

Regiment Creation

All Regiments begin with a budget of 12 pts to spend during Regimental Creation. All unused points may be spent adding to the Regiment's Standard Kit

Home World (Must Choose ONE)

- Death World-
 - Cost- 3 points
 - Characteristics Modifiers- +3 to any two of the three following Characteristics- Perception, Strength, Toughness
 - Skills- Survival
 - Fluency- Do not start with Linguistics (Low Gothic), but capable of verbal communication in it that doesn't require a Skill Test
 - Hardened- may choose to start with one of the three following Talents- Light Sleeper, Lightning Reflexes, or Resistance (Poison)
 - Wary of Outsiders- Death World Characters suffer a -10 on all Interaction Skill Tests in a formal setting, and a similar -10 on all Interaction Skill Tests with non-Death Worlders. Penalty can be waived if PCs are familiar with Outsider
 - Starting Wounds- +2 Starting Wounds
- Fortress World
 - Cost- 3 pts
 - Characteristics Modifier- +3 to any two of the three following Characteristics- Ballistic Skill, Willpower, Toughness
 - Skills- Common Lore (War, Imperium, Imperial Guard), Linguistics (Low Gothic)
 - Hated Enemy- All Fortress World Characters gain Hatred (Any One), and must pass a Ordinary (+10) Willpower Test to avoid immediately attacking this enemy
 - Combat Doctrine- May choose to start with one of the following two Talents- Nerves of Steel or Sprint
 - Bred For War- Fortress World Characters must pass a Challenging (+0) Willpower Test to go against Imperial Guard Regulations
 - Starting Wounds- Starting Wounds generated normally
- Highborn
 - Cost- 3 pts
 - Characteristics Modifier- +3 to any two of the three following Characteristics- Fellowship, Intelligence, Weapon Skill
 - Skills- Common Lore (Administratum), Inquiry, Linguistics (High Gothic)
 - Fluency- Do not start with Linguistics (Low Gothic), but capable of verbal communication in it that doesn't require a Skill Test
 - Duty and Honor- -10 to all Charm, Inquiry and Decieve Tests made to interact with non-Highborn Character. +10 to those same tests made to interact with other Highborn Characters
 - Abundant Resources- +10 Squad Logistics Rating
 - The Finest Tutors- May choose to start with one of the following two Talents- Air of Authority or Peer (Nobility)

- Starting Wounds- Highborn Characters start with -1 Wound
- Hive World
 - Cost- 3 pts
 - Characteristics Modifier- +3 to any two of the three following Characteristics- Agility, Fellowship, Perception
 - Skills- Common Lore (Imperium), Deceive, Linguistics (Low Gothic)
 - Accustomed to Crowds- Crowds do not count as Difficult Terrain for Hiveborn
 - Hivebound- Hive Worlders suffer a -10 to all Survival Tests outside of an enclosed, controlled environment
 - Urban Violence- May choose to start with one of the following three Talents- Paranoia, Heightened Senses (Hearing) or Unremarkable
 - Starting Wounds- Hive World Characters start with -1 Wound
- Imperial World
 - Cost- 1 pts
 - Characteristics Modifier- +3 to Willpower, and any One other Characteristic
 - Skills- Common Lore (Imperium, Imperial Creed), Linguistics (Low Gothic)
 - Blessed Ignorance- -5 on all Forbidden Lore Tests
 - Kill the Mutants- Characters begin with the Hatred (Mutants) Talent
 - Starting Wounds- Imperial World Characters generate starting wounds normally
- Penal Colony
 - Cost- 2 pts
 - Characteristics Modifier- +3 to any two of the three following Characteristics- Agility, Strength, Toughness
 - Skills- Intimidate, Linguistics (Low Gothic)
 - Honor Amongst Thieves- may choose to start with one of the following two Talents- Peer (Underworld) or Street Fighting
 - Larcenous- +10 to Logistics tests to acquire contraband/illegal items
 - Scum and Villainy- Penal Colony Regiments get only 15 points for Standard Kit
 - Starting Wounds- +1 Starting Wound
- Penitent
 - Cost- 3 points
 - Characteristics Modifier- +3 to any two of the three following Characteristics- Fellowship, Toughness, Willpower
 - Skills- Common Lore (Ecclesiarchy, Imperial Creed), Intimidate, Linguistics (Low Gothic)
 - Blood of Martyrs- may choose to start with one of the following three Talents- Orthodoxy, Nerves of Steel, or Unshakeable Faith
 - Only One Life to Give- Penitent characters must pass an Ordinary (+10) Willpower Test to act in the interest of self-preservation
 - Untempered Zeal- Penitent Characters may reroll any failed Charm test to inspire religious fervor or righteous hatred in others
 - Starting Wounds- +2 Starting Wounds
- Schola Progenium

