



Insurgency!

The Insurgency army list is intended to portray the various uprisings on Imperial worlds that happens all too frequently. Usually, these uprisings are brutally quashed before they really take off, but sometimes the rebels win a short-lived victory before the full might of the Imperium is brought to bear on the renegades.

The list is intended to be extensible with various flavours of uprisings, such as Genestealer cults, Chaos cultists etc. The core list represents a popular revolutionary leading the people against their oppressive masters, with no outside help or encouragement.

Three sample extensions, The *Rebel Faction* army, the *Psyker Revolt* army and the *Plague of Unlife* army, are included to illustrate the possibilities.



Insurgency Special Rules

Uprising: *Insurgent* units represent the indigenous populace rising up in arms. For every **two** formations in the army that consists of only *Insurgent* or *Civilian* units, **one** formation that consists of only *Insurgent* units may start the game in reserve, and deploy using the *Teleport* rule. When formations deploy using this rule, they start the turn on *Overwatch*, but if they deploy in LOS and within range of an enemy unit, roll 2D6 (instead of the normal 1D6) for each unit to determine the number of blast markers the formation receives.

Fight Another Day: Any broken formation may choose to scatter instead of attempting to regroup in the end phase. Remove the formation from play; it counts as destroyed.

The *Spontaneous Uprisings Pool* represents the populace spontaneously joining the fight when they see their friends and neighbors gunned down by the oppressors. Place all destroyed Infantry units (along with any attached character upgrades) in the Spontaneous Uprisings pool. After the end phase, remove half the units (including at least half the characters) in the uprisings pool from play (for this purpose, Suspicious Civilians units counts as 5 units each). From the remaining units, form as many legal formations (including upgrades) that include **only** *Insurgent* units as possible and place them in reserve; They are available for deployment the following turn. Remove any left-over units from the game (they don't carry over to the next turn).

Suicide Attacks: *Suicide* represents desperate individuals making attacks that will almost certainly cost them their lives. A unit that makes a *Suicide* attack is also destroyed by the attack, whether the attack succeeds or not. Units removed by the *Suicide* rule does not cause blast markers on their formation, and are not eligible for hit allocation in assaults. If the unit is removed by other means, it causes blast markers as normal.

Civilians: *Civilian* units represents protesting civilians in the streets. Formations containing *Civilian* units may only Marshal or Double when they activate. *Civilian* units may never attack and may never enter an enemy zone of control. If the formation is attacked or engaged, roll an initiative test; If it passes the test, replace all units in the formation with Armed Civilians before resolving the attack. If it fails the test, remove it completely as the rabble scatters.

Hidden Threats: *Reveal Purpose* is a special action available to **Suspicious Activity** formations. If the action succeeds, remove the formation from play and immediately deploy a **Specialists** formation that is currently in reserve. The deployed formation deploys as if using the *Teleport* rule; The first unit must be placed in the location of the removed Suspicious Civilian. The deployed formation starts on *Overwatch*, and may activate normally later in the same turn.



Insurgency units

Insurgency Characters

UNIT	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Revolutionary	CH	n/a	n/a	n/a	n/a	Heavy stubber Power Weapon	30cm (contact)	AP6+ EA (+1), MW
								Notes: <i>Supreme Commander</i>
Rabble Rouser	CH	n/a	n/a	n/a	n/a	Assault weapons	(contact)	EA (+1)
								Notes: <i>Inspiring, Leader</i>
Agitator	CH	n/a	n/a	n/a	n/a	Assault weapons	(contact)	EA (+1)
								Notes: <i>Commander, Leader</i>
Sub-commander	CH	n/a	n/a	n/a	n/a	Assault weapons	(contact)	EA (+1)
								Notes: <i>Leader</i>

