# INTRODUCTION

**W**elcome to the sweltering green hell of Codex: Catachans, a book dedicated not only to the famed Catachan Jungle Fighters but to Deathworld regiments from across the Warhammer 40,000 galaxy.

## AN OVERVIEW OF CATACHAN

Catachan is a deathworld, a planet so inimical to life that every day there is a battle for survival. The hardy people of Catachan are descendants of the very first settlers who colonised the planet generations ago. By necessity, they are a tough breed well versed in survival amidst planet-wide jungles that swarm with voracious predators, flesh-eating plants, poisonous insects and virulent diseases.

The people of Catachan have but one resource of value to the Imperium, their superb regiments of Jungle Fighters. Once recruited they are dispatched to warzones all across the galaxy where their skills in jungle warfare are at a premium. Catachan warriors readily accept the call to arms and in exchange for their loyalty their families and settlements receive technologies and medicines that would normally be impossible for them to obtain.

## DEATHWORLD VETERAN ARMIES

Catachan is the most infamous deathworld in the galaxy, but it is by no means the only one. Deathworld troops are also recruited from Cthelle, Luther McIntyre, Canak, Lost Hope, Miral and dozens of other such hell holes. The army list which follows is referred to as a Deathworld Veterans army list so that players can also use Deathworld regiments of their own invention. This allows you to devise your own colour schemes, history and background for a Deathworld Veterans army. You may wish to adapt the rules for the jungle environment in this book to create a different type of deathworld for your regiment, such as the polar deserts of Luther McIntyre or the methane swamps of Miral.
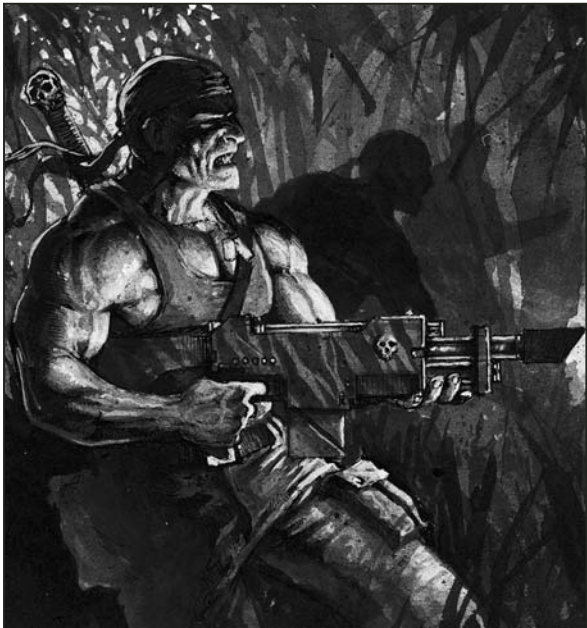
## WHY COLLECT A CATACHAN ARMY?

This list can be used to field a 'pure' Deathworld army, representing a recently recruited force. It is a relatively lightly armed force which uses its skills in jungle warfare to balance its lack of big guns or tanks.

While Deathworld troopers are better than the average Imperial Guardsmen, their greatest strength lies in their ability to move through jungles unhindered and lay booby traps and ambushes to confound their foes. Deathworld troops can use the dense terrain of the jungle to cover them as they strike and then fade back into the terrain before the enemy can respond.

If you wish simply to add units of Deathworld Veterans to a standard Imperial Guard force, then you should make use of the Jungle Fighters Regimental Doctrine, in Codex: Imperial Guard. This represents an army that has been at war for a considerable period of time and has been moved from one war zone to another, being combined with elements of other Imperial Guard regiments along the way.

Visually, a Deathworld Veterans army is great for players who like a hard-bitten elite force made up of rugged individuals. With no tanks or complex uniforms to worry about, all you have to master are the basic techniques of painting tanned flesh and combat fatigues. For the more advanced hobbyist there are lots of opportunities for creating different camouflage schemes and converting miniatures as part of the Deathworld Veterans force.

# DEATHWORLD VETERANS ARMY LIST

The following army list can be used to create a Deathworld Veterans army. All units in this army have the Deathworld Veterans skills described below. The army is not allowed to take any vehicles other than Sentinels and can only consist of units from the following army list. No additional Doctrines from Codex: Imperial Guard may be used.

## DEATHWORLD VETERANS

Some Catachan units are listed as 'Deathworld Veterans'. The following rules apply to these units:

- Deathworld Veterans count woods or jungle terrain as clear terrain for the purposes of movement, including for advancing after an assault or falling back.
- Deathworld Veterans receive a 4+ cover save for being in woods or jungle terrain.
- Deathworld Veterans may see and shoot through 12" of woods or jungle terrain, rather than 6" as would usually be the case.
- Deathworld Veteran units on foot may infiltrate as described in the Warhammer 40,000 rulebook. They may only do this in missions that allow infiltration and only if they use their ability to infiltrate to set up or move into woods or jungle.

## JUNGLE TERRAIN

The Deathworld Veterans army list has been designed for when troops fight in jungle terrain. It has a number of advantages over other armies in such terrain which have been taken into account in the points values charged for the models in the army. In particular you will find that the cost of flamers and heavy flamers is very high, as these are deadly weapons in the hands of Catachans in such terrain. This doesn't stop the Catachans fighting in normal terrain (after all, sometimes they do have to leave the jungle!) but you will find they are at a disadvantage when they do so.

The rules for Warhammer 40,000 battles in jungle terrain are included after the army list. Due to the special rules and conditions that apply, you should let any opponents know in advance that the jungle rules will be used and let them read through the rules so they know what to expect. If you don't then the battle is fought in normal terrain.

## CATACHAN WARGEAR

Catachans may use the wargear described below. Any equipment not covered here uses the rules in Codex: Imperial Guard and the Warhammer 40,000 rulebook.

**Demolition Charges**

A model armed with a demolition charge may use it in the Shooting phase instead of making its normal shooting attack.

Demolition charges have a range of 6". The attack is treated the same way as for an ordnance attack, except that the model throwing the charge can move on the turn that it throws. Place the large Blast marker as you would normally and then roll to see if the charge scatters (due to its extremely short range a demolition charge is almost as dangerous for the user as it is for the target!).

Demolition charges are one-shot weapons. If a model uses his demolition charge and survives, replace him with a Catachan model armed with a lasgun. If such a model is unavailable, the model is removed instead (he dusts himself down and heads home for a well-earned grox burger!).

| Weapon | Range | Str | AP | Notes |
|---|---|---|---|---|
| **Demolition Charge** | 6" | 8 | 2 | Ordnance |

May move and fire, one shot only, large Blast template.

# HEADQUARTERS

## 1 DEATHWORLD VETERAN COMMAND HQ

|  | Points/Model | WS | BS | S | T | W | I | A | Ld | Sv |
|---|---|---|---|---|---|---|---|---|---|---|
| Colonel | 50 | 5 | 4 | 3 | 3 | 3 | 4 | 3 | 9 | 5+ |
| Captain | 35 | 5 | 4 | 3 | 3 | 2 | 3 | 3 | 8 | 5+ |
| Deathworld Vet. | 9 | 4 | 3 | 3 | 3 | 1 | 3 | 1 | 7 | 5+ |

**Squad:** The Command HQ consists of one Officer and between two and four Deathworld Veterans.

**Weapons:** Lasgun, or laspistol and close combat weapon.

**Options:** Up to four Deathworld Veterans may be armed with one of the following each: flamer at +12 pts; plasma gun at +12 pts; meltagun at +12 pts; grenade launcher at +6 pts. Two of the Deathworld Veterans may be formed into a weapons team armed with one of the following heavy weapons: mortar at +15 pts; heavy bolter at +10 pts; missile launcher at +15 pts; heavy flamer at +15 pts.

One Deathworld Veteran may be given a vox-caster at +15 pts (see the Wargear section in Codex: Imperial Guard).

The entire squad may be equipped with frag grenades at +1 pt per model.

**Officer:** The Command HQ is led by a Captain or Colonel. The Officer is a character and may be given additional equipment from the Imperial Guard Armoury.

**Medic:** One Deathworld Veteran may be upgraded to a Medic at an additional cost of +10 pts. The Medic receives a medi-pack (see the Wargear section in Codex: Imperial Guard).