- Cost- 3 points
- Characteristics Modifier- +3 to any two of the three following Characteristics- Willpower, Weapon Skill, Ballistic Skill
- Skills- Common Lore (Imperial Guard, Imperium, War) Linguistics (Low Gothic, High Gothic)
- Only in Death Does Duty End- may choose to start with one of the following two Talents- Air of Authority or Unshakeable Faith
- Starting Wounds- +1 Starting Wound
- Agri-World
 - Cost- 3 points
 - Characteristics Modifier- +3 to any two of the three following Characteristics- Fellowship, Strength, Toughness
 - Skills- Linguistics (Low Gothic), Operate (Surface), Scholastic Lore (Beasts)
 - One With The Land- Agri-world characters gain a +10 bonus to any Knowledge, Survival, or Trade Tests made to identify or otherwise interact with domesticated beasts or those with potential to be domesticated. They also gain a +10 bonus to any Knowledge, Survival, or Trade Tests made to identify, harvest, or cultivate food crops.
 - Blind to the Horror- Agri-world characters suffer a –10 penalty to Scrutiny when using it to Oppose the Deceive Skill. Additionally, the first time an Agri-world character gains Insanity Points, he gains twice the normal amount instead.
 - Starting Wounds- +2 Starting Wounds
- Feral World
 - Cost- 4 points
 - Characteristics Modifier- +3 to any two of the three following Characteristics- Agility, Strength, Weapon Skill
 - Skills- Awareness, Parry, and Intimidate/Sleight of Hand (Choose one)
 - Fluency- Feral world characters do not start with the Linguistics (Low Gothic) Skill at character creation, although they are still capable of engaging in any verbal communication in Low Gothic that does not require a Skill Test.
 - Brutal Warriors- may choose to start with one of the following two Talents- Ambush or Frenzy
 - Suspicious of Machine Spirits- Feral world characters suffer an additional –10 penalty on Common Lore (Tech), Medicae, and Tech-Use Skill Tests unless they are trained in that Skill.
 - Violence Answers All- When faced with the opportunity to crush a foe utterly, even if there is great risk involved, feral world characters must pass a Routine (+20) Intelligence or Willpower Test to pass up the chance.
 - Starting Wounds- +2 Starting Wounds
- Feudal World
 - Cost- 3 points
 - Characteristics Modifiers- +3 to any two of the three following Characteristics- Weapon Skill, Strength, Toughness

- Skills- Athletics and Common Lore (War)
- Suspicious of Machine Spirits- Feral world characters suffer an additional –10 penalty on Common Lore (Tech), Medicae, and Tech-Use Skill Tests unless they are trained in that Skill.
- Fluency- Feral world characters do not start with the Linguistics (Low Gothic) Skill at character creation, although they are still capable of engaging in any verbal communication in Low Gothic that does not require a Skill Test.
- Fealty- May start with either the Duelist or Double Team Talent
- Starting Wounds- +1 Starting Wound
- Forge World
 - Cost- 4 points
 - Characteristic Modifiers- +3 to any two of the following Characteristics- Intelligence, Perception, Toughness.
 - Skills- Common Lore (Adeptus Mechanicus, Tech), Linguistics (Low Gothic, Techna Lingua), and Logic
 - Blessed of the Omnissiah- May begin with Peer (Adeptus Mechanicus) Talent
 - Rites of Rewiring- May begin with either Weapon Tech or Technical Knock Talent
 - Isolated by Machines- -10 to Interaction Tests with characters not related to the Adeptus Mechanicus
 - Starting Wounds- -1 Starting Wound
- Frontier World
 - Cost- 4 points
 - Characteristics Modifiers- +3 to any two of the following Characteristics- Perception, Agility, Ballistic Skill
 - Skills- Awareness, Linguistics (Low Gothic), Operate (Surface), Survival
 - Life on the Verge- May begin with the Combat Sense or Quick Draw Talent
 - Independent Operation- Comrade Cohesion Range is 15 meters
 - Distrustful of Authority- -20 to Interaction Tests with unfamiliar figures of authority
 - Starting Wounds- Generated Normally
- Mining Colony
 - Cost- 3 points
 - Characteristics Modifiers- +3 to any two of the following Characteristics- Perception, Agility, Toughness
 - Skills- Awareness, Common Lore (Tech), Tech-Use, Linguistics (Low Gothic)
 - Acclimated to Darkness- may choose to start with one of the following Talents- Heightened Senses (Hearing), Resistance (Heat), Resistance (Cold), Resistance (Poison)
 - Tunnel Rat- +10 to Awareness and Navigation (Surface) tests while underground
 - Unaccustomed to Light- -10 to all Perception and Awareness tests while in bright day/artificial light
 - Starting Wounds- +1 Starting Wound
- Lathe Worlds
 - Cost- 4 Points

