The Uplifting Primer is standard equipment for all soldiers within the Imperial Guard, and as such must be printed in such quantities as to allow equal distribution. However, the standard version – more than effective for the rest of the Imperium – has numerous errata and addendums that have no business being shown to the enlightened Guardsmen of the Cherubim Corps, despite a seemingly high degree of technical accuracy and common sense in many areas. We have struggled with this outdated publication for too long; thus, aside from standard checks for spelling and grammar accuracy, please make the following changes to the latest standard edition. As with all Needen-specific implementations, take the greatest care to ensure no further widespread distribution.

EXTRACTIONS

(1) All references to the Immortal Emperor as a god should be expunged or corrected.

(2) Similarly, all references to prayers and litanies as standard operations should be removed.

(3) Complete removal of the prayer book at the end: replace with either technical data or, if appropriate, additional quotes and inspirational stories.

ALTERATIONS (separated by chapter)

“Thought of the day” FOOTERS
Splendid concept: please review for propriety (religious aspects, devaluing life, etc)

FOREWORD:
Fine as is, please tone down religious aspects.

SOLDIER’S PARTICULARS/DEATH NOTICE:
Adjust for proper paperwork/notification numeration.
Chapter 1: PRINCIPLES & REGULATIONS:
Section 1: “This is an UPLIFTING Primer: make the service to the Guard sound more glorious and less like a death sentence.” · AO
Section 2: Strike mentions of heresy/worship/etc. Rewrite listings of punishments in tune with Cherubim norm.
Section 3: “Training and Guard Duty” is surprisingly sufficient in giving the generalities of non-combat practices.

Chapter 2: ISSUED ARMS, ATTIRE, APPARATUS & EQUIPMENT:
(to be added) Introductory note: The scientists and technicians of the Cherubim Guard are always on the lookout for the latest and greatest of equipment! You may, at any time, be issued new weaponry, armor or other items, either as a full deployment or for field testing. This is an honor, especially in an Imperium that likes to sit on its haunches atop the scattered remnants of ancient technology! Should you be part of these lucky few, additional instructions and information shall be given to you by your superiors.

Section 1: Normal editing of religious idolatry.
Section 2: Update with standard Cherubim armament: Needen-pattern lasgun, vibro-blade knife/bayonet, etc. See notes in Addendums.
Section 3: As above, update with our equipment; especially update with our style of rebreather and make notes of prototype power-field carapace armor. See Addendums.
Section 4: “Special equipment” listing of such items as mines, demolition charges and vox/comm units is sufficient. “Why couldn’t they have just stuck with the technical information like this!?” · AO

Chapter 3: IMPERIAL GUARD ORGANIZATION, STRUCTURE & BASIC BATTLEFIELD POLICY:
(no section specifics)
As this is designed solely for Needen soldiers, use our ranking structure; limit notations about priests, techpriests, psykers and abhumans as they do not comprise any portion of our armies and are unlikely to be encountered; all other sections (from map reading to formations to use of cover to basic sanitation and survival techniques) are fine as-is, save for normal religious/overactive Commissariat modifications.

Chapter 4: IMPERIAL GUARD ARMOUR & TANK RECOGNITION – AFFILIATED AND ALIEN VARIANTS:
Sections 1 and 2: General introduction to the nature of armored units and their uses are sufficient
Section 3: Note that Cherubim Hellhounds are noted as “Cerberus” pattern; they use Arclite fuel and will soon be outfitted with Needen-pattern structural fields.
Sections 4, 5, 6 and 7: basics of identification, stressing of “instinctive” ID, and descriptions of distinctive ID points and how to find “kill shot” sections are sufficient.
Section 8: Overall sufficient, make notes of Needen-specific modifications (differing weapon loadouts, etc.)
Section 9: Make note that the Ork vehicles tend to have tough armor plating; their ramshackle appearance is misleading, though they are more likely to have “kill shot” weak areas.
Section 10: Include illustrations of known Eldar standard patterns.
SECTIONS 11, 12: See Addendums.

Chapter 5: KNOW YOUR FOE (“HA! We already lost this patient, throw it out and start over” – AO)
All sections: SEE ADDENDUMS

Chapter 6: ELEMENTARY BATTLEFIELD MEDICAL INSTRUCTION
All sections: More than sufficient; make proper adjustments for outdated concepts (“humours”, etc.)

ADDENDUMS

CHAPTER 2:
**Needen-pattern lasgun:**
As with most technology developed or maintained on Needen, our patterns of lasguns are noticeably superior to standard Imperium grade. Enhanced power packs, energy efficiency and purity of crystal foci deliver substantially more power in each individual shot, as well as allow prolonged bursts and steady streams otherwise obtainable only by mounted or backpack-charged “Hellgun” variants. The only significant trade-offs are marginally greater weight, and the fact that Needen-pattern lasguns cannot interchange charge packs with other Imperial patterns; usually a negligible risk. Fortunately, all Cherubim Guardsmen who will be spending prolonged periods on Imperial-technology-based worlds will also be assigned an adapter so that these custom power packs can be recharged via standard sources.

**Particulars:**
Service Designation: M·G(N) short pattern lasgun  
Weight: 2.6 kg  
Length: 80-90 cm (depending on butt style)  
Type of fire: Single shot, fully automatic, constant beam  
Shots per minute (cyclical): 250  
Charge per magazine (constant use): 80 rounds, 30 seconds constant beam  
Sights: Adjustable back/front, optical/laser sights (optional)  
(As the Needen pattern is virtually identical to Imperial standards in all but specific mechanics, loading/unloading/stripping/cleaning can remain as-is, save for litanies)

**Pulse rifle:** (new addition, please include proper illustrations)

(i) **General introduction**
The majority of Imperial weaponry designated as “plasma” weaponry is incredibly destructive, designed for reducing heavy armor to smoking slag and piercing through even the densest fortifications. Needen-pattern pulse rifles are, by definition, plasma weapons, however their method of charging and firing is vastly different. Lifted from purloined Tau designs, amazingly reverse-engineered despite the Mechanicum’s stance that all Xeno technology is “abominable,” it uses canisters of compressed gas as fuel: small particles of the gas are hyper-energized within the reaction chamber and accelerated along the barrel via magnetic induction. This induction also encases the plasma “bolt” in a magnetic field, ensuring that the volatile energy does not dissipate before making contact with the target. Upon said contact the field disperses, and the ensuing electrical, heat and concussive force can be devastating on flesh under anything less than heavy armor: as few as two to three shots center-mass will guarantee a kill, while even one taken directly to the head will efficiently hollow out the target’s skull, and sustained fire will eat through any known personal armor in a relatively short time.

Imperial lasguns are extremely tough and durable: the Needen pattern pulse rifle can stand up to some degree of manhandling and misuse, but nowhere near the degree of a lasgun. There’s a reason that it does not come with a mounting bracket for a bayonet! Care should be taken to avoid direct impacts to the main chassis, as well as perpendicularly aimed damage to the butt, which houses both the priming chamber and the gas compressors. They should be able to handle the normal rough and tumble lifestyle of a front line soldier, but be sure to inspect for damage and misaligned parts when prudent.

