

MACCABIAN JANISSARIES

"In all things do we take the example of Saint Drusus, who the Emperor saw fit to return from death to continue service in His name. We endure hardships, as Drusus did. We show no mercy, as Drusus did. We drive back the darkness beyond His realm, as Drusus did."

—Verse III of the Janissary's Oath.

A world of vast, dry, salt flats, dust-laden winds, and harsh, chill sun; the fifth planet of the unforgiving Maccabeus system is nevertheless a blessed place. Blessed not because of the resources it is gifted with (which are few), or because of the climate (which is harsh), but because of the faith, for this is the place where a great man fell and was raised up as a saint by the glory of the Emperor.

The chronicles of the Angevin Crusade tell that General Drusus, commanding the Trailward Salient of the Crusade, had pushed towards the Halo Stars, hoping to carve out a stable domain in what had been a fraught and bitter decade of war, when a sudden and vicious resurgence of hostilities in the region around Spectoris, at his rear, caused his advance to shudder to a halt. The order to mass and regroup was given. The planet chosen for this gathering was an uninhabited world in the obscure Maccabeus system, and as Drusus' forces gathered, the General himself prayed for guidance, knowing that a wrong choice could jeopardise the fate of the whole crusade.

Disaster struck, as, employing unholy methods, his enemies discovered Drusus' location and unleashed a deadly assassin against him. Drusus fell, but even as the killing blow was struck did the power of the Emperor rend apart the assassin and spare the great man. After ten days and nights in shadow did Drusus return, and the light of the Emperor was within him. In the years that followed, Drusus knew not defeat; one by one his enemies fell, and from the ashes of his conquest, the Calixis Sector was born. In the centuries following the Crusade, Drusus was declared a Saint, for

his miraculous return and subsequent triumph, and the site of his miracle was declared a Shrine World.

To this day, Maccabeus Quintus is a site of pilgrimage for the faithful across the Calixis Sector, and is the heart of the Drusian Cult within the sector's Ecclesiarchy. The world's harsh and unforgiving landscape is walked by countless pilgrims every year, many of whom spend the remainder of their lives there, giving themselves to the devotion of the Emperor.

Unlike many Shrine Worlds, Maccabeus Quintus has a significant military tradition all its own. Following after their patron, discipline and endurance are regarded as the greatest of virtues, and to defend or expand the Imperium in battle is regarded as the most pious form of worship. With the sheer number of pilgrims arriving on-world each year, a considerable population of the devout exists on Maccabeus Quintus, which in turn provides an ample and diverse supply of potential candidates to the Maccabian militias, the finest of which are chosen to join the Maccabian Janissaries. To date, none have refused this honour, for all are driven by faith and the spirit of pilgrimage,

and to become a Janissary is to embark upon a pilgrimage of a different sort, carrying the Emperor's Wrath to dark and distant places.

While it is rare for an Imperial Guardsman ever to return to his home world, Janissaries never do so—they press on to ever more distant warzones and die fighting on countless distant worlds. Even those who are demobilised at campaign's end will often find themselves on

other pilgrim trails in other parts of the Imperium, guarding the faithful from the predations of the heretic and the alien.

Janissary regiments are extraordinarily well-equipped, clad in finely-wrought armour adorned with silvered masks in the image of Saint Drusus, and are capable marksmen, well-trained at

fighting in carefully-orchestrated formations, often literally battling shoulder-to-shoulder in serried ranks, unleashing volleys of accurate fire into enemy units. Units of

Maccabian Janissaries commonly stand at the heart of a battle line,

their faith and their equipment allowing them to hold out against enemy

attack when others might falter. Being united by faith, rather than common heritage, the Maccabian Janissaries have few ties to the world they are named for, and tend



REGIMENT RULES

Characters belonging to the Maccabian Janissaries 1322nd gain the following advantages:

Characteristic Modifiers: +3 Fellowship, -3 Intelligence, +3 Strength, +2 Weapon Skill, +3 Willpower.

Starting Skills: Athletics, Common Lore (Ecclesiarchy), Common Lore (Imperial Creed), Intimidate, Linguistics (Low Gothic).

Starting Talents: Combat Formation *or* Double Team, Nerves of Steel *or* Orthodoxy *or* Unshakeable Faith, Paranoia, Rapid Reload, Street Fighting.