- Characteristics Modifiers- +3 to Intelligence, and +3 to either Perception or BS
- Skills- Common Lore (Adeptus Mechanicus, Tech), Linguistics (Low Gothic, Techna Lingua), Logic, Tech-Use (Trained)
- The True Flesh- Start with the Mechanicus Implants Trait
- Isolated by Machines- -10 to Interaction Tests with characters not related to the Adeptus Mechanicus
- Soldiers of the Omnissiah- May not select the Following Specialties- Commissar, Ministorum Priest, Ogryn, Ratling, Sanctioned Psyker, and Storm Trooper. Additionally, all characters from this regiment count as both a Tech-Priest Engineer and a Guardsman with regards to prerequisites, regardless of current Specialty.
- Starting Wounds- Generated Normally
- Ogryn World
 - Cost- 5 Points
 - Characteristics Modifiers- +10 Strength, +10 Toughness, -15 Intelligence, -10 Agility, additional +3 to EITHER Strength or Toughness
 - Skills- Survival, Intimidate
 - Toughened- May start with either Die Hard or Iron Jaw Talent
 - Fluency- Do not start with Linguistics (Low Gothic), but capable of verbal communication in it that doesn't require a Skill Test
 - Ogryn- Start with the following Traits- Auto Stabilized, Size (5), Sturdy, Unnatural Strength (+2), Unnatural Toughness (+2), Clumsy, But It Dark in 'Dere
 - Abhumans- Characters may not choose one of the Support Specialties
 - Narrow Focus- Characters from this regiment count as both an Ogryn and a Guardsman with regards to prerequisites, regardless of current specialty
 - Starting Wounds- +15 Starting Wounds
- Post Cataclysmic World
 - Cost- 3 Points
 - Characteristics Modifiers- +3 to any two of the following- Ballistic Skill, Weapon Skill, Perception
 - Skills- Awareness, Linguistics (Low Gothic), Survival
 - Resourceful- +10 to Survival tests to obtain food and water. +10 to Tech-Use tests to jury-rig equipment
 - Horrors of the Past- Characters with this homeworld start with 1d5 Insanity Points and Resistance (Fear), Resistance (Cold), or Resistance (Radiation)
 - Starting Wounds- Generated Normally
- Ratling World
 - Cost- 3 Points
 - Characteristics Modifiers- +10 Perception, +5 Fellowship, +5 Agility, -5 Strength, -10 Toughness, additional +3 to Perception, Fellowship, or Agility
 - Skills- Awareness OR Stealth, Deceive, Linguistics (Low Gothic), Trade (Cook)
 - Natural Marksmen- Characters with this homeworld start with the Deadeye Shot Talent

- Ratling- Start with the Size (3) Trait, and the Heightened Senses (Sight, Smell, Taste) Talents
- Abhumans- Characters may not choose one of the Support Specialties
- Narrow Focus- Characters from this regiment count as both a Ratling and a Guardsman with regards to prerequisites, regardless of current specialty
- Starting Wounds- -3 Starting Wounds
- Shrine World
 - Cost- 3 Points
 - Characteristics Modifiers- +3 Fellowship, +3 to either Weapon Skill or Willpower
 - Skills- Common Lore (Ecclesiarchy, Imperial Creed), Linguistics (Low Gothic)
 - Fluency- Do not start with Linguistics (High Gothic), but capable of verbal communication in it that doesn't require a Skill Test
 - Virtuous Ignorance- -10 on all Forbidden Lore Tests
 - Armour of Faith- Once per session, when a Shrine World character would gain Corruption Points, the character may spend a Fate Point to negate this gain
 - Gift of Hate- Shrine World characters start with one of the following Talents- Hatred (Heretics), Hatred (Mutants), or Hatred (Psykers)
 - Starting Wounds- Generated Normally
- Void Born
 - Cost- 3 Points
 - Characteristics Modifiers- +3 Willpower, +3 to either Agility or Perception
 - Skills- Common Lore (Tech), Linguistics (Low Gothic), Navigate (Stellar), Operate (Aeronautica), Tech-Use
 - Charmed- Whenever a Void Born Character spends a Fate point, roll 1d10. On a 9 or 10, the Fate Point does not count as being spent, but the character still gains the chosen benefit
 - Ill-Omened- Void Born Characters suffer a -10 on all Interaction Tests made to Interact with non-Void Born Characters
 - Void Accustomed- Void Born Characters do not count Zero Gravity as Difficult Terrain. In addition, the Agility Test to stay on target when making a Charge or Run Action in Zero Gravity is only -10

Commanding Officer (Personality) (Must Choose ONE)

- Bilius
 - Cost- 2 points
 - Starting Talents- Paranoia
- Circumspect
 - Cost- 2 points
 - Starting Talents- Foresight
- Choleric
 - Cost- 2 points
 - Starting Talents- Rapid Reaction
- Fixed
 - Cost- 1 point
 - Starting Skills- Command
- Maverick
 - Cost- 2 points
 - Starting Talents- Resistance (Fear)
- Melancholic
 - Cost- 2 points
 - Starting Talents- Air of Authority
- Phlegmatic
 - Cost- 1 point
 - Starting Skills- Common Lore (Imperial Guard, War)
- Sanguine
 - Cost- 2 points
 - Starting Talents- Die Hard
- Supine
 - Cost- 1 point
 - Starting Skills- Common Lore (Ecclesiarchy, Imperial Creed)

Regiment Types (Must Choose ONE)