Insurgency Infantry

UNIT	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Armed Civilians	I	15cm	n/a	6+	6+	Improvised Firearms	(15cm)	(Small arms)
								Notes: <i>Insurgent</i>
Heavy Weapons Team	I	15cm	n/a	6+	4+	2x Heavy Stubber	30cm	AP6+
								Notes: <i>Insurgent</i>
Mortar Team	I	15cm	n/a	6+	6+	Mortars	30cm	AP5+/AT6+ Indirect
								Notes: <i>Insurgent</i>
Rebel Soldiers	I	15cm	n/a	6+	5+	Heavy Stubber	30cm	AP6+
								Notes: <i>None</i>
Rocket Team	I	15cm	n/a	6+	6+	Missile Launchers	45cm	AP5+/AT6+/AA6+
								Notes: <i>Insurgent</i>
Snipers	I	15cm	n/a	6+	5+	Hunting Rifles	30cm	AP6+, Sniper
								Notes: <i>Insurgent, Scout. Shooting at Snipers receive an additional -1 To Hit modifier when the Sniper is in Cover.</i>
Ogryns	I	15cm	3+	4+	5+	Ogryn Weapons Ripper Guns	(contact) (15cm)	EA (+1), MW (small arms)
								Notes: <i>None</i>
Fanatics	I	15cm	n/a	4+	6+	Bomb Belt Improvised Firearms	(contact) (15cm)	EA (+2), Suicide (Small arms)
								Notes: <i>Insurgent, Fearless</i>
Saboteurs	I	15cm	n/a	6+	6+	Sabotage	15cm	MW2+, Suicide
								Notes: <i>Insurgent, Fearless. May only use Sabotage against units that have not moved previously the same turn</i>
Irate Drivers	I	30cm	n/a	5+	6+	Six-shooters	(contact)	First Strike
								Notes: <i>Insurgent, Mounted, Scout</i>
Bombmen	I	15cm	n/a	6+	6+	Improvised Firearms Improvised Explosives	(15cm) 30cm	(small arms) AT3+, One Shot, Indirect
								Notes: <i>Insurgent. May only use Improvised Explosives against units that have moved previously the same turn</i>
Protesters	I	10cm	n/a	n/a	n/a	Banners and Bullhorns	n/a	n/a
								Notes: <i>Civilian</i>
Suspicious Civilians	I	15cm	n/a	n/a	n/a	Heavy Bags, Voluminous Clothes and a Shifty Demeanor	n/a	n/a
								Notes: <i>Insurgent. If the unit is attacked, it is automatically destroyed as the suspects scatter. Suspicious Civilians does not have a Zone of Control, cannot contest or control objectives and may not move within 20cm of another Suspicious Civilians unit.</i>

Insurgency Light Vehicles

UNIT	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Flatbed Technical	LV	30cm	n/a	6+	6+	Codriver with Stubber	15cm	(Small arms)
								Notes: <i>Transport (may carry 2 Insurgency Infantry units, except Ogryns, which it may carry 1 of)</i>
Armed Technical	LV	30cm	6+	6+	5+	Twin Heavy Stubber	30cm	AP5+/AA6+
								Notes: <i>None</i>
Armed Technical	LV	30cm	6+	6+	5+	Auto-cannon	45cm	AP5+/AT6+
								Notes: <i>None</i>
Armed Technical	LV	30cm	6+	6+	6+	Multi-rocket launcher	45cm	1BP, Slow Firing
								Notes: <i>None</i>



Insurgency Armoured Vehicles

UNIT	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Leman Russ	AV	20cm	4+	6+	4+	2x Heavy bolter Lascannon Battle Cannon	30cm 45cm 75cm	AP5+ AT5+ AP4+/AT4+
Notes: Reinforced Armour								
Basilisk	AV	20cm	5+	6+	5+	Heavy Bolter Earthshaker	30cm 120cm	AP5+ AP4+/AT4+ OR 1BP, Indirect
Notes: May either shoot normally or fire a barrage. May only use indirect fire when firing a barrage								
Hydra	AV	30cm	6+	6+	5+	Heavy Bolter 2x Hydra Autocannon	30cm 45cm	AP5+ AP4+/AT5+/AA5+
Notes: None								

