

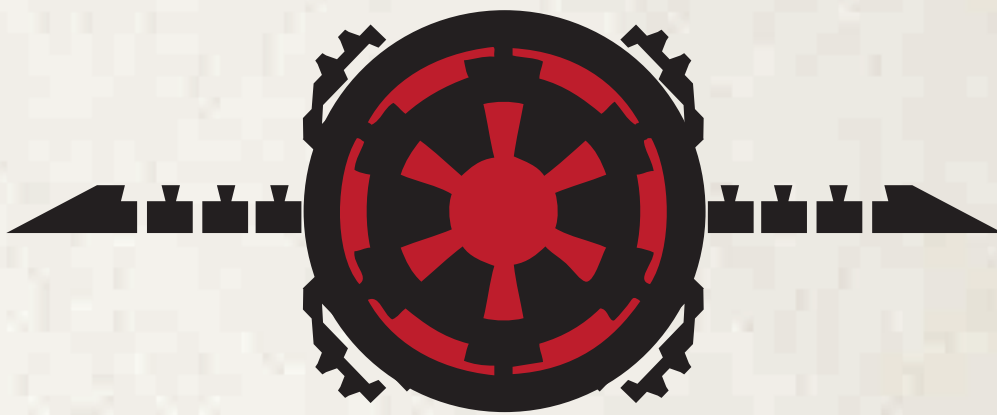
WARHAMMER

40,000

CODEX

GALACTIC EMPIRE





THE GALACTIC EMPIRE

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INTRODUCTION



The forces of the Empire are the greatest military the galaxy has ever seen, dedicated to enforcing law and order across a thousand thousand worlds. The extension of the Emperor's will, the stormtroopers, ships and terrible weapons of the Empire make it an all but unassailable force.

The Galactic Civil War is tearing the galaxy apart, fought between the Galactic Empire and the Rebel Alliance in an attempt to restore the Republic. The war began in earnest nearly two decades after the rise of the Empire, when various Rebel leaders signed the Corellian Treaty and issued the Declaration of Rebellion. Likewise, several Imperial citizens, despite the Empire's atrocities, ended up siding with the Empire as they were reluctant to join a group similar to the Separatists from the Clone Wars. Initially, Emperor Palpatine did not consider the Alliance a threat, and it would not be until the fateful Battle of Yavin, when rebel Luke Skywalker destroyed the first Death Star, that the threat posed by the Alliance became real to the Empire and more serious measures were drafted to restore Imperial control over the galaxy.

THE EMPIRE

The Galactic Empire, also known as the New Order, the First Galactic Empire, or simply the Empire, is the galactic government established by Supreme Chancellor Palpatine to replace the Galactic Republic and bring Sith rule to the galaxy. Spearheaded by his endless legions of stormtroopers and the Imperial fleet, Emperor Palpatine rules the galaxy through fear, ruthlessly crushing any organised resistance,



WARHAMMER 40,000

If you are reading this codex, then you have already taken your first steps into the Warhammer 40,000 hobby. Warhammer 40,000: The Rules contains all the rules you need to fight battles with your Citadel miniatures, and every army has its own codex that acts as a definitive guide to collecting and unleashing it upon the tabletop battlefields of the Warhammer 40,000 universe. This codex allows you to turn your collection of Star Wars models into a formidable force ready to wage war across the galaxy.



HOW THIS CODEX WORKS

Codex: Galactic Empire contains everything you need to collect an Imperial force and vanquish the enemies of the Emperor. Within these pages you will find the history of the Empire's rise to power and its reaction to the first stirring of an organised rebellion. This book also contains rules for the greatest heroes, units and vehicles of the Empire, as well as an army list that enables you to organise your collection of Star Wars miniatures into an army of true Imperial might. Finally, you will find a showcase of miniatures from the Star Wars ranges, displayed on the tabletop on battlefields from across the galaxy.

THE GALACTIC EMPIRE

Once ruled by the democratically organised Republic, the galaxy fell under the sway of the Galactic Empire, ruled by fear and terror. With the resources of a million worlds to draw upon, legions of stormtroopers and countless ships, the Empire is by far the greatest power in the galaxy.

The Republic, which had lasted for over 25,000 years, ended following a period of intense political turmoil and the subsequent devastation of the Clone Wars. After the death of Count Dooku above Coruscant, the death of General Grievous on Utapau and finally the massacre of the leaders of the Confederacy of Independent Systems on Mustafar, Chancellor Palpatine (already then ruling with near-absolute power), began a purge of the Jedi Order, then proclaimed himself Emperor of the galaxy and reorganised the Galactic Republic into 'the first Galactic Empire' centred on the galactic capital, Coruscant.

DARK BEGINNINGS

The Empire can be said to have begun with the scheming aspiration of the Sith Lord Darth Sidious, whose alter ego was Senator Palpatine of Naboo. A great manipulator of events, he furtively instigated the Naboo crisis, using the Trade Federation as a pawn, which led to Queen Amidala calling for a Vote of No Confidence in Supreme Chancellor Finis Valorum, replacing him. When his first apprentice, Darth Maul, was defeated by Obi-Wan Kenobi, Sidious took on the former Jedi Count Dooku as his new apprentice. Dooku then helped found the Confederacy of Independent Systems, which in turn ignited the Clone Wars.

Palpatine was an efficient and effective leader who quickly brought to an end the corruption in the Senate; his power was greatly increased as a result of the Clone Wars, while the Senate willingly



furnished more and more emergency powers to him. Eventually, the Senate lost most of its power and became little more than a formality that Palpatine had to go through to pass his laws. Yet the Senate did have a symbolic power at least; Chancellor Palpatine still hid behind the pomp and circumstance of appealing to the Senate, but his power existed in his control over thousands of Senators that he had brought into his own web of corruption. However, Anakin Skywalker discovered that Palpatine was a Sith Lord, and after having informed Jedi Master Mace Windu of his discovery, a Jedi task force, led by Windu himself, attempted to arrest him. After a brief duel, Palpatine appeared to be defeated. Skywalker arrived and demanded the Sith Lord's life be spared, that he might stand trial. Deeply troubled, Skywalker nonetheless helped Palpatine kill Windu, prompting him to be held under Palpatine's sway as his new apprentice and enforcer, Darth Vader. Palpatine then proceeded to carry out the Great Jedi Purge, which eliminated almost all of the Jedi, while simultaneously wiping out the remnants of the Confederacy at Mustafar, thus bringing an end to the Clone Wars. Secure in his power and position, Palpatine used the so-called Jedi rebellion to issue the Declaration of a New Order and declared himself Emperor of the galaxy in 19 BBY, replacing the Galactic Republic with the Galactic Empire. Likewise, Palpatine vowed that the newly-formed Empire would reign with ten thousand years of peace.

Many under the new Empire enthusiastically supported the vision outlined in the Declaration of a New Order, largely due to the violence that had plagued the galaxy for so long. Many Senators wholeheartedly supported the new government while a number of more cautious senators chose to watch and wait to see how the new government would handle the affairs of state. It promised to trade frailty for strength, chaos for order, and uncertainty for decisiveness. In retrospect, the foundation of the Empire had already been set down during Palpatine's chancellorship and all potential threats eliminated; therefore, the transition from Republic to Empire was relatively smooth.

It is important to note that not all of the Senators liked what they saw. In fact, the Petition of 2000 sought to bring the worries of these Senators to Palpatine. This petition was led by Bail Organa, Mon Mothma, and Padmé Amidala. Palpatine's dismissal of their concerns was one factor that led Organa and Mothma to help found the Alliance to Restore the Republic.

COUNTING THE YEARS

When determining the timing of events on the Star Wars universe, years are often counted before and after the Battle of Yavin, with the battle itself happening in year zero.

So, 19 BBY is nineteen years Before the Battle of Yavin (hence BBY). Years after the battle are designated as ABY (After the Battle of Yavin).



DECLARATION OF A NEW ORDER

Citizens of the civilized galaxy, on this day we mark a transition. For a thousand years, the Republic stood as the crowning achievement of civilized beings. But there were those who would set us against one another, and we took up arms to defend our way of life against the Separatists. In so doing, we never suspected that the greatest threat came from within.

The Jedi, and some within our own Senate, had conspired to create the shadow of Separatism using one of their own as the enemy's leader. They had hoped to grind the Republic into ruin. But the hatred in their hearts could not be hidden forever. At last, there came a day when our enemies showed their true natures.

The Jedi hoped to unleash their destructive power against the Republic by assassinating the head of government and usurping control of the clone army. But the aims of would-be tyrants were valiantly opposed by those without elitist, dangerous powers. Our loyal clone troopers contained the insurrection within the Jedi Temple and quelled uprisings on a thousand worlds.

The remaining Jedi will be hunted down and defeated! Any collaborators will suffer the same fate. These have been trying times, but we have passed the test. The attempt on my life has left me scarred and deformed, but I assure you my resolve has never been stronger. The war is over. The Separatists have been defeated, and the Jedi rebellion has been foiled. We stand on the threshold of a new beginning. In order to ensure our security and continuing stability, the Republic will be reorganized into the first Galactic Empire, for a safe and secure society, which I assure you will last for ten thousand years. An Empire that will continue to be ruled by this august body and a sovereign ruler chosen for life. An Empire ruled by the majority, ruled by a new constitution!

By bringing the entire galaxy under one law, one language, and the enlightened guidance of one individual, the corruption that plagued the Republic in its later years will never take root. Regional governors will eliminate the bureaucracy that allowed the Separatist movement to grow unchecked. A strong and growing military will ensure the rule of law.

Under the Empire's New Order, our most cherished beliefs will be safeguarded. We will defend our ideals by force of arms. We will give no ground to our enemies and will stand together against attacks from within or without. Let the enemies of the Empire take heed: those who challenge Imperial resolve will be crushed.

We have taken on a task that will be difficult, but the people of the Empire are ready for the challenge. Because of our efforts, the galaxy has traded war for peace and anarchy for stability. Billions of beings now look forward to a secure future. The Empire will grow as more planets feel the call, from the Rim to the wilds of unknown space.

Imperial citizens must do their part. Join our grand star fleet. Become the eyes of the Empire by reporting suspected insurrectionists. Travel to the corners of the galaxy to spread the principles of the New Order to barbarians. Build monuments and technical wonders that will speak of our glory for generations to come.

The clone troopers, now proudly wearing the name of Imperial stormtroopers, have tackled the dangerous work of fighting our enemies on the front lines. Many have died in their devotion to the Empire. Imperial citizens would do well to remember their example.

The New Order of peace has triumphed over the shadowy secrecy of shameful magicians. The direction of our course is clear. I will lead the Empire to glories beyond imagining.

We have been tested, but we have emerged stronger. We move forward as one people: the Imperial citizens of the first Galactic Empire. We will prevail. Ten thousand years of peace begins today.

EMPEROR PALPATINE
OF THE FIRST GALACTIC EMPIRE





IMPERIALISATION

With the rise of the Empire, all the institutions of the old Republic found themselves either dismantled or modified beyond recognition. There was a riot of renaming all things 'Imperial' to glorify the new Emperor; overnight, the Coruscant sector was renamed the Imperial Sector, Coruscant itself was renamed Imperial Centre, and Galactic City was renamed Imperial City. The Galactic Senate became the Imperial Senate. The Grand Army of the Republic became the Imperial Army (though the clone troopers, which made up the majority of the GAR, were primarily reorganised into the Stormtrooper Corps) and the Republic Navy became the Imperial Navy. The four decrepit intelligence agencies of the Republic were merged into Imperial Intelligence, with former Senate Bureau of Intelligence (SBI) director Armand Isard at its head. The Palace of the Republic was rebuilt and expanded, becoming the Imperial Palace, eclipsing all other buildings on Imperial Centre. The former Commission for the Protection of the Republic (COMPOR) was renamed the Commission for the Preservation of the New Order (COMPNOR). Within days, there were few names left to remind the people that there had ever been a Galactic Republic.



'I HAVE BROUGHT PEACE, FREEDOM, JUSTICE, AND SECURITY TO MY NEW EMPIRE!' - DARTH VADER

Palpatine consolidated his power by launching Purges against his opponents, most notably the Old Republic officers, whom he hadn't been able to seduce to his side. Any officers who held anti-Imperial sentiments were arrested and executed by Admiral Mullen, under Palpatine's orders. Palpatine's first purge of the Imperial Navy occurred within just two weeks into the Empire's rule.

In addition, many former Separatist worlds had their assets confiscated by Finance Minister Gahg under Palpatine's orders.

During the first few years of the Empire, the galaxy saw the single largest military buildup in history. A permanent class of Moffs and regional governors was established to more efficiently govern individual sectors and regions of the Empire. Popular support for the policies of Palpatine's administration was high. In addition, the Empire also pursued a re-conquest of the Middle and Outer Rims of the Galaxy, which included getting rid of any and all remaining Separatist influence. By the time of the Battle of Kelrodo-Ai during the Western Reaches Operation in 17 BBY, the Empire restored order and rule of law in eight sectors, and liberated 95 worlds.

Nonetheless, many members of the Imperial military were unhappy about Palpatine's plans for imperialisation; one Imperial officer, the headmaster of the Imperial Academy Gentis, who lost all but one of his sons to Palpatine's warmongering ways during the imperialisation effort, formed a military coup against Palpatine and poisoned him with Aorth-6 as a means to bring peace to the Empire, something he realised that Palpatine would never pursue. The coup, while initially successful, ultimately failed.

THE DARK TIMES

As this process unfolded, the Emperor saw the respected Caamasi as a threat to his New Order, so he ordered the devastation of their home planet Caamas. A group of Bothan infiltrators were responsible for sabotaging Caamas's shield generators, leaving the planet vulnerable to Imperial orbital bombardment. The once beautiful world was devastated during this attack, turned into a poisoned wasteland. The peaceful Caamasi were dispersed throughout the galaxy. In 18 BBY, the Emperor constructed the huge, asteroid-shaped superweapon *Eye of Palpatine* in order to use it to destroy a Jedi enclave on Belsavis. However, the deadly superweapon was sabotaged by two Jedi Knights and the Jedi on Belsavis managed to escape.

Around the same time, a group of beings were protesting the tyranny of the Galactic Empire on the planet Ghorman in the Sern sector. Wilhuff Tarkin's flagship was blocked by peaceful protesters who stood on the ship's landing pad and refused to move. With implied permission from Palpatine, Tarkin landed the ship anyway, right on the protesters,

**'WE MUST MOVE QUICKLY. THE JEDI ARE RELENTLESS.
IF THEY ARE NOT ALL DESTROYED, IT WILL BE CIVIL
WAR WITHOUT END.' — EMPEROR PALPATINE**

injuring and killing many. This came to be known as the Ghorman Massacre. The Alliance to Restore the Republic was founded in its wake.

Many Jedi also rebelled against Palpatine's regime. Olee Starstone and a group of Order 66 Jedi survivors along with Roan Shryne attempted to re-establish the Jedi Council but were unsuccessful. The group fled to Kashyyyk to find out if any Jedi survived there, but the Empire launched a massive takeover of the planet. Darth Vader killed Roan Shryne and some of the Jedi, with Starstone barely escaping with her life. A Wookiee among them, named Chewbacca, fled the

city to find his family. Meanwhile, Ferus Olin along with his friends including Jedi Master Solace caused much havoc on Imperial-controlled planets including a rebellion on the planet of Bellassa, the two Jedi break-ins of the destroyed Jedi Temple on Coruscant, and the destruction of an Imperial Garrison and Weapon Munitions Centre on Naboo. Also on Kessel, a group of Jedi including Master Tsui Choi and Jedi Knight Bultar Swan planned to draw Darth Vader into a trap and kill him. Due to exceptionally bad planning and tactics, every one of them was killed, though Vader's suit was slightly damaged.

In 1 BBY, the Emperor and Vader were the targets of an attempted coup by a group of treacherous Imperial officers led by Grand Moff Trachta. Trachta saw the Sith as foolish and archaic, and believed that the Empire should not be ruled by a two-man cult. They planned to use a batch of altered stormtroopers loyal only to them to destroy the two Sith Lords. However, their plot failed in part because of internal fighting between the co-conspirators.



RESISTANCE TO IMPERIAL RULE

After the true nature of the Empire became clear, three of the most influential senators, Bail Organa of Alderaan, Garm Bel Iblis of Corellia, and Mon Mothma of Chandrila, along with others, were on the brink of starting a great rebellion against the Empire. To lure the dissidents out of hiding, the Emperor and Darth Vader had Galen Marek, Vader's secret Sith apprentice, rally the Rebels. Brought together by him, they met in secret and signed the Corellian Treaty. This officially formed the Alliance to Restore the Republic, more commonly referred to as the Rebel Alliance. They were arrested on the spot, but Marek turned to the light side of the Force and freed them, sacrificing his own life. The Alliance commemorated Marek's death and used his family crest as the new organization's symbol.

However, the threat of rebellion allowed Palpatine to endorse the Tarkin Doctrine of rule by fear of force rather than force itself. If anything, Palpatine welcomed the formation of the fledgling Rebel Alliance as a legitimate excuse to remove the last vestiges of the Republic and tighten his grip on the galaxy. Shortly before the Battle of Yavin, Palpatine declared a state of emergency and disbanded the Imperial Senate. Thus the last institution that represented the values and ideals of the Republic was swept away.

A key instrument in the enforcement of the Doctrine was intended to be the Death Star, a moon-sized space station with sufficient firepower to easily destroy a planet with a single discharge of its powerful superlaser. Whereas many planets could afford planetary deflector shields capable of warding off virtually any conventional attack, none could defend against the power of this weapon. The Death Star was destroyed in the Battle of Yavin, which marked the first major space-based victory for the Rebel Alliance. At this point Palpatine and the rest of the Empire realised that the Rebellion was a major threat to them and one that should be taken seriously, for the destruction of the Death Star was a massive blow to the Empire.

After the superweapon's destruction, the Rebels had finally found their footing. They began consistent strikes on Imperial-held territories, inciting continuing resentment against the Empire and taking them under the Rebels' banner. The Alliance had also cultivated renowned leaders and heroes as distinctive as Han Solo, Lando Calrissian and Jedi-to-be Luke Skywalker. Although the Empire gained the upper hand in most campaigns against the Alliance (such as the Battle of Hoth and the construction of the second Death Star), they could not prevent the unstoppable juggernaut the Rebels unleashed and felt their grip in the galaxy slowly weakening. Thus, in the climax of the Galactic Civil War that was the Battle of Endor, where Anakin Skywalker would also aid the Rebels in fulfilling an ancient Jedi prophecy, the Empire was finally obliterated from the galaxy. Or so the Rebels thought.



FRACTURING AND WARLORD ERA

The Empire was too large, however, to be destroyed in one blow; for the next decade or so, the Rebels (soon renamed the Alliance of Free Planets and then the New Republic) fought to free the galaxy from former Imperials styling themselves as independent warlords as well as Imperial loyalists, such as Thrawn and Ysanne Isard.

Even prior to the fall of Emperor Palpatine in 4 ABY, the signs of fragmentation began to slowly reveal themselves as early as 0 ABY with the rebel's propaganda of the then recent Destruction of Alderaan. The first incursion was that of Moff Kalast, followed by the more serious situation involving the free-selling arms dealer Admiral Harkov, and finally culminating in the major Imperial infighting with Grand Admiral Demetrius Zaarin. The situation became serious when Zaarin attempted a coup d'état on Emperor Palpatine, managing to miraculously capture the Sith Lord by abducting him from his flagship, in a plot later thwarted by Admiral Thrawn.

Immediately following the Imperial defeat at the Battle of Endor, Grand Vizier Sate Pestage seized control of the Empire. However, he lacked the charisma, Force powers, and terrifying presence that both Emperor Palpatine and Darth Vader used to keep the Empire together. Admiral Blitzter Harrsk was the first Imperial to declare himself a warlord and set up his own mini-Empire, but he would not be the last. Others included Admiral Treuten Teradoc, Admiral Zsinj, and General Sander Delvardus, to name a few.

Sate Pestage only managed to hold the throne for a scant six months before he was deposed by the Imperial Ruling Council composed of three Tribunes. The Ruling Council was acting on the manipulations of Imperial Intelligence Director Ysanne Isard though, and the Ruling Council's leadership of the Empire ended under brutal conditions executed by Isard.

Ysanne Isard managed to hold the Empire together and stem off aggressive warlords, as well as Trioculus and the false Kadann, who also claimed the throne, for nearly two years before losing control of Imperial Centre. When Ysanne Isard started to lose her grasp over the Empire, she had her scientists develop a biological virus targeting only nonhumans that she

later let loose in Coruscant. So when Coruscant fell under the Rebel's attack, led by Rogue Squadron, they inherited Isard's disease that caused havoc for the starting government. With the loss of Coruscant, the Empire dissolved further and, soon, Warlord Zsinj was seen as the single largest Imperial threat in the galaxy. Isard managed to evade death and escaped to her own little kingdom.

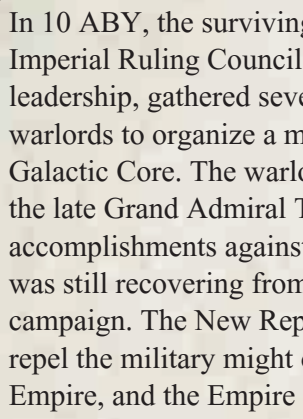
The remnants of the Empire found themselves for the first time on the same side of the table as the New Republic. Both governments viewed Warlord Zsinj as their biggest threat. Zsinj came under the pressure of both governments, but it wasn't until Admiral Teren Rogriss teamed up with General Solo that they managed to bring Zsinj down.

The temporary alliance was over and new fighting erupted between the Empire and the New Republic over the scraps of Zsinj's domain. However, the New Republic dealt blow after blow to the Empire, winning most of the engagements and further humiliating the Empire by pushing them off of the monstrous ship producing world of Kuat.

IMPERIAL RESURGENCE

The Empire continued to lose ground until the return of Grand Admiral Thrawn, a military genius, the only nonhuman to climb the ranks of the Imperial Navy, and the last remaining Grand Admiral. Grand Admiral Thrawn's campaign recaptured nearly half of the galaxy in the name of the Empire; however, it came to a sudden end when Thrawn was assassinated by his own bodyguard. Captain Pellaeon, Thrawn's second-in-command, knew he could not continue Thrawn's inspired campaign and ordered a retreat.

The New Republic immediately took advantage of the Imperial power vacuum and moved to cut off future Imperial threats in the form of the remaining warlords. Using the pretext of pursuing Imperials who had committed various crimes the New Republic began their push against Prince-Admiral Delak Krennel. Despite Krennel's new ally in a clone of Ysanne Isard and the real Isard's machinations to steal back her Super Star Destroyer the Republic emerged victorious and began pressing their advantage even more, leaving the Core worlds with minimal protection.



In 10 ABY, the surviving members of the Imperial Ruling Council, under Ars Dangor's leadership, gathered several belligerent Imperial warlords to organize a military campaign into the Galactic Core. The warlords were emboldened by the late Grand Admiral Thrawn's triumphs and accomplishments against the New Republic, which was still recovering from the devastating Thrawn campaign. The New Republic was powerless to repel the military might of the once-more-unified Empire, and the Empire swiftly conquered much of the economically, politically and strategically vital Core Worlds within weeks. Chandrila, Esseles, Ralltiir, as well as the Metellos and Kaikielius systems, were seized by the Empire, while Caprioril was besieged by the Imperial Navy and the Borderland Regions were devastated. The offensive culminated in the decisive Second Battle of Coruscant, in which the New Republic abandoned the planet and the Empire retook the galactic capital. Having assumed total control over the Core Worlds, the Empire had been restored to its former glory, while the New Republic leadership relocated its headquarters to the Outer Rim Territories.

THE IMPERIAL CIVIL WAR ON CORUSCANT

After Coruscant had been retaken, the Imperial Ruling Council invited important political and military leaders to the Senate Building to elect the next Galactic Emperor and re-establish the disbanded Imperial Senate. However, the Moffs, Grand Moffs, Army, Navy, COMPNOR, Intelligence, Security Bureau and Inquisitorius, as well as various governors, noblemen and bureaucrats, craved absolute power over the Imperial state. The Empire plunged into anarchy and chaos: the Imperial Intelligence and Security Bureau orchestrated the assassinations of their political enemies, while COMPNOR purists attempted to take control of the regime in order to prevent any changes to the New Order.

Soon, an armed conflict broke out amongst the various political and military factions, each trying to dominate the Empire. The disarrayed Imperial Military was responsible for committing atrocities, massacring civilians and destroying entire worlds. Above Coruscant, the orbit became littered with

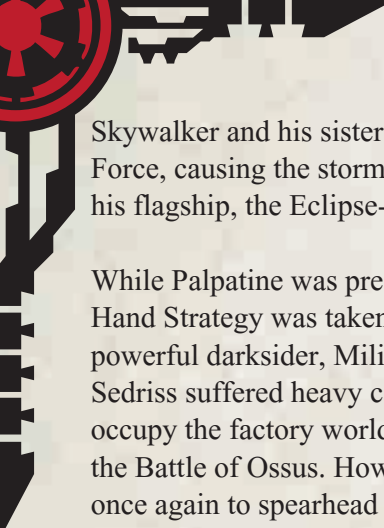
space debris and the Star Destroyers conducted orbital bombardments, transforming the surface of the planet into a decaying urban wasteland. On the surface, stormtroopers, walkers and tanks fought on the streets of the planet-wide ecumenopolis. Much of the galactic capital was laid to waste, and millions of native Coruscanti perished during the Imperial infighting. The New Republic took advantage of the chaos, performing raids on Imperial territories through the use of captured Imperial vessels. The civil war ended only several months following the retaking of Coruscant.

