciplines of Faith (Imperial) [-5], Duty [-5], Hidebound [-5], Incurious [-5], Phobia [-5], Vow [Varies].

Skills (Optional): Meditation Will/H, Religious Ritual IQ/H, Savoir Faire (Ecclesiarchy) IQ/E, Theology IQ/H.

Homeworld: Voidborn

-30 points

You were raised on a spaceship. This is no homeworld in the traditional sense.

Attribute Modifiers: ST -2 [-20], HT -1 [-10].

Language & Culture: Cultural Familiarity (Voidborn) [0, native], Language (Low Gothic) [0, Native].

Advantages: Cultural Adaptability [10], G-Experience [1].

Disadvantages: -10 points chosen from Addiction (Minor, caffeine of LHO-sticks) [-1], Duty [-5], Phobia [-5], Short Lifespan 1 [-10], Social Stigma (Voidborn) [-5].

Skills (Optional): Free Fall DX/A, Crewman (Spacer) IQ/E, Merchant IQ/A.

Illuminati

50 points

The Illuminati are a secret society - existing beyond

even the Emperor's knowledge, but manipulating and interpreting the Imperial Will to bring about their objectives.

Its members all share the same experience: they have been possessed by Daemons and then, either through the force of their own will or through outside assistance, have freed themselves. Sharing a mind with a daemon they have gained the most intimate understanding of Chaos. Having mastered the Chaos within themselves, they are immune to its temptations and corruption. They then fight Chaos in the broader universe and, as they share a common enemy, are frequently involved on some level with the Eldar, in particular the Harlequins.

The Illuminati are some of very few allowed access to the Eldar's Black Library of Chaos. They know of the Fall of the Eldar, and seek to prevent the same from happening to Man.

Advantages: Illuminated [15], Indomitable [15], Unfazeable [15] and up to 35 points chosen from Allies, Contacts and Patrons.

Disadvantages: Secret (Illuminati, Possible Death) [-30].

Sanctioned Psyker

-20 points

In order to officially work as a psyker in the Imperium, you have to be sanctioned.

A Sanctioned Psyker has gone to Holy Terra to become sanctioned, but the experience is always frightening and the psyker come always back psychologically scarred.

Advantages: Cultural Adaptability [10], G-Experience [1].

Disadvantages: Social Stigma (Psyker) [-5] and -15 points chosen from Amnesia [-10], Bad Temper [-10*], Callous [-5], Chronic Pain [-5 to -15], Combat Paralysis [-15], Compulsive Behaviour [-5 to -15*], Confused [-10*], Cowardice [-10*], Flashbacks [-5 to -10], Insomniac [-10 to -15], Killjoy [-15], Neurological Disorder [-15], Nightmares [-5*], Paranoia [-10], Phantom Voices [-5 to -15], Phobias [-5 to -15*], Post-Combat Shakes [-5*] Split Personality [-15*], Stuttering [-10], Supersensitive [-15].

Feature: Sanctioned Psyker License.

Taboo Trait: Secret (Unlicensed Psyker).

RACIAL TEMPLATES

Humans are the predominant species in the Imperium. They have not changed much over the millenia, so they have no template. If you want to play a human, you might only take one of the lenses above and a class template.

STANDARD RACES

Standard races are all kinds of subhuman races, called "Abhumans" in Warhammer 40,000.

Astropaths

9 Points

An Astropath (short for "astro-telepath") is a specially-trained psychic servant of the Imperium. They form the Imperium's vast interstellar communications network, and are vital for keeping the scattered worlds comprising the Imperium connected. They are capable of sending and receiving psychic messages across interstellar space.

Astropaths receive their training at the Adeptus Astra Telepathica, where they undergo basic psychic training

which moulds their powers and prepares them for the soul-binding ritual. Then they are led before the Emperor, where he reshapes their very minds a hundred at a time. The soul-binding is traumatic for the psyker; they endure several hours of agony. Some do not survive despite years of preparatory training, and not all who survive retain their sanity. Even those that survive are almost invariably blinded by the traumatic process and sometimes lose the sense of touch, smell and/or taste as well. The loss of their physical senses is generally made up by their increased psychic senses.

Astropaths serve in every division of the Imperium and on every Imperial world. They are distinguished by their green robes, and their sunken and empty eye sockets.

Advantages: Astropath Talent 1 [5]; Astrotelepathy [54]
Disadvantages: Blindness [-50]

Navigators

95 points

Every Navigator is a member of the Navis Nobilite, a powerful organization of the Navigator Families. Due to the amount of time they spend in the corrupting presence of the warp and the Navigators' need to marry among their own family to preserve their powers, mutation or deformity is common. Although remarkably resistant to mutation, Navigators tend to possess certain extreme traits, such as tall and spindly bodies or immense obesity, scaly skin, webbed fingers, pale and almost translucent skin, bulbous facial features, large ears, or withered limbs. If a child is born extremely mutated they might be hidden away or even killed at birth.

Navigators are considered psykers, but never possess any psychic powers other than those afforded to them by the Third Eye.

Advantages: Death Gaze [32]; Early Maturation [0], Extended Lifespan 2 [4], Navigator Talent 1 [5]; Warp Navigation [54].

Squats

38 points

Squats (*Homo sapiens rotundus*) are short (4 feet), stocky and tough abhumans. Of all the abhuman types, they most closely resemble humans. Squats are the descendants of humans who colonised worlds with a higher gravity in the far distant past.

Attribute Modifiers: ST +2 [20], HT +1 [10]
Secondary Attribute Modifiers: Fatigue +2 [6], Dwarfism [-15], Reduced Move -1 [0].
Advantages: Artificer Talent 1 [10], DR +1 [3], Alcohol Tolerance [5], Improved G-Tolerance (0,5 G) [10]
Disadvantages: Intolerance (Orks) [-5], Social Stigma (Abhuman) [-5]
Quirks: Never Shave Beard [-1]
Features: SM -1

Ratlings

-35 points

Ratlings are the smallest type of abhuman (only 1 yard in height), their ancestors having become stunted by thousands of years of inbreeding on worlds with naturally soporific climates and abundant harvests.

Ratlings are idle, hedonistic, gregarious, over-friendly and sexually promiscuous. Their lives are spent eating until sick, drinking copious amounts of intoxicating liquids, and procreating uncontrollably. These small, loud, hungry and lecherous creatures are known as runtlings, stunties and ratlings (among other things).

They are short and squat, although not strong or powerful, and make poor warriors; their only talent on the battlefield is sniping, at which they excel.

Attribute Modifiers: ST -3 [-30], DX +1 [20], HT +1 [10]
Secondary Attribute Modifiers: Dwarfism [-15], Reduced Move -1 [0].
Advantages: Silence 1 [5], Gunslinger [25].
Disadvantages: Gluttony [-5], Kleptomania [-15], Lecherous [-15], Gregarious [-10], Social Stigma (Abhuman) [-5]
Features: SM -1

* Multiplied for self-control number; see p. B120.

Imperial Ogryns

-5 points

Ogryns are an offshoot of humans that has grown large due to environmental conditions on some worlds. As their size increased, their intelligence has decreased. Native ogryns are extremely stupid, more than the ones presented in this template.

Although they are so stupid, the Imperium has its uses for ogryn, mostly in the military. The template is for an ogryn whose intelligence has been raised to understand simple commands, although with the increase of his intelligence his size (and therefore strength) has been reduced.

Male ogryn are 2.1 to 2.7 meters tall.

Attribute Modifiers: ST +6 (Size +1, -10%) [56], DX -2 [-40], IQ -3 [-60], HT +1 [10]
Secondary Attribute Modifiers: Hit Points +7 [14], Basic Move +1 [0]
Advantages: DR 1 [3], Sharp Teeth [5], Hard to kill [5], Butting Horns [5], Iron Hands [15], Gigantism [0]
Disadvantages: Uneducated [-5], Ugly Appearance [-8], Social Stigma (Abhuman) [-5]
Quirks: Imperial Ogryns only want to fire the loudest weapons and never consider using the 'boring' and 'pathetic' laser weapons [-1].
Features: SM +1

UNUSUAL CHARACTER RACES

Alien races are uncommon in Imperial space, as they are hunted down by the xenophobic humans.

Eldar

56 points

The Eldar are a race of elf-like humanoids. Once they dominated the Milky Way galaxy but these days they are a dwindling race. With the Fall of the Eldar they lost their main homeworlds and are currently scattered among the stars.

Superficially, the Eldar appear very similar to

humans, though they are generally taller, and slimmer, with sharp features and pointed ears. They are long-lived by human standards, and most will live more than a thousand years unless they die from accident or disease. Eldar also have much faster metabolic rates than humans, and their cardiac and neurological systems are more advanced. These traits manifest in their vastly heightened reactions and agility compared to humans. To them humans seem to move in slow motion with a certain degree of awkwardness, while to humans the Eldar can move with distracting grace and can be blindingly fast in combat. As a race they have a high level of psychic ability, which serves as the foundation of their technology. The Eldar that actively cultivate their psychic potential seem to exhibit a much-extended lifespan as well, one proportional to their prowess. The Farseers of the Eldar can live for several thousand years. Eldar are mentally far superior to humans, and feel all emotions much more strongly, requiring the Eldar to exercise constant restraint to avoid mental break down.

Attribute Modifiers: DX +1 [20], IQ +1 [20]
Secondary Attribute Modifiers: HP -1 [-2], Basic Speed +0.5 [10]
Advantages: Acute Vision +2 [4], Appearance (Attractive) [4], Extended Life Span 2 [4], Longevity [2], Night Vision 4 [4], Psykery 0 [5].
Disadvantages: Disciplines of Faith (Path [-5], Sense of Duty (Craftworld) [-10].

Orks

-12 points

Orks are a warlike, green-skinned race, spread throughout the galaxy, seen by their enemies (everyone else) as savage, warlike and crude - but they also are the most successful species in the whole galaxy, outnumbering possibly every other race. However, this massive race is split into hundreds of tiny empires, often warring between themselves. But were the Orks ever to unite, they would undoubtedly crush all opposition.

Orks seem to be a genetically engineered race that got out of control. They are muscular, aggressive, and none too bright.

Attribute Modifiers: ST +2 [20], IQ -1 [-20], HT +2 [20]
Advantages: Combat Reflexes [15], Damage Resistance 2 [10], Early Maturation [0], Hard to Kill 2 [4], High

Pain Threshold [10], Regeneration (Slow) [10], Unfazeable [15]

Disadvantages: Appearance (Hideous) [-16], Bad Temper [-10], Bloodlust [-10], Bully [-10], Enemies (other sentient species) [-40], Impulsiveness [-10]

* Multiplied for self-control number; see p. B120.

Sensei

179 points

The Sensei are said to be the sons and daughters of the Emperor. The ones he fathered during his mortal lifetime.

Although they are human, they are at least 10,000 years old and as such only available as nonplayers. Their stats have been provided here to use as patrons or adversaries.

Attribute Modifiers: ST +6 [100], DX +2 [40], IQ +2 [40], HT +2 [20]
Secondary Attribute Modifiers: Basic Speed +0.5 [10], Perception +2 [10]
Advantages: Appearance (Attractive) [4], Unaging [15]
Disadvantages: Enemies (Inquisition, 6 or less) [-20], Secret (Sensei, Possible Death) [-30], Sense of Duty (underdogs) [-10]

Tau

5 points

The Tau are a young race of technologically oriented beings from the Eastern Fringe of the galaxy. Their society is based on a rigid caste-system.

The Tau are the most open and tolerant of the races in the galaxy, which means that they prefer not to destroy all other races on sight and are nowhere near as xenophobic as the Imperium. They are appreciative of the ways of the Humans, Eldar, and other sentient races but hold their own values as superior above all others.

Every Tau is humanoid in shape, with two arms, two cloven feet, and a single head. Their grey-blue skin is leathery and tough and exudes no moisture, owing to the generally dry conditions of their homeworld. Their faces are flat, wide around the eyes, and their olfactory organs are located inside their mouths. Their eyes can see into the infrared and ultraviolet. Tau eyesight is good, but they focus on distant objects slower than humans.

Advantages: Infravision [10]
Disadvantages: Disciplines of Faith (Tau) [-5]

ADVANTAGES, DISADVANTAGES, SKILLS & TRAITS

Advantages and Disadvantages work as described in **GURPS Basic Set** except as described below.

ADVANTAGES

Blessed

Varies, see B41

This is the prerequisite for *True Faith* and *Divine*

Favor. It means that your faith in the Emperor is so strong that you sometimes receive a vision or can do heroic feats.

Clerical Investment

5 points

This means, you are an official priest of the ecclesiarchy (including Religious Rank 0). But it does

not grant you the ability to cast divine spells. For this, take *Blessed*. For more influence in your church, buy additional levels of *Religious Rank*.

Cultural Familiarity

1-2 points/culture

A character knows his own culture, but has to buy cultural familiarity for every other culture. This costs 1 point for a human culture from the Imperium, 2 for alien ones.

Common alien cultures: Eldar, Ork and Tau. 2 points.

Ecclesiarchy: The ecclesiarchy is the official church of the Imperium and also the administration. People raised in this culture are often *fanatic* believers in everything imperial, raised from childhood to believe in the Emperor as a god. 1 point.

Feral: Members of this culture come from barbarian planets that are technological inferior to the Imperium. These planets range from TL0-4. More advanced planets are considered to belong to Imperial Culture although they may also be inferior in technology. 1 point.

Imperial: This culture is the default in Warhammer 40,000. Members of the Imperial culture often suffer from *Delusions* and *Phobias* induced by this culture. They are also *Hidebound* and *Incurious*. 1 point.

Machine Cult: The Adeptus Mechanicus or more commonly known as the Machine Cult is a closed society within the Imperium. Someone that has been raised within this culture sees the Emperor as the prophet of mankind and not a god. It's the only culture with Techpriests and others also may have a rudimentary understanding for technology. 1 point.

Voidborn: Spacefarers are a culture unto themselves. They can be members of the Imperial Navy, Imperial Merchantmen or Rogue Traders. They can be born in space and may never set foot on a planet. Because they are closer to the Immaterium they often suffer from *Social Stigma (Voidborn)*. 1 point.

Decreased Power Tally

1 points/level

Each level of this advantage decreases the outcome on a *Perils of the Warp* roll by 1.

Divine Favor

Variable

This is the advantage as described in *GURPS Powers: Divine Favor*. It grants the ability to pray for miracles to true believers in the Imperial Faith.

Prerequisite: Blessed

Illuminated

15 points

Of course there are illuminati in Warhammer 40,000 and in order to become one of them you have to be illuminated.

Innate Attack: Turning

8 points/level

A divine spellcaster who wants to damage the creatures of the warp he is turning has to take this advantage. It works as *Burning* (5 points/level), but only on warp creatures (-30%), even on insubstantial (+40%), it costs fatigue (1FP/1d damage, -5%), it is an area effect with a base area of 2 yards (+50%) but the warp creature can resist (HT-5, -5%).

Prerequisite: True Faith

Languages

Varies, see B23

Although High Gothic is the official Language in the Imperium, it's not commonly used.

The following is a list of the most common languages.

High Gothic: The Language officially used in the Imperium.

Local Dialects: This encompasses the multitude of variations of Low Gothic either on spaceships, planets or even specific Hives.

Low Gothic: The most commonly use tongue in the Imperium.

Other: Although gothic is the official language, native languages are still used throughout the Imperium. Also alien species have their own languages.

Secret Language: Secret Languages are used by many branches throughout the galaxy. You must be a member of the service whose language you want to learn.

Sign Language: Many military services have their own sign languages. You must be a member of the service whose language you want to learn.

Patron

Varies, see B72

If you're planning on playing a *Dark Heresy* style campaign where the PCs are an Inquisitor's retinue, that said Inquisitor of course is a patron.

Statistics: Patron (Built on at least twice PC's starting points; appears on 6 or less; Equipment, +50%; Special Abilities, Inquisitorial Power, +50%) [15].

Power Investiture (Divine Favor)

10 points/level

Petition and Reaction Rolls to work miracles are modified by *Power Investiture (Divine Favor)*.

Prerequisite: Divine Favor

Psychic Damper

Varies, see B67

This is the same as Mana Damper, only with a fitting name. If you have this advantage, you are called a psychic "blank" or "untouchable". This advantage can be modified with *Area Effect* and *Switchable*, but it always has the limitation *Nuisance Effect* (-5% per -1 to reactions (maximum 4)).

Together with *Terror*, this advantage makes a potential Culexus Assassin.

Psykery

5 points for Psynergy 0, +9 points/level

Psykery is another name for Magery (Path/Book) in Warhammer 40,000. It follows most of the rules for Path/Book-Magic in *GURPS Thaumatology* with the exceptions mentioned in the Powers chapter.

Psykery and psychic powers can interact, so the *Power Modifier: Psychic* is calculated into the Psykery advantage.

Rank

5 points/Level

This represents a military rank in the Imperial Guard or another of the Imperial services.

Rapid Tally Recovery

5 points/level

Each level of this advantage increases your tally recovery rate by 25% of the campaign default. For finer distinction, the GM may allow a 5% increase per 1-point level.

Safer Tally Excess

10 points/level

With one level of this advantage, your Tally is halved for Peril of the Warp Checks. Each additional level halves Tally another time: 1/4 per 20, 1/8 per 40, 1/16 per 80, and so on.

Terror (Pariah)

18 points + 6 points per -1 to Fright Check

Together with *Psychic Damper*, this advantage makes you a pariah, an entity that has no presence in the warp. Your presence can be painful or even lethal to psychically sensitive beings such as Eldar or Psykers. But the effects of Terror only works on them. People without Psykery are unaffected (although they still feel uneasy because of the *Psychic Dampers* nuisance effect). It has the same Area of Effect as your *Psychic Damper* advantage.

Prerequisite: Psychic Damper

True Faith

15 Points

The character is a true believer in the Emperor. As such he gets the ability to repel warp creatures. If you want to damage the undead in the process, buy *Innate Attack: Turning* separately.

Prerequisite: Blessed

Unusual Background

Variable

If you want to play a character that hails from an unusual country or culture that gives you special powers, your GM may require you to take this advantage.

Unusual Background (Apothecary Training): Apothecaries are Space Marine Physicians specifically trained to deal with the unique physique of Space Marines. Also they are able to treat mundane humans. 5

points.

Prerequisite: Only Space Marines

Unusual Background (Techpriest Training): You are trained as a techpriest sanctioned by the machine cult. You have access to technological skills including the proper rituals to use them. You also get access to *Expert Skill (Technology)* and *Hidden Lore (Technology)*. 10 points.

Unusual Background (Techpriest Instructed): Your technical skills were taught to you by a techpriest. You get access to the skills needed for your profession as well as *Expert Skill (Technology)*. 5 points.

DISADVANTAGES

Code of Honor

Variable, see B127

In addition to the ones from the Basic Set, some of the military divisions of the Imperium have specific codes of honor.

Code of Honor (Sister of Battle): Similar to Code of Honor (Soldier). In addition, insulting the Emperor is unforgivable. Failure in duty has to be punished. That punishment has to be offered by the failing sister and will be accepted or mitigated by a superior. Even minor transgressions are followed by harsh sentences like whipping with a neural whip. -25 points.

Code of Honor (Space Marine): Similar to Code of Honor (Soldier), but insults can only be forgiven if followed by an apology or honor duel (not necessarily to death). Insulting Primarch, Emperor or Chapter is severe. -15 points.

Duty

Variable, see B133

You have a duty to state (Imperium, local Government), church or something else. This is very applicable in an Warhammer 40,000 campaign, but can hinder you in your freedom as an adventurer.

Low TL

-5 points/TL, see B22

The Imperium has varying tech level, usually TL 9 is common.

A character from a primitive world can take this advantage.

Secret

Variable, see B152

Secrets follow the point progression in *GURPS Basic Set*.

Secret (Tech Heretic): You have gathered some technical knowledge without the blessing of the machine cult and are treated as a Tech Heretic by them. You can buy *Expert Skill (Technology)*, *Weird Science* and *Hidden Lore (Technology)* as well as all kinds of technical skills. Possession and practice of these skills without the proper rituals sanctioned by the machine cult is punished by death if uncovered. It costs -5 points for heretics not on forgeworlds and -30 points on forgeworlds. -5 points or -30 points.

Secret (Unlicensed Psyker): A Psyker who hasn't a

proper license. Should the secret ever be revealed, the psyker is in mortal danger of being executed. -30 points.

Sense of Duty

Variable, see B153

Like duty, but you have no real duty, only a sense of it.

Social Stigma

Variable, see B155

Social Stigma (Abhuman): Abhumans are treated as Second-Class citizens in the Imperium. -5 points.

Social Stigma (Psyker): Psykers are dangerous and therefore are suspicious to the average citizen. -5 points.

Social Stigma (Voidborn): Voidborn are known for their closeness to the Immaterium. A fact that raises suspicion in other people. -2 point.

Technophilia

-10 points

As Xenophilia, but you are fascinated by everything technological in nature. Members of the machine cult are often technophiles.

Supernatural Features

Varies, see B157

Supernatural Features are often the result of exposure to the warp. This exposure often results in mutation. The features bought with this disadvantage are purely cosmetic. More severe mutations can be bought with other advantages or disadvantages. Consult your GM.

SKILLS

Expert Skill (Technology)

IQ/Average

General knowledge about technology and what skills are needed to use or repair certain equipment.

Hidden Lore (Technology)

IQ/Average

This is the knowledge of technology beyond the Imperium. You can distinguish between Imperial, Xeno and Golden Age technology.

NEW META-TRAIT

Space Marine Implants

177 points

Phase 1 - Secondary Heart: HT+2 (added in Space Marine Template), Fatigue +1 (3), Hard to Kill 1 (2)

Phase 2 - Ossmodula: Gigantism (0) (Size Modifier +1, Basic Movement +1).

Phase 3 - Biscopea: ST+10 (-10% from Gigantism, cost is added in Space Marine Template).

Phase 4 - Haemastamen: Santised Metabolism (1), Very Fit (15).

Phase 5 - Larraman's Organ: Rapid Healing (15), Unusual Biochemistry (-5).

Phase 6 - Catalepsean Node: Less Sleep 4 (8).

Phase 7 - Preomnor: Reduced Consumption 2 (w/Cast Iron Stomach -50%, +2) (2), Resistant to Disease (+3) (3), Resistant to Poison (+3) (3).

Phase 8 - Omaphagea: Racial Memory (Passive) (15)

Phase 9 - Multi-Lung: Doesn't Breathe (x25, -50%) (10), Filter Lungs (5).

Phase 10 - Occulobe: Acute Vision 3 (6), Nictating Membrane (1), Night Vision 4 (4)

Phase 11 - Lyman's Ear: Acute Hearing 2 (4), Perfect Balance (15).

Phase 12 - Sus-an Membrane: Metabolism Control 10 (hibernation only -60%) (20).