As you well know, standard plasma weaponry is almost as dangerous to the user as to the enemy: it is relatively unstable especially under heavy usage: it vents excess heat and particulate buildup directly into the air: and its fragile state means that taking direct hits in battle almost guarantees that it will explode. Pulse rifles on the other hand incorporate many more safeguards and coolant systems: this means that they are weaker per shot, but have a higher rate of fire and a vastly lower chance of leaving you an accidental casualty. Still, pulse weaponry will likely only be given to officers and select squads as lasguns are far easier to produce and maintain. If you are assigned pulse weaponry, vigilant maintenance and cleaning is necessary (see included diagram,) but for your own sake do not attempt to disassemble the reaction chamber itself, or attempt to disengage it from the intakes in the butt! If you notice damage to it or your weapon malfunctions, ensure it is given to the properly trained technician for repairs.
(ii) Particulars:

- Service designation: N-P X2 Pulse Rifle
- Weight: 3.4 kg
- Length: 105 cm
- Magazine type: top-loading power cell
- Type of fire: 3-round burst, full automatic
- Rate of fire: 100 rounds per minute (full auto)
- Sights: Adjustable back and front sights, laser sight/optic feed (optional)

(iii) Loading and unloading

(a) Recharging the power cell

Pulse rifles with a cell that is charged to at least 50% will, to a small degree, recharge slowly when not in use: below this half-way point the rate of recharge begins to fall dramatically. The most efficient recharging practice is to use a standard Cherubim recharging station or an adapter for a standard Imperial power system: the interface is almost identical to the power packs used in the M·G(N) pattern lasguns, though the shape of the cell is such that they are not interchangeable.

(b) To load

Check the loading slot for any potential blockages. Insert the power pack – handle facing upwards and outwards – into the loading slot until it fits snugly in the bottom. A firm pat will ensure it is seated fully. Slide locking bolt fully forward, you will hear a snap followed by a click, and the power pack should be pulled down flush with the body casing. Once this occurs the power cell is engaged and you will hear the slight hum of the reaction chamber coming up to speed.

(c) To unload

Ensure the weapon is fully cycled down. Pull locking bolt to the rear of the rifle; a click followed by a slight snapping noise will show that the lock has been disengaged, and the cell will lift slightly from its slot. Grip the power cell from the top and pull firmly straight up. DO NOT DISCARD THE SPENT POWER PACK IF AT ALL POSSIBLE! They are still not in full mass production, and when you are issued the pulse rifle an exact count of the power packs will be taken. Any shortages will be treated with due scrutiny.

(iii) Stripping and assembling

(a) To strip

Ensure that the weapon is fully cycled down and that any power cell is removed. Remove all holding bolts from chassis and barrel. Remove the bottom of the front of the barrel first: this will allow you to remove the forward accelerator. Remove the barrel shroud by pulling slightly forward, then apart horizontally. To remove the barrel itself, pull forward to disengage the power coupling then rotate counter-clockwise (2 full rotations.) Remove any sighting element that may be installed by undoing holding screws and sliding free of clips. Finally, remove shield on top of the rifle’s butt and chassis.

When stripping your weapon, especially the barrel and accelerator, always be alert for any electrical discharge. A slight static spark is common, but if a significant or prolonged discharge is encountered, set the weapon down immediately and back away. The latent energy should quickly dissipate: if instead you notice continual sparking or an audible and increasing whine, put as much distance between you and the weapon as possible (or, if inside, either throw the weapon outside or evacuate the room,) as this indicates an incredibly rare but very dangerous overload!

(b) To assemble

Replace top shield along the butt and top of rifle and insert holding bolts. Replace any sighting elements as per unique instructions. Screw the barrel into place clockwise (2 full rotations) and push firmly into place: this will engage the power couplings to the magnetic accelerators. Bring both halves of the barrel shroud together, using holding bolts to ensure proper alignment, and press firmly into the casing; additional holding bolts will ensure it stays in place. Insert forward accelerator by sliding upwards into grooves at front of barrel and shroud. Finally, lock in the underside of the front of the barrel shroud. WHEN ASSEMBLING THE SHROUD, ENSURE THERE IS NO
FOREIGN ELEMENTS BETWEEN IT AND THE BARREL! This may cause clogging of the cooling and venting systems, potentially damaging the weapon and injuring the user.

(c) Cleaning and maintenance

The majority of the parts you will have access to are relatively low maintenance; however they must still be inspected for damage, wear and other technical issues whenever possible. The barrel shroud contains the venting and cooling systems, while the barrel itself contains the primary electromagnetic coils which propel the plasma bolt. When stripped, be sure to inspect the coils for signs of warping, cracking or other defects. The forward accelerator is what gives the bolt the final surge before exiting the barrel; ensure that power contacts are clean and undamaged and that it is clean and smooth inside. Similarly ensure that the inside of the barrel is free of debris or blockage; although most particulate matter would be disintegrated by the passing plasma bolt, significant buildup could disrupt the magnetic field and cause premature discharge, a fate no Guardsman would desire!

_Pulse carbine_ (new addition, please include proper illustrations)

The pulse carbine operates under the same technological principals as the pulse rifle as detailed above. However, the barrel is shortened and does not have a forward accelerator; the main chassis is also more sturdily reinforced. While this will somewhat decrease both the rate of fire and the long distance accuracy, it makes it an extremely valuable tool for stealth reconnaissance and forward assault troops that are likely to come within close range of the enemy. As such, carbines are also fitted with a mounting bracket for underslung weapon attachments, such as small flamers, grenade launchers, etc.

Care and maintenance of the Pulse Carbine is virtually identical to the rifle version; the only significant difference is that the magnetic accelerator coils are more tightly assembled and do not connect to a forward accelerator. As such, the cooling and venting elements are directly attached instead of in a removable shroud and require special maintenance procedures to safely remove. Ensure that all pulse carbines are returned to an attending technician when returning from prolonged operations, or if you encounter any difficulties.

- Service designation: N-P XC Pulse Carbine
- Weight: 2.7 kg
- Length: 80 cm
- Magazine type: Gas-particle canister
- Type of fire: single, 3-round burst, full automatic
- Rate of fire: 70 rounds per minute (full auto)
- Sights: Adjustable back and front sights, laser sight/optic feed (optional)

**Photon Grenade**

(i) General information

Photon grenades are another new addition to the Cherubim armory. They function not by concussive force or exploding shrapnel like normal frag grenades, but rather upon detonation they emit a brilliant burst of light across the entire spectrum, even into the infrared and ultraviolet spectrums, as well as an intense sonic shockwave. While still potentially lethal at point blank range, they are instead designed to disable an enemy's visual and auditory awareness, either temporarily or permanently. Such is the intensity of the burst that it will completely overload any audio/visual relay or recording devices within the affected area.

Due to the lower explosive content compared to frag grenades, photon grenades are safer to carry and handle. Care should still be taken to ensure no accidental discharge, as the concussive force of the sonic wave is still sufficient to cause serious injury or death at point blank range.

(ii) Using photon grenade in combat

As the photon grenade is primarily light and sound based in its attack, it is best used in close spaces or at night; in
bright daylight and the already chaotic noise of combat, its effective range is significantly diminished. Still, when using photon grenades, be sure to shield your eyes – or look away entirely – from the blast!