RETURN OF PALPATINE

When it seemed the Empire would never return, that hopes were lost, and that the New Republic was finally close to victory, an enigmatic figure took the title of Emperor. However, this person was no new Emperor, for Emperor Palpatine had returned. Returning in fresh clone bodies imbued with the dead despot's spirit, he proceeded to rebuild his fallen Empire and six years later had finally regained the strength to again challenge the New Republic. While most of the rank and file troops returned to loyal service, few of the warlords did, while most fled for their lives. Palpatine regrouped the fragmented Empire's many warlords and loyal forces into a single unified force, headquartered at the secret throne world of Byss in the Deep Core. Determined to crush the weakened New Republic and once again subjugate the galaxy under his dark rule, the Galactic Emperor initiated a military campaign known as Operation Shadow Hand. Eventually, Palpatine intended to transform the Empire into a magocracy in which he ruled the galaxy forever with his loyal Dark Side Adepts.

The Emperor turned Jedi Knight Luke Skywalker to the dark side of the Force to serve as the new Supreme Commander of the Imperial Forces, but Skywalker defected back to the New Republic and the astromech droid R2-D2 programmed the Emperor's awe-inspiring superweapons, the World Devastators, to destroy each other during the First Battle of Mon Calamari. In the Battle of Pinnacle Base, Palpatine summoned a Force storm to obliterate a New Republic fleet orbiting Da Soocha V. However,





Skywalker and his sister Leia Organa Solo used the Force, causing the storm to annihilate Palpatine and his flagship, the Eclipse-class dreadnought Eclipse.

While Palpatine was presumably dead, the Shadow Hand Strategy was taken over by the Emperor's most powerful darksider, Military Executor Sedriss QL. Sedriss suffered heavy casualties in attempting to occupy the factory world of Balmorra and perished in the Battle of Ossus. However, the Emperor returned once again to spearhead his galactic conquest and commissioned his newest superweapon, the Galaxy Gun. The superweapon destroyed Da Soocha V, the Space City, Krinemonen and Hirsi, forcing numerous Inner Rim and Mid Rim worlds into accepting Imperial rule. The Empire had succeeded in conquering most of the galaxy and becoming the leading galactic superpower, while the New Republic was on the brink of downfall.

However, a group of Imperial politicians and officers, led by Carnor Jax and Sarcev Quest, sabotaged the Emperor's clone bodies in order to assassinate Palpatine and take control of the Imperial state. In the skirmish on Onderon, Emperor Palpatine's final clone body was killed and mortally wounded Jedi Knight Empatojayos Brand took the Galactic Emperor's spirit to the Netherworld of the Force. Following the Emperor's final demise, the Star Dreadnought *Eclipse II* was programmed to collide with the Galaxy Gun, destroying both superweapons. The Galaxy Gun accidentally launched a particle disintegrator warhead on Byss, destroying the planet and killing its inhabitants.

In these cataclysmic events, the Empire lost the Galactic Emperor, two superweapons, the Imperial Fleet orbiting Byss, and most of Palpatine's loyal advisors, officers, soldiers and Dark Side Adepts. The last major action of a Sith-led Empire, Operation Shadow Hand resulted in the final destruction of Palpatine's Empire, as the Destruction of Byss effectively terminated all political and military structures that upheld the Imperial state. Without the leadership and guidance of the late Emperor Palpatine, the Galactic Empire had practically ceased to exist. In the midst of chaos, rival warlords fled to

their pocket empires, disorganised Imperial forces abandoned the Core Worlds, and the New Republic retook Coruscant. As a result, the resurrected Empire fell to its knees and self-destructed.

GOVERNMENT AND POLITICS

The Empire was ruled with absolute power by Emperor Palpatine, with Sate Pestage as Grand Vizier, and Darth Vader as Supreme Commander of all Imperial Forces. Imperial rule was authoritarian. There was little to no freedom of speech and dissidents were punished harshly.

The Galactic Empire was actually more decentralised than the Galactic Republic. Systems were grouped in sectors and sectors in turn into oversectors. These were controlled by the Moffs and Grand Moffs, who exercised power in the disparate regions of the galaxy. This was in contrast to the structure of the Galactic Republic, which placed senators in control of their respective sectors. The planets of the Empire were no longer given a say in the government, but were now kept in line through fear of force.

While Palpatine was Emperor, the executive branch consisted of the Imperial Ruling Council, a group of Imperial Advisors, who ran both the day-to-day activities and the will of Palpatine for the Empire. The real power below the Emperor and his Advisors was in the hands of the Grand Moffs, Moffs, and other regional governors who were eventually granted direct control of their regions.

This exercise of power was backed up by the use of state terrorism in the form of the Tarkin Doctrine, named for Grand Moff Wilhuff Tarkin. The Doctrine threatened force rather than the use of force to control dissent; the Ghorman Massacre was an example. The justification for the Tarkin Doctrine was the excessive cost and impracticality of the use of pure terror in the form of billions upon billions of troops and warships to maintain order.

The instrument of enforcing the Doctrine was the Imperial Military, which included the stormtroopers and large fleets of intimidating capital ships such as the Star Destroyers of the Imperial Navy and All Terrain Armoured Transports, all of which were intended in part to spread fear as well as destroy the enemy. This policy reached its zenith with the construction of the world-destroying Death Star.

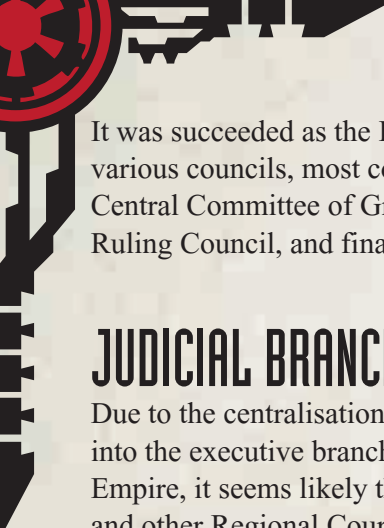
Because of Palpatine's status as the Empire's Commander-in-Chief, the Imperial Military honoured Palpatine's arrival with hundreds of soldiers as well as a parade of TIE fighters.

Other governmental ministries and agencies were placed under direct control of the Grand Vizier and Imperial Advisors (Imperial Ruling Council), while under constant surveillance from both COMPNOR and the ISB.

LEGISLATIVE BRANCH

After the formation of the Galactic Empire, the Galactic Senate was reorganized into the Imperial Senate. But unlike its predecessor, which had held both legislative and executive power, the Imperial Senate held only legislative power (and even much of that authority was radically marginalised) by orders of the Senate Constitution. The Senate could still enact laws as well as advise the Emperor; it also had nominal oversight of the Imperial bureaucracy, and could work on the Imperial budget. However, the Emperor could issue Imperial decrees, without debates or Senatorial overrides, and could both call and dismiss the Senate at will. The Senate was practically powerless and eventually was dissolved by Emperor Palpatine to remove the last constitutional limit to his power. After its suspension, the vacancy left behind was filled by COMPNOR's Select Committee.





It was succeeded as the Imperial legislature by various councils, most composed of Moffs; the Central Committee of Grand Moffs, the Interim Ruling Council, and finally, the Council of Moffs.

JUDICIAL BRANCH

Due to the centralisation of government power into the executive branch under the Galactic Empire, it seems likely that the Supreme Court and other Regional Courts were disbanded at some point, presumably before the Senate's dissolution in 0 BBY. Instead, the Imperial criminal justice system was headed by a Procurator of Justice. The Procurator of Justice was charged with prosecuting political prisoners and administering sentences on entire worlds.

OTHER IMPERIAL ORGANISATIONS

To strengthen his hold on power, Palpatine created various organizations that were loyal to him. Foremost, among those organisations were COMPNOR, Imperial Security Bureau, Imperial Intelligence, the Inquisitorius, and the Dark Side Adepts. Palpatine also had the Emperor's Hands, special assassins that did his bidding. One notable Emperor's Hand was Mara Jade, who, ironically, after the death of Palpatine, would go on to fall in love with and marry Luke Skywalker and would become a member of the Jedi High Council.

Palpatine allowed these organisations and their leaders to build up power bases of their own. Palpatine encouraged this system, often giving overlapping responsibilities. This made administration of the Empire less efficient, but benefited Palpatine by ensuring that he continued to be the source of all political power in the Empire.

ECONOMY

The Galactic Empire had a very complex and diverse economy. Following the Clone Wars, the Empire started a process of stabilization and expansion of the economy. While the Imperial Period saw some increases in state control and centralization of economic procedures, it had little effect on the

galactic economy, as witnessed in the virtual non-existence of inflation. The Empire did nationalise some corporate entities, though such actions were mainly reserved for those companies that were part of or supported the Confederacy of Independent Systems, and later those who favoured and aided the Rebellion. The Empire did assume direct control over some of the spoils of war from the Separatists, but most of the assets were given over to loyalist companies such as Kuat Drive Yards, Sienar Systems, TaggeCo., and Merr-Sonn. Unless acting in opposition to its interests, the Empire largely left loyal companies alone and even expanded the Corporate Sector to encompass 30,000 star systems.

In return for the support given to the Corporate Sector Authority, the Empire would collect a yearly stipend of 3% of the total gross product, 9% of all material, and 20% of all strategic rare elements coming out of the Corporate Sector.

However, Imperial control of the economy appeared to be dramatically expanding by the Rebellion era. By the time of 0BBY, the Empire was taking over all commerce in the central systems of the galaxy, and Biggs Darklighter considered that the Empire would soon seize control of land and work in the outer regions, notably Tatooine reducing people to 'tenants slaving for the...Empire'.

The Empire also dedicated its vast economic resources and quintillions of credits to expand the Imperial Military and to fund new scientific developments in a wide variety of fields. This military build-up would eventually result in the Imperial Navy fielding millions of starships, the Imperial Army being comprised of tens of trillions of soldiers, and the creation of a vast force of stormtroopers.

The Imperialisation of the Trade Federation by the Galactic Empire created a void filled by smugglers to address strong demand for shipping created by the Imperial controls. Smugglers flourished in the Imperial era as independent operators or as part of larger organisations like those of Jorj Car'das, Quelev Tapper, Talon Karrde, or Booster Terrik.

After the fracturing of the Empire at the Battle of Endor, many different currencies came into existence, and exchange rates fluctuated wildly. At that time, the credit was backed by the immense wealth of the planet Muunilinst.

SOCIETY AND CULTURE

The culture of the Galactic Empire was ascetic and minimalist. These aesthetics were encouraged throughout the galaxy by the Coalition for Progress, an arm of COMPNOR.

SLAVERY

The Galactic Empire utilised slavery for several weapon projects, including the creation of the Death Star superweapons. In addition, any enemies of the Empire that had been defeated, particularly the females and younglings, were often sent to Orvax IV to be processed into the slave market, especially if they served no purpose to the Empire otherwise.

ARTS AND MEDIA


The role of art and media in the Galactic Empire was primarily didactic; cultural expression served as an instrument for inculcating New Order ideology. During its short existence, the Empire was not

particularly brutal in the suppression of artistic culture, as it was primarily interested in military and political dominance. However, pressures from the New Order left their mark on the art of the Imperial period. Several anti-Imperial artists were executed for sympathizing the Rebel Alliance, such as Borna, a young musician who composed dark and moody symphonies as a protest against the Empire.

The policy of distributing Imperial propaganda was maintained by the Imperial Ministry of Propaganda, the Imperial Propaganda Bureau and the Propaganda Dissemination Section. Imperial HoloVision, the successor of HoloNet News and a leading galactic provider of news and entertainment, adopted a pro-Imperial stance and thus, was the Empire's most powerful propaganda tool. All Imperial media was verified, reviewed and censored by the Imperial Board of Culture, as well as the Ministry of Culture.

Holodrama was another venue for politics. Many Imperial holofilms glorified the New Order and were blatantly propagandistic, such as *Win or Die*, depicting the heroism of a boy who ardently supported the New Order in spite of his parents' opposition, or *Sacrifice at Endor*, in which Emperor Palpatine was portrayed as a benevolent saviour and the hero of the Battle of Endor.





One of the most notable pro-Imperial music bands was The Emperor's New Clothes, favored by the Imperial Board of Culture. The band was opposed by anti-Imperial Red Shift Limit, of which all albums were banned by Imperial authorities. The premier orchestra of the Empire was the Imperial Symphony Orchestra.

The official sport of the Empire was wegsphere, a competitive game invented by SAGRecreation (SAGRec), that could be considered one of their greatest successes. While wegsphere was originally introduced as a sporting activity for COMPNOR members, it became surprisingly popular through the galaxy, spreading to thousands of worlds. The official Imperial shockball team was, presumably, the Royal Shockball Team. Another sporting event that took place yearly throughout the Empire was the Imperial Games.

RELIGION

Under the Galactic Empire, Anti-Jediism was a government policy, which meant that people were discouraged to believe in the Force. But it was not just the Jedi that suffered. All Force-sensitives were targeted. Despite the established anti-Jediism of the New Order, many in the Imperial government were aware that Emperor Palpatine and Darth Vader were Force users, but only a few knew that they were Sith Lords. This sentiment also led to an attempted coup on Palpatine and Vader, with the official reason being their Force-sensitive nature. Besides Palpatine and Vader, there were some Imperial officers, such as Colonel Dyer who were at the very least Force-attuned, and even some, such as Grand Admiral Nial Declann, were secretly trained in harnessing the Force for a specific purpose for Palpatine.

XENOPHOBIA

The Empire's New Order emphasised human and, to a lesser extent, humanoid supremacy. The Empire practiced the policy of Human High Culture, based on humanocentric beliefs of humans being inherently superior to other species. Many non-human species like Wookiees, Mon Calamari, Talz, and Lurrians were subjected to slavery. The Rights of Sentience, one of the most well-known anti-speciest clauses of

the Galactic Constitution, as well as other important anti-slavery laws that were ratified during the reign of the Galactic Republic, were removed from the Imperial Charter and legislation legalising the persecution of alien species was passed. The Empire essentially legalised slavery in Imperial Decree A-SL-4557.607.232.

The Empire was known to commit atrocities and xenocidal campaigns against Non-human species, such as the Caamas Incident to wipe out the peaceful Caamasi, and commissioning Imperial extermination ships to eradicate entire species through the Outer Rim Territories. One of the members of the Imperial Inner Circle known as Janus Greejatus established the Imperial Department of Redesign to suppress and exterminate alien species. On Imperial Centre, all aliens were forced to move into an 'ethnic neighbourhood' designated as the Alien Protection Zone, keeping them under poor living conditions. As a result, the vast majority of the government officials were composed of humans, with only rare exceptions like Grand Admiral Thrawn climbing in the ranks of the military. However, the cases of Ampotem Za, Stafuv Rahz and Bentilais san Sk'ar indicate that the Empire tolerated aliens if they were willing to pledge loyalty to the Emperor.

The Imperial propaganda machine issued fabricated humanocentric documents to highlight and exaggerate Human involvement in galactic history and culture, ignoring countless accomplishments and contributions of numerous alien species in the founding of galactic civilisation and the Republic. Under the New Order, pro-human propagandists argued that the most advanced and wealthiest member planets of the Galactic Republic in the Core Worlds and other regions of the galaxy were universally ruled and inhabited by humans. Notably, the pro-Imperial sentientologist Obo Rin was sponsored by Darth Vader and Lieutenant Pandur to write the Catalog of Intelligent Life in the Galaxy, a falsified piece of work stating that the Mon Calamari and Columi, longstanding members of the Old Republic, had recently been discovered by the Empire. On the other hand, the Iyra Professor Tem Eliss was forced to go into hiding from COMPNOR agents for his pro-alien book *The University of Sanbra Guide to Intelligent Life*. The Empire's humanocentric policies spurred anti-human bigotry and led into the foundation of the anti-Imperial Alien

Combine on Imperial Centre in 3 ABY, although the organisation was ultimately wiped out by the Imperial security forces. Ironically, the successor organisation of the Combine, the terrorist group Diversity Alliance, attempted to commit anti-human xenocide in the years following the Bastion Accords by using a human-killing pathogen developed by the Empire.

A high degree of male chauvinism was also seen in the Empire's government and military. Notable exceptions to acknowledged male chauvinism included Director Ysanne Isard of the Imperial Intelligence, Major General Tessala Corvae of the Imperial Army and several navy officers like Admiral Natasi Daala, Admiral Betl Oxtroe, Captain Juno Eclipse, and Captain Plikk. The sexist policies that plagued the Empire encouraged Major General Corvae to establish the Firebird Society to prove that females were effective and capable soldiers for the Imperial Military.

Under the New Order, the droids often met harsh treatment, because they were not considered to be full citizens by the Imperial law. Many Imperial institutions preferred the Wookiees and other enslaved sapient beings for complicated and challenging construction projects such as the first Death Star, even though the droids were economically cheaper labourers and provided more effective and sophisticated performance capacity than organic slaves. Curiously, an IG-series assassin droid called 4-8C ascended to the rank of Grand Moff and was involved with the activities of the Imperial Department of Redesign. The cyborgs were shunned and detested by the Imperial citizens, and even Grand Admiral Osvald Teshik was ostracised for his extensive cybernetic prosthetics. The most notable exception in the prevalent anti-cyborg sentiment was the second most powerful man of the Empire, Supreme Commander Darth Vader, whose cybernetic life support system sustained his grievous injuries and struck terror in the hearts of the enemies of the Empire.

While the Empire was unquestionably xenophobic, there is little to suggest that the Emperor himself was. The Sith Order was in no way xenophobic, with much of its foundations in the humanoid race of Sith, and many of the greatest Sith Lords were either alien or half-breed, with Sidious' own Sith Master, Darth Plagueis, being a Muun, and his first

Sith apprentice, Darth Maul, being a Dathomirian Zabrak. In fact, it is believed that the privy councillors and advisors that filled Palpatine's court and ran the Empire on a day-to-day basis were the xenophobes, and applied Human High Culture on their own accord. In addition, Palpatine denied the accusations of his being intolerant of species indifferences, citing that the Empire's human population being the majority as simply being the result of circumstance. Numerous high-ranking Imperial bureaucrats and military personnel such as Lord Crueya Vandron, Grand Moff Tarkin, Grand Admiral Ishin-Il-Raz, Grand Admiral Danetta Pitta, and many others were known for their humanocentric attitude. The most prominent Imperial xenophobe was Grand Vizier Sate Pestage who considered all aliens to be nothing more than worthless 'animal waste'. It seems likely, given the presence of Prince Xizor of the Black Sun, Grand Admiral Thrawn, and other notable aliens in the Imperial Court that Palpatine simply used xenophobia to cull loyalty from his fellow humans, while using everyone regardless of species in general. Indeed, many of the Emperor's loyal Dark Side Adepts, like Hethrir, Ja'ce Yiaso and Gwellib Ap-Llewff, were not human.

MILITARY

The Imperial Military was the military arm of the Galactic Empire. Consisting of predominantly the Imperial Army and the Imperial Navy, it was responsible for carrying out military operations throughout the galaxy, as well as maintaining order on Imperial member worlds, governorships, colonies, and protectorates. Since the Empire's New Order was based on fear of force, the Imperial Military formed a very important part of the Imperial government. Even so, the fleet would prove somewhat insubordinate, and a tension between the Coruscant government and the fleet admirals existed throughout this period, creating the need for the Imperial Security Bureau to install political officers throughout the military as minders.

During the early years of the Empire, most stormtroopers were clones from the Clone Wars. However, later recruited Humans joined their ranks.

Those Humans recruited would be trained mainly at Carida and were subject to the most rigorous training that the Empire could offer. During the rule of Grand Admiral Thrawn, stormtroopers were again cloned and used as the bulk of the Imperial force.

ASTROGRAPHY

The Galactic Empire's territory at its peak consisted of some one and a half million member and conquered worlds, as well as sixty-nine million colonies, protectorates and puppet states spread throughout the entire galaxy, stretching from the borders of the Deep Core to at least Wild Space. Emperor Palpatine sent Grand Admiral Thrawn on a mission to bring the rule of the Empire to the Unknown Regions. The Grand Admiral set up a command post at a fortress on Nirauan and from there brought the rule of the Empire to the uncharted regions of the galaxy, creating the Empire of the Hand.

The original name of the Empire's capital world was Coruscant; however, it was renamed Imperial Centre by the Empire. Few outside the Empire's government used this name, and upon the capture of the planet by the New Republic, the name 'Coruscant' was readopted.

After the Battle of Endor, large sections of the galaxy threw off Imperial occupation and became Republic members, and by 6.5 ABY the Empire

ruled barely 50% of its former territory. Imperial warlords comprised most of the lost territory, with the Republic still relatively in its infancy. By the fall of Coruscant, Warlord Zsinj alone had control of almost one third of the Empire's former territory.

By 9 ABY, the Empire had consolidated its hold of a quarter of the Galaxy, while the war effort progressed under Grand Admiral Thrawn. Under the Chiss Grand Admiral, the Empire's territory nearly doubled in less than a year, nearly seeing the death of the Republic. After Thrawn's death, the Empire had little time to consolidate these holdings and the Empire lost many of them to a resurgent Republic.

During Operation Shadow Hand, the Emperor would unite the warlords and the mainstream forces and consume well over half of the Galaxy. After the Emperor's death, the Republic took back their holdings with surprising speed, and the remaining Imperial forces fled into the Deep Core. The Republic remained weakened by the efforts of Thrawn and the reborn Emperor, and the warlords and Moffs consolidated fortress worlds across a third of the galaxy.

After the Reunification by Daala, and the establishment of the Imperial Remnant, the Imperial fleet took over the remnants of the Pentastar Alignment, a breakaway warlord fiefdom. They then pushed coreward against the Republic. Later, Daala would lead a second offensive against the Core worlds themselves from the Deep Core. Eventually, the Empire under Admiral Gilad Pellaeon held a meagre of only eight sectors by 19 ABY.



THE IMPERIAL ARMY

The Imperial Army is a branch of the Imperial Military that has the primary responsibility of prosecution of ground-side military operations, under the oversight of Army Command. Numbering in the tens of trillions, the Army utilises a wide range of equipment and vehicles in support of its infantry.

Army units are often reinforced by stormtroopers, although the command structure for the two organisations remain separate. On garrisoned worlds, the Army operates in conjunction with the Imperial Navy, stormtroopers, and the local constabulary to maintain order and security.

HISTORY

Formed through the reorganisation of the non-clone Republic Army, the Imperial Army was initially composed of the Judicial Forces and Planetary Security Forces, both of which had been combined through nationalization and amalgamation under the Galactic Empire. During the Imperial era, one of the Army's most common duties was the maintenance of planetary garrisons throughout the galaxy, as well as waging war on the Alliance to Restore the Republic.

After the defeat of the Emperor, the Army would be split up between various Imperial warlords up until the Imperial Reunification. A century later, the split of the Fel Empire and the new Imperial Civil War would also lead to the splitting of the Imperial Army among the two factions.

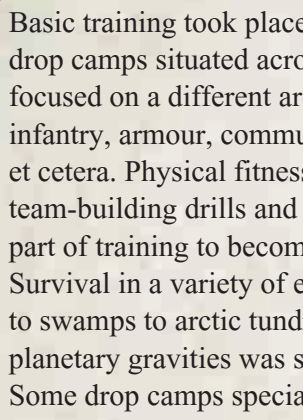


RECRUITMENT AND TRAINING

Initially the Army accepted recruits from worlds across the Empire, though this policy was changed in wake of several high-profile defections to the Rebel Alliance. Emphasis was then placed on recruiting from the Core Worlds, especially with regards to officer candidates, and those which bordered the Imperial Core. Frontier and primitive worlds were also targeted for recruitment drives, the latter especially for filling the ranks with expendable assault troops, although some care had to be taken to weed out Rebel sympathizers. Those worlds which had been subject to Imperial bombardment or assault within recent memory, and those with a strong liberal or independent tradition, were considered breeding grounds for the Rebellion and avoided altogether.

Potential recruits would be screened at their local Imperial Recruitment Office, with Screening Officers conducting background checks including looking into the candidate's school reports and home life. While these officers were instructed to watch for any potential Rebel connections, including family members with Rebel sympathies, suspected Rebel infiltrators were encouraged to join and the Imperial Security Bureau informed immediately. Candidates who passed initial screening would then be sent to Training Centres for medical examinations and intelligence assessments.

Where possible recruits would be placed in the branch of service of their choosing, as dissatisfaction with assignment was a major cause of morale problems. However the initial screening tests were used as a guide to help show where a recruit was better suited; for example those with less intelligence were often transferred to the infantry branch. While an entirely different organisation those recruits who matched certain criteria were transferred to the Stormtrooper Corps.



Basic training took place at one of thousands of drop camps situated across the Empire, each one focused on a different area of operation such as infantry, armour, communications, engineering, et cetera. Physical fitness, equipment maintenance, team-building drills and indoctrination were all part of training to become an Army trooper. Survival in a variety of environments, from deserts to swamps to arctic tundra, and under different planetary gravities was standard in most cases. Some drop camps specialized in training units to deal with a specific terrain and atmospheric types, though in these cases most recruits would be drawn from relevant exotic worlds.

Officer training would take place at a number of different Imperial Army Officer Training Academies, although among these Raithal Academy was the most famous for producing the best officers. At Raithal recruits underwent a year of hard, gruelling training of intense physical and military exercises. Emphasis was placed on an officer's ability to command men through the two-fold method of leadership - drawing upon their fear of disobeying orders, which was disciplined into them during training, and gaining their respect by example. Psychological examinations were rigorously performed to test the candidate's mettle while a week spent in the interrogation centre simulated the type of treatment they could expect if they fell into enemy hands. Loyalty to the State and the correct balance between self-sacrifice and self-preservation also formed a critical part of officer training.

ORGANISATION

As with the rest of the Imperial Service, the Army made a strong distinction between 'combat elements', and 'command elements' or 'support elements'. Any commander, even a sergeant, was considered part of the 'command element' and was not counted among the troopers, despite the fact that they were expected to take part in the fighting. Since unit commanders were considered supernumeraries, the average size of an Imperial Army formation tends to have a larger headcount than an equivalent strength formation in the Grand Army of the Republic.