The leader of a Deathworld Company or regiment is usually elected by his men. He is often a renowned hunter or warrior, the headman of the settlement from which the Company was recruited or perhaps the patriarch of an extended family which has sent many of its men-folk to join the ranks. Discipline is maintained through trust and respect rather than by rank and Deathworld Veterans take pride in the fact that their officers share with them every danger and hardship.

### SPECIAL RULES

**Deathworld Veterans:** All models in this unit are Deathworld Veterans as described on page 2.

**Leadership:** Any unit from this army within 12" of a model in the Command HQ may use the Command HQ Officer's Leadership for all Morale and Pinning tests.

## COMMISSARS – SEE CODEX: IMPERIAL GUARD

### SPECIAL RULE

**Oops, Sorry Sir:** Deathworld Veterans resent strangers telling them what to do or threatening their friends so Commissars have a very difficult time maintaining control. They also suffer a disproportionally high number of 'accidents' when serving with Deathworld troops. Roll a D6 for each Commissar before setting them up (roll for models in reserve when they deploy onto the table). On a roll of 1, the Commissar has met with an unfortunate accident and cannot be used.

The inhabitants of deathworlds are fiercely independent. Outsiders have difficulty earning their respect, particularly Commissars who 'come on all high an' mighty'. Deathworld Veterans are also very unsubtle in demonstrating disapproval and for this reason such regiments suffer a much higher attritional rate of Commissars than those from other, more civilised worlds.

"We've run into scorpions the size of battle tanks, three men died from Eyerot last week, I've sweat enough to fill a lake, my boots got sucked into a sink-swamp and the trees are so thick in places, you can't squeeze between them. Emperor help me, I love this place! It's just like home!"

Captain Rock of the Catachan III 'Green Devils' commenting on Varestus Prime

**Deathworld Veteran regiments include squads of warriors exceptional even by the exacting standards of their birth world. In Catachan regiments these are called 'Catachan Devils' in reference to their famous kill-knives and the voracious predators of their world.**

### Designer's Note

*We have included Catachan Devils to allow players to practise their skills at making a really unique and individual unit. We won't be making models to represent many of the options allowed to a Devils squad – it's up to you to convert the models yourself.*

## 0-1 CATACHAN DEVILS SQUAD

| | Points/Model | WS | BS | S | T | W | I | A | Ld | Sv |
|---|---|---|---|---|---|---|---|---|---|---|
| Catachan Devil | 13 | 4 | 4 | 3 | 3 | 1 | 3 | 1 | 8 | 5+ |
| Veteran Sergeant | 23 | 4 | 4 | 3 | 3 | 1 | 3 | 2 | 8 | 5+ |
| Veteran Officer | +48 | 5 | 4 | 3 | 3 | 3 | 4 | 3 | 9 | 5+ |

**Squad:** The squad consists of one Veteran Sergeant and between four and nine Catachan Devils.

**Weapons:** Lasgun and frag grenades.

**Options:** Any model may have one of the following weapons in addition to, or instead of, his lasgun: autogun at no additional cost; close combat weapon and laspistol or autopistol at +1 pt; shotgun at +1 pt. Up to three models may have one of the following weapons each: flamer at +16 pts; plasma gun at +12 pts; meltagun at +16 pts; grenade launcher at +6 pts. The squad may be armed with krak grenades at an extra cost of +2 pts per model.

**Character:** The Veteran Sergeant may be given extra equipment from the Imperial Guard Armoury. He can choose equipment usually only available to Officers.

**Veteran Officer:** The squad may include one Catachan Devil Officer at an additional cost of +48 pts. He carries a lasgun, or a laspistol and a close combat weapon, and may be given additional equipment from the Imperial Guard Armoury.

### SPECIAL RULES

**Deathworld Veterans:** All models in this unit are Deathworld Veterans. See the special rules on page 2.

**Ambush:** Catachan Devil squads can set ambushes as described in the Jungle Fighting rules.

**Hardened Veterans:** The squad always uses its unmodified Leadership for Morale tests, and may attempt to regroup even if below 50% strength.



**Formed from the bravest of the regiment's warriors, assault teams take the fight directly to the enemy. They bear the brunt of the bloody combat which often occurs in jungle fighting and so are heavily armed with demolition charges, flamers, meltas and plasma guns.**

## DEATHWORLD VETERAN ASSAULT TEAM

| | | WS | BS | S | T | W | I | A | Ld | Sv |
|---|---|---|---|---|---|---|---|---|---|---|
| Deathworld Vet. | 10 | 4 | 3 | 3 | 3 | 1 | 3 | 1 | 7 | 5+ |
| Veteran Sergeant | +10 | 4 | 3 | 3 | 3 | 1 | 3 | 2 | 8 | 5+ |

**Squad:** The squad consists of a Sergeant and three to six Deathworld Veterans.

**Weapons:** Lasgun and frag grenades.

**Options:** Any model can have a shotgun, or laspistol & close combat weapon, instead of a lasgun at no extra cost. Up to three models can have one of the following each: flamer at +12 pts; meltagun at +12 pts; plasma gun at +12 pts; demolition charge at +10 pts. Two models may form a weapons team armed with a heavy flamer at +15 pts.

**Character:** The Sergeant may be upgraded to a Veteran Sergeant at a cost of +10 pts. He may choose extra equipment from the Imperial Guard Armoury.

### SPECIAL RULES

**Deathworld Veterans:** All models in this unit are Deathworld Veterans. See the special rules on page 2.

**Gung Ho:** Deathworld Veteran Assault teams fear nothing. They may re-roll failed Morale and Pinning tests and can try to regroup even if below 50% strength.

## DEATHWORLD VETERAN SNIPERS

| | Points/Model | WS | BS | S | T | W | I | A | Ld | Sv |
|---|---|---|---|---|---|---|---|---|---|---|
| Sniper | 20 | 4 | 3 | 3 | 3 | 1 | 3 | 1 | 7 | 5+ |

**Loners:** You may include up to three Deathworld Veteran Snipers as a single Elites choice. They do not form units and are set up separately (see Special Rules below).

**Weapons:** Sniper rifles.

### SPECIAL RULES

**Deathworld Toxins:** Deathworld Veteran Snipers use the deadly toxins found on their homeworld. They may re-roll a failed roll to wound when using their rifles.

**Deathworld Veterans:** Deathworld Veteran Snipers are Deathworld Veterans as described in the special rules on page 2.

**Ambush:** Deathworld Veteran Snipers may be set up in ambush as described in the Special Rules section at the start of the army list.

**Camouflage:** Deathworld Veteran Snipers have a 3+ cover save in woods or jungle terrain.

**Disappear:** You may never move a Deathworld Veteran Sniper model. During your movement phase you may remove the model, representing the Sniper merging back into the shadows so he can fight another day. Once removed, a Sniper may not return to the battlefield but doesn't count as having been killed for victory point purposes. Deathworld Veteran Snipers can't claim table quarters or other objectives and don't have to be killed for an attacker to win *Meat Grinder*.

Deathworld Veterans recruit ther own snipers from amongst their finest marksmen. A Deathworld sniper will take up position hours, or even days, before a battle to find the best spot in trees or among roots and will conceal himself fully before the enemy draws near. Concentrated sniper fire can throw enemy units into complete confusion, the snipers being almost impossible to spot in the dense jungle canopy.

# TROOPS

## DEATHWORLD INFANTRY PLATOON

**Infantry Platoon:** 1 Platoon Commander

2-5 Deathworld Veteran Infantry Squads

0-1 Fire Support Heavy Weapons Squad

### Platoon Commander

| | Points/Model | WS | BS | S | T | W | I | A | Ld | Sv |
|---|---|---|---|---|---|---|---|---|---|---|
| Lieutenant | 20 | 4 | 3 | 3 | 3 | 1 | 3 | 2 | 8 | 5+ |
| Captain | 35 | 5 | 4 | 3 | 3 | 2 | 3 | 3 | 8 | 5+ |

**Weapons:** Lasgun, or laspistol and close combat weapon.

**Options:** The Commander may be equipped from the Imperial Guard Armoury.

### SPECIAL RULES

**Independent Character:** The Platoon Commander is an independent character. He may only join units from his own platoon.

**Leadership:** Any Imperial Guard squad within 12" of a Platoon Commander may use the Commander's Leadership value for all Leadership tests.