Ascertain the distance and direction of the enemy; if you must leave cover to do so, ensure as little of you is exposed as necessary, then quickly return to the hiding area. Upon judging the enemy’s distance and direction, ascertain the optimal positioning for placement of the grenade: for a tightly packed grouping, attempt to have the detonation occur at or near the center of the group; for a straight line (for instance a full frontal assault) land the grenade a short distance in front.

Twist the central band to set the timer between one and five seconds, if time allows, or on some models set to ‘impact’ for immediate detonation on contact. Pull the arming pin. Photon grenades, unlike frag grenades, do not have a priming lever: once the pin is pulled the timer has begun! Ensure that as soon as you pull the pin you are prepared to release. If friendly units are in potential range, be sure to shout “Photon!” before release.

As photon grenades are non-lethal, they are ideal for use in civilian areas or when targets to be secured (either rescue or capture) must be taken alive. They also vastly simplify clearing of buildings and bunkers: frag grenades may be stopped by ample cover, but the brilliant flash and shrieking crash of the photon burst will stun or disable anyone in a confined area long enough for a breaching party to enter and secure the area in the appropriate manner.

(iii) Using photon grenade as a booby trap

Despite the assault-oriented role that the Cherubim Guard most often employs, there shall be plenty of times when you will encounter a need to take defensive measures. Be it holding a point while waiting for reinforcements, defending a forward base or securing a priority target, your primary task will be to ensure the enemy never sets foot on your protected territory. Still, it never hurts to be prepared.

To use as a tripwire, set the timer to one second and affix the grenade to a tree, wall, archway, etc. using standard issue tape. Be sure to use as little tape as possible: despite the slight damage capability of the concussion of detonation, excess covering will minimize the flash burst. Tie standard issue wire or string in a tight knot around the pin, and securely tie the other end to ensure the wire is pulled tautly across a likely access or travel location. Optimal positioning is to have the wire be at a height between the ankle and mid shin to reduce detection: in areas of sufficient darkness or obscured vision, or if absolute necessity, a higher position can of course be used.

A simpler form of subterfuge is a simple ‘gravity trap.’ If a door is hinged, and opens inwards, be sure it is open only enough to allow you to place the grenade atop it without being allowed to fall. Set the timer to ‘impact’, set in place, then pull the pin. Congratulations, your trap is set! Ensure that any personnel in the area are aware of the trap and are informed to not use the rigged doorway.

Vibroblade

(i) General information

Although outwardly appearing to be a standard issue combat knife – and indeed they can be used in such a role – vibroblades are a unique construction among Needen’s warriors: no known Imperial army carries their like. They function by using a tiny motor located within the handle, activated by a single press of the triggering button beneath the hilt. This begins a sub-molecular-level vibration throughout the cutting blade, giving the weapon its name. This greatly increases the durability of the weapon as well as its ability to carve through even the toughest matter, and can even allow it to clash with lower grade power weapons and protective energy fields! Do not fret: the handle of the weapon is sufficiently padded that the minute vibrations will not affect your handling of it, and indeed tests and battlefield experience show that it will in fact enhance the accuracy of your swings.

(ii) Use in combat

A vibroblade is an invaluable part of your arsenal: no matter how deadly your ranged weaponry, there is ALWAYS a chance that the enemy shall close to melee range. As such, all Cherubim Guardsmen are given thorough instruction in both hand to hand and melee weapon fighting. The vibroblade handles just like any other edged weapon, but be sure to follow the following guidelines:

- Against an unarmored target, use broad, slicing motions to drag the cutting edge of the blade across your enemy.
- Against thinly armored targets (roughly equivalent to a standard Flak vest) a fast, stabbing attack is preferable.
When encountering heavy armor (solid metal or composite structure) it is best to make use of vulnerable points: joints, seams, noticeable damage, etc.

If for any reason the vibro-motor becomes inoperable, the nigh-monomolecular edge of the blade is still highly lethal. The piercing and defensive capabilities will be highly compromised, however, so be sure to turn it in for proper repair as soon as possible.

(iii) Care and maintenance

Always ensure that the blade is as clean as possible before returning it to its scabbard: blood, dirt, mechanical fluids or other potentially corrosive elements will tarnish and weaken the blade if left for prolonged periods of time. Fortunately, as long as proper maintenance and usage is observed, the cutting edge of the blade is likely to retain its sharpness well past the active career of the Guardsman to which it is assigned. Should the blade somehow become dulled, it is best to return it to a weapons technician for proper repair; however, using your assigned whetstone will bring about a usable degree of sharpness.

Grip the knife by the handle, cutting edge facing away from your body. Ensure that both the blade and the whetstone are slightly dampened with water before beginning; this will ensure that the stone glides smoothly and straightly. Beginning as closely to the hilt as possible, press the stone firmly against the blade and grind it down and away in a sweeping motion towards the tip. Apply three to five strokes per side with this technique before switching to the opposite; this ensures that the blade will be as evenly sharpened and balanced as possible.

Note: The vibro-motor's maintenance requires a set of incredibly fine tools that have no business being in an open battlefield. If you encounter any technical difficulty with the motor's function, turn the blade in to an on-duty technician at your earliest opportunity.

Mark V Rebreather

(i) General information

The Mark V rebreather provides all but total protection against airborne toxins, pollutants, chemicals and biological agents. In situations where you cannot gain access to a sealed suit, the rebreather will save your life! Drilling in proper wear and application is mandatory for all Cherubim, and each soldier should be able to secure a rebreather in an optimum time of five seconds from first alert.

Unlike many, bulkier forms of gasmasks or filtration systems, the Mark V rebreather contains a lightweight air canister on the underside of a plexiplas faceplate, resting preferably just below the chin. This allows greater mobility, speech clarity and range of vision, with a slight tradeoff of limited air supply and vulnerability. Still, with the filters installed, a Mark V will ensure perfectly breathable air for up to three hours and acceptably stale levels for an additional two to three hours afterwards. This should give plenty of time to weather or fall back from any unexpected situations: in situations where you are going into a permanently hazardous environment, proper equipment shall be issued beforehand. The standard air canister can be changed out very quickly, or replaced with a feed hose to a more long-term air supply.

(ii) Principles and usage

The Mark V rebreather gives near-total protection to any form of inhalant a Guardsman may encounter. It will, when properly worn, form a tight but comfortable seal around the face, from mid-forehead to the temples, down along the cheeks to the jaw line and chin. It is held in place by two adjustable elastek straps which wrap around the back of the head, allowing for more universal comfort and wearability.

In the instance of a gaseous attack, do all you can to hold your breath before putting on the rebreather! Even in the case of a visible gas there is a chance that trace amounts will evade your sight, so it is better to be safe than sorry. To put on the rebreather, make sure that the straps are up above the top of the mask portion and press it firmly against your face. Pull both straps up above your head to the back then pull firmly through the buckle to ensure the mask is sealed tightly against your face. Remove the safety tab from the air canister: a slight hiss as the seal breaks will indicate airflow has been achieved.

