

The Undead of Space

By Kevin Stein

Beyond the walls of history, in a time when even the Imperium was young, and the sacrifice of men and machines had just begun, the glorious and powerful Emperor created a legion of indestructible troops. They drew their powers from the psychic energies of the universe, stealing from the voids, the warps, the rifts, and even from the Emperor himself. Their bodies

became powerful tools for the Imperium, their minds a web used to ensnare the opponents of the Imperium, their souls the pyre of hatred to cleanse and burn the enemies of the Imperium. Their limitless ranks filled the stars with blood; and their victories were uncountable. The Emperor called them the Undead.

Each Undead trooper gave up his right to life, humanity, and sanity outside the Legion. Soft flesh was altered with hard equipment: armor, sensors, weapons. The heart was taught to ignore the cries and wails of enemies, the mind trained to become cold and ruthless, fitting parallels to the cold depths of space the Imperium had conquered. Given the most advanced devices from a thousand worlds, the Undead Legions filled the heavens with righteous strife, scouring it of imperfection.

The Undead fought the Emperor's wars for more than 200 years, their stagnant ranks slowly diminishing as they reached out further into space, expanding the boundaries and borders of the Imperium. Eventually, the Undead had travelled so far out of the range of human space that they could not turn back. They lost all contact with their warrior-brothers, in addition to the last vestiges of humanity they had instinctively clung to for so long, their bodies railing and rejecting the doctrines of the Emperor. The Undead became little



more than a memory, another legend among countless numbers told to frighten children in a terrifying galaxy.

The year is 40,000, and the Emperor has sat rotting for more than 100 centuries. He has not forgotten his wayward troops, and they have not forgotten him. He knows they are coming back. They bring the promise of an unkind death to the armies of the Imperium.

THE UNDEAD

When the Undead were first created, they looked like ordinary humans except for occasional mechanical alterations. However, each trooper had a small device implanted that augmented his normal abilities, making him more powerful than the average person. This device, inserted into the trooper's brain, drew psychic power from the universe and the Emperor, boosting strength and skill. However, the device had the long-term side effect of destroying the flesh of the bearer, compressing skin, organs, and tissue into bone until only a skeleton remained. The trooper no longer needed to eat or breathe, or worry about the common practices of humanity. He only lived to receive orders and destroy the enemies of the Imperium.

The Undead troopers have sacrificed both their lives and their deaths to the Emperor.

Recently, the Undead have returned from their long exile at the edges of ex-

istence, seeking the flesh of the living to create new armies of Undead. Revenge seethes in the hate-filled mind of every Undead Legionary.

An Undead Legionnaire's profile is: *M: 4* WS: 5 BS: 5 S: 5 T: 4 W: 2 I: 2 A: 1 Ld: ** Int: 8 Cl: ** WP: 9*

An Undead Champion has the following statistics: *M: 4* WS: 6 BS: 6 S: 5 T: 4 W: 2 I: 3 A: 2 Ld: ** Int: 8 Cl: ** WP: 10*

An Undead Minor Hero has the following statistics: *M: 4**

*WS: 7 BS: 7 S: 5 T: 5 W: 2 I: 4 A: 3 Ld: ** Int: 9 Cl: ** WP: 10*

An Undead Major Hero has these statistics: *M: 4* WS: 8 BS: 8 S: 5 T: 5 W: 3 I: 5 A: 3 Ld: ** Int: 10 Cl: ** WP: 10*

All Undead Heroes are Psychers, starting at Level 2.

*Undead move 4 over *all* terrain and are unaffected by terrain penalties. They may not move over impassable terrain.

**Undead troopers never fail leadership or Cool rolls. Undead ignore all command control rules.

Undead troopers are immune to the effects of any drug, gas, radiation, or blinding attacks. They see in bright light or total darkness equally well and do not need vision-enhancement devices.

Undead may communicate with one another as if they had communicators. These communications cannot be detected or scrambled.

The device implanted in the Undead gives the troopers a saving roll of 4, 5, or 6, as if wearing armor. There is no movement penalty.

All Undead count as Level 1 Psychers with 10 psi points. However, they do not have any psychic powers except for Psychic Sense and Psychic Awareness. They are immune to mind-affecting powers such as Telepathy, Cause Fear, and Change Allegiance. Powers that cause damage, such as Mental Blow, affect them normally. The Undead may use force-weapons as if they were Psychers.

ORGANIZATION AND EQUIPMENT

The Legions of the Undead are organized in the same way as Imperial troops. Use all charts for Imperial troopers regarding equipment.

HOW TO MAKE THE UNDEAD FIGURES

If you already play *Warhammer 40,000*, you probably have a set of the plastic marines which Games Workshop produces. They give you plenty of extra parts, such as heads, arms, and weapons. Don't throw them away! You'll need them to create your Undead Legions.