**Vox-casters:** Once per turn the Platoon Commander may use the Vox-caster of a squad he has joined to communicate with one other squad equipped with a Vox-caster. This squad may use the Commander's Leadership value, even if it is more than 12" away from him.

Deathworld Veteran platoons are organised differently to normal Imperial Guard platoons. They don't have a Command Section but instead the Platoon Commander fights alongside the infantry squads in the platoon. In addition, it's usually not possible to keep squads to the establishment strength of ten men each. This is because Deathworld Veterans operate alone for extended periods of time and so casualties cannot be replaced very often.

**Deathworld Veteran squads** make up the bulk of a jungle fighting force. They are lightly equipped so they can move quickly through thick vegetation but still make use of heavy weapons when the situation demands.

## Deathworld Veteran Infantry Squad

|                  | Points/Model | WS | BS | S | T | W | I | A | Ld | Sv |
|------------------|--------------|----|----|---|---|---|---|---|----|----|
| Deathworld Vet.  | 9            | 4  | 3  | 3 | 3 | 1 | 3 | 1 | 7  | 5+ |
| Vet. Sergeant    | +10          | 4  | 3  | 3 | 3 | 1 | 3 | 2 | 8  | 5+ |

**Squad:** The squad consists of one Sergeant and between five and nine Deathworld Veterans.

**Weapons:** Lasguns. The Sergeant may exchange his lasgun for a laspistol and close combat weapon at no extra cost.

**Options:** Up to one model may be armed with one of the following: flamer at +8 pts; plasma gun at +8 pts; meltagun at +8 pts; grenade launcher at +4 pts.

Two of the Guardsmen may be formed into a weapons team armed with one of the following heavy weapons: heavy flamer at +15 pts; missile launcher at +15 pts; heavy bolter at +10 pts. The entire squad may be equipped with frag grenades at +1 pt per model.

One model may be equipped with a vox-caster at +5 pts.

**Character:** The Sergeant may be upgraded to a Veteran Sergeant for an extra +10 pts. A Veteran Sergeant may choose additional equipment from the Imperial Guard Armoury.



**Compared to a standard Imperial Guard force, deathworld heavy weapons squads are rare.** The weapons' bulk and weight of their ammunition makes them difficult to transport across a wilderness. Nonetheless, the firepower of heavy bolters and auto-cannons can be decisive in close fought jungle battles.

## Fire Support Heavy Weapons Squad

|                  | Points/Model | WS | BS | S | T | W | I | A | Ld | Sv |
|------------------|--------------|----|----|---|---|---|---|---|----|----|
| Deathworld Vet.  | 9            | 4  | 3  | 3 | 3 | 1 | 3 | 1 | 7  | 5+ |

**Squad:** The squad consists of between one and three weapons teams, each consisting of two Deathworld Veterans.

**Weapons:** Lasguns.

**Options:** Each weapon team must have one of the following heavy weapons each: heavy bolter at +15 pts; autocannon at +25 pts each.

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### SPECIAL RULE

**Deathworld Veterans:** All models in the platoon are Deathworld Veterans as described in the special rules on page 2.

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## 0-1 OGRYN SQUAD – SEE CODEX: IMPERIAL GUARD

*Note: Ogryns don't count as Deathworld Veterans for the purposes of the rules, and therefore can't infiltrate, move through jungle as if it were clear terrain, etc.*



**Some Ogryns are native to deathworlds but where they are not, certain Deathworld regiments will 'acquire' squads** of them, often without informing their previous commanders. Deathworld Veterans find Ogryns have the same values of personal loyalty, physical toughness and determination as they do themselves, so the two groups get on famously well.

### Catachan XVIII 'Swamprats'

The 'Swamprats' of 762-771.M40, led by Colonel Gator fought for seven years against a Tyranid horde on the world of Koralkal VIII. Teams of highly experienced 'nid hunters covered their bodies in the ichor of the aliens they had slain, to build up an immunity to the toxins and mask their smell from the Lictors which hunted them. After successfully wiping out the Tyranid swarm, the 'Swamprats' had to spend two years on a decontamination ship.
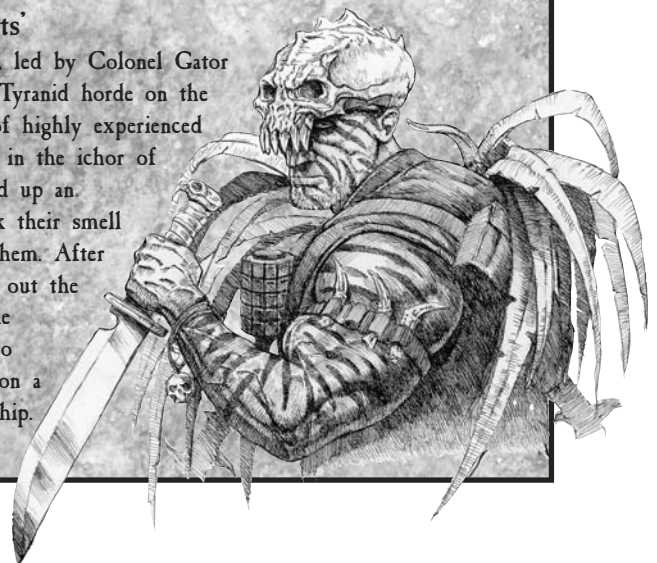
## DEATHWORLD SENTINEL SQUADRON

| | Points/Model | WS | BS | S | Armour: Front | Side | Rear | I | A |
|---|---|---|---|---|---|---|---|---|---|
| Deathworld Sentinel | 50 | 4 | 3 | 5 | 10 | 10 | 10 | 3 | 1(2) |

**Type:** Walker, open-topped.

**Squadron:** The squadron consists of between one and three Deathworld Sentinels.

**Weapons:** Each Deathworld Sentinel is armed with a heavy flamer.

**Options:** A Deathworld Sentinel may have any of the following: armoured crew compartment, camo netting, extra armour, hunter-killer missile, improved comms, searchlight, smoke launchers. Each Sentinel is fitted with rough terrain modifications.

### SPECIAL RULES

**Slash and Burn:** Deathworld Sentinels may re-roll the dice for how far they move through difficult terrain, and may re-roll a failed dice for terrain that is Dangerous to them.

**Chainsaw Warriors:** The most common type of rough terrain modification used by Deathworld Sentinels is the chainsaw attachment. Deathworld Sentinel crewmen quickly learn how useful the chainsaw is in close combat. This is represented by a +1 attack bonus (this is included in the Sentinel's profile above).

*Note: Deathworld Sentinels don't count as Deathworld Veterans for the purposes of the rules and therefore can't infiltrate, move through jungle as if it were clear terrain, etc. Also note that the Scout rule from Codex: Imperial Guard does not apply to Deathworld Sentinels.*

Due to the impassable terrain they fight in, Deathworld Veterans use no vehicles other than the hardy Sentinel scout walker. Sentinels are used as roving hunter-killer units, utilizing heavy flamers and chainsaws to obliterate knots of resistance. Deathworld Sentinels are heavily modified, boasting extra armour, camouflage and other innovations.

## DEATHWORLD VETERANS PATROL

| | Points/Model | WS | BS | S | T | W | I | A | Ld | Sv |
|---|---|---|---|---|---|---|---|---|---|---|
| Deathworld Vet. | 10 | 4 | 3 | 3 | 3 | 1 | 3 | 1 | 7 | 5+ |
| Veteran Sergeant | +10 | 4 | 3 | 3 | 3 | 1 | 3 | 2 | 8 | 5+ |

**Squad:** The squad consists of one Sergeant and three to five Deathworld Veterans.

**Weapons:** Lasguns. The Sergeant may exchange his lasgun for a laspistol and close combat weapon at no extra cost.

**Options:** Up to one model may be armed with one of the following: flamer +16 pts; plasma gun at +8 pts; meltagun at +8 pts; grenade launcher at +4 pts.

The entire squad may be armed with frag grenades for an additional +1 pt per model.

**Character:** The Sergeant may be upgraded to a Veteran Sergeant for an additional cost of +10 pts. The Veteran Sergeant may choose extra equipment from the Imperial Guard Armoury.