Insurgency Aircraft

UNIT	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Model 17 Light fighter	AC	F	6+			2x Twin Heavy stubber AA Missiles	15cm 45cm	AP5+/AA6+ AA5+
Notes: None								
Model 4E Fighter-bomber		F/B	5+			Autocannon Incendiary Bomb Racks AA Missiles	30cm 15cm 45cm	AP5+/AT6+/AA5+ 2BP, Ignore Cover AA5+
Notes: None								
Model 24 Gunship	WE	30cm	5+	6+	5+	Rotary cannon 2x Missile Racks	30cm (15cm) 45cm	AP5+/AT5+ EA (+1) AP5+/AT6+
Notes: DC2, Skimmer, Critical: Destroyed								



INSURGENCY!

Politics on the industrial hive world Graeme IV, officially recorded as Bertolt's Hope but commonly known as Silverdust, was labyrinthine at best, and frequently lethal. For Spirelord Galhaas, a properly timed and swiftly quashed rebellion would have served well to circumvent the rival Spirelord Ygraine's equally obscure ploys. To that end, a carefully prepared revolutionary cell was set up.

Unfortunately, shortly before the planned failure, Galhaas' aerial conveyance suffered an engine malfunction and detonated at high altitude. There were no survivors, and the uprising failed to materialize on time. The revolutionaries, however, remained, cherishing the memory of Galhaas the Martyred Peoples Hero, and as chance would have it, the figurehead leader Merton Struenz was in fact a talented orator and underground organizer.

Soon, cells had spreads to all the Spires of Grame, and Hive Elagraine (formerly Hive Galhaas) was a hothouse of dissent. The newly-appointed Spirelord Elagraine, young and inexperienced, struck down hard and incompetently, torturing and killing thousands of protesters without significantly harming the revolutionary cells, who found ripe grounds for recruiting.

The soldiers of the PDF regiments all had family in the Spires, and when the 914th Elagraine Mechanized Battalion openly defied orders to fire on demonstrators and declared for the Rebels, the armed uprising was a reality.

The rebels had no support from the Navy, but since the fighting mostly took place in the centre of the valuable infrastructure of the Spires, the aerospace superiority of the incumbent Spirelords mattered little.

Across the kilometer-wide factory floors and in the cramped hive thoroughfares, bitter close-range fighting ranged, where every civilian was could be scouting for a rocket strike, or carrying explosives into the midst of the loyalist forces. Hive Gangers, caring little for Freedom or The People, saw a power vacuum and joined the fray, carving out small dominions from atop their heavily augmented bikes, sometimes opportunistically allying with the rebels.

In the other hives, pro-rebellion demonstrations started to appear, and here, too, heavy-handed suppression and horrible loss of civilian lives did more to swing the populace against the Spirelords than any rebellious oratory could possibly have. Soon, bereaved widows and starry-eyed youths hurled themselves at the tanks and checkpoints of the PDF, killing themselves in fiery explosions. Planetary production ground to a halt, as factories were abandoned or sabotaged.

The rebellion eventually seized control over most of the hives, forcing the PDF and the Spirelords back to a few stalwart bastions of loyalty. While the rebels promptly started fighting amongst themselves over the finer points of the creed of blessed Galhaas, the loyalists were, by this time, too battleworn to take the fight back to the rebels.

The rebellion did not officially end until a taskforce of two regiments of Imperial Guard and a company of Crimson Fist Space Marines landed seven months later. Most of the rebels were inducted into penal regiments and sent to serve out life sentences in the Imperial Guard; The surviving Spirelords were all found guilty of gross incompetence and negligence and summarily executed, and a new off-world Imperial Governor was appointed to return Silverdust to an orderly, tithing member of the Imperium.



INSURGENCY! Army List

Version DRAFT 0.8

Insurgency armies have a strategy rating of 0. Formations that include one or more *Insurgent* or *Civilian* units have an initiative rating of 3+, all other formations have an initiative rating of 2+.