After the all clear is sounded, wash off your hands and face around the mask if possible before removing; residual traces of irritants could still be on your skin and clothing. If it is confirmed to be viral, do not remove your mask until you have reported for quarantine and cleansing!
Only remove your facemask without proper decontamination procedures if: the warning is confirmed as a false alarm; the hazard is known to have been cleared/escaped with no lingering residue; or you are deeply entrenched in combat, cannot withdraw, and your air supply is becoming toxic.

As with all atmospheric equipment, you should inspect it frequently for signs of cracks, peeling along the seals or other noticeable damage; also be aware during training exercises of audible hissing or any other sounds which may indicate a leak. If at all possible, attempt to never bring a damaged rebreather with you into combat; if the seal is compromised, you may as well be wearing nothing at all!

**Needen-pattern Phalanx Carapace Armor**

Carapace armor is significantly more durable and trustworthy than standard flak armor and helmets. Worlds all across the Imperium have developed it to varying degrees and with wildly varying designs. As the Cherubim Guard focus almost exclusively on assault roles, our standard issue gear is the Phalanx class carapace armor. It is constructed of lightweight alloy plates covering the chest, abdomen, back, shoulders and limbs of the soldier, with a tight fiber-mesh ‘body glove’ style suit connecting it all. This allows for the optimal blend of flexibility and defensive coverage.

The backpack is integrated into the suit, however for short-term assaults and patrols it can be left separate. This also allows it to be interchanged with additional atmospheric and/or power-source packs. All Phalanx class armors have minute armatures within the limb structure and along the spine: as well as additional stability and a slight (approx. 5%) increase in strength, this system’s primary benefit is a significant reduction in bodily stresses such as fatigue, over exertion and strain. It keeps the Cherubim doing what they do best: pushing harder, charging faster, and fighting longer than any other Imperial Guard regiment!

Furthermore, we are beginning implementation of a vast upgrade to our armor's protective capabilities. The Rosarius is an infamous piece of equipment, used only by the highest ranking members of the Ecclesiarchy, the Inquisition, and various military officers. We have not only reverse-engineered it but have cross-referenced it with the destructive fields of standard power weapons, creating a stability field encompassing the entirety of your carapace armor. This shall effectively block small arms fire – both physical and energy – as well as light to moderate physical impacts. Take note of the readouts on either your bracer display or helmet’s visor, however: the deflection or absorption of such attacks is taxing on the power cells and they will drain quickly.

**Phalanx Carapace Helmet**

The final unique element of the Phalanx armor is that the helmet can seal itself to the body suit undermesh. This provides an air-tight seal when the visor is lowered and the rebreather (comparable to the Mark V listed above) system is activated. For prolonged operations in dangerous environments, specialized backpacks with reduced carrying capacity but additional life support features and oxygen supplies will be provided.

The helmet provides better all-over coverage than a standard flak helmet, as well as built in vox comm systems and data interpreters. These data convey a host of battlefield information: vox or other signal tracking, friendly unit identification, air quality, suit power levels, military time, and so on. Despite this array of information, it is suggested that visors be lifted whenever not in combat or other hazardous situation: this will ensure that you do not accidentally use up any available air or power supplies.
(i) General information
Necrons make use of few land-base vehicles as such. Their heavy use of teleportation and surprise, as well as their seeming near-invincibility, mean that the normal needs of armor in speed and protection are almost nonexistent. As it is, their “living metal” bodies blur the line between machine and infantry further. However, there are several patterns confirmed from altercations.

(ii) **Destroyers** are fast-attack raiders. They are easily identifiable as the upper half of a Necron body fused to a hovering platform with a flat front and underside, and an elongated body coming to a rounded tip in the rear. While their speed makes them a more difficult target to hit than normal Necrons, they seem to be more lightly built or have more delicate systems, as they are less likely to reanimate themselves than their walking brethren.

(iii) **Tomb Spyders** seem to be based off of a similar anti-grav platform as the Destroyers. However, rather than an uplifted torso, a large but crude “head” is mounted on the front, and the overall form has an arachnoid shape of eight legs hanging from the body and two long arms with vicious claws. Fortunately they usually stay out of or to the rear of combat, maintaining Necron technology, but on the battlefield they have been seen retrieving or repairing Necron infantry for immediate return to combat; this makes Spyders priority targets when spotted.

(iv) **Scarabs**, at first, seem little more than an annoyance. Only a half-meter in size or less, it is the fact that they appear in swarms – from dozens to millions – that make them a threat. They have viciously sharp claws that can tear through most armor and their hovering nature allow them to bob and weave with great agility, adding to the already difficult task of hitting such small, fast targets. Use of flamers and explosives is recommended, and in large and dense enough swarms they can be bombarded by heavy ordinance.

Section 12

**VEHICLE RECOGNITION – TAU PATTERNS**

(i) General information
Tau vehicles, like their infantry, tend to be lighter and faster than their Imperial counterparts, though heavier and more damaging than the Eldar. They also make near-exclusive use of anti-grav skimmer technology, meaning that buried mines and ground traps are highly ineffective.

(ii) **Devilfish** are the Tau troop transports. Like most Tau land vehicles they have a low front which swoops up towards the back where the primary drive engines are located. Given their troop-carrying capability they have a chassis, but only light weapons mounted on the front sponsoons.

(iii) **Skyray missile gunships** and **Hammerheads** are the heavy-attack vehicles of the Tau armada. They are both built off the Devilfish chassis, much as the venerable Chimera is the foundation of many Imperial designs. As the name implies, the Skyray features two large missile arrays mounted on a turret placed between the engines. The Hammerhead features the same turret, but armed with a massive Ion Cannon or Railgun. These two vehicle designs are extremely dangerous to massed infantry and heavy armor targets, respectively.

(iv) **Drones** are semi-autonomous constructs used by Tau infantry and armor alike. Overall structure is similar to a mushroom, or flat and wide-brimmed hat, usually armed with either one or two weapons, or a “marker” light to aid in their aim. They are very lightly armored, likened by some to targets on a shooting range, but their weaponry can be quite effective especially en masse, and their speed and small size make for excellent scouts. If they are encountered alone, destroy immediately and report to your superiors that a Tau force is in the area and attack is likely imminent.
(i) General information

Orks are the most prevalent non-human species in the galaxy. Like an infestation of insects they build their numbers with shocking speed, spilling into Imperial lands and travelling world to world looking for little more than a “good fight” and resources to plunder. They are greedy, unkempt, barbaric monstrosities, and are among the more dangerous threats you will likely face on the battlefield. Orks, on average, stand taller than the average human, and the bigger ones can possess strength enough to rival full-fledged Astartes warriors.

The one positive to fighting Orks is that, individually, they are prone to cowardice and panic when faced with great odds. The overwhelming negative is that the only time you are likely to encounter an individual Ork is after you have neutralized all the other Orks in the area. They are an incredibly violent species, engaged only in fighting and preparing for the next fight; when they have no other opponents they will quickly turn in upon themselves. For all this fractious infighting, however, once their attention is turned to a common foe (in this case, you) the only conflicts will be to see who has the greatest show in the battle.