### SPECIAL RULES

**Deathworld Veterans:** All models in this unit are Deathworld Veterans as described in the special rules on page 2.

**Ambush:** Deathworld Veteran patrols are able to set ambushes as described in the Jungle Fighting rules.

Deathworld Veteran patrols are formed to make long range penetration raids behind enemy lines. They scout out the terrain and locate the precise position of the enemy. Before the main forces engage in battle, patrols will set up ambushes and lay booby traps where they can do the most harm.

Mortars are greatly favoured for use in jungle fighting. They have the ability to rain fire upon the foe while the Mortar crew stays far back among the enshrouding trees. This makes them an invaluable weapon because, unlike heavy bolters and autocannons, mortars can support the widely spread Deathworld Veteran squads despite the close terrain. Barrages of mortars are also useful for pinning down enemy units and enabling Deathworld Veteran squads to outmanoeuvre them.

## 0-2 MORTAR HEAVY WEAPONS SQUAD

| | Points/Model | WS | BS | S | T | W | I | A | Ld | Sv |
|---|---|---|---|---|---|---|---|---|---|---|
| Deathworld Vet. | 9 | 4 | 3 | 3 | 3 | 1 | 3 | 1 | 7 | 5+ |

**Squad:** The squad consists of between one and three weapons teams, each made up of two Deathworld Veterans.

**Weapons:** Each member of the squad carries a lasgun. Each weapon team is armed with a mortar at +40 pts each.

### SPECIAL RULE

**Deathworld Veterans:** All models in this unit are Deathworld Veterans as described in the special rules on page 2.

## BOOBY TRAPS

| | Points | Str | AP | Notes |
|---|---|---|---|---|
| Plasma Charge | 20 | 7 | 2 | See below |
| Shredder Mine | 20 | 3 | 5 | See below |
| Spring Mine | 25 | 4 | 6 | See below |
| Trap | 10 | 3 | 6 | See below |

**Placement:** You may include up to three booby traps as a single Heavy Support choice. Each booby trap you take allows you to booby trap a 1' square area. The booby traps you take may be set up in the same area or split between different areas.

In the jungle, even the slightest scratch can prove to be fatal as necrotic bacteria swarm in to putrefy it. Deathworld Veterans take advantage of these harsh conditions by rigging traps from natural materials on the battlefield such as vines and tree branches. They also use a variety of specially built devices to create 'Devil's gardens' – areas where the most innocuous looking mound of leaves or tree root can conceal a shredder mine or plasma charge.

### SPECIAL RULES

**Set-Up:** Booby traps are set up using the special rules that can be found in the Booby Traps section.

**Ignore Cover Saves:** All booby traps ignore cover saves.

**Pinning:** Any unit that suffers one or more casualties from a booby trap must test for pinning.

**Plasma Charge:** The model that triggered the charge is hit automatically.

**Shredder Mine:** The mine is located D6" away from the model that triggered it, in the direction indicated by the arrow on the Scatter dice (note that the 'hit' face has an arrow on it for this purpose as well). The player who laid the mine may place the Flamer template with the narrow end at the location of the mine and position it in such a manner that the model who triggered the shredder mine is at least partially under the template. Any models touched by the template are hit automatically.

**Spring Mine:** Place the large Blast marker so that the central hole is over the model which triggered the booby trap. Then roll for scatter in the same way as you would for ordnance. Any models that are fully under the large Blast marker are hit automatically, and any that are partially under the Blast marker are hit on a 4+.

**Trap:** Place the small Blast marker so that the central hole is over the model that triggered the device. Any models fully under the Blast marker are hit automatically and any partially under are hit on a 4+.

# CATACHAN JUNGLE FIGHTERS

**T**his section of Codex: Catachans contains additional information about the fearsome Jungle Fighters. You will find rules for using ambushes and deadly booby traps to make your opponent regret ever stepping into the bush, along with a set of jungle terrain rules, including a new random terrain generator.

Also contained in these pages are numerous pieces of background information about the Catachans: their homeworld, their weapons and their fighting abilties. Two famous individuals from Catachan history, Sly Marbo and Colonel 'Iron Hand' Straken, are detailed later, including rules to allow you to use them in your games.

## CATACHAN KNIVES
### (see also XXV327.56 Catachan & CCVI432.2 Catachan rifles)

A knife is not only a tool and weapon of a Catachan fighter but also a mark of his status. The steel alloy used for these knives is only found on planet Catachan. A well-honed Catachan blade will not rust and its edge will be keen even after continuous use.

Catachan knives are highly valued and sought after throughout the Imperium. Many counterfeit copies are sold by roaming rogue traders, but the only sure way to get an authentic Catachan knife is to take it from a Catachan. This is not easy, as the Catachans place a tremendous value on their knives. It is said that a Catachan will rather give up his right arm than his knife.

Each Catachan Jungle Fighter learns the craft of making knives from his parents and making your own knife is considered one of the tests of adulthood. While the basic design of the knives remain the same, there are subtle variants between family groups and individuals, depending on the height and preferences of the user.

### CATACHAN FANG

Measuring up to 20 inches of gleaming steel, the Catachan Fang is the most common type of the knife used by the Catachan regiments. Equally useful for cutting your way through jungle or a deviant Eldar, the Catachan Fang is renowned throughout thousands of star systems.

This knife is also used for settling disputes between Catachans. Usually, one knife is placed in the centre of a fighting pit and the combatants must each strive to get hold of the knife. The duel ends when one fighter draws blood, though this can often mean death as well.

*Ref. 367/428/√b*

### NIGHT REAPER

Smaller than other typical designs, the blackened blade of the Night Reaper is especially suitable for infiltration and night missions when light reflecting from a blade can mean the difference between life and death. The blade itself is triangular, so any wound caused by the Night Reaper is unlikely to clot or heal. Catachans are also known to poison these knives using one of the many venoms native to their inhospitable planet.

### DEVIL'S CLAW

Named after the fearsome predator of the Catachan jungles, this is the largest type of the traditional knives of Catachan. Anywhere between three and four feet long, the Devil's Claw is closer to a sword than a knife. It is used mainly on the battlefield in close quarters and it has even achieved a fearsome reputation amongst Orks who call it 'Da Cutta'.

The blade itself is hollow and half filled with mercury to give it greater swinging power. Power swords wielded by senior members of the Catachan regiments are often identical in design to the Devil's Claw.

*1/α*

(Excerpt from the Arms and Weaponry of the Imperial Guard by Atlek Sorasius)
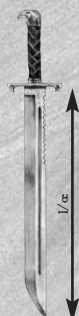
## CATACHANS SUMMARY

| | WS | BS | S | T | W | I | A | Ld | Sv |
|---|---|---|---|---|---|---|---|---|---|
| Captain | 5 | 4 | 3 | 3 | 2 | 3 | 3 | 8 | 5+ |
| Catachan Devil | 4 | 4 | 3 | 3 | 1 | 3 | 1 | 8 | 5+ |
| Cat. Devil Officer | 5 | 4 | 3 | 3 | 3 | 4 | 3 | 9 | 5+ |
| Cat. Devil Sgt. | 4 | 4 | 3 | 3 | 1 | 3 | 2 | 8 | 5+ |
| Colonel | 5 | 4 | 3 | 3 | 3 | 4 | 3 | 9 | 5+ |
| Commissar | 4 | 4 | 3 | 3 | 2 | 4 | 3 | 10 | 5+ |
| Deathworld Vet. | 4 | 3 | 3 | 3 | 1 | 3 | 1 | 7 | 5+ |
| Deathworld V. Sgt. | 4 | 3 | 3 | 3 | 1 | 3 | 2 | 8 | 5+ |
| Lieutenant | 4 | 3 | 3 | 3 | 1 | 3 | 2 | 8 | 5+ |
| Ogryn | 4 | 3 | 5 | 4 | 3 | 3 | 2 | 8 | 5+ |
| Sniper | 4 | 3 | 3 | 3 | 1 | 3 | 1 | 7 | 5+ |

| | | | | Armour | | | | |
|---|---|---|---|---|---|---|---|---|
| | WS | BS | S | Front | Side | Rear | I | A |
| Sentinel | 4 | 3 | 5 | 10 | 10 | 10 | 3 | 1(2) |

| Booby Traps | Str. | AP | Notes |
|---|---|---|---|
| Plasma Charge | 7 | 2 | Hits automatically |
| Shredder Mine | 3 | 5 | Uses Flamer template |
| Spring Mine | 4 | 6 | Uses large Blast marker |
| Trap | 3 | 6 | Uses small Blast marker |