- **Armored Regiment**
 - Cost- 4 points
 - Characteristics Modifiers- +3 Intelligence, -3 Weapon Skill
 - Starting Skills- Operate (Surface)
 - Starting Talents- Technical Knock
 - Standard Kit- 1 Leman Russ Battle Tank or variant per Squad, 1 anointed maintenance kit per PC
- **Reconnaissance Regiment**
 - Cost- 3 points
 - Characteristics Modifiers- +3 Perception, -3 Willpower
 - Starting Skills- Awareness
 - Starting Talents- Combat Sense
 - Standard Kit- 1 Chimera or Sentinel per Squad, 1 set of magnoculars per PC
- **Drop Troop Regiment**
 - Cost- 3 points
 - Characteristics Modifiers- +3 Agility, -3 Fellowship
 - Starting Skills- Operate (Aeronautica)
 - Starting Talents- Catfall
 - Standard Kit- One Lascarbine (Main Weapon) and 4 clips per PC, one suit of Imperial Guard Flak Armor per PC, one respirator per PC, 2 Frag Grenades per PC, 2 Smoke Grenades per PC
- **Hunter-Killer Regiment**
 - Cost- 3 points
 - Characteristics Modifiers- +3 Ballistic Skill, -3 Strength
 - Starting Skills- Operate (Surface)
 - Starting Talents- Resistance (Fear)
 - Standard Kit- One Sentinel or Hellhound per Squad
- **Light Infantry Regiment**
 - Cost- 2 points
 - Characteristics Modifiers- +3 Agility, -3 Toughness
 - Starting Skills- Navigate (Surface)
 - Starting Talents- Sprint
 - Standard Kit- One Lascarbine (Main Weapon) and 4 clips per PC, One flak vest and flak helmet per PC, 2 Frag Grenades per PC, 2 Smoke Grenades per PC
- **Line Infantry Regiment**
 - Cost- 2 points
 - Characteristics Modifiers- +3 Strength, -3 Intelligence
 - Starting Skills- Athletics
 - Starting Talents- Rapid Reload
 - Standard Kit- One M36 Lasgun (Main Weapon) and 4 clips per PC, 1 suit of Imperial Guard Flak Armor per PC, 2 Frag Grenades per PC, 2 Krak Grenades per PC

- Mechanized Infantry Regiment
 - Cost- 3 points
 - Characteristics Modifiers- +3 Agility, -3 Perception
 - Starting Skills- Operate (Surface)
 - Starting Talents- Rapid Reload
 - Standard Kit- One Chimera per Squad, One M36 Lasgun (Main Weapon) and 4 clips per PC, 1 suit of Imperial Guard Flak Armor per PC, 2 Frag Grenades per PC, 2 Krak Grenades per PC
- Siege Infantry Regiment
 - Cost- 2 points
 - Characteristics Modifiers- +3
 - Starting Skills-
 - Starting Talents-
 - Standard Kit- One M36 Lasgun (Main Weapon) and 6 clips per PC, 1 suit of Imperial Guard Flak Armor per PC, 2 Frag Grenades per PC, 2 Photon Flash Grenades per PC, 1 Respirator per PC, 4 empty sandbags and 1 entrenching tool per PC
- Artillery Regiment
 - Cost- 4 points
 - Characteristics Modifiers- +3 Ballistic Skill, -3 Toughness
 - Starting Skills- Operate (Surface)
 - Starting Talents- Bombardier
 - Standard Kit- 1 Lascarbine (Main Weapon) & 4 clips per PC, 1 Basilisk per Squad OR 1 mortar per 2 PCs, 1 pair of magnoculars per PC, 1 vox-caster per Squad
- Guerilla Regiment
 - Cost- 4 points
 - Characteristics Modifiers- +3 Perception, -3 Fellowship
 - Starting Skills- Stealth
 - Starting Talents- Ambush
 - Standard Kit- 1 Lascarbine (Main Weapon) & 4 clips per PC, 2 blind grenades per PC, 2 Stun Grenades per PC, 2 Frag Grenades per PC
- Grenadiers Regiment
 - Cost- 4 points
 - Characteristics Modifiers- +3 Ballistic Skill, +3 Toughness, -3 Perception
 - Starting Skills- Tech-Use
 - Starting Talents- Bombardier
 - Standard Kit- 1 Auxiliary Grenade Launcher per PC, 1 additional Frag and Krak Grenade per PC, 1 suit of Light Carapace per PC, 1 Deadspace Earpiece per PC, 2 Grenade Launchers per Squad

- Heavy Recon Regiment
 - Cost- 8 points
 - Characteristics Modifiers- +6 Agility, -6 Toughness
 - Starting Skills- Operate (Surface), Tech-Use
 - Starting Talents- Push the Limit, Tank Hunter
 - Standard Kit- 1 Sentinel per PC, 1 set of Magnoculars per PCs
- Rough Riders Regiment
 - Cost- 5 points
 - Characteristics Modifiers- +3 Agility, -3 Ballistic Skill
 - Starting Skills- Survival
 - Starting Talents- Catfall
 - Standard Kit- One Hunting Lance (Main Weapon) per PC, 1 Iaspistol and 4 charges per PC, 1 Flak Jacket and 1 Flak Helmet per PC, 1 Riding Beast per PC, 1 saddle per PC, 2 saddlebags per PC, 1 set of riding tack per PC
- Close Assault Regiment
 - Cost- 3 (5) Points
 - Characteristics Modifiers- +3 Weapon Skill, -3 Intelligence
 - Skills- Dodge OR Parry
 - Talents-Lightning Reflexes
 - Standard Kit- One Combat Shotgun and 4 Reloads, or one Great Weapon, or two one-handed Low-Tech Weapons per PC (Main Weapon), 1 suit of Imperial Guard Flak Armor per PC, three Frag and two Krak Grenades per PC
 - Special- For two additional Regiment Creation Points, the regiment may add a single Chimera per Squad to the Regimental Standard Kit
- Mechanised Reconnaissance Regiment
 - Cost- 3 Points
 - Characteristics Modifiers- +3 Perception, -3 Toughness
 - Skills- Awareness
 - Talents- Lightning Reflexes
 - Standard Kit- One Salamander Reconnaissance Vehicle per Squad, 1 set of Magnoculars per PC
- Rapid Reconnaissance Regiment
 - Cost- 8 Points
 - Characteristics Modifiers- +3 Agility, -3 Toughness
 - Skills- Operate (Surface), Tech Use
 - Talents- Combat Sense or Accelerated Repairs
 - Standard Kit- 1 Tauros Rapid Assault Vehicle per PC, 1 Set of Magnoculars per PC
 - At GM's discretion, 2 PCs may exchange their individual vehicles for a single Tauros Venator