Phase 13 - Melanchrome: Radiation Tolerance (5) (5)

Phase 14 - Oolitic Kidney: See Phase 5.

Phase 15 - Neuroglottis: Acute Taste & Smell 6 (+3 Tracking) [12]

Phase 16 - Mucranoid (18): Resistance to Decompression (5), Temperature Tolerance 8 (8), Vacuum Support (5).

Phase 17 - Betcher's Gland: Innate Attack 2 (Corrosion, Limited Use (10, -20%), Reduced Range (10, -30%)) (10)

Phase 18 - Progenoids: No effect

Phase 19 - Black Carapace: DR+1 (5). --> [Needs some form of neural interface component.]

RULE DEFINITIONS

To keep the flavour of the *Warhammer 40,000* setting, some basic *GURPS* rules have to be defined or redefined.

This chapter uses material from *GURPS Thaumatology* and *GURPS Horror*.

POWERS

Eldar, Humans and Orks all employ psykers. Especially within the eldar race there are many.

Within the Imperium, only a few people are born with psychic powers and some of them never realize that they have them, although it seems that the number of people with latent powers are increasing.

Characters that can use only some specific powers instead of the variable effects of psykery are treated with the powers rules from *GURPS*. The Astropath, Navigator and Imperial Psyker are the most prominent examples.

Other powers from *GURPS Powers* can be used at the GMs discretion, always with the *Power Modifier: Psychic* and be subject to *Perils of the Warp*. Their use increases the Power Tally by 1. Decrease the cost of a power by -5% for each additional Power Tally point its activation costs.

Astropaths are psykers with the power to transmit messages across interstellar distances. They use *Astropath Powers*. They can learn *Psychic Powers* at the GMs discretion.

Clerics are sometimes said to call to the Emperor for miracles. They use *Divine Powers*.

Imperial Psykers have been found to be strong enough to serve the Imperium in a useful way. They use *Psychic Powers*.

Latent Psykers are those that are still unaware of their powers.

Navigators are able to look into warp space and to safely steer warp-capable spaceships through it. They use *Navigator Powers*. They can learn *Psychic Powers* at the GMs discretion.

Sacrifices are too weak to serve the Imperium in a useful way, so they are sacrificed to help keep the fire of the Astronomican alive.

Sorcerers are also called psykers, but they are already tainted by the warp and may even have made a deal with a daemon. They use *Psykery*.

Untouchables are those who block *Psychic Powers* in an area. They can use *Anti-Psi* at the GMs discretion.

Mana

As mana in *GURPS Warhammer 40,000 Conversion* is the power the psyker taps from the warp, the higher the mana is, the thinner is the veil that separates warp space from realspace.

Aside from the effects from B235, mana areas have to be redefined.

Very High Mana: Even cultists without psykery can work rituals. Powers can still only be used by psykers.

Quadruple the cost of the spell/power. The result is added to the casters power tally.

In very high mana zones the veil between real- and warp space is really fragile. The area surrounding the *Eye of Terror* is the most prominent of such an area.

High Mana: Even cultists without psykery can work rituals. Powers can still only be used by psykers. Double the cost of the spell/power. The result is added to the casters power tally.

Planets with cultist activity often have high mana, which makes them very dangerous since they inevitably eventually start to summon warp entities.

Normal Mana: Only psykers can work rituals. This is the default for most parts of the galaxy.

Low Mana: Only psykers can work rituals. Spells/powers are used at -5 to skill.

No Mana: Psykery and Powers don't work at all. Normally this is the effect of an untouchable.

PSYKERY

Psykery in Warhammer 40,000 follows the rules for Path/Book-Magic in *GURPS Thaumatology* with some specific rules:

- Psykery works like Path/Book magic with the Energy Accumulation Model. Both Paths and Books exist in this setting.
- Additionally, it is Threshold-Limited Magic from *GURPS Thaumatology* (pp. 76), slightly modified to fit Warhammer 40,000. The energy requirement for a ritual adds directly to the casters Power Tally. Calamity Checks are called *Perils of the Warp*, see the table below.

Perils of the Warp

The energy accumulated for a ritual adds to the casters Power Tally as does the energy to activate a power. Using *Psychic Powers* is much safer than using *Psykery*, because sorcerers accumulate points in their Power Tally much faster than *Psychic Power* users.

Every time a psyker makes a ritual or uses a power, he has to roll 3d and add his current Power Tally (the Tally after the Ritual). For the result consult the table below. The potency of the effects depends on the GM.

Remember that there's a difference between a fright check (which can be resisted) and a roll on the fright check table (which can't).

A psyker's tally "heals" over time. The *recovery rate* is 8 points per day, with recovery occurring at sunrise. A psyker can improve his recovery rate by taking the Rapid Tally Recovery advantage, if the GM permits that. No

other traits reduce tally in any way.

- 27 – Eerie noise fills the air.
- 28 – A smell surrounds the psyker, either pleasant or noxious.
- 29 – The psyker has an itchy feeling between his shoulder blades.
- 30 – Temperature around the psyker drops to freezing, covering surfaces with frost.
- 31 – Animals in the area become restless and frightened. The psyker gains 1 corruption point.
- 32 – Milk turns sour and food becomes spoiled in the surrounding area. The psyker gains 1 corruption point.
- 33 – A moderate wind erupts around the caster, coming out of nowhere. The psyker gains 1 corruption point.
- 34 – Around the psyker it seems that night has fallen for a few moments. The psyker gains 1 corruption point.
- 35 – Reflective surfaces around the caster ripple and mirrors shatter. The psyker gains 1 corruption point.
- 36 – The psyker gains a daemonic appearance for a few seconds. Everybody has to make a fright check. The psyker gains 1 corruption point.
- 37 – Plants in the surrounding area die. The psyker gains 1 corruption point.
- 38 – A windstorm erupts and throws everyone down, if he doesn't make a DX-roll. The psyker gains 1 corruption point.
- 39 – Blood seems to weep from objects. The psyker gains 1 corruption point.
- 40 – The ground shakes and everyone has to make a DX-roll to keep standing. The psyker gains 1 corruption point.
- 41 – Static fills the air and makes the hair stand, the psyker is hurled into the air and falls down, taking falling damage (B430) afterwards. The psyker gains 1d corruption points.
- 42 – For a few moments, ghosts come out of the warp and howl. Everyone must make a fright check. The psyker gains 1d corruption points.
- 43 – Gravity is reversed and everything is falling upwards, and takes falling damage (B430) afterwards. The psyker gains 1d corruption points.
- 44 – A howl like that of a banshee shatters glass in a kilometre radius. All those in the area have to make HT-rolls to prevent deafness for 2dx10 seconds. The psyker gains 1d corruption points.
- 45 – The psyker is thrown to the ground and surrounded by a tornado. The psyker gains 1d corruption points.
- 46 – Everyone has a glimpse of the warp and make a fright check. The psyker gains 1d corruption points.
- 47 – The warp affects technological devices, causing malfunctions. The psyker gains 1d corruption points.
- 48 – A warp ripple affects everyone. All persons in the area have to roll on the fright check table. The psyker gains 1d corruption points.
- 49 – The psyker is overwhelmed by pain and must immediately roll on the fright check table and add 5 to the result. The psyker gains 1d corruption points.
- 50 – The psyker is stunned for 5d seconds. The psyker gains 1d corruption points.
- 51 – The psyker is knocked unconscious for 5d seconds. Everyone around him has to roll versus will to avoid becoming stunned. The psyker gains 2d corruption points.
- 52 – A psychic blast throws the caster 2d yards through the air. Calculate falling damage normally (B430). The psyker gains 2d corruption points.
- 53 – As the warp power surges through the caster's body, it leaves a scar on the psyker's soul. Roll on the fright check table and add 5 to the result. The psyker gains 2d corruption points.
- 54 – The psyker falls spontaneously into a coma. Ever 10 seconds, he can make a will roll to recover. The psyker gains 2d corruption points.
- 55 – The caster is thrown out of time. He appears 6dx10 seconds later at the same location. The psyker gains 2d corruption points.
- 56 – The spell turns on the caster, if its harmful, or on an enemy, if it's beneficial. The psyker gains 2d corruption points.
- 57 – Daemon whispers fill the area around the caster and everyone in it has to make a fright check -4. The psyker gains 2d corruption points.
- 58 – The psyker swaps his body with a random person in his surroundings. The swap is reversed 1dx10 seconds later. Both have to roll on the fright check table for the experience. The psyker gains 2d corruption points.
- 59 – A minor daemon bursts from the warp. It lasts for 1dx10 seconds, attacking the psyker immediately. The psyker gains 2d corruption points.
- 60 – A minor energy storm erupts and does 2d damage to everyone, ignoring armor. The psyker gains 2d corruption points.
- 61 – Blood is raining from the sky as a psychic storm erupts around the caster. The psyker gains 3d corruption points.
- 62 – The psyker loses control of his powers and everyone is blasted with pure energy for 3d damage. The casters clothes erupt in flames. The psyker gains 3d corruption points.
- 63 – Every sentient being is possessed by daemons for 3d seconds and totally helpless. At the end of the duration roll on the fright check table and add 5 to the result for everyone possessed. The psyker gains 3d corruption points.
- 64 – Gravity ripples reverse gravity for 6d seconds. Everything starts to float and moves 1 yard per second off the ground. At the end of the effect, everything falls to the earth. Calculate damage normally (see B430). The psyker gains 3d corruption points.
- 65-69 – A Daemon wants to take possession of the casters body. The psyker must roll Will-5 to prevent becoming a daemonhost. Even if he wins the contest, he must roll on the fright check table and add 10 to the result. The psyker gains 3d corruption points.
- 70+ – The barrier that separates the warp from reality is broken down and a rift opens that sucks the caster into the warp. The psyker gains 3d corruption points.

PSYCHIC POWERS

Use *GURPS Psionic Powers* to represent psychic powers. They are subject to the *Power Modifier: Psychic*.

Power Modifier: Psychic

-10%

In Warhammer 40,000, both Psykery and Powers are warp-based. The effects they create are only possible because of the warp and as such they are all dangerous to use. Since psychic powers have a connection to the warp, effects that have an influence on psykers also have an influence on warp-beings and vice versa.

The *Power Modifier: Psychic* works as described in *GURPS Psionic Powers* (affected by Anti-Psi, subject to rules under *How Psi Works*). Furthermore the use of psychic powers adds to the psykers Power Tally. Add 1 point to activate a psychic ability with continuing effect per minute or 1 point per ability with instantaneous effect.

The psyker has to roll on the *Perils of the Warp* table.

ASTROPATH POWERS

An astropath has only a few powers at his disposal, but these are quite powerful.

Astropath Talent

5 points/level

The basic Power associated with Astropaths, with the Astrotelepathy Ability as a requirement, others being optional.

Astropath Skills

Each Ability also has an associated skill (VH mental), with possible additional learnable techniques.

Astrotelepathy

54 points

This is basically an extremely long-range form of telepathy. The transmission takes time, in the order of days within a subsector and weeks to months within a Sector. The transmission is also unreliable and more susceptible to failure or distortion (the message might get lost, truncated, or altered all together). Also since the message is not instantaneously received, it needs to be relatively short, as not to overwhelm the recipient. Following is a table of the negative modifiers used for galactic ranges; obviously very high levels of skill and talent will be needed!

Statistics: Telecommunication (Telesend, FTL, ½ ly/day, +120%; Racial, Astropaths only, -20%; Psychic, -10%; Unreliable, Malf 15, -10%).

Astronomical Distances Modifiers:

- 1 light year-18
- 10 light years-19
- 100 light years-20
- 1,000 light years-21
- 10,000 light years-22
- 100,000 light years-23

Locate Warp Gate/Portal

10 points

This Ability is used to detect Warp Portals in (and out) of the Warp, although it is not as reliable if used in the Warp.

Statistics: Detect (Warp Gate/Portal, Precise, +100%; Psychic -10%; Limited Range (10 ly), 0%).

Psychic Beacon

57 points

This is a different form of Astrotelepathy, in that it is used in a "broadcast" manner, and can't be used to send message, simply let's the recipient (usually a Navigator) know that an Astropath is there. The use of this Ability can assist Navigators in traveling through the Warp (i.e. positive skill modifier).

Statistics: Telecommunications (Telesend, FTL (½ ly/day) +120%; Broadcast, +50%; Racial (Psykers), -20%; Psychic, -10%; Vague, -50%; Limited Range (10 ly), -0%).

Resist Psychic Attack

4 points/level

Statistics: Mind Shield (Psychic, -10%).

Warp Space Trail

50 points

This is basically meant to be used to place a "psychic beacon" on a living subject, which can then be followed, even if the latter is traveling in the Warp. The range in realspace is 1,000 kilometres, however as long as that distance is maintained before a Warp-jump, it will be possible to determine the targets intended destination. In any case trying to find an appropriate Advantage to represent this Ability hasn't been easy, and frequently I'm not sure this is it yet.

Statistics: Mind Control (No Memory +10%; Independent +70%, No Control: cannot influence the victim's actions at all, but you know exactly what he/she is doing & where he/she is -70%, limited range (special) -0%; Psychic -10%; Maximum Duration (5-10 days) -0%).

NAVIGATOR POWERS

Navigators have a third eye, commonly called the Warp Eye, on their foreheads. They gain a variety of powers from their Third Eye, but by far the most vital one is the ability to steer spacecraft through the warp. The Warp Eye allows the Navigators to see the currents of the Warp, and using the psychic beacon of the Astronomican as a guide, they are able to direct the ship through the dangerous environment, allowing Imperial ships to make far longer and accurate jumps than otherwise possible. They are the only ones, man or machine, with the ability to do this. Because of this unique talent they collectively hold a vital and powerful position within the Imperium.

The only limitation is that outside the range of the guiding light of the Astronomican the Navigators are far more limited in their ability to guide a ship through the Warp.

Navigator Talent

5 points/level

Navigator Talent is the talent to use navigator abilities, additionally they are associated with Navigation (Hyperspace) (B211) and Innate Attack (B201) skills.

Warp Navigation

54 points

The basic ability of the Navigator, which enables him to navigate a ship through the warp. It's more like looking into the warp and seeing the currents or "weather" there. Navigation (Hyperspace) is the skill to use the ability properly.

Statistics: Scanning Sense (Para-Radar, No Intercept, +50%; Psychic, -10%).

Death Gaze

32 points

Any one meeting the warp eye's gaze will be agonizingly killed. It can't be turned off, though Navigators normally conceal the eye with a bandana or something similar. Although most Navigators never learn to control their Death Gaze, Innate Attack is the skill for controlling this ability.

Statistics: Toxic Attack 5d (Always On, -20%; Malediction 1, +100%; Psychic, -10%; Vision-Based, Two-Way, +0%; Resistible HT-4, -10%).

TECH-PRIEST ABILITIES

Tech-Priests have undergone extensive surgery and received implants that grant them almost miraculous

abilities. To the inexperienced, these abilities may look like magic.

With their implants, Tech-Priests can learn and use Technological spells from *GURPS Magic*. Each spell is in effect one of the Tech-Priests implants and its sophistication is the level the spell is learned. Learning these spells follows the normal rules for magic.

Available spells should be all Machine spells and selected spells from Energy, Radiation, Metal and Plastic colleges. GM has the final say what spells are available.

Tech-Priest implants

5 points for Level 0, +6 points/level

The Tech-Priest implants enable a Tech-Priest to cast Technological spells, if he has learned them.

This works like the *Magery* advantage with the *One College Only* limitation. But to power spells, only the *Power Coil* can be used, not normal fatigue.

Power Coil

3 points/ER

The Power Coil grants the Tech-Priest its power to use his Machine spells. It can't be use for anything else.

This works like *Energy Reserve*, see *GURPS Thaumatology*.

The *Power Coil* generates power at a rate of 1 ER/hour. The maximum number of ER the Tech-Priests *Power Coil* can store is equal to its level.

DIVINE POWERS

The Emperors grace shines on the devout followers of the Imperial Faith. Characters with *Divine Favor* can work miracles as described in *GURPS Powers: Divine Favor*.

INSANITY AND CORRUPTION

Insanity and corruption are crucial components in a *Warhammer 40,000* campaign. The following rules from *GURPS Horror* have been tailored to better fit this setting.

INSANITY

In *Warhammer 40,000*, there a things so horrible, they will drive a character insane.

The basic game mechanic on the characters downward spiral into insanity is the *Fright Check* (pp. B360-361). It is modified for specific circumstances; see *GURPS Horror*, pp. 139-141.

A character receives an additional penalty on his *Fright Check* roll equal to the number of *Stress* or *Derangement Points* he currently has, whichever is worse.

Stress and Derangement

Every time a character fails a *Fright Check*, he gains a *Stress Point*, 3 on a critical failure. If it's because of daemonic influence or warp powers he gains *Derangement Points* instead. Keep track of them separately.

Stress Points

The maximum number of *Stress Points* a character can get is -Will. Everything above adds to *Derangement Points*. *Stress Points* shed at a rate of 1 per 10 minutes of mental rest.

Derangement Points

As above, the maximum number of *Derangement Points* a character can get is -Will. Everything above is converted to negative *Character Points* to buy mental disadvantages. At the end of a day without no new gains in *Stress* or *Derangement*, a character may roll against Will. If he succeeds, he sheds 1 *Derangement Point*. Therapy can also help in the shedding.

Derangement Points not only work as a penalty for *Fright Checks*, but also for Influence rolls.

Fright and Madness Checks

After a roll on the *Fright Check* table, you roll on the *Madness Table (Gritty)*. The additional effects may be applied in addition or instead of the original effect.

On a result of **4-16**, roll a Short-Term Condition.

Short-Term Conditions

Roll 1d Condition

- | | |
|---|-------------------------------------|
| 1 | Hysterical laughing for 2d seconds. |
| 2 | Stuttering for 2d seconds. |
| 3 | Berserk for 2d seconds. |
| 4 | On the Edge for 2d seconds. |
| 5 | Catatonic (p. B154) for 2d seconds. |
| 6 | Paralysed (p. B127) for 2d seconds. |

On a result of **17-29**, roll a Medium-Term Condition.

Medium-Term Conditions**Roll 1d Condition**

- | | |
|---|-------------------------------------------------------------|
| 1 | Delusion for 1d-2 days (minimum 1 day). |
| 2 | Obsession (p. B146) for 3d hours. |
| 3 | Stuttering or mute for 2d hours. |
| 4 | Addiction for 1d days. |
| 5 | Neurological Disorder (twitches) for 1d days. |
| 6 | Character giggles and stutters with delusions for 2d hours. |

On a result of **30+**, roll a Long-Term Condition. It is permanent!

Long-Term Conditions**Roll 1d Condition (pick one)**

- | | |
|---|---------------------------------------------------------------------------------|
| 1 | Chronic Depression; Indecisive; Guilt Complex; Low Self-Image. |
| 2 | Compulsive Behaviour (Praying); Fanaticism (Religious); Delusions; Megalomania. |
| 3 | Manic Depressive. |
| 4 | Nightmares; Light Sleeper; Insomniac. |
| 5 | Chronic Depression; Guilt Complex; Nightmares; Panic Attacks. |
| 6 | Panic Attacks; Shyness (Crippling); Phobia (Open Spaces). |

Split Personality [-15*]; Supernatural Features [varies]; Uncontrollable Appetite [-15*].

Cleansing Corruption

To cleanse oneself from corruption is extremely difficult. It's almost impossible and, if permitted by the GM, should involve extreme acts of penance. This should be played out.

CORRUPTION

The true danger for characters is to become tainted by the warp. The corruption system in *GURPS Horror* (pp. 146-148) is already a good way to play out this taint.

Corruption Points are gained as described in *GURPS Horror*. They can also be gained through *Perils of the Warp* rolls.

Effects of Corruption

Every time a character gains *Corruption Points* he rolls against Will at -1 per 10 *Corruption Points*. If he makes the roll, nothing happens, but the *Corruption Points* stay. If he fails the roll, the *Corruption Points* get converted into negative *Character Points* on a rate of 1 to 10.

Those negative *Character Points* should be used either to reduce positive traits or to buy Disadvantages from the following list. Those negative traits should correspond to the situations experienced:

Bad Smell [-10]; Bad Temper [10*]; Berserk [-10*]; Bestial [-10 to -15]; Bloodlust [-10*]; Bully [-10*]; Callous [-5]; Chronic Pain [varies]; Compulsive Behaviour [-5 to -15*]; Disturbing Voice [-10]; Dread [varies]; Frightens Animals [-10]; Gluttony [-5*]; Hunchback [-10]; Impulsiveness [-10*]; Jealousy [-10]; Lecherousness [-15*]; Lifebane [-10]; Lunacy [-10]; Nocturnal [-20]; Obsession [-5 to -10*]; Pyromania [-5*]; Revulsion [-5 to -15]; Sadism [-15*]; Selfish [-5*];

TECHNOLOGY & EQUIPMENT

The technology of the Imperium is mainly TL9 with some superscience exceptions in several technological fields. Also, the techlevel varies within the Imperium on different worlds. While feral and feudal worlds may have a TL3-4, hiveworlds or forgeworlds can have up to TL10. Space Marine also use TL10 equipment. Alien races may have a different level of technology (e.g. the Eldar have TL11).

Technology is mostly based on the modern world. Internal combustion engines are still state of the art for the Imperial Guard as are conventional guns - all the things used today are still (or again) used in Warhammer 40,000, though many with different names.

But there are also antigrav-devices (e.g. servoskulls), laserweapons, faster than light spacecraft and forcefields.

All the equipment from *GURPS High Tech* and some of *GURPS Ultratech* (up to TL9) is available, depending on the techlevel of the planet where you want to purchase something.

Some important equipment is discussed below. The tables found in the following sections mention Warhammer 40,000 name, its GURPS equivalent and page to find the GURPS equipment for ease of reference.

MONEY

With the Imperium spanning the whole Galaxy, there is no such thing as a common currency. There are as many kinds as there are planets. Even more if a planet has no unified government.

Much of the trade in the Imperium works on the ancient system of barter – supply and demand.

Economics in Warhammer 40,000 is handled with standard GURPS rules. Characters get their starting wealth as described in *GURPS Basic Set* (B26). For ease of play, \$-values from GURPS are used for buying and selling. Of course, \$ doesn't have to be "Dollar" – it can be renamed to "Credit", "Throne" or whatever the GM likes.

KEY TECHNOLOGIES

These are technologies that are important to the setting and demand mentioning. See *GURPS Ultratech* for detailed descriptions.

Beam Technology

Tractor and Pressor Beam Technology is unknown in the Imperium, but may be available for advanced aliens or exist as artifacts from the Dark age of Technology.

Gravitic Technology

Antigrav exists in the Imperium, but is limited to only a few uses, Servoskulls and Landspeeders being the

most prominent. Starships are equipped with artificial gravity and grav compensators (this works as in the *Star Trek* TV-Series).