Games Workshop also produces a figure pack of plastic skeletons called Skeleton Horde. To make your Undead troops, replace the extra pieces from the Imperial Marine figure set with pieces from the plastic skeleton figures. Don't worry if you can't equip all your skeletons with equal numbers or types of equipment. There shouldn't be any balance between one figure and the next—it's okay if one skeleton has an armored head and carries a bolter while another has a power arm torso and a chainsword.

The more uneven the better.

THE UNDEAD AWAKEN

Many of the Undead are kept in crypts, small chambers designed to hold them in stasis until a release signal is received. These crypts are scattered throughout the Imperium on most worlds. Crypts are usually built underground, but they sometimes have markers or tombstones erected above them to mark their location.

On some worlds, the crypts have become places of worship, the inhabitants ignorantly worshipping the burial sites of these abhorrent creatures. During an Imperial scouting expedition, a group of marines foolishly destroyed one crypt's tomb stone, immediately waking the Undead within.

The natives warned them not to mock the religion of their world.

The Marines

The Imperial Marine player gets 15 marines and one sergeant. Each marine has the following statistics: *M: 4 WS: 4 BS: 4 S: 4 T: 3 W: 1 I: 4 A: 1 Ld: 8 Int: 8 Cl: 8 WP: 8*

Also, each marine has the following equipment: powered armor; helmet with auto-senses, communicator, and respirators; bolter; bolt pistol; and knife.

The sergeant's statistics are as follows: *M: 4 WS: 5 BS: 5 S: 4 T: 5 W: 1 I: 6 A: 2 Ld: 9 Int: 9 Cl: 9 WP: 9*

For equipment, the sergeant has powered armor; helmet with auto-senses, communicator, and respirators; bolter; bolt pistol; chainsword; and refractor field armor.

Marine Setup

Three marines are placed on Hill 1, marked with the Ms. The rest are placed in two groups, marked G1, which has seven marines, and G2, which has five marines and the sergeant.

The Undead

The Undead Legions player gets a unit of seven Undead and one sergeant. All the Undead have the same statistics. They have varying equipment. *M: 4* WS: 5 BS: 5 S: 5 T: 4 W: 2 I: 2 A: 1 Ld: ** Int: 8 Cl: ** WP: 9*

Undead 1: Bolter and chainsword.

Undead 2: Bolter and chainsword.

Undead 3: Bolter.

Undead 4: Chainsword.

Undead 5: Autogun and bolt pistol.

Undead 6: Bolter and powersword.

Undead 7: Flamer and bolt pistol.

Sergeant: Bolter and force sword.

Undead Setup

The Undead may set up anywhere on Hill 1. They rise up out of the ground on Turn 1. The three marines on top of the hill get one free round of combat to attack the Undead before



the next turn. The Undead and marines fight normally on Turn 2.

Special Rules

The marines ignore all commands and control rules.

Victory Conditions

The player who has the last piece on the board wins the game.

FIGHT IN THE CRYPT

In many respects, humans of the Imperium and the Orks are no better than one another. Orks, however, take much more enjoyment from mass slaughter and destruction than humans ever could. During one of their raids on a helpless human settlement, the Orks accidentally uncovered an Undead crypt, bringing the Legions to life.

The Orks

The Ork player gets a force of 23 Orks and one sergeant. Each Ork has the following statistics: *M: 4 WS: 3 BS: 3 S: 3 T: 4 W: 1 I: 2 A: 1 Ld: 7 Int: 6 Cl: 7 WP: 7*

Each Ork also has the following equipment: bolt gun; bolt pistol; plasma pistol; knife; chainsword; mesh armor; and communicator.

The sergeant's statistics are: *M: 4 WS: 4 BS: 4 S: 4 T: 4 W: 1 I: 6 A: 1 Ld: 7 Int: 6 Cl: 7 WP: 7*

Equipment for the sergeant includes: a plasma gun; plasma pistol; powerglove; knife; mesh armor; refractor field; and communicator.

Ork Setup

The Orks are set up in six squads of four each. Squad S1 has the sergeant. They are set up on the board as indicated by markers S1 through S6.

The Undead

These Undead Legions are the same as in the last scenario. *M: 4* WS: 5 BS: 5 S: 5 T: 4 W: 2 I: 2 A: 1 Ld: ** Int: 8 Cl: ** WP: 9*

Undead 1: Bolter and chainsword.

Undead 2: Bolter and chainsword.

Undead 3: Bolter.

Undead 4: Chainsword.

Undead 5: Autogun and bolt pistol.

Undead 6: Bolter and powersword.

Undead 7: Flamer and bolt pistol.

Sergeant: Bolter and force sword.

Undead Setup

The Undead set up anywhere within three inches of the crypt site (marked "Crypt").