- Salvage and Recovery Regiment
 - Cost- 3 Points
 - Characteristics Modifiers- +3 Intelligence, -3 Strength
 - Skills- Operate (Surface)
 - Talents- Nerves of Steel or Battlefield Tech-Wright
 - Standard Kit- 1 Atlas Recovery Tank per Squad, 1 Anointed Maintenance Toolkit per PC
- Super Heavy Armoured Regiment
 - Cost- 7 Points
 - Characteristics Modifiers- +3 Willpower, -3 Weapon Skill
 - Skills- Operate (Surface)
 - Talents- Technical Knock
 - Standard Kit- 1 Baneblade or variant (GM's Discretion) per Squad, 1 Anointed Maintenance Toolkit per PC

Training Doctrines

- Close Order Drill
 - Cost- 2 points
 - Talents- Combat Formation OR Double Team
- Die Hards
 - Cost- 3 points
 - Aptitudes- Toughness
- Favored Foe
 - Cost- 3 Points
 - Skills- Forbidden Lore (Any one)
 - Talents- Hatred (same as above)
- Hardened Fighters
 - Cost- 2 points
 - Characteristics- +2 Weapon Skill
 - Talents- Street Fighting
 - Regiment can either-
 - Replace standard melee weapon with a Common (or better) Low-Tech Weapon
 - Give its existing weapon the Mono Quality
- Iron Discipline
 - Cost- 3 Points
 - Aptitudes- Willpower
- Sharpshooters
 - Cost- 4 Points
 - Aptitudes- Ballistic Skill
 - Talents- Deadeye Shot
- Survivalists
 - Cost- 4 Points
 - Aptitudes- Agility
 - When selecting this Doctrine, nominate a single type of terrain- Desert, Jungle, Ash Wastes, Urban Ruins, etc. Characters from the regiment reroll failed Survival and Navigate (Surface) Tests in this type of terrain.
- Anti-Aircraft
 - Cost- 4 points
 - Aptitudes- Ballistic Skill
 - Talents- Storm of Iron
 - Special- Members of a Regiment with this Doctrine add +10 to Ballistic Skill Tests to hit airborne targets

- Anti-Armour
 - Cost- 4 points
 - Skills- Common Lore (Tech)
 - Talents- Tank Hunter
 - Special- PCs with this doctrine add an additional amount of Penetration equal to their degrees of success when attacking vehicles
- Close Quarters Battle
 - Cost- 5 points
 - Talents- Double Team OR Combat Master
 - Standard Kit- 1 Lascarbine with 4 clips and the Compact Modification per PC, 1 mono knife per PC, 1 suit of Light Carapace per PC
 - Special- PCs with this doctrine add +10 to Ballistic Skill at Point Blank Range
- Heavy Lancers
 - Cost- 5 points
 - Aptitudes- Weapon Skill
 - Talents- Unstoppable Charge
 - Standard Kit- 1 mono great spear (Great Weapon) or 1 Hunting Lance per PC
 - Special- Increase distance of Crushing Charge by twice Mount's Ag Bonus
- Infiltrators
 - Cost- 4 points
 - Skills- Stealth
 - Talents- Ambush, Blind Fighting
- Skirmishers
 - Cost- 4 points
 - Aptitudes- Agility
 - Talents- Skilled Rider OR Ambush
 - Special- When member of a Skirmisher regiment hits a Surprised or Unaware target as part of a Strike and Fade Mounted Special Action, he increases the distance his Mount can move after the attack by a number of metres equal to his Mount's Agility Bonus
- Crusaders
 - Cost- 3 Points
 - Characteristics Modifiers- +2 Weapon Skill
 - Talents- Frenzy, and Hatred (Choose One) or Peer (Ecclesiarchy)
- Defenders of the Faith
 - Cost- 2 Points
 - Characteristics Modifiers- +3 Willpower
 - Skills- Common Lore (Ecclesiarchy), Common Lore (Imperial Creed)
 - Talents- Unshakeable Faith
- Defenders of the Omnissiah
 - Cost- 3 Points
 - Aptitudes- Tech

- Demolitionists
 - Cost- 4 Points
 - Characteristics Modifiers- +2 Intelligence
 - Skills- Tech-Use, Operate (Surface)
 - Talents- Nerves of Steel
 - Standard Kit- One Cyclops Demolition Vehicle per Squad, one Respirator per PC, one 1kg Demolition Charge per PC
 - Special- Characters from a Regiment with this Doctrine gain a +10 bonus to the Tech-Use Skill when applying it to Demolitions
- Sappers
 - Cost- 3 Points
 - Characteristics Modifiers- +2 Intelligence
 - Skills- Security, Tech-Use, Trade (Technomat)
 - Talents- Technical Knock
 - Standard Kit- One Lascutter per PC
 - Special- Characters from a Regiment with this Doctrine gain a +10 bonus to assemble or disassemble fortifications with the use of either the Tech-Use or Trade (Technomat) Skills
- Snipers
 - Cost- 2 Points
 - Characteristics Modifiers- +2 Ballistic Skill
 - Talents: Marksman
 - Standard Kit: One Long-Las and four Charge Packs per PC, OR one Sniper Rifle and four clips per PC