Communications

Faster than light communication is only possible by astropaths. All other kinds of TL9 communication technologies are available.

Computers

Computers are called cogitators in Warhammer 40,000. Artificial Intelligence is forbidden. Networks are present on planets with the right technology, but virtual reality is not.

Cybernetics

Cybernetic replacements are common and even craved by the Adeptus Mechanicus. They are always obvious and unconcealed.

Force Fields

Force Fields of military use are available as Voidshields in the Imperium, but are only available for large vehicles like titans or spacecraft. Other kinds of forcefields working as atmospheric seals are commonly used on spaceships.

Power Systems

Fusion power is used in spaceships, titans and stationary. But internal combustion engines are also still widespread used.

Reactionless drives are not available, but thrusters don't need much fuel.

Psychic (Psionic) Technology

The Imperium does have some psychic technology. Since psionics and magic are the same in Warhammer 40,000, psychic technology has an influence on psychery.

Robots

Robots are used by the Adeptus Mechanicus. But more commonly used are Servitors, lobotomised partial or total cyborgs.

Sensors

Sensors or scanners are called Auspex in Warhammer 40,000. Ultrascanners are available.

Teleportation Technology

Teleportation technology is rarely available. It is only sometimes used to teleport shock troopers into a combat zone.

WEAPONS

Weapons are very important in Warhammer 40,000. Every race has their own weapons with different names, even if they are effectively the same. In this conversion, the focus is on the Imperium, so is the focus on weapons. Orks will have similar weapons, but more crude or primitive. Eldar can have weapons of TL10 or 11.

RANGED WEAPONS

Many of the weapons used in Warhammer 40,000 have their equivalent in *GURPS*, only a few weapons are specific and have been constructed with *GURPS Vehicles* 2nd Edition. The differences between *GURPS* 3rd and 4th edition are minor regarding the stats for the weapons and have been changed accordingly.

Ranged Weapons Table

WH40K	GURPS	Page
<i>Laser Weapons</i>		
Laspistol	Laser Pistol	UT115
Las Carbine	Laser Carbine	UT116
Lasgun	Laser Rifle	UT116
Hellgun Pistol	Heavy Laser Pistol	UT115
Hellgun	Dinosaur Laser	UT116
Man Portable	Gatling Laser	UT116
Lascannon		
<i>Conventional Guns</i>		
Autopistol	Machine Pistol	UT137
Stub Revolver	Revolver .44M	B278
Stub Automatic	Heavy Pistol	UT137
Hand Cannon	Magnum Pistol	UT137
Autogun	Assault Carbine	UT137
Hunting Rifle	Hunting Rifle	UT137
Shotgun	Double Shotgun	B279
Pump-Action Shotgun	Civilian Shotgun	UT138
Combat Shotgun	Close Assault Weapon	UT138
Heavy Stubber	Light Support Weapon	UT138

New Ranged Weapons Table

Bolt Weapons												
TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Cost	LC
9	Bolt Pistol	3dx3 (2) pi++ +1d-1 cr ex [1d]	2	250/2,100	18/7	3	10	10	-3	4	\$200	1
9	Bolter	3dx3 (2) pi++ +1d-1 cr ex [1d]	4	440/3,000	35/20	8	30	14	-5	3	\$400	1
9	Storm Bolter	3dx3 (2) pi++ +1d-1 cr ex [1d]	4	440/3,000	50/30	20	60	17	-6	2	\$550	1
9	Heavy Bolter	6dx2 (2) pi++ +1d cr ex [1d]	6	510/3,200	90/56	16	60	28	-8	1	\$1,320	1
	+Backpack				52/184p		200	14			\$10,000	
Melta-Weapons												
TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Cost	LC
10	Inferno Pistol	6dx2	7	60/180	5/1C	1	8	8	-2	0	\$1,000	1
10	Melta Gun	6dx4	7	100/300	16/3C	1	10	9	-4	0	\$2,100	1
10	Multimelta	6dx19	7	200/600	106/2Ep	1	144	23	-6	0	\$10,000	1

Flame Weapons

Hand Flamer	Flamethrower	B281
Flamer	Flamethrower	B281

Needle Weapons

Needle Pistol	Gauss Needler	UT142
Needle Rifle	Gauss Needle Rifle	UT142

Plasma Weapons

Plasma Pistol	Heavy Plasma Pistol	UT127
Plasma Gun	Heavy Plasma gun	UT127
Plasma Cannon	Semi-Portable Plasma Gun	UT128

Web Weapons

Web Pistol	Tangler Pistol	UT140
Webber	Tangler	UT140

Shuriken Weapons

Shuriken Pistol	Gauss Pistol	UT142
Shuriken Gun	Gauss Rifle	UT142

New Ranged Weapons

Bolter Weapons are the standard issue for Space Marines and other elite troops. They fire APHEX (UT152) munition with 0.75" (Pistol, Bolter, Storm Bolter) or 1.0" (Heavy Bolter) Caliber. Other types of ammunition from *GURPS Ultratech* (page 152-159) can be used in special cases. Use 18.5mm for pistol, bolter and storm bolter, 25mm for heavy bolter.

Bolters require conventional gun skills. Use Guns (Pistol) for Bolt Pistols, Guns (Rifle) for Bolters, Guns (Light Machine Gun) for Storm Bolters and Gunner (Machine Gun) for Heavy Bolters.

Melta-Weapons are built as Flamers from *GURPS Vehicles*. They can melt through armor. For ever 10 points of damage done before DR, reduce DR by 1.

Melta-Weapons require beam weapon skills. Use Beam Weapons (Pistol) for Inferno Pistols, Beam Weapons (Rifle) for Melta Guns and Gunner (Beams) for Multimeltas.

MELEE WEAPONS

All melee weapons from *GURPS Basic Set* (B271-274) are applicable.

Many ultratech close combat weapons have their equivalent or substitute in *GURPS*, mentioned in the table below.

Melee Weapons Table

WH40K	GURPS	Page
Shock Maul	Electric Stun Wand	UT165
Electro-Flail	Neurolash Whip	UT166

New Melee Weapons

Chain Weapons: These weapons work similar to a

chainsaw. Double weight of standard weapon, raise min ST +1 and multiply cost by 5. Weapon gets an armor divisor of (2).

Power Weapons: They project a field of disruptive energy around their blade, if activated. If it is not activated, they just work as normally. Raise weight by 50% and multiply cost by 10. Weapon gets an armor divisor of (5).

Power Glove: This is a weapon mostly used by Space Marines. One lower arm of marines power armor is replaced by the power glove. For a cost of \$2,000, the glove has striking ST +10 and a disruptive force field with an armor divisor (5).

ARMOR

As with weapons, some Warhammer 40,000 armor has its *GURPS* equivalent. Primitive worlds will use armor from *GURPS Basic Set* (B282-285). For state of the art armor, see the table below.

Armor Table

WH40K	GURPS	Page
Mesh Armor	Reflex Armor	UT172
Carapace Armor	Clamshell Armor	UT176
Eldar Armor	Cybersuit	UT186
Flak Armour	Advanced Body Armour	HT66

New Armor

Power Armour is the standard issue for Space Marines. It is similar to the Powered Combat Armor (UT183) with a few differences and only works for space marines with the black carapace.

The armor of the suit is laminated and gets double DR vs. shaped charge warheads (like HEMP).

The Body of the suit gives the wearer +10 to Lifting and Striking ST and Super Jump 1. It also contains a

backup E-Cell that keeps the suit working for up to 24 hours, a provisions dispenser (UT187) with a weeks provisions, a waste relief system (UT187), biomedical sensors (UT187) and trauma maintenance (UT189).

The suits helmet contains the so-called auto-senses.: medium radio with scrambler (UT44), inertial compass (UT184), hearing protection (UT171), glare-resistance (UT171), HUD (UT24) and a hyperspectral visor with 4x magnification (UT61). When wearing the helmet the suit is fully sealed with climate control (absolute zero to 500°C), pressure support (20 atm.), radiation protection (PF 10) and vacuum support.

The Backpack contains a large air tank (UT76) with 36 hours of air, a filtering system (filter mask, UT177) and a Fusion Reactor (UT20) that can last for one month.

Terminator Armour is worn by veteran Space Marines if available. It has the same features like power armour, but is heavier armoured and thus more cumbersome.

It gives the wearer +10 to Lifting and Striking ST, but no Super Jump and Move -1.

New Armor Table

TL	Armor	Location	DR	Cost	Weight	Power	LC
9	Power Armour	all	70/50	\$80,000	150	1 Month	1
	+ <i>Helmet</i>	head	70/50	+\$10,000	15	C/24 hr.	1
10	Terminator Armour	all	100/70	\$200,000	480	1 Month	1
	+ <i>Helmet</i>	head	100/70	+\$10,000	20	C/24 hr.	1

Suits with split DR use the high DR for their body (torso hit location) and helmet (skull, face hit location), and the low DR for arms and legs (all other hit locations).

Imperial Infantryman Loadout

A typical loadout for an Imperial Guardsman. If he's in the field, he carries 66.45 lbs with him. The rest is in the canvas sack.

\$9,943, 90.7 lbs.

- *Combat Fatigues* (HT63) [**Body, Canvas Sack**]. Ordinary Clothing, Status 0, 2 sets. \$240, 4 lbs.
- *Greatcoat* (HT64) [**Body or Canvas Sack**]. DR 1. \$50, 5 lbs.
- *Rain Overalls* (HT64) [**Rucksack**]. Wet-Weather Gear (Rain Poncho). \$20, 1 lb.
- *Assault Boots* (UT173) [**Feet**]. TL9. DR 12/6. \$150, 3 lbs.
- *Full Body Flak Armour* (UT172) [**Body, Limbs**]. TL9 Concealable Reflex Bodysuit, DR12/4*. \$900, 9 lbs.
- *Flak Armour Vest* (UT173) [**Torso, Groin**]. TL9 Reflex Tactical Vest, DR18/7*. If worn together with Full Body Flak Armour, it rises to DR30/11* on Torso and Groin. \$900, 9 lbs.
- *Reflex Gloves* (UT172) [**Hands**]. TL9, DR6/2*. \$30, neg.
- *Webbing* (HT55) [**Body**]. Web Gear. \$20, 3 lbs.
- *Belt and Holsters* (HT153) [**Body**]. Belt Holster. \$25, 0.5 lbs.
- *Field Rucksack w/Straps* (HT54) [**Torso**]. Small Backpack, holds 50 lbs. \$120, 3 lbs.
- *Helmet w/Micro Bead Pick-Up* (UT176) [**Skull**]. TL9 Light Infantry Helmet with integrated Tiny Radio Communicator (UT44, 1 mile range), DR 18. \$300, 3 lbs.
- *Las Carbine* (UT113-114) [**Sling**]. Laser Carbine TL10, \$4,600, 5.6 lbs.
- *Patrol Sling* (HT154) [**Lasgun**]. \$50, 2 lbs.
- *Spare Power Pack for Lasgun (4)* (UT18-19) [**Webbing**]. Each Power Pack is 2 C-Cells. \$80, 4 lbs.
- *Bayonet, Combat Knife* (B272, HT197) [**Belt**]. Large Survival Knife, Dmg sw-1 cut or thr+1 imp. \$40, 1 lbs.
- *Autopistol* (UT135) [**Holster**]. TL9 Heavy Pistol. \$540, 2.5 lbs.
- *Spare Clips for Autopistol (5)* (UT135) [**Webbing**]. \$14, 3.5 lbs.
- *Frag Grenades (4)* (UT146, UT153) [**Webbing**]. High Explosive Hand Grenades, Dmg. 8dx2 cr ex [3d]. \$160, 4 lbs.
- *Lasgun Maintenance Kit* (HT24) [**Travel Bag**]. Mini-Tool Kit. \$200, 4 lbs.
- *Entrenching Tool* (HT25) [**Rucksack**]. Shovel, Folding. \$10, 3 lbs.
- *Lamp Pack* (UT74) [**Webbing**]. Mini Flashlight. \$10, 0.25 lbs.
- *Water Purifying Tablets* (HT59) [**Canvas Sack**]. \$5, neg.
- *Med-Pack* (UT196) [**Rucksack**]. TL9 First Aid Kit. \$50, 2 lbs.
- *Mess Kit* (HT57) [**Canvas Sack**]. Personal Mess Kit. \$15, 1 lbs.
- *Canteen* (UT75) [**Rucksack**]. Filtration Canteen. \$180, 3 lbs.

- *Canvas Sack* (HT54) [**Carried**]. Travel Bag. \$60, 10 lbs.
- *Sleeping Bag* (HT56) [**Canvas Sack**]. \$100, 2 lbs.
- *Field Glasses* (UT176) [**Head**]. Armored Shades, Protect Eyes, DR10. \$100, 0.1 lbs.
- *Gas Respirator* (UT177) [**Webbing**]. Filter Mask, DR 10. \$100, 3 lbs.
- *Tent, Personal* (HT57) [**Canvas Sack**]. \$100, 1 lbs.
- *Adhesive Tape* (HT26) [**Canvas Sack**]. Duct Tape, 60 yards. \$1, 2 lbs.
- *Personal Basics* (B288) [**Canvas Sack**]. \$5, 1 lbs.

SPACE TRAVEL

For a civilisation spanning the whole galaxy, space travel is crucial. Even though most spacecraft are not capable of interstellar space travel, it is the warp-capable ships that keep the Imperium running. They deliver goods to worlds where needed, transport troops to warzones and keep news floating through the Imperium.

WARP SPACE

Warp Space, also called the immaterium, is an alternate dimension where time and space are distorted. It is made up of the thoughts and feelings of all living beings. It can be quite dangerous, because of creatures that dwell in the warp, made up of angry feelings taking form.

Through this alternate dimension a spaceship can travel faster than the speed of light, relative to normal space. The travelling speed depends on the currents of the warp. One can imagine travelling through the warp like sailing on the ocean, complete with dead calm and storms. The ship is protected by the geller field, a kind of forcefield, to protect the ship from the creatures of the warp.

Human navigators are able to steer a vessel through the warp at astonishing speed, many times faster than ships without their guidance.

INTERSTELLAR TRAVEL

Although most space travel is conducted by spacecraft with navigators, there are different means to cover interstellar distances.

Warp Jumps

A warpdrive enables a spacecraft to enter and leave warp space. If guided by a navigator, a spaceship can stay infinitely in the warp, but if no navigator is available, the warpdrive is capable to make short *calculated jumps*. Such a jump covers only a distance of 1 to 4 light years, depending on the conditions in the warp and the astrogation skill of the person plotting the course. This jump takes 1d days of real space time and perceived 1 to 4 hours on the spacecraft. To enter and leave warp space, the spacecraft has to be outside the systems gravity well, because the star also has a shadow in the warp.

Calculated Jumps are mostly used in Subsectors, where the important star systems are close together. To cover distances between sectors, it's not used because distances are too big.

Navigator guided Warp Travel

A spacecraft guided by a navigator can cover huge distances in a much shorter amount of time. This is called a *piloted jump* and perceived travel time is 1 to 4 days per 1,000 light years travelled and 1 to 6 months in the material world.

This type of travel can be much more dangerous, because it is susceptible to warp storms that can throw the vessel off course. The best analogy for this kind of

travel is like sailing the seas.

Warp Gates

A Warp Gate is a gate that connects to another gate through the warp. They can occur on planets or in space and can be of various sizes. Some are small and only a man can step through, others are so huge that spacecraft can fly through them. It is not clear if they are artificial or natural phenomena.

Also Warp Gates are not obviously gates. Often they are disguised and one can step unknowingly through a gate.

Warp Portals

Warp Portals are different from Warp Gates. They are only portals that lead into or out of the warp and because of that very dangerous to someone crossing their border. If a ship flies through a warp portal it becomes a victim to the currents of the warp and easily lost.

SPACESHIP CONVERSION

Spaceships in Warhammer 40,000 are huge, ranging in size from "small" Cobra Destroyers 320 meters long to Retribution Class Battleships more than 1,200 meters long. This is due to the fact that warp drives have a minimum size. How big warp capable craft have to be depends on the GM and his campaign needs. Smaller craft like freighters with warpjump drives may be available, but starfighters shouldn't have this capability.

Smallcraft like fighters, dropships and shuttles are used for intersystem travel. Even small starships have some of them onboard to make planetfall.

Official sources don't give absolute numbers, so the scale of the miniatures is assumed to be 1 : 10,000.

Building Ships using GURPS

Spaceships

To build Imperial Spaceships with *GURPS Spaceships*, some assumptions have to be made. Capital ships are always unstreamlined closed structures (see *GURPS Interstellar Wars*, p.189).

In case of a design conflict, *GURPS Spaceships* takes precedence.

The following systems are used to represent Imperial Technology:

Armor: *Advanced Metallic Laminate*.

Bridge: use *Control Room* (mandatory) and additional *Defensive ECM* and *Enhanced, Multipurpose, Science, and Tactical Comm/Sensors Arrays* as needed.

Fuel Tank: needed for Plasma Reaction Engine.

Habitat: since Imperial Spaceships always make long voyages and have large crews, habitations are needed. *Bunkrooms* for crew or army troopers, *Cabins* for officers or guests. *Specialized Rooms* are common.

Hangar Bays: for ships that can launch fighters, bombers and the like. Ships that don't have Hangar

systems are still assumed to have some auxiliary craft on board.

Geller-Field: This field is needed to protect a spaceship from the Warp. Every warpcapable spaceship has to utilise one. Use *Stasis Web* to represent a Geller Field projector. Note that ships which only have warpjump capability do not need a Geller Field.

Plasma-Reactors: standard *Fusion Reactor*.

Plasma-Drives: are modified *Fusion Reaction Engines* that can be switched from a cruise mode (where they work like a fusion rocket) to high performance mode (where they work like a fusion torch). Only Spacecraft with a minimum size modifier of +10 can install this type of drive. Cost is 2x for civil, 3x for military and 4x for Adeptus Mechanicus. A fuel tank gives a delta-V of 30 mps (Imperium, Civil), 45 mps (Imperium, Military) or 60 mps (Adeptus Mechanicus).

Void Shields: *Force Screen (light, velocity)*. Each successful hit with one weapon system reduces dDR by 500.

Warp-Drives: standard *Stardrive Engine*. Only one system has to be taken for Imperial Spaceships because of the use of navigators. The Warp Drive only allows a spaceship to enter warp space. For Warpjumps also one system is needed. Warpdrives are only available for Spaceships with a size modifier of +10 or more.

Weapons: Lances have a dDam of 2dx100 or 3dx50 per Firepower in *Battlefleet Gothic (BFG)* and are treated as Lasers. Weapon Batteries have a dDam of 2dx50 per Firepower in BFG and are treated as Lasers. Turrets are Secondary or Tertiary Batteries with 6dx10 dDam. Torpedoes are Vehicles themselves and are fired from their own hangars (torpedo tubes). The Nova Cannon fires Nuclear Warheads.

Range is 50,000 miles for 60cm, 35,000 miles for 45cm, 25,000 miles for 30cm and 10,000 miles for turrets.

See *Space Weapons Table* below.

Weapons for Superlarge Vessels

For Vessels with a SM of more than 15, the dDam does not increase any more. Instead, the number of weapons in the battery increases. Use the following progression: 1, 3, 10, 30, 100, 300 and so on.

Design Features

Imperial Spaceships have Artificial Gravity and Grav Compensators.

Behind the curtain: Starship Size

The size of starships from the Warhammer 40,000 Universe is unclear. The size of an Escort vessel for example is mentioned as from being under a kilometre up to 30 km. The new *Rogue Trader* game says a Sword-Class Frigate is 1.6 km long. Although I like big ships, that is too much in my opinion.

GURPS WH40K Conversion deviates from official sources in the aspect of starship size. I chose a scale of 1 : 10,000 for the miniatures. Putting it this way, a Cobra Destroyer (32 mm miniature) is 320 m long, Sword and Firestorm Frigates 480 m, Cruisers and Battlecruisers

1km and Battleships 1.4 km. They are still large enough to be cities unto themselves (the *Nimitz* class aircraft carrier is only 330 m long).

The above mentioned ships are also all military capital ships that cannot land on a planet. The GM should come up with a multitude of smaller and civilian vessels for all kinds of tasks.

GURPS TACTICAL SPACE COMBAT

Instead of using *Battlefleet Gothic (BFG)* to resolve Space Combat, the system presented in *GURPS Spaceships 3* can be used.

The following system defines the Tactical Space Combat Systems from *GURPS Spaceships 3* for Warhammer 40,000.

Scale and Definitions

Space Battles are fought in 10-minute combat rounds. One map hex is 1,000 miles in diameter. This is approximately the distance a Starship moves after acceleration with 0.5g for 10 minutes. Spacecraft accelerate in 0.5g increments.

Other definition from *GURPS Spaceships 3* like *Hex Map, Counters* and so on still apply.

Space Range Table

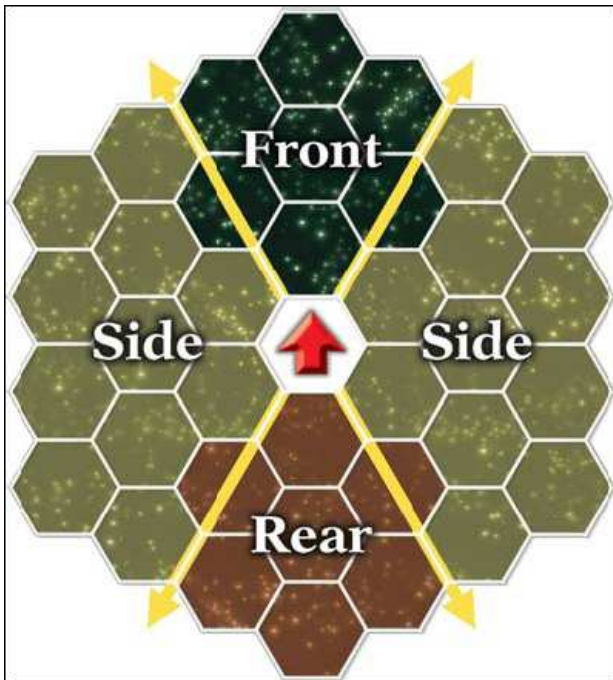
Modifier	Hexes	Distance [miles] (BFG)
0	Point Defense	Up to 350
0	0	Up to 500
-6	1	500 – 1,000
-8	2	2,000
-9	3 – 4	4,000 (Fighter)
-9	5 – 6	6,000
-10	7 – 9	9,000 (Turret)
-11	10 – 14	14,000
-12	15 – 19	19,000 (30cm)
-13	20 – 29	29,000 (45cm)
-14	30 – 49	49,000 (60cm)
-15	50 – 69	69,000
-16	70 – 99	99,000 (Nova)
-17	100 – 149	149,000

Space Weapons

Weapons in this Combat System have a facing. Front weapons have a 60° arc in the direction of the vessel. Spinal weapons are facing only the front. Side weapons have a 120° arc in the sides. Weapon Batteries mounted in the sides split their number of weapons equally between left and right sides. Weapons BFG indicates have Left/front/right arcs also do so in this combat system.

