The Voivode's Dragulmen

*Imperial World (-1), Choleric (-2), Mechanized (-3), Hardened Fighters (-2), Crusaders (-3)*

**Starting Characteristics:** +3 Willpower, +7 Weapon Skill, +3 Agility, -3 Perception  
**Starting Skills:** Common Lore (Imperial Creed), Common Lore (Imperium), Linguistics (Low Gothic), Operate (Surface)  
**Starting Talents:** Frenzy, Hatred (Heretics), Hatred (Psyers), Rapid Reaction, Rapid Reload, Street Fighting  

**Willful Ignorance:** Aetern is a place fit to test the mettle of regular men, and the soldiers of the Dragulmen have this fact inculcated into their training. Better to shoot the enemy than understand them, after all. They take a -5 penalty to all Forbidden Lore (Int) Tests.  
**Impalers:** Citizens of Carstein know that the enemies of man belong on a spike. They gain the Hatred (Heretics) talent.  

**Starting Wounds:** Dragulmen generate their starting wounds normally.  

**Favored Weapons:** Flamer, Grenade Launcher  
**Standard Kit:** Belmond-Pattern Lasgun (Main Weapon), 4 x Charge Packs, 1 x Suit of Belmond-Pattern Flak Armour, 3 x Frag Grenades, 2 x Krak Grenades, 1 x Smoke Grenade, Good-Quality Mono Sword, Photovisor, Chrono, Spare Field Uniform, set of poor-weather gear, rucksack, set of basic tools, mess kit/canteen, Blanket/sleeping bag, Lamp pack, grooming kit, cognomen tags, primer, 14 x days' combat rations  
**Squad Kit:** One Chimera per squad

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Dragulmen Hussars (Option #1)

*Imperial World (-1), Maverick (-2), Heavy Reconnaissance (-8), Crusaders (-3), Reliquary (-1)*  
**Mistrusted (+3)**

**Starting Characteristics:** +3 Willpower, +2 Weapon Skill, +3 Ballistic Skill, +6 Agility, -6 Toughness  
**Skills:** Common Lore (Imperial Creed), Common Lore (Imperium), Linguistics (Low Gothic), Operate (Surface), Tech-Use  
**Starting Talents:** Frenzy, Hatred (Heretics), Hatred (Psyers), Push the Limit, Resistance (Fear), Tank Hunter  

**Willful Ignorance:** Aetern is a place fit to test the mettle of regular men, and the soldiers of the Dragulmen have this fact inculcated into their training. Better to shoot the enemy than understand them, after all. They take a -5 penalty to all Forbidden Lore (Int) Tests.  
**Impalers:** Citizens of Carstein know that the enemies of man belong on a spike. They gain the Hatred (Heretics) talent.  

'Reliquary': The standard Dragulmen bear their trophies into battle, but the Hussars take things a little bit further, with the best soldier from each squad bearing ornately decorated skulls, finger bones and hanks of hair torn from the bodies of their enemies. Whenever such a trophy collection is in the squad's possession, all members of the party gain a +10 to Willpower-based Tests, the effects of the Unshakable Faith Talent, and reduce all incoming Corruption gain by 1 (to a minimum of 1).  
**Mistrusted:** The Dragulmen's love of trophy-taking would be questionable by the standards of most Imperial Guard regiments, but the utter ferocity of the Hussars is questionable even by Dragulmen standards. Members of this regiment suffer a -10 penalty on all Fellowship-based Skill Tests made.
when interacting with members of other Imperial Guard regiments, the Departmento Munitorum, and local officials who know of them by reputation. Additionally, its members add 1d5 additional Degrees of Failure to all failed Logistics and Commerce Tests.