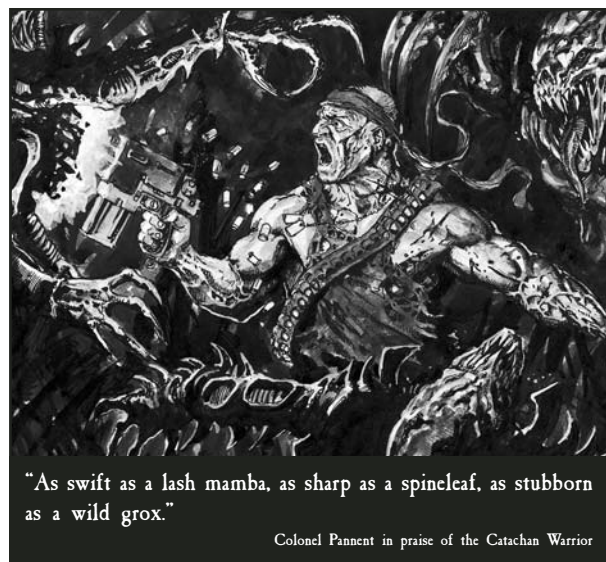*The rules for the different types of booby trap can be found on page 8 of this Codex.*

| Catachan Wargear | Range | S | AP | Notes |
|---|---|---|---|---|
| Demolition Charge | 6" | 8 | 2 | Ordnance. May move and fire. One shot only. |

**Weapons Summary**

*Refer to the Imperial Guard summary; Codex: Imperial Guard for weapons details.*



"As swift as a lash mamba, as sharp as a spineleaf, as stubborn as a wild grox."

Colonel Pannent in praise of the Catachan Warrior

# JUNGLE TERRAIN

Heavily forested or jungle terrain is one of the most common terrain types on habitable planets in the galaxy and the Imperial Guard is often called upon to fight in it. This section contains rules for fighting in jungle terrain. They can be used for any game and do not exclusively have to be used for battles involving Deathworld Veterans. With a little adjustment these rules work for any type of heavily forested battlefield, as well as alien environments such as Craftworld forest domes, sulphate mineral forests or the famous Great Petrified Forest of Brandon's Landing.

Most games are fought on clear, open battlefields. In jungle battles the majority of the ground is covered with jungle. It isn't necessary to cover the whole table with jungle terrain. All you have to do is place a few trees and pieces of terrain to represent areas of dense jungle.

The important thing to show is where the jungle stops. This can be done in a number of ways: you can use lichen to mark the boundary or you can mark the jungle edge with pebbles, string or chalk marks. Alternatively, you can show which areas are covered with jungle by laying down pieces of green cloth or paper.

Whatever method you decide to use, you should aim to cover between 50% and 90% of the table in jungle. The remainder of the terrain will be made up of clearings, settlements, paths, streams and rivers, as well as any other more exotic features you decide to come up with. We've included a Jungle Terrain Generator below which you can use if you wish, or you may prefer to use some of the other (less random) methods described in the Warhammer 40,000 rules.

## JUNGLE TERRAIN GENERATOR (ROLL 2D6)

*Roll once on the Terrain Generator for each 12" along your table's longest edge. The feature generated can be placed anywhere on the table. Take it in turns to roll on the Generator and place a terrain feature.*

**2  Dangerous Terrain**

An area infested by carnivorous plants, boiling mud or acidic marshes, 12" in diameter and counted as Dangerous Terrain, as described on page 17 of the Warhammer 40,000 rulebook.

**3  Settlement**

A small group of 2-4 buildings that can have up to 12" of adjoining walls or fences. D3 trails run from the settlement.

**4  Stream**

A stream is placed so that it flows onto the battlefield from one table edge and flows out from another edge. The stream must have at least one ford positioned across its length which can be crossed as though it were normal ground, with a trail running in both directions from it.

**5  Clearing**

A clearing 12" in diameter. D3 trails run from it. Alternatively, instead of placing a clearing you can add a 6" area clear of jungle around an existing settlement.

**6  Hill**

The hill is covered in jungle. See the next page for rules on how hills affect a game fought in jungle terrain.

**7  Clearing**

A clearing 12" in diameter. D3 trails run from it. Alternatively, instead of placing a clearing you can add a 6" area clear of jungle around an existing settlement.

**8  Barren Hill**

The hill is devoid of vegetation and so is clear of jungle. See the next page for rules on how hills affect a game fought in jungle terrain.

**9  Clearing**

A clearing 12" in diameter. D3 trails run from it. Alternatively, instead of placing a clearing you can add a 6" area clear of jungle around an existing settlement.

**10  Road**

The road is about 4" wide and must be placed so that it enters the battlefield from one table edge and either leaves from another table edge or ends at a settlement or clearing. If a stream or ravine has been placed on the battlefield then the road can cross it via a bridge or ford.

**11  Ravine**

The ravine must start from a table edge. It can be from between 12" to 24" long and between 1" to 6" wide. The ravine counts as impassable terrain. Halfway along it there is a single fallen tree that can be used as a bridge. This counts as difficult terrain. Roll 1D6 for each model that crosses it: on a roll of 1 they fall to their doom and are removed from play. A trail runs in both directions from the crossing.

**12  Overgrown Ruins**

These ruins may be the remains of a lost civilisation, an abandoned Imperial firebase or whatever you can think of. The ruined area can have up to 12" of adjoining dilapidated walls or fences. It counts as difficult terrain to move through this area.

### JUNGLE TRAILS

After all features have been placed you need to link them with trails. The Terrain Generator tells you which ones have trails running from them. Take it in turn to pick a terrain feature and to place any trails running from it. Trails are 2" wide and count as clear terrain. They run from the feature to a table edge or to another terrain feature, or to another trail. Each trail should be 12"–36" long and must run to a different location.

Trails are covered by the jungle canopy so can't be seen into by models on hills. Models on the same level as a trail can trace a line of sight along it (ie, you can see along a trail but not down into it). After you have placed all features and trails, the rest of the table is assumed to be covered in jungle.

## NEW RULES

Most of the Warhammer 40,000 rules have been written on the assumption that the battlefield consists of a number of separate pieces of terrain. However, when you are fighting with a Deathworld Veterans army the entire battlefield is usually covered in jungle or similar terrain. Because of this, a couple of rules need to be modified for when you fight battles in jungle terrain.

## GETTING SPOOKED

Units moving through difficult terrain usually roll two D6 and pick the dice with the highest score to see how far they can move. This works well for small patches of dense forest or jungle but is less appropriate for large swathes of jungle which may hide all manner of menaces. To represent this, roll two D6 for the unit's movement distance as normal but if you roll double 1 on the dice the unit has been 'spooked' as described below. Units that get spooked in a booby trapped square are both spooked and booby trapped. Units that roll extra dice when moving through difficult terrain are spooked if they roll two or more 1s on any of the dice they roll. A unit may always roll less than its permitted number of dice, to show that it is moving carefully. Units that can re-roll Difficult Terrain rolls use the final result of the dice.

A unit that has been spooked has either been surprised by some sort of deadly creature which they immediately blaze away at in a panic ("What's that moving in the bushes?") or they have run into an unexpected obstacle, such as clinging vines or a carnivorous plant. The unit may not move, shoot or assault this turn.

## SEEING THROUGH JUNGLE

Models can normally see through up to 6" of woods or jungle terrain. If the line of sight goes through jungle, then into a clearing or path and then back into jungle, your model can see a target as long as its line of sight doesn't pass through more than 6" of jungle, (see diagram below).
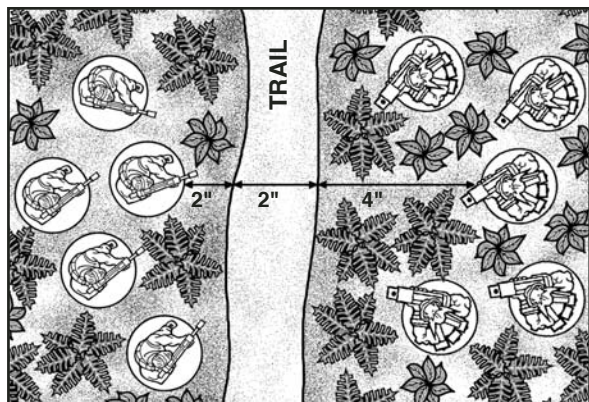


*Although the Ork is more than 6" from the Catachan it can still be seen as the line of sight does not pass through more than 6" of jungle.*

## VEHICLES

Vehicles must take Difficult Terrain tests for each 6" (or fraction of 6") of jungle terrain that they move through. For example, a vehicle moving 6" through jungle would take one Difficult Terrain test, while a vehicle moving 7–12" would take two tests, etc.