Space Weapons Table

Laser Weapons	dDam	1/2D and Max. Range [Hexes]
Defense Turrets	6dx10	3/10
Range 30cm Battery (Laser)	2dx50	5/15
Range 45cm Battery (Laser)	2dx50	7/20
Range 60cm Battery (UV-Laser)	2dx50	15/50
Range 30cm Lance (Laser)	4dx50	5/15



2. Maneuver Phase
3. Movement Phase
4. Direct Fire Phase
5. Ordnance Phase
6. Damage Control Phase

Turn Sequence

Space Combat is fought in Turns with an established turn sequence.

1. Sensor and Comm Phase

STARSHIPS

The following starships are conversions from *Battlefleet Gothic*.

CAPITAL SHIPS

Capital Ships are huge. The smallest in the Imperial Navy are more than 300 meters long. All feature artificial gravity and grav compensators.

Cobra-Class Destroyer

The Cobra-Class Destroyer is the smallest capital ship used by the Imperium. It's only slightly over 300 meters long, but it can launch deadly torpedo salvos from its torpedo tubes (Hangar Bay). These torpedo tubes double as normal hangar bays and the Cobra carries shuttles for boarding or landing operations.

Front Hull System

- | | |
|--------|------------------------------------------------------------------------------------------------|
| [1] | Advanced Metallic Laminate Armor (dDr 100) |
| [2] | Hangar Bay (Launch 1,000 ton/minute / Cap.: 10,000 tons) * |
| [3!] | Major Weapon Battery (100GJ Laser in Turret, 2dx50 burn, Range 7/20, sAcc +0, Rcl 1, RoF 60) * |
| [4!] | Light Force Screen (500 dDR) * |
| [5!] | Stasis Web (Geller Field) * |
| [6] | Cargo Hold (15,000 tons) |
| [core] | - |

Central Hull System

- | | |
|--------|------------------------------------------------------------------------------------------------------|
| [1] | Advanced Metallic Laminate Armor (dDr 100) |
| [2] | Habitat (2,000 Cabins) * |
| [3!] | Medium Weapon Battery (3x 30 GJ Lasers in Turrets, 6dx50 burn, Range 3/10, Sacc +0, Rcl 1, RoF 60) * |
| [4] | Fuel Tank (15,000 tons of fuel) |
| [5-6] | Fusion Power Plant (4 Power Points) * |
| [core] | Control Room (Complexity 10 Computer, Comm/Sensor 12, 30 Stations) * |

Rear Hull System

- | | |
|---------|--------------------------------------------|
| [1] | Advanced Metallic Laminate Armor (dDr 100) |
| [2] | Fuel Tank (15,000 tons of fuel) |
| [3-6] | Reaction Engines (2 G Acceleration) * |
| [core!] | Stardrive (Hyperdrive) |

* 30 Workspaces per system.

The Cobra-Class has a crew of 619 (minimum), bunkrooms for 600, cabins for 300, luxury cabins for 50, an ops center for 20 persons, a briefing room for 20, a 40 person office, a 800 bed 80 staff clinic, 32 hibernation chambers, life pods for 1,000, a standard lab (+1 skill), cells/cages for 180, establishments for 100, a minifac and 1,250 tons additional cargo.

PILOTING TL/10 CAPITAL SPACECRAFT

TL	Spacecraft	dST/HP	Hnd/SR	HT	Move	LWt.	Load	SM	Occ	dDR	Range	Cost
10 ^A	Cobra-Class	500	-3/5	13	2G / 30 mps	300,000	26,366 #	+13	1,130ASV	100	1x	\$64,1 billion

Load includes 116.2 ton of Crew & Passengers; 15,000 tons of Cargo; 1,250 tons of Steerage Cargo; 10,000 tons Hangar Bay Capacity.

Firestorm-Class Frigate

The Firestorm-Class is 500 meters long and carries a powerful laserlance. Although it does not have a big hangar, it carries a few smallcraft for landing and rendezvous operations.

Front Hull System

[1]	Advanced Metallic Laminate Armor (dDr 150)
[2]	Habitat (6,000 Cabins) *
[3!]	Major Weapon Battery (300GJ Laser Fixed, 3dx50 burn, Range 7/20, sAcc +2, Rcl 1, RoF 60) *
[4!]	Light Force Screen (700 dDR) *
[5!]	Stasis Web (Geller Field) *
[6]	Cargo Hold (50,000 tons)

[core] -

Central Hull System

[1]	Advanced Metallic Laminate Armor (dDr 150)
[2!]	Secondary Weapon Battery (10x 30 GJ Laser defense turrets, 6dx10 burn, Range 3/10, sAcc +0, Rcl 1, RoF 60) *

[3!] Medium Weapon Battery (3x 100 GJ Lasers in Turrets, 2dx50 burn, Range 7/20, sAcc +0, Rcl 1, RoF 60) *

[4-6] Fuel Tank (150,000 tons of fuel)
[core] Control Room (Complexity 11 Computer, Comm/Sensor 13, 40 Stations) *

Rear Hull System

[1]	Advanced Metallic Laminate Armor (dDr 150)
[2-3]	Fusion Power Plant (4 Power Points) *
[4-6]	Reaction Engines (1.5 G Acceleration) *
[core!]	Stardrive (Hyperdrive)

* 100 Workspaces per system.

The Firestorm-Class has a crew of 1,552 (minimum), bunkrooms for 2,000, cabins for 400, luxury cabins for 60, an ops center for 20 persons, a briefing room for 20, a 40 person office, a 1,000 bed 100 staff clinic, 40 hibernation chambers, life pods for 2,000, a standard lab (+1 skill), cells/cages for 240, establishments for 200, a minifac and 15,140 tons additional cargo.

PILOTING TL/10 CAPITAL SPACECRAFT

TL	Spacecraft	dST/HP	Hnd/SR	HT	Move	LWt.	Load	SM	Occ	dDR	Range	Cost
10 ^A	Firestorm-Class	700	-3/5	13	1.5G / 45 mps	1,000,000	65,414 #	+14	2,700ASV	150	1x	\$183,5 billion

Load includes 274 ton of Crew & Passengers; 50,000 tons of Cargo; 15,140 tons of Steerage Cargo.

Sword-Class Frigate

The Sword-Class is a bit shorter than the Firestorm, only 480 meters long. Like the Firestorm, it carries only a few smallcraft on board.

Front Hull System

[1]	Advanced Metallic Laminate Armor (dDr 150)
[2]	Habitat (6,000 Cabins) *
[3!]	Secondary Weapon Battery (10x 30 GJ Laser defense turrets, 6dx10 burn, Range 3/10, sAcc +0, Rcl 1, RoF 60) *

[4!] Light Force Screen (700 dDR) *

[5!] Stasis Web (Geller Field) *

[6] Cargo Hold (50,000 tons)

[core] -

Central Hull System

[1]	Advanced Metallic Laminate Armor (dDr 150)
[2-3!]	Medium Weapon Battery (6x 100 GJ

Lasers in Turrets, 2dx50 burn, Range 7/20, sAcc +0, Rcl 1, RoF 60) *

[4-6] Fuel Tank (150,000 tons of fuel)

[core] Control Room (Complexity 11 Computer, Comm/Sensor 13, 40 Stations) *

Rear Hull System

[1]	Advanced Metallic Laminate Armor (dDr 150)
[2-3]	Fusion Power Plant (4 Power Points) *
[4-6]	Reaction Engines (1.5 G Acceleration) *
[core!]	Stardrive (Hyperdrive)

* 100 Workspaces per system.

The Sword-Class has a crew of 1,552 (minimum), bunkrooms for 2,000, cabins for 400, luxury cabins for 60, an ops center for 20 persons, a briefing room for 20, a 40 person office, a 1,000 bed 100 staff clinic, 40 hibernation chambers, life pods for 2,000, a standard lab (+1 skill), cells/cages for 240, establishments for 200, a minifac and 15,140 tons additional cargo.

PILOTING TL/10 CAPITAL SPACECRAFT

TL	Spacecraft	dST/HP	Hnd/SR	HT	Move	LWt.	Load	SM	Occ	dDR	Range	Cost
10 [^]	Sword-Class	700	-3/5	13	1.5G / 45 mps	1,000,000	65,414 #	+14	2,700ASV	150	1x	\$183,5 billion

Load includes 274 ton of Crew & Passengers; 50,000 tons of Cargo; 15,140 tons of Steerage Cargo.

Dauntless-Class Light Cruiser

The Dauntless-Class is a compromise between the smaller frigates and real cruisers. Like the smaller frigates it carries only a few smallcraft.

Front Hull System

- [1] Advanced Metallic Laminate Armor (dDr 200)
- [2] Habitat (20,000 Cabins) *
- [3!] Medium Weapon Battery (3x 300 GJ Laser Turrets, 3dx50 burn, Range 7/20, sAcc +0, Rcl 1, RoF 60) *
- [4!] Light Force Screen (1,000 dDR) *
- [5!] Stasis Web (Geller Field) *
- [6] Cargo Hold (150,000 tons)

[core] -

Central Hull System

- [1] Advanced Metallic Laminate Armor (dDr 200)
- [2!] Tertiary Weapon Battery (30x 30 GJ Lasers defense turrets, 6dx10 burn, Range 3/10, sAcc +0, Rcl 1, RoF 60) *
- [3!] Secondary Weapon Battery (10x 100 GJ Lasers, 5 per side, 2dx50 burn,

Range 7/20, sAcc +0, Rcl 1, RoF 60)

*

- [4-6] Fuel Tank (150,000 tons of fuel)
- [core] Control Room (Complexity 11 Computer, Comm/Sensor 14, 60 Stations) *

Rear Hull System

- [1] Advanced Metallic Laminate Armor (dDr 200)
- [2-3] Fusion Power Plant (4 Power Points) *
- [4-6] Reaction Engines (1.5 G Acceleration) *
- [core!] Stardrive (Hyperdrive)

* 300 Workspaces per system.

The Dauntless-Class has a crew of 4,440 (minimum), bunkrooms for 6,000, cabins for 1,000, luxury cabins for 100, an ops center for 40 persons, a briefing room for 50, a 100 person office, a 1,500 bed 150 staff clinic, 80 hibernation chambers, life pods for 4,000, a large lab (+2), a standard lab (+1 skill), cells/cages for 400, establishments for 500, a minifac and 50,000 tons additional cargo.

PILOTING TL/10 CAPITAL SPACECRAFT

TL	Spacecraft	dST/HP	Hnd/SR	HT	Move	LWt.	Load	SM	Occ	dDR	Range	Cost
10 [^]	Dauntless-Class	1,000	-3/5	13	1.5G / 45 mps	3,000,000	200,758 #	+15	7,500ASV	200	1x	\$596,3 billion

Load includes 758 ton of Crew & Passengers; 150,000 tons of Cargo; 150,000tons of Steerage Cargo.

Dictator-Class Cruiser

Cruisers are the main capital ships of the Imperial Navy and about 1,000 meters long.

The Dictator is the only cruiserclass with the ability to launch fighters. Built around the frame of a Gothic-Cruiser, its rear batteries are replaced by hangar decks. It carries 4 squads of fighters and bombers. The Hangar Bay in the front section is the torpedo launch bay.

Front Hull System

- [1-2] Advanced Metallic Laminate Armor (dDr 600)
- [3] Hangar Bay (Launch 10,000 ton/min / Capacity: 300,000 tons) *
- [4!] Light Force Screen (1,500 dDR) *
- [5!] Stasis Web (Geller Field) *
- [6] Cargo Hold (500,000 tons)

[core] -

Central Hull System

- [1] Advanced Metallic Laminate Armor

(dDr 300)

- [2] Habitat (60,000 Cabins) *
- [3!] Peripheral Weapon Battery (100x 30 GJ Lasers defense turrets, 6dx10 burn, Range 3/10, sAcc +0, Rcl 1, RoF 60) *

- [4] Hangar Bay (Launch 10,000 ton/min / Capacity: 300,000 tons) *

- [5!] Tertiary Weapon Battery (30x 100 GJ Lasers, 15 per side, 2dx50 burn, Range 7/20, sAcc +0, Rcl 1, RoF 60) *

- [6] Fuel Tank (500,000 tons of fuel)
- [core] Control Room (Complexity 12 Computer, Comm/Sensor 15, 100 Stations) *

Rear Hull System

- [1] Advanced Metallic Laminate Armor (dDr 300)
- [2] Fuel Tank (500,000 tons of fuel)
- [3-4] Fusion Power Plant (4 Power Points) *

[5-6] Reaction Engines (1 G Acceleration) *
 [core!] Stardrive (Hyperdrive)

* 1,000 Workspaces per system.

The Dictator-Class has a crew of 14,320 (minimum), bunkrooms for 20,000, cabins for 2,000, luxury cabins

for 200, an ops center for 80 persons, a briefing room for 100, a 200 person office, a 3,000 bed 300 staff clinic, 1,000 hibernation chambers, life pods for 8,000, a major lab (+5), a large lab (+2), a standard lab (+1 skill), cells/cages for 2,000, establishments for 2,000, a minifac and 206,300 tons additional cargo.

PILOTING TL/10 CAPITAL SPACECRAFT

TL	Spacecraft	dST/HP	Hnd/SR	HT	Move	LWt.	Load	SM	Occ	dDR	Range	Cost
10	Dictator-	1,500	-4/5	13	1G /	10,000,000	1,308,820	+16	24,200	600/300/	1x	\$1,6
^	Class				30 mps		#		ASV	300		trillion

Load includes 2,520 ton of Crew & Passengers; 500,000 tons of Cargo; 206,300tons of Steerage Cargo and 600,000 ton Hangar Bay capacity.

Dominator-Class Cruiser

The Dominator-Class features massive laser batteries, though somewhat short reached. But its main weapon is the front-mounted nova cannon.

Front Hull System

- [1-2] Advanced Metallic Laminate Armor (dDr 600)
- [3] Major Weapon Battery (64cm Gun, 10 megaton nuclear proximity fuse, 8dx1,000 burn, sAcc -6, Rcl 5, RoF 30, 5,000 Shots) *
- [4!] Light Force Screen (1,500 dDR) *
- [5!] Stasis Web (Geller Field) *
- [6] Cargo Hold (500,000 tons)
- [core] -

Central Hull System

- [1] Advanced Metallic Laminate Armor (dDr 300)
- [2] Habitat (60,000 Cabins) *
- [3!] Peripheral Weapon Battery (100x 30 GJ Lasers defense turrets, 6dx10 burn, Range 3/10, sAcc +0, Rcl 1, RoF 60) *
- [4-5!] Tertiary Weapon Batteries (60x 100 GJ

Lasers, 30 per side, 2dx50 burn, Range 7/20, sAcc +0, Rcl 1, RoF 60) *

- [6] Fuel Tank (500,000 tons of fuel)
- [core] Control Room (Complexity 12 Computer, Comm/Sensor 15, 100 Stations) *

Rear Hull System

- [1] Advanced Metallic Laminate Armor (dDr 300)
- [2] Fuel Tank (500,000 tons of fuel)
- [3-4] Fusion Power Plant (4 Power Points) *
- [5-6] Reaction Engines (1 G Acceleration) *
- [core!] Stardrive (Hyperdrive)

* 1,000 Workspaces per system.

The Dominator-Class has a crew of 14,320 (minimum), bunkrooms for 20,000, cabins for 2,000, luxury cabins for 200, an ops center for 80 persons, a briefing room for 100, a 200 person office, a 3,000 bed 300 staff clinic, 1,000 hibernation chambers, life pods for 8,000, a major lab (+5), a large lab (+2), a standard lab (+1 skill), cells/cages for 2,000, establishments for 2,000, a minifac and 206,300 tons additional cargo.

PILOTING TL/10 CAPITAL SPACECRAFT

TL	Spacecraft	dST/HP	Hnd/SR	HT	Move	LWt.	Load	SM	Occ	dDR	Range	Cost
10	Dominator	1,500	-4/5	13	1G /	10,000,000	708,820 #	+16	24,200	600/300/	1x	\$1,7
^	-Class				30 mps				ASV	300		trillion

Load includes 2,520 ton of Crew & Passengers; 500,000 tons of Cargo; 206,300tons of Steerage Cargo.

Gothic-Class Cruiser

The Gothic-Class is armed with long ranged UV-Laser-Lances and Torpedoes.

Front Hull System

- [1-2] Advanced Metallic Laminate Armor (dDr 600)
- [3] Hangar Bay (Launch 10,000 ton/min / Capacity: 300,000 tons) *
- [4!] Light Force Screen (1,500 dDR) *
- [5!] Stasis Web (Geller Field) *
- [6] Cargo Hold (500,000 tons)
- [core] -

Central Hull System

- [1] Advanced Metallic Laminate Armor (dDr 300)

- [2] Habitat (60,000 Cabins) *
- [3!] Peripheral Weapon Battery (100x 30 GJ Lasers defense turrets, 6dx10 burn, Range 3/10, sAcc +0, Rcl 1, RoF 60) *

- [4-5!] Secondary Weapon Batteries (20x 300 GJ UV-Lasers, 10 per side, 3dx50 (2) burn, Range 15/50, sAcc +0, Rcl 1, RoF 30) *

- [6] Fuel Tank (500,000 tons of fuel)
- [core] Control Room (Complexity 12 Computer, Comm/Sensor 15, 100 Stations) *

Rear Hull System

- [1] Advanced Metallic Laminate Armor (dDr 300)
- [2] Fuel Tank (500,000 tons of fuel)
- [3-4] Fusion Power Plant (4 Power Points) *
- [5-6] Reaction Engines (1 G Acceleration) *
- [core!] Stardrive (Hyperdrive)

* 1,000 Workspaces per system.

The Gothic-Class has a crew of 14,320 (minimum), bunkrooms for 20,000, cabins for 2,000, luxury cabins for 200, an ops center for 80 persons, a briefing room for 100, a 200 person office, a 3,000 bed 300 staff clinic, 1,000 hibernation chambers, life pods for 8,000, a major lab (+5), a large lab (+2), a standard lab (+1 skill), cells/cages for 2,000, establishments for 2,000, a minifac and 206,300 tons additional cargo.

PILOTING TL/10 CAPITAL SPACECRAFT

TL	Spacecraft	dST/HP	Hnd/SR	HT	Move	LWt.	Load	SM	Occ	dDR	Range	Cost
10	Gothic-	1,500	-4/5	13	1G /	10,000,000	1,008,820	+16	24,200	600/300/	1x	\$1,65
^	Class				30 mps		#		ASV	300		trillion

Load includes 2,520 ton of Crew & Passengers; 500,000 tons of Cargo; 206,300tons of Steerage Cargo and 300,000 ton Hangar Bay Capacity.

Lunar-Class Cruiser

The Lunar-Class mixes Lances with standard Batteries. It also carries torpedoes.

Front Hull System

- [1-2] Advanced Metallic Laminate Armor (dDr 600)
- [3] Hangar Bay (Launch 10,000 ton/min / Capacity: 300,000 tons) *
- [4!] Light Force Screen (1,500 dDR) *
- [5!] Stasis Web (Geller Field) *
- [6] Cargo Hold (500,000 tons)
- [core] -

Central Hull System

- [1] Advanced Metallic Laminate Armor (dDr 300)
- [2] Habitat (60,000 Cabins) *
- [3!] Peripheral Weapon Battery (100x 30 GJ Lasers defense turrets, 6dx10 burn, Range 3/10, sAcc +0, Rcl 1, RoF 60) *
- [4!] Tertiary Weapon Batteries (30x 100 GJ Lasers, 15 per side, 2dx50 burn, Range 7/20, sAcc +0, Rcl 1, RoF 60) *
- [5!] Secondary Weapon Batteries (10x 300

GJ UV-Lasers, 5 per side, 3dx50 (2) burn, Range 15/50, sAcc +0, Rcl 1, RoF 30) *

- [6] Fuel Tank (500,000 tons of fuel)
- [core] Control Room (Complexity 12 Computer, Comm/Sensor 15, 100 Stations) *

Rear Hull System

- [1] Advanced Metallic Laminate Armor (dDr 300)
- [2] Fuel Tank (500,000 tons of fuel)
- [3-4] Fusion Power Plant (4 Power Points) *
- [5-6] Reaction Engines (1 G Acceleration) *
- [core!] Stardrive (Hyperdrive)

* 1,000 Workspaces per system.

The Lunar-Class has a crew of 14,320 (minimum), bunkrooms for 20,000, cabins for 2,000, luxury cabins for 200, an ops center for 80 persons, a briefing room for 100, a 200 person office, a 3,000 bed 300 staff clinic, 1,000 hibernation chambers, life pods for 8,000, a major lab (+5), a large lab (+2), a standard lab (+1 skill), cells/cages for 2,000, establishments for 2,000, a minifac and 206,300 tons additional cargo.

PILOTING TL/10 CAPITAL SPACECRAFT

TL	Spacecraft	dST/HP	Hnd/SR	HT	Move	LWt.	Load	SM	Occ	dDR	Range	Cost
10	Lunar-	1,500	-4/5	13	1G /	10,000,000	1,008,820	+16	24,200	600/300/	1x	\$1,65
^	Class				30 mps		#		ASV	300		trillion

Load includes 2,520 ton of Crew & Passengers; 500,000 tons of Cargo; 206,300tons of Steerage Cargo and 300,000 ton Hangar Bay Capacity.

Tyrant-Class Cruiser

The Tyrant-Class features massive laser batteries, though somewhat short reached. It also carries torpedoes.

Front Hull System

- [1-2] Advanced Metallic Laminate Armor (dDr 600)
- [3] Hangar Bay (Launch 10,000 ton/min / Capacity: 300,000 tons) *

- [4!] Light Force Screen (1,500 dDR) *
- [5!] Stasis Web (Geller Field) *
- [6] Cargo Hold (500,000 tons)
- [core] -

Central Hull System

- [1] Advanced Metallic Laminate Armor (dDr 300)
- [2] Habitat (60,000 Cabins) *
- [3!] Peripheral Weapon Battery (100x 30 GJ Lasers defense turrets, 6dx10 burn, Range 3/10, sAcc +0, Rcl 1,

	RoF 60) *
[4!]	Tertiary Weapon Batteries (30x 100 GJ Lasers, 20 per side, 2dx50 burn, Range 7/20, sAcc +0, Rcl 1, RoF 60) *
[5!]	Tertiary Weapon Batteries (30x 100 GJ UV-Lasers, 10 per side, 2dx50 (2) burn, Range 15/50, sAcc +0, Rcl 1, RoF 60) *
[6]	Fuel Tank (500,000 tons of fuel)
[core]	Control Room (Complexity 12 Computer, Comm/Sensor 15, 100 Stations) *
Rear Hull System	
[1]	Advanced Metallic Laminate Armor (dDr 300)

[2]	Fuel Tank (500,000 tons of fuel)
[3-4]	Fusion Power Plant (4 Power Points) *
[5-6]	Reaction Engines (1 G Acceleration) *
[core!]	Stardrive (Hyperdrive)

* 1,000 Workspaces per system.