Insurgent Core Formations

(An Insurgency Army may contain any number of Insurgent Core Formations)

MOB	CORE UNITS	COST
0-1 Revolutionary Mob	Twenty Armed Civilians and one Revolutionary character <i>The Revolutionary may add up to four different Specialist upgrades. If taken, the Revolutionary <u>must</u> be the most expensive formation in the army.</i>	250 points
Insurgent Mob	Twelve Armed Civilians <i>Optionally, add a Sub-commander character</i>	125 points +25 points
Posse	Six Irate Drivers	150 points
Rebel Militia	Eight Rebel Soldiers	150 points

Insurgent Civilian Formations

(An Insurgency Army may contain any number of Insurgent Civilian Formations)

MOB	CORE UNITS	COST
Demonstration	Twelve Protesters	75 points
Suspicious Activity	One Suspicious Civilian <i>Suspicious Activity may take the special action Reveal Purpose.</i>	25 points

Insurgent Specialists

(Up to two different upgrades may be added to each Insurgent Core Formation)

UPGRADE	UNITS	COST
Specialists	One to Six Heavy Weapons Teams, Mortar Teams, Rocket Teams, Snipers, Fanatics, Saboteurs or Bombmen in any combination	+25 points each
Ogryn	One to Two Ogryns	+50 points each
Captured Tanks	Three Leman Russ tanks	175 points
Improvised Transports	Enough Flatbed Technicals to transport all Infantry in the entire formation	+5 points each
Armed Cars	One to six Armed Technicals (any type)	+25 points each
Leadership	Add one Rabble Rouser or Agitator character to any unit in the formation	+50 points
Followers	One to Six Armed civilians	+5 points each

Insurgent Supporters

(An Insurgency Army may contain one supporters formation for each Insurgent Core Formation)

FORMATION	UNITS	COST
Specialists	Four to Six Heavy Weapons Teams, Mortar Teams, Rocket Teams, Snipers, Fanatics, Saboteurs or Bombmen in any combination	25 points each
Rebel Armour	Three to Five Leman Russ tanks	65 points each
Rebel Artillery	Three Basilisk	250 points
Rebel Flak	Three Hydra	150 points
Armed Cars	Three to Six Armed Technicals (any type)	25 points each



The Rebel Faction

The Erhnam Coalition had swept into power on Regedra III on a swell of popular and mercantile support, ousting the corrupt and ineffectual Imperial Governor. They had promised wealth for all, but once they were firmly in control of the government and army, their true allegiance soon became clear.

Cults ostensibly devoted to prominent Imperial figures out of legend performed blasphemous rituals, making the taint of Chaos and Sorcery unmistakable to all who could see. By this time, few would or could stand up to the usurpers.

One small equatorial region, however, was poorly infiltrated, and in a counter-coup, the charismatic Commissar Reye of the 4th Regedran Lions, a PDF Regiment, seized control over the peninsula of Pharamon, vowing to call for Imperial help and hold out until justice could be restored. The retribution from the central government was swift and brutal.

Within three short months, the Coalition forces had captured the regional seat of government, as well as all the major coastal cities, sweeping down through the coastal farmlands. Only the old capitol in the central mountains held out, protected from ground assault by miles of impenetrable jungle, and from aerial and orbital bombardment by the planet's third-largest orbital defence laser site.

Knowing full well that there would be no mercy granted by the Chaos-worshipping invaders, the 4th Regedran did not surrender, but fell back into the jungles, recruiting irregulars from among the refugees displaced by the brutal occupation.

Overconfident, the Coalition army followed the rebels, pressing along the few cleared roads leading toward the old capitol.

The first indication that the war was not already won came when the attackers crossed the Ismenyr river. The advance scouts had failed to detect the demolition charges the retreating rebels had concealed within the pillars of the long bridge, and when the charges were set off (destroying a full armoured company in the process), the spearhead brigade was cut off from support and reinforcement. It found itself surrounded by rebels, its anti-air assets targeted by remote-controlled mines and its hastily erected fieldworks razed by rebel aircraft dropping incendiary bombs. By the time the Coalition forces had erected a pontoon bridge and reached the other bank, the brigade had been slaughtered. The victorious rebels had melted back into the dense jungle, ready to strike again when the invaders least expected it.

