

# GUARDSMAN

*"We go in, kill anything that moves and then blow the structure with a demo charge."*

— Eli Plex, Assault Veteran of the Secondus 21<sup>st</sup>.

No matter how subtle the Acolytes may go about their investigation, at some point talking, stealth, and the use of cunning cease and the need for sheer brute force will be called upon. This is the Guardsmen's role. They are a tough, ruthless bunch, experts in field craft and various ranged weaponry—anything from the humble lasgun to the sophisticated sniper rifle.

Known as the Hammer of the Emperor, the Imperial Guard is the largest fighting force in the history of the galaxy. It is made up of billions upon billions of soldiers, all recruited from the many worlds of the Imperium. The Departmento Munitorum is tasked with supervising, supplying and sourcing the regiments of the Imperial Guard but even this organisation has no idea of exactly how many troops are under arms as the continuous toll of casualties and influx of recruits will run into millions in a single day. The Guard regiments come from many different planets and their native cultures, style of dress, technological background and warrior traditions are all different too. The Guard does not even try to impose a standard uniform, preferring to exploit the unique strength of each company, be it a tribal warrior clan, or a highly drilled and regimented unit of Cadians. To this end there is no formal training; each regiment is trusted to instruct their own troops in the war craft they have developed in their own culture. In fact, the only kind of unity within the Imperial Guard is the use of standard equipment such as the lasgun.

It is from this vast army that Inquisitors will recruit the muscle they often need to go about their duties. Because each regiment is so different, a Guardsman can vary wildly—some are professional, elite stormtroopers; others could be hardened gangers from murky industrial worlds, most likely already killers before even being inducted into the Guard; others still could be axe-wielding, blood-drinking savages from a far-flung feral world.

Inquisitors will second Guardsmen mainly for their combat experience and expertise with weapons, although their choice may often be influenced if the would-be Acolytes have a secondary set of skills—albeit with a battlefield application. For instance, Guardsmen are frequently trained to be able to drive and maintain vehicles, may have triage and medical expertise or even be competent in the use of communications equipment.

Not all Guardsmen—or the role the Inquisitors define by that label—actually come straight from the Imperial Guard. Some may have crossed paths with the Inquisitor as hired thugs for another agency. Some are wayward mercenaries who have spent their lives as a hired gun, only to be pressed into service of the Inquisition. Others still are hive gangers that may have had the gall to ambush an Inquisitor on his rare travels into an underhive. No matter what the origin, a Guardsman's role within the cell is always that of combat and fire-control.

## GUARDSMAN RANKS

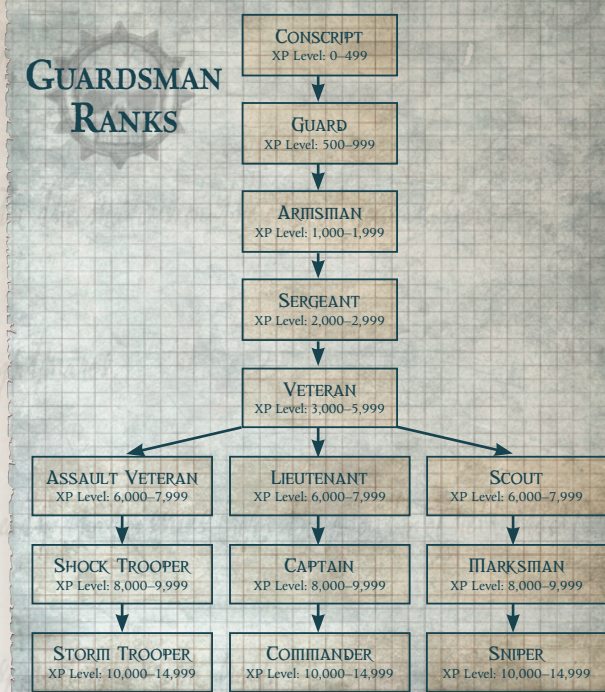




TABLE 2-6: GUARDSMAN CHARACTERISTIC ADVANCES

Characteristic	Simple	Intermediate	Trained	Expert
Weapon Skill	100	250	500	750
Ballistic Skill	100	250	500	750
Strength	100	250	500	500
Toughness	250	500	750	1,000
Agility	250	500	750	1,000
Intelligence	500	750	1,000	2,500
Perception	250	500	750	1,000
Willpower	500	750	1,000	2,500
Fellowship	500	750	1,000	2,500

## CONSCRIPT ADVANCES

*"If they can bleed and run, they can hold a gun."*

Conscripts learn the raw basics of combat: the charge, the way of the gun and the blade. They may be fresh from an Imperial Guard founding, pressed into service or serving a penal sentence.

Advance	Cost	Type	Prerequisites
Awareness	100	S	—
Drive (Ground Vehicle)	100	S	—
Swim	100	S	—
Basic Weapon Training (Las)	100	T	—
Basic Weapon Training (Primitive)	100	T	—
Basic Weapon Training (SP)	100	T	—
Pistol Training (Las)	100	T	—
Pistol Training (Primitive)	100	T	—
Pistol Training (SP)	100	T	—
Sound Constitution <sup>‡</sup>	100	T	—
Thrown Weapon Training (Primitive)	100	T	—

<sup>‡</sup>You may take this Talent up to three times at this Rank.

## GUARD ADVANCES

*"They left the drop pods as mere conscripts... they returned as men."*

Guard have survived in battle long enough to learn that survival is often a case of speed and superior tactical knowledge.

Advance	Cost	Type	Prerequisites
Dodge	100	S	—
Drive (Ground Vehicle) +10	100	S	Drive (Ground Vehicle)
Ciphers (War Cant)	100	S	—
Common Lore (Imperial Guard)	100	S	—
Survival	100	S	—
Swim +10	100	S	Swim
Basic Weapon Training (Launcher)	100	T	—
Quick Draw	100	T	—
Sound Constitution	100	T	—
Common Lore (War)	200	S	—
Inquiry	200	S	—
Heavy Weapon Training (SP)	200	T	—
Two-Weapon Wielder (Ballistic)	200	T	BS 35, Ag 35