

Character Name: Cottar "Teeny" Gamwich **Player Name:** _____

Regiment: Catachan Jungle Fighters **Speciality:** Ratling

Character History: Being incredibly small, even for a Ratling, Cottar immediately became the butt of all jokes upon joining the 233rd, gaining the nickname "Teeny." His new squad-mates' tones changed, however, the first time they were put in the field with the diminutive abhuman. Faced with the horrors of the galaxy, the members of the 233rd were more than grateful to have the steady aim of Cottar's Sniper Rifle at their backs, and the smell of his exquisite cooking to greet them at the end of a full day's march.

Weapon Skill (WS)	Ballistic Skill (BS)	Strength (S)	Toughness (T)	Agility (Ag)	Intelligence (Int)	Perception (Per)	Willpower (WP)	Fellowship (Fel)
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18

42

21

20

38

26

41

24

38

PLAYING COTTAR "TEENY" GAMWICH

Cottar is quick to trade friendly jabs with the other members of the 233rd, and has come to enjoy his assigned nickname of "Teeny." Unflinchingly optimistic and positive despite the destruction and death he is surrounded by every day, Cottar has become close friends with Burk Canten, whose dark and grim sense of humour has always acted as a healthy contrast with the Ratling's sunny outlook.

Cottar is incredibly skilled at both stealth and marksmanship, but his first love, as with most Ratlings, is cooking. He is well known among his comrades for wandering off from the formation at inopportune times in search of new and interesting ingredients, even while on important assignments.

SKILLS

	Trained	+10	+20	+30
Awareness (Per)	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Decieve (Fel)	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Dodge (Ag)	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Security (Int)	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Stealth (Ag)	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>

GEAR

2 Blind Grenades, Cooking Tools, Flak Cloak, Sniper Rifle, 2 clips of Sniper Rifle ammo.

TALENTS AND SPECIAL RULES

Target Selection: Cottar's gaze marks out his chosen victim and not even the riotous confusion of close combat interferes. He may shoot into melee with no penalty.

Size (Weedy): Far smaller than a normal human, Cottar can be a difficult target to hit, or even spot. All attacks against him suffer a -10 penalty, and all of his Stealth Tests gain a +10 bonus.

ARMOUR

Flak Cloak

Armour Points: 3

WOUNDS

Total: 8

Current _____

Fatigue _____

FATE POINTS

Total: 2

Current _____

MOVEMENT

Half Action: 4m

Full Action: 8m

Charge: 12m

Run: 24m

WEAPONS

Name: Sniper Rifle

Class: Basic

Damage: 1d10+4

Pen: 4

Range: 200m

RoF: S/-/-

Clip: 20

Reload: Full

Special Rules: Accurate

Name: Blind Grenade

Class: Thrown

Damage: 1d10

Pen: 0

Range: 9m

RoF: S/-/-

Clip: 1

Reload: -

Special Rules: Blast (3), Creates a cloud of smoke which is roughly 3m wide, 2m tall, and blocks vision and sensors. Cloud lasts 3 Rounds.



Character Name: Zara Harper

Player Name _____

Regiment: Catachan Jungle Fighters

Speciality: Commissar

Character History: Orphaned to the Schola Progenium, Zara has no memories from before her training. As she grew within its walls, the Schola Progenium shaped Zara into a true leader with an unparalleled understanding of command. When Waaagh! Grimtoof began threatening the Spinward Front, Zara was called to apply her talents against the rising threat. Her reputation for unwavering control over her soldiers saw her assigned to the unruly Catachan 233rd, the Departamento Munitorum hoping that her skills would keep the headstrong Guardsmen in line.

Weapon Skill
(WS)

Ballistic Skill
(BS)

Strength
(S)

Toughness
(T)

Agility
(Ag)

Intelligence
(Int)

Perception
(Per)

Willpower
(WP)

Fellowship
(Fel)

37

27

31

30

36

31

26

27

41

PLAYING ZARA HARPER

Zara holds the stern demeanour typical of a Commissar, however she is deceptively charming and charismatic. She can command, motivate, and persuade even the most stubborn Guardsmen without ever even reaching for her bolt pistol. The Guardsmen she serves alongside treat her as one of their own, gladly obeying every command.

