

## **OBSIDIAN GUARD OBSIDIAN VII<sup>th</sup>**

### **BACKGROUND**

Obsidian is a Hive Planet, the homestead of millions of factory workers for the nearby tech manufacturing hub. Its citizens are indoctrinated into discipline and routine from the earliest age, and many find themselves drawn into the local PDF, patrolling both the factory world and Obsidian. In such a build-up, lighter vehicles such as bikes and buggies make more sense, and every individual owns at least one vehicle of this kind, and is drilled into riding and maintaining it almost from birth. The Obsidian Guard are recruited from the top performance ranks of the PDF, offering an opportunity for the Guardsman to leave the system.

As a result, the Obsidian Guard are highly disciplined and organised. They are unusual in that they operate entirely in vehicles, giving them the ability to perform rapid strike, recon and disruption missions, and making them extremely flexible in battle. They have studied the art of racing at the enemy, and firing on the turn, while more riders intersect the returning ranks to continue the relentless storm of fire.

The standard Obsidian Guardsman is equipped with a motorbike, and a lasgun. Some individuals manage to procure a close combat weapon of some kind, and while this is relatively common, these are not standard issue. Each individual is able to maintain, fix and run their own mount, and great pride is taken by the division in the ability of every soldier to operate in isolation if required, and survive on their own in the field. The lasgun differs from standard issue in that it is most often incorporated into the front facing of the bike itself – although it can be removed if required.

However, due to the regiments ability and willingness to provide their own equipment, the Adeptus Mechanicus are slow to send vital supplies to the regiment, believing that they undermine the Mechanicus Omnisiah. The result of this is that the Obsidian Guard often lack the heavier and more requested items of battlefield equipment, such as Warlord titans and Shadowsword super heavy tanks. However, this does not concern the Obsidian commanders greatly, as the majority of these do not fit in to the Obsidians dogma of rapid strikes, and they have several links and dealings which enable them to obtain alternatives where necessary. In contrast, due to the recruitment policy of taking the best from the local PDF, the Commissariat look favourably on the regiment, and assign one officer to each bike company and Leman Russ company, as required.

## UNITS

*The following outlines the stats and brief background for the units available in an Obsidian Guard IG force which are unique to the army.*

### Obsidian Guard Regimental HQ

The typical Obsidian Guard Regimental Commander is a Colonel, and in times of the fiercest fighting, he will take to the battlefield personally, both commanding from the front lines and inspiring the Obsidian Guard onwards. The Obsidian Guard Regimental HQ unit consists of the Colonel, along with a radio operator to co-ordinate his troops in battle and relay orders down the chain of command, as well as co-ordinate space assets, air support and other critical resources. He is joined by a high ranking Commissar, and typically a junior officer with the regimental standard. In some cases, the standard is replaced with a medic, other aide, or a junior member of the attached Commissars staff. All four individuals are mounted on standard Obsidian Guard bikes.

<b>Obsidian Guard Regimental HQ</b>				
<i>Type</i>	<i>Speed</i>	<i>Armour</i>	<i>Close Combat</i>	<i>Firefight</i>
Infantry	30cm	4+	4+	5+
<i>Weapon</i>	<i>Range</i>	<i>Firepower</i>	<i>Notes</i>	
Lasguns	(15cm)	Small Arms	-	
Power Weapons	(base)	Assault	Macro-weapon, extra attack (+2)	
<i>Notes: Mounted, supreme commander, leader, fearless, inspiring</i>				

### Obsidian Company Command Bike Unit

Each Obsidian Bike Company is made up of eleven squads, and lead by a Company Command unit, consisting of four Imperial Guard officers on bikes. The company commander is a Captain level officer, and he always has a radio operator attached to his unit, to facilitate communications and battlefield control with the regimental commander and other co-ordination officers in the field. In addition, good relations with the Commissariat has lead to the provision of an Imperial Commissar being assigned to every Company Command bike unit. The fourth member of the command squad is usually a Field Medic, however each Captain is able to replace this character with a specialist of their choosing, and occasionally junior officers or archivists are drafted in instead. Also sometimes present are company standard bearers – although these are relatively rare as the mode of battlefield operations makes large standards often inappropriate, and simply signpost the presence and location of key squads and individuals – or even staff members from the Commissars office, or Commissars-in-training.