The uniquely Imperial concept of 'augmentation' was intended to allow the rapid integration of reinforcement units into an existing force while minimizing the number of (relatively scarce) senior officers required. All units from platoon-level and up were expected to maintain a baseline strength which, as the Imperial military grew, could be upgraded to their full strength. Augmentation was part of the Army's Surface Operations Training Doctrine and represented an idealised version of how it was organised.

On a small scale, augmentation could be compared to unit 'attachments', while on a larger scale it could be compared to an active cadre for reserve divisions. The full extent of augmentation could be impressive. For example, a baseline armoured battlegroup had 10,090 troops out of 16,346 total, with 1,132 repulsorlift vehicles and 318 tanks. If every unit was augmented to its full capacity, a full-strength armoured battlegroup would have 318,062 troops out of 324,318 total, with 36,084 repulsorlift vehicles and 14,480 tanks.

Augmentation proceeded according to that unit's official Order of Battle (OB), especially for units of company-size and larger; smaller units often got away with more flexibility in how they were augmented. For example a line company was augmented first by a heavy weapons platoon, followed by a second heavy weapons platoon, and then two line platoons. In rare instances an Army unit was augmented in ways other than dictated by the OB. The most common happened when an army commander organized survivors from a battle, creating haphazard units regardless of the OB. The second was when units were augmented with local auxiliaries. Finally a commander could order a special augmentation which he felt was critical to accomplishing his mission. If he succeeded his superiors would overlook this infraction, while failure meant he faced harsh justice. Indeed it was not unknown for an unorthodox commander to violate the SOTD and be executed, only for his methods to be evaluated and adopted after-the-fact.

When a formation of company-size and larger was augmented, its second-in-command was charged with commanding the extra units while the commanding officer maintained control of the baseline units. In

practice a particularly strong-willed or above-average commander could and did assume direct control over the augmenting units. These violations were largely overlooked by superior officers.

At the time of the Battle of Yavin the majority of Army units were at their baseline strength. Of the rest eight percent fell below it for reasons other than combat attrition while fifteen percent were above. The limiting factor in the Army's growth was not for lack of resources themselves but in the Imperial Navy: the Army simply could not expand faster than the number of ships designed to carry it. When necessary new units were raised regardless of naval support but were then bound to that planet.

STRUCTURE

The structure of the Imperial Army was similar to the Grand Army of the Republic with some differences. The following table lists the size and composition of the various units used by the Imperial Army, although given the variety of unit types and possibility for augmentation the numbers listed are only nominal.

DIVISIONS

The Imperial Army had two direct branches within its hierarchy. Its first branch, the Army Command, was a subdivision of the Imperial High Command that operated and commanded the ground battles and anything within the Imperial Army's jurisdiction, and concentrated on the war effort for the Galactic Empire. It was headquartered on Coruscant, then

known as Imperial Centre, and was a council comprised of the Empire's senior army generals and led by the Army Chief of Staff.

Besides the Army Command, it also had the Assault Armour Division, a branch of the Imperial Army that was responsible for mechanized warfare and utilizing heavy vehicular support.

The Imperial Officer Corps were also a branch of the Imperial Army. The Maritime-based Imperial Navy was also presumably a division of the Imperial Army.

Although not a branch of the Imperial Navy, they have occasionally worked alongside each other, with several sharing some of the same equipment.

VEHICLES

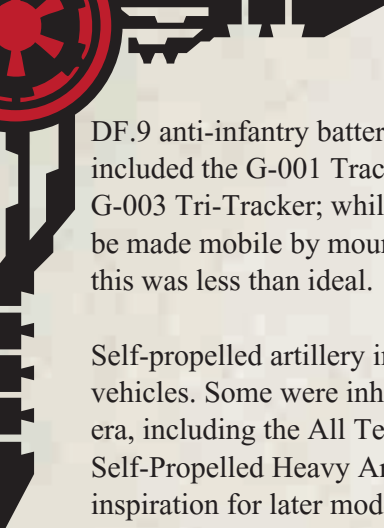
The Imperial Army was composed of various vehicles, many meeting multiple classifications. Some also had joint use within other branches of the Imperial Military alongside the Imperial Army.

Artillery

The Imperial Army utilized several Artillery pieces, whether on vehicles or stand-alone.

Among its static artillery pieces were the heavy weapons like the tremendous C-136 'Grandfather Gun,' Turbolaser System I and V-188 Penetrator, although the V-188 could also be mounted on the 440 Super-Heavy Armoured Chassis to make it more mobile. For lighter targets the Army employed the DF.9 anti-infantry battery and Twin

Unit	Commander	Composition	Strength
Squad	Sergeant	8 troopers	8 troopers
Platoon	Lieutenant	4 Squads	32 troopers
Company	Captain	4 Platoons	128 troopers
Battalion	Major	4 Companies	512 troopers
Regiment	Lieutenant-Colonel	4 Battalions	2,048 troopers
Battlegroup	High Colonel	4 Regiments	8,192 troopers
Corps	Major General	4 Battlegroups	32,768 troopers
Army	General	4 Corps	131,072 troopers
Systems Army	High General	1-3 Armies	131,072-393,216 troopers
Sector Army	Marshal	2-4 Systems Armies	262,144-1,572,864 troopers



DF.9 anti-infantry battery. Anti-aircraft artillery included the G-001 Tracker, later replaced by the G-003 Tri-Tracker; while the G-003 could technically be made mobile by mounting it on a repulsor sled, this was less than ideal.

Self-propelled artillery included a number of walker vehicles. Some were inherited from the Clone Wars era, including the All Terrain-Attack Pod and Self-Propelled Heavy Artillery, and served as inspiration for later models, including the Self-Propelled Medium Artillery, All Terrain-Anti-Aircraft, and All Terrain Ion Cannon, which was essentially an All Terrain Armoured Transport with most of the rear removed in place of a massive ion cannon turret.

A number of repulsorlift-based artillery models were used as well, such as the Energy Pummel, SP.9 Anti-Infantry Artillery Vehicle based on the DF.9, Unstable Terrain Artillery Transport developed specifically for unstable terrain, mobile artillery and heavy artillery platforms. Imperial self-propelled artillery included tracked models as well, such as the Leveller I medium concussion missile launcher.

The MobileMortar-3 was a light artillery piece used by the Imperial Army to provide close fire support.

Armour

The Imperial Army utilized a wide array of heavy armoured tanks. These vehicles included armoured repulsortanks such as the S-1 FireHawke Heavy Repulsortank and its replacement, the 1-H Imperial-class repulsortank, along with the HAVr A9 Floating Fortress, and the Heavy Assault Vehicle/repulsorlift C10 Siege Tower.

Among the various walkers employed were the famous All Terrain Armoured Transports, successor to the All Terrain Tactical Enforcer and All Terrain Heavy Enforcer inherited by the Army from the GAR. The All Terrain Armoured Heavy Transport, based on the original AT-AT, was used by the both the Fel Empire and Darth Krayt's Sith Empire. There were also insect-like armoured transports dedicated to mountainous terrain, called Mountain Terrain

Armoured Transports. The only known facility was destroyed when Carida was destroyed by a supernova, although it was rumoured that the Empire had made off with the plans when they evacuated.

Wheeled assault vehicles included the HAVt B5 Juggernaut, the HAVw A5 Juggernaut, and the HAVw A6 Juggernaut. The XR-85 tank droid was both a tracked and automated tank employed by the Army.

Heavy Cavalry

The Imperial Army also made use of heavy cavalry-type vehicles. A number were hold-overs from the GAR, including walkers like the All Terrain-Experimental Transport and All Terrain Personal Transport, and repulsorcraft including the Infantry Support Platform and TX-130T fighter tank; even captured battle droids such as the DSD1 dwarf spider droid were used, ironically enough to help clear the remaining Separatist hold-outs in the early stages of the Empire.

Eventually the Army began employing its own models of heavy cavalry-type vehicles. These included walkers like the All Terrain-Advance Raider, the All Terrain-Scout Transport/Assault and All Terrain Kashyyyk Transport, along with repulsorcraft like the 2-M Saber-class repulsor tank, 1-L Imperial-class repulsortank, the 008 Heavy Landspeeder and the Ultra-Light Assault Vehicle. Wheeled vehicles such as the Compact Assault Vehicle/Wheeled PX-10 were employed on remote worlds, while the unique Swift Assault 5 traveled on a cushion of air as opposed to traditional repulsor engines.

Sienar Fleet Systems also had some involvement in the development of the heavy cavalry vehicles, which resulted in some of their vehicles adopting TIE series features. These included the TIE ap-1, nicknamed the TIE Mauler, and the Century tank, nicknamed the TIE Crawler.

The successors of the Galactic Empire; the Fel Empire and Darth Krayt's Sith Empire, made use of heavy cavalry weapons, such as the All Terrain Riot Control Transport.

STORMTROOPERS

Stormtroopers are the elite soldiers of the Galactic Empire. Like Imperial-class Star Destroyers and TIE fighters, stormtroopers serve as ever present reminders of the absolute power of Emperor Palpatine.

The Imperial stormtroopers were the evolution of the clone troopers of the Grand Army of the Republic. By the end of the Clone Wars in 19 BBY, the Galactic Republic was reorganised into the first Galactic Empire. As a result, the Grand Army was reformed into the Stormtrooper Corps and the clones were renamed 'stormtroopers'. Under the Empire, stormtroopers operated alongside Imperial Army and Navy units, and some were stationed on Naval ships where they served as marines. Although the Corps was overseen by Stormtrooper Command, a military agency that was independent from Imperial High Command, all stormtroopers ultimately answered to Emperor Palpatine with unconditional loyalty and subservience.

Members of the Rebel Alliance SpecForce had several slang names for stormtroopers, including whitehats, plastic soldiers, snowmen, the Boys in White, bucketheads, and plastic boys. Another term was 'Stormies,' often used by Wedge Antilles and Corran Horn.

Although the deaths of both Emperor Palpatine and Darth Vader in 4 ABY caused the collapse and fragmentation of the original Galactic Empire, stormtroopers were retained as elite soldiers under several successor states, such as the Imperial Remnant, the Second Imperium, and the Empire of the Hand. By the year 138 ABY, stormtroopers still existed in two Imperial states: the New Galactic Empire of the Sith Lord Darth Krayt, and the 'Empire' of the exiled emperor Roan Fel.

HISTORY

As the Clone Wars reached its end, the clone trooper veterans that defended the Old Republic emerged as the feared enforcers of the New Order. When Emperor Palpatine declared the formation of the first Galactic Empire, the clones of the late Jango Fett were re-christened as Imperial stormtroopers. Without the guidance of their Jedi officers, stormtroopers were 'cut loose' to brutally enforce the new Imperial doctrine, to which they quickly built a reputation as merciless, uncompromising soldiers indoctrinated with unconditional loyalty to Emperor Palpatine.

At first, the Stormtrooper Corps was composed almost entirely of clone soldiers based on the Fett template. That included the remaining clones that were engineered on Kamino, supplemented by the millions of clones created on Coruscant and Centax-2 through Spaarti technology, and three new stormtrooper clone batches grown in the Outer Rim Territories. During this time, traces of the clones' obsolete armour remained in the design of their new and improved armor. However, the stormtrooper ranks would cease to be dominated by Fett's progeny after the Battle of Kamino in 12 BBY.

Among the first battles that cemented the stormtroopers' image as elite soldiers to be feared, Kashyyyk was a planet that was twice made an example of in order to showcase Imperial brutality to anyone else who contemplated defiance against the Empire. Darth Vader participated in both the first and second invasion of Kashyyyk, personally leading a contingent of clone stormtroopers to subjugate the planet's Wookiee population, as well as to hunt down fugitive members of the Jedi Order. Commander Appo, the commanding officer of the 501st Legion and one of the first stormtroopers, was slain by the Jedi Roan Shryne during the Empire's first attack on Kashyyyk.



THE GALACTIC CIVIL WAR

By the time the Galactic Civil War began in earnest, Jango Fett's clones were heavily supplanted by clones based on a variety of templates around 9 BBY, followed shortly after by enlisted Humans. Thus, the Fett clones were ironically reduced to a minority status after years of virtually filling the stormtrooper ranks in its entirety. According to a stormtrooper's entry log in the 501st Journal, none of the Fett clones were ever truly able to come to terms with serving alongside recruits and different clones, all of whom were disdainfully dubbed as the 'new guys'. Commander Cody, a first generation clone of Jango Fett and a veteran of the Clone Wars, found stormtrooper recruits to be absolutely intolerable. Due to the significant decrease in the Imperial Military's operational effectiveness and his own feelings of nostalgia over the Republic's 'army of one man,' Cody viewed enlisted troopers as incompetent idiots, all of whom he would have gladly sacrificed for just one real clone trooper.

Despite the influx of new troopers from various sources, the ranks remained dominated by Human males, thus reflecting the New Order's Human High Culture. By 0 BBY, roughly one-third of the stormtroopers were clones based on the Fett template, while recruits steadily became the majority within the Stormtrooper Corps. Service in the Stormtrooper Corps was open to both Human men and women, but female stormtroopers were an extremely rare sight under Palpatine's reign and on average there were never more than three female stormtroopers within a whole legion. In spite of this disparity, some female troopers served in elite units, such as the Coruscant Guard.

Female Stormtroopers underwent the same hard training as their male counterparts. Only the best of the best recruits were selected for the stormtrooper corps. Once accepted into the stormtrooper corps, every trooper was treated as an equal. There were no differences between males and females. They even shared the same barracks. Wearing the exact same white stormtrooper armour, one could not distinguish between a male or female Stormtrooper.

WARFARE

For twenty-three years, the stormtroopers suffered few known large scale defeats, at least until the Empire's catastrophic defeat at Battle of Endor. An entire legion of stormtroopers, supported by AT-STs suffered a humiliating loss that was almost completely unforeseeable, given all of the advantages the Empire had both in space and on Endor. Despite superior numbers, advanced weapons and superb training, the stormtroopers were utterly defeated by a small infiltration team of the Rebel Alliance, which was greatly assisted by the Ewoks, small and seemingly insignificant natives indigenous to Endor that Palpatine naturally overlooked as less than a minor threat. This was a devastating mistake which cost the Empire nothing less than its once unbreakable grip on the galaxy.

The stormtroopers were caught completely by surprise; in their arrogance, they began to break rank and divide into small groups to hunt down the Ewoks. But with no apparent way to counter the variety of guerrilla tactics employed by the Ewoks, the stormtroopers were systematically wiped out by their seemingly inferior opponents. In addition to this strategy, it was a commandeered AT-ST that helped turn the tide and bring the troopers on the defensive, not only dealing a severe blow to the shocked Empire, but also to the reputation of the stormtroopers as well. The news about the defeat of the mighty Imperial stormtroopers against a small band of Rebels and a highly primitive race on a backwater forest moon, combined with the deaths of both Emperor Palpatine and Darth Vader, galvanized numerous worlds to full-scale rebellion against the Empire's dictatorial rule.

Many attempts to turn the war back in the Empire's favour ultimately ended with failure. The renowned Grand Admiral Thrawn recovered several Spaarti cloning cylinders to build a new army of clone stormtroopers. Yet due to the Chiss officer's untimely death, the stormtroopers were unable to destroy the New Republic without Thrawn's guidance. Even the several rebirths of Emperor Palpatine,

an accomplishment he achieved by transferring his essence into various clone bodies of himself in turn, failed to bring the Empire to full restoration. Throughout all of that time, the stormtroopers suffered a series of catastrophic defeats that inflicted a heavy strain on their numbers. As the casualty rates increased substantially, the Stormtrooper Corps was almost all but a memory by 22 ABY as their ranks dwindled from attrition and even desertion.

As the war entered its last phase, the former Galactic Empire was reduced to a small collection of Outer Rim sectors, otherwise known as the Imperial Remnant. The Remnant continued to employ stormtroopers in battle until the Bastion Accords was signed in 19 ABY, thus ending the Galactic Civil War with the Empire's surrender. Despite the high level of casualties sustained throughout the war, the Stormtrooper Corps ultimately survived under the Imperial Remnant and other successor states of the fallen Empire, albeit as a broken shadow of its former glory. Following the treaty, stormtroopers were reduced to guard and police functions on the few thousand worlds that remained under Imperial control. However, some stormtroopers fought as elite soldiers under the short-lived Second Imperium, an Imperial faction that sought to restore the glory of the first Galactic Empire.

POST-GALACTIC EMPIRE PERIOD

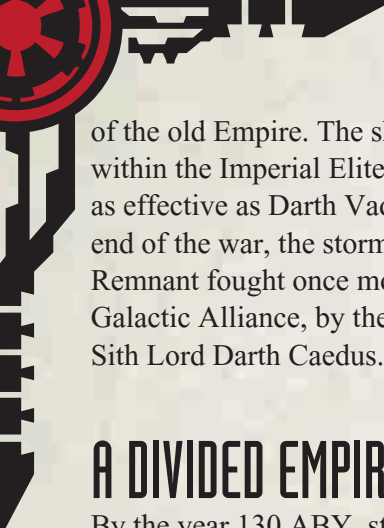
Although heavily reduced under the Imperial Remnant, stormtroopers retained much of their former duties under the Empire of the Hand, another successor-state to the Galactic Empire that was founded by Grand Admiral Thrawn. In addition to protecting the Hand's member worlds, the stormtroopers were ironically used as a liberating force to convince other planetary governments to join the Hand's confederation on their own volition, as opposed to utilizing the former Empire's common strategy of coercion and conquest. Though the Empire of the Hand failed to achieve the same kind of longevity as the Imperial Remnant, stormtroopers continued to retain their services under the Remnant, which itself had begun adopting many of the Hand's political and military reforms.

The stormtroopers were eventually restored to their former role as an elite military force when the Imperial Remnant entered the Yuuzhan Vong War on the side of the Galactic Alliance, the successor state to the former New Republic, against the Yuuzhan Vong invaders. They served on various fronts and fought alongside their former enemies, Alliance and Jedi alike, until achieving a decisive victory on Coruscant itself.

While the Imperial Remnant slowly regained its former strength, many of the ideals of Palpatine's New Order, such as Human supremacy and alien inferiority, began to die with him. Ultimately, it was necessity that forced the Remnant to loosen its restrictions against Non-Human species, especially since those policies had been some of the primary motivations behind the growth and success of the Rebel Alliance. Without the extensive resources and the unlimited manpower that the Galactic Empire enjoyed in its prime, and with most of the galaxy under the Galactic Alliance's control, the Imperial Remnant had to make do with the few resources it had left, and that entailed allowing aliens and Human females to serve as stormtroopers.

As the ranks of the Stormtrooper Corps were steadily replenished with enlisted troopers from both Human and Non-Human sources alike, the Empire's once heavy reliance on clones diminished over time, mainly due to the loss of Kamino and other various worlds that held cloning facilities. In addition to the highly expensive operation of consistently producing clone soldiers, the practice was complicated by two other reasons—the most effective clones that were grown in the Kaminoan-fashion took too long to reach full maturity and the fast-grown Spaarti clones were of extremely poor quality.

Thus, the Remnant had no choice other than to rely on the patriotism and training of recruits rather than the programmed loyalty and fighting skills of clones. The decrease in the military's operational efficiency was partially compensated by a brutal training regimen that emphasised the stormtroopers' lack of individuality and total dedication to the ideals of the Galactic Empire. The gamble ultimately paid off as the stormtroopers were restored to fighting trim by 40 ABY. By the time of the Second Galactic Civil War, the Remnant's stormtroopers were excellent marksmen compared to the original stormtroopers



of the old Empire. The shock troopers, elite soldiers within the Imperial Elite Guard, were said to be just as effective as Darth Vader's 501st Legion. Until the end of the war, the stormtroopers of the Imperial Remnant fought once more as the allies of the Galactic Alliance, by then under the control of the Sith Lord Darth Caedus.

A DIVIDED EMPIRE

By the year 130 ABY, stormtroopers were serving as the elite soldiers of a new Empire, formerly known as the Imperial Remnant until Jagged Fel's ascension as emperor. At some point after Fel claimed the long-vacant Imperial throne, the Stormtrooper Corps was absorbed into the Imperial Army, though individual stormtrooper units remained active and independent of regular soldiers. The stormtrooper ranks were still dominated by Human recruits by that time, but were also composed of even more enlisted aliens than ever before. The 501st Legion, which had been created by the Empire of the Hand after the dissolution of the original 501st, remained active and was stationed on the heavily-fortified world of Bastion.

In the same year, the Empire's victory over the Galactic Alliance in the Sith–Imperial War saw the stormtroopers' restoration to prominence as the greatest military force in the galaxy. In addition to fighting once more for galactic conquest, the stormtroopers found themselves in league with the Sith once again; Emperor Roan Fel, grandson of Jagged Fel, reluctantly accepted the aid of a new Sith Order when the war first began. In the aftermath of the Alliance's collapse, stormtroopers fought alongside the Empire's Sith allies during the Massacre of Ossus where they fought against the Jedi Order in a bloody and costly battle. Although the stormtroopers and the Sith both suffered their fair share of casualties in a direct attack on the Jedi Academy, the Jedi were ultimately overwhelmed by the enemy's numbers; the survivors had no choice other than to retreat and escape into hiding as a third purge of their Order began in earnest.

Ironically, the Empire's conquest of the former Galactic Alliance and its return to galactic-wide dominance, thanks in part to the fighting prowess of the elite Imperial stormtroopers, was a short-lived return to glory. Seven years after the Sith Lord Darth Krayt usurped the Imperial throne, Emperor Roan Fel resurfaced and captured Bastion by relying solely on the devotion of Imperial loyalists. Among his strongest supporters in the military were the stormtroopers of the 501st Legion and the 908th Stormtrooper Division; many other units continued to desert Darth Krayt's Galactic Empire as the Second Imperial Civil War escalated. With two Imperial sovereigns fighting each other for the throne, the galaxy was engulfed in turmoil as stormtrooper units were forced to take sides between the sitting regnant Darth Krayt and the deposed emperor Roan Fel.



'AREN'T YOU A LITTLE SHORT FOR A STORMTROOPER?'
- PRINCESS LEIA ORGANA



RECRUITMENT

After the failed uprising on Kamino in 12 BBY, Emperor Palpatine came to the conclusion that an army of clone soldiers was far too susceptible to corruption. Thus, he expanded the Stormtrooper Corps to include clones that were created from a variety of genetic templates, effectively marginalising Jango Fett's progeny into a minority status. In addition to the massive influx of new clone sources, the Corps began recruiting real Human beings to serve in the ranks as enlisted stormtroopers.

If a man between the ages of 18 and 30 scored in the top fifth percentile, an Imperial recruiting agent would contact him and presumably arrange for the extraction of a DNA sampling for cloning. Men who did not score high enough to qualify as a genetic template were still used as regular soldiers. Also, it was preferable if enlisted troopers met a certain standard in height and weight.

For a time, the Stormtrooper Corps remained evenly balanced between clones and recruits, at least until the onset of the Imperial Civil War, which occurred alongside the ongoing Galactic Civil War. Due to the loss of Kamino and its cloning facilities, as well as many other cloning centres throughout the galaxy, clone stormtroopers became a rare commodity that the Empire could no longer afford to sustain. As the Galactic Empire's unity became undermined by various splinter cell factions, a few successor states opted to vastly reform the Imperial recruiting policy. Unlike the old Empire, the Empire of the Hand recruited stormtroopers from a variety of Humanoid sources. Though the stormtrooper ranks remained consistently dominated by Human male recruits, it marked the first time that Non-Humans were allowed to serve as Imperial soldiers.

The new practice of recruiting Non-Humans as stormtroopers was continued by the Imperial Remnant. Over a century after the fall of the old Empire, the Remnant eventually reformed itself into a new Empire that was protected by stormtroopers composed of Humans, Near-Humans, Humanoids and even Aliens that hardly even resembled the Human

anatomy standards. Non-Human stormtroopers were not the only new additions to the Empire's resurgent army, however; Human females became more common within the stormtrooper ranks by 130 ABY.

At some point in the Fel-controlled Empire's history, the Imperial Army adopted a relatively new tradition of recruiting the sons and daughters born 'in the camp.' All children born to stormtroopers, either during or after service, were encouraged to enlist in the army, making soldiering an hereditary career. Since they were not legally forced to follow in their parents' example, an incentive was added to the unofficial policy through the Continuity of Service, which allowed new troopers to serve in the same unit as their parents.

By the time of the Second Imperial Civil War, well over a century since the fall of the original Empire, the vast majority of stormtroopers were composed primarily of enlisted soldiers, drawn from a recruiting pool of humans and aliens alike. No clones were known to have been in the Imperial service by such time, presumably indicating that the use of clone stormtroopers had been phased out in Darth Krayt's Galactic Empire and the Fel faction.





ORGANISATION

Although stormtroopers often worked alongside the Imperial Army, Intelligence and Navy, the Stormtrooper Corps operated independently of all branches of the Imperial Military. Hence, the Corps possessed its own command structure, ranking system and support facilities. Together with the Imperial Royal Guard, stormtroopers answered directly to Emperor Palpatine, but were managed on a daily basis by Stormtrooper Command.

The basic unit of organisation was the individual trooper. Each stormtrooper was assigned a designation for tactical purposes and to reinforce the Imperial ethic of uniformity. Troopers were organized into squads, platoons, companies, battalions, regiments and legions. A company commander could give command to regular officers over any given squad or platoon. When it was first formed during the rise of the Galactic Empire, Stormtrooper squads had 8 troopers, including a sergeant and a corporal, platoons had 32 troopers (four squads) and were led by a lieutenant and a sergeant-major, companies usually encompassed 128 troopers (four platoons) and were led by a captain, a battalion encompassed 512 troopers (four companies) and were led by a major, a regiment was composed of 2,048 troopers (four battalions) and were led by a lieutenant colonel, and a legion possessed 8,192 troopers (four regiments) led by a high colonel. At the height of the Galactic Empire, a single battalion consisted of 820 soldiers, whereas a battalion of the Republic clone troopers in comparison comprised only 576 clones.