Equipment Doctrines

- Augmetics
 - Cost- 2 Points
 - Special- +10 on all Logistics tests made to acquire Bionics
- Chameleoline
 - Cost- 3 points
 - Standard Kit- Regiment is equipped with either Chameleoline cloaks or Chameleoline-coated armor
- Combat Drugs
 - Cost- 2 points
 - Standard Kit- 1 Injector or Inhaler per PC, 3 doses of Frenzon or 5 doses of Stimm per PC
- Demolitions
 - Cost- 3 points
 - Special- +10 on all Logistics Tests made to acquire explosives
- Scavengers
 - Cost- 3 points
 - Special- Regiment can choose to add +10 to any Logistics test, but if doubles are rolled (11, 22, 33, etc.) bad things happen
- Warrior Weapons
 - Cost- 3 points
 - Skills- Parry
 - Standard Kit- Regiment exchanges Main Weapon for a Common (or better) Low-Tech Weapon and a Laspistol with 2 clips
- Well-Provisioned
 - Cost- 3 Points
 - Standard Kit- Regiment increases clips for Main Weapon and weeks of rations each by 2, Regiment gains 1 additional grenade of each type in Standard Kit
 - Special- +10 to Logistics tests for Vehicle parts for maintenance
- Cavalry Mounts
 - Cost- 5 Points
 - Standard Kit- 1 Riding Beast per PC, 1 Saddle per PC, 1 saddle blanket per PC, 1 set of bit and bridle per PC, 2 saddle bags per PC, 2 weeks rations for mount per PC

- Covert Strike
 - Cost- 5 Points
 - Standard Regimental Kit- 1 suit of synskin per PC, 1 set of Preysense Goggles per PC
 - Special- Members of this regiment gain a +10 bonus to all Logistics Tests made to acquire chameleoline cloaks or armour, clip/drop harnesses, rebreathers, survival suits, auspex/scanners, demolitions charges, grav chutes, multikeys, multicompasses, stummers, static generators, and any other such equipment designed for stealth and infiltration. The Logistics bonus also covers the following stealth weapons- needle rifles, needle pistols, and sniper rifles, as well as the Silencer and Tox Dispenser upgrades.
- Electro-Vox Warfare
 - Cost- 4 Points
 - Standard Kit- 1 dataslate per PC, 1 micro-bead per PC, 1 anointed toolkit per PC, 2 auspex/scanners per Squad, 2 static generators per Squad, 1 vox-caster per Squad, 1 signal jammer per Squad
- Forward Observation
 - Cost- 4 Points
 - Standard Kit- 1 pair of magnoculars per PC, 1 chameleoline cloak per PC, 1 hand-held targeter per PC, 2 pict-recorders per Squad
- Vanguard
 - Cost- 6 Points
 - Standard Kit
 - Main Weapon- 1 Lascarbine & 4 clips or 1 Combat Shotgun & 4 clips
 - 1 combi-tool per PC
 - 1 Entrenching Tool per PC
 - 1 anointed toolkit per PC
 - 1 Lascutter per Squad
 - 6 Demolition Charges per Squad
 - 1 Siege Auspex per Squad
 - 1 Chimera per Squad- Autocannon Turret, Hull-mounted Heavy Flamer, Pintle-Mounted Heavy Stubber, with Dozer Blade and Camo-Netting
- Automated Artillery
 - Cost- 2 Points
 - Standard Kit- One Tarantula Sentry Gun per Squad
- Bonded To The Machine Cult
 - Cost- 3 Points
 - Special- The Regiment gains a +10 to all Logistics Tests to acquire Plasma, Melta, and Power Weapons, as well as other advanced Technologies (GM's Discretion)
- Cyber Enhanced
 - Cost- 3 Points

- Standard Kit- All Characters in the Regiment gain Either two Common Craftsmanship Or one Good Craftsmanship Cybernetics (GM's Discretion)
- Breachers
 - Cost- 2 Points
 - Standard Kit- One Hades Breaching Drill per Squad
- Ogryn Weapons
 - Cost- 1 Point
 - Special- The Regiment gains a +10 to all Logistics Tests to acquire items with the Ogryn Proof Quality. Also, Ogryn Characters may add a Ripper Gun with two clips to Standard Kit, if he would not normally get one.
- Reliquary
 - Cost- 1 Point
 - Special- Each Squad adds a Reliquary to Standard Kit, which takes between 1 and 5 PCs and Comrades to Carry, and which has the following effects while in the Squad's Possession
 - All PCs gain +10 to Willpower Tests
 - Unshakeable Faith Talent
 - Reduce Corruption Point gain by 1
- Sabre Battery
 - Cost- 3 Points
 - Standard Kit- One Sabre Defense Platform per PC
- Servitor Accompaniment
 - Cost- 2 Points
 - Special- Characters from a Regiment with this Doctrine may select Servitor Comrades

Drawbacks (Refund creation points)