## GROTS

As explained in Codex: Orks, Gretchin allow Ork units in the same area of terrain to re-roll their Difficult Terrain test. When fighting in jungle, the whole unit of Orks must be within 6" of a Gretchin model for this rule to apply.

## HILLS IN JUNGLE TERRAIN

Models positioned on a hill can see over the jungle canopy and onto other hills or into areas clear of jungle, and can be seen themselves by enemy models located in such terrain. In this case, the model has a line of sight as long as it doesn't pass through more than 6" of jungle terrain that is on the same level as it (eg, on another hill). Although it can see into clearings, it can't see models located in jungle, so it can't see into a clearing then through 6" of jungle on the far side of the clearing (see the diagram below).
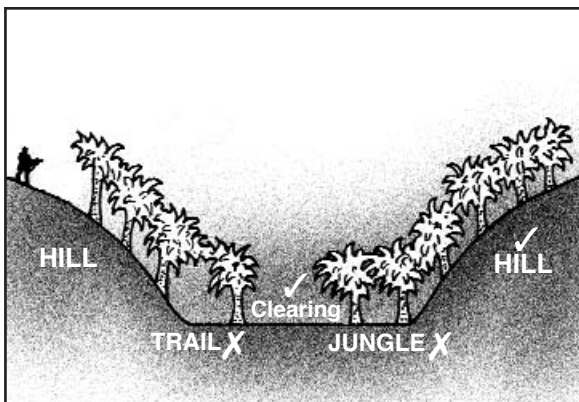


*The model on the hill can see into the clearing and into the jungle on the opposite hill. It cannot see into the jungle below or the trail.*

# AMBUSHES

Certain Deathworld Veterans units are able to set up ambushes. Only units in Deathworld Veterans armies may do this, and only when the Jungle Fighting rules are in use.

You must decide if a unit will set up in ambush before you deploy your troops. If you decide to do so, you must inform your opponent that you are using the Ambush rules and let him read these rules, if he wants to.

***Designer's note:*** *It's important that your opponent knows these rules rather than having them 'sprung' upon him during the game, as otherwise he won't know to use his scanners or auspex to try and find an ambush. Assume that the enemy has run into several ambushes already and is therefore being cautious!*

Once your opponent has read these rules you may set up the ambush. Divide your gaming table into 1' squares and give each a grid reference. Then write down the squares where your ambushing units are hiding (see the diagram below).

*Right is the grid for a 3' x 5' table. The orders for an ambush in the marked square would be: "Patrol led by Sgt. Graw setting up ambush in square D2".*

|   | A | B | C | D | E |
|---|---|---|---|---|---|
| 1 |   |   |   |   |   |
| 2 |   |   |   | **X** |   |
| 3 |   |   |   |   |   |

No more than one ambushing unit may be hidden in each square and ambushes may not be set in squares within the enemy's deployment zone. You must record where your ambushes are hidden before you and your opponent set up each of your armies but after table edges and deployment areas have been decided.

The unit stays hidden until you reveal it at the beginning of one of your own turns. It remains hidden, even if enemy units move through the square that it is hiding in! The unit can be spotted by an enemy model in the same square as it which is equipped with an auspex, scanner or some other similar device (see the Scanning Devices list below). The model scans at the start of the shooting phase and any ambushers that are detected must be placed on the tabletop immediately. This model cannot fire in the shooting phase if it scans for ambushers. Once the unit is revealed, either by yourself or because of a detecting device, set up one model in the square you recorded, at least 1" away from any enemy models. This model must be set up in jungle or woodland terrain. The other models in the unit are set up so that:

**a)** they are in squad coherency,

**b)** they are all in jungle or woods,

**c)** they are at least 1" away from any enemy models and

**d)** at least half the unit is in the square recorded.

Any models which cannot be set up are removed as casualties.

Units can't move on the turn that they are revealed. If revealed in their own turn they may shoot and do not count as moving for the purposes of firing heavy and rapid fire weapons. If they do not choose to remain stationary to fire heavy weapons etc, then the ambushing unit may make assault moves as normal.

## SCANNING DEVICES

Races that don't have scanners or auspexes include the following models which have the ability to detect ambushes and booby traps.

| Race | Models that can detect ambushes/booby traps |
|---|---|
| **Tyranids** | Lictor, Hive Tyrant |
| **Eldar** | Farseers, Rangers |
| **Orks** | Mekboyz, Orks with Squig hounds or Attack Squigs |
| **Dark Eldar** | Mandrakes, Warp Beasts |
| **Chaos Marines** | Sorcerer, Veteran squads |
| **Necrons** | Necron Lord |
| **Tau** | Pathfinders, Kroot |

# BOOBY TRAPS

Catachan Deathworld armies are experts at booby trapping areas of jungle. Only Deathworld Veteran armies can do this, and only when the Jungle Fighting rules are in use.

### Placing Booby Traps

Booby traps are bought as Heavy Support options from the army list. Their location is recorded in the same way as for an ambush: divide the table into 1' squares and record the squares which have been trapped. Each booby trap allows you to trap one 1' square. You may set an ambush and lay booby traps in the same square.

Different types of booby trap may be placed in the same square but if a booby trap is set off in a square where there are several booby traps, only one type will be set off. This is determined randomly.

### Setting Off Booby Traps

Booby traps are set off when an enemy unit moving through a booby trapped square rolls a double for a Difficult Terrain test, fall back or pursuit move.

Models that roll extra dice for their Difficult Terrain test set off booby traps if they roll any doubles on any two of the dice rolled. Units may choose to roll less dice for Difficult Terrain tests, to lower the chances of setting off a booby trap.

Your opponent chooses which of his models in the booby trapped square sets off the trap. If the unit has models in two or more booby trapped squares only one is set off. The model that sets it off is always the first casualty if damage is caused. The unit, before it moves, then suffers the device's effect as given in the army list.

A booby trap remains effective in the square it has been placed in for the duration of the battle.

### Booby Traps and Vehicles

Booby traps affect vehicles that roll a 1 for a Dangerous Terrain test in a square where a booby trap has been set. This is in addition to the vehicle becoming immobilised. Vehicles that have dozer blades or rough terrain modifications can re-roll to see if they manage to escape immobilisation but the vehicle will still be affected by the booby trap's effects. Traps and plasma charges hit the vehicle's rear armour.

### Locating Booby Traps

Booby traps can be located by troops with an auspex etc, in the same way that an ambush is spotted but this doesn't stop them from working – it just lets you know that the square is booby trapped!

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## File: Adeptum 2.73 – THE HOSTILE BATTLEFIELD – A BEGINNER'S GUIDE TO THE ART OF LAYING TRAPS, MINES AND OTHER UNPLEASANT SURPRISES

Many new recruits mistakenly believe that the object of mines and traps is to kill or maim the enemy. This, of course, is only their secondary function, their primary value is in disrupting and slowing an enemy's advance into certain areas. After several encounters with booby traps most enemies are liable to become demoralised, overly cautious and spread out, leaving them vulnerable to a well-placed ambush.

There are three main types of mine: shredders, spring & plasma mines.

**Shredder Mines:** Explosive frag charges mounted on an upright plate hurls the blast in a specific direction, creating an expanding cone of destruction filled with white-hot fragments of metal. Ideal for covering trails, streams and paths.
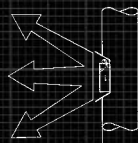
Common mines of the 'shredder' type: Triplex Phall type XII "Repudiator" auto-mine, Armageddon "Hammerhead" area denial weapon, Necromunda pattern "Widowmaker" anti-personnel savager.
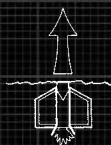
**Spring Mines:** So-called because these devices spring into the air before detonating. Spring mines are particularly effective against dispersed targets. However a wary squad leader will advance with a warrior moving ahead on 'point' to try to reduce the effectiveness of spring mines.