If you find yourself facing an Ork horde, or ‘Waagh!’ as they are known, keep your wits about you and do not panic! The Orks, though crafty in their own way, as a whole are much less intelligent than humans, and their ramshackle equipment is no match for the precision-crafted Imperial gear which you carry. Use it to its full effects and cut down your enemy to the last, but never underestimate his determination or his numbers; the Imperium is littered with fortresses and indeed entire worlds which have fallen to Ork hordes breaching their defenses by literally climbing a mountain of their own dead.

Orkoid technology appears ramshackle, and long distance reconnaissance indeed seems to prove that much of their fortifications, armor and vehicles seem to be little more than large chunks of scrap metal and raw materials strapped, beaten, riveted and melted together. The fact that it works at all, let alone with the level of effectiveness with which it does, defies explanation. Some claim it is a gestalt psychic field which is embodied within every member of an Ork warband; others seem to think that some Orks are somehow born with an instinctive, if unique, understanding of their primitive rugged science that baffles the refined minds of the Imperium. Whatever the reason behind its construction, however shambolic an Orkoid armored front may be you should spare no might in reducing it to the scrap from which it came.

Often times, you will here the species referred to as “greenskins,” for obvious reasons. This is because, besides the Orks, there are two prominent offshoots of the species known as Gretchins and Squigs, which shall be discussed in greater detail below.

(ii) Warboss

You will almost always be able to spot a Warboss among a horde of Orks. They are invariably the largest and strongest of their kin, and will almost always have the most armor and biggest weapons, or be riding on the most monstrous of vehicles. The Orks tend to also be somewhat more cunning and intelligent than their subordinates, as it takes more than just base strength to survive in battle long enough to achieve such status.

Strive to eliminate a Warboss as quickly as possible; not only will this be a devastating blow to enemy morale and tactical ability, but the Warboss himself is often the single most dangerous element on the field of battle! It is not uncommon to see them armed with massive power weapons and claws which can devastate entire squads in close combat, or immense cannons that will indiscriminately tear through Guardsmen like so much paper. The faster the Warboss falls, the greater your chance of survival and ultimate victory.

(iii) Nobs

Nobs are the elite of the Greenskin horde, heavily armed and armored, and are as often found bullying their smaller subordinates and screaming orders at them as they are fighting in the trenches. Make no mistake though: Orks grow not
only as they age but through the sheer adrenaline of combat, and anyone large and influential enough to become a Nob has shown his fury in battle quite often. They will often be at, or near, the front of an advance, their more cowardly comrades hiding behind their armor plated bulk; show them how little their armor means when faced by Needen’s finest!

(iv) Boys
The “Boys” are the rank and file of an Orkoid offensive. They are armed with crude chopping and stabbing weapons as well as heavy stubber pistols and machine guns; normally they go to battle with little (if any) armor, relying only on their tough hides and a few scrap bits for protection. What they lack in sophistication of equipment, however, is more than made up for by their sheer numbers and raw brutality, and even common Boys are more than a match for most Guardsmen in one on one melee brawls.

Fortunately, they are also more prone to having their spirit broken by overwhelming shock tactics and the death of their commanders than the larger Nobs, and have little to no organizational skills of their own. Use this to your advantage! Cut the head off the snake, and finish the rest while they scramble to get themselves together!

(v) Gretchin and Snotlings
Among the teeming hordes of the Orks are smaller, wiry creatures called Gretchins. While they share certain characteristics with their larger cousins (short legs, long arms with grasping hands, oversized heads) they are only half their size or shorter, with long, pointy noses and ears and far less prominent tusks. They tend to be very thin and wiry, but show a level of intelligence and coordination lost to their brutish overlords. You will most often see Gretchin as the support staff on vehicles and heavy weapons teams, though a common tactic is for the Greenskin horde to wrangle a great mass of the smaller beings, arm them with guns and spears that are crude even by Orkoid standards, and push them in front of their main army as cannon fodder.

In the Orkoid hierarchy, size and strength are the only things that matter. Thus there isn’t a single Gretchin that can claim true superiority over an Ork; below even the Gretchin, however, are the Snotlings. They are tiny creatures and abominably stupid. Originally thought to be some sort of grotesque younger phase, they are in fact their own sub-set of the Greenskin race. They seem unfit for any but the most menial tasks, and they have often been seen as anything from a food source to outright ammunition for the bizarre Orkoid weaponry.

(vi) Squigs
Squigs are a strange, unexpected facet of the Orkoid biosphere; they are small, round things with huge, toothy mouths, bounding legs and stubby forearms and tails. It is unlikely that you will encounter them directly in battle, as they are often tended to like livestock; leave it to Orks to keep such monstrous things as food or pets! However, there are “Battle Squigs” that may be herded onto the field, and are pests that are best destroyed from range as their snapping teeth or frighteningly effective against most infantry armor.

Much more likely to be encountered are the immense Squiggoths. They are believed to be a heavily mutated, enhanced form of the Squigs, standing between five and twenty meters tall and anywhere from ten to sixty meters in length. Their quadripedal, sauroide bodies smash into combat, biting and stomping with hellacious fury, and the larger ones often have carriages strapped to their backs which the Orks ride into battle, raining down fire from above or leaping from to dive into the fray. If you spot a Squiggoth approaching, terminate immediately, and with extreme prejudice!

Section 2
TYRANIDS

(i) General Information
As a member of the Cherubim Guard, there is little chance that you will have to face a full-force Tyranid incursion; the
sheer enormity of their race’s planet-wide invasions is well outside the scope of normal Cherubim warfare. However, there is always the chance that they shall come from an unexpected quarter, or that a standard action against rebellion shall lead to the discovery of a Genestealer cult.

This is the dual nature of the Tyranid; they are as much an insidious infection as they are a great, devouring mass. They may seem mindless, and indeed individual Tyranid have little to any capacity for even the base logic of simple animals. However, the Tyranid possess a group consciousness, known as the Hive Mind. No one is sure if there is a single, all-encompassing entity from which this originates, or if it is simply the makeup of all their individual essences. What is known, however, is that they derive a form of hierarchy in that the larger, more prominent creatures exhibit some control over their lesser brethren, while larger creatures still hold sway over them in turn. Unlike human Psykers, these ‘node creatures’ are vicious in combat; they have an array of physical, chemical and/or mental abilities that rival any known enemy.

This, however, is also their weakness. Node creatures are such prominent targets, usually larger and often several times the size of the average creature in a swarm, they are easy to identify and be pinpointed by snipers and heavy weapons teams. Their death creates a psychic feedback that can possibly damage or kill nearby Tyranids, and in the absence of such controlling forces their swarms lose all cohesion and often times turn upon one another in an orgy of violence. If such an outbreak occurs, hold your fire and allow them to tear themselves to pieces before you clean up the remains.

Remember – SHOOT THE BIG ONES!

Tyranids have no noticeable ‘technology’, instead using their own bodies and parasitically bonded creatures as weapons. Bio-plasma, noxious chemicals and virulent acid are as likely to be encountered as spines and claws, and late-stage invasions have even been known to change the entire biosphere, down to the very atmosphere. Be ready for anything if you encounter this threat, as virtually every battle with the Tyranid reveals some new facet never before seen... At least, never before seen and survived.