The Tyrant-Class has a crew of 14,320 (minimum), bunkrooms for 20,000, cabins for 2,000, luxury cabins for 200, an ops center for 80 persons, a briefing room for 100, a 200 person office, a 3,000 bed 300 staff clinic, 1,000 hibernation chambers, life pods for 8,000, a major lab (+5), a large lab (+2), a standard lab (+1 skill), cells/cages for 2,000, establishments for 2,000, a minifac and 206,300 tons additional cargo.

PILOTING TL/10 CAPITAL SPACECRAFT

TL	Spacecraft	dST/HP	Hnd/SR	HT	Move	LWt.	Load	SM	Occ	dDR	Range	Cost
10	Tyrant-Class	1,500	-4/5	13	1G / 30 mps	10,000,000	1,008,820 #	+16	24,200 ASV	600/300/300	1x	\$1,65 trillion

Load includes 2,520 ton of Crew & Passengers; 500,000 tons of Cargo; 206,300tons of Steerage Cargo and 300,000 ton Hangar Bay Capacity.

Mars-Class Battlecruiser

Battlecruisers are the same size as cruisers, but better armed.

The Mars-Class features laser batteries, lances and a front-mounted nova cannon. It's designed to fulfill many roles. It carries 4 squads of fighters and bombers.

Front Hull System	
[1-2]	Advanced Metallic Laminate Armor (dDr 600)
[3]	Major Weapon Battery (64cm Gun, 10 megaton nuclear proximity fuse, 8dx1,000 burn, sAcc -6, Rcl 5, RoF 30, 5,000 Shots) *
[4!]	Light Force Screen (1,500 dDR) *
[5!]	Stasis Web (Geller Field) *
[6]	Habitat (60,000 Cabins) *
[core]	-

Central Hull System	
[1]	Advanced Metallic Laminate Armor (dDr 300)
[2]	Medium Weapon Batteries (3x 1 TJ UV-Lasers, dorsal, 2dx100 (2) burn, Range 15/50, sAcc +0, Rcl 1, RoF 30) *
[3!]	Peripheral Weapon Battery (100x 30 GJ Lasers defense turrets, 6dx10 burn, Range 3/10, sAcc +0, Rcl 1, RoF 60) *

[4!]	Tertiary Weapon Batteries (30x 100 GJ Lasers, 15 per side, 2dx50 burn, Range 7/20, sAcc +0, Rcl 1, RoF 60) *
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[5]	Hangar Bay (Launch 10,000 ton/min / Capacity: 300,000 tons) *
[6]	Fuel Tank (500,000 tons of fuel)
[core]	Control Room (Complexity 12 Computer, Comm/Sensor 15, 100 Stations) *

Rear Hull System	
[1]	Advanced Metallic Laminate Armor (dDr 300)
[2]	Fuel Tank (500,000 tons of fuel)
[3-4]	Fusion Power Plant (4 Power Points) *
[5-6]	Reaction Engines (1 G Acceleration) *
[core!]	Stardrive (Hyperdrive)

* 1,000 Workspaces per system.

The Mars-Class has a crew of 15,320 (minimum), bunkrooms for 20,000, cabins for 2,000, luxury cabins for 200, an ops center for 80 persons, a briefing room for 100, a 200 person office, a 3,000 bed 300 staff clinic, 1,000 hibernation chambers, life pods for 8,000, a major lab (+5), a large lab (+2), a standard lab (+1 skill), cells/cages for 2,000, establishments for 2,000, a minifac and 206,300 tons additional cargo.

PILOTING TL/10 CAPITAL SPACECRAFT

TL	Spacecraft	dST/HP	Hnd/SR	HT	Move	LWt.	Load	SM	Occ	dDR	Range	Cost
10	Mars-Class	1,500	-4/5	13	1G / 30 mps	10,000,000	508,820 #	+16	24,200 ASV	600/300/300	1x	\$1,7 trillion

Load includes 2,520 ton of Crew & Passengers; 206,300tons of Steerage Cargo and 300,000 ton Hangar Bay Capacity.

Overlord-Class Battlecruiser

The Overlord-Class features laser batteries, lances and torpedoes. It's the next best thing to a real battleship.

Front Hull System

[1-2]	Advanced Metallic Laminate Armor (dDr 600)
[3]	Hangar Bay (Launch 10,000 ton/min / Capacity: 300,000 tons) *
[4!]	Light Force Screen (1,500 dDR) *
[5!]	Stasis Web (Geller Field) *
[6]	Habitat (60,000 Cabins) *
[core]	-

Central Hull System

[1]	Advanced Metallic Laminate Armor (dDr 300)
[2]	Medium Weapon Batteries (3x 1 TJ UV-Lasers, dorsal, 2dx100 (2) burn, Range 15/50, sAcc +0, Rcl 1, RoF 30) *
[3!]	Peripheral Weapon Battery (100x 30 GJ Lasers defense turrets, 6dx10 burn, Range 3/10, sAcc +0, Rcl 1, RoF 60) *
[4-5!]	Tertiary Weapon Batteries (60x 100 GJ

PILOTING TL/10 CAPITAL SPACECRAFT

TL	Spacecraft	dST/HP	Hnd/SR	HT	Move	LWt.	Load	SM	Occ	dDR	Range	Cost
10	Overlord-Class	1,500	-4/5	13	1G / 30 mps	10,000,000	508,820 #	+16	24,200	600/300/300	1x	\$1,7 trillion

Load includes 2,520 ton of Crew & Passengers; 206,300tons of Steerage Cargo and 300,000 ton Hangar Bay Capacity.

Emperor-Class Battleship

Battleships are up to 1,400 meters long. They are the pride of every Imperial Admiral.

The Emperor-Class is a carrier. It carries 8 squads of fighters and bombers. Additionally, it mounts weapons for self defense that are more powerful than a cruisers weapons and advanced sensors.

Front Hull System

[1]	Enhanced Comm/Sensor Array (Array Level: 17)
[2]	Advanced Metallic Laminate Armor (dDr 500)
[3!]	Tertiary Weapon Battery (100x 100 GJ UV-Lasers, front/left/right, 2dx50 (2) burn, Range 7/20, sAcc +0, Rcl 1, RoF 60) *
[4!]	Light Force Screen (2,000 dDR) *
[5!]	Stasis Web (Geller Field) *
[6]	Cargo Hold (1,500,000 tons)
[core]	-

Central Hull System

[1]	Advanced Metallic Laminate Armor (dDr 500)
[2]	Habitat (200,000 Cabins) *
[3!]	Peripheral Weapon Battery (300x 30 GJ Lasers defense turrets, 6dx10 burn, Range 3/10, sAcc +0, Rcl 1, RoF 60) *

Lasers, 30 per side, 2dx50 burn, Range 7/20, sAcc +0, Rcl 1, RoF 60) *

[6]	Fuel Tank (500,000 tons of fuel)
[core]	Control Room (Complexity 12 Computer, Comm/Sensor 15, 100 Stations) *

Rear Hull System

[1]	Advanced Metallic Laminate Armor (dDr 300)
[2]	Fuel Tank (500,000 tons of fuel)
[3-4]	Fusion Power Plant (4 Power Points) *
[5-6]	Reaction Engines (1 G Acceleration) *
[core!]	Stardrive (Hyperdrive)

* 1,000 Workspaces per system.

The Overlord-Class has a crew of 15,320 (minimum), bunkrooms for 20,000, cabins for 2,000, luxury cabins for 200, an ops center for 80 persons, a briefing room for 100, a 200 person office, a 3,000 bed 300 staff clinic, 1,000 hibernation chambers, life pods for 8,000, a major lab (+5), a large lab (+2), a standard lab (+1 skill), cells/cages for 2,000, establishments for 2,000, a minifac and 206,300 tons additional cargo.

[4!]	Tertiary Weapon Battery (100x 100 GJ UV-Lasers, 50 per side, 2dx50 (2) burn, Range 7/20, sAcc +0, Rcl 1, RoF 60) *
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[5]	Hangar Bay (Launch 30,000 ton/min / Capacity: 1,000,000 tons) *
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[6]	Fuel Tank (1,500,000 tons of fuel)
[core]	Control Room (Complexity 12 Computer, Comm/Sensor 16, 150 Stations) *

Rear Hull System

[1]	Advanced Metallic Laminate Armor (dDr 500)
[2-3]	Fuel Tank (3,000,000 tons of fuel)
[4-5]	Fusion Power Plant (4 Power Points) *
[6]	Reaction Engines (0.5G Acceleration) *
[core!]	Stardrive (Hyperdrive)

* 3,000 Workspaces per system.

The Emperor-Class has a crew of 46,000 (minimum), bunkrooms for 50,000, cabins for 5,000, luxury cabins for 500, an ops center for 100 persons, a briefing room for 200, a 400 person office, a 5,000 bed 500 staff clinic, 2,000 hibernation chambers, life pods for 16,000, a major lab (+5), a large lab (+2), a standard lab (+1 skill), cells/cages for 5,000, establishments for 5,000, a minifac and 500,000 tons additional cargo.

PILOTING TL/10 CAPITAL SPACECRAFT

TL	Spacecraft	dST/HP	Hnd/SR	HT	Move	LWt.	Load	SM	Occ	dDR	Range	Cost
10	Emperor- ^ Class	2,000	-5/5	13	0.5G / 30 mps	30,000,000	3,007,560 #	+17	24,200 ASV	500	1x	\$4,7 trillion

Load includes 7,560 ton of Crew & Passengers; 500,000tons of Steerage Cargo and 1,000,000 ton Hangar Bay Capacity.

Retribution-Class Battleship

The Retribution-Class is a true battleship. It's faster than the Emperor-Class and has a truly fearsome weapons array.

Front Hull	System
[1-2]	Advanced Metallic Laminate Armor (dDr 1,000)
[3]	Hangar Bay (Launch 30,000 ton/min / Capacity: 1,000,000 tons) *
[4!]	Light Force Screen (2,000 dDR) *
[5!]	Stasis Web (Geller Field) *
[6]	Habitat (200,000 Cabins) *
[core]	-
Central Hull	System
[1]	Advanced Metallic Laminate Armor (dDr 500)
[2!]	Peripheral Weapon Battery (300x 30 GJ Lasers defense turrets, 6dx10 burn, Range 3/10, sAcc +0, Rcl 1, RoF 60) *
[3-4!]	Tertiary Weapon Battery (200x 100 GJ UV-Lasers, 100 per side, 2dx50 (2) burn, Range 15/50, sAcc +0, Rcl 1, RoF 30) *
[5!]	Secondary Weapon Battery (30x 300

	GJ UV-Lasers, front/left/right, 3dx50 (2) burn, Range 15/50, sAcc +0, Rcl 1, RoF 30) *
[6]	Fuel Tank (1,500,000 tons of fuel)
[core]	Control Room (Complexity 12 Computer, Comm/Sensor 16, 150 Stations) *
Rear Hull	System
[1]	Advanced Metallic Laminate Armor (dDr 500)
[2]	Fuel Tank (1,500,000 tons of fuel)
[3-4]	Fusion Power Plant (4 Power Points) *
[5-6]	Reaction Engines (1G Acceleration) *
[core!]	Stardrive (Hyperdrive)
* 3,000 Workspaces per system.	

The Retribution-Class has a crew of 46,000 (minimum), bunkrooms for 50,000, cabins for 5,000, luxury cabins for 500, an ops center for 100 persons, a briefing room for 200, a 400 person office, a 5,000 bed 500 staff clinic, 2,000 hibernation chambers, life pods for 16,000, a major lab (+5), a large lab (+2), a standard lab (+1 skill), cells/cages for 5,000, establishments for 5,000, a minifac and 500,000 tons additional cargo.

PILOTING TL/10 CAPITAL SPACECRAFT

TL	Spacecraft	dST/HP	Hnd/SR	HT	Move	LWt.	Load	SM	Occ	dDR	Range	Cost
10	Retributio ^ n-Class	2,000	-5/5	13	0.5G / 30 mps	30,000,000	2,007,560 #	+17	24,200 ASV	500	1x	\$4,7 trillion

Load includes 7,560 ton of Crew & Passengers; 500,000 tons of Steerage Cargo.

SMALLCRAFT

Smallcraft are carried on board capital ships. They are not warp-capable and have a short duration, not even enough to make interplanetary voyages.

Fury-Class Interceptor

The Fury is a typical space fighter, built to intercept enemy bombers or assault boats. It is very small, only 15 meters long and piloted by a single pilot.

Front Hull	System
[1-2]	Advanced Metallic Laminate Armor (dDr 10)
[3-4!]	Major Weapon Battery (2x 10MJ UV-Lasers, 4d (2) burn, range 2/5, sAcc +2, Rcl 1, RoF 60)
[5]	Defensive ECM

[6]	Enhanced Comm/Sensor Array (Array Level: 6)
[core]	Control Room (Complexity 6 Computer, Comm/Sensor 4, 1 Station)
Central Hull	System
[1]	Advanced Metallic Laminate Armor (dDr 5)
[2-5]	Fuel Tank (6 tons of fuel)
[6]	Fusion Power Plant (2 Power Points)
[core]	-
Rear Hull	System
[1]	Advanced Metallic Laminate Armor (dDr 5)
[5-6]	Fusion Torch Reaction Engines (2.5G Acceleration)
[core]	Fuel Tank (1.5 tons of fuel)

PILOTING TL/10 HIGH PERFORMANCE SPACECRAFT

TL	Spacecraft	dST/HP	Hnd/SR	HT	Move	LWt.	Load	SM	Occ	dDR	Range	Cost
10	Fury-	20	0/4	12	2.5G /	30	0.1	+5	1.0+0.	10/5/5		\$4,4
^	Class				75 mps				5SV			million

Starhawk-Class Bomber

The Starhawk is designed to attack capital ships. For that, it carries missile launchers that can carry nuclear warheads. To defend against interceptors it carries three point defense lasers. It is 20 meters long and has a crew of two, pilot and gunner. The gunner operates the defense turrets, the pilot operates the missile launchers. To attack a capital ship, the starhawk has to enter the targets hex.

Front Hull System

[1-2]	Advanced Metallic Laminate Armor (dDr 14)
[3-4]	Major Weapon Battery (2x 24cm Missile Launchers, 6dx6 cr (2), Range 0, sAcc +4, Rcl 1, RoF 60, 20 Shots)
[5]	Defensive ECM
[6]	Enhanced Comm/Sensor Array (Array Level: 7)

[core]	Control Room (Complexity 7 Computer, Comm/Sensor 5, 2 Stations)
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Central Hull System

[1]	Advanced Metallic Laminate Armor (dDr 7)
[2!]	Medium Weapon Battery (3x 10MJ Lasers, 4d burn, Range ½, sAcc +0, Rcl 1, RoF 60)
[3-5]	Fuel Tank (15 tons of fuel)
[6]	Fusion Power Plant (2 Power Points)

[core]

Rear Hull System

[1-2]	Advanced Metallic Laminate Armor (dDr 14)
[3-6]	Fusion Torch Reaction Engines (2G Acceleration)
[core]	Fuel Tank (5 tons of fuel)

PILOTING TL/10 HIGH PERFORMANCE SPACECRAFT

TL	Spacecraft	dST/HP	Hnd/SR	HT	Move	LWt.	Load	SM	Occ	dDR	Range	Cost
10	Starhawk-	30	0/4	12	2G /	100	0.2	+6	2.0+0.	14/7/14		\$13,5
^	Class				60 mps				0SV			million

Shark-Class Assault Boat

The Shark is built to carry out boarding actions. It is 30 meters long and has a crew of three, pilot, copilot and weapon operator.

Front Hull System

[1-2]	Advanced Metallic Laminate Armor (dDr 20)
[3]	External Clamp
[4!]	Medium Weapon Battery (3x 30MJ Lasers, 6d burn, Range ½, sAcc +0, Rcl 1, RoF 60)
[5]	Defensive ECM
[6]	Enhanced Comm/Sensor Array (Array Level: 8)

[core] Control Room (Complexity 7

Computer, Comm/Sensor 6, 3 Stations)

Central Hull System

[1]	Advanced Metallic Laminate Armor (dDr 10)
[2-3]	Passenger Seating (40 seats)
[4-5]	Fuel Tank (30 tons of fuel)
[6]	Fusion Power Plant (2 Power Points)

[core]

Rear Hull System

[1]	Advanced Metallic Laminate Armor (dDr 10)
[2-6]	Fusion Torch Reaction Engines (2.5G Acceleration)
[core]	Fuel Tank (15 tons of fuel)

PILOTING TL/10 HIGH PERFORMANCE SPACECRAFT

TL	Spacecraft	dST/HP	Hnd/SR	HT	Move	LWt.	Load	SM	Occ	dDR	Range	Cost
10	Shark-	50	-1/5	12	2.5G /	300	4.3	+7	3.0+40	20/10/10		\$42,2
^	Class				45 mps				.0SV			million

Space Torpedo

The Torpedo is a big missile launched from the torpedo bays of capital ships. Its cargo hold is the explosive payload, often nuclear.

Front Hull System

[1]	Advanced Metallic Laminate Armor (dDr 5)
[2]	Cargo Hold (Nuclear Warhead, 10

megaton)

[3]	Control Room (Complexity 6 Computer, Comm/Sensor 4, no Stations)
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[4]	Defensive ECM
[6, core]	Fuel Tank (3 tons of fuel)

Central Hull System

[1]	Advanced Metallic Laminate Armor (dDr 5)
[2-6, core]	Fuel Tank (9 tons of fuel)

Rear Hull System	[2-4]	Fuel Tank (4.5 tons of fuel)
[1] Advanced Metallic Laminate Armor (dDr 5)	[5-6]	HEDM Rocket Reaction Engine (4G Acceleration)

PILOTING TL/10 HIGH PERFORMANCE SPACECRAFT

TL	Spacecraft	dST/HP	Hnd/SR	HT	Move	LWt.	Load	SM	Occ	dDR	Range	Cost
10	Torpedo	20	0/4	12	4.0G / 7.7	30	1.6	+5	-	5		\$ 890k
^					mps							

Lightning-Class Air Superiority Fighter

The Lightning is a small aerospace fighter, built to gain air superiority over the ground battlefield. It is winged and streamlined.

Front Hull System	[1-2]	Advanced Metallic Laminate Armor (dDr 4)
[3]	Tactical Comm/Sensor-Array Level 5	
[4-5!]	Major Weapon Battery (2x 3MJ Lasers, 3d (2) burn, Range 1/2, sAcc +2, Rcl 1, RoF 120)	
[6]	Major Weapon Battery (Conventional Gun, 6d cr (2), Range 0, sAcc -8, Rcl 3, RoF 600, 250 Shots, MPS 1)	

[1]	Advanced Metallic Laminate Armor (dDr 2)	
[2]	Major Weapon Battery (1x 16cm Missile Launcher, 6dx4 cr (2), Range 0, sAcc +4, Rcl 1, RoF 30, 5 Shots)	
[3]	Control Room (Complexity 6 Computer, Comm/Sensor 3, 1 Station)	
[4-6]	Fuel Tank (1.5 tons of fuel)	
[core]	Fusion Power Plant (2 Power Points)	
Rear Hull System	[1]	Advanced Metallic Laminate Armor (dDr 2)
[2-6]	Fusion Torch Reaction Engines (2.5G Acceleration)	
[core]	Fuel Tank (0.5 tons of fuel)	

Central Hull System

PILOTING TL/10 HIGH PERFORMANCE SPACECRAFT

TL	Spacecraft	dST/HP	Hnd/SR	HT	Move	LWt.	Load	SM	Occ	dDR	Range	Cost
10	Thunderbo	15	0/4	12	2.5G /	10	0.1	+4	1.0+0S	4/2/2		\$5,7
^	lt-Class				60 mps				V			million

Thunderbolt-Class Heavy Multirole Fighter

The Thunderbolt is the Imperiums main aerospace fighter. Like the lightning it is winged and streamlined, but heavier.

Front Hull System	[1-2]	Advanced Metallic Laminate Armor (dDr 4)
[3]	Tactical Comm/Sensor-Array Level 5	
[4!]	Major Weapon Battery (1x 300kJ Rapid Fire Laser, 1d+2 (2) burn, Range 0/1, sAcc +2, Rcl 1, RoF 600)	
[5-6]	Major Weapon Battery (2x 4cm Conventional Rapid Fire Guns, 6d cr (2), Range 0, sAcc -8, Rcl 3, RoF	

	1200, 500 Shots, MPS 1)	
Central Hull System	[1-2]	Advanced Metallic Laminate Armor (dDr 4)
[3]	Control Room (Complexity 6 Computer, Comm/Sensor 3, 1 Station)	
[4-6]	Fuel Tank (1.5 tons of fuel)	
[core]	Fusion Power Plant (2 Power Points)	
Rear Hull System	[1-2]	Advanced Metallic Laminate Armor (dDr 4)
[2-6]	Fusion Torch Reaction Engines (2G Acceleration)	
[core]	Fuel Tank (0.5 tons of fuel)	

PILOTING TL/10 HIGH PERFORMANCE SPACECRAFT

TL	Spacecraft	dST/HP	Hnd/SR	HT	Move	LWt.	Load	SM	Occ	dDR	Range	Cost
10	Thunderbo	15	0/4	12	2G /	10	0.1	+4	1.0+0S	4		\$4,7
^	lt-Class				60 mps				V			million

Marauder-Class Bomber

The Marauder is the Imperial Navy's bomber. Like Lightning and Thunderbolt, it is aerospace capable, winged and streamlined.

Front Hull System	[1-2]	Advanced Metallic Laminate Armor (dDr 6)
[3]	Control Room (Complexity 6 Computer, Comm/Sensor 4, 1 Station)	

[4-6]	Fuel Tank (4.5 tons of fuel)
Central Hull System	
[1-2]	Advanced Metallic Laminate Armor (dDr 6)
[3-4]	Hidden Major Weapon Batteries (2x 20cm Missile Launcher, 6dx5 cr (2), Range 0, sAcc +4, Rcl 1, RoF 60, 14 Shots)
[5!]	Medium Weapon Battery (1x 300kJ Rapid Fire Laser in Turret, 1d+2 (2) burn, Range 0/1, sAcc +2, Rcl 1, RoF 600; 2x 2cm Very Rapid Fire Conventional Guns, 3d cr (2), Range

	0, sAcc -10, Rcl 3, RoF 6000, 2000 Shots)
[6]	Defensive ECM
[core]	Fusion Power Plant (2 Power Points)
Rear Hull System	
[1-2]	Advanced Metallic Laminate Armor (dDr 6)
[3-5]	Fusion Torch Reaction Engines (1.5G Acceleration)
[core]	Fuel Tank (0.5 tons of fuel)

PILOTING TL/10 HIGH PERFORMANCE SPACECRAFT

TL	Spacecraft	dST/HP	Hnd/SR	HT	Move	LWt.	Load	SM	Occ	dDR	Range	Cost
10	Marauder-	20	0/4	12	1.5G /	30	0.1	+5	1.0+0S	6		\$10,8
^	Class				60 mps				V			million

Marauder Destroyer-Class Ground Attack Craft

The Destroyer variant of the Marauder is a ground attack craft with multiple cannons in its nose.