The expected quick suppression of the counter-coup ground to a crawl - the roads were deathtraps, and advancing on a broad front through the jungle was impossible using any sort of heavy equipment. Throughout the slow, but inexorable advance, the psychic choir in the Old Capitol broadcast continuously, and eventually succeeded in breaking through the warp static shrouding the planet, and summoning help.

Unfortunately, by the time the relief fleet arrived, the Peninsula had been overrun, and all that was left of the Capitol were blasphemous altars to the Ruinous Powers. The subsequent cleansing saw every remaining citizen of Regedra either slain or mind-wiped and deported; The planet was re-colonized 42 years later, and is now known as Templars Victory. Imperial records of Regedra are classified, and contain no mention of the 4th Regedran Lions.



Rebel Faction Army List

Version DRAFT 0.8

Rebel Faction armies have a strategy rating of 1 and an initiative rating of 2+.

The Rebel Faction army does not use the **Uprising** special rule, replacing it with the **Camouflage and Concealment** rule:

Camouflage and Concealment: All formations start play with a *Concealed* marker. Shooting attacks against a formation with a Concealed marker suffers an additional -1 to hit modifier, to represent enemy uncertainty as to the true location of the units. A *Concealed* marker is removed if the formation shoots, or is involved in an engagement.

Rebel Core Formations

(A Rebel Faction Army may contain any number of Rebel Core Formations)

MOB	CORE UNITS	COST
0-1 Rebel HQ	Ten Rebel Soldiers and one Revolutionary character <i>The Rebel HQ may add up to four different Specialist upgrades.</i>	250 points
Rebel company	Ten Rebel Soldiers and one Sub-commander character	175 points

Rebel Civilian Formations

(An Rebel Faction Army may contain any number of Rebel Civilian Formations)

MOB	CORE UNITS	COST
Irregulars	Twelve Armed Civilians <i>Optionally, add a Sub-commander character</i>	125 points +25 points

Rebel Specialists

(Up to two different upgrades may be added to each Rebel Core Formation)

UPGRADE	UNITS	COST
Specialists	One to Six Heavy Weapons Teams, Mortar Teams, Rocket Teams, Snipers or Bombmen in any combination	+25 points each
Ogryn	One to Two Ogryns	+50 points each
Armour Support	Three Leman Russ tanks	175 points
Improvised Transports	Enough Flatbed Technicals to transport all Infantry in the entire formation	+5 points each
Armed Cars	One to six Armed Technicals (any type)	+25 points each

Rebel Support

(An Rebel Faction Army may contain two support formation for each Rebel Core Formation)

FORMATION	UNITS	COST
Specialists	One to Six Heavy Weapons Teams, Mortar Teams, Rocket Teams, Snipers or Bombmen in any combination <i>All units in the formation has the Teleport special rule.</i>	25 points each
Rebel Armour	Three to Five Leman Russ tanks	65 points each
Rebel Artillery	Three Basilisk	250 points
Rebel Flak	Three Hydra	150 points
Armed Cars	Three to Six Armed Technicals (any type)	25 points each
Air Support	2 Model 17 Light Fighters <i>OR</i> 2 Model 4E Fighter-bombers <i>OR</i> 1 Model 24 Gunship <i>Air Support counts as three support formations, for army composition purposes</i>	150 points 250 points 150 points



Psyker Revolt

On Essin, Peridor II in the Segmentum Solar, the Psyker gene was unusually common, and during the Dark Ages the Essenes, cut off from the rest of humanity, developed a harsh screening and training programme to detect psykers at a young age before their talents manifested, and to train them to control their powers without falling prey to psychic parasites or warp incursions.

The programme was not perfect, but it worked, and soon a sizeable proportion of the populace was “Evolved”, as they were called locally. They served as heavy labor, armed forces and ruling elite, depending on the nature of their talent, and they brutally destroyed any of their own that went out of control.

When the Imperial Crusades arrived, the Essenes joyously complied, accepted reunification and the rule of Empire, and the crusade fleet moved on after establishing an Imperial assessors office, for collecting tithes and to monitor the local rulers. On Essin, harmony prevailed.