True Tyranids know no compassion, and seem to have no degree of curiosity or intellect. They can not be reasoned or bargained with, and they neither take prisoners nor surrender as them. They fight to the death, or they run away; these are the only two ways that combat with the Tyranid will end if you are victorious. Do not hold back! Do not allow pity or remorse to enter your hearts as you fight these abominations! They exist only to destroy, to consume entire worlds to increase their numbers, leaving behind husks of rock without a single speck of biomatter, water or air left behind. There is a reason they are known as the Great Devourer, and you shall do everything in your power to stop their advance!

(ii) Genestealers

It is likely that the only Tyranid you will ever face, if any, are the Genestealers. As their name implies, they infect living human beings, changing their genetic structure and mental state, using them as inroads to the destruction of a planet. These humans will inevitably begin to form cults, drawing in malcontents and the disenfranchised who will become infected in turn. These insidious plots will go on for generations, their offspring displaying various levels of mutations, until they have either destabilized or completely overtaken the controlling governance of the world. This will allow the Hive Fleet to sweep in virtually unhindered.

When pressed to battle, Genestealers – like all Tyranid – tend to swarm in large packs, allowing ample targets for massed fire and well placed grenades. However, they are extremely fast, nimble creatures, and you should attempt to cut them down with all due haste; their multiple limbs, capped with massive claws, make an utter mess of melee combat, and they are utterly vicious, much better to be handled at range.

Section 3
ELDAR
(i) General information

The Eldar are an ancient power on the stage of the Galaxy, whose rise to interstellar superiority predates the evolution of Humanity as a unique species. The reason they do not continue to lord over the stars is that, in the hubris of their dominance, they turned inward and focused solely on personal perfection and experience. This lead to the Fall, a poorly defined and almost never discussed time that our historians equate to the Age of Strife, the millennia long era warp instability that fractured Mankind before the coming of the Immortal Emperor and the founding of the Imperium. Whether they were truly responsible for this -- as their myths state -- or it was a simple case of parallel evolution that the near-ageless beings cannot contemplate has been a subject of much conjecture.

Most Imperial intelligence describes the Eldar as a fickle, piratical and decadent culture, and for the untrained observer there is little to dissuade this assumption. But are we so far behind? Do we, as a species, not share so much more than physical appearance with these haughty demigods? As one of Needen’s children, you know well that a true alliance with the Eldar is a bond that only the direst of circumstances will break, and their seeming decadence is only a case of their evolution as a culture having eliminated much of the menial drudgery with which we still toil.

Much can be learned from the Eldar, but not all their Craftworlds are in harmonious accord, and indeed their preternatural schemes may make it seem that even close associates have betrayed or misled you. Should open hostility break out between your forces and those of the Eldar, do not hold back for sentimentality or concern; the Eldar are deadly opponents, and while they rarely wield the sheer strength and durability you bring to the field, their agility, trickery and arcane weaponry and tactics make them a force to be reckoned with.

(ii) Aspect Warriors

The Aspect Warriors are the primary fighting force with which the Eldar attack. Unlike most Human soldiery, each type of Aspect Warrior is dedicated to a single type of combat and becomes grossly inefficient in others. Striking Scorpions charge or teleport into close combat; Howling Banshees use speed and sound as shock effects; Fire Dragons are the heavily armed tank killers, and so forth.

This lack of diversity may seem a weakness, but be warned: when an Eldar follows an Aspect path, they become extremely proficient with their chosen skills. Do not allow them to fight on their own terms as you all but hand the battle to them. If you face melee attackers, cut them down before they can reach you. Should snipers or heavy weapons be engaged, charge their positions and take them down with melee combat or – if necessary – fortification storming tactics. Use every advantage you can over your enemy: you’ll need it!

(iii) Defenders

As their name implies, Defenders are usually only encountered when directly assailing Eldar positions, though in times of need for armies greater than their Aspect Warrior groupings they will be sent fully to battle. That is because the Defenders are essentially a citizen militia. They do not have as fine a craftsmanship to their armor and weaponry, but the Eldar cultural norm of seeking perfection in all things means that they are still a well trained and disciplined fighting force. It is no surprise to learn that Needen was inspired to adopt similar practices during early encounters with the Eldar, though hopefully we shall never have to use our own civilian forces in such a way.

(iv) Rangers

Of all the Eldar forces you are likely to ever have to face, the Rangers may indeed pose the greatest threat. This is due to their excellent use of tactics ranging from wilderness stealth to urban camouflage. They are usually adept at using sniper rifles, or creeping all but totally undetected into our camps to sabotage machinery and manpower alike. Keep a keen eye open, and eliminate as quickly as possible.

(v) General considerations

The Eldar, among all races in the galaxy, once had the greatest potential to be our allies. Now they are bitter foes, with only the occasional alliance of necessity. They know much about us, though we know precious little about them outside of battlefield intelligence. What we do know is this: their troops and vehicles alike are fast, agile, and deceptively hard to
Section 4
TAU

(i) General information
The Tau are a recent advancement to the stage of galactic politics and warfare. None the less, they are unbelievably advanced given their relative age to the other major species. You should know this well; many of the plasma and ion weapons you will see wielded upon the field, as well as the railguns mounted on our vehicles and starships, are reverse engineered Tau designs. Given this fact, it is fortunate that you are unlikely to encounter the Tau in combat situations. They are primarily located at the Eastern Fringe of the galaxy, far outside our standard operating areas. Anything is possible, however, and you should acquaint yourself with any and all potential threats.

The Tau are united under a philosophy known as “The Greater Good.” Each individual works not for personal gain and glory, but for the betterment and advancement of their species as a whole. This is, to an extent, similar to much of the dogma of the Imperial Cult, save that our cult is for the “Divine Emperor” rather than Mankind as a whole. They are strictly divided into castes, named after their evolutionary backgrounds of the varied sub-species; you are to be concerned with the Fire Caste and the Ethereal Caste, and to a lesser extent the Air and Water castes.

There is one thing that sets the Tau apart from all other major races in the galaxy: they have virtually no psychic presence in the Warp. This explains how as a whole they are virtually untouched by Chaos and how many Psyker abilities seem useless against them. However, this also means they have no equivalent to the Navigators which guide our starships through the Immatereum. Because of this their Warp travel is limited to ‘dives’ where they only ‘skim’ the Chaotic dimension. Should you find yourself fleeing from – or, preferably, chasing down – the Tau fleets, this is your greatest advantage, as we are able to travel significantly faster and vastly farther than they are in single jumps.

(ii) Air Caste (Tau Navy)
Among the Tau, the Air Caste are in charge of their interstellar fleets, as well as aerial military and transportation units. You are unlikely to end up directly contacting the Air Caste, usually the closest ‘interaction’ with them comes in the form of ship to ship combat, handled by our Imperial Navy comrades, or in the form of strafing runs from their speeding ships.

(iii) Fire Warrior Caste
The Fire Caste makes up virtually one hundred percent of the Tau land-based military presence. They stand shorter than the average human and are somewhat weaker, but their advanced weaponry more than makes up for this disadvantage. Their pulse weapons, as you have no doubt seen from our own models, are dishearteningly efficient against even power armor let alone light clothing and flesh.