The Settlers

The Settlers live on the planet. They have the distinct pleasure of being attacked by Orks and watching the return of some of the most horrible creatures imaginable, all in the privacy and comfort of their own homes.

The 12 settlers are equipped with flak armor and lasguns. Each has the typical statistics for a human: *M: 4 WS: 3 BS: 3 S: 3 T: 3 W: 1 I: 3 A: 1 Ld: 7 Int: 7 Cl: 7 WP: 7*

Special Rules

The settlers may not move outside the perimeter of the blockade in the middle of the board. They will always try to fire two-thirds of their guns at the Undead and the rest at the Orks. The Undead player rolls against the Orks, and the Ork player rolls against the Undead.

Victory Conditions

Whoever has the last piece (not including any settlers) wins.

ANCIENT PRICE

Though the Undead's numbers were once great, spanning the galaxy, they have dwindled down to slightly less awesome numbers. The device that created the Undead can be transferred from person to person, creating limitless potential for armies if the equipment can be recovered. They now seek to recover the bodies of their fallen Legions, as well as pick up new hosts along the way.

One of these hosts is an Elder named Brok-Tal. Brok-Tal has been dead for more than 200 years, but his body lies perfectly preserved in a stasis coffin on the planet Baltonne. Though not well known, Brok-Tal is not dead but was, in fact, put into the coffin moments *before* he died of a terminal disease. The Undead seek to take his body, implant one of their infernal devices into his head, and have him lead the Legions to greater glories.

However, Brok-Tal's tomb is well guarded by a small group of Elders sworn to protect his body. When the Undead arrive, the Guardians are waiting.

The Elders

The Elder player gets 15 Elders broken down into three groups of five. Each Elder has the following statistics: *M: 4 WS: 4 BS: 4 S: 4 T: 4 W: 1 I: 6 A: 1 Ld: 8 Int: 8 Cl: 8 WP: 8*

Groups 1 and 2 both contain three troopers with Shoriken catapults, laspistols, and knife; one trooper with a melta-gun; and a leader carrying a shield with built-in laspistol, another laspistol, and a Shuriken catapult.

Group 3 is three troopers with Shuriken catapults and a laspistol; one trooper with a flamer; and a leader with a plasma gun and plasma pistol.

All the Elders are equipped with mesh armor and refractor fields.

Elder Setup

The Elders set up their squads in the locations marked S1, S2, and S3.