As of 130 ABY, the Stormtrooper Corps was apparently disbanded under the Fel Empire, as well as its successor state, the Galactic Empire of the Sith Lord Darth Krayt. The stormtroopers themselves were absorbed into the hierarchy of the Imperial Army. However, individual stormtrooper units continued to exist as elite shock forces in both Krayt's Empire and the Fel faction.

OFFICERS

Stormtrooper officers were traditionally non-clone graduates from the Imperial Academy, but Imperial stormtroopers who demonstrated skills in leadership could be promoted to officer status. In battle, commissioned stormtrooper officers wore standard armour with rank insignia to indicate status. Non-commissioned officers were identified in the field with shoulder pauldrons instead of the standard rank squares worn over the armour. For non-combat situations, officers wore a black dress uniform, including a cap, boots, gloves and standard rank squares. Becoming an officer in the Stormtrooper Corps was a stepping stone to joining the more prestigious ranks of the of Imperial officers; stormtrooper officers were still hierarchically bound to obey orders from Imperial officers.

The stormtrooper commanders were separate from the regular officers in the Stormtrooper Corps. Highly skilled in combat and leadership, the commanders were modelled after the ARC troopers, elite clone troopers that fought for the Galactic Republic during the Clone Wars. As a result, they were widely regarded as superior soldiers to the more common Imperial stormtroopers. Because of their special status, the commanders were entrusted with command over the Empire's shadow troopers and were given authority to utilize them at their own discretion without requiring any clearance from Imperial High Command. As an anomaly within an organization that stressed absolute uniformity, the stormtrooper commanders were easily noticeable due to the blue markings on their armour, which otherwise perfectly resembled stormtrooper armour. However, unlike the protective suits worn by normal troopers, the commanders wore a specialised variant that was equipped with a built-in shield generator which was impervious to many attacks, including certain Force offensive techniques, but was highly vulnerable to lightsabre strikes.

Due to the accelerated aging process of the Kamino-bred clones and the redirecting of the Imperial cloning program, real Human beings gradually superseded clone officers as the majority within the command structure of the Stormtrooper Corps. In the year 1 BBY, almost twenty years after the formation of the Galactic Empire, there was only a small minority of clone officers that remained active ever since the conclusion of the Clone Wars; Commander Cody was among the few clone veterans that continued to serve in the military. Due to the decline in the creation of clone soldiers and the growing preference for recruiting manpower, Cody found himself in command of a unit composed mainly of enlisted troopers, much to his dissatisfaction.

By 137 ABY, the Imperial Army utilized a colour-ranking system for officers in charge of stormtrooper units. This system mirrored the one that was utilised within the Grand Army of the Republic, prior to the point when colour came to denote unit affiliation rather than rank. Ran Harkas' armour was distinguished with olive green markings, thus visually confirming his rank as sergeant within the 407th Stormtrooper Division's Joker Squad.

IDEOLOGY

In addition to their role as elite military soldiers of the Galactic Empire, the Imperial stormtroopers were the most visible symbol of Emperor Palpatine's rule and the unrivalled might of the Imperial war machine. They were the highly trained shock troopers that were unwaveringly dedicated to enforcing Imperial power through fear and brutality on countless worlds spread throughout the galaxy. Whether on the ground or in space, their purpose was to attack with speed, accuracy and overwhelming numbers when ever faced with an insurrection against the Empire.

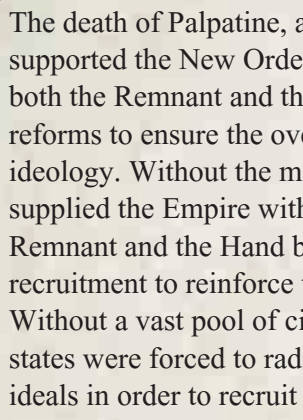
Loyalty, obedience and the readiness to die for Emperor Palpatine were the primary traits that were indoctrinated into all stormtroopers. In their capacity as enforcers of the Empire, stormtroopers were also trained to completely support and uphold the ideals of the New Order. Every individual trooper was fully expected to obey their superior officers without question or hesitation, regardless if they were required to unleash harm on others or even place themselves in extreme danger. As a result of their militaristic and

highly disciplined nature, stormtroopers were well aware of their expendable status to the Emperor—and they were ready to lay down their lives to ensure the continuance of his reign and the Empire.

Clone stormtroopers were genetically modified to suppress their individuality with unquestioning loyalty; enlisted stormtroopers were rigorously trained to abandon their individual identities by embracing said loyalty to the Emperor. Their allegiance to Palpatine required the stormtroopers to impose his authority on both civilians and non-stormtrooper military personnel, especially with regard to the officers of the Imperial Navy. Upon the completion of the first Death Star in 0 BBY, an army of stormtroopers was stationed on the battle station. In addition to the presence of the Emperor's apprentice Darth Vader, the stormtroopers were a major deterrent against ambitious officers who contemplated turning the power of the Death Star against Palpatine.

The loyalty that stormtroopers possessed was so complete that they could be neither bribed, seduced or blackmailed to abandon their allegiance to the Empire or its sovereign. However, the deaths of Emperor Palpatine and Darth Vader at the Battle of Endor began a chain of events that nearly saw the complete destruction of the Galactic Empire and the stormtroopers that enforced its ideology. By the end of the Galactic Civil War, the former Empire had been diminished into a small state known as the Imperial Remnant; stormtroopers became an increasingly rare sight after their numbers were vastly depleted over years of attrition and warfare.

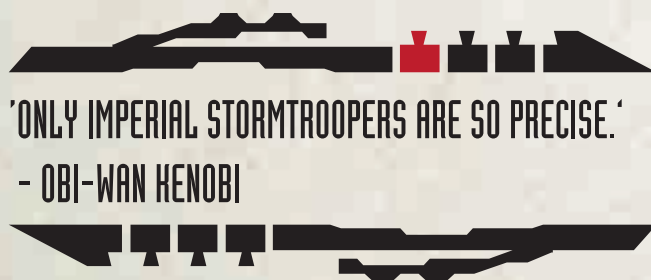
Yet even with the loss of both Sith Lords and the virtual collapse of the Galactic Empire, stormtroopers ultimately proved to be one of the few enduring legacies of Emperor Palpatine and the Order of the Sith Lords. The Imperial and the Empire of the Hand, both of which were successor states to the former Empire, both attempted to preserve the tenets of the New Order, particularly by maintaining stormtroopers in their respective military forces. Although reduced to a pale shadow of their former glory, the continued use of stormtroopers ensured that they would not follow Palpatine and Vader into oblivion.



The death of Palpatine, as well as many officials who supported the New Order in its original form, allowed both the Remnant and the Hand to introduce various reforms to ensure the overall continuation of Imperial ideology. Without the many cloning facilities that supplied the Empire with half of its stormtroopers, the Remnant and the Hand became desperately reliant on recruitment to reinforce their weakened manpower. Without a vast pool of civilians to recruit, both states were forced to radically alter certain Imperial ideals in order to recruit females and Non-Human individuals. This was a desperate measure in response to the desperate situation. As the triumphant Rebel Alliance consolidated its rule over the galaxy, first as the New Republic and then as the Galactic Alliance, the Imperial Remnant could no longer rely on just Human males to fill the ranks of the stormtroopers. As a consequence, the system of Human High Culture was greatly reduced over time. By 130 ABY, the resurgent Empire, the successor state of the Remnant, maintained a vast army of stormtroopers recruited from both Human males and females, as well as various humanoid and alien species.

EQUIPMENT

All stormtroopers don high grade plastoid armour impervious to most pistols and solid projectile weapons and would protect the trooper from some military grade rifles and carbines. Stormtroopers carry cylindrical thermal detonators that can be set for 6-18 seconds. They also carry a grappling hook, several extra magazines, and various special rounds compatible with an E-11 blaster carbine (I.E. tranquilliser, incendiary etc.)



WEAPONRY

The BlasTech E-11 blaster rifle was the standard issue weapon of the Stormtrooper Corps and one of the most commonly issued rifles in the Imperial Military. The E-11 blaster rifle was largely based on the DC-15A blaster rifle, the standard weapon of the clone troopers during the Clone Wars, right down to the folding stock. With the exception of troopers assigned to roles that involved heavy or special weapons, the rank-and-file stormtroopers carried an E-11 along with a SE-14r light repeating blaster.

In addition to their standard weapons, some elite stormtroopers were armed with the deadly DLT-19 heavy blaster rifle. Though not as common as the E-11, the DLT-19 was more powerful and accurate. The stormtroopers' additional weapons included the DLT-20A blaster rifles, T-21 light repeating blasters, T-28 repeating sniper rifles, and Imperial Heavy Repeaters. Under the Empire Reborn, stormtrooper squad leaders were armed with Golan Arms FC-1 flechette launchers.

All stormtroopers possessed a Baradium-core code key thermal detonator attached to the back of their torso armour. The thermal detonators were specially designed to ensure that only the stormtroopers themselves could utilize them, thus ensuring that Rebel troopers could not use the Imperials' own explosives against them. The security measures for the stormtroopers' thermal detonators included an arming code. To further prevent the explosives from being used by enemy combatants, the buttons on the thermal detonator were unlabeled. Each thermal detonator arming code was unique, known only to the soldier to whom the device was issued. Troopers also carried up to 2 LXR-6 concussion grenades.

By the year 130 ABY, during the era of the resurgent Empire, stormtroopers were issued a new standard weapon: the ARC-9965 blaster rifle. Although it was more energy dependent than its distant predecessor, the ARC-9965 model was built for superior accuracy. Although the E-11 blaster rifle had been virtually obsolete and superseded by new designs, it was still utilized as a military weapon alongside the ARC-9965 blaster rifle.

ARMOUR

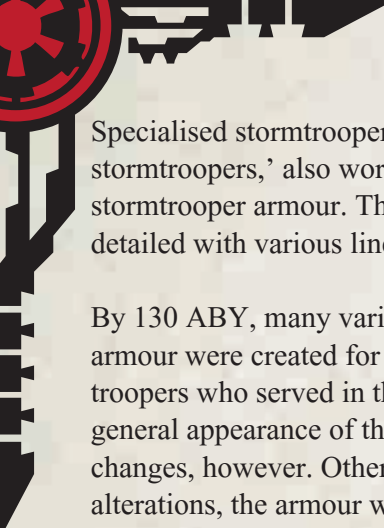
Prior to the development and distribution of stormtrooper armour, the first Imperial stormtroopers wore Phase II battle armour during various assignments, such as the Cleansing of New Plympto and the search for Garoche Tarkin. However, by the time Naboo was subjugated by military force in 18 BBY, the old Phase II battle armour had become obsolete and replaced by a new suit of Imperial armour.

Even before the creation of stormtrooper armour, the Empire's clone soldiers were required to remove the unit affiliation markings that adorned their Phase II armour. From then on, virtually all stormtroopers were identified by their distinctive white armour. This tradition of military uniformity carried on for over a century into Darth Krayt's Galactic Empire. However, stormtroopers of rank, such as non-commissioned officers, were identified as separate from the rank-and-file troopers through the colour stripes on their armour.

The stormtrooper armour was 18 pieces of white plastoid-composite body armour over a sealed black body glove. The complete ensemble encased the wearer's body. As the stormtroopers were an evolution of the clone troopers, so too was their armour inspired by its Phase II precursor from the Clone Wars. In addition to its imposing appearance, the armour provided a wide range of survival equipment and temperature controls to allow the stormtroopers to survive in almost any environment.

Aside from harsh environments, the armour also protected the troopers from projectiles and impact weapons. Although it could be penetrated by a direct blaster bolt, the armour was capable of reducing the damage from the absorbed bolt. Blast energy sinks were distributed around the armour to absorb energy from a blaster bolt. The insulated body glove allowed for comfortable operations in an very wide range of climates, including - for a very short time - even total vacuum conditions, or immense extremes of cold and heat.





Specialised stormtroopers, known as ‘armoured stormtroopers,’ also wore a heavier version of the stormtrooper armour. The armour in question was detailed with various lines.

By 130 ABY, many variants of stormtrooper armour were created for non-Human enlisted troopers who served in the Imperial Army. The general appearance of the armour had only minor changes, however. Other than a few cosmetic alterations, the armour was reportedly designed to better protect soldiers from blaster fire, thus reducing the risk of sustaining severe or fatal injuries.

Some special features include a wrist comlink, a small battle holocam built into the helmet, a proper resonator (to open secure doors) built into their armour, and an external helmet light. For extended operations, stormtroopers carried field backpacks that included a personal tent, five concentrated rations, fifteen water packs, eight blaster power paks, and a glowrod. They also used DSD1 dwarf spider droids as support weapons. The utility belt on their armour included a small attachment which could be clipped onto with an E-11 blaster rifle, thus freeing both of the trooper’s arms.

Stormtroopers wore a white-on-white ID tag on the left shoulder, invisible to the naked eye, even at close range, but could be seen by other stormtroopers through their visor’s visual enhancements.



SPECIALISED STORMTROOPERS

There were several subgroups in the Stormtrooper Corps with training and equipment for particular mission profiles, generally sorted by the type of environment the trooper would encounter.

Aquatic Assault Stormtroopers:

Stormtroopers trained for aquatic combat.

Clone Stormtroopers: Stormtroopers cloned from a variety of genetic templates.

Coruscant Guard: A police force of elite stormtroopers tasked with patrolling Coruscant.

Dewback Trooper: Sandtroopers mounted on dewbacks, used as a light cavalry force.

Sandtroopers: Stormtroopers who operated in desert terrain environments, such as Tatooine.

Scout Troopers: Light-armoured stormtrooper variants, trained as reconnaissance troopers, spies and survivalists.

Shadow Stormtroopers: Stormtroopers who specialised in stealth operations, equipped with black armour and cloaking devices for camouflage purposes; also known as ‘Blackhole stormtroopers’ because of their service under Agent Blackhole.

Stormtrooper Recruits: Freshly-inducted members of the Galactic Empire’s Stormtrooper Corps. They had weaker armour and minimal experience in combat. Because of this, they were very rarely used in direct combat.

Snowtroopers: Stormtroopers equipped with specialised armour suited to cold terrain environments.

Swamptroopers: A variant unit of scout troopers that operated in marshy environments.

Zero-G Assault Stormtrooper:

Stormtroopers equipped and trained to operate in outer space.

THE MIGHT OF THE EMPIRE

Throughout the Empire, its forces can rely upon having the finest equipment to aid them in the fight to crush the Rebel Alliance. From the humble blaster rifle to the massive AT-AT and ships of the Imperial Navy, the Empire has a weapon and soldier tailored to every enemy.

501ST LEGION

The 501st Legion, also known as ‘Vader’s Fist’, was an elite unit of clone troopers commissioned by Supreme Chancellor Palpatine during the Clone Wars that later became a stormtrooper unit. Made up of units like Torrent Company, the 501st fought in many battles, such as the Battle of Teth and the Battle of Coruscant, becoming one of the most well-known legions. In 19 BBY, the 501st became Darth Vader’s personal unit as he led them during Operation: Knightfall, in which the clones helped take down the Jedi, whom they believed to be traitors to the Republic.

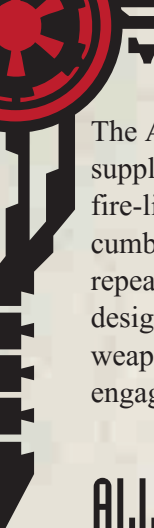
Following the rise of the Galactic Empire, the 501st transitioned into a stormtrooper unit, like other clone units. Given new armour and weapons, the 501st faithfully served the Empire, operating under the direct command of Darth Vader. After the Kamino uprising, the 501st became the last remnant of the Grand Army of the Republic fully composed of Jango Fett clones; by 0 BBY Vader was known to comb through the ranks of all stormtrooper units, transferring the very best to the 501st, a fact that angered other Imperial agents - like Mara Jade - who had to work with lesser qualified units.

The legion fought in a number of battles during the Galactic Civil War in an effort to defeat the Rebel Alliance and bring peace to the galaxy, although the Alliance ultimately triumphed. Though the 501st was disbanded after the Battle of Endor, Grand Admiral Thrawn resurrected the designation by forming a new 501st Legion. He also added more diverse recruits to the 501st, including aliens. The reconstituted 501st was stationed in the Unknown Regions, where they protected Thrawn’s Empire of the Hand.

ALL TERRAIN ARMoured TRANSPORT

The All Terrain Armoured Transport (AT-AT) walker, also known as the Imperial Walker, is a major part of the Galactic Empire’s army. It is one of the most heavily armoured land vehicles in the Imperial Army, but is also known for its relatively slow speed.

Serving as the ‘head’ of the mechanical walker is a movable command section containing the command cockpit, with room for the commander, pilot, and gunner. The command section houses all of the AT-AT’s weapon systems, as well as holographic targeting systems allowing the gunners a 360-degree view of their position. The command head is attached to the body section by a flexible armoured tunnel, allowing cockpit access from the rest of the machine. The AT-AT’s troop section could typically carry five speeder bikes and up to forty troops, normally comprising Imperial stormtroopers in a double-tiered passenger section, along with heavy weaponry, such as E-Web heavy repeating blasters. Positioned in the centre of the body section is a rectangular boarding hatch with sliding ramps where the AT-AT’s complement of troops load and disembark. An AT-AT unloads its troops by kneeling to three metres above ground level until the boarding ramp can extend outward. Stormtroopers can also be deployed rapidly by rappelling cable.



The AT-AT's formidable offensive capabilities are supplied by dual, chin-mounted Taim & Bak MS-1 fire-linked heavy laser cannons for slower, more cumbersome targets and two fire-linked medium repeating blasters mounted on each side of the head designed for lighter, agile targets. The two sets of weapons can be independently rotated in order to engage multiple targets at once.

ALL TERRAIN SCOUT TRANSPORT

The All Terrain Scout Transport (AT-ST), also known as the chicken walker for its two-legged design, was a bipedal walker used by the Galactic Republic during the late Clone Wars and, later and more extensively, the Galactic Empire during the Galactic Civil War.

The 8.6-meter-tall walkers were piloted by a crew of two Imperial Army pilots and carried 200 kilograms of cargo. The bipedal propulsion system was one of the primary weaknesses of

the AT-ST. On even terrain, the walker could achieve over 90 kilometres per hour, but on uneven or shifting terrain, a walker could quickly become unbalanced enough to fall over.

The AT-ST was a highly modular walker design, being able to switch weapons slots and additional tools to fulfil a variety of roles on the battlefield. Known modifications included a top-mounted, shielded gun turret for soldiers standing on lookout, mortars bolted to the side of the turret, side-mounted six-slot rocket launchers instead of laser cannons, and grenade launcher mounts on the walker's lower cheeks.

Non-lethal modifications included fitting communications antennas onto the turret, using additional armour plates to cover the battery packs and having a winch system underneath the chin gun. During the construction of the Imperial base on Endor, several AT-STs had their chin guns replaced with metal clamps and were used to tear down trees and make clearings for future construction.



ARATECH 74-Z SPEEDER BIKE

The 74-Z speeder bike, sometimes referred to as the Imperial speeder bike due to its use by scout stormtroopers of the Galactic Empire, was a speeder bike manufactured by Aratech Repulsor Company used for reconnaissance purposes, as well as rapid transportation in combat zones. They were capable of reaching speeds up to and beyond five hundred kilometres per hour, and had a flight ceiling of twenty-five meters. 74-Zs were the military variant of the civilian 74-Y. They were controlled by handlebars located towards the front of the vehicle, and foot pedals slung underneath adjusted speed and altitude.

The highly manoeuvrable vehicles were equipped with sensor and communications devices located between the handlebars, including a comlink and a comlink-jamming device. They were armed with a forward rotating blaster cannon for combat. They were also equipped with a very powerful boost that could propel them over vast distances in a shorter amount of time.

DARK TROOPER PROJECT

The Dark Trooper Project was a programme run by General Rom Mohc of the Galactic Empire, funded by Emperor Palpatine, to develop what would have become next generation stormtroopers/battle droids, the dark troopers.

The dark troopers were advanced battle droids and infantry exoskeletons that featured heavy plating that resembled the armour of a stormtrooper, powerful weapons, and jump packs for increased flexibility and tactical advantage.

Besides the Phase Zero prototypes, they came in three versions; the Phase I dark trooper was a skeletal droid armed simply with a vibroblade and physical shield, primarily a testbed for the later stages; the Phase II dark trooper, which in addition featured the external elements; and the Phase III dark trooper, which was the main unit and never fully developed.

NOGHRI DEATH COMMANDOS

Noghri were a primitive humanoid species. They had steely grey or blue skin, and were extremely skilled assassins due to their abilities in stealth and hand-to-hand combat. Despite their small size, they were efficient killing machines, with claws, fangs, and a sense of smell so acute, they could smell a target's bloodline.

The Emperor felt that possessing an army of near unstoppable assassins and hunters that were completely devoted to him as well as killed by his simple whim was a powerful asset. His first action was to remove the Noghri homeworld of Honoghr from galactic charts as well as erase any record of their existence. Following this event, he embarked on a planned subjugation of the race in order to make them completely at his mercy. At the same time, the Noghri were used to dispose of many rivals, politicians and dissidents that opposed Palpatine.

The Noghri Death Commandos was the first tradition formed amongst the Noghri after their service into the Galactic Empire. Using their feared warrior skills and agile nature, they became the private commandos of Darth Vader and the Emperor. They were often deployed in teams and used on missions that required stealth thus allowing them to be often deployed to eliminate problematic targets or capture certain individuals. Whilst the Noghri preferred to use primitive weaponry, they were often accompanied by agents that handled their logistical and transportational needs.



SNOWTROOPERS

Snowtroopers, also known as cold assault stormtroopers, were Imperial stormtroopers trained to operate in arctic climates. Snowtrooper armour was well suited to the climate extremes of frozen worlds such as Hoth, Rhen Var, and Toola. Unlike other troopers, snowtroopers wore a white, rugged body glove, which provided camouflage, and provided thermal insulation from the cold. Over this was an eighteen-piece outer shell altered to include more powerful heating and personal environment units, and an airtight fabric oversuit for additional protection from the cold. To facilitate breathing in extremely cold or dangerous atmospheres, a breather hood enveloped the snowtrooper's faceplate and fed into the suit liner. Each trooper was equipped with terrain-grip boots, a standard utility belt containing high-tension wire, grappling hooks, ion flares, additional blaster ammunition, a survival kit, and ration packs. Their equipment was supplied by the company Garlostar.

Their helmets had built-in polarised snow goggles. The chest plate worn by the snowtroopers was constructed of a plastoid composite armour. Near the centre were all of the controls for the completely self-sufficient troopers' life support systems. These included an external temperature monitor, power cell monitor, and the controls for the suit's heater. The troopers' backpacks housed the main heating unit, main power cell, communications unit, and a homing beacon. The pack also had the ability to work as a power source for other equipment. Snowtroopers could survive up to two weeks in even the harshest frozen environments on their internal suit power and supplies. They also wore white heated pants with pockets.

Snowtroopers were armed with the standard issued E-11 blaster rifles of stormtroopers, SE-14r light repeating blasters, two concussion grenades, and one fragmentation grenade. Elite snowtroopers were given the DLT-20A blaster rifle as a replacement for the E-11, and two stun grenades. Snowtroopers commonly employed E-Web heavy repeating blasters.

TIE CRAWLER

Also called the Century Tank, the Crawler resembles a TIE starfighter cockpit suspended between two massive tank treads. It requires only a single crewman, who acts as both pilot and gunner. Driving the tank treads at speeds of up to 90 kilometres per hour are twin Santhe SSct power generators. The pilot uses foot controls to adjust the angle of steering and speed, while hand controls are tied into the fire control systems.

The tank has a pair of medium blaster cannons in the familiar 'chin' mounts found on most TIE cockpits. Suspended below the cockpit ball is a retractable light turbolaser which provides the tank with considerable firepower.

VIPER PROBE DROID

The lightly-armoured Viper droid measured 1.6 meters in height with six manipulator arms extending from a central pod and several retractable sensor arms for gathering samples. High resolution receivers and sensors covered the domed head - including motion, acoustic, sonic, and seismic sensors, a radiation meter, magnetic imager, and holocamera. It had an atmosphere sensor capable of determining a planet's atmosphere class within one half-hour. It moved on a repulsorlift generator which was equipped to operate over any terrain. One of the arms was high-torque, and the droid was equipped with a floodlight on its head.

Information was relayed back to its superiors via a high-frequency HoloNet transceiver. Its repulsorlift engines carried the droid across terrain at up to 40 km/h, while the arms gathered samples. Vipers were delivered to their targets through single-use custom built hyperspace pods. They were commonly deployed along the perimeters of key strategic star systems and hyperlanes to act as automated guardians.

Typically, a Viper probe droid cost 14,500 credits. They were capable of being deployed from Galactic Empire Command Centres.

HEROES OF THE EMPIRE

There are many within the Empire who truly believe in its purpose to bring justice and order to the galaxy. Their acts of heroism and dedication to the cause mark them as exceptional individuals who affect the lives of billions.

THE EMPEROR PALPATINE

Palpatine, also known as Darth Sidious, was a Force-sensitive Human male who served as the last Supreme Chancellor of the Galactic Republic and the first Emperor of the Galactic Empire. A Dark Lord of the Sith, recorded by history as the most powerful Sith who ever lived, his entire life was the culmination of a thousand-year plan to overthrow the Republic and the Jedi Order from within.

'EVERYTHING IS PROCEEDING AS I HAVE FORESEEN.'