**Starting Wounds:** Dragulmen generate their starting wounds normally.

**Favored Weapons:** Power Spear, Heavy Flamer

**Standard Kit:** 1 x Scout Bike, 1 x pair of Magnoculars, 1 x Belmond-Pattern Lascarbine (Main Weapon), 2 x Charge Packs, Mono-Spear, 2 x Knives, Flak Helmet, Belmond-Pattern Flak Vest, set of poor-weather gear, rucksack, set of basic tools, mess kit/canteen, Blanket/sleeping bag, Lamp pack, grooming kit, cognomen tags, primer, 14 x days' combat rations

**Squad Kit:** 1 x 'Reliquary'

**Dragulmen Hussars (Option #2)**

*Imperial World (-1), Maverick (-2), Drop Troops (-3), Hardened Fighters (-2), Crusaders (-3), Mistrusted (+3)*

**Starting Characteristics:** +3 Willpower, +4 Weapon Skill, +3 Ballistic Skill, +3 Agility, -3 Fellowship Skills: Common Lore (Imperial Creed), Common Lore (Imperium), Linguistics (Low Gothic), Operatre (Aeronautica)

**Starting Talents:** Catfall, Frenzy, Hatred (Heretics), Hatred (Psykers), Resistance (Fear), Street Fighting

**Willful Ignorance:** Aetern is a place fit to test the mettle of regular men, and the soldiers of the Dragulmen have this fact inculcated into their training. Better to shoot the enemy than understand them, after all. They take a -5 penalty to all Forbidden Lore (Int) Tests.

**Impalers:** Citizens of Carstein know that the enemies of man belong on a spike. They gain the Hatred (Heretics) talent.

**Mistrusted:** The Dragulmen's love of trophy-taking would be questionable by the standards of most Imperial Guard regiments, but the utter ferocity of the Hussars is questionable even by Dragulmen standards. Members of this regiment suffer a -10 penalty on all Fellowship-based Skill Tests made when interacting with members of other Imperial Guard regiments, the Departmento Munitorum, and local officials who know of them by reputation.
Additionally, its members add 1d5 additional Degrees of Failure to all failed Logistics and Commerce Tests.

Starting Wounds: Dragulmen generate their starting wounds normally.

Spear (-20)
Photo-visor (-8)

Favored Weapons: Power Spear, Heavy Flamer
Standard Kit: 1 x Belmond-Pattern Lascarbine (Main Weapon), 4 x Charge Packs, Laspistol, 2 x Charge Packs, 2 x Frag Grenade, 2 x Smoke Grenade, 1 x Poor-Craftsmanship Power Spear, 1 x Knife, Belmond-Pattern Flak Armour, 1 x Respirator, 1 x Grav-Chute, set of poor-weather gear, rucksack, set of basic tools, mess kit/canteen, Blanket/sleeping bag, Lamp pack, grooming kit, cognomen tags, primer, 14 x days' combat rations

Belmond-pattern Flak Armour:
This slightly lightened flak plating's curious flanged and ridged design is well-suited to operation in cold and wet conditions, but its chief peculiarity is a series of straps and mounting points designed to allow for the easy attachment of trophies and tokens harvested from enemy bodies. The armour is also easily machine-washable, to deal with those persistent bloodstains.

Belmond-pattern Flak Armour provides 3 AP to the Head, Arms and Legs, and 4 AP to the Body. Its AP value is increased by 1 against weapons with the Blast quality. A character wearing a full suit of armour gains a +5 to all Intimidate-based tests when dealing with characters not from Aetern.

Belmond-pattern Lasgun:
A local pattern of assault lasgun that comes in both standard and carbine variants, the Belmond's reduced cooling systems and double-sealed frame make it ideal for operations in extreme cold or humidity, and its heightened output and finely-tuned lenses make it hit noticeably harder than other variants. However, its tendency towards dangerous overheating at high temperatures makes it somewhat less flexible than most.

Lasgun:
100m | S/4/- | 1d10 + 4 E | Pen 0 | Clip 50 | Reload Full | Reliable
Carbine:
75m | S/4/- | 1d10 + 4 E | Pen 0 | Clip 50 | Reload Half | Reliable

When used somewhat warm or dry conditions, the Belmond's Rate of Fire decreases to S/3/- and it loses Reliable. When used in excessively hot or dry conditions, it's Rate of Fire decreases to S/3/-, it loses Reliable, and it gains Overheat. Both versions benefit from the Lasgun Variable Settings rule, and the Carbine can be fired one-handed at a -10 penalty.