Common mines of the 'spring' type: Necromunda pattern "Jumping-snap" anti-personnel leaper, Gearian type XIV vertical blast device, Martian Type CXI Fragmentation mine.

Ref: M3/MkII

**Plasma charges:** Most anti-personnel mines employ blast waves and shrapnel to injure or kill their victims, but this renders them relatively ineffective against enemies wearing thick personal armour such as power armour. Larger Tyranid creatures and armoured walkers are also likely to survive even a close proximity detonation from a spring or shredder mine. Where such opponents are expected, plasma charges are most useful. This 'fires' a blast of super-heated plasma at whatever triggers it, inflicting hideous and invariably fatal injuries. The greatest drawback to plasma charges though is their small detonation pattern compared to more conventional munitions.

Common types of plasma charge include: All standard plasma weapon photonic-hydrogen fuel flasks, Necromundan "Cyclops" anti-armour blast sphere, Golgotha pattern 90KW energy mine.

Circumstances may sometimes preclude the employment of purpose-built munitions for booby traps. However, it is relatively simple to improvise a variety of basic traps from natural materials and commonly available ammunition. Some common examples are shown below.

Catachan/Variant3

**Lashing Branch;** Locate a springy branch at head, waist or knee height. Sharpen any twigs along the branch. Bend the branch back and use a line (the thinner the better) to tie it off with a slip-knot so that the branch is under tension. String the line as a tripwire below where the branch was originally positioned. When an enemy trips the line the branch should be arranged so that it will lash forward and impale them.
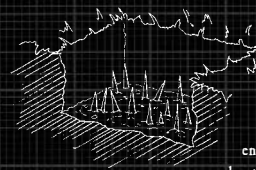
**Spike Pit (or Devil's Maw):** Dig a small pit to about knee-deep. Line its base with sharpened spikes and then place further spikes around the edges so they point down towards its base. Camouflage the pit using leaves, grasses and whatever else is available. When an enemy steps into the pit their foot will be impaled by the spikes at the bottom. As they attempt to pull their foot free the downwards pointing spikes will inflict further injury. A common variant of this is to place dangerous local lifeforms into the bottom of the pit, this encourages an even faster extrication of the limb and increased chance of injury (aside from whatever bites, stings etc the lifeforms can inflict).

**Buried bullets (Toe-poppers);** These consist of a basic bolt round or shotgun shell buried so that its base is resting on a nail, rock or sharpened spike and the tip of the shell is just below the surface of soft ground. When an enemy steps on the tip of the round their weight pushes it back onto the striker, triggering the round directly under their foot.

# COLONEL 'IRON HAND' STRAKEN
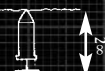


| COLONEL 'IRON HAND' STRAKEN | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|
| | Points | WS | BS | S | T | W | I | A | Ld | Sv |
| **Straken** | 130 | 5 | 4 | 3 | 4 | 3 | 4 | 3 | 10 | 5+ |

A Catachan Deathworld Veterans army may be joined by Colonel 'Iron Hand' Straken (note that he cannot lead Deathworld Veterans armies raised on worlds other than Catachan). If you take him then he replaces the Officer in command of the army and takes over the Command HQ. He must be used exactly as described here and may not be given any extra equipment.

**Wargear:** Plasma pistol, shotgun, unique bionics (see Special Rules).

**SPECIAL RULES**

**Unique Bionics:** Straken was severely injured by a Miral Land Shark. He survived and killed the shark, but is now fitted with a bionic arm and chest unit. The arm counts as a power fist but devices in the chest unit allow him to strike using his Initiative value instead of going last. In addition he counts as having bionics as described in the Wargear section of Codex: Imperial Guard. If Straken ever makes his special 'bionics saving roll', then it's assumed his bionic arm had been disabled and he can no longer use it.

**Gung Ho:** Straken is indifferent to all danger. Straken, the unit he is with and any friendly units with a model within 6" of him may re-roll failed Morale & Pinning tests. In addition, they may always attempt to regroup.

**Catachan Devil Force:** The 2nd Catachan Regiment is unique in having a very high proportion of Catachan Devil units, so a Deathworld army that includes Straken may count Catachan Devils as Troops choices rather than as Elites choices. Note that they can't count as both Troops and Elites in the same army, it's either one or the other, but no longer count as a 0-1 choice.

# SLY MARBO

| SLY MARBO | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|
| | Points | WS | BS | S | T | W | I | A | Ld | Sv |
| **Sly Marbo** | 135 | 5 | 4 | 3 | 3 | 3 | 4 | 3 | 10 | 5+ |



Sly Marbo is a one-man army. He operates alone, striking from ambush before disappearing back into the jungle. A Deathworld Veterans army may include Sly Marbo. If you take him, he counts as one of the Sniper choices for his army. He must be taken on his own and be used exactly as described below. He may not be given extra equipment.

**Wargear:** Ripper pistol, envenomed blade, demolition charge, frag grenades, krak grenades.

**SPECIAL RULES**

**Sniper:** All of the special rules that apply to Snipers also apply to Sly, except where modified below.

**May Move:** Unlike other Snipers, Sly may move after he has been revealed. You may remove him in your movement phase as if he was a normal Sniper; write down the coordinates for a square adjacent to the one he disappeared from. He may reappear there using the Ambush rules from the start of his next turn. You cannot reveal and remove Sly in the same turn. Whilst on the table, he may move and make assaults like any other model.

**Ripper Pistol:** Sly is armed with a ripper pistol which fires a hail of poisoned metal shards at the target. It follows the same special rules for wounding as a sniper rifle. The ripper pistol uses deathworld toxins and may re-roll any failed rolls to wound.

| | Rng | Str | AP | Notes |
|---|---|---|---|---|
| **Ripper Pistol** | 12" | X | 6 | Pistol (see above) |

**Envenomed Blade:** Sly carries a Catachan knife with a monofilament blade coated with deadly toxins. It is treated as a power weapon and the deathworld toxins allow Sly to re-roll any failed rolls to wound in close combat.

**Always Operates Alone:** Sly is treated as an independent character. He may not join another unit.

The Colonel stepped up to Trooper Marbo. Marbo's eyes were empty again, like they always were when he wasn't stalking through the jungle or carving his name in some enemy's internal organs. Inwardly the Colonel sighed – there was something wrong with this boy; blood and death had warped him to the point where he could only be normal with a blade in his hand.

Once again the Colonel pronounced the well-rehearsed words, "For valour in battle and service to the Emperor of unbounded courage you are hereby awarded the Star of Terra bear it with pride that you may inspire others to worthy endeavour in the service of Man". The Colonel completed the dedication in a single breath before pinning the ribbon onto Marbo's chest.

This one was for wiping out a whole squad of aliens, killing their commander and capturing their command post single-handed.

He leaned closer to Marbo and asked "You want me to look after it for you son? Like the rest?".

Marbo nodded solemnly.

"Alright son, you can go". The words had barely left the Colonel's lips before Sly Marbo had plunged back into the jungle as smoothly as a fish slipping into a stream.

"Stinking, fly-ridden, pox-laden, Emperor-cursed jungle! I hate it!"

Lieutenant Castor flung his machete at the ground.

"Sure isn't like the forests of home," agreed Trooper Raven, turning to look at the Lieutenant while he used his bayonet to saw through a vine as thick as a man's arm.

"Can't understand how anyone can fight in this," added Trooper Bren, waving his arm at the dense undergrowth that all but blotted out the light in every direction.

Just then, a movement rustled the purple leaves of a bush to their right and the squad spun round, lasguns at the ready. For a moment it was impossible to see what had caused the disturbance, then a burly figure stepped through, his body covered in swirls of camouflage painted onto his rippling muscles. Five other soldiers followed him onto the trail where Castor's squad were standing.

"Been listening to you boys for half an hour. You sure make one hell of a racket," their leader drawled. "Lucky there ain't no Eldar nearby, they'd have been on you quick as a bloodwasp on a corpse."

"Thanks for the advice, Sergeant..." Castor said sourly.

"No, Captain. Captain Stone, Fourth Company, Catachan Twenty-Third," the newcomer replied, his eyes pure white as they stared out from the camo paint on his face. "You trying to link up with the supply column?"