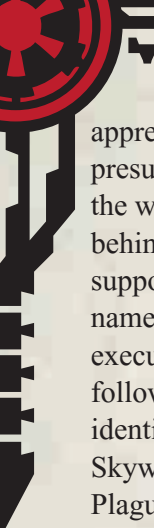
— PALPATINE

Born in 82 BBY on the planet Naboo to the aristocratic House Palpatine, Palpatine discovered the Sith at a young age as a collector of dark side artifacts. In 65 BBY, he met Hego Damask, a Muun businessman who was in reality the Sith Lord Darth Plagueis. Under Plagueis's manipulation, Palpatine killed his father and pledged himself to his new Master's dark side teachings as Darth Sidious. Palpatine lived a double life for many years, serving an untarnished career as Naboo's ambassador in the Galactic Senate while learning from his master and training a young Zabrak as the Sith assassin Darth Maul. Plagueis and Sidious, both exceptionally skilled and powerful in the Force, were able to

conceal their identities from the Jedi for decades. As Plagueis privately searched for the key to eternal life, Sidious manipulated galactic politics, culminating in the blockade of Naboo by the Trade Federation. In the wake of the political crisis, the Galactic Senate voted to elect him as Supreme Chancellor, and around the same time, in accordance with Bane's Rule of Two, Palpatine murdered Plagueis and usurped the role of Sith Master.

As Chancellor of the Republic and Dark Lord of the Sith, Palpatine orchestrated the outbreak of the devastating Clone Wars ten years after the Naboo Crisis. He himself headed both the Galactic Republic and, secretly, the Confederacy of Independent Systems. The public leader of this splinter faction was former Jedi Master Count Dooku, Sidious' second





apprentice as Darth Tyrannus in the wake of Maul's presumed death on Naboo. As billions perished in the war, the vast majority of Republic citizens rallied behind Chancellor Palpatine, giving him enough support to amend the Galactic Constitution in the name of security and transfer most of the Senate's executive authority to his own office. In 19 BBY, following Tyrannus's demise, Palpatine revealed his identity as Darth Sidious to the Jedi Knight Anakin Skywalker, telling that the dark side teachings that Plagueis had pursued could help Skywalker to save his wife, whom Skywalker had foreseen dying untimely. A failed attempt by the Jedi High Council to arrest Palpatine ensued, and Skywalker pledged himself to Sidious's teachings as Darth Vader. All members of the Jedi Order were accused of treason and betrayed by their clone troopers to the point of virtual extermination. Without the Jedi to oppose him, Palpatine declared himself Emperor of the first Galactic Empire, bringing an end to the Republic that had stood for over 25,000 years.

As Emperor, Palpatine effectively wielded absolute control over the entire galaxy and virtually everyone who lived within it. During his tenure, he built one of the most powerful military forces the galaxy had ever seen and ruled unopposed for nearly two decades. Palpatine progressively abandoned his facade of being an enlightened leader and began to rule through terror symbolised by the Death Star, a superweapon that could annihilate entire planets. However, he later discovered that Vader was training Galen Marek, an exceptionally powerful Force adept as a secret apprentice Starkiller. When Palpatine discovered Starkiller's existence in 3 BBY, he forced Vader to fake Starkiller's death and then request that Starkiller assemble the most influential traitors in the Empire in a rebellion in order to highlight and destroy them all. Palpatine's plan backfired when Starkiller, healed from his near-fatal injuries and espousing the teachings of the light side, vowed revenge against Palpatine and confronted him on the Death Star, ultimately sacrificing himself in an act that inspired the dissident senators to create the Alliance to Restore the Republic. As the Galactic Civil War broke out, Emperor Palpatine ironically fought against a rebellion that he started in secret. After the Empire suffered a devastating defeat in

0 BBY, in which the Alliance destroyed the Death Star, the Emperor steadily began to lose his absolute control over the galaxy.

In 4 ABY, Palpatine gambled his chances in order to annihilate the Rebel Alliance once and for all, allowing Rebel spies to learn of the existence of a second Death Star and its secret location near Endor. As expected, the Alliance fell for the bait and dispatched its fleet to destroy the Emperor, Vader, and the incomplete Death Star. With the Alliance soon falling for his trap, Palpatine brought Luke Skywalker, the son of Darth Vader, before him in order to turn him over to the dark side and replace Vader with an apprentice who was younger and more powerful. After goading Skywalker to give into his frustrations with thoughts of the Alliance's defeat and the death of his friends, Palpatine eagerly watched as father and son fought one another. However, Skywalker refused to submit to the dark side and spared his father, prompting Palpatine to unleash all of his rage and hatred on Skywalker. Unwilling to stand by and watch his son die from the agonising effects of Palpatine's Force lightning, Vader finally redeemed himself, throwing his astonished Master down the Death Star's shaft, a sacrifice that fulfilled the prophecy of the Chosen One and brought about the end of the Order of the Sith Lords.

Throughout the rest of the Galactic Civil War, the remnants of the Empire experienced a sharp decline while the Alliance reformed itself into the New Republic. However, Palpatine did not stay dead, and eventually used a rare and ancient Force technique to transfer his spirit into one of many clone bodies stored on the Deep Core world of Byss. In 10 ABY, Emperor Palpatine resurfaced in the galaxy in a bid to rebuild his Empire, temporarily converting Luke Skywalker to the dark side and installing him as his apprentice. Palpatine's efforts to live forever, however, were undermined by subversives within his own inner circle, including his Royal Guard Carnor Jax. With the last supplies of healthy clone bodies sabotaged and their genetic source material contaminated by his allies, Palpatine desperately tried to take over the body of Darth Vader's youngest grandchild, the infant Anakin Solo, in 11 ABY. Palpatine's spirit, however, was intercepted by the dying Jedi Knight Empatojayos Brand, who dragged the Sith Lord down into the depths of the Force forever.

DARTH VADER

Anakin Skywalker was a Force-sensitive Human male who served the Galactic Republic as a Jedi Knight and later the Galactic Empire as Sith Lord Darth Vader. Born to the slave Shmi Skywalker in 41.9 BBY, Anakin was conceived by midi-chlorians, the symbiotic organisms that allowed individuals to touch the Force, and he and his mother were brought to the desert planet of Tatooine to be the slaves of Gardulla the Hutt. They soon ended up as the property of the Toydarian Watto, and Skywalker exhibited exceptional piloting skills and a reputation for being able to build and repair anything even at a young age. In 32 BBY, Skywalker encountered the Jedi Qui-Gon Jinn and Padmé Amidala, and he helped them secure the parts they needed for their starship by winning the Boonta Eve Classic podracing event—only to learn that he had also won his freedom in doing so.

Reluctantly leaving his mother behind, Skywalker accompanied Jinn and his group to the Republic's capital of Coruscant and participated in the Battle of Naboo, helping to free Amidala's homeworld from the armies of the Trade Federation. While Jinn was killed during the battle, Jinn's student Obi-Wan Kenobi followed Jinn's wishes and took on Skywalker as his Padawan, and much of the Jedi Council believed that Skywalker was the Chosen One of Jedi prophecy: one who would bring balance to the Force by destroying the Sith Order. Skywalker and Kenobi had a number of adventures during the Padawan's decade of training to become a Jedi, but as the Separatist Crisis threatened to tear the Republic apart in 22 BBY, Skywalker was reunited with Amidala when he was assigned to protect her from assassins. The two grew close during the course of the assignment, though they were caught up in the Battle of Geonosis and the beginning of the Clone Wars between the Republic and the Confederacy of Independent Systems. Losing an arm during the fighting, Skywalker received a cybernetic replacement, and he and Amidala were secretly married in the days after the battle despite the Jedi Code's restrictions on attachments.

During the Clone Wars, which raged for the next three years, Skywalker was granted the rank of Jedi Knight and became known to the public as the "Hero with No Fear." Taking on the Togruta Ahsoka Tano as his apprentice, Skywalker fought alongside Kenobi and his fellow Jedi in scores of battles, and his friendship with Supreme Chancellor Palpatine deepened despite the Jedi Order's wariness of Palpatine's rapid acquisition of further powers during the Clone Wars. Throughout the Clone Wars, Skywalker's anger and sense of loss pushed him ever closer to the dark side of the Force, and his visions of Amidala dying in childbirth in 19 BBY made him desperate to find a way to save his wife. Palpatine, who was in fact the Sith Lord Darth Sidious, manipulated Skywalker into becoming his apprentice with the promise of saving Amidala, and Skywalker became the Sith Lord Darth Vader as Palpatine transformed the Republic into the Galactic Empire and decimated the Jedi Order.

Vader and Kenobi clashed on Mustafar after Vader attacked his wife in the belief that she had betrayed him, and Vader was left limbless and ravaged by fire at the end of their battle. Encased in a suit of life-sustaining black armour and believing his wife to be dead, Vader embraced his role as the Emperor's right hand and enforcer, hunting down Jedi survivors and enforcing the will of the Empire for years to come. The Sith Lord trained a number of secret apprentices and Dark Jedi, though his plans to overthrow his master had not advanced far when the Galactic Civil War erupted between the Empire and the Alliance to Restore the Republic in 2 BBY. In 0 BBY, the Death Star - the Empire's greatest superweapon - was destroyed by a young Rebel pilot despite Vader's efforts, and Vader became obsessed with discovering the pilot's identity, only to learn that it was Luke Skywalker: his own son, born before Amidala's death.

Vader continued to pursue both Skywalker and the Alliance over the next three years, finally luring his son into a trap on the mining colony of Cloud City in 3 ABY where the two duelled. Vader revealed his identity to Skywalker, though his son refused to join him and escaped. When Darth Sidious learned of Skywalker's existence, he set in motion his own plans to recruit Skywalker and thereby replace Vader, but Skywalker surrendered himself to Imperial forces on the forest moon of Endor in 4 ABY in hopes of

redeeming his father and turning him back to the light side. In a final duel on the second Death Star as the Battle of Endor raged around them, Skywalker and Vader fought each other, and Vader refused his son's attempts to redeem him, learning that Skywalker had a twin sister named Leia in the process. Skywalker defeated his father but refused to kill him, and when Sidious attempted to kill the young man, Vader—moved by his son's love—abandoned the dark side and sacrificed himself to destroy the Emperor, fulfilling the prophecy of the Chosen One. Mortally wounded, Anakin made peace with his son and became one with the Force, though his reputation, his legacy, and his family endured for decades afterwards.



THE EMPEROR'S HAND

Mara Jade was the Emperor's Hand, raised as a servant to Emperor Palpatine and becoming a high-level Force-using operative. Jade carried out the Emperor's bidding, killing Rebels and corrupt Imperials alike with cold professionalism, even as a young woman. As Palpatine's assassin, she received the highest training from *experts in a variety of fields* as well as training in the Force.

Mara Jade was born in 17 BBY during a time of great instability as Emperor Palpatine, alias the Sith Lord Darth Sidious, and his apprentice Darth Vader were eliminating the remnants of the Jedi Order. The Emperor took Jade from her parents and brought her to the planet Coruscant at a very young age, where he began to train her in the Force, although officially she was one of the Imperial Palace's dancers. Years later, Jade remembered little about her early life besides her parents' reluctance to let her go and her own certainty that she was going to leave with the Emperor. She did recall at one point that she had had a falling-star globe as a child and had gotten in trouble after breaking it to see how it worked. Her master trained her in the ways of the Force and she was made into an agent of the Empire. Some of the Imperial court assumed her to simply be a dancer or one of Palpatine's concubines.

Throughout Jade's youth, she was pushed through an intensive training regimen - which involved training alongside the Imperial Royal Guard and learning covert espionage and assassination skills, at which she was adept by the age of fourteen - and became the Emperor's Hand, one of Palpatine's personal assassins, after a final test in which she successfully broke into Grand Moff Tarkin's private quarters. In order to accomplish her mission, Jade, posing as a guest at a formal event at Tarkin's residence, feigned illness in order to get away from the other guests. She then retrieved a sack of equipment and descended down the side of the building to the room containing Tarkin's private safe. While she was breaking in, a group of guards came in - actually droids - and she engaged them with her blaster and lightsabre. However, upon sensing that one of the guards was living, she knocked him out rather than kill a soldier willing to give his life in a training exercise. Vader and Sidious were pleased with her skills and she was pronounced the Emperor's Hand.

During the years following the Battle of Yavin and preceding the Battle of Hoth, Jade spied on Darth Vader and delivered reports on his actions to the Emperor, even going so far as watching his assault on the Massassi Temples, some six months after the loss of the Death Star over Yavin Prime, which resulted in the capture of Rebel Commander Jan Dodonna. In later missions where she was assigned to discreetly observe him, Jade soon became envious of Vader and sensed a division in him, because she did not understand the basis of his obsession concerning a young Jedi named Luke Skywalker. Jade began to hope that Vader would betray the Emperor so she could kill him and take his place as the Emperor's apprentice.

After Palpatine's death, she received his last command, which was to kill Luke Skywalker; however, the death of her Master caused her to go rogue. Eventually she joined smuggler chief Talon Karrde, becoming one of his best smugglers and his second-in-command. During the predations of Grand Admiral Thrawn, she was forced to work with Skywalker, and developed a grudging respect for him. During the Galactic Civil War, Mara Jade proved herself skilled in a variety of fields; she was a good pilot and mechanic and trained in the use of both a blaster and hand-to-hand combat even without relying on the Force.



ADMIRAL THRAWN

Thrawn was a male Chiss who served in the Imperial Navy and became the only non-human Grand Admiral in the Empire. He was regarded as the best military strategist in the navy, and despite the Empire's strict non-human policies, rose to a position of power.

Thrawn served as an officer in the Chiss Expansionary Defence Force for many years in the Unknown Regions, where he demonstrated his brilliance. However, many of Thrawn's ways were contrary to that of Chiss society that reject offensive and preventive strikes. In 27 BBY, he first met Palpatine, then Darth Sidious, after having destroyed one of his private taskforces. However, they agreed with the threat posed by the Unknown Regions, and most notably the Yuuzhan Vong. This informal agreement was sealed by the destruction of the Republic exploration ship *Outbound Flight* by Thrawn and the death of many Jedi.

In the following years, the Chiss officer continued his preventive strikes and he was exiled on an uninhabited world far in the fringes of Chiss space. In 19 BBY, soon after the Declaration of a New Order, Thrawn was discovered by Imperial Navy officer Voss Parck, who brought him to Emperor Palpatine. Palpatine, who had already learned of Thrawn and knew of his command skills, approved his admission into the Empire. Over time, Thrawn climbed the Imperial ladder, and circa 2 ABY became the thirteenth Grand Admiral in the Imperial Navy. The Chiss officer spent most of his time in fighting the Rebel Alliance and secretly exploring the Unknown Regions. Thrawn pacified the region where he established a powerful political and military government: the Empire of the Hand.

The Grand Admiral was in the Unknown Regions during the Battle of Endor, which saw the death of Palpatine, and remained there for several years. The Empire was on the verge of collapse four years later, when Thrawn returned. He took control of the remaining Imperial forces with a plan to crush the Rebellion, now the New Republic. Although the Chiss Grand Admiral was able to deal the New Republic several mighty blows in a massive

campaign in 9 ABY, he was unable to destroy the fledgling government. Thrawn perished in the Battle of Bilbringi at the hand of Rukh, his Noghri bodyguard, who had recently learned that the Empire had betrayed his people. Though Thrawn was dead, he would be remembered as the genius tactician, consummate strategist, and Imperial leader who nearly brought down the New Republic.



GENERAL VEERS

Maximilian Veers was a Major General of the Galactic Empire's Imperial Army, famous for his leadership at the assault on Hoth in 3 ABY and other battles. He was the son of a middle-class working family on the ecumenopolis planet of Denon in the Core Worlds. He joined the Imperial Academy and decided to train towards a career in the Assault Armour Division, where he might operate the mechanical behemoths that were the All Terrain Armoured Transports. He believed the massive vehicles introduced during the Clone Wars best personified his own personality as well as that of the Empire. He took up his training with rigorous determination, showing a surprising intellect and initiative after emerging from several 'suicide missions' by surpassing his mission assignments. Veers graduated at the top of his class and, his superiors finding him both skilful and dangerous, was promoted to the rank of Lieutenant upon graduation and assigned as commander of an AT-AT. As a test of his abilities, he was soon shipped to a barbaric and backwater Outer Rim Territories world called Culroon III.

The Culroon III campaign was designed to either make or break Veers. If he failed, he was likely to perish. He quickly learned that the Empire did not tolerate incompetence and failure. During the attempt to pacify the natives of Culroon III, General Irrv had ordered for Lieutenant Veers to remain confined to the base while he and an Imperial party went to negotiate a peace with the Culroon natives. Veers had warned that it was a trap and that Irrv should bring armoured support to deter any would-be ambushers. General Irrv did not listen and paid the price with his life when he was executed for incompetence after the Culroon natives deceived and killed most of his party. If it had not been for Lieutenant Veers's quick thinking and disregard of a direct order, the Imperial party would have been utterly slaughtered. For his bravery and brilliance in saving the Culroon mission's stormtrooper detail, Veers was promoted to major.

Veers's devotion to the army paid off, as he was awarded the rank of colonel and command of an Imperial garrison on Corellia. Veers was also widely recognised as an authority on the AT-AT, and often returned to Carida to guest-lecture at AT-AT training courses and demonstrate prototypes of new AT-AT models. During one of these demonstrations, shortly before 0 ABY, Veers came to the attention of Darth Vader when he defeated a Rebel invasion force.



IMPERIAL ENTANGLEMENTS

Though Palpatine foresaw a long period of peace and prosperity for the first Galactic Empire, he was to find resistance and armed struggle in almost every region of the galaxy. Consequently, the Empire became pseudonymous with war and its troops acquired a long list of battle honours.

19 BBY THE BATTLE OF CORUSCANT

The Battle of Coruscant was a crucial battle of the Clone Wars. Supreme Chancellor Palpatine, knowing the Jedi were close to discovering his alter ego, Darth Sidious, ordered his apprentice Darth Tyrannus, (Count Dooku, public leader of the Confederacy of Independent Systems), to kidnap him. The Confederacy, led by General Grievous, swept into the system, catching the Republic completely by surprise. The Confederate Navy hammered the few defending warships, destroying them, before assaulting the planet itself. Meanwhile, Grievous, along with his MagnaGuard droid elite, landed on the planet, heading for Chancellor Palpatine's secret bunker. Grievous fought his way there, leaving destruction in his wake, as several Jedi and dozens of clone troopers were killed. He succeeded in taking Palpatine, before fleeing to his flagship in orbit, the Invisible Hand.

However, the Separatists were unable to leave, as Republic reinforcements arrived. The two fleets engaged each other, firing volleys back and forth. Two Jedi, Obi-Wan Kenobi and Anakin Skywalker, who had just arrived at the battle, flew into the heart of it, determined to rescue Palpatine. They succeeded in boarding the Invisible Hand, and after a duel, Skywalker killed Dooku. The duo, along with the now-freed Palpatine, were unable to escape, however, as Grievous's droids captured them. Skywalker and Kenobi were able to best his MagnaGuards, forcing the General to flee. With that, the Separatist fleet

retreated, having lost much of their fleet. Chancellor Palpatine was safe in Republic hands. However, the Jedi were unaware that Palpatine had orchestrated the battle, and was also testing Anakin Skywalker, whom he considered a good choice for his new apprentice.

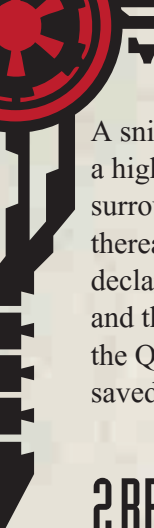
After the battle, Palpatine killed several masters of the Jedi Council, including Mace Windu, removing the last obstacle to seizing total power and instituting the Galactic Empire.

18 BBY THE BATTLE OF NABOO

Queen Aailana of the planet Naboo broke off diplomatic ties with the Galactic Empire, leading the Empire to dispatch the 501st Legion to suppress the growing opposition on the world and retake Naboo. Naboo's capital of Theed was placed under siege by the 501st immediately when the city would not surrender its queen. The 501st Legion landed in the royal plazas and engaged the nearby Naboo soldiers, quickly securing their landing area.

Imperial troopers skirmished with Naboo forces inside Theed Palace. Shortly after the deactivation of the defensive turrets, several Jedi Masters and Padawans the queen was previously suspected and accused of harbouring broke free of the castle. The Jedi, though formidable, were outnumbered, surrounded by the stormtroopers, and ultimately exterminated, but not before they killed many of the stormtroopers who attacked them head on.

ONLY AT THE END DO YOU REALIZE THE POWER
OF THE DARK SIDE. — EMPEROR PALPATINE



A sniper hidden on a bridge shot the queen with a high powered sniper rifle. Her escorts were surrounded and executed by stormtroopers thereafter. To cover up the incident, the Empire declared that terrorists had attacked Theed Palace and the 501st Legion had arrived to stop the chaos, the Queen being killed 'just before she could be saved' amidst the intense assaults.

2 BBY THE GALACTIC CIVIL WAR BEGINS

Origins of the conflict could be traced to the Galactic Senate during the final days of the Old Republic, sometime after the end of the Clone Wars, where dissenting and prominent Senators, such as Bail Organa and Mon Mothma, secretly opposed the powers and authority that Supreme Chancellor Palpatine continued to accumulate under the guise of security and war-time measures.

Initially, the Empire, especially Palpatine, did not consider the Rebel Alliance a threat, but rather as a political tool that could be used to further consolidate power that could (and did) eventually lead to the dissolution of the Imperial Senate and a massive, unprecedented military build-up.

1 BBY RAID ON CATO NEIMOIDIA

Forces of the Rebel Alliance raid the planet Cato Neimoidia. Though composed of loyal members who were committed to the cause of restoring the former Galactic Republic, the fledgling Alliance was hardly considered as a threat against the well-organised and better-armed military forces of the Galactic Empire. As a result, the Alliance was forced to rely on guerrilla warfare - launching surprise attacks on unsuspecting Imperials and then retreating before enemy reinforcements could arrive.

Shortly after the *Salvation* was commissioned as the flagship of the Rebel fleet, former Imperial Captain Juno Eclipse was commissioned as its commanding officer. In order to test the battle readiness of the new starship and its crew, Captain Eclipse directed her vessel to Cato Neimoidia, a former Separatist world that became occupied by an Imperial garrison at the end of the Clone Wars. Unknown to all except Eclipse, Jedi General Rahm Kota and his squad secretly followed the flagship by utilising the *Rogue Shadow*, a vessel that had been outfitted with a unique cloaking device for stealth purposes.



However, the raid not only failed to go as planned; it was a tactical disaster for the Rebellion. Alliance Intelligence severely underestimated the Imperial naval strength of Cato Neimoidia's garrison. Kota, unconcerned with the anomaly, proceeded to pilot the *Rogue Shadow* until he was planetside. Frustrated with the Alliance leadership's slow and overly cautious approach to war, Kota took it upon himself to assassinate Cato Neimoidia's oppressive governor, Baron Merillion Tarko, in order to undermine the Empire's reputation as an invincible state. After Kota bluntly ignored Eclipse's recommendation for a tactical withdrawal, a major explosion near Tarkose caused the *Rogue Shadow* to disappear from the *Salvation*'s sensors. Believing Kota and his squad perished, Eclipse ordered her ship to flee from the doomed fight via hyperspace and rendezvous with the Rebel fleet near the Itani Nebula.

1 BBY ASSAULT ON KASHYYYK

The forces of the Galactic Empire assaulted the Rebel Alliance monitoring outpost that had been established in secret on Kashyyyk. The initial Imperial attack was repelled by the Rebels, forcing the Empire to initiate a second assault. This time, the Empire was successful in taking control of Kashyyyk, although some of the Rebel troops had managed to evacuate from the planet.

0 ABY THE BATTLE OF YAVIN

With the imminent completion of the Empire's Death Star, the Rebel Alliance anticipated a major Imperial offensive. To unify command and coordinate a defence, the Mon Calamari Star *Cruiser Independence* carried members of the Alliance High Command to their secret base on Yavin 4, along with Red, Gold and Blue Squadrons. The plans for the *Death Star* were brought to Yavin 4 after the crew of the Millennium Falcon successfully rescued Leia Organa. However, as Organa suspected, the Empire allowed them to escape after planting a homing beacon aboard the Millennium Falcon, thus leading Imperial forces directly to the Rebel base.

Following the preliminary attacks, a fleet of 22 X-wing and 8 Y-wing starfighters scrambled to assault the station. The Death Star attempted to use its batteries to defend itself, but the defences were designed primarily to fight off capital ships, not small and agile Rebel ships. The station commander, Grand Moff Tarkin, dismissed the attack as futile and refused to deploy the station's vast TIE squadrons. An officer analysed the Rebels' attack plan and realised there was actually a danger they could destroy the reactor - and with it, the entire station. He alerted Tarkin and suggested they consider retreating or evacuation. Tarkin, however, believed the final victory for the Empire was in sight, and would not even consider pulling back.

A trio of X-wings, led by Luke Skywalker, launched torpedoes into the *Death Star*'s reactor, destroying the entire station just seconds before it was to fire upon Yavin 4. The Rebel Alliance had won a spectacular victory and, for the first time, was seen as a serious threat to the Empire.

1 ABY BATTLE OF CORELLIA

This battle took place on Corellia in 1 ABY. It occurred when the Imperial officer Crix Madine, who was interested in joining the Alliance to Restore the Republic, requested a proper meeting with the Alliance general Carlist Rieekan to discuss the terms of his defection. Three members of the elite Alliance flight Rogue Squadron manning T-47 airspeeders, commanded by Luke Skywalker, accompanied Rieekan to Coronet City, capital of Corellia, to patrol the city for any signs of Imperial presence while the meeting took place.