Front Hull System	
[1-2]	Advanced Metallic Laminate Armor (dDr 6)
[3]	Control Room (Complexity 6 Computer, Comm/Sensor 4, 1 Station)
[4]	Medium Weapon Battery (3x 4cm Rapid Fire Conventional Guns, 6d cr (2), Range 0, sAcc -8, Rcl 3, RoF 1800, 750 Shots)
[5-6]	Fuel Tank (3 tons of fuel)
Central Hull System	
[1-2]	Advanced Metallic Laminate Armor (dDr 6)
[3-4]	Hidden Major Weapon Batteries (2x

	20cm Missile Launcher, 6dx5 cr (2), Range 0, sAcc +4, Rcl 1, RoF 60, 14 Shots)
[5!]	Medium Weapon Battery (1x 4cm Rapid Fire Conventional Gun, 6d cr (2), Range 0, sAcc -10, Rcl 3, RoF 600, 250 Shots; 2x 2cm Very Rapid Fire Conventional Guns, 3d cr (2), Range 0, sAcc -10, Rcl 3, RoF 6000, 2000 Shots)
[6]	Defensive ECM
[core]	Fuel Tank (1.5 tons of fuel)
Rear Hull System	
[1-2]	Advanced Metallic Laminate Armor (dDr 6)
[3-5]	Fusion Torch Reaction Engines (1.5G Acceleration)
[core]	Fuel Tank (0.5 tons of fuel)

PILOTING TL/10 HIGH PERFORMANCE SPACECRAFT

TL	Spacecraft	dST/HP	Hnd/SR	HT	Move	LWt.	Load	SM	Occ	dDR	Range	Cost
10	Marauder	20	0/4	12	1.5G /	30	0.1	+5	1.0+0S	6		\$10,7
^	Destroyer-				60 mps				V			million
	Class											

Thunderhawk-Class Orbital Dropship

The Thunderhawk is primarily used by Space Marines as a combat dropship. It can carry 30 Marines.

Its secondary function is as air support for ground troops.

It can only fire its spinal Laser every other round.

Front Hull System	
[1-2]	Advanced Metallic Laminate Armor (dDr 10)
[3]	Control Room (Complexity 7 Computer, Comm/Sensor 2, 2 Station)
[4!]	Spinal Weapon Battery (100MJ Laser, 2dx5 (2) burn, Range 2/5, sAcc +2,

	Rcl 1, RoF 60)
[5-6]	Cargo Hold (10 tons)
Central Hull System	
[1-2]	Advanced Metallic Laminate Armor (dDr 10)
[3!]	Mixed Medium/Secondary Weapons Battery (2x 10MJ Fixed Forward Lasers, 4d (2) burn, Range 1/2, sAcc +2, Rcl 1, RoF 120; 3x Very Rapid Fire 2cm Conventional Guns, 3d cr (2), sAcc -10, Rcl 3, RoF 6000, 3000 Shots)
[4-6]	Fuel Tank (15 tons of fuel)
[core!]	Spinal Weapon Battery (Core)
Rear Hull System	
[1-2]	Advanced Metallic Laminate Armor

(dDr 10)	Acceleration)
[3!] Spinal Weapon Battery (Rear)	[core] Fusion Power Plant (2 Power Points)
[4-6] Fusion Torch Reaction Engines (1.5G)	

PILOTING TL/10 HIGH PERFORMANCE SPACECRAFT

TL	Spacecraft	dST/HP	Hnd/SR	HT	Move	LWt.	Load	SM	Occ	dDR	Range	Cost
10	Thunderha	30	0/4	12	1.5G /	100	10.2	+6	2.0+0S	10		\$35,1
^	wk-Class				45 mps				V			million

Thunderhawk-Class Orbital Transport

The Thunderhawk Transport can carry a Landraider or two Rhinos to the ground. They are clamped to the outside of the vessel.

Front Hull System
[1-2] Advanced Metallic Laminate Armor (dDr 10)
[3] Control Room (Complexity 7 Computer, Comm/Sensor 2, 2 Station)
[4-6] Cargo Hold (15 tons)
Central Hull System
[1-2] Advanced Metallic Laminate Armor

(dDr 10)
[3] Secondary Weapons Battery (4x Very Rapid Fire 2cm Conventional Guns, 3d cr (2), sAcc -10, Rcl 3, RoF 6000, 4000 Shots)
[4] External Clamp
[5-6] Cargo Hold (10 tons)
[core] Fuel Tank (5 tons of fuel)
Rear Hull System
[1-2] Advanced Metallic Laminate Armor (dDr 10)
[3-5] Fusion Torch Reaction Engines (1.5G Acceleration)
[6, core] Fuel Tank (10 tons of fuel)

PILOTING TL/10 HIGH PERFORMANCE SPACECRAFT

TL	Spacecraft	dST/HP	Hnd/SR	HT	Move	LWt.	Load	SM	Occ	dDR	Range	Cost
10	Thunderha	30	0/4	12	1.5G /	100	28.2	+6	2.0+0S	10		\$32,6
^	wk-Class				45 mps				V			million

Aquila-Class Orbital Lander

The Aquila Lander is a small orbital conveyance, able to transport up to eight people to the ground.

Front Hull System
[1-2] Advanced Metallic Laminate Armor (dDr 6)
[3] Control Room (Complexity 6 Computer, Comm/Sensor 4, 1 Station)
[4] Major Weapons Battery (Very Rapid Fire 2.5cm Conventional Gun, 3d+2 cr (2), sAcc -10, Rcl 3, RoF 6000, 1400 Shots)

[5] Cargo Hold (1.5 tons)
[6] Fuel Tank (1.5 tons of fuel)
Central Hull System
[1-2] Advanced Metallic Laminate Armor (dDr 6)
[3-6] Passenger Seating (8 seats)
[core] Fuel Tank (1.5 tons of fuel)
Rear Hull System
[1-2] Advanced Metallic Laminate Armor (dDr 6)
[3-5] Fusion Torch Reaction Engines (1.5G Acceleration)
[6, core] Fuel Tank (3 tons of fuel)

PILOTING TL/10 HIGH PERFORMANCE SPACECRAFT

TL	Spacecraft	dST/HP	Hnd/SR	HT	Move	LWt.	Load	SM	Occ	dDR	Range	Cost
10	Aquila-	20	0/4	12	1.5G /	30	2.4	+5	1.0+8S	6		\$9,8
^	Class				60 mps				V			million

Arvus-Class Lighter

The Arvus Lighter is a small shuttle like the Aquila, but with limited capabilities due to its smaller size.

Front Hull System
[1-2] Advanced Metallic Laminate Armor (dDr 4)
[3] Control Room (Complexity 6 Computer, Comm/Sensor 3, 1 Station)

[4-6] Passenger Seating (3 seats)
Central Hull System
[1-2] Advanced Metallic Laminate Armor (dDr 4)
[3-6, core] Passenger Seating (5 seats)
Rear Hull System
[1-2] Advanced Metallic Laminate Armor (dDr 10)
[3-4] Fusion Torch Reaction Engines (1G Acceleration)

PILOTING TL/10 HIGH PERFORMANCE SPACECRAFT

<i>TL</i>	<i>Spacecraft</i>	<i>dST/HP</i>	<i>Hnd/SR</i>	<i>HT</i>	<i>Move</i>	<i>LWt.</i>	<i>Load</i>	<i>SM</i>	<i>Occ</i>	<i>dDR</i>	<i>Range</i>	<i>Cost</i>
10	Arvus-	15	0/4	12	1G /	10	0.9	+4	1.0+8S	4		\$2,2
^	Class				45 mps				V			million

CREATURES

On uncountable planets of the galaxy exists alien life. Depending on the biosphere, life can be similar to the one found on earth, other alien life is very strange. *GURPS Space* has an in detailed discussion on alien life.

There are also many sources from GURPS 3rd edition as well as Warhammer 40,000 which can be used.

CREATURE STATS

Creatures aren't built with character points, they only need a view stats to represent their abilities. The Stats below follow the outline from the bestiary template (<http://e23.sjgames.com/includes/template-bestiary.doc>).

Name

Class

ST: **HP:** **Speed:**
DX: **Will:** **Move:**
IQ: **Per:** **Weight:**
HT: **FP:** **SM:**
Dodge: **Parry:** **DR:**

Attack (Skill or Resistance): For instance, "Bite (14): 1d+2 cutting" or "Death Gaze (15 vs. HT): Heart Attack (p. B429)." See "Damage for Animals", B460.

Traits: Advantages and disadvantages, most of them important to encounters and combat (like resistances, invulnerabilities, weaknesses and vulnerabilities).

Skills: Relevant skills, also important in encounters.

Notes: Any description that's specifically relevant to the stats rather than to the creature's origins, habitat, or whatever.

Climate: This is the creatures preferred climate. See below.

Habitat: This is where the creature usually is found. See below.

Abbreviations

A = Air Move
DX = Dexterity Attribute
FP = Fatigue Points Secondary Attribute
G = Ground Move
HP = Hit Points
HT = Health Attribute
IQ = Intelligence Attribute
ML = Mythic Lore
Per = Perception Secondary Attribute
SM = Size Modifier
ST = Strength Attribute
TS = Tough Skin (In DR entrance).
W = Water Move
Will = Will Secondary Attribute

Creature Class

Usually appears above statistics. Every creature belongs to a specific class which defines its abilities and how some game-mechanics work on them. Sometimes the class is also a Meta-Trait Template.

Animal: Has the *Animal Meta-Trait*. Especially big animals are *Giant Animals*, mutated or otherwise strange animals are *Dire Animals*. Animals are further divided into birds, dinosaurs*, fish, mammals, reptiles and vermin which is important for animal spells (see M29).

Construct: A Construct is *Indomitable* and cannot be influenced by mind control spells.

Demon: A Demon is a hostile extradimensional (chaos-) creature subject to banishment spell.

Elder Thing: An Elder Thing is a hostile extradimensional (chaos-) creature **not** subject to banishment spells.

Elemental: An Elemental can be controlled by the respective Control Elemental spell and can be banished likewise.

Faerie: A Faerie is a freewilled magical creature. It depends on mana.

Hybrid: A Hybrid is an animal that shares the traits of two or more beasts and is subject to hybrid spells. Magical Animals also belong to this class.

Mundane: Anything that does not belong to one of the other classes.

Plant: A Plant is subject to Plant spells.

Slime: A slime is a *diffuse* creature and is immune to most Animal and Plant spells. (diffuse, IQ 0 ooze that's immune to most Animal and Plant spells), or

Undead: An Undead can be *turned* and is subject to *True Faith*.

* Dinosaur is a new category of animals. A long time it was thought that dinosaurs were reptiles, but they lived even in subarctic climates. Current (2009) state of research indicates that theropods may be related to birds.

The GM can rule that dinosaurs belong to birds or to reptiles, but a new category will suit them fine.

Move Information

Move information is usually simple to indicate, but in some cases an entry will have multiple movement types. In such cases, a letter will appear in front of each number to simplify the reference.

G = Ground Move
A = Air Move
W = Water Move

Enhanced Move variants will appear in parentheses. So, for example, a creature with Ground Move 6, Enhanced Ground Move 12 and Air Move 12 would be represented as: G6(12)-A12

Entries that have only a Ground Move will not have a letter, and most aquatic entries will not have W before the Move number if that is the only movement type available to it. Entries with Enhanced Moves will generally not have this trait indicated under Physical Traits.

Reach and Parry

The size of a creature can affect its Reach, but not all of its innate weapons will benefit from this. Bite attacks,

for example, regularly do not have extended Reach based on the creature's size, since the creature's head usually cannot be extended.

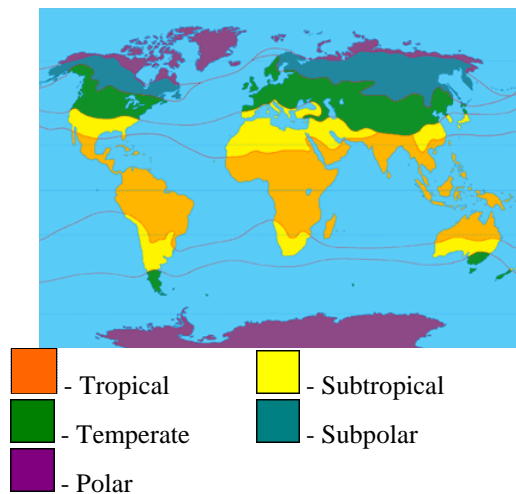
Frequently, an entry's parry score will be listed with two numbers, one of them in parentheses. The first number refers to an unarmed parry against an unarmed opponent. The second number refers to an unarmed parry against an armed opponent. Bite attacks do not parry.

Creature Climate and Habitats

Habitats are divided into *Climate Zone* and the actual *Habitat*.

Climate Zone

Climate is divided into zones as it is done in the real world. The Picture below shows how the zones are distributed around the real world.



Tropical: Tropical Climate is usually hot and wet.

Subtropical: Subtropical Climate can also be called mediterranean climate. It is like north africa and around the mediterranean sea.

Temperate: Temperate Climate is the climate of most of western europe.

Subpolar: Subpolar Climate is cold compared to temperate but still much preferable to Polar.

Polar: Polar Climate is the Climate of everlasting ice. Temperatures around the year are below freezing and precipitation is low.

Habitats

The habitats used here are only a rough classification. Habitats tend to cross over into each other.

Arctic: Arctic habitats are usually found in Polar Climate around the poles of a planet.

Civilization: Urban areas include cities, towns, and villages. A number of animal species have adapted to living in these regions, often scavenging off human leftovers.

Desert: Deserts are dry areas of land. Most deserts are hot, but cold deserts exist too.

Domestic: Domestic Habitats are farmland, areas adapted for agriculture.

Forest: Forests exist in subarctic, temperate, subtropical, and tropical regions and have different characteristics according to the climate.

Fresh Water: Fresh Water habitats consist of rivers and lakes.

Mountain: Mountain habitats exist worldwide and frequently have a climate and ecological system quite distinct from that of the surrounding region. In otherwise hot climate the upper regions of mountains can be subpolar or even polar.

Plain: Plains are wide fields of grasslands and similar vegetation.

Salt Water: The oceans and seas of a planet are Saltwater Habitats.

Subterranean: Caverns and tunnels are an underground habitat. Crypts are manmade Subterranean Habitats.

Swamp: Swamps are flooded land. Mangrove Swamps are located around tropical seas.

REPRESENTING INNATE ABILITIES

Many of the creatures have innate abilities that are not covered by standard attacks or skills, but are also not in the strictest sense "powers" (i.e., magical, psionic, etc.). In some cases, however, I model them as if they were true power-based abilities. I make this clear by putting the power source in parentheses after the ability name. I do this mainly to indicate that the ability can be counteracted by another ability or spell that "jams" the power source.

Every power ability and innate ability appears individually below the list of traits, set off from the rest of the entry by a bullet (•) before the name of the ability. Abilities that require a roll to activate will have the skill roll in parentheses. (Innate Attacks are represented only by their type: breath, gaze, etc.) Follow-Up abilities will be identified with (F) instead of a skill roll number. Aura- and Emanation-based abilities will have (A) or (E). Maledictions, which use Will rolls instead of skill rolls, are indicated by (M). Defensive abilities that do not require rolls (such as Spines) are indicated by (D); note that such abilities may often be used offensively in the manner of an Aura. Skills that are fully covered by bulleted abilities (such as most Innate Attacks) will *not* appear in the Skills section.

POISONS

The poison types from Third Edition have been simplified and modified to fit the Affliction and Innate Attack advantages from 4e. Because of the complexity of these attacks, they are treated like templates. **GURPS Third Edition** classified poisons by types. Here they will be identified by the same type classifications but will be described as power abilities. Note that for Cyclic attacks, the victim may attempt to resist once per cycle. Successful resistance ends all further cycles.

Poison Templates

All attacks have Follow-up unless otherwise specified in the creature entry. (Not all of these types are found in the current version of this document.)

Many of the original poisons have what amounts to Secondary effect: Heart Attack. Since most poisons do toxic damage, they must be Innate Attacks, which cannot take Secondary. Side Effect and Symptoms do not allow

Heart Attack as an option. Since Innate Attack is significantly cheaper than Affliction, allowing a Secondary like Heart Attack in an Innate Attack effectively cheats the system. (Why would anyone bother taking Affliction if the intended goal is Heart Attack and it can be added to an Innate Attack?) As a result, these poisons require two separate attacks, both tied to the original delivery as Follow-Ups. The first attack is the expected Toxic Attack. The second is an Affliction with a usually nominal primary effect and a much nastier Secondary that kicks in on a critical failure. Because the Affliction requires a standard HT roll to resist, it is actually harder to suffer the Heart Attack effect than it would be if the roll were lower: if the victim's effective HT were 6 or below, the critical failure window would be larger.

At the GM's option, the two resistance rolls can be consolidated: the victim rolls once and the result applies to both the Toxic Attack and the Affliction.

Type A

Toxic Attack (Cyclic, 1 day for 4 cycles; Follow-Up; Onset, 15 minutes; Resist HT-4)

Affliction 1 (HT; Follow-Up; Moderate Pain; Secondary on critical failure, Heart Attack)

The Cyclic enhancement adds three cycles to the attack, but since each one is Resistible, the cost is halved. The Follow-Up cost assumes that the poison is being delivered in a natural attack, such as a snake's fangs. The conditional modifiers to the HT roll that appear in the original version (physical activity, venom sucked out, antivenin, etc.) can be applied as the GM sees fit.

Type B

Toxic Attack (Cyclic, 1 day for 4 cycles; Follow-Up; Resist HT-5; Symptoms: 1/3 HP, Attribute Penalty, -2 DX)

Affliction 1 (HT; Attribute Penalty, -2 DX; Extended Duration, x1000; Follow-Up; Secondary on critical failure, Heart Attack)

This Toxic Attack has Symptoms: if the victim takes damage equal to or greater than 1/3 of his basic HP, he takes a -2 DX attribute penalty until the injury is healed. The Affliction has an Extended Duration that effectively turns each minute of affliction into nearly 17 hours. The Affliction is dispelled if the victim succeeds on any subsequent HT-5 resistance roll for the Cyclic Toxic Attack.

The same conditional modifiers that appeared in the original Type A apply here as well.

Type C

Toxic Attack (Follow-Up)

Toxic Attack (Follow-Up; Resist HT-5; Symptoms after 1/3 HP, Attribute Penalty, -4 DX)

Affliction 1 (HT; Moderate Pain; Secondary on critical failure, Heart Attack)

The original version of this poison does half damage if the victim wins the HT roll. In Fourth Edition terms, that means two Toxic Attacks: the first is not Resistible, the second is. The two attacks divide the listed damage between them. So, a 1d Type C attack would automatically do 1d-3, and another 1d-3 on a failed HT roll. For simplicity, the GM may wish to ignore the first Toxic Attack and resolve this as a standard Resistible

attack. In that case, the damage listed in the entry applies entirely to the Resistible Toxic Attack.

Type D

Affliction 3 (HT-2; Extended Duration, x100; Follow-Up; Paralysis; Secondary on critical failure, Coma)

This one is easy, a textbook Affliction. The Extended Duration has the result that for every point by which the victim failed the HT roll, he is paralyzed for just over an hour and a half. The original poison set the duration at 6 hours; this new Type D is more flexible, possibly more forgiving and occasionally nastier. However, in the original version, a success results in paralysis for 3d minutes. The only way to guarantee at least this result is to use a Resistible Innate Attack with Symptoms, but the cost is too high for the intended effect.

Type E

Toxic Attack (Cyclic, 1 day for 2 cycles total; Follow-Up; Resist HT-5; Symptoms at 1/2 HP, Disadvantage: One Arm)

This poison is significantly different from its Third Edition counterpart. The exact symptoms of Type E poison are complex and quite difficult to model using advantages. The result would be overly complex. The One Arm disadvantage listed here is the most expensive result. If the victim was struck on the hand or leg, apply the appropriate disadvantage instead of One Arm. This represents the onset of gangrene, which disables the limb and can only be healed medically. What started out as a toxic poison attack effectively becomes a toxic disease attack once the Symptom sets in.

Type F

Toxic Attack (Follow-Up; Resist HT-5)

Affliction 1 (HT; Attribute Penalty, -3 all attributes; Extended Duration, x100; Follow-Up; Nauseated; Secondary on critical failure, Heart Attack)

Similar to the Type D poison, the original has a nausea effect even on a success, but the cost is too high for the intended effect.

Type G

Fatigue Attack (Follow-Up; Resist HT-2)

Toxic Attack 1 point (Follow-Up; Resist HT-2)

Affliction 1 (HT; Follow-Up; Moderate Pain; Secondary on critical failure, Coma)

The damage listed in the entry should be applied to the Fatigue Attack, not the Toxic Attack.

Type H

Toxic Attack (Follow-Up; Onset, 1 hour; Resist HT-2)

This poison cannot be modeled exactly with Fourth Edition advantages. In the case of a critical failure on the HT roll, the GM should apply maximum damage to mimic the original Type H critical failure effects.

Type J

Toxic Attack (Follow-Up)

Toxic Attack (Follow-Up; Resist HT-3; Symptoms at 1/3 HP, Low Pain Threshold)

The original version of this poison does half damage if the victim fails the HT roll. Resolve this in the same fashion as with Type C. In the original Type J, the victim can make the HT roll once per day to stop the effects. To

do that here would require an expensive Affliction, however. My solution keeps the Low Pain Threshold on the victim until the wound is healed.

Type K

Toxic Attack (Follow-Up; Onset, 1 hour; Resist HT-2; Symptoms at 1/3 HP, Unconsciousness)

Affliction 3 (HT-2; Disadvantages: Berserk or Phobia (any) or Delusions or Phantom Voices; Extended Duration, x10; Follow-Up)

The original version of the Type K poison induced the effects of the Madness spell. For this version, the GM should insert one of the disadvantages listed above and calculate the cost accordingly. The original also had a minor stun effect, not modeled here. The Unconsciousness effect is slightly different in the

original. To mimic that effect more precisely, apply the Onset of the Toxic Attack to the Symptoms only; the damage takes effect immediately.