"Yessir! Seems like this damn jungle doesn't want us to get there though," Castor answered quickly.

Captain Stone gestured to his squad who started to efficiently cut away the creepers blocking the trail.

"How does anyone survive in this hellhole?" Bren asked half to himself. Stone squatted down beside the kneeling Guardsman and laid his massive arm across his shoulders.

"This ain't nothing, boy!" laughed Stone, his pearly teeth shining through the dark camouflage in a big grin.

"Yeah, that's right. You Catachans come from the deepest hellhole in the galaxy..." Raven said sarcastically, rolling his eyes dramatically.

"That's right, boy!" Stone exclaimed, turning his gaze to Raven but keeping Bren's shoulder in a vice-like grip. "We're from the worst place you could imagine, worse than anything this little bit of greenery's got to offer."

"Yeah, yeah. Two-hundred foot Catachan Devils, mantrap plants that swallow you whole, giant lizards that destroy buildings. We heard the stories already," Raven grumbled.

"That's just what you offworlders know, boy. Let me tell you about the real Catachan," Stone drawled back with a lop-sided smile. "You boys been here for six months but I wouldn't give you more than three days on Catachan. You don't have to worry about the big critters you've heard about. You can hear 'em coming miles away and they're easy to avoid. It's the little things that's the real danger. Them bloodwasps; about the size of your thumb, and they don't wait 'til you're dead to start feeding. Seen them strip a man to the bone in an hour. Then there's these tiny little bugs. We call 'em heretic-ants on account of the fact that they go for your feet, after your soles so to speak! One bite from them and you'll be in the infirmary for a month. Two of 'em get you and you've about a day to get yourself treatment. Three bites and you'd better get ready to say hello to the Emperor! The vein worms are bad as well. They secrete this ooze that numbs you where they bite, so you don't feel a thing then dig their way under your skin and into your blood-stream to lay their eggs. The eggs get spread all round your body and then this larvae hatch out, eating at your brain, your heart, your bones. Ain't nothing noone can do to save you from vein worms if they get in."

"Emperor's teeth..." whispered Raven shaking his head.

"That ain't the worst," Stone told the Guardsmen, turning to look each of them in the eye. "Even a heretic-ant you can see, squash him quick. The diseases, that's another matter. There's all kinds of poxes and fevers can kill a man in a few hours. There's some swamps where one breath of the fog will burn your lungs, five hours later your throat's all swollen up, you can't breathe and you choke to death. Foot rot will get you after a few weeks in the bush, your feet dropping off your legs, the stink making you wanna heave. Gotta look after your feet in the jungle, boys."

The assembled men glanced down at their travel worn boots with troubled looks. Stone laughed and stood up.

"This place is just jungle, nothing special," he told them.

"Bet you was really glad to get offworld, Captain," Bren suggested with a smile.

"Hell no!" Stone exclaimed. "Us Catachans love our world, boy. Ain't nowhere else I'd choose to be brought up. Catachan's got but one thing for the Emperor – us. Ain't no minerals, can't build a hive world there. But you want some real tough men for your fighting, Catachan's the place to go to. You live on Catachan, you're a born survivor. Half the kids die before they learn to walk. Half of those that walk won't see ten years. But you celebrate your tenth birthday, you're gonna be a real man. Everyone works together, see. Can't go into the bush without some real good men to watch out for you. To pick off the deathflies from your back, to chop the head off a big old Catachan Viper when its snaking towards your arm. We look after each other, we don't backstab no one. We ain't out for ourselves, we're there for each other. And Catachan's independent, don't rely on no one to look after us. Now and then you get some official come into the village, try to tell you what to do. They don't last long. Hell, I shot me three of them myself!"

Stone looked to where his men had chopped through the obstructing trees and bushes.

"Better get moving, boys," he told them pointing along the now clear trail. "You don't want to be out here after dark. Not with them Eldar around. See ya'll!"

As Lieutenant Castor settled his pack onto his shoulders and set off along the trail he glanced back. He saw Captain Stone give a friendly wave with a wide smile before disappearing, merging with the jungle once more.

Please find attached a staticopy of a document recently recovered from the deep jungles of Catachan. The area it was found in, known by the inhabitants as Death Valley, lies over 250 miles from the nearest human settlement.

Our records show that only three registered incursions have been made into this territory, of which none have returned. There have been a number of private ventures over the last few centuries and it took us some time to establish the origin of this document.

It is remarkable that any evidence of the expedition has been recovered at all and this page only survived because it had become entangled in the upper roots of one of the local plant forms. It was whilst a hunting party was collecting the toxic seed pods of the plant that it was found.

Analysis leads us to believe that the author was one Wilhelmus Scarafus Donblair, who made several public claims that he was the greatest hunter in the galaxy and vowed to bring down a Catachan Devil. Sources show that he gathered enough men to be considered a small army and is shown as embarking on the supply transport Starwanderer in 276.M38.

Upon arriving on Catachan, he hired a number of locals as guides, although the only ones he found willing to take him into the Death Valley were unhinged individuals, known as 'Bush Crazies'. This is further evidence, if any is needed, that offworlders should never be allowed to visit deathworlds.

Yours faithfully,
Adept Skanislav Devskya

## FLORA AND FAUNA OF EXOTIC CATACHAN

The Catachan Devil is the most famous of all of this fetid world's denizens. The most voracious predator I have yet hunted. Our party encountered one of these beasts basking in the light of one of the few jungle clearings. My guides told me that it was not the largest they've seen, though it measured some forty paces in length. When we opened fire with our hunting cannons, the beast immediately attacked us, forcing us to flee into the jungle where its progress was slowed enough for us to escape harm.

One of our party was assailed by the plant known locally as the Brainleaf. It appears this vegetative carnivore has a rudimentary intelligence and can propel its leaves several yards through the air. The leaf attaches fibrous tendrils into its victim's spine and brain and can control their actions, though somewhat erratically. There was no saving poor Hodges, I shot him myself.

I have seen domesticated Grox before, as they are widely used as beasts of burden and food animals on many of the worlds I have visited. However, in the wild they are belligerent creatures and since the average male stands over my head at the shoulder, one should be wary of them. This female we encountered appeared to be protecting its young and my guides advised us to give her a wide berth!

Possibly the most dangerous vegetation in the galaxy, the Spiker stands about the height of a man when fully grown. They are vaguely cylindrical, covered in leaves from which protrude innumerable small thorns or spikes. When these spikes pierce the tissue of an animal, they deliver a numbing shock and inject a replicating chemical that literally turns the victim into another Spiker! One of my companions was unfortunate enough to be infected by a Spiker, his arm growing furry at first, followed within a short space of time by total paralysis and then his whole skin surface ruptured with more spikes until nothing of the man I knew remained. A grisly end indeed...

Not native to Venus, the Mantrap is named after a plant of ancient Terra, which the Venus Mantrap resembles in shape, but is much greater in size. In good growing conditions, the Mantrap can reach up to fifteen times the height of a man! The spiky leaves form a toothed-trap which grabs onto its victims, slowly digesting them as they are pulled into the inner recesses of the plant. The Mantrap is even able to move its leaves towards its prey and actively attack them.

There are many highly dangerous serpents to be found on Catachan, such as the Flying Swamp Mamba and the Coiling Death Cobra. Most, such as the fifteen paces-long Catachan Blackback Viper I have pictured here, are utterly lethal. With a bite poisonous enough to bring down the giant lizards that it normally preys upon, the Blackback Viper's fangs can kill a man in under thirty heartbeats, his bones fusing with alien toxins. My chief guide decapitated this monstrous beast with a special 'Snake biter' knife.

## Catachan XXIV 'Waiting Death'

The 'Waiting Death' became famed for their almost exclusive and highly successful, employment of booby traps. They would spend days, even weeks, preparing a large area with mines, improvised spike pits, log falls and other deadly traps, before their foolhardy 'Baiter' squads would lure the enemy into the deathtraps awaiting them. Most notable of their achievements was the almost complete destruction of Warlord Krakskull's Ork horde, by completely covering the mile-deep Hellsmouth Gorge on Arandra Five. So perfect was the trap's construction that almost all of the green-skinned horde had started to cross the hidden ravine before the fake floor of branches and leaves gave way under their tremendous weight.