Aside from their standard infantry, they make heavy use of “battle suits.” These can be anything from streamlined stealth suits that render the user all but invisible, to advanced jet-borne and shield-carrying armors for their field commanders, to (relatively) heavily armored and incredibly powerful mobile weapons platforms. They are capable of laying down withering amounts of fire, and it is all but a lesson in futility to have a standard, frontal assault firefight with them. Use cover and artillery to your advantage, and if possible bring them to melee combat; though their ranged weaponry is vicious, they are all but helpless against even an adequately skilled and armed human in hand to hand battle.
(iv) Ethereals
The Ethereal caste seems to be the leadership of the entire Tau empire. They speak with a quiet authority by which even Humans seem to be somewhat affected. For the Tau, however, their word is absolute and as good as scripture; theories behind this phenomenon range as anything from pheromones and other chemicals to some extra-auditory timber in their voice that we are unable to perceive. Should an Ethereal be detected on the field, make all attempts to terminate or otherwise neutralize him as their destruction all but assures the complete disintegration of enemy morale, and they are all but sure to fall into disarray if not completely quit the field, no matter any seeming advantage.
One on one, Ethereals are no direct threat. They all appear old; whether this is a facet of their Caste itself, or whether any elevated to a position of forward commander simply have that much experience is currently unknown. Should you find yourself with an Ethereal, he will present you little to no threat at all; his heavily armed bodyguards, the fortified position he dwells within, or his mobile command vehicle, however, shall likely be quite lethal.

(v) Alien Auxiliaries
Unlike most other empires, the Tau make no bones about recruiting other species to assist in their warfare. Their primary allies are the Kroot, a seemingly primitive, predatory species who are utterly terrifying on the battlefield, successfully filling the niche of melee combat the Tau themselves eschew. They are tough, wiry creatures that bring a flurry of blades and snapping jaws into your midst, disrupting you enough to be gunned down by the merciless Fire Warrior guns; but only if you let them get that close!
Another common sight in the Tau ranks are the Vespid warriors. They are tall, bulky, insectoid creatures, blue in hue with widely spanning and seemingly delicate wings. How they communicate with the Tau is a mystery as their mouths seem incapable of speech as we would recognize it; most assume some sort of translation equipment given to commanders. They serve as shock assault troops, buzzing across the battlefield to land in your midst, attacking with diamond-hard and razor-sharp claws capable of tearing through even the armor of vehicles and fortifications. Like the Kroot it is best to take them down at range before they can bring such weapons to bare.
If you ever find yourself fighting in the region of the Damoclese Gulf, it is also entirely possible to find humans in their ranks. These are the descendants of those military and civilian personnel left behind when that theater of battle was abandoned in order to deal with the Tyranid threat. They are most commonly armed with some combination of standard Imperial Guard equipment and Tau weaponry and tactics; in this regard you are well versed in how they are likely to fight, as your own loadouts are incredibly similar if not identical.

(vi) Water Caste
A final consideration when dealing with the Tau is the Water Caste. It is said that amongst the Tau they are merchants and negotiators, but when dealing with other species the Water Caste are almost always guaranteed to be the ambassadors. In this respect you are lucky; the Tau can likely be negotiated with to avoid unnecessary hostilities, and in a given situation they may even be convinced to completely abandon a field of battle should you plead your case sufficiently, or even to lend their firepower to your own to face a common foe. That is, of course, if you are able to appeal to their somewhat ignoble concept of the “greater good.”

Section 5
XENOS (in general consideration)
There are untold documented species of life within the boundaries of the Imperium, and likely an even greater number undocumented and outside of our borders. Obviously most of these species are unintelligent beasts, as with our own cradle of life on Ancient Terra, and are of no concern to you. Many of the lesser sentient species of the galaxy were wiped out during Mankind’s first explorations into space and the later Great Crusade, but pockets of alien life continue to flourish, usually in isolated systems or groupings as protectorates of the Imperium. This does not mean that you will
never encounter Xenos enemies, however, only that it would likely be a one of a kind experience. You may be warding off piratical raiders of some unknown species, or you may be clearing an Imperial colony of a hostile plague of unintelligent but incredibly dangerous creatures.

Should you find yourself facing one of these innumerable, lesser species, your commanders will give you any intelligence available before your deployment. If it requires the force of the Cherubim guard, the Emperor only knows what type of fight you may be in for!

Section 6
CHAOS, AND THEIR CORRUPTED HOSTS

(i) General Information
Of all the threats, dangers and hazard in the universe, none compare to the all-consuming horror of Chaos. It is the very stuff of the Warp, and if you have traveled through the Immaterium you have seen its face: unintelligibly crafted landscape, nightmarish horrors and scenes of utter disparity. The forces of Chaos go by as many names as they do forms: the Ruinous Powers, the Dark Forces, the Great Host, and any other of countless descriptions. The only thing that unifies the beings of the Warp is their simplistic purpose: to feed upon the minds and souls of the living, and to corrupt, infest and destroy anything they can of the material world.

It is now known, though strangely hidden from many worlds in the Imperium, that the creatures of the Immaterium – and indeed the very fabric of the Warp itself – is little more than the combined psychic imprint of the countless minds across the galaxy. Mankind more than any other seems vulnerable to the effects of these dark forces, though this may be due to the fact that we are still struggling to harness our psychic potential while other races had mastered it since before the dawn of the human race; some have even suggested that races such as the Eldar were crafted for the sole purpose of harnessing such powers while humans simply stumbled upon them through long evolutionary processes.

Whatever the case is, the powers of the Warp are not to be trifled with; though they may offer you great boons, they always come at terrifying costs, and these fickle masters are as likely to strip you of your gifts at a moment’s notice or leave you a shambling horror as they are to elevate you to any plateau of importance. It is true that one should study and understand their enemy, but studying them to better fight and learning to practice their own arts are wholly different affairs. Those who throw in with these bestial abominations of their own free will are the greatest of traitors, not just to their Imperium but to the very stability of their universe. There can only be one punishment for such dalliances: death.

Much of the terminology used in association with the Warp – sorcery, daemons, gods – may seem archaic and superstition. Indeed, some of the older races of the galaxy scoff at our use of such primitive and simplistic language. Still, they are fairly accurate to the task at hand of describing these incomprehensible forces. But know this: the “Chaos Gods” are no great beings of myth and legend. Like any other creature of the Warp they are simply the coalesced effects of emotions and instincts run rampant across the Warp. None the less, the Chaos Gods are phenomenal sources of power, the embodiments of psychic potential so vast that the average mind cannot fully comprehend their nature; thus it is any wonder that so many have turned to the worship of the Immortal Emperor, another but far more beneficent source of power?

(ii) The Chaos Gods and their Greater Daemons
There are four major Chaos Gods, and their influence on their followers is shockingly obvious. While no one knows whether any of these so called deities ever have – or even CAN – materialize in the physical world, their greatest emissaries are known as Greater Daemons, beings of fantastic size and incomparable power. Their presence upon any field of battle is a sure sign of heresy and witchcraft of the highest order.