- Cloud of Suspicion
 - Refund- 3 Points
 - Talents- Enemy (Adeptus Arbites) or Enemy (Inquisition), etc., Paranoia
 - Whenever the Regiment fails at a Critical Objective, it attracts attention from its “enemy”. When such attention is “on”, all regimental members are at -5 Willpower
- Condemned
 - Refund- 6 Points
 - Beyond Redemption- Regimental members suffer a -20 penalty to Interactions with the rest of the Guard. -20 to all Logistics tests
 - Talents (Choose One)- Berserk Charge, Cold Hearted, Frenzy or Paranoia
- Cult of Chivalry
 - Refund- 3 points
 - Code of Honor- Must take a Difficult (-10) Willpower Test to use the Deceive Skill. Also take -10 to use Scrutiny to oppose Deceive
- Dishonored
 - Refund- 3 points
 - Regiment must pass a Difficult (-10) Willpower Test to voluntarily withdraw from a defensive position. Can choose to take 1 Insanity point if the Test is failed, and withdraw anyway
- Doomed
 - Refund- 7 Points
 - You’re Fucked- Regiment members cannot Burn Fate Points to survive fatal injuries.
 - -10 to all Logistics Tests & -20 on Random Issue Gear Table
 - Choosing This Lets The GM Screw You Guys Over. HARD.
- Honor Bound
 - Refund- 4 Points
 - Members of the Regiment must pass a Difficult (-10) Willpower Test to ignore a formal challenge or insult to their honor
- Incompetent Leadership
 - Refund- 5 Points
 - Members of this Regiment suffer a -10 to all Command Tests
 - Also, their Superior Officers are idiots
- Lost Home World
 - Refund- 5 Points
 - Members of this Regiment begin play with 2d10 Insanity Points
 - Members of this regiment begin play with the Hatred talent, associated with the enemy that destroyed their home world
 - When the Squad requests replacement members to replace lost PCs or Comrades, the GM rolls 1d10

- On a 1-2, no replacements are received
 - On a 3-4, replacements come from within the original Regiment
 - On a 5-10, replacements come from another low-strength Regiment that the Departamento Munitorium has combined with the original PCs Regiment
- Mistrusted
 - Refund- 3 points
 - -10 to all Interaction tests with other Guardsmen
 - Add 1d5 additional degrees of failure to any failed Commerce or Logistics Test
- Poorly Provisioned
 - Refund- 4 Points
 - ½ number of clips for Main Weapon
 - ½ number of weeks of rations
 - -10 to Logistics tests to acquire fuel, food, ammunition, etc.
- Regimental Rivals
 - Refund- 2 Points
 - Members of the Regiment begin play with the Hatred (Choose One) and Enemy (Choose One) Talents. These choices must be a single Imperial Guard Regiment, and must be the same for both.
- Scarred By Loss
 - Refund- 2 Points
 - Members of the Regiment begin play with 1d10 Insanity Points.
 - Any time a member of a Regiment with this Drawback fails a Willpower Test by 3 or more degrees, he is Stunned until the end of his next turn
- The Few
 - Refund- 5 Points
 - When a Squad belonging to this Regiment requests reinforcements to replace a lost Comrade, they must make a Hard (-20) Logistics Test if most of the Regiment is actively deployed, or an Ordinary (+10) Logistics Test if a significant portion is not actively deployed. If this Logistics Test is failed, the Regiment can't supply a replacement for the squad.
- Conscripts
 - Refund- 3 Points
 - -10 to all Willpower Tests
 - -10 to Command Tests to Influence members of the Regiment
- Iconoclasts
 - Refund- 3 Points
 - Characters from a Regiment with this Drawback suffer a -10 to all Interaction Tests with members of the Ecclesiarchy
 - Characters with the Ministorum Priest Specialty suffer a -10 to all Interaction Tests with NPCs from this Regiment
- Primitives
 - Refund- 5 Points

- -5 to all Ballistic Skill and Weapon Skill Tests when not using a Low-Tech Weapon
- -20 to Logistics Tests to acquire non-Low Tech Weapons
- Cannot be taken by Mechanised Infantry, Armoured, or any other Regiment that includes a vehicle as part of its Regimental Standard Kit
- Tainted
 - Refund- 3 Points
 - PCs start with 1d10 Corruption Points
 - -10 to Malignancy Tests
- Traitors (GM's Discretion)
 - Refund- 5 Points
 - Squad starts with Logistics Rating of 0
 - -10 to Logistics Tests
 - Characters from this Regiment can't buy the Munitorum Influence Talent (Can buy equivalent)
 - PCs start with the Following Talents: Enemy (Imperial Guard), Peer (Group's Allies)
- Warp Delayed
 - Refund- 4 Points
 - Officially Nonexistent- Whenever doubles are rolled on a Logistics Test, the Test counts as failed
 - Lost Time- PCs start with 1d5 Insanity Points

Regimental Standard Kit

Universal Standard Kit (Everyone has this)

- One Uniform
- One Set of Poor Weather Gear
- One Laspistol (Main Weapon) and two charge packs- Is replaced by another weapon if the other weapon is listed as a (Main Weapon)
- One Knife
- One Flak Vest- can be replaced in Regimental Kit
- One Rucksack/Sling Bag
- One Set of Basic Tools
- One Mess Kit
- One Water Canteen
- One Blanket
- One Sleep Bag
- One Rechargeable Lamp Pack
- One Grooming Kit
- One set of Cognomen Tags
- One Imperial Guardsman's Uplifting Primer
- 2 Weeks Rations