Type S

Affliction 1 (HT; Blindness; Severe Pain)

Because Type S only applies to spitting attacks, it does not have a Follow-Up enhancement. In addition, it cannot be a Toxic Attack, since it does not do enough damage to warrant the Symptoms a Toxic Attack would require. To model the original, this poison would be an Affliction 5, but according to point costs it would be too powerful. The GM should scale the Affliction to suit her needs.

GURPS CREATURES

To take advantage of the GURPS system, the GM can use creatures from all the sources he has at his disposal. The most useful books are following. Although they are 3rd edition, they are easily adapted to 4th edition.

GURPS Bestiary

The Bestiary is the best source for existing animals, which mankind took with them to the stars. And speculative animals make good space monsters.

GURPS Dinosaurs

Dinosaurs exist on death worlds in the Imperium. Although there is no relationship with animals from ancient earth, the GM can change the names and have a new monster.

GURPS Dungeon Fantasy 14: Psi

These creatures make good warp creatures and daemons. The *Astral Hound* and *Astral Thing* are the first ones to appear if a calamity-check goes wrong.

GURPS Faerie

Faeries can be used to represent warp creatures or very strange alien species and animals.

GURPS Fantasy Bestiary

Creatures from fantasy can be used as strange monsters living on alien planets.

GURPS Monsters, GURPS Dungeon Fantasy Monsters 1

Monsters are monsters whether they appear on earth or in space – it doesn't matter. Especially the *Harvester* and *Demon from Between the Stars* are intriguing.

GURPS Spirits

Like faeries, spirits make good warp creatures, daemons haunting the unfortunate psyker.

ORIGINAL CREATURES

The following creatures originally appeared in older publications of the Warhammer 40,000 game and the descriptions come from the online lexicanum.

Ambull

Ambulls are subterranean alien creatures native to the death world of Luther McIntyre IX.

They can easily survive extremely hot temperatures, which has led to attempts at domestication on several hot desert planets. As a consequence, Ambulls are one of the Imperium's more common alien creatures.

Ambulls have huge barrel chested bodies and an ape-like stance. Their arms reach almost to the ground, while their legs are crooked and short. Their limbs end in iron hard claws used for digging through the soft stone of their homeworld. Ambulls will excavate tunnels in which to live, spending most of their time underground.

Due to the intense heat of Luther McIntyre's sun, the Ambull's subterranean lifestyle is shared with many of the death world's inhabitants, including the Ambull's favorite food, the Crawler. Ambulls will pursue prey through soft rock by tunneling at considerable speed.

The Ambull's most characteristic feature are their huge expandable jaws. Their eyes are able to sense heat.

Animal (Hybrid)

ST: 25	HP: 25	Speed: 6.25
DX: 12	Will: 10	Move: 6 (Tunnel 2)
IQ: 4	Per: 10	Weight: 500-700 lbs.
HT: 13	FP: 13	SM: +1

Dodge: 9	Parry: –	DR: 2
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Claw (14): 2d+1 cut

Bite (14): 2d+1 cut (Reach 1)

Traits: Infravision; Semi-Upright; Temperature Tolerance 2; Tunneling 2; Wild Animal

Skills: Brawling-14

Habitat: Underground

Catachan Brainleaf

The Brainleaf is found native to Catachan and appears to be a small tree. It has a rudimentary animal brain with the lowest level of intelligence and appears to be able to control animals and humans through attaching its leaves to them. The leaves can float away from the tree for many metres using a wing-like undulation, but when they come into contact with a creature, the nerve bundles in the leaf attach themselves and grow throughout the victim's nervous system, effectively taking them over. The Brainleaf can then make use of the creature and its abilities.

Plant

ST: – **HP:** 1 **Speed:** –
DX: – **Will:** 10 **Move:** A2
IQ: 4 **Per:** 10 **Weight:** –
HT: – **FP:** – **SM:** -5

Dodge: – **Parry:** – **DR:** –

Traits: Dominance; Gliding

Habitat: Forest

Notes: Stats are for leaf. When leaf takes over victim, it controls the victim completely.

Catachan Devil

The Catachan Devil is a creature native to the Death World Catachan, but has been introduced into several other worlds. They are scorpion-like in appearance with a series of segmented body sections and pairs of legs terminating in a long tail with a poisonous barb, which curves forward over the creature's back. As Catachan Devils grow they develop more and more mid-sections and pairs of legs. A fully grown adult can have up to thirty sets of legs, reaching up to thirty metres in length.

The front legs of older male Devils become grossly enlarged, resembling scorpion claws.

It is also rumoured that they are the descendants of a long-lost Tyranid Vanguard organism that has effectively become feral.

Animal (Hybrid)

ST: 12 **HP:** 12 **Speed:** 6
DX: 12 **Will:** 10 **Move:** 6
IQ: 3 **Per:** 10 **Weight:** 100-200 lbs.
HT: 12 **FP:** 12 **SM:** 0

Dodge: 9 **Parry:** – **DR:** 5

Bite (12): 1d-2 imp + follow-up acid (1d-3, cyclic, 10 seconds) *

Traits: Insect; Wild Animal

Skills: Brawling-12

Habitat: Forest

Notes: * When bite penetrates armor, an acid dissolves the victims tissue until it is dead. The Catachan Devil lays its eggs inside the victim which hatch 4d hours later.

Cthellean Cudbear

The Cthellean Cudbear is a vicious carnivore originating from the Cthelle Death World. Its natural habitat is cool woodland and mountains, and its shaggy coat is ideal for keeping out the cold and wet. The same coat also gives the creature the appearance of a large, purple, excessively furry bear with gaping tooth-filled mouth and long rending talons. Cudbears are highly territorial and ruthless killers, and think nothing of attacking even large numbers of well armed troops.

Animal (Hybrid)

ST: 40 **HP:** 40 **Speed:** 6
DX: 12 **Will:** 10 **Move:** 6
IQ: 4 **Per:** 10 **Weight:** 1-2 tons
HT: 12 **FP:** 12 **SM:** 0

Dodge: 9 **Parry:** – **DR:** 5

Bite (12): 4d cut

Claw (12): 5d imp

Traits: Bloodlust; Semi-upright; Temperature Tolerance; Wild Animal

Skills: Brawling-12

Habitat: Forest

Grox

The Grox is a large, fast and aggressive reptilian animal originating from the Solomon system. When the system was absorbed into the Imperium, it was discovered the animal possessed many useful traits, such as the ability to survive in almost any environment and to thrive on even the most indigestible food. Grox meat itself is also extremely palatable and nutritious. Because of their value as livestock they have since been introduced to other worlds throughout the entire galaxy, so that the Grox is now the most common type of livestock animal throughout the Imperium.

The only drawback to the Grox is their aggressive and vicious temperament. They will usually charge any creature on sight, including other Grox. They are also large, fast and dangerous beasts, about five meters long and well-muscled. They are territorial and like their privacy, so attempting to herd Grox together would easily drive them into a rage. The solution used is to lobotomize most of the stock while keeping the breeding animals suppressed with electro-pulsers wired directly into their small brains. Even with these precautions accidents still happen, and Grox are usually kept on agri worlds and isolated from human settlements.

Animal (Hybrid)

ST: 25 **HP:** 25 **Speed:** 5.25
DX: 10 **Will:** 10 **Move:** 5
IQ: 4 **Per:** 10 **Weight:** 1 ton
HT: 11 **FP:** 11 **SM:** +2

Dodge: 9 **Parry:** – **DR:** 1

Trample (12): 3d cr

Traits: Bad Temper; Domestic Animal; Quadruped; Reduced Consumption (Cast-Iron Stomach)

Habitat: Plains

Venus Mantrap

A **Venus Mantrap** is named after the similar plant first found on Terra, the Venus Flytrap. It is identical to this plant in all but size, growing up to twenty or thirty metres high and being able to constrict and absorb a man-sized creature with no problem. They are most often found on steaming Death Worlds such as Catachan. The leaves are fashioned to end in 'teeth' which are activated by careless touching of the plant's sensitive hairs. The leaves then move around attack its new prey and most often it is unable to escape in time.

Plant

ST: 40

HP: 40

Speed: 5.5

DX: 10

Will: 10

Move: –

IQ: 1

Per: 10

Weight: 1-5 tons

HT: 12

FP: –

SM: +5

Dodge: –

Parry: –

DR: 4

Bite (12): 6 x 4d cr + follow-up acid (1d-4, cyclic 1 minute) *

Traits: Immunity to Metabolic Hazards; Injury Tolerance (Homogenous)

Habitat: Forest

Notes: * If attack is successful, victim is grappled and suffers from the follow-up damage.

TYRANIDS

The tyranids are one of the most prominent dangers of the Warhammer 40,000 world. They are essentially one huge hivemind creature that devours whole worlds. Being of extragalactical origin it is said that they have devoured all life in their homegalaxy, have crossed the distance to the milkyway and now inted to to the same to our galaxy. During the last millenium three hivefleets have tried to invade parts of our galaxy but so long they have been repelled.

Although a single tyranid is not a sapient creature the hivemind should be considered as having intelligence. It extends its control over all tyranid creatures in its fleet and is best compared to a gigantic beehive - on a galactic scale. Hiveships are the queens that give birth to all the bigger tyranid creatures. There are certainly worker tyranids which are of no consequence to the game and all the tyranids from the tabletop game belong to the warrior class.

TYRANID INVASIONS

A tyranid invasion and eventual consumption of a world follows three phases: infiltration, subjugation and consumption.

During the *infiltration* phase a vanguard of genestealers and lictors is brought to a world viable for consumption. They are landed by mycetic spores and probe the defences of the world.

The next phase is the *subjugation* phase, if the world is able to offer some resistance. This phase can be skipped if the world is not settled. However, most worlds that can support carbon-based life are settled. So, the planets defenders are assaulted by tyranid creatures of the warrior class.

The last phase of a tyranid invasion is the *consumption* phase. When all resistance of a world is overcome, more microscopic tyranid spores are released. They change the worlds atmosphere to a hothouse and accelerate flora and fauna growth. Ripper swarms then consume the biomatter which is collected in digestion pools. Then the collected biomatter is pumped offworld via capillary towers to the waiting hivefleet in orbit. Even atmosphere and seas are pumped offworld in this way, leaving behind a barren lifeless rockworld.

COMMON PROPERTIES OF TYRANIDS

The tyranid hive produces a variety of creatures with different layouts depending on their use, but the ones of interest to a roleplaying game have some things in common.

Body Layout

Tyranids are sixlimbed creatures. Those that can walk do so on two legs and have four limbs free to use as weapons (Genestealer, Gaunts, Carnifexes, Liktors). Others use two of the remaining limbs as wings (Gargoyles). A third kind has atrophied limbs and slithers across or burrows through the ground (Raveners, Trygons). Lastly some hover psychically over the ground (Zoanthropes, Malanthropes).

Tyranids have insectlike exoskeletons which give them extraordinary protection.

The Shadow in the Warp

The Hivemind of the Tyranids is psychic in nature, but on a slightly different "frequency". It disturbs the powers of psychics. This disturbance appears as a great shadow in their minds (hence the name). The larger the tyranid fleet and the closer it is the greater the disturbance becomes (a malus to use psychic powers).

In GURPS terms it is best modeled as *Psi-Static* with an *Area-Effect*. Simple tyranid creatures cause only a small area, synapse creatures a larger one. But the area of all creatures is added together to get the overall area of effect.

Synapse Creatures and Dependency

Simple tyranids (Gaunts, Gargoyles, Reavers) depend on the hive mind. They have *Slave Mentality* as long as they are inside the area of effect of the hive-mind. If they are outside, they try to get back inside and if they can't they start to behave as normal beasts or even hibernate. They *Psi-Static* has only *Area-Effect 1*, but it works only if they are within the hive-mind.

Other tyranids can act independently (Genestealers, Liktors, Carnifexes). Their *Psi-Static* also has only *Area-*

Effect 1 and works in the same way.

Synapse creatures (Tyrannid Warriors, Hive Tyrants) are an extension of the motherships hive-mind. The simple creatures try to reach them to get back into the hive-mind. Their *Psi-Static* has a large *Area-Effect*, specified in the creatures stats.

TYRANID CREATURES

The following creatures are the most likely candidates to be encountered during play. There are more tyrannid creatures, but they are beyond the scope of this work.

Gaunt

The Gaunt is the most common tyrannid creature encountered during the subjugation phase. He is the grund of the tyrannid force. There are two subtypes: Termagaunts (armed with a kind of biorifle) and Hormagaunts (close combat monsters).

Hormagaunt, Animal (Hybrid)

ST: 15 **HP:** 15 **Speed:** 6.25
DX: 14 **Will:** 8 **Move:** 8
IQ: 4 **Per:** 12 **Weight:** 400 lbs.
HT: 11 **FP:** 11 **SM:** 0
Dodge: 9 **Parry:** 9 **DR:** 5

Bite (15): 1d cut (Reach C)

Scythe Claws (15): 2d+1 cut (Reach 1)

Traits: Basic Move +2; Bloodlust; Semi-upright, Sharp Teeth, Extra Arms (Cutting Strikers with Swing Damage, 2), Extra Attack; Dependency: Hive-Mind; Supernatural Durability; Wild Animal

Skills: Brawling-15

Termagaunt, Animal (Hybrid)

ST: 15 **HP:** 15 **Speed:** 6.25
DX: 14 **Will:** 8 **Move:** 8
IQ: 4 **Per:** 12 **Weight:** 400 lbs.
HT: 11 **FP:** 11 **SM:** 0
Dodge: 9 **Parry:** 9 **DR:** 5

Bite (15): 1d cut (Reach C)

Fleshborer (15): 5d pi, Acc 5, Range 100/500, RoF 5, Shots Unlimited, Rcl 1

Traits: Basic Move +2; Bloodlust; Semi-upright, Sharp Teeth, Innate Attack: Fleshborer; Dependency: Hive-Mind; Supernatural Durability; Wild Animal

Skills: Brawling-15, Innate Attack 15

Gargoyle

Gargoyles are winged Termagaunts. They are also encountered during the subjugation phase, usually the first creature of a tyrannid force.

Animal (Hybrid)

ST: 12 **HP:** 12 **Speed:** 6.25
DX: 14 **Will:** 10 **Move:** A16
IQ: 4 **Per:** 12 **Weight:** 400 lbs.
HT: 11 **FP:** 11 **SM:** 0
Dodge: 9 **Parry:** – **DR:** 5

Bite (15): 1d cut (Reach C)

Fleshborer (15): 5d pi, Acc 5, Range 100/500, RoF 5, Shots Unlimited, Rcl 1

Traits: Basic Move +2; Bloodlust; Flight (Winged); Semi-upright, Sharp Teeth, Innate Attack: Fleshborer; Dependency: Hive-Mind; Supernatural Durability; Wild Animal

Skills: Brawling-15, Flight-16, Innate Attack 15

Genestealer

Genestealers are the tyrannids shock troopers and fierce combat mosters. But they are also infiltrators.

They land on planets years (even centuries) before the hive fleet arrives. Here, they start to infiltrate society by forming a genestealer cult. These cults consist of the original Genestealer (called patriarch), Hybrids and Brood Brothers. By biting a victim, a Genestealer infects it with its own genome and gets control over it. The offspring the victim now produces is a hybrid, a mixture of Genestealer and the host's race. These Hybrids can infect other victims themselves as well as interbreed. If only hybrids interbreed, the genestealer genome gets stronger and the fourth generation produced in this way will be purestrain Genestealers.

A Genestealer infestation takes a long time (several Generations) until new purestrains are born and hybrids are easily recognised. That's why they hide behind the cover of a cult. They are a dire threat to a planet because the Patriarch functions as a psychic beacon which attracts the hive fleet it came from.

The properties of hybrids vary largely by the host's race, so no stats for them are given below.

Sentient

ST: 20 **HP:** 20 **Speed:** 6.75
DX: 15 **Will:** 12 **Move:** 6
IQ: 8 **Per:** 12 **Weight:** 600 lbs.
HT: 12 **FP:** 12 **SM:** 0
Dodge: 9 **Parry:** 11 **DR:** 10

Bite (16): 1d+2 cut (Reach C), Follow-up Dominance (see description)

Rending Claws (16): 3d+2 (5) cut (Reach 1)

Traits: Bloodlust; Semi-upright, Sharp Teeth, Extra Arms (2x Innate Attack 3d+2 (5)), Extra Attack; Dominance; Supernatural Durability

Skills: Brawling-16

Lictor

Lictors are tyrannid infiltrators, but not as subtle as the Genestealer. They test a planets defenses in a more direct approach.

Animal (Hybrid)

ST: 40 **HP:** 40 **Speed:** 6.75
DX: 15 **Will:** 12 **Move:** 6
IQ: 6 **Per:** 12 **Weight:** 1 ton
HT: 12 **FP:** 12 **SM:** +1
Dodge: 9 **Parry:** 11 **DR:** 15

Scythe Claws (16): 7d-1 cut (Reach 2)

Rending Claws (16): 6d (5) cut (Reach 1)

Traits: Bloodlust; Semi-upright, Sharp Teeth, Extra Arms (2x Innate Attack 6d (5)), Extra Attack 2;

Supernatural Durability; Wild Animal
Skills: Brawling-16

Ravener

The Ravener is one of the unpleasant surprises the tyrannids had for the Imperium. Raveners burrow through the ground with astonishing speed, circumventing Imperial defenses and appearing in the back of the defending force.

Animal (Hybrid)

ST: 20 **HP:** 20 **Speed:** 6.5
DX: 14 **Will:** 10 **Move:** 6 (Tunnel 3)
IQ: 4 **Per:** 12 **Weight:** 2 tons
HT: 12 **FP:** 14 **SM:** +2
Dodge: 9 **Parry:** – **DR:** 15

Bite (16): 1d+2 cut (Reach C)

Scythe Claws (15): 3d+2 cut (Reach C)

Rending Claws (16): 3d+2 (5) cut (Reach C)

Traits: Bloodlust; Vermiform; Sharp Teeth, Extra Arms
5 (2x Innate Attack 3d+2 (5), 2x Innate Attack 1d+2),
Extra Attack 3; Supernatural Durability; Wild
Animal

Skills: Brawling-15

Ripper

Sometimes Rippers arrive before the subjugation phase has ended. They cannot be considered as warrior creatures. Their function is to consume biomatter and to process it. They don't distinguish between living and dead biomatter.

Animal (Hybrid)

ST: 10 **HP:** 10 **Speed:** 6.25
DX: 14 **Will:** 8 **Move:** 6
IQ: 3 **Per:** 10 **Weight:** 200 lbs.
HT: 11 **FP:** 11 **SM:** 0
Dodge: 9 **Parry:** 9 **DR:** 3

Bite (15): 1d cut (Reach C)

Traits: Biting ST +5; Vermiform; Sharp Teeth;
Dependency: Hive-Mind; Supernatural Durability;
Wild Animal

Skills: Brawling-15

CAMPAIGNS

The galaxy is a huge place, allowing for all kinds of adventurers. And if you consider to play a campaign in

an area before the age of the Imperium, everything is possible.

CAMPAIGN THEMES

The theme, or style, of the campaign will influence the choices for the character types being used. It will also depend on the mood you want to create for the campaign. Don't feel restricted to the examples below.

ESPIONAGE

With uncounted planets, the interests of local governors vary widely, sometimes contradicting each others. To protect these interests, they sometimes need spies and counterspies.

EXPLORATION

Although the Imperium extends almost across the entire galaxy, many portions of it remain unexplored. Over the course of the ages, colonies got lost or forgotten. Frontier zones remain uncharted and are ripe for exploitation.

Rogue Traders do a lot of exploration. They fulfill a vital role in the Imperium, acting as freelance explorers, merchants and sometimes as conquerors. They are licensed by the Adeptus Terra, free to explore the unknown reaches of the galaxy, making their own decisions about the things they discover.

Exploration in the Imperium is also done by the Explorator Fleets of the Adeptus Mechanicus. They are constantly searching for lost knowledge, new life forms and cataloging uncharted space. Research stations, explorer vessels and outposts are manned by Adeptus Mechanicus explorers.

INVESTIGATION

This type of campaign can be anything from private investigation to service in the Inquisition and can take place anywhere in the Imperium.

Adeptus Arbites makes the PCs officers of the Police forces of the Imperium. As *Adeptus Arbites*, they don't answer to planetary Governors, they are directly under the jurisdiction of the *Adeptus Terra* and have to uphold its law.

Inquisition. In the inquisition, the investigator has the greatest opportunities for his career, together with the greatest dangers awaiting him. He may not be an Inquisitor himself, more likely he will be of his retinue, but here, all kinds of characters can be mixed. *Dark Heresy* is the best source for this type of campaign.

Local Police makes the characters part of the local government, solving local crimes.

Private Investigation places the investigators on an Imperial planet to solve crimes, like it is done today.

MILITARY

Most basically, the team may consist of Imperial Guard rookies just entering army service. They get carried away from their home planet and get caught in greater events.

At the top of the ladder, the soldiers are of the *Adeptus Astartes*, getting the most dangerous assignments.

AREAS OF PLAY

A Warhammer 40,000 campaign does not necessarily have to play in the 41st millennium. Other areas of play are as interesting as the Age of the Imperium.

AGE OF IMPERIUM

This is the default area of play, the time of the official Tabletop Game. The area begins after the defeat of Horus (c. 31,000) and covers a period of 9 millennia.

HORUS HERESY

This area begins with the Emperor's unification of earth and the great crusade. It ends with the defeat of Horus. It covers a period of about a millennium.

The campaign can play at any time in this period

with very different flavors.

Unification: The campaign takes place on Terra and the party can even fight directly beside the Emperor, although he didn't bear that title at this time. The GM has to make everything up by himself, because there's only very few information about this time.

Crusade: Here, the group can participate in the greatest campaign of the Warhammer 40,000 universe. It can be a little bit like an exploration campaign, because the galaxy has to be rediscovered by mankind, but the focus will be on the military aspects.

Heresy: The Horus Heresy is the greatest story of the Warhammer 40,000 universe. It offers great opportunities for roleplaying, getting caught in the events on either side can be thrilling.

ANCIENT HISTORY

If a campaign in ancient history is played, the GM has to make up most things by himself, but in return, he has the freedom to do everything as he likes.

In the *Age of Strife*, as mankind is separated in space and besieged by aliens, the protagonists have to fight for survival.

The *Age of Technology* is marked by the rise of mankind and its conquest of the galaxy. It is the time of the original exploration of the milky way. The explorers can meet Orks, Eldar and more exotic aliens for the first time.

CROSSOVER CAMPAIGNS

Warhammer 40,000 does not have to be restricted to its canonical universe. With more than 150 GURPS worldbooks in existence, there are a lot of opportunities for an imaginative GM to make his vision of Warhammer 40,000 come true. But there are more (Game-)worlds to explore.

Transhuman Space

Transhuman Space plays in a time in which mankind has not crossed the borders of the solar system. That area is the *Age of Terra* in the Warhammer 40,000 timeline.

Battletech

Although this is a completely different game, both can be mixed and still make sense.