An Imperial strike team interrupted the meeting and attempted to kill both Rieekan and the Imperial turncoat by destroying the Tech Centre and the Coronet Capital Tower while they were still inside. The timely intervention of Han Solo and Chewbacca in the Millennium Falcon, as well as the arrival of evacuation shuttles, allowed for the Alliance to extract both Rieekan and Madine just before the Capital Tower collapsed.

2 ABY THE BATTLE OF MALDRA IV

Captain Briera's Imperial-class Star Destroyer *Motivator* moved into orbit around the planet Maldra IV to investigate reports of a pirate but discovered the base actually belonged to the Rebel Alliance. Maldra IV was in fact a Rebel safe world and was home to thousands of refugees. The base was defended by a regional planetary shield, two ion cannons and a token force of starfighters. The fighters were all shot by the Star Destroyer and the shields resisted five hours until being destroyed by Imperial Army special operatives. The Rebel refugees managed to transmit a holorecord of the attack before the base was razed by stormtroopers and orbital bombardment. This record was later used to counter the Imperial propaganda. Indeed, the Empire claimed the base was an important Rebel training base and all the Rebels sacrificed themselves, rather than be taken alive, by detonating the munitions plant and killing squads of stormtroopers.

3 ABY THE BATTLE OF HOTH

The Battle of Hoth was a major victory for the Galactic Empire and the single worst battlefield defeat suffered by the Alliance to Restore the Republic during the Galactic Civil War. The battle was an Imperial invasion aimed at destroying the Rebel Alliance's Echo Base hidden on the remote ice world Hoth. The base's location was compromised when a viper probe droid deployed by Darth Vader landed on Hoth. When the Death Squadron fleet commanded by

Admiral Kendal Ozzel left lightspeed too close to the Hoth system, the Admiral inadvertently alerted the Alliance of the Imperial's presence, giving the Rebels time to prepare for the necessary evacuation and raise the planetary shield. Thus, Vader executed him for that fatal mistake and immediately promoted Captain Firmus Piett to replace him.

The Imperial attack force consisted of primarily AT-AT walkers, commanded by Major General Maximilian Veers. His army was tasked with destroying Echo Base's main power generator to allow orbital bombardment of the planet. Spearheading the defence of the generator was the elite Rogue Squadron, manning snowspeeders, commanded by Luke Skywalker, renowned for being the pilot who destroyed the first Death Star. The snowspeeders did not have the necessary firepower to bring down the walkers, so Skywalker suggested an alternative tactic to trip up the walkers with the tow cables issued to every snowspeeder.

Despite the efforts by Rogue Squadron, the power generator was eventually destroyed by Veers. The remaining base personnel proceeded to evacuate, as the 501st Legion, led by Darth Vader, entered the base. It would prove a major victory for the Galactic Empire, and would heavily stymie the Rebels. The Alliance's loss was so great at the time, the 501st Legion considered the Battle of Hoth to be the end of the rebel movement.



4 ABY THE BATTLE OF ENDOR

The Battle of Endor, fought between the Rebel Alliance and the Galactic Empire in 4 ABY, was one of the largest and most important engagements of the Galactic Civil War. It signified the decline of the Empire with the deaths of Emperor Palpatine and Darth Vader, as well as many major Imperial leaders, and the destruction of the second Death Star.

Plans for the battle began after the Rebels learned that the Empire was building a new Death Star above the forest moon of Endor. In addition, spies had informed Rebel leadership that not only were the Death Star's defence systems incomplete, but also that the Emperor himself would be overseeing the completion of the superweapon's construction. Seeing an opportunity to strike a crippling blow to the Empire, the Alliance planned an attack on the incomplete space station. Part of the Rebels would fight on the moon's surface in an attempt to destroy the shield generator protecting the Death Star, while another group would fight in space, assaulting the battle station in Endor's orbit once the protective shield was deactivated. Unbeknownst to the Rebels, Palpatine had deliberately leaked false information to them - the Death Star was in actuality operational and ready for combat. The Emperor also had a fleet of Star Destroyers waiting to ambush and destroy the Rebel Fleet upon their arrival.

On the ground, a group of Rebels led by General Han Solo fought the Imperial stormtroopers stationed on the forest moon in attempt to destroy the shield generator protecting the Death Star. Meanwhile in space, the Alliance Fleet, led by Admiral Gial Ackbar and aided by Lando Calrissian in the Millennium Falcon, battled the Empire's naval forces and attacked the battle station. However, the Empire held a significant advantage in the space battle due to the massive fleet of Star Destroyers defending the battle station. In addition to the numerical advantage of the Imperials, Palpatine's battle meditation further helped the Imperials by scattering the attacking Rebel forces. Shortly, the Rebels realised that they had been tricked for the Death Star's weapon systems were already operational. Despite this, the Rebel fleet still suffered severe losses through the Death Star's superlaser. With the strike team on the ground still struggling to take down the shield, the Rebels were able to turn the tide of the battle with the help of the native Ewoks

and gain access to the generator command bunker and rig it with explosives. After Solo's team was able to take down the shield generator, several squadrons of Rebel snubfighters led by Calrissian and Wedge Antilles began their attack on the Death Star's reactor core. At the same time, Darth Vader brought Luke Skywalker to the Emperor in order to turn his son to the dark side of the Force.

Skywalker duelled his father in the Emperor's throne room, and used his anger to emerge as the victor. However, after Skywalker refused to give in to Palpatine's demands and kill Vader, the Sith Lord attempted to torture the young Jedi using his Force lightning. Unable to see his son die, Vader saved his son and killed his master by grabbing him and throwing him down the Death Star's reactor shaft. He had redeemed himself, becoming Anakin Skywalker once again and fulfilling his role as the Chosen One, though due to the damage inflicted by the Emperor's Force lightning, he died in the act. Soon after, Calrissian and Antilles were able to destroy the Death Star's reactor core, setting off a chain reaction that obliterated the entire battle station. The Rebel fleet was able to escape its destruction, as did Skywalker. The Imperials, having seen the destruction of the Death Star and no longer having Palpatine's battle meditation on their side, were forced to retreat. On Endor, Skywalker and the others celebrated their freedom, as did the inhabitants of many other worlds. With its two main leaders dead, the Empire began its long decline, with multiple warlords fighting for power. Many Rebel heroes of the battle, such as Wedge Antilles, were hailed as liberators, and they helped form the New Republic shortly thereafter. While the actions of the battle did not signify the end of the war, they marked the beginning of the end for the Empire and also succeeded in restoring balance to the Force.

**NOW, WITNESS THE POWER OF
THIS FULLY OPERATIONAL BATTLE
STATION. — EMPEROR PALPATINE**

4 ABY TRUCE AT BAKURA

The Bakura Truce was a temporary cessation of local hostilities between the Galactic Empire and Rebel Alliance for the duration of the Bakura Incident.

Crafted and signed by Imperial Governor Wilek Nereus and Leia Organa, the truce allowed the Alliance aid fleet and the Bakuran defence force to collaborate against the Ssi-ruuk invasion. However, the truce was broken by Nereus, who ordered the *Dominant* to turn its guns on the Alliance flagship *Flurry*.

8 ABY THE THRAWN CAMPAIGN

Thrawn emerged from the Unknown Regions, consolidated remnant forces of the Galactic Empire, and planned his re-conquest of the galaxy.

Thrawn began his military campaign in earnest. With the Inner Rim recently liberated from Imperial hands, Thrawn carefully aimed his attacks against a number of Inner and Mid Rim worlds. Feint attacks at Bpfassh and Nklon allowed Thrawn easy access to the shipyards at Sluis Van. A cloaked freighter delivered fifty-one mole miners stolen from Nomad City and their TIE fighter escort into the system, which were used to place boarding parties aboard the docked New Republic starships. Thrawn intended to steal the starships, but was foiled when

Lando Calrissian activated the mole miners' plasma cutters, disabling the starships Thrawn intended to capture. A minor set back for Thrawn, and a loss for the dwindling New Republic fleet. Fortunately for Thrawn, his loss at Sluis Van coincided with the arrest of Admiral Gial Ackbar, potentially the New Republic commander most likely to provide a challenge, at the behest of Borsk Fey'lya.

Despite this setback Thrawn's campaign was not stalled, merely delayed. In the meantime, Thrawn carried on his guerrilla strikes on Republic worlds while he built up strength, inflicting damage to Taanab and a convoy near Sarka. His efforts focused not on destroying Republic convoys but stripping them of defences, forcing the New Republic to deploy more vessels to such convoys or abandon whole regions entirely - weakening them either way. A race starting with a strike at Pantolomin in the Core ended with Thrawn's capture of 178 Dreadnaughts, enabling him to launch his attack earlier than even he expected. With his burgeoning clone army and his new cloaking device, coupled with the 'Dark Force', Thrawn was poised to sweep away all resistance—he had tipped the scales far into the Empire's hands.

The new Imperial fleets renewed the offensive by striking up the Corellian Run at several sectors, including the major agricultural world of Ukio and the Republic base at Ord Pardron. Feints stripped numerous worlds of defences, and he committed to capturing Wistril and destabilising more than a dozen sectors.



As the Republic reeled from that offensive, Thrawn committed more forces to other fronts, besieging Qat Chrystac and Ketaris, tying up New Republic resources. He secured Imperial territory further by capturing border worlds such as Ord Mantell and Generis, using superior tactics or firepower to overwhelm the New Republic. The Grand Admiral launched a second raid on Nkllon giving him the resources to continue his offensive.

The New Republic fleets were crushed in individual sectors, as Thrawn's massive Dreadnaught fleet gave him a numerical advantage in each separate theatre, be it a sector-scale or planetary-scale battle. A feint at Mrisst enabled him to launch a daunting attack on Coruscant itself. Garm Bel Iblis took command of the Coruscant defence, putting Thrawn, seemingly, in the position of committing himself and taking immense casualties or retreating. Demonstrating his tactical genius, Thrawn instead deployed two dozen cloaked asteroids. These asteroids blockaded the planet, and by faking signals for more than three hundred asteroids, Thrawn effectively knocked Coruscant out of the war without dedicating hardly any material to the effort.

The New Republic let Thrawn rampage as they hastily patched together a counter-offensive at Bilbringi. Pinning their hopes on retrieving a CGT array from the shipyards, capturing the yards and destroying the belief that Thrawn was infallible in one attack, the New Republic assembled a fleet from all-over the galaxy, withdrawing individual vessels and reshaping battle groups to provide the vessels.

Making efforts to trick Thrawn into believing Tangrene was to be struck, the New Republic struck at Bilbringi with the belief they would have their second Endor and defeat the Empire. Instead, Thrawn laid a trap, and engaged the beleaguered New Republic Fleet. All appeared lost.

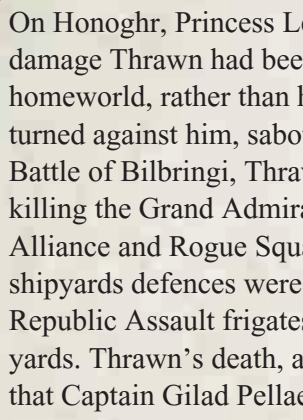
On the eve of complete victory, with practically all the New Republic could spare caught before him, Thrawn was defeated by a culmination of numerous factors, too numerous for even his genius to deal with at once.

THE GALAXY GUN

The Galaxy Gun was a 7,250 metre-long tube-shaped space station built above Byss. It was designed to serve as a superweapon capable of firing large, destructive projectiles equipped with particle disintegrator warheads capable of destroying an entire planet. It was also equipped with hyperdrive and sublight thrusters.

Each of these projectiles were capable of travelling through hyperspace with a speed equivalent to at least a Class .75 hyperdrive, allowing for quick traversal of interstellar distances and difficulty in detecting them until they struck. Upon exiting hyperspace and homing in on its target, the projectile's automated defences would activate to deter enemy forces. Automated laser cannon turrets exchanged laser fire with warships while thick armour plating and powerful energy shields deflected even the most advanced ion cannons and turbolasers.

Having reached its target, powered by the missile's power core, the particle disintegrator warhead exploded, triggering immense nuclear cloud reactions that encircled the targeted world's surface within minutes. At the projectile's full power setting, the nuclear reactions were sustained until all matter had been converted into energy, effectively wiping the planet and its inhabitants off the face of the galaxy. However, there were low power settings allowing them to destroy selected cities and military bases while leaving the rest of the planet untouched.



On Honohr, Princess Leia had unveiled the damage Thrawn had been continuing to the Noghri homeworld, rather than healing, and they secretly turned against him, sabotaging his efforts. At the Battle of Bilbringi, Thrawn's bodyguard struck, killing the Grand Admiral. With the Smugglers' Alliance and Rogue Squadron coordinating, the shipyards defences were breached, and two New Republic Assault frigates were marching on the yards. Thrawn's death, at this exact moment, meant that Captain Gilad Pellaeon had to take command, and he chose to retreat, unable to turn the tide.

On Wayland, Princess Leia, Han Solo, Talon Karrde, Luke Skywalker, Lando Calrissian and Mara Jade confronted the insane Jedi Master Joruu C'baoth, killing him and destroying the clone facilities, ruining the supply to the Empire. On Garos IV, the Committee of Seven for Garosian Unification finally recovered their world, removing the source of Hibridium for the cloaking device technology, ruining that advantage the Empire had gained equally. Regardless, the limits to the cloaking device would prevent the Empire from reusing it again without Thrawn's genius.

With these losses, and the loss of the Kathol sector, Thrawn's new Empire, ruling half of the galaxy, was left entirely rudderless, its offensive impossible to sustain, and its advantages negated in a few hours. Without Thrawn, the Empire collapsed.

TO ABY SECOND BATTLE OF CORUSCANT

The Second Battle of Coruscant was a lengthy conflict waged between the New Republic and the Galactic Empire. Under the command of the reborn Emperor Palpatine, a massive Imperial force bombarded the planet Coruscant's shields, ultimately forcing Mon Mothma to evacuate the capital; however, once they acquired their prize, the Imperials fell upon each other in what became known as the Imperial Mutiny.

TO ABY IMPERIAL CIVIL WAR

It was not long after the Empire secured the Core that everything started to collapse. Any appearance of Imperial unity vanished, and the Empire fell into a full civil war. Using captured Star Destroyers, the Alliance helped the anarchy, as entire worlds were destroyed, and warfleets gathered around Imperial worlds such as Gyndine and Aargau. New fortress worlds came into being, and Coruscant was turned into a wasteland.

The reborn Emperor watched, claiming such actions thinned the ranks of the weak and the cowards. In a perverse mirror of the numerous Sith Civil Wars, Palpatine watched his war machine tear itself apart, destroying entire worlds and massacring civilians.

TO ABY DESTRUCTION OF BYSS

With the destruction of the rebel bases on Da Soocha and in Space City thanks to the Galaxy Gun, the Rebel Alliance scattered, vanishing into the galaxy. The Empire, for all senses and purposes, had won, driving the Alliance into complete hiding.

However, in opposition to this military victory was the Emperor's waning health, and he led efforts to capture Anakin Solo to use as a bodily vessel, turning military resources against the Jedi. Taking the Eclipse-class dreadnought *Eclipse II* to Onderon, the Emperor engaged the Alliance and Jedi. Catastrophe followed, with the Emperor being finally defeated and the *Eclipse II* launched towards Byss due to the sabotage of the astromech droid R2-D2, where it rammed the Galaxy Gun and caused it to fire a missile into Byss, destroying the throneworld and the Imperial fleet around it. This effectively cut the heart from the Empire both politically and militarily.























FORCES OF THE EMPIRE

The following section details background and rules information for the forces used by the Galactic Empire – the soldiers, the vehicles and the characters that lead them to battle. This section will help you forge your collection of Imperial miniatures into an army ready to fight the Rebel Alliance in your games of Warhammer 40,000.

DATASHEETS

Each Imperial unit in this book has a datasheet. These detail either Army List Entries or Formations, providing all the rules information that you will need to use your models in your games of Warhammer 40,000.

ALL-TERRAIN SCOUT TRANSPORT

120 PTS 5



The AT-ST is a heavy armoured light ground combat vehicle, designed to traverse many environments. Designed to be a reconnaissance hit-and-run vehicle, it is lighter than its bigger brother, the AT-AT, but can withstand standard blaster fire. The AT-ST is a highly versatile and lightly-armed vehicle, excelling against infantry and lightly armoured vehicles, but also useful for protecting vital units and patrolling hostile areas.

WS	BS	S	T	S	R	I	A	HP	Unit Type
3	3	6	12	12	10	3	1	3	Vehicle (Walker)

WARGEAR:

- Twin-linked light blaster cannon
- Blaster cannon
- Concussion grenade launcher

SPECIAL RULES:

- Long-Legged:** The AT-ST may move up to 12" in the Movement phase.

Options:

- May take items from the Imperial Vehicle Equipment list.

Special Rules:

- Counter-attack
- Fearless
- Independent Character
- Infiltrate
- Psyker (Master Level 2)
- Shrouded
- Stubborn

MARA JADE

60 PTS

Mara Jade is an Emperor's Hand, Mara Jade carried out the Emperor's bidding, hunting Rebels and corrupt Imperials with cold professionalism. As the Emperor's assassin, she received training from experts in a variety of disciplines as well as training in the Force. Her powers from the Force make her truly deadly. Mara Jade was truly the Emperor's Hand.

Warlord Trait:

- For the Emperor!

EMPEROR'S HAND

60 PTS

Special Rules:

- Counter-attack
- Fearless
- Independent Character
- Infiltrate
- Psyker (Master Level 2)
- Shrouded
- Stubborn

Army List Entries

Each Army List Entry contains the following information:

- 1 **Faction:** *The unit's Faction is shown here by a symbol. All units that have this symbol, which is all the units described in this book, have the Imperial Faction.*
- 2 **Battlefield Role:** *The unit's Battlefield Role is shown here by a symbol. Units in this book have one of the following Battlefield Roles: HQ, Troops, Elites, Fast Attack, Heavy Support or Lords of War. The symbols for these Battlefield Roles are defined in Warhammer 40,000: The Rules.*
- 3 **Unit Name:** *Here you will find the name of the unit.*
- 4 **Unit Description:** *This section provides a background description of the unit, detailing their particular strengths and weaknesses along with the tactics and methods they employ to wage war across the galaxy.*
- 5 **Points Cost:** *This is the points cost of the unit without any upgrades, used if you are choosing an army to a points value.*
- 6 **Unit Profile:** *This section will show you the profiles of any models the unit can include.*
- 7 **Unit Type:** *This refers to the unit type rules in Warhammer 40,000: The Rules. For example, a unit may be classed as Infantry, Cavalry or Vehicle, which will subject it to a number of rules regarding movement, shooting, assaults, etc.*
- 8 **Unit Composition:** *This section will show the number and type of models that make up the basic unit, before any upgrades are taken.*
- 9 **Wargear:** *This section details the weapons and equipment the models in the unit are armed with, many of which are described in more detail in the Armoury of the Empire section of this book. The cost for all the unit's basic equipment is included in its points cost.*
- 10 **Special Rules:** *Any special rules that apply to models in the unit are listed here. Special rules that are unique to models in that unit are described here in full, whilst others are detailed either in the Appendix of this book (pg 99) or in the Special Rules section of Warhammer 40,000: The Rules.*

- 11 **Options:** *This section lists all of the upgrades you may add to the unit if you wish to do so, alongside the associated points cost for each. Where an option states that you may exchange one weapon 'and/or' another, you may replace either or both, provided you pay the points cost for each. The abbreviation 'pts' stands for 'points' and 'pts/model' stands for 'points per model'. Where applicable, this section also refers to any Transports the unit may take. These have their own Datasheets. Dedicated Transports do not use up any slots on a Force Organisation Chart, but otherwise function as separate units. The Detachments section of Warhammer 40,000: The Rules explains how Dedicated Transports work.*
- 12 **Warlord Traits:** *Sometimes a character's datasheet will have a specific Warlord Trait, in which case it will be listed here.*
- 13 **Relics of the Empire:** *Some entries have unique items of wargear, the description and rules for which will be listed here.*



FORMATIONS

Formation datasheets are identified by this symbol. The rules for Formations can be found in *Warhammer 40,000: The Rules*. A Formation datasheet will list the Army List Entries which make up the Formation, any restrictions upon what it may include, and any special rules the Formation's units gain.

THE IMPERIAL WARGEAR LIST

These lists detail the points values of various items of wargear available to units in your army. Many unit entries in the datasheets that follow may include wargear options from one or more of these lists – in each instance, the datasheet will tell you (in bold text) exactly which of these lists you may use.

Special Weapons.....pg 92

A model can replace its blaster pistol or rifle with one of the following:

- Light repeating blaster rifle.....5 pts
- Heavy repeating blaster rifle.....10 pts
- Missile launcher.....15 pts
- Repeating sniper blaster.....5 pts





DARTH VADER, DARK LORD OF THE SITH

225
PTS



After the Battle of Yavin, Darth Vader became obsessed with discovering the pilot's identity, only to learn that it was Luke Skywalker, his own son. Vader continued to pursue both Luke and the Alliance over the next three years, finally luring his son into a trap on the mining colony of Cloud City where the two duelled. When the Emperor learned of Luke's existence, he set in motion his own plans to recruit him and thereby replace Vader, but Luke surrendered himself to Imperial forces on the forest moon of Endor in hopes of redeeming his father and turning him back to the light side. In a final duel on the second Death Star as the Battle of Endor raged around them, Skywalker and Vader fought each other. Luke defeated his father but refused to kill him, and when the Emperor attempted to kill the young man, Vader abandoned the dark side and sacrificed himself to destroy the Emperor, fulfilling the prophecy of the Chosen One.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Darth Vader	7	5	4	5	3	5	3	10	3+	Infantry (Character)	1 (Unique)

WARGEAR:

- Lightsabre

SPECIAL RULES:

- Adamantium Will
- Fear
- Fearless
- Feel No Pain
- Independent Character
- Preferred Enemy (Rebels)
- Psyker (Mastery Level 4)
- Stubborn

Darth Vader's Armour: Darth Vader may re-roll any failed Armour Save.

PSYKER:

Darth Vader generates his powers from the Force Powers (Dark Side) discipline.

WARLORD TRAIT:

- Old Disciplinarian



GRAND ADMIRAL THRAWN



Thrawn was the only non-Human Grand Admiral. He was regarded as the best military strategist in the navy, and despite the Empire's strict non-human policies, rose to a position of power. The Grand Admiral was in the Unknown Regions during the Battle of Endor, which saw the death of Palpatine, and remained there for several years. The Empire was on the verge of collapse four years later, when Thrawn returned. He took control of the remaining Imperial forces with a plan to crush the Rebellion, now the New Republic. Although the Grand Admiral was able to deal the New Republic several mighty blows in a massive campaign, he was unable to destroy the fledgling government.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Grand Admiral Thrawn	4	4	3	4	3	4	3	10	-	Infantry (Character)	1 (Unique)

WARGEAR:

- **Blaster pistol**

SPECIAL RULES:

- **Independent Character**
- **Stubborn**

Imperial Training: At the start of every Shooting phase, Thrawn may automatically give any friendly non-vehicle unit within 12" one of the following benefits. These benefits last only for the current turn and may only be applied to Thrawn himself if he is currently leading a unit.

- All models in the unit gain the Precision Shot special rule.
- After making a shooting attack, the unit may immediately Run.

- If the unit is falling back, it immediately regroups.

Noghri Leader: Thrawn may be accompanied by a Noghri Death Commando Squad. This squad does not use up a Force Organisation Slot but Thrawn may never leave the unit.

Strategic Mind: An army that has Thrawn as its Warlord will gain a +2 bonus when trying to Seize the Initiative. In addition, no enemy unit may use the Infiltrate or Outflank rules.

Ysalamiri: No psychic powers may be used or affect any models within 6" of Thrawn. Any attempts automatically fail.

WARLORD TRAIT:

- **Old Disciplinarian**
- **Tactical Master**



GENERAL VEERS

45
PTS



General Veers's most notable success occurred at the Battle of Hoth when he was given the chance to correct a mistake caused by the incompetent Admiral Ozzel. General Veers lived up to both his reputation and Lord Vader's expectations by quickly deploying his armoured regiment of AT-ATs, designated Blizzard Force, into the Echo Base mountain valley and personally destroying the shield generator protecting the Rebel base.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
General Veers	4	4	3	3	3	4	3	10	-	Infantry (Character)	1 (Unique)

WARGEAR:

- **Blaster pistol**

SPECIAL RULES:

- **Independent Character**
- **Preferred Enemy (Rebels)**
- **Stubborn**

Blizzard Force: If General Veers is placed on board an AT-AT, he may never leave it (and will be removed as a casualty if it is destroyed). The AT-AT will have BS 4, as will any other AT-ATs within 12”.

Imperial Training: At the start of every Shooting phase, General Veers may make a Leadership test. If successful, he may give any friendly non-vehicle unit within 12” one of the following benefits. These benefits last only for the current turn and may only be applied to General Veers himself if he is currently leading a unit.

- All models in the unit gain the Precision Shot special rule.
- After making a shooting attack, the unit may immediately Run.
- If the unit is falling back, it immediately re-groups.

WARLORD TRAIT:

- **Tactical Master**



MARA JADE, THE EMPEROR'S HAND

60
PTS



As an Emperor's Hand, Mara Jade carried out the Emperor's bidding, killing Rebels and corrupt Imperials alike with cold professionalism. As Palpatine's assassin, she received training from experts in a variety of fields as well as training in the Force. Utterly deadly, Mara Jade was truly the Emperor's Hand.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Mara Jade	6	5	3	3	3	5	3	10	-	Infantry (Character)	1 (Unique)

WARGEAR:

- Close combat weapon
- Heavy blaster pistol

SPECIAL RULES:

- Counter-attack
- Fearless
- Independent Character
- Infiltrate
- Psyker (Master Level 2)
- Shrouded
- Stubborn

PSYKER:

Mara Jade generates her powers from the Force Powers (Dark Side) discipline.