Additional Standard Kit (30 Points to spend, plus

- Improve 1 Standard Kit Item to Good Quality
 - Cost- 5 Points
 - Restrictions- None
- Improve 1 Standard Kit Item to Best Quality
 - Cost- 10 Points
 - Restrictions- None
- Replace Laspistol (Main Weapon) with Lascarbine (Main Weapon)
 - Cost- 5 Points
 - Restrictions- None
- Replace Lascarbine (Main Weapon) with M36 Lasgun (Main Weapon)
 - Cost- 5 Points
 - Restrictions- None
- Add an additional Knife to Standard Kit
 - Cost- 2 Points
 - Restrictions- None
- Add Laspistol and 2 clips as a sidearm
 - Cost- 5 Points
 - Restrictions- May only be taken Once
- Add Autopistol and 2 clips as a sidearm
 - Cost- 8 Points
 - Restrictions- May only be taken Once

- Add Stub Automatic and 2 clips as a sidearm
 - Cost- 8 Points
 - Restrictions- May only be taken Once
- Add a Stub Revolver and 12 bullets as a sidearm
 - Cost- 3 Points
 - Restrictions- May only be taken Once
- Add an additional Frag Grenade to Standard Kit
 - Cost- 5 Points
 - Restrictions- May only be taken Twice
- Add an additional Krak Grenade to Standard Kit
 - Cost- 15 Points
 - Restrictions- May only be taken Twice
- Replace M36 Lasgun (Main Weapon) or Lascarbine (Main Weapon) with a Combat Shotgun (Main Weapon)
 - Cost- 10 Points
 - Restrictions- Line Infantry, Light Infantry, Siege Infantry, Drop Infantry Only
- Add Chrono to Standard Kit
 - Cost- 2 Points
 - Restrictions- None
- Add Clip/Drop Harness to Standard Kit
 - Cost- 5 Points
 - Restrictions- None
- Add additional Field Uniform to Standard Kit
 - Cost- 2 Points
 - Restrictions- None
- Add additional Dress Uniform to Standard Kit
 - Cost- 5 Points
 - Restrictions- None
- Add Filtration Plugs to Standard Kit
 - Cost- 5 Points
 - Restrictions- None
- Add Munitorum Manual to Standard Kit
 - Cost- 3 Points
 - Restrictions- None
- Add Photo-Visor or Photo-Contacts to Standard Kit
 - Cost- 8 Points
 - Restrictions- None
- Add Preysense Goggles to Standard Kit
 - Cost- 15 Points
 - Restrictions- None
- Add Purity Seals to Standard Regimental Kit
 - Cost- 8 Points

- Restrictions- Penitent Regiments Only
- Add Respirator or Gas Mask to Standard Kit
 - Cost- 8 Points
 - Restrictions- None
- Add Survival Suit to Standard Kit
 - Cost- 8 Points
 - Restrictions- None
- Add 1 dose of De-Tox and an Injector to Standard Kit
 - Cost- 15 Points
 - Restrictions- None
- Add 1 Advanced Medikit to Squad
 - Cost- 15 Points
 - Restrictions- May only be taken Once
- Add an additional 2 weeks of rations to Standard Kit
 - Cost- 3 Points
 - Restrictions- None
- Add 1 dose of Slaughter to Standard Kit
 - Cost- 10 Points
 - Restrictions- Combat Drugs Doctrine Only
- Add 1 dose of Frenzon to Standard Kit
 - Cost- 20 Points
 - Restrictions- Combat Drugs Doctrine Only
- Add 1 dose of Stimm and an Injector to Standard Kit
 - Cost- 8 Points
 - Restrictions- None
- Add an Auspex or Scanner to the Squad
 - Cost- 10 Points
 - Restrictions- May only be taken Once
- Add Grapnel to Standard Kit
 - Cost- 5 Points
 - Restrictions- None
- Add Magnoculars to Standard Kit
 - Cost- 8 Points
 - Restrictions- None
- Add Micro-Bead to Standard Kit
 - Cost- 8 Points
 - Restrictions- None
- Add Pict-Recorder to Standard Kit
 - Cost- 8 Points
 - Restrictions- None
- Add Box of 6 Screamer to the Squad
 - Cost- 10 Points
 - Restrictions- None

- Add Stummer to Standard Kit
 - Cost- 8 Points
 - Restrictions- None
- Add Targeter to Standard Kit
 - Cost- 10 Points
 - Restrictions- Sharpshooters Doctrine Only
- Add 1 Non-Heavy Weapon to Favored Weapons list
 - Cost- 10 Points
 - Restrictions- May only be taken Once
- Add 1 Heavy Weapon to Favored Weapons List
 - Cost- 15 Points
 - Restrictions- May only be taken Once
- Add 1 Item of ____ Availability to Standard Kit (All at GM's Discretion)
 - Ubiquitous- 1 Point
 - Abundant- 2 Points
 - Plentiful- 3 Points
 - Common- 5 Points
 - Average- 8 Points
 - Scarce- 10 Points
 - Rare- 15 Points
 - Very Rare- 20 Points