

## 1054TH VOSTROYAN VOID SHRIKES

The 1054th Vostroyan Void Shrikes are similar in overall appearance to other Firstborn regiments, but certain unique aspects of their gear identify the regiment's unusual specialisation. A typical Void Shrikes squad consists of one sergeant and nine troopers, one of whom carries a meltagun. Two additional troopers sometimes form a heavy weapons team with a single heavy weapon, most commonly a missile launcher. However, the inclusion of a heavy weapon is less common than for many regiments, as the enclosed spaces and safety concerns of void-craft combat outweigh the benefits much of the time. Many Void Shrikes officers prefer for their squads to stay mobile, relying on lighter special weapons for added firepower.

### VOID SHRIKES TROOPER

The troopers of the 1054th Vostroyan Void Shrikes are perfectly suited for the mission to retake *Lycurgos*, but they are as unprepared as any Imperial Guardsman to deal with the horror of Chaos and the unnatural Daemon Engines brought into being by Warpsmith Arkturian. Nevertheless, the Void Shrikes' familiarity with unusual gravity and void-station conditions gives them a decided advantage in the battle for *Lycurgos*. Like all Vostroyan regiments, the Void Shrikes are well-equipped thanks to their home world's manufacturing capabilities and ties to the Adeptus Mechanicus. This alliance with the Tech-Priesthood is reflected in the red uniforms worn by most Vostroyan regiments.

#### Void Shrikes Trooper (Troop)

WS	BS	S	T	Ag	Int	Per	WP	Fel
35	35	35	4I	35	25	3I	28	25

**Movement:** 3/6/9/18

**Wounds:** 10

**Armour:** Void-hardened

**Total TB:** 4

Guard flak armour (4 All)

**Skills:** Athletics (S), Awareness (Per), Common Lore (Imperial Creed, Imperial Guard, Imperium, War) (Int), Dodge (Ag), Linguistics (Low Gothic, Imperial Codes) (Int), Operate (Ground) (Ag), Scholastic Lore (Tactica Imperialis) (Int), Tech-Use (Int).

**Talents:** Nerves of Steel, Rapid Reload.

**Weapons:** M36 lasgun (Basic; 100m; S/-/-; 1d10+3 E; Pen 0; Clip 60; Reload Full; Reliable) *or* meltagun (Basic; 20m; S/-/-; 2d10+10 E; Pen 12; Clip 5; Reload Full; Melta), knife (Melee; 1d5+3 R; Pen 0), 2 frag grenades (Thrown; 9m; S/-/-; 2d10 X; Pen 0; Clip 1; Reload -; Blast [3]), 2 photon flash grenades (9m; S/-/-; Blast [10]), 2 smoke grenades (9m; S/-/-; Smoke [6]).

**Gear:** Vostroyan Firstborn uniform, rebreather, micro-bead, 6 charge packs, 1kg demolition charge, Good Craftsmanship void suit, drop harness, *Imperial Infantryman's Uplifting Primer*.

**Void Specialist:** Void Shrikes do not treat zero-gravity environments as Difficult Terrain for determining movement. Additionally, the Agility Test to stay on-target when making a Charge or Run Action is Difficult (-10).





## VOID SHRIKES SERGEANT

The sergeants of the Vostroyan 1054th are by-and-large competent and resourceful leaders, having put their specialised skills to the test on numerous assignments. Like many officers throughout the Imperial Guard, Void Shrikes sergeants tend to favour the combination of a chainsword and laspistol. This pairing is particularly well-suited for the sorts of engagements in which the Void Shrikes usually find themselves, where fights are decided at close-quarters. As with their comrades throughout the regiment, most sergeants of the Void Shrikes do not shy away from unconventional tactics. Under ideal circumstance, such decisions are usually made at a higher level. However, in boarding actions and similar missions, it is likely, even necessary, that squads become split off from the main bulk of the fighting. The thick plasteel bulkheads of Imperial ships or the unknown alloys of strange xenos facilities can interfere with vox communications, forcing the leaders of each squad to make important on-the-spot decisions as the mission parameters change.