Then came the edict of Nikaea, banning Psykers and Sorcery. The Imperial commander on Essin ordered the Evolved to renounce their evil ways, and turn themselves in for re-education. Unsurprisingly, the Essene rulers and the rest of the Evolved resisted forcefully.

The Essene no longer had an army, leaving all things military in the hand of the Empire, so the Imperial Commander believed that rounding up the Essene witches and sorcerors would be an easy task. He had never seen them at war, or even angry, but even without any formal military structure, and without any heavy equipment, the Evolved were still a force to be reckoned with.

Empaths usually working in medicae facilities turned their supernatural senses on the thought and plans of the imperials, and choirs of Telepaths cast out an undetectable network of thought, reaching all of the Evolved on Essene. Imperial Arbiters and Guard squads, coming to collect the psykers, all found themselves hours, sometimes minutes, late.

Not content with escaping and hiding, the Evolved soon took the fight to their enemies. Telekinetics and Pyrokinetics, once employing their talents in construction and manufactories, now turned their powers on the Imperial Guards patrolling the streets. A single Psyker could crush or burn a man with a thought, while a choir could destroy a tank platoon before it got off a shot.

The un-evolved civilian population of Essin had been conditioned for generations to follow the direction of their evolved kin, and they readily took up hunting rifles and farm implements, following the psychic call of their leaders, the highly evolved. In addition to inspiring loyalty and courage in their kin, the evolved leaders were also capable of panicking entire companies of guardsmen with psychic assaults, and where they led their improvised companies, the Imperials ran in unreasoning fear.

With the seize and imprison operation in tatters, the Imperial Commander withdrew to his fortified compound, trusting minefields and long-range guns to keep the foul sorcerors at bay until reinforcements could arrive.

The full capabilities of the Essene Rulers had not been used millenia, but their Precogs had foreseen their fate were they to remain a part of the Empire, and they fought for their lives. Under the withering gaze of the Rulers, reality flowed like water, and the defenses surrounding the compound shattered, or simply vanished without a trace.

In the ensuing chaos, the Evolved led their followers forward.



Psyker Revolt Army List

Version DRAFT 0.8

Psyker Revolt armies have a strategy rating of 5. Formations that include one or more *Insurgent* or *Civilian* units have an initiative rating of 3+, all other formations have an initiative rating of 2+.

Psyker Revolt Core Formations

(A Psyker Revolt Army may contain any number of Psyker Revolt Core Formations)

MOB	CORE UNITS	COST
Insurgent Mob	Twelve Armed Civilians and one Alpha Psyker character	250 points

Psyker Revolt Civilian Formations

(A Psyker Revolt Army may contain any number of Psyker Revolt Civilian Formations)

MOB	CORE UNITS	COST
Suspicious Activity	One Suspicious Civilian <i>Suspicious Activity may take the special action Reveal Purpose.</i>	25 points

Psyker Revolt Specialists

(Up to two different upgrades may be added to each Psyker Revolt Core Formation)

UPGRADE	UNITS	COST
0-1 Psychic Abomination	Add an Alpha Plus Psyker unit.	+400 points
Specialists	One to Six Heavy Weapons Teams, Mortar Teams, Rocket Teams, Snipers, Fanatics, Saboteurs, Bombmen or Psychic Choirs in any combination	+25 points each
Improvised Transports	Enough Flatbed Technicals to transport all Infantry in the entire formation	+5 points each
Armed Cars	One to six Armed Technicals (any type)	+25 points each

Psyker Revolt Supporters

(A Psyker Revolt Army may contain one supporters formation for each Psyker Revolt Core Formation)

FORMATION	UNITS	COST
Specialists	Four to Six Heavy Weapons Teams, Mortar Teams, Rocket Teams, Snipers, Fanatics, Saboteurs, Bombmen or Psychic Choirs in any combination	25 points each
Armed Cars	Three to Six Armed Technicals (any type)	25 points each