WARLORD TRAIT:

- For the Emperor!



STORMTROOPER OFFICER

35
PTS



Graduates from the Imperial Academy, stormtrooper officers have also demonstrated leadership skills in the field. In battle, commissioned stormtrooper officers wear standard armour, sometimes with rank insignia to indicate status, though this is dependant on the regiment they serve within. Though still hierarchically bound to obey orders from Imperial officers, it is a foolish lieutenant who ignores the advice of a veteran stormtrooper officer. In battle, stormtrooper officers are usually found in the heart of the action, exhorting their troops to ever greater efforts in crushing the enemies of the Empire.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Stormtrooper Officer	4	4	3	3	2	4	2	10	4+	Infantry (Character)	1 Stormtrooper Officer
Veteran Officer	5	5	3	3	3	5	3	10	4+	Infantry (Character)	

WARGEAR:

- Stormtrooper armour
- Blaster pistol
- Thermal detonator
- Concussion grenades

OPTIONS:

- May replace blaster pistol with blaster rifle.....5 pts
- May replace blaster pistol with heavy blaster rifle.....10 pts
- May upgrade to Veteran Officer.....20 pts

SPECIAL RULES:

- Independent Character
- Preferred Enemy (Rebels)
- Stubborn



IMPERIAL OFFICER

30
PTS



An Imperial officer is a high class soldier within the Empire's military who provides a commanding presence among the legions of stormtroopers deployed to fight the Emperor's enemies. Imperial officers are divided into numerous special positions and placements. Despite these variations, there are two common traits amongst them; all are ambitious, and all are ethnocentric humans who fully support the Emperor's policy of subjugating non-human races.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Imperial Officer	3	3	3	3	2	3	2	9	-	Infantry (Character)	1 Imperial Officer
Veteran Officer	4	4	3	3	3	4	3	10	-	Infantry (Character)	

WARGEAR:

- Blaster pistol

SPECIAL RULES:

- Independent Character
- Preferred Enemy (Rebels)
- Stubborn

Imperial Training: At the start of every Shooting phase, the Imperial Officer may make a Leadership test. If successful, he may give any friendly non-vehicle unit within 12" one of the following benefits. These benefits last only for the current turn and may only be applied to the Imperial Officer himself if he is currently leading a unit.

- All models in the unit gain the Precision Shot special rule.
- After making a shooting attack, the unit may immediately Run.
- If the unit is falling back, it immediately regroups.

OPTIONS:

- May upgrade to Veteran Officer.....20 pts



DARK JEDI

100
PTS



Dark Jedi, also known as Fallen Jedi, are Force-sensitives (frequently former Jedi), who choose to deny the light side of the Force and follow the dark side. Although Dark Jedi originally referred to a Jedi who had fallen to the dark side, it also refers to uninitiated Force-sensitives who receive no training but study under another Dark Jedi. The Empire remains suspicious of Dark Jedi but they are undeniably useful and are often recruited to engage in highly specialised missions. Though they are not Sith, Dark Jedi remain extremely potent adversaries.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Dark Jedi	4	4	3	3	2	4	2	8	-	Infantry (Character)	1 Dark Jedi
Dark Jedi Master	5	5	4	4	3	5	3	9	-	Infantry (Character)	

WARGEAR:

- Lightsabre

SPECIAL RULES:

- Adamantium Will (Dark Jedi Master only)
- Independent Character
- Preferred Enemy (Rebels)
- Psyker (Mastery Level 1)
- Stubborn

Knowledge of the Dark Side: At the start of a battle, before any models are deployed, roll on the table below and apply its effects to the Dark Jedi.

D6	Dark Side Effect
1	The Dark Jedi has the Counter-attack special rule
2	The Dark Jedi has the Fear special rule
3	The Dark Jedi has the Feel No Pain special rule
4	The Dark Jedi has the Furious Charge special rule
5	The Dark Jedi has the Hatred (all) special rule
6	The Dark Jedi has the Zealot special rule

Untrustworthy: A Dark Jedi will always be regarded with suspicion and will rarely be permitted to lead an Imperial army. A Dark Jedi may only be selected if another (non-Dark Jedi) HQ choice has already been taken and may never be the army's Warlord.

OPTIONS:

- May upgrade to Psyker (Mastery Level 2).....25 pts
- May upgrade to Dark Jedi Master with Psyker (Mastery Level 3).....35 pts
- A Dark Jedi Master may upgrade to Psyker (Mastery Level 4).....25 pts
- May take a second Lightsabre.....30 pts
- May take a blaster pistol.....5 pts



STORMTROOPER BODYGUARD SQUAD

60
PTS



Elite or veteran stormtroopers are among the most trusted soldiers within the Empire and so are often chosen to form bodyguards for important officers and other officials. With these stormtroopers around him, even an unarmoured officer can be confident of his safety in the midst of battle. Any enemies approaching with intent to destroy the Empire's chain of command must first reckon with the honour guard.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Elite Stormtrooper	3	4	3	3	1	3	1	9	4+	Infantry	4 Elite Stormtroopers
Sergeant	3	4	3	3	1	3	1	9	4+	Infantry (Character)	1 Sergeant

WARGEAR:

- Stormtrooper armour
- Blaster rifle
- Thermal detonator
- Concussion grenades

SPECIAL RULES:

- Stubborn

Bodyguard: Any Independent Character within the Stormtrooper Bodyguard squad will succeed at a Look Out, Sir roll on a 2+ so long as at least one Elite Stormtrooper remains.

Personal Escort: For every Independent Character (not Stormtrooper Officers – they fight alongside their own men) in your army you may include a Stormtrooper Bodyguard squad. These selections do not use up a Force Organisation slot.

OPTIONS:

- May include up to three additional Elite Stormtroopers.....12 pts/model
- The whole squad may replace their blaster rifles with heavy blaster rifles.....5 pts/model
- Two Elite Stormtroopers may take an item from the **Special Weapons** list.
- One Elite Stormtrooper may be upgraded to a medic, granting the unit the Feel No Pain special rule.....15 pts



STORMTROOPER SQUAD

50
PTS



Stormtroopers are the unwavering face of the Empire, seen keeping peace and order on thousands of worlds across the galaxy and serving as ever present reminders of the absolute power of Emperor Palpatine. They are an extension of the Emperor's will, and thus often use efficient yet usually brutal tactics to keep star systems throughout the galaxy in line. The primary purpose of stormtroopers is to attack with speed, accuracy and overwhelming numbers whenever faced with insurrection against the Empire. Loyalty, obedience and the readiness to die for the Emperor are the traits indoctrinated into all stormtroopers.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Stormtrooper	3	3	3	3	1	3	1	8	4+	Infantry	4 Stormtroopers
Sergeant	3	3	3	3	1	3	1	8	4+	Infantry (Character)	1 Sergeant
Veteran Sergeant	3	4	3	3	1	3	1	9	4+	Infantry (Character)	

WARGEAR:

- Stormtrooper armour
- Blaster rifle
- Thermal detonator
- Concussion grenades

OPTIONS:

- May include up to three additional Stormtroopers.....10 pts/model
- May upgrade the Sergeant to a Veteran Sergeant.....10 pts
- One Stormtrooper may take an item from the Special Weapons list.

SPECIAL RULES:

- Stubborn



DARK TROOPER (PHASE I) SQUAD

100
PTS



The dark trooper project was an attempt to create better stormtroopers through the use of advanced battle droids and infantry exoskeletons for increased flexibility and tactical advantage. The phase I dark trooper was the first model in the programme and was little more than a skeletal frame equipped with a vibrosword attached to its right arm and a blast shield on its left, plus basic artificial intelligence.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Dark Trooper	3	3	5	4	2	3	2	6	4+	Infantry	5 Dark Troopers

WARGEAR:

- Vibrosword
- Blast shield

OPTIONS:

- May include up to five additional Dark Troopers.....20 pts/model

SPECIAL RULES:

- Fearless



DARK TROOPER (PHASE II) SQUAD

150
PTS



The phase II dark trooper was the second and main stage of the Dark Trooper Project. Each droid is equipped with external elements such as the suit, jump pack, and an assault cannon capable of firing 400 plasma shells and 20 missiles before reloading. It is also capable of being loaded into hyperspace pods for transportation.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Dark Trooper	4	4	5	4	2	4	2	7	3+	Jump Infantry	3 Dark Troopers

WARGEAR:

- **Heavy repeating blaster**

SPECIAL RULES:

- **Fearless**
- **Relentless**

OPTIONS:

- May include up to five additional Dark Troopers.....50 pts/model
- Any Dark Trooper may replace its heavy repeating blaster with an assault cannon.....15 pts/model



DARK TROOPER (PHASE III) SQUAD

80
PTS



The phase III dark trooper was the last and most powerful dark trooper exoskeleton/droid. It dwarfed even the phase III dark trooper, and was intended to be the armour of the next generation of stormtroopers. Some even went as far to call it a bipedal tank.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Dark Trooper	5	5	6	5	3	5	3	8	2+	Jump Infantry	1 Dark Trooper

WARGEAR:

- Assault cannon
- Concussion grenades

SPECIAL RULES:

- Fearless
- Relentless

Phrik Armour: The Dark Trooper has a 5+ Invulnerable save.

OPTIONS:

- May include up to two additional Dark Troopers.....80 pts/model
- Any Dark Trooper may be given Thermal Detonators.....10 pts/model



ELITE STORMTROOPER SQUAD

60
PTS



A cut above the average stormtrooper, those from elite companies have either received extensive training in a particular environment (such as the legendary snowtroopers or sandtroopers) or have otherwise demonstrated a superior ability to defeat the enemies of the Empire over many years. Truly lethal, these stormtroopers are given first choice of equipment and are expected to carry the fight to the enemy regardless of the odds.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Elite Stormtrooper	3	4	3	3	1	3	1	9	4+	Infantry	4 Elite Stormtroopers
Sergeant	3	4	3	3	1	3	1	9	4+	Infantry (Character)	1 Sergeant

WARGEAR:

- Stormtrooper armour
- Blaster rifle
- Thermal detonator
- Concussion grenades

SPECIAL RULES:

- Stubborn

OPTIONS:

- May include up to three additional Elite Stormtroopers.....12 pts/model
- The whole squad may replace their blaster rifles with heavy blaster rifles.....5 pts/model
- Two Elite Stormtroopers may take an item from the Special Weapons list.
- One Elite Stormtrooper may be given an E-Web repeating blaster.....20 pts



NOGHRI DEATH COMMANDO SQUAD

60
PTS



Noghri Death Commandos first worked for Darth Vader, whom they call saviour, but the dark lord allowed them to be used by other Imperial commanders from time to time. Their main tasks are the abduction and assassination of Rebel personnel or rescue of imprisoned Imperials. Using their feared warrior skills and agile nature, they are often deployed in teams and used on missions that require stealth

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Noghri	5	4	4	3	1	5	2	9	6+	Infantry	4 Noghri
Commando Master	5	4	4	3	1	5	3	9	6+	Infantry (Character)	1 Commando Master

WARGEAR:

- Two fighting sickles

SPECIAL RULES:

- Fearless
- Fleet
- Infiltrate
- Move Through Cover
- Scout
- Shrouded

OPTIONS:

- May include up to five additional Nohgri.....12 pts/model
- The Commando Master may swap his fighting sickles for a great sickle.....5 pts/model



E-WEB TEAM

45
PTS



The E-Web is a heavy repeating blaster manufactured by BlasTech Industries, one of the most powerful repeating blasters in the Imperial arsenal. The weapon can be broken down into parts and carried by a small crew of troopers making it mobile, but has to be rigidly mounted in order to counteract the effects of its incredible firepower. Equipped with an efficient power generator, a properly maintained E-Web can sustain continuous use for hours and in the hands of elite stormtroopers, is one of the most effective anti-infantry weapons on the battlefield.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Elite Stormtrooper	3	4	3	3	1	3	1	9	4+	Infantry	2 Elite Stormtroopers

WARGEAR:

- Stormtrooper armour
- Blaster rifle (one Elite Stormtrooper only)
- E-Web repeating blaster (one Elite Stormtrooper only)
- Concussion grenades

OPTIONS:

- May include up to two additional E-Web teams.....45 pts/team
- One Elite Stormtrooper may replace his blaster rifle with a heavy blaster rifle.....5 pts

SPECIAL RULES:

- Stubborn



SCOUT TROOPER SQUAD

40
PTS



Scout troopers are light-armoured stormtroopers specifically trained for activities too complicated for regular infantry. As such, they are exceptional as reconnaissance troops, spies and survivalists. Their wide-range of skills creates feelings of pride and self-importance and a fierce rivalry has developed with their counterparts. Far more mobile than regular stormtrooper units, scout troopers are usually assigned to planetary garrisons where they patrol perimeters, performed reconnaissance missions and identify enemy positions. As scouts, their mission profile often positions them far from Imperial re-supply so they receive special training in order to become efficient survivalists

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Scout trooper	4	4	3	3	1	3	1	9	5+	Infantry	4 Scout Troopers
Sergeant	4	4	3	3	1	3	1	9	5+	Infantry (Character)	1 Sergeant

WARGEAR:

- Scout trooper armour
- Blaster pistol
- Thermal detonator
- Concussion grenades

OPTIONS:

- May include up to three additional Scout Troopers.....8 pts/model

SPECIAL RULES:

- Infiltrate
- Move Through Cover
- Scout
- Stubborn



SCOUT SPEEDER BIKE SQUAD

120
PTS



The addition of speeder bikes allows scout troopers to vastly increase the distances in which they can conduct operations. Used primarily to aid reconnaissance and scout ahead of slower moving forces, scout troopers are also trained to use their speeder bikes as fast moving attack platforms, deploying to harass enemy forces, particularly those in retreat.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Scout trooper	4	4	3	4	1	3	1	9	5+	Jetbike	2 Scout Troopers
Sergeant	4	4	3	4	1	3	1	9	5+	Jetbike (Character)	1 Sergeant

WARGEAR:

- Scout trooper armour
- Light blaster cannon
- Blaster pistol

OPTIONS:

- May include up to five additional Scout Troopers.....40 pts/model

SPECIAL RULES:

- Infiltrate
- Scout
- Stubborn



VIPER PROBE DROID

45
PTS



The lightly-armored Viper droid has six manipulator arms extending from a central pod and several retractable sensor arms for gathering samples. High resolution receivers and sensors cover the domed head - including motion, acoustic, sonic, and seismic sensors, a radiation meter, magnetic imager, and holocamera. It has an atmosphere sensor capable of determining a planet's atmosphere class and moves on a repulsorlift generator which operates over any terrain. Information is relayed back to its superiors via a high-frequency HoloNet transceiver. Its repulsorlift engines carry the droid across terrain at up to 40 km/h, while the arms gathered samples. Vipers are delivered to their targets through single-use custom built hyperspace pods and commonly deployed along the perimeters of key strategic star systems and hyperlanes to act as automated guardians.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Viper Probe Droid	3	3	3	4	2	3	1	8	4+	Jump Infantry	1 Viper Probe Droid

WARGEAR:

- **Light blaster cannon**

SPECIAL RULES:

- **Deep Strike**
- **Fearless**
- **Infiltrate**
- **Relentless**
- **Scout**

Integrated Sensors: Friendly Blast templates placed within 12" of a Viper Probe Droid roll one D6 less for scatter. In addition, enemy infiltrators cannot set up within 12" of a Viper Probe Droid. Similarly, enemy scouts cannot use their pre-game move to approach to within 12" of a Viper Probe Droid.

Self-destruct Mechanism: If the Viper Probe Droid is destroyed, place a Blast template on its last position. All models touched by the Blast take an automatic Strength 4 AP- hit.

OPTIONS:

- May include up to two additional Viper Probe Droids.
- These function as independent units but only take up one Fast Attack slot.....45 pts/model



ALL-TERRAIN SCOUT TRANSPORT

120
PTS



The AT-ST is a heavily armed light ground combat vehicle, able to traverse many environments. Designed to be a reconnaissance/hit-and-run vehicle, it is lighter than its bigger brother, the AT-AT, but can withstand standard blaster fire. The AT-ST is a highly versatile weapon, excelling against infantry and lightly armoured vehicles, but also useful for protecting vital units and patrolling hostile areas.

	WS	BS	S	F	S	R	I	A	HP	Unit Type	Unit Composition
AT-ST	3	3	6	12	12	10	3	1	3	Vehicle (Walker)	1 AT-ST

WARGEAR:

- **Twin-linked light blaster cannon**
- **Blaster cannon**
- **Concussion grenade launcher**

SPECIAL RULES:

- **Long-Legged:** The AT-ST may move up to 12" in the Movement phase.
- **Twin Crewman:** The AT-ST may fire up to two of its weapons in the Shooting phase.



TIE CRAWLER

125
PTS



The TIE Crawler, also known as the Century Tank or TIE tank, is an Imperial light-armoured vehicle. It is an unlikely fusion of two vastly different vehicle types, a TIE cockpit mounted between two track units. The TIE Crawler was conceived as a relatively inexpensive to produce compact assault vehicle. Its use of recycled components and designs helped cut costs and training time.

	BS	F	S	R	HP	Unit Type	Unit Composition
TIE Crawler	3	13	11	10	3	Vehicle (Tank)	1 TIE Crawler

WARGEAR:

- Twin-linked blaster cannon
- Light turbolaser



ALL-TERRAIN ARMoured TRANSPORT

450
PTS



The AT-AT walker is a behemoth of a war machine, standing at a height of 22.5 metres and closely resembling some ancient beast of war. Designed for the dual purpose of crushing and demoralising enemy forces, while also serving as a transport for Imperial troops, the AT-AT is among the most awesome vehicle in the Imperial armoury. Its intimidating and powerful presence often earns it the distinction of being the first vehicle into a combat zone.

	WS	BS	S	F	S	R	I	A	HP	Unit Type	Unit Composition
AT-AT	3	3	10	14	14	12	3	1	10	Vehicle (Super-heavy Walker)	1 AT-AT

WARGEAR:

- Two heavy laser cannons
- Two blaster cannons

SPECIAL RULES:

- Fear
- Hammer of Wrath
- Invincible Behemoth
- Move Through Cover
- Relentless
- Smash
- Strikedown

Steady Advance: The AT-AT may only move up to 6" in the Movement phase.

TRANSPORT:

Transport Capacity: Forty models.

Fire Points: None.

Access Points: The AT-AT has one Access Point on each side of the hull.



EMPEROR PALPATINE

MASTER OF THE SITH



Palpatine, also known as Darth Sidious, served as the last Supreme Chancellor of the Galactic Republic and the first Emperor of the Galactic Empire. A master in the Order of the Sith Lords, recorded by history as the most powerful who had ever lived, his entire life was the culmination of a thousand-year plan to overthrow the Republic and the Jedi Order from within. Palpatine finally gambled his chances to annihilate the Rebel Alliance once and for all, allowing Rebel spies to learn of the existence of a second Death Star and its secret location near Endor. As expected, the Alliance fell for the bait and dispatched its fleet to destroy the Emperor, Vader, and the incomplete Death Star. With the Alliance falling for his trap, Palpatine brought Luke Skywalker, the son of Darth Vader, before him in order to turn him over to the dark side and replace Vader with an apprentice who was younger and more powerful. After goading Skywalker to give into his frustrations with thoughts of the Alliance's defeat and the death of his friends, Palpatine eagerly watched as father and son fought one another.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Palpatine	7	5	4	4	3	6	4	10	-	Infantry (Character)	1 (Unique)
Royal Guard	5	4	4	4	1	4	2	9	3+	Infantry	3 Royal Guard

WARGEAR:

- **Force Pike (Royal Guard only)**
- **Heavy Blaster Pistol (Royal Guard only)**
- **Lightsabre (Palpatine only)**

SPECIAL RULES:

- **Adamantium Will**
- **Eternal Warrior (Palpatine only)**
- **Fear**
- **Fearless**
- **Hatred (all)**
- **Independent Character (Palpatine only)**
- **Psyker (Mastery Level 5) (Palpatine only)**

Bodyguard: Palpatine will succeed at a Look Out, Sir roll on a 2+ so long as at least one Royal Guard remains. If accompanied by Royal Guard, Palpatine may never leave the unit (or, rather, the Royal Guard will not leave him).

PSYKER:

Emperor Palpatine is a Mastery Level 5 Psyker. Normally Psykers have a maximum of Mastery Level 4, but Palpatine is so powerful he ranks above even them! Alpatine has access to all the powers from the Force Powers (Dark Side) discipline.

WARLORD TRAIT:

Tactical Master

OPTIONS:

- May include three Royal Guards.....54 pts
- May include up to seven additional Royal Guards.....18 pts/model





THE 501ST LEGION



The 501st Legion, also known as Vader's Fist, was an elite unit of clone troopers commissioned by Supreme Chancellor Palpatine during the Clone Wars that later became a stormtrooper unit. Made up of units like Torrent Company, the 501st fought in many battles, such as the Battle of Teth and the Battle of Coruscant, becoming one of the most well-known legions. The 501st became Darth Vader's personal unit as he led them during Operation: Knightfall, in which the clones helped take down the Jedi, whom they believed to be traitors to the Republic.

Following the rise of the Galactic Empire, the 501st transitioned into a stormtrooper unit, like other clone units. Given new armour and weapons, the 501st faithfully served the Empire, operating under the direct command of the Sith Lord Darth Vader. Vader was known to comb through the ranks of all stormtrooper units and transferring the very best to the 501st, a fact that angered other Imperial agents - like Mara Jade - who had to work with lesser qualified units.



FORMATION:

- Darth Vader
- 1 Stormtrooper Officer
- 5 units of Stormtroopers
- 3 units of Elite Stormtroopers
- 3 E-web Teams
- 2 units of Scout Troopers or Scout Speeder Bikes

SPECIAL RULES:

Never Admit Defeat: When the last turn of the game has been completed, an army that includes surviving units from this formation may opt to fight for an additional turn. Once this turn has been completed, the game ends as normal.

Vader's Own: So long as Darth Vader is alive, all units in this formation have the Fearless and Furious Charge special rules.

APPENDIX

This section of the book details many of the rules for using an Imperial army in your games of Warhammer 40,000, including their unique special rules, Warlord Traits, wargear, Tactical Objectives and Detachments. The reference section at the end summarises the rules from throughout this codex, and provides unit and weapons profiles.

ARMY SPECIAL RULES

An Imperial army uses a number of special rules that are common to several of its units. These are collected and explained here for your convenience. Special rules that are unique to particular units are presented in the relevant entry instead. Other rules are simply listed by name – these are described in *Warhammer 40,000: The Rules*.



WARLORD TRAITS TABLE

When generating Warlord Traits, an Imperial Warlord may either roll on one of the Warlord Traits tables in *Warhammer 40,000: The Rules* or roll on the table below.

D6 WARLORD TRAIT

- 1 **Tactical Master:** *In the hands of this Warlord, a map and a comms link can prove far more potent weapons than the blasters of his troops.*

Nominate D3 units in your primary detachment.

These units gain the Outflank special rule.

- 2 **Old Disciplinarian:** *This Warlord firmly believes in old style punishments for his troops, and never hesitates to discipline his men for even minor infractions.*

Friendly units from *Codex: Galactic Empire* within 12" of the Warlord do not take Morale tests for suffering 25% or more casualties.

- 3 **Envious Commander:** *For whatever deep, psychological reason, the Warlord is driven by the need to destroy his counterparts. If the Warlord or his unit slays the enemy Warlord, you gain an extra Victory Point.*

- 4 **For the Empire!:** *The Warlord is truly believes the Empire is the true power of law and order, and is determined to sweep aside any enemy who rebels against it.*

The Warlord and his unit gain the Furious Charge special rule.

- 5 **Hold the Line:** *The Warlord has pledged his life in defending the Empire from rebellious forces.*

The Warlord and his unit gain the Feel No Pain special rule whenever they are within 3" of an objective.

- 6 **Dark Jedi:** *This Warlord has a deep secret; he is a Force user and while the use of his powers may spell the end of his career and life, they have proved useful in saving him from harm so far.* The Warlord is a Psyker (Mastery Level 1) who generates psychic powers from the Force Powers (Dark Side) discipline. If the Warlord is already a Psyker, he generates one more power than normal, again from the Force Powers (Dark Side) discipline.

THE ARMOURY OF THE EMPIRE

The section of *Codex: Galactic Empire* lists the weapons and equipment used by the Empire, along with rules for using them in your games of Warhammer 40,000. Equipment that is carried by named characters is detailed in the appropriate entry in the datasheets (pages 65 to 87), while weapons and equipment used by all the other types of units are detailed here.

MELEE WEAPONS

FORCE PIKE

The tip of a force pike is a vibro-edged head with a stun module that can knock a full-grown Wookiee unconscious using a concentrated nerve impulse similar to that featured in the stun setting of a blaster rifle. At maximum setting, the pike can slice through everything from flesh and bone to thin durasteel plating.

	Range	S	AP	Type
Force pike	-	User +1	4	Melee, Two-handed

FIGHTING SICKLES

While regarded as primitive weapons, fighting sickles are greatly valued by the Noghri. In their hands, even stormtrooper armour provides little protection. Usually used in pairs, some Noghri opt to take a great sickle, a massive two-handed death-dealing blade.

	Range	S	AP	Type
Fighting sickles	-	User	3	Melee
Great Sickle	-	User +2	3	Melee, Two-handed

LIGHTSABRE

The lightsabre has a blade of pure plasma emitting from the hilt and suspended in a force containment field. The field contains the immense heat of the plasma, protecting the wielder, and allowing the blade to keep its shape. The hilt is almost always self-fabricated by the wielder to match his specific needs, preferences and style. Due to the weightlessness of plasma and the strong gyroscopic effect generated by it, lightsabres require a great deal of strength and dexterity to wield, and it is extremely difficult - and dangerous - for the untrained. To wield a lightsabre is to demonstrate incredible skill and confidence, as well as masterful dexterity and attunement to the Force.