Void Shrikes Sergeant (Elite)									
WS	BS	S	T	Ag	Int	Per	WP	Fel	
37	37	35	41	35	27	31	33	32	

**Movement:** 3/6/9/18

**Armour:** Void-hardened

Guard flak armour (4 All)

**Skills:** Athletics (S), Awareness (Per), Command (Fel), Common Lore (Imperial Creed, Imperial Guard, Imperium, Spinward Front, War) (Int), Dodge (Ag), Linguistics (Low Gothic, Imperial Codes) (Int), Operate (Ground) (Ag), Parry (WS), Scholastic Lore (Tactica Imperialis) (Int), Tech-Use (Int).  
**Talents:** Deadeye Shot, Nerves of Steel, Rapid Reload, Takedown, Two-Weapon Wielder (Melee, Ranged).

**Weapons:** Laspistol (Pistol; 30m; S/2/-; 1d10+2 E; Pen 0; Clip 30; Reload Full; Reliable), chainsword (Melee; 1d10+5 R; Pen 2; Balanced, Tearing), combat knife (Melee; 1d5+3 R; Pen 0), 2 photon flash grenades (9m; S/-/-; Blast [10]), 2 smoke grenades (9m; S/-/-; Smoke [6]).

**Gear:** Vostroyan Firstborn uniform, rebreather, micro-bead, 6 charge packs, 1kg demolition charge, Good Craftsmanship void suit, drop harness, *Imperial Infantryman's Uplifting Primer*.

**Void Specialist:** Void Shrikes do not treat zero-gravity environments as Difficult Terrain for determining movement. Additionally, the Agility Test to stay on-target when making a Charge or Run Action is Difficult (-10).

**Wounds:** 12

**Total TB:** 4

## VOID SHRIKES LIEUTENANT

The missions which the Void Shrikes must undertake are dangerous, even by the standards of the Imperial Guard. To command such operations requires training, experience, and a degree of lateral thinking not widely encouraged by the Departamento Munitorum. However, in an environment where gravity and atmosphere could vanish at any moment, it is not always possible to apply accepted stratagems and tactics. There are differences of opinion and preference amongst the Void Shrikes officers, exacerbated by the many years which individual companies spend separated from the rest of the regiment. While many Void Shrikes lieutenants prefer to be on the front lines, some see it as an unnecessary risk, preferring to command from a nearby vessel whenever possible. Lieutenants of this sort frequently find themselves in conflict with Navy officers who would prefer not to put their vessels in harm's way for the convenience of a lower-ranking Imperial Guard officer.

Void Shrikes Lieutenant (Elite)									
WS	BS	S	T	Ag	Int	Per	WP	Fel	
40	40	35	41	35	31	36	38	40	

**Movement:** 3/6/9/18

**Armour:** Void-hardened

Guard flak armour (4 All)

**Skills:** Athletics (S), Awareness (Per), Command (Fel) +10, Common Lore (Imperial Creed, Imperial Guard, Imperium, Spinward Front, War) (Int), Dodge (Ag), Linguistics (Low Gothic, Imperial Codes) (Int), Operate (Ground) (Ag), Parry (WS), Scholastic Lore (Tactica Imperialis) (Int), Tech-Use (Int).  
**Talents:** Deadeye Shot, Nerves of Steel, Rapid Reload, Sidearm, Takedown, Two-Weapon Wielder (Melee, Ranged).  
**Weapons:** Bolt pistol (Pistol; 30m; S/2/-; 1d10+5 X; Pen 4; Clip 8; Reload Full; Tearing), chainsword (Melee; 1d10+5 R; Pen 2; Balanced, Tearing), combat knife (Melee; 1d5+3 R; Pen 0), 2 photon flash grenades (9m; S/-/-; Blast [10]), 2 smoke grenades (9m; S/-/-; Smoke [6]).

**Gear:** Vostroyan Firstborn officer's uniform, rebreather, micro-bead, 4 bolt pistol clips, 1kg demolition charge, Good Craftsmanship void suit, drop harness, *Imperial Infantryman's Uplifting Primer*.

**Void Specialist:** Void Shrikes do not treat zero-gravity environments as Difficult Terrain for determining movement. Additionally, the Agility Test to stay on-target when making a Charge or Run Action is Difficult (-10).

**Wounds:** 16

**Total TB:** 4