Psyker Units

UNIT	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Alpha Plus Psyker	I	15cm	4+	5+	5+	Alter Reality	90cm 45cm (15cm) (contact)	3BP, TK(1), Ignore Cover AA4+ EA (+3), MW EA(+3), MW
Notes: Supreme Commander, Inspiring, Fearless, Invulnerable Save, Insurgent The Alpha Plus Psykers invulnerable save succeeds on a roll of 4+								
Alpha Psyker	CH	n/a	n/a	n/a	n/a	Mind Blast	30cm 30cm	3BP, Ignore Cover, Disrupt AA5+
Notes: Inspiring, Leader, Fearless, Invulnerable Save								
Psychic Choir	I	15cm	n/a	5+	5+	Psychic Assault	15cm (15cm) (contact)	MW5+, Ignore Cover EA (+1), MW EA(+1), MW
Notes: Invulnerable Save, Insurgent								



Plague of Unlife

When the Tau emissaries came to the isolated human outpost of Romero, they offered the populace the customary chance to join the Tau Empire, for the Greater Good. The response was negative, as expected, but uncharacteristically incoherent, even for Gue'la.

When the Tau forces made planetfall, they were faced with crazed, fanatic enemies who threw themselves at the Fire-caste warriors with no thought for survival, and no concept of surrender. The Gue'la also had strange alien allies that fought fiercely, but evaporated on death, rendering analysis impossible.

It was a small colony, however, and the expeditionary fleet was well equipped, so the pacification proceeded swiftly and according to plan. Soon, the defaced and ramshackle Gue'la settlement was completely razed, and earth-caste engineers had erected an outpost on the site.

The expeditionary fleet moved on, and a local year passed.

The first signs that something was amiss came when an unnatural fog started creeping in at night, covering the area around the outpost. Reports came in, speaking of things moving in the fog, then sentries started to disappear when on patrol. Discarded and destroyed equipment was found, but no remains of the missing warriors were left. Soon, perimeter patrols were only done at squad strength.

The nature of the attacker was discovered when one night a reinforced patrol was attacked, and one Crisis Suit warrior managed to transmit footage from his helmet cam, before he was pulled down and the transmission was interrupted. The blurry footage was thick with a mysterious static, but it clearly showed animals and gue'la bounding out from a fog bank, followed by a horde of slower, shambling gue'la. How the gue'la had survived, or managed to stay hidden for a year, was impossible to determine, but at least now the enemy had a name. The Tau commander called for reinforcements, and ordered additional defensive emplacements to be constructed. As yet, the gue'la had not attacked within sensor range of the main encampment, and the commander was confident that he could hold out against an enemy with no heavy weapons, even if they did appear to have superior numbers.

On the anniversary of the death of the last defender, however, portents in the sky announced him wrong. A passing comet fractured into three and struck the nearest moon, forming three huge craters in a perfect triangle, and on the ground, the fog rolled in. Throughout the Tau settlement, the earth heaved, and the dead rose from where they had fallen during the invasion. Most of the risen gue'la were slow and disorganized, killing only through sheer numbers, but some were infused with an unholy energy and raced through the shocked Tau defenders, killing emplacement crew before the guns could be brought online. Others were bloated by toxic fluids, and exploded at the slightest provocation, showering everyone nearby in corrosive poisons.

Soon, the outpost was in a panic, but the Tau commander rallied his forces, and started a systematic sweep, destroying the abominations wherever they were found. Then the few surviving perimeter sentries called out an alert – movement, approaching! From all sides, figures emerged from the fog, walking inexorably towards the outpost. They resolved, as thousands more of the gue'la, but even more horrifying, also fire-caste Tau, brutally maimed yet still walking, as if driven by an unnatural hunger, walking towards the outpost, isolated in the night.



Plague of Unlife Army List

Version DRAFT 0.8

Plague of Unlife armies have a strategy rating of 0. All formations have an initiative rating of 3+. All formations have a +2 bonus on their initiative roll when attempting to *Engage* action, and when attempting to rally in the end phase.