Only One Life to Give: So driven to martyrdom are the Janissaries, that it can cause them to take unnecessary risks, lamenting that they can only sacrifice themselves once. Janissary characters must pass an **Ordinary (+10) Willpower Test** in order to retreat from combat or otherwise act in the interests of self-preservation.

Untempered Zeal: The pious spirit of the Janissaries is almost unmatched in its ferocity, and while their faith is closer to the violent ardour of the fanatic than the divine clarity of the Adepta Sororitas, it is nonetheless inspiring to behold. Janissary characters can re-roll any failed Charm Test to inspire religious fervour or righteous hatred in others.

Wounds: Characters from this regiment begin play with +2 starting Wounds.

Standard Regimental Kit: 1 Good Craftsmanship M36 lasgun and 4 charge packs, 1 knife, flak armour, 2 frag grenades, 2 Krak grenades, uniform, poor weather gear, rucksack, basic toolkit, mess kit and water canteen, blanket and sleep bag, rechargeable lamp-pack, grooming kit, dog tags, Imperial Infantryman's Uplifting Primer, 2 weeks' rations, photo-visor, respirator, purity seals.

Favoured Weapons: Lascannon, plasma gun.

to volunteer for deployments that place them at the forefront, pushing deep into enemy territory, viewing every engagement as another step along their militant pilgrimage.

MACCABIAN JANISSARIES IN THE SPINWARD FRONT

During the early days of strife within the Periphery, twelve regiments of Maccabian Janissaries were duty-bound to accompany Missionaries voyaging there, to ensure that the population remained loyal and faithful. Stationed within what would become the Spinward Front, when the Ork invasion came, the Maccabian Janissaries were already on the front lines, fending off numerous Dark Eldar raids across the Periphery, and would then form the core of the Imperial Guard force that was mustered to defend the region.

The subsequent betrayal of Duke Severus XIII was taken by the Janissary regiments as a particular affront against their patron saint, inspiring greater levels of fervour in the Maccabians. Almost immediately, Cardinals Hestor and Fortis began calling for a War of Faith to cleanse the Periphery of the apostate and the heretic, so that it could be repopulated by the true and the pure. While their zeal was to be commended, more practical minds won out; between the Margin Crusade's increasing demands and the war effort already present in the Periphery, the military capabilities of the Calixis Sector were already stretched to the breaking point, and little more could be drawn from Segmentum reserves or neighbouring sectors.

Nonetheless, Maccabeus Quintus continued to recruit soldiers and raise regiments, whipping the pilgrims into a frenzy of devotion and purgation and doubling the number of regiments mustered, pledging every new regiment to the Spinward Front. At present, the Maccabian Janissaries form the fourth largest contingent of Calixis-born Imperial Guardsmen in the Periphery, overshadowed only by large musters from the populous Hive Worlds of Scintilla, Malfi, and Bront, and given the perpetual influx of new pilgrims, it seems unlikely that this recruitment rate will dwindle any time soon.

THE MACCABIAN JANISSARIES 1322ND

The Maccabian 1322nd is on its last legs, having fought on the front lines now for over a decade. Like those who came before them, and those who shall come after, the 1322nd hold no illusions about returning to Maccabeus Quintus, and unfettered by thoughts of home, they have endeavoured to be at the forefront of battle whenever the opportunity has arisen. Particularly driven to oppose traitors and heretics, the 1322nd have come to relish battle against Dominate and Chaos forces, and are currently embroiled in the multi-front battles that have engulfed the resource-rich Karacallia system.

The 1322nd are currently led by Major Gwendolin Tsavice, who has commanded the regiment for the last two years, since the assassination of Colonel Richter Kamask by a Dominate kill-squad. Not entirely prepared for command, and haunted by the sudden and malicious demise of her former commanding officer, Tsavice has become deeply paranoid, her faith fuelling her caution by making her doubt the zeal of those around her. Her chief advisor, Commissar Kristoffer Novek, has encouraged this righteous scrutiny, and they have worked hard to instil a proper sense of wary circumspection in the remaining men and women of the 1322nd.

CREATING THE MACCABIAN JANISSARIES

The rules listed for the Maccabian Janissaries 1322nd have been created using the Regiment Creation Rules later in this chapter. The following doctrines have been used:

Home World: Penitent

Commanding Officer: Bilious

Regiment Type: Line Infantry

Doctrines: Close Order Drill, Hardened Fighters

Total Cost: 11 points