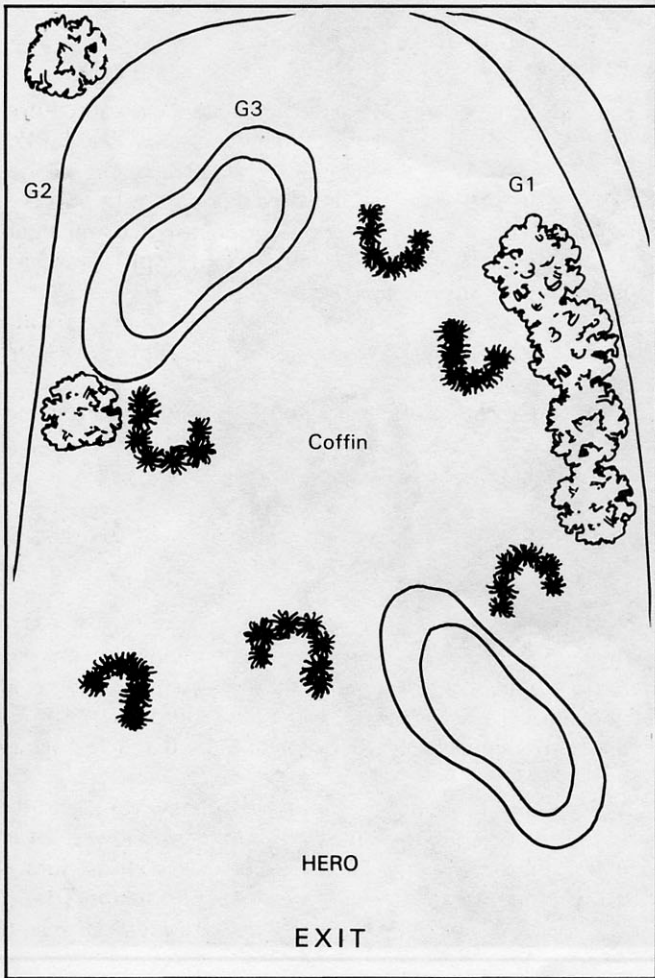
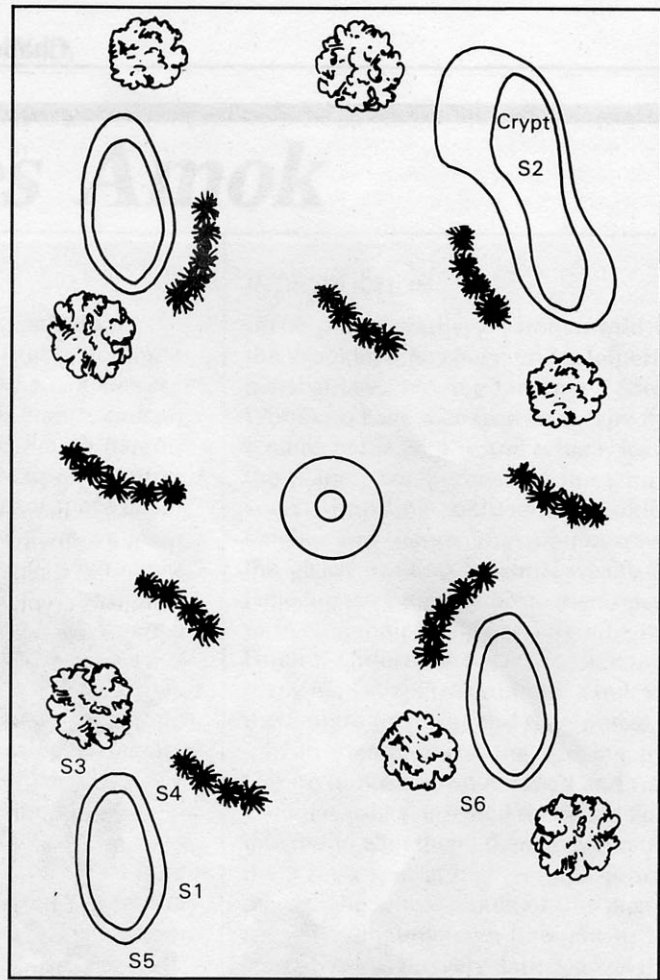
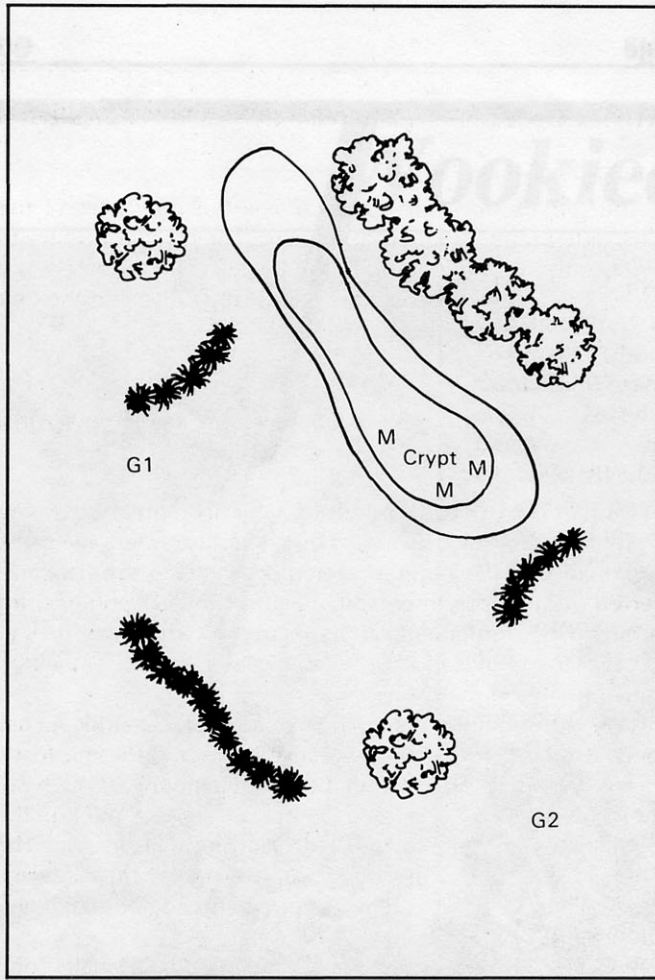
The Undead

The Undead get seven troopers and one minor hero (marked hero on the map). The troopers' statistics are all the same: *M: 4* WS: 5 BS: 5 S: 5 T: 4 W: 2 I: 2 A: 1 Ld: ** Int: 8 Cl: ** WP: 9*

The hero's statistics are: *M: 4* WS: 6 BS: 6 S: 5 T: 4 W: 2 I: 3 A: 2 Ld: ** Int: 8 Cl: ** WP: 10*

Each trooper has a bolter, bolt pistol, chainsword, and flak armor. The hero has a plasma gun, bolt pistol, power sword, and flak armor. He has 20 psi points, as well as aura of resistance, mental bolt, sense presence, and teleport 1.

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**BOARDS ARE FIVE FEET TALL
AND THREE FEET WIDE.**



*Moving Upslope or Downslope
is difficult ground*



*The Forests are
difficult ground*



*The Hedgerows are very
difficult terrain*