When using the **Uprising** special rule, also add any killed *enemy* Infantry units to the Spontaneous Uprising Pool before removing half the units.

Plague of Unlife Core Formations

(A Plague of Unlife Army may contain any number of Plague of Unlife Core Formations)

MOB	CORE UNITS	COST
Shambling Mob	Twelve Zombie units	100 points
Undead Vermin	Eight Undead Animal units	100 points

Plague of Unlife Civilian Formations

(A Plague of Unlife Army may contain any number of Plague of Unlife Civilian Formations)

MOB	CORE UNITS	COST
Suspicious Activity	One Suspicious Civilian <i>Suspicious Activity may take the special action Reveal Purpose.</i>	25 points

Plague of Unlife Specialists

(Up to one upgrade may be added to each Plague of Unlife Core Formation)

UPGRADE	UNITS	COST
Specialists	Six Infested, Bloated or Runner units in any combination	+75 points

Plague of Unlife Supporters

(A Plague of Unlife Army may contain one supporters formation for each Plague of Unlife Core Formation)

FORMATION	UNITS	COST
Specialists	Six to Ten Infested, Bloated or Runner units in any combination	+15 points each

Plague of Unlife Units

UNIT	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Zombie	I	15cm	n/a	6+	n/a	Dirty nails and teeth	(contact)	
Notes: <i>Fearless, Insurgent, May not March</i>								
Undead Animal	I	20cm	n/a	6+	n/a	Claws and Fangs	(contact)	
Notes: <i>Fearless, Infiltrate, Scout, Insurgent</i>								
Infested	I	15cm	n/a	5+	6+	Infectious bite Cloud of Flies	(contact) (15cm)	EA(+2)
Notes: <i>Fearless, Insurgent, May not March</i>								
Bloated	I	10cm	n/a	5+	5+	Pus Explosion	(contact) (15cm)	EA(+3), <i>Suicide</i> EA(+1), <i>Suicide</i>
Notes: <i>Fearless, Insurgent, May not March</i> <i>Bloated units strikes last: Resolve attacks and inflict damage from normal attacks before Bloated units make their attacks.</i>								
Runner	I	15cm	n/a	5+	n/a	Frenzied bite	(contact)	EA(+1), <i>First Strike</i>
Notes: <i>Fearless, Infiltrate, Insurgent</i>								



Change Log

0.2

1. Added Fanatics, Saboteurs, and Irate Farmers
2. Larger Revolutionary mob, smaller regular mobs (make the Revolutionary more likely to be BTS)
3. More flexibility in specialist numbers
4. Removed foreign allies (didn't fit theme)

0.3

1. Two variants of armed technicals. Reduced to FF5+
2. No foreign advisor (still don't fit theme)

0.4

1. Added civilians and demonstrations

0.5

1. Tweaked the rocket artillery technical
2. Renamed "Insurgency Mob" to "Insurgency Core Formation" to distinguish the category from the formation with the same name.
3. Added Suspicious Civilians, another sneaky deployment option.
4. Added Spontaneous Uprising Pool, to boost number of fists in the air without requiring more models
5. Simplified the purchase structure for the different specialist units.

0.6

1. Separate category for Civilians - reduces the severity of Support formation spam

0.7

1. Clarify that the Revolutionary mob can take 4 *different* upgrades.
2. Fixed Rebel Leman Russ and Hydra costs to match LatD
3. Changed strategy to 0.
4. Cowboys, not farmers :)
5. Civilians may scatter when engaged, too.
6. Added Agitator

0.8

1. *Fight Another Day* rule to get (parts of) broken insurgency units back into play quickly, keeping up pressure.
2. Better Cover to hit modifier for Snipers, to help them lurk better.
3. Replaced Autocannons with Heavy Stubbers on regular infantry. They aren't as well equipped as Guard!
4. Better stats for the Heavy Weapons teams, to bring their value into line with the other specialists
5. Removed shooting attack from Flatbed technicals, reduced cost
6. Variant lists: *Rebel Faction*, *Psyker Revolt* and *Plague of Unlife*, to showcase list modding possibilities.