Khorne is the embodiment of rage and violence. He is known as the God of Murder or the Blood God. His symbols include a mountain of skulls rising from a sea of blood, upon which it is claimed he sits upon a bronze throne. His
minions are often heard chanting “Blood for the blood god, skulls for the skull throne!” as they charge into battle, heedless of their own lives in their rush to hand-to-hand slaughter. Indeed, when combat cannot be joined with the enemy it is no unusual sight to see these fanatic barbarians turn upon each other. The Greater Daemon of Khorne is known as a Bloodthirster, a winged, hooved, canine-headed monstrosity of raw musculature and utter carnage.

Tzeench is the god of scheming, betrayal and sorcery, his mental prowess unmatched save perhaps by the Emperor, and his plots and conspiracies form webs so intricate and far-reaching that even his greatest champions are aware of but a mere fraction of them. As a god of mental abilities, Tzeench is known to ‘experiment’ on his followers, and mutation runs rampant across the Raven God’s acolytes. His Greater Daemon is the Lord of Change, a beast that appears as a humanoid bird of prey or carrion feeder, whose specific appearance is as random and mutable as any lesser daemon or warpspawn and whose magics can devastate entire armies.

Nurgle is known as the Plague God, embodying all that decays, rots, corrupts and corrodes. He and his minions are the most revolting of all the forces of Chaos, bloated and malformed from horrific diseases, teeming with maggots and swarming with buzzing insects, and it is said that the only thing worse than their appearance is their stench. Due to the fact that their bodies are already rotten, shambling half-corpses it takes a ludicrous amount of damage to stop their advance, and in some cases even clean headshots will not prevent them from their attack. The Great Unclean One, Nurgle’s Greater Daemon, is an immense, distended pile of filth and decay, often found to have split open with its entrails dangling.

Slaanesh is believed to be the youngest of the Chaos Gods, its birth somehow linked to the Age of Strife that all but decimated Mankind’s galactic presence. Slaanesh is the god of pleasure and excess, wallowing in every grand sensation, decadent indulgence and sexual perversion they can imagine; even pain and their own death are but new experiences for the hedonists. Their Greater Daemon is known as the Keeper of Secrets, a repugnant, androgynous, bull-headed figure with multiple sets of horns. As horrid as its appearance is, a mixture of psychic spells and overwhelming pheromones cloud the minds of those it fights until they literally lay down arms before it.

(iii) Lesser daemons

There are innumerable daemons of the Warp, though the vast majority of them are the spawn of one of the greater Chaos Gods. With luck, you will never encounter them upon the field of battle; whether possessing an individual or trespassing upon the physical plane through a Warp Rift, they are incredibly formidable opponents, and many are invulnerable to all but specially designed weapons and talents. The positive side is that, if they are in possession of a host, the host’s destruction – though usually difficult – is usually sufficient to banish the daemon back to the Warp.

It is believed to be nearly impossible to truly ‘kill’ a daemon. They may become trapped and bound to physical objects or locations, and they may be sent hurtling back to the Warp, but whether this is enough to destroy a lesser daemon or they simply become reabsorbed into the twisting tapestry that is the Immaterium is the subject of no small debate. Whether or not this is true, banishment to their home is far better than laying waste to ours!

Recognition of a daemon is easy, even when they are in possession of a mortal. Such beings almost always go through varying degrees of mutation, and they have an unnatural, disquieting aura about them. They often even have visual and other sensory distortions around them, and even shielded psykers experience great discomfort and pain in their presence.

(iv) Incursions and corruption

As disheartening as it may seem, the most common foe you shall face as a Cherubim Guardsman is your own brother humans. Situated as deeply within the Segmentum Solar as we are there is little likelihood of alien interference, save for the occasional steamrolling tide of Orks or stealthy Eldar pirate raids. Take heart, however; as likely as you are to be outnumbered by the teeming masses of these renegade Imperial worlds, your technology shall be leaps and bounds above their own.

The reasons for an Imperial planet to go traitorous are numerous: greedy politicians and ecclesiarchs seeking to expand their own wealth and glory; an over-encumbered populace throwing off the yoke of a seemingly unfair tithe; vicious
privateers creating civil unrest to try and feed their own coffers; the lists go on. Some within the Imperial Cult will claim this all as heresy and the work of the Ruinous Powers; while often the case, it is just as often that those who have begun rebellion already turn to Chaos either out of desperation or resignation. Similarly, it is quite often that a long hidden cult will make its presence known in the face of such disorder and usurp even the original rebellious rulers, or for a traitorous warband to overthrow the lawful government.

Once the forces of Chaos take hold, the transformations that occur are more than just in decorative style and religious practices. As dark sorceries are engaged and the works of daemons begin, it is possible for Warp Rifts to be opened. If this happens, the very essence of the unreality of the Warp begins to seep into our plane of existence. Structures both natural and artificial become twisted, the very ground may seem to come alive, living creatures and plants mutate horrifically, and the very laws of physics become malleable. The more this corruption spreads the more powerful the Chaotic forces become, and if allowed to roam unchecked the entire planet shall become a Daemon World, fit only for Exterminatus.

It is, sometimes, possible to reverse the effects of Chaotic corruption, provided intervention arrives swiftly enough. Dispelling of the daemonic entities and closing Warp Rifts will negate the flow of energies necessary to sustain the disquieted region and it may revert to its prior state, or be prevented from changing in the first place. Should a region or, indeed, entire world become irreversibly contaminated, it should be avoided if at all possible. If enemies remain in the area, long range bombardments and aerial or orbital strikes are the recommended procedures.

As the Cherubim Guard is not an occupational force, you will likely have only limited exposure to such effects. This is quite the blessing, as even the most noble and loyal of hearts can be tempted by the Dark Powers. This includes, of course, interacting with the Damned themselves. You may be offered wealth, power, sensations, or even a simple release from torturous circumstances. Above all else, NEVER GIVE IN TO THE TEMPTATIONS OF CHAOS! The forces of the Immaterium and their worshippers exist only to manipulate the physical world, and the cost for throwing in your lot with them is nothing short of damnation. Whatever horrors you may or may not experience during your life, when you die your soul – your very psychic essence – will be cast adrift in the Warp as a plaything of the Dark Gods.

If you face the forces of Chaos, or any other force in the universe, you may die. This is an inalienable fact of warfare; but if you die nobly, if you die in service to the Imperium and to Mankind, you will at the least have honor, and if the Ecclesiarchy is right about anything, a place within the graceful light of the Emperor.

THE ABOVE HAS BEEN A COMPILATION OF NOTES, ADDENDUMS AND COMMENTARY AS TO CHANGES THAT MUST BE MADE FOR A NEEDEN-SPECIFIC EDITION OF THE IMPERIAL INFANTRYMAN’S UPLIFTING PRIMER. THIS IS TO BE HANDED TO THE EDITORIAL STAFF FOR COMPILATION WITH EXISTING MEDIA, FACT CHECKING AND TECHNICAL CORRELATIONS. THE UNDERSIGNED HAS READ THE ABOVE LITERATURE AND AUTHORIZED IT FOR FURTHER IMPLEMENTATION.

High Commander of Needen 1st Regiment, Cherubim Corps: Field Marshal Alister Owrek

All glory to the Imperium and to the Emperor, beloved by all, may we never forget his sacrifice, and may his visions of freedom and liberty triumph above all idolatry that clouds the minds of Man.