If the wielder of a lightsabre is also a psyker, it ignores the Gets Hot rule and also benefits from a 4+ Invulnerable save. This Invulnerable save improves to 3+ if the wielder is a Psyker (Mastery Level 3 or higher).

	Range	S	AP	Type
Lightsabre	-	User	1	Fleshbane, Gets Hot, Melee, Smash

VIBRO WEAPONS

Vibroweapons are a family of weapons that utilise high-speed sonic vibrations to make them more deadly; most commonly found on swords, vibrogenerators can also be found on axes, pikes, knives, etc. Almost anything with a blade has the potential to be turned into a vibroweapon.

	Range	S	AP	Type
Vibrosword	-	User	3	Melee

RANGED WEAPONS

ASSAULT CANNON

Originally developed from the repeating blaster, the assault cannon evolved into a much more lethal weapon. Possessing dual fire modes, it can lay waste to an area with lethal plasma or release a flurry of small but high yield rockets.

Whenever an assault cannon is fired, the player must choose between using it in plasma or rocket mode.

	Range	S	AP	Type
Assault cannon – plasma mode	24"	5	3	Heavy 3
Assault cannon – rocket mode	24"	3	5	Blast, Heavy 1

BLASTER WEAPONS

Blasters are ranged weapons that fire bursts of particle beam energy called blaster bolts from a replaceable power pack. The most commonly used weapon in the galaxy, blasters' intense beams consist of compacted high-energy particles and intense light that can kill or paralyse their target, depending on the setting. Blasters range in size and power from compact pistols to large, heavy rifles and on to vehicle-mounted blaster cannons.

	Range	S	AP	Type
Blaster cannon	36"	7	4	Heavy 1
Blaster pistol	12"	3	5	Pistol
Heavy blaster pistol	12"	4	5	Pistol
Blaster rifle	24"	3	5	Rapid Fire
E-Web repeating blaster	36"	6	4	Heavy 4
Heavy blaster rifle	24"	4	5	Rapid Fire
Heavy repeating blaster	36"	4	5	Heavy 3
Light blaster cannon	36"	5	4	Heavy 3
Light repeating blaster	24"	3	5	Salvo 2/4
Repeating sniper blaster	36"	X	5	Heavy 1, Sniper

CONCUSSION GRENADE LAUNCHER

Able to launch concussion grenades over a wide range at a rapid pace, this grenade launcher is perfect for suppressing attacking infantry or unruly crowds alike. Typically mounted on vehicles, the concussion grenade launcher provides weapon platforms such as the AT-ST with a much needed anti-infantry capability.

	Range	S	AP	Type
Concussion Grenade launcher	24"	3	-	Blast, Heavy 2

LASER WEAPONS

Though based on the same principles as blasters, with their beams having a nearly identical nature, laser cannons are far more powerful. Laser cannons were originally used by starships to blast debris, such as asteroids, out of their way and quickly became the main anti-fighter defence before smaller versions started appearing on vehicles. These cannons are both incredibly destructive and very accurate.

	Range	S	AP	Type
Heavy laser cannon	48"	9	2	Heavy 1

MISSILE LAUNCHER

A missile launcher fires a high-speed projectile with an explosive warhead, with the standard missile throwing shrapnel in a wide blast. Whether handheld and portable or mounted on a vehicle, missile launchers are common heavy assault weapons used by many military forces for artillery barrage. Missile launchers are necessary in various types of combat to destroy enemy vehicles, command stations, and eradicate large numbers of infantry.

	Range	S	AP	Type
Missile launcher	48"	8	3	Blast, Heavy 1

TURBOLASER WEAPONS

The turbolaser is a laser cannon equipped with large banks of capacitors, allowing them to build up and store far more powerful energy bursts. These capacitors gave huge energy bursts to the beam, greatly increasing its power over standard laser cannons. Though these weapons could only initially be mounted on large warships, the technology progressed to the point where it could turbolasers could be fitted to dedicated vehicles.

	Range	S	AP	Type
Light turbolaser	48"	10	1	Heavy 1

SPECIAL ISSUE WARGEAR

CONCUSSION GRENADE

When it explodes, the concussion grenade throws out a powerful wave of energy that smashes into a target, pounding it into death or submissions with a single pulse. Used by Imperial and rebel alike, concussion grenades are a common feature on many battlefields.

The concussion grenade acts as an Assault Grenade, as detailed on pg 180 of *Warhammer 40,000: The Rules*.

THERMAL DETONATOR

The thermal detonator is designed to be thrown by a soldier, planted in a specific location or on a specific vessel, or dropped by a vehicle. It adheres to any metallic object until detonated. Inside the shell, is a sample of baradium, a highly volatile substance that is triggered by a short burst of energy that forces it into a state of fusion reaction. The resulting explosion is an expanding particle field that atomises any material within the blast. After that, the blast field collapses, and anything even slightly beyond the explosion is left unharmed.

ARMOUR

BLAST SHIELD

A blast shield is a sheet of dura-armour shaped to preference and fitted with grips for grasping. It is capable of deflecting fire, blaster energy, and more. The shield, however, is rather heavy and unwieldy.

A blast shield confers a 5+ Invulnerable Save.

SCOUT TROOPER ARMOUR

Noticeably lighter than stormtrooper armour, this armour has several packs, allowing the trooper to carry various equipment. Most of this equipment is used for survival and camping, as it is much required during long scouting treks. The helmet has a visor that allows the wearer to see longer distances, for sniping and reconnaissance purposes.

Scout trooper armour confers a 5+ Armour Save.

SHOOTING

When a unit armed with thermal detonators makes a shooting attack, one model can choose to throw a grenade, rather than using another shooting weapon.

Range	S	AP	Type
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8"	8	-	Armourbane, Assault 1, Blast
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ASSAULT

Unless used in assaults against vehicles, gun emplacements or Monstrous Creatures, thermal detonators have no effect. When used in assaults against vehicles, buildings or Monstrous Creatures, thermal detonators use the profile above without Range or the Blast rule, and become Unwieldy.

STORMTROOPER ARMOUR

This is distinctive white plastoid body armour over a sealed black body glove, protecting the wearer from harsh environments as well as projectiles and kinetic energy weapons. Stormtrooper armour is fitted with air filters and fully sealed against chemical and biological attack; the armour can even protect the wearer against vacuum for a limited time.

Stormtrooper armour confers a 4+ Armour Save.

FORCE POWERS [DARK SIDE]

The dark side is an aspect of the Force. Those who use the dark side are known as either Darksiders or Dark Jedi when unaffiliated with a dark side organisation such as the Sith, and the Empire has many such practitioners within its ranks. Unlike the Jedi, who are famous for using the light side of the Force, darksiders draw power from raw emotions; anger, rage, hatred, and fear.

1. FORCE GRIP.....WARP CHARGE 1

This power crushes a creature's throat, choking them. Masters of the Force, however, can extend this power to physically crush an enemy with a mere gesture.

Force Grip is a **focussed witchfire** power with a range of 18". Roll 2D6. The target model suffers a hit with a Strength equal to the result (a result of an 11 or 12 wounds automatically or, in the case of a vehicle, causes an automatic penetrating hit) with an AP equal to the result of a separate D6 roll.

2. FORCE SHIELD.....WARP CHARGE 1

Focussing his mind upon the Force, the Psyker throws up a bubble of unassailable power, deflecting incoming shots from himself and his allies.

This is a **blessing** that targets the Psyker. Whilst the power is in effect, the Psyker and all friendly models within 12" have a 5+ invulnerable save against any shooting attack.

3. FORCE REPULSE.....WARP CHARGE 1

An awesome power, the Psyker concentrates on the Force and violently pushes it outwards, creating rapidly-expanding kinetic ripples in space, flinging nearby objects away at high velocity.

Force Repulse is a **nova** power with the following profile:

	Range	S	AP	Type
Force Repulse	6"	3	-	Assault 2D6, Concussive, Strikedown

PRIMARIS POWER

FARSEEINGWARP CHARGE 1

Farseeing is the ability to gain impressions of events happening in other places or times using the Force. These visions focused on strong imagery and emotions. The future is always in motion, however, and is thus subject to change but good reading of these visions can save a Force user from death.

Farseeing is a **blessing** that targets the Psyker. Whilst this power is in effect, the Psyker and his unit have the Counter-attack special rule and fire Overwatch using their full Ballistic Skill, rather than Ballistic Skill 1. Note that this does not allow weapons that could not normally fire in Overwatch to do so.

4. FORCE LIGHTNING.....WARP CHARGE 1

This is a purely offensive, energy-based attack that channels Force energy down the user's limbs, hurling arcing bolts of electricity from the wielder's fingertips or palms,

Force Lightning is a **nova** power with the following profile:

	Range	S	AP	Type
Force Lightning	9"	5	4	Assault 2D6, Ignores Cover, Soulblaze

5. FORCE RAGE.....WARP CHARGE 2

The Psyker taps into his innermost fears, pain and hate, and converts them into an intense rage. The Psyker then channels the anger to increase his or her own speed, strength, and ferocity.

This is a **blessing** that targets the Psyker. Whilst the power is in effect, the Psyker and his unit gain the Rage special rule.

6. FORCE STORM.....WARP CHARGE 3

One of the most powerful known Force abilities in existence, this power is capable of violently destroying the fabric of the space-time continuum by opening dimension-altering rifts in the universe. Once unleashed, it is incredibly difficult to control and requires mastery in many different Force disciplines.

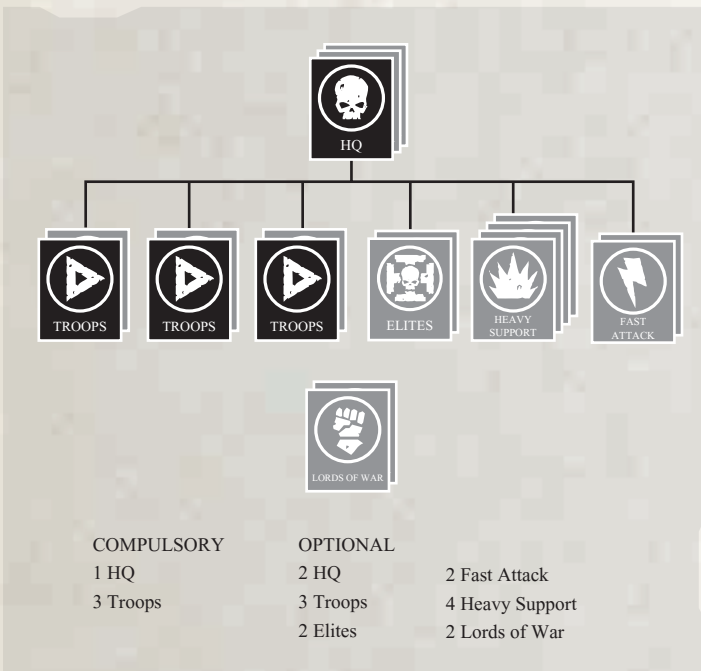
*Force Storm is a **witchfire** power with the profile below. If, when using this power, the Psyker fails his Psychic test, he automatically suffers Perils of the Warp.*

	Range	S	AP	Type
Force Storm	12"	D	1	Assault 1, Blast, Vortex



DETACHMENT

Codex: Galactic Empire details a unique detachment – the Might of the Empire Detachment – that reflects an Imperial Force determined to annihilate any opposition to the Emperor’s rule. This follows all the Detachment rules presented in *Warhammer 40,000: The Rules*.



RESTRICTIONS:

All units in this detachment must have the Galactic Empire faction.

COMMAND BENEFITS:

Leader of the Empire: If this Detachment is chosen as your Primary Detachment, you can re-roll the result when rolling on the Warlord Traits table in *Codex: Galactic Empire*.

Co-ordinated Assault: Before Deployment, roll a D6 for each unit in this Detachment, adding +1 to the result if the unit’s Battlefield Role is Troops. On a 6+, the unit has the Outflank special rule. In addition, all Reserve Rolls made for units in this Detachment may have their dice roll adjusted by one in either direction, after the dice have been rolled.



TACTICAL OBJECTIVES

Codex: Galactic Empire describes six Tactical Objectives to use in your games that are exclusive to Imperial players and reflect their desire to bring law and order to the galaxy.

If your Warlord has the Galactic Empire faction, these Tactical Objectives replace the Capture & Control Tactical Objectives (numbers 11-16) described in *Warhammer 40,000: The Rules*. If a Warhammer 40,000 mission has the Tactical Objectives special rule, players use the normal rules for using Tactical Objectives with the following exception: when an Imperial player generates a Capture & Control objective (numbers 11, 12, 13, 14, 15 or 16) he instead generates the corresponding Galactic Empire Tactical Objective, as shown in the table opposite. Other Tactical Objectives (numbers 21-66) are generated normally, as described in *Warhammer 40,000: The Rules*.

D66	Result
11	Hunt the Leaders
12	Might of the Empire
13	The Emperor's Line
14	Dominate
15	Overwhelming Firepower
16	Symbol of the Emperor

11 HUNT THE LEADERS

TYPE: GALACTIC EMPIRE

Cut off the head and the body will die; hunt down and eliminate all rebel leaders.

When this Tactical Objective is generated, your opponent must nominate one of his characters from his Army Roster. Score 1 Victory Point at the end of your turn if the chosen character has been removed as a casualty during this, or any previous turn.

12 MIGHT OF THE EMPIRE

TYPE: GALACTIC EMPIRE

Demonstrate the swift and inevitable result of Rebellion and the galaxy will fall in line.

Score 1 Victory Point at the end of your turn if at least one enemy unit was completely destroyed during your Shooting or Assault phase.

13 THE EMPEROR'S LINE

TYPE: GALACTIC EMPIRE

This far and no further – hold this ground no matter what and you will deprive the Rebellion of valuable resources.

When this Tactical Objective is generated your opponent must select a single objective marker that is within your table half. If you control that objective marker with the same unit at the end of two consecutive turns, score 2 Victory Points.

14 DOMINATE

TYPE: GALACTIC EMPIRE

Own the territory and the people will fall in line without resistance.

Score 1 Victory Point if you control at least three Objective Markers at the end of your turn.

15 OVERWHELMING FIREPOWER

TYPE: GALACTIC EMPIRE

The Galactic Empire is the greatest power the galaxy has ever seen. Prove it through the use of overwhelming firepower

Score D3 Victory Points at the end of your turn if at least three enemy units were completely destroyed during your Shooting phase.

16 SYMBOL OF THE EMPEROR

TYPE: GALACTIC EMPIRE

The greatest war machines possessed by the Empire are not merely engines of destruction – they are the physical manifestations of the Emperor’s power and reach across the galaxy.

When this Tactical Objective is generated, your opponent must nominate one of your Lords of War from your Army Roster. If you have no Lords of War, he may select a Heavy Support unit instead. Score 1 Victory Point at the end of your turn if the chosen unit has not been removed as a casualty during this, or any previous turn.



REFERENCE

ARMY SPECIAL RULES (PG 90)

An Imperial army uses a number of special rules that are common to several of its units. These are collected and explained here for your convenience. Special rules that are unique to particular units are presented in the relevant entry instead. Other rules are simply listed by name – these are described in *Warhammer 40,000: The Rules*.

WARLORD TRAITS (PG 90)

D6 WARLORD TRAIT

- 1 **Tactical Master:** Nominate D3 units in your primary detachment. These units gain the Outflank special rule.
- 2 **Old Disciplinarian:** Friendly units from Codex: Galactic Empire within 12" of the Warlord do not take Morale tests for suffering 25% or more casualties.
- 3 **Envious Commander:** If the Warlord or his unit slays the enemy Warlord, you gain an extra Victory Point.
- 4 **For the Empire!:** The Warlord and his unit gain the Furious Charge special rule.
- 5 **Hold the Line:** The Warlord and his unit gain the Feel No Pain special rule whenever they are within 3" of an objective.
- 6 **Dark Jedi:** The Warlord is a Psyker (Mastery Level 1) who generates psychic powers from the Force Powers (Dark Side) discipline. If the Warlord is already a Psyker, he generates one more power than normal, again from the Force Powers (Dark Side) discipline.

SPECIAL RULES

Darth Vader's Armour (pg 65): Darth Vader may re-roll any failed Armour Save.

Imperial Training (pg 66,67,70): At the start of every Shooting phase, Thrawn may automatically give any friendly non-vehicle unit within 12" one of the following benefits. These benefits last only for the current turn and may only be applied to Thrawn himself if he is currently leading a unit.

- All models in the unit gain the Precision Shot special rule.
- After making a shooting attack, the unit may immediately Run.
- If the unit is falling back, it immediately regroups.

Noghri Leader (pg 66): Thrawn may be accompanied by a Noghri Death Commando Squad. This squad does not use up a Force Organisation Slot but Thrawn may never leave the unit.

Strategic Mind (pg 66): An army that has Thrawn as its Warlord will gain a +2 bonus when trying to Seize the Initiative. In addition, no enemy unit may use the Infiltrate or Outflank rules.

Ysalamiri (pg 66): No psychic powers may be used or affect any models within 6" of Thrawn. Any attempts automatically fail.

Blizzard Force (pg 67): If General Veers is placed on board an AT-AT, he may never leave it (and will be removed as a casualty if it is destroyed). The AT-AT will have BS 4, as will any other AT-ATs within 12". In addition, once per game the AT-AT may use the Skyfire rule in a Shooting Phase.

Knowledge of the Dark Side (pg 71): At the start of a battle, before any models are deployed, roll on the table below and apply its effects to the Dark Jedi.

D6	Dark Side Effect
1	The Dark Jedi has the Counter-attack special rule
2	The Dark Jedi has the Fear special rule
3	The Dark Jedi has the Feel No Pain special rule
4	The Dark Jedi has the Furious Charge special rule
5	The Dark Jedi has the Hatred (all) special rule
6	The Dark Jedi has the Zealot special rule

Untrustworthy (pg 71): A Dark Jedi will always be regarded with suspicion and will rarely be permitted to lead an Imperial army. A Dark Jedi may only be selected if another (non-Dark Jedi) HQ choice has already been taken and may never be the army's Warlord.

Bodyguard (pg 72): Any Independent Character within the Stormtrooper Bodyguard squad will succeed at a Look Out, Sir roll on a 2+ so long as at least one Elite Stormtrooper remains.

Personal Escort (pg 72): For every Independent Character (not Stormtrooper Officers – they fight alongside their own men) in your army you may include a Stormtrooper Bodyguard squad. These selections do not use up a Force Organisation slot.

Phrik Armour (pg 76): The Dark Trooper has a 5+ Invulnerable save.

Integrated Sensors (pg 82): Friendly Blast templates placed within 12" of a Viper Probe Droid roll one D6 less for scatter. In addition, enemy infiltrators cannot set up within 12" of a Viper Probe Droid. Similarly, enemy scouts cannot use their pre-game move to approach to within 12" of a Viper Probe Droid.

Self-destruct Mechanism (pg 82): If the Viper Probe Droid is destroyed, place a Blast template on its last position. All models touched by the Blast take an automatic Strength 4 AP- hit.

Long-Legged (pg 83): The AT-ST may move up to 12" in the Movement phase.

Twin Crewman (pg 83): The AT-ST may fire up to two of its weapons in the Shooting phase.

Steady Advance (pg 85): The AT-AT may only move up to 6" in the Movement phase.

ARMOUR

Blast Shield: A blast shield confers a 5+ Invulnerable Save.

Scout Trooper Armour: Scout trooper armour confers a 5+ Armour Save.

Stormtrooper Armour: Stormtrooper armour confers a 4+ Armour Save.

SPECIAL ISSUE WARGEAR

CONCUSSION GRENADE

The concussion grenade acts as an Assault Grenade, as detailed on pg 180 of Warhammer 40,000: The Rules.

THERMAL DETONATOR

SHOOTING

When a unit armed with thermal detonators makes a shooting attack, one model can choose to throw a grenade, rather than using another shooting weapon.

Range	S	AP	Type
8"	8	-	Armourbane, Assault 1, Blast

ASSAULT

Unless used in assaults against vehicles, gun emplacements or Monstrous Creatures, thermal detonators have no effect. When used in assaults against vehicles, buildings or Monstrous Creatures, thermal detonators use the profile above without Range or the Blast rule, and become Unwieldy.

PROFILES

HQ

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Pg
Darth Vader	7	5	4	5	3	5	3	10	3+	In (Ch)	65
Grand Admiral Thrawn	4	4	3	4	3	4	3	10	-	In (Ch)	66
General Veers	4	4	3	3	3	4	3	10	-	In (Ch)	67
Mara Jade	6	5	3	3	3	5	3	10	-	In (Ch)	68
Storm-trooper Officer	4	4	3	3	2	4	2	10	4+	In (Ch)	69
Veteran Officer	5	5	3	3	3	5	3	10	4+	In (Ch)	69
Imperial Officer	3	3	3	3	2	3	2	9	-	In (Ch)	70
Veteran Officer	4	4	3	3	3	4	3	10	-	In (Ch)	70
Dark Jedi	4	4	3	3	2	4	2	8	-	In (Ch)	71
Dark Jedi Master	5	5	4	4	3	5	3	9	-	In (Ch)	71
Elite Storm-trooper	3	4	3	3	1	3	1	9	4+	In	72
Sergeant	3	4	3	3	1	3	1	9	4+	In (Ch)	72

TROOPS

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Pg
Storm-trooper	3	3	3	3	1	3	1	8	4+	In	73
Sergeant	3	3	3	3	1	3	1	8	4+	In (Ch)	73
Veteran Sergeant	3	4	3	3	1	3	1	9	4+	In (Ch)	73

UNIT TYPES

Beast = Be, *Bike* = Bk, *Cavalry* = Cv,
Character = (Ch), *Chariot* = Ct, *Fast* = F, *Flyer* = Fl,
Hover = H, *Infantry* = In, *Jump unit* = J,
Open-topped = O, *Skimmer* = S, *Tank* = Tk,
Transport = T, *Walker* = W

ELITES

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Pg
Dark Trooper (I)	3	3	5	4	2	3	2	6	4+	In	74
Dark Trooper (II)	4	4	5	4	2	4	2	7	3+	J	75
Dark Trooper (III)	5	5	6	5	3	5	3	8	2+	J	76
Elite Storm-trooper	3	4	3	3	1	3	1	9	4+	In	77
Sergeant	3	4	3	3	1	3	1	9	4+	In (Ch)	77
Noghri	5	4	4	3	1	5	2	9	6+	In	78
Commando Master	5	4	4	3	1	5	3	9	6+	In (Ch)	78

FAST ATTACK

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Pg
Scout trooper	4	4	3	3	1	3	1	9	5+	In	80
Sergeant	4	4	3	3	1	3	1	9	5+	In (Ch)	80
Scout trooper	4	4	3	4	1	3	1	9	5+	Bk	81
Sergeant	4	4	3	4	1	3	1	9	5+	Bk	81
Viper Probe Droid	3	3	3	4	2	3	1	8	4+	J	82

HEAVY SUPPORT

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Pg
AT-ST	3	3	6	12	12	10	3	1	3	Vehicle (Walker)	83

LORDS OF WAR

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Pg
AT-AT	3	3	10	14	14	12	3	1	10	W	
Palpatine	7	5	4	4	3	6	4	10	-	In (Ch)	85
Royal Guard	5	4	4	4	1	4	2	9	3+	In	86

VEHICLES

	BS	F	S	R	HP	Unit Type	Pg
TIE Crawler	3	13	11	10	3	Tk	84

RANGED WEAPONS

Weapon	Range	S	AP	Type
Assault cannon – plasma mode	24"	5	3	Heavy 3
Assault cannon – rocket mode	24"	3	5	Blast, Heavy 1
Blaster cannon	36"	7	4	Heavy 1
Blaster pistol	12"	3	5	Pistol
Heavy blaster pistol	12"	4	5	Pistol
Blaster rifle	24"	3	5	Rapid Fire
E-Web repeating blaster	36"	6	4	Heavy 4
Heavy blaster rifle	24"	4	5	Rapid Fire
Heavy repeating blaster	36"	4	5	Heavy 3
Light blaster cannon	36"	5	4	Heavy 3
Light repeating blaster	24"	3	5	Salvo 2/4
Repeating sniper blaster	36"	X	5	Heavy 1, Sniper
Concussion Grenade launcher	24"	3	-	Blast, Heavy 2
Heavy laser cannon	48"	9	2	Heavy 1
Missile launcher	48"	8	3	Blast, Heavy 1
Light turbolaser	48"	10	1	Heavy 1

MELEE WEAPONS

Weapon	Range	S	AP	Type
Force pike	-	User +1	4	Melee, Two-handed
Fighting sickles	-	User	3	Melee
Great Sickle	-	User +2	3	Melee, Two-handed
Lightsabre	-	User	1	Fleshbane, Gets Hot, Melee, Smash
Vibrosword	-	User	3	Melee



WARHAMMER 40,000



FOR A SAFE AND SECURE SOCIETY

The Galactic Civil War is tearing the galaxy apart, fought between the Galactic Empire and the Rebel Alliance in an attempt to restore the Republic. The forces of the Empire are the greatest military the galaxy has ever seen, dedicated to enforcing law and order across a thousand thousand worlds. The extension of the Emperor's will, the stormtroopers, ships and terrible weapons of the Empire make it an all but unassailable force.

Inside you will find:

THE GALACTIC EMPIRE: The history of the Empire and the heroes and villains who have helped shape it.

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FORCES OF THE EMPIRE: A comprehensive army list that allows you to turn your Empire collection of miniatures into a devastating instrument of Emperor Palpatine on the Warhammer 40,000 battlefield.

APPENDIX: A description of, and rules for, the armies of the Empire and the wargear they bring to battle.



A supplement for

WARHAMMER 40,000

You will need a copy of Warhammer 40,000: The Rules in order to use the contents of this book.