SKILLS

	Trained	+10	+20	+30
Charm (Fel)	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Command (Fel)	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Parry (WS)	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Scrutiny (Per)	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

GEAR

Commissar's Uniform, Chainsword, Bolt Pistol, 2 clips of Bolt Pistol ammo, Flak Vest.

TALENTS AND SPECIAL RULES

Air of Authority: Zara's Schola Progenium training has taught her how to masterfully command and interact with others. When making Fellowship based Tests (either Skill or Characteristic Tests) she adds one additional Degree of Success.

Two Weapon Wielder: As a Full Action in melee combat, Zara may make one Standard Attack with her bolt pistol and one Standard Attack with her chainsword. These attacks are made at a +0 modifier (instead of the usual +10 for Standard Attacks).

ARMOUR

Flak Armour

Armour Points: 4

WOUNDS

Total: 13

Current _____

Fatigue _____

MOVEMENT

Half Action: 3m

Full Action: 6m

Charge: 9m

Run: 18m

FATE POINTS

Total: 3

Current _____

WEAPONS

Name: Bolt Pistol

Class: Pistol

Damage: 1d10+5

Pen: 4

Range: 30m

RoF: S/2/-

Clip: 8

Reload: Full

Special Rules: Tearing

Name: Chainsword

Class: Melee

Damage: 1d10+3

Pen: 2

Special Rules: Tearing

TEARING

Tearing weapons are vicious devices, ripping apart flesh and bone. These weapons roll one extra die for Damage, discarding the lowest die rolled



Character Name: Urok (*Revised*)

Player Name _____

Regiment: Catachan Jungle Fighters

Speciality: Ogryn

Character History: Urok has served among the ranks of the 233rd for many years. Having been tithed at a very young age, he has become incredibly attached to the "Little 'Uns" he serves alongside, especially an old Catachan by the name of Gurion. Unfortunately, in the recent assault on the Teeming, Gurion was shot and killed by a group of Ork Boyz. Urok was inconsolable for days, and has now become hungry for revenge against the Orks.

Weapon Skill (WS)	Ballistic Skill (BS)	Strength (S)	Toughness (T)	Agility (Ag)	Intelligence (Int)	Perception (Per)	Willpower (WP)	Fellowship (Fel)
36	26	43	46	33	12	29	25	22

PLAYING UROK

Ogryn are stubborn and dim-witted, usually only speaking in broken low-gothic, and Urok is no exception. He is slow to react, but fiercely loyal, always coming to the aid of his comrades, and always willing to follow the orders of his Commissar. However, the recent loss of the "Little 'Un" Gurion has caused Urok to act uncharacteristically aggressive. He has started acting on his own initiative, doing anything he can to get revenge on the Orks that killed his friend.

SKILLS

	Trained	+10	+20	+30
Awareness (Per)	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Athletics (S)	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Intimidate (S)	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>

GEAR

Ogryn Proof Ripper Gun, 2 clips of Ripper Gun ammo, 3 Frag Grenades, Scrap Armour.

TALENTS AND SPECIAL RULES

Hammer Blow: When Urok hits a target with an All Out Attack Action, he adds half of his Strength Bonus to its Penetration, and the target must pass a **Difficult (-10) Toughness Test** or count as an Unaware Target until the beginning of Urok's next Turn.

Size (Hulking): Urok is far larger than a normal human. He adds +2 to his Strength and Toughness Bonuses, and increases his movement rate (already included below) due to his hulking physique. However, enemies gain a +10 to their Ballistic Skill Tests when firing at Urok due to his size.

ARMOUR

Scrap Armour
Armour Points: 3

WOUNDS

Total: 17
Current _____
Fatigue _____

MOVEMENT

Half Action: 4m Full Action: 8m
Charge: 12m Run: 24m

FATE POINTS

Total: 1
Current _____

WEAPONS

Name: Ogryn Proof Ripper Gun (Ranged)
Class: Basic **Damage:** 1d10+8 **Pen:** 1
Range: 30m **RoF:** S/-/6 **Clip:** 48 **Reload:** 2 Full
Special Rules: Scatter

Name: Ogryn Proof Ripper Gun (Melee)
Class: Melee **Damage:** 1d10+6 **Pen:** 0
Special Rules: None

Name: Frag Grenade
Class: Thrown **Damage:** 2d10 **Pen:** 0
Range: 18m **RoF:** S/-/- **Clip:** 1 **Reload:** -
Special Rules: Blast (3)