Another wave of exploration of space starts after the threat of the clans is repelled and first alien species (Orks or Eldar) are discovered.

Or the Inner Sphere is one lost human culture and is now rediscovered by the Imperium. How will they be treated by the Imperium and how will they react?

GURPS Vampire, Werewolf and Mage

The world of Warhammer 40,000 is also a world of mystery. What if Vampires, Werewolves and Mages still existed in this distant future? Vampires thrive in the makropoles of the Imperium. Werewolves try to find planets where they could live close to nature. And mages still pull the strings from behind.

Vampires can be deeply rooted in human history. What if the Emperor is identical to Cain? Then, the vampires would be his first experiment with superhumans gone wrong.

The deep umbra is identical to the warp and the werewolves are secret protectors of mankind from the creatures of the warp.

Werewolves and vampires would also worthy adversaries for space marines.

And what relation would mages have with psykers? Is their magery different from psykery? Was the Emperor one of the technomancers trying to enlighten mankind with the truth of science?

GURPS Alternate Earth & Alternate Earth 2

These two books function as backdrops for lost human colonies. Just ignore the earth maps. Or they represent alien cultures.

GURPS Black Ops

GURPS Black Ops can work as a source- and ideabook for the Inquisition. Also, as well as the Black Ops, the Inquisition always has the latest state-of-the-art equipment at its disposal.

The rigorous training of the Black Ops is also as hard as a space marines and can be used if the becoming of a space marine is played out.

GURPS Ogre

This can also be a lost colony of humans, or a new alien species. Just replace the humans with the alien species.

GURPS Reign of Steel

In this world, the machines have taken control over the world. What would happen, if such a world was rediscovered? Would the Imperium intervene or would the machines spread their reign?

GURPS Traveller

The *GURPS Traveller* books give good advice how things run in a vast empire. Though the Imperium is much different in many respects, there are still similarities.

CAMPAIGN IDEAS

Here are some ideas that can be the root for an adventure or a whole campaign.

Rebellion

The Imperium is not a benevolent, goodwill state. In fact, it's cold, bureaucratic and unforgiving.

A world or even a whole sector has decided for itself that it does no longer want to be part of that Imperium.

The style of this campaign depends on which side the players are on. If they are loyal to the Imperium it's straightforward, but if they belong to the separatists this campaign can be played out like *Star Wars* during the rebellion area.

Stargate 40K

During the Age of Strife, as all Space travel has

broken down, an entrance to the Eldar Webway is discovered on earth. Now brave travellers try to find out what happened to humanity elsewhere in the galaxy.

The players are part of a team that is sent to learn of the fate of humanity. This can be played out as the *Stargate* television series with a 40K twist.

At this time the galaxy is drowned in chaos (no, not Chaos) and human worlds are under siege from alien invaders such as orcs and daemons. This is also the time of the slow downfall of the Eldar and at the end it sees the birth of Slaanesh.

CONVERSIONS

This chapter offers rules to convert player characters from *Dark Heresy* and creatures from the tabletop to

GURPS as well as guidelines to use tabletop components in *GURPS WH40K Conversion*.

WARHAMMER 40,000 ROLEPLAY CONVERSION

If you want to convert an existing character from *Dark Heresy* or *Rogue Trader* to *GURPS* use the following rules.

BASIC ATTRIBUTES

Basic Characteristics Strength, Toughness, Agility and Intelligence are the equivalent of *GURPS* attributes.

Strength

Strength is handled differently than other characteristics. To keep in line with the tabletop conversion, use the following table. For strength above 50% use the formula $ST = SB \times SB$.

Strength Characteristic [%]	GURPS Strength
1 – 7	0
8 – 12	1
13 – 15	2
16 – 18	3
19 – 21	4
22 – 23	5
24 – 25	6
26 – 27	7
28 – 29	8
30	9
31 – 32	10
33	11
34 – 35	12
36	13
37 – 38	14
39	15
40	16
41	17
42 – 43	18
44	19
45	20
46	21
47	22
48	23
49	24
50	25

Dexterity

Agility converts to *GURPS* DX. By comparing the remarks in *Dark Heresy* (see p.23) with B14 the following table was developed.

Agility	GURPS DX
10 – 15	6 or less

16 – 20	7
21 – 25	8 – 9
26 – 30	10
31 – 35	11
36 – 40	12
41 – 45	13
46 – 50	14
51 – 55	15
56 – 60	16
61+	17 or more

Intelligence

Intelligence converts to *GURPS* IQ. Use the table for Agility.

Health

Toughness converts to *GURPS* HT. Use the table for Agility.

SECONDARY ATTRIBUTES

Since Secondary Attributes are derived from Basic Attributes in *GURPS* but Willpower and Perception are Primary Characteristics in *Dark Heresy* these two need specific mentioning here.

Will

Look up the percentile value for Willpower in the Agility table and find the corresponding *GURPS* value. This is the *GURPS* Will. Buy Will to get this value.

Perception

Look up the percentile value for Perception in the Agility table and find the corresponding *GURPS* value. This is the *GURPS* Perception. Buy Perception to get this value.

WEAPON SKILL AND BALLISTIC SKILL

In *Dark Heresy*, weapon skills are not bought separately. It is only distinguished between melee weapons (Weapon Skill) and ranged weapons (Ballistic Skill). In addition, a character in *Dark Heresy* must have a “Weapon Training” talent to use weapons.

Look up percentile values for Weapon Skill and Ballistic Skill and find the corresponding *GURPS* values in the Agility Table. Buy weapon skills for weapons where the character has the talent for to the indicated

skill levels.

SKILLS

Some skills in *Dark Heresy* translate directly to their *GURPS* equivalents, but others need specific mentioning. See notes below.

To find the point cost for a skill, translate the level with the Agility Table, then find the point cost needed in the Skill Cost Table on B170.

Dark Heresy Skill	GURPS Skill
Acrobatics	Acrobatics
Awareness	Perception <i>Attribute</i>
Barter	Merchant
Blather	Fast-Talk
Carouse	Alcohol Tolerance <i>Perk</i>
Charm	Enthrallment
Chem-Use	Chemistry
Ciphers	Sign Language
Climb	Cimbing
Command	Leadership
Common Lore	Area Knowledge
Concealment	Stealth
Contortionist	Escape
Deceive	Acting
Demolition	Explosives
Disguise	Enthrallment
Dodge	See note
Drive	Driving
Evaluate	Connoisseur
Forbidden Lore	Occultism
Gamble	Gambling
Inquiry	Streetwise
Interrogation	Interrogation
Intimidate	Intimidation
Invocation	Autohypnosis
Lip Reading	Lip Reading
Literacy	See note
Logic	Mathematical Ability <i>Advantage</i>
Medicae	See note
Navigation	Navigation, see note
Performer	See note
Pilot	Pilot, see note
Phyniscience	Thaumatology, see note
Scholastic Lore	See note
Scrutiny	See note
Search	See note
Secret Tongue	See Note
Security	Traps
Shadowing	Shadowing
Silent Move	Stealth
Sleight of Hand	Sleight of Hand
Speak Language	See note
Survival	Survival, needs specialization
Swim	Swimming
Tech-Use	See note
Tracking	Tracking
Trade	See note
Wrangling	See note

Notes on Skills

Skills with additional conversion notes are listed under their Dark Heresy names. Only skills which can't be translated on a one-to-one basis are listed below.

Dodge

Dodge has no direct equivalent in *GURPS*. To simulate your ability to dodge in this way use the rules for *Acrobatic Dodge*, B375, if the GM permits. Then *Acrobatics* is used.

Literacy

To be able to read the languages you can speak you have to buy literacy separately if it has a different alphabet. It is assumed that you can read/write your native language. See B24.

Medicae

Medicae encompasses several skills, mainly *First Aid* and *Physician*. Other skills that may be useful are *Diagnosis*, *Electronics Operation (Medical)*, *Expert Skill (Epidemiology)*, *Pharmacy*, *Physiology*, *Poisons* and *Surgery*.

Navigation

This skill has to be bought separately for every specialization.

Performer

Performer is a group of skills: *Dancing*, *Makeup*, *Musical Instrument*, *Performance* and *Singing*.

Pilot

This skill has to be bought separately for every specialization.

Phyniscience

In *GURPS*, this is a spell. Use *Mage Sight*, *Mage Sense* or other *Knowledge Spells*.

Scholastic Lore

This is a group of skills. The following skills are specifically mentioned in *Dark Heresy*: *Administration*, *Astronomy*, *Biology (Zoology)*, *Chemistry*, *Cryptography*, *Heraldry*, *History*, *Law*, *Mathematics*, *Occultism*, *Philosophy*, *Religious Ritual*, *Strategy*, *Tactics* and *Theology*.

Scrutiny

This Skill is represented by *Body Language* and *Detect Lies*.

Search

Perception is used to search for general Objects, *Traps* to find trap devices and *Search* to search people, baggage and vehicles.

Secret Tongue

Secret Tongues are learned as any other language. See B23.

Speak Language

This is an advantage per Language you can speak. See page 9 and B23 for details on languages.

Tech-Use

The new *Expert Skill (Technology)* is used to determine which skill has to be used. After that, use one of the following skills: *Armoury*, *Computer Operation*, *Electrician*, *Electronics Operation*, *Electronics Repair*, *Machinist* and *Mechanic*.

Trade

This is a group of skills. The following skills are

specifically mentioned in *Dark Heresy: Armoury, Artist, Cartography, Cooking, Farming, Forgery, Fortune-Telling, Market Analysis, Masonry, Pharmacy, Professional Skill (Embalming), Professional Skill (Mining), Prospecting and Smith.*

Wrangling

This skill is a combination of *Animal Handling* and *Riding*.

TALENTS

Some Talents in *Dark Heresy* translate directly to their *GURPS* equivalents, but others need specific mentioning. See notes below.

Some Talents are simply of no use in *GURPS*. Those Talents are marked as “Not Applicable”.

Dark Heresy Talent	GURPS Advantage
Air of Authority	Charisma
Ambidexterous	Ambidexterity
Armour of Contempt	Indomitable, see note
Arms Master	Weapon Master
Assassin Strike	See note
Autosanguine	See note
Basic Weapon Training	See note
Battle Rage	Berserk
Berserk Charge	Not Applicable
Binary Chatter	Empathy, see note
Blademaster	Weapon Master
Blind Fighting	Blind Fighting <i>Skill</i>
Bulging Biceps	Not Applicable
Catfall	Catfall <i>or</i> Acrobatics <i>Skill</i>
Chem Geld	Indomitable
Cleanse and Purify	Liquid Projector <i>Skill</i>
Combat Master	Whirlwind Attack <i>Technique</i>
Concealed Cavity	Hidden Compartments, UT211
Corpus Conversion	Not Applicable
Counter-Attack	Not Applicable
Crack Shot	Not Applicable
Crippling Strike	Pressure Secrets <i>Skill</i>
Crushing Blow	Power Blow <i>Skill</i>
Dark Soul	Not Applicable
Deadeye Shot	Not Applicable
Decadence	Alcohol Tolerance <i>Perk</i>
Deflect Shot	Parry Missile Weapons <i>Skill</i>
Die Hard	Hard to Kill
Disarm	Disarming <i>Technique</i>
Discipline Focus	See note
Disturbing Voice	Disturbing Voice <i>Disadvantage</i>
Double Team	Not Applicable
Dual Shot	Dual-Weapon Attack
Dual Strike	Dual-Weapon Attack
Electrical Succor	Not Applicable
Electro Graft Use	Neural Jack, UT217
Energy Cache	See note
Exotic Weapon Training	See note
Favoured by the Warp	See note
Fearless	Fearlessness
Feedback Screech	See note
Ferric Lure	Telekinesis, see note
Ferric Summons	Telekinesis, see note
Flagellant	Vow <i>Disadvantage</i>

Foresight	Common Sense
Frenzy	Berserk
Furious Assault	Whirlwind Attack <i>Technique</i>
Good Reputation	Reputation
Gun Blessing	Armoury: Small Arms <i>Skill</i>
Gunslinger	Dual-Weapon Attack <i>Technique</i>
Hard Target	Not Applicable
Hardy	Damage Resistance 1
Hatred	Intolerance <i>Disadvantage</i>
Heavy Weapon Training	See note
Heightened Senses	Acute Senses
Hip Shooting	Gunslinger
Independent Targeting	Not Applicable
Insanely Faithful	High Pain Threshold
Into the Jaws of Hell	Charisma
Iron Discipline	Charisma
Iron Jaw	High Pain Threshold
Jaded	Unfazeable
Leap Up	Not Applicable
Light Sleeper	Light Sleeper
Lightning Attack	Not Applicable
Lightning Reflexes	Basic Speed <i>Secondary Attribute</i>
Litany of Hate	Not Applicable
Logis Implant	Computer Implant, UT215
Luminen Blast	See note
Luminen Charge	Not Applicable
Luminen Shock	See note
Maglev Grace	Flight
Maglev Transcendence	Flight
Marksman	Not Applicable
Master Chirurgeon	Surgery <i>Skill</i>
Master Orator	Public Speaking <i>Skill</i>
Mechadendrite Use	Not Applicable
Meditation	Meditation <i>Skill</i>
Melee Weapon Training	See note
Mental Fortress	Not Applicable
Mental Rage	Not Applicable
Mighty Shot	Not Applicable
Mimic	Mimicry
Minor Psychic Power	Not Applicable
Nerves of Steel	Will <i>Secondary Attribute</i>
Orthoproxy	Not Applicable
Paranoia	Paranoia
Peer	Savoir Faire <i>Skill</i>
Pistol Training	See note
Power Well	See note
Precise Blow	Pressure Secrets <i>Skill</i>
Prosanguine	Regeneration, see note
Psy Rating	Psykery, see p. 9
Psychic Power	See note
Quick Draw	Fast-Draw
Rapid Reaction	Combat Reflexes
Rapid Reload	Fast-Draw (Ammo)
Resistance	Resistant
Rite of Awe	See note
Rite of Fear	See note
Rite of Pure Thought	Killjoy <i>Disadvantage</i>
Sharpshooter	Not Applicable
Sound Constitution	Hard to Kill
Sprint	Running <i>Skill</i>
Step Aside	Enhanced Dodge 1
Street Fighting	Not Applicable

Strong Minded	Magic Resistance
Sure Strike	Pressure Points
Swift Attack	Whirlwind Attack <i>Technique</i>
Takedown	Pressure Points <i>Skill</i>
Talented	Talent
Technical Knock	Talent (Artificer)
Thrown Weapon Training	See note
Total Recall	Eidetic Memory (Photographic)
True Grit	See note
Two-Weapon Wielder	Dual-Weapon Attack <i>Technique</i>
Unremarkable	Not Applicable
Unshakeable Faith	Fearlessness
Wall of Steel	Not Applicable

Notes on Talents

Talents with additional conversion notes are listed under their Dark Heresy names. Only Talents which can't be translated on a one-to-one basis are listed below.

Armour of Contempt

This talent is represented by *Indomitable* with *Trigger -40%* limitation.

Assassin Strike

Assassin Strike is represented by *Acrobatics* skill.

Autosanguine

Autosanguine consists of the ability of *Regeneration (Slow)* and *High Pain Threshold*.

Basic Weapon Training

Basic Weapon Training is not applicable in GURPS, since every weapon has its own skill.

Binary Chatter

This is *Empathy* with *Limitation: Machines Only - 60%* for 5 Points. It only gives +3 to *Computer Hacking*, *Computer Operation* and *Computer Programming*.

Discipline Focus

Add more points to Spells.

Energy Cache

Invest more points in Innate Attacks.

Exotic Weapon Training

Exotic Weapon Training is not applicable in GURPS, since every weapon has its own skill.

Favoured by the Warp

Psyker works different in GURPS, see *Psychic Powers*. Take *Increased Threshold* or *Rapid Magical Recovery* from *GURPS Thaumatology* instead.

Feedback Screech

The *Sonic Stun* power (P140) emulates this talent.

Ferric Lure & Ferric Summons

Telekinesis with *Limitation: Metallic Objects only - 30%* represents this talent.

Heavy Weapon Training

Heavy Weapon Training is not applicable in GURPS, since every weapon has its own skill.

Lumines Blast

Innate Attack: Call Lightning, P139, available only for Adeptus Mechanicus. The character must have cyberwear to have this attack.

Lumines Shock

Innate Attack: Arc, P139, available only for Adeptus Mechanicus. The character must have cyberwear to have this attack.

Melee Weapon Training

Melee Weapon Training is not applicable in GURPS, since every weapon has its own skill.

Pistol Training

Pistol Training is not applicable in GURPS, since every weapon has its own skill.

Power Well

One more level of *Psyker*.

Prosanguine

Regeneration, only available for Adeptus Mechanicus.

Psychic Power

Additional psychic Spells.

Rite of Awe or Fear

Innate Attack: Sonic Stun, P140, available only for Adeptus Mechanicus. The character must have cyberwear to have this attack.

Thrown Weapon Training

Thrown Weapon Training is not applicable in GURPS, since every weapon has its own skill.

True Grit

This is a combination of *Hard to Kill* and *High Pain Threshold*.

TRAITS

Some Traits in *Dark Heresy* translate directly to their *GURPS* equivalents, but others need specific mentioning. See notes below.

Some Traits are simply of no use in *GURPS*. Those Talents are marked as "Not Applicable".

Dark Heresy Trait	GURPS Advantage
Amorphous	See note
Armour Plating	Damage Resistance
Auto-stabilised	Not Applicable
Bestial	Bestial <i>Disadvantage</i>
Blind	Blindness <i>Disadvantage</i>
Brutal Charge	Not Applicable
Burrower	Tunneling
Crawler	Vermiform <i>Meta-Trait</i>
Daemonic	Spirit, see note
Dark Sight	Dark Vision
Incorporeal	Astral Entity, see note
Fear	Terror
Flyer	Flight
From Beyond	Indomitable and Unfazeable
Hoverer	Flight: Gliding
Machine	Machine <i>Meta-Trait</i>
Mechanicus Implants	See note
Multiple Arms	Extra Arms and Extra Attack

Natural Armour	Damage Resistance
Natural Weapons	See note
Phase	Insubstantiality
Possession	Possession
Quadruped	Quadruped <i>Meta-Trait</i>
Regeneration	Regeneration
Size	Size Modifier
Sonar Sense	Scanning Sense: Sonar
Soul-bound	Not Applicable
Stampede	Berserk
Strange Physiology	Injury Tolerance
Stuff of Nightmares	See Daemonic
Sturdy	Slippery
Toxic	See note
Unnatural Characteristic	See note
Unnatural Senses	Scanning Sense
Unnatural Speed	Basic Move
Warp Instability	Susceptibility
Warp Weapons	Innate Attack

Notes on Traits

Talents with additional conversion notes are listed under their Dark Heresy names. Only Talents which can't be translated on a one-to-one basis are listed below.

Amorphous

This is a combination of *Injury Tolerance: Homogenous, Invertebrate, Shrinking 1, Stretching 1* and halve *Basic Move*.

Daemonic and Incorporeal

A Daemon or Incorporeal being is a *Spirit* (see Spirit Meta-Trait, B263) with added *Vulnerability: Psykery*.

Mechanicus Implants

The Cyber-Mantle is the basic Tech-Priest Implant and works like the Magery advantage for Machine spells only. See Powers chapter, p. 17. It also includes the Disadvantage *Electrical*.

The Potentia Coil stores fatigue points, generated by the Electoo Inductors, usable only for Machine spells.

The Electro-Graft is a Cyber-Interface.

The Respirator Unit grants the advantage *Resistant to Toxins (+3, Airborne only) [5]*. It also gives the Disadvantage *Disturbing Voice*.

Electoo Inductors can be used to cast Machine spells.

The Cranial Circuitry, finally, is a series of mental disadvantages like *Callous, Clueless* and *No Sense of Humor*.

Natural Weapons

Natural Weapons can be *Claws, Constriction Attack, Innate Attack, Striker* or *Teeth*.

Toxic

Toxic is a follow-up damage of a natural attack.

Unnatural Characteristic

An unnatural characteristic in *GURPS* is just more levels of the respective attribute.

WARHAMMER 40,000 TABLETOP CONVERSION

This section offers guidelines to translate the tabletop stats into roleplaying ones. Translations are very rough.

BASIC ATTRIBUTES

Only strength in GURPS has an equivalent in Warhammer 40,000. It is roughly $S \times S$ if S (GURPS) is over 10. The following table is used.

Warhammer 40,000 Strength	GURPS Strength
1	4 or less
2	4 – 8
3	9 – 15
4	16 – 24
5	25 – 35
6	36 – 48
7	49 or more

Dexterity and intelligence have no equivalents in Warhammer 40,000 and should be assigned a score based on the description of the creature.

Health can be derived from Toughness in Warhammer 40,000. It is roughly $T \times 3$, see the table below.

Warhammer 40,000 Toughness	GURPS Health
1	5 or less
2	6 – 8

3	9 – 11
4	12 – 14
5	15
6	16
7	17

SECONDARY ATTRIBUTES

Hit points are derived from strength in GURPS. They are also $W/10$ rounded down.

Will, perception and fatigue have no equivalent in Warhammer 40,000. Other secondary attributes are calculated with GURPS rules.

SKILLS

Weapon skill and ballistic skill are used to calculate GURPS weapon skills. Use the table below.

Warhammer 40,000 WS or BS	GURPS skill level
1	5 or less
2	6 – 9
3	10 – 12
4	13 – 16
5	17 – 20
6	21 – 24
7	25 or more

SPECIAL ABILITIES

Every combatant in Warhammer 40,000 has some

special abilities or special weapons. These are best translated on a case by case basis with common sense.

USING TABLETOP COMPONENTS

Several tabletop games are available that play in the Warhammer 40,000 universe that can be used to resolve certain combat situations.

GROUND COMBAT

Use *Warhammer 40,000* rules to solve large battles. For smaller skirmishes, the *Necromunda* rules are best used (available for free on <http://www.necromunda.com>). Convert the necessary attribute data with the rules above.

One thing to consider using tabletop rules is player character survival. In Warhammer 40,000, a human sized creature has one lifepoint. If it is disabled or takes damage, use the table below to apply damage.

Roll 1d	Effect
1	Flesh Wound: Character sustains 1d damage to a randomly determined hit location.
2-5	Down: Character receives a serious wound. 3d damage to a randomly determined location. This can incapacitate or even kill the character.
6	Out of action: Character is knocked out and wakes up later with $3 \times 2d$ damage on random locations. This can incapacitate or even kill the character.

SPACE COMBAT

Battlefleet Gothic (available for free on <http://www.games-workshop.com>) can be used to resolve very large space battles instead of using *GURPS Spaceships* rules.

The scale in *Battlefleet Gothic* is so large that turns are 10 minutes long. Players can engage in action or take casualties as described in *GURPS Spaceships*. Entire boarding actions can take place in one turn.