<b>Obsidian Company Command Bike Unit</b>				
<i>Type</i>	<i>Speed</i>	<i>Armour</i>	<i>Close Combat</i>	<i>Firefight</i>
Infantry	30cm	5+	5+	5+
<i>Weapon</i>	<i>Range</i>	<i>Firepower</i>	<i>Notes</i>	
Lasguns	(15cm)	Small Arms	-	
Chainswords and Power Sword	(base)	Assault	Macro-weapon, extra attack (+1)	
<i>Notes: Mounted, commander, leader, fearless, inspiring</i>				

### Obsidian Bike Squad

The standard bike squad of the Obsidian Guard is a very specific unit, consisting of four Guardsmen on bikes – a squad leader/Corporal, a Lance Corporal, and two Guardsmen, with the most experienced attached as the Corporals second and the other as the second of the Lance Corporal. Every squad is drilled to operate as a strict unit, and squads rarely vary from this configuration, as new members are drafted in to rebuild squads as soon as they are required.

<b>Obsidian Bike Squad</b>				
<i>Type</i>	<i>Speed</i>	<i>Armour</i>	<i>Close Combat</i>	<i>Firefight</i>
Infantry	30cm	6+	6+	5+
<i>Weapon</i>	<i>Range</i>	<i>Firepower</i>	<i>Notes</i>	
Lasguns	(15cm)	Small Arms	-	
<i>Notes: Mounted</i>				

### Quad Outrider Unit

Quad outriders are the trackers and rapid response units of the Obsidian Guard, replacing the Storm Troopers of standard Imperial Guard forces. The ride quads in most Obsidian regiments, although some have equipped them with trikes as an alternative. Their role is to close with the enemy quickly, targeting either unprotected large vehicles, or isolated enemy formations in cover, clearing the way for the main force or protecting the flanks. They are armed with devastating close range melta weapons built into their vehicles.

<b>Quad Outrider Unit</b>				
<i>Type</i>	<i>Speed</i>	<i>Armour</i>	<i>Close Combat</i>	<i>Firefight</i>
Infantry	25cm	5+	4+	5+
<i>Weapon</i>	<i>Range</i>	<i>Firepower</i>	<i>Notes</i>	
Melta Gun	(15cm)	Small Arms	-	
Melta Bombs	(base)	Assault	-	
<i>Notes:</i> Mounted, infiltrators, scouts				

### Support Buggies

Support buggies are used as fast moving and flexible heavy weapon platforms. They reinforce the Obsidian Guard defence to plug gaps in the line, move to rapidly react to enemy movement and bolster Obsidian formations to provide additional punch. They are traditionally two-man vehicles, consisting of a driver and a gunner, are build for rapid cross country driving, and are fitted with at least a roll cage or light armour, with a roof mounted twin AutoCannon, throwing out a hail of firepower.

<b>Support Buggy</b>				
<i>Type</i>	<i>Speed</i>	<i>Armour</i>	<i>Close Combat</i>	<i>Firefight</i>
Light Vehicle	20cm	4+	6+	5+
<i>Weapon</i>	<i>Range</i>	<i>Firepower</i>	<i>Notes</i>	
Twin AutoCannon	45cm	AP4+/AT5+	-	
<i>Notes:</i> -				

### Commissar Leman Russ

Along with Bike Companies in Obsidian Guard armies, Commissars are permanently attached to Leman Russ Tank Companies, with a dedicated Leman Russ in Commissariat colours, gifted by the Regiment. This puts Commissars in the Obsidian Guard army on the front line and leading the charge in the heaviest of the fighting, right where they should be.

<b>Commissar Leman Russ</b>				
<i>Type</i>	<i>Speed</i>	<i>Armour</i>	<i>Close Combat</i>	<i>Firefight</i>
Armoured Vehicle	20cm	4+	6+	4+
<i>Weapon</i>	<i>Range</i>	<i>Firepower</i>	<i>Notes</i>	
Battle Cannon	75cm	AP4+/AT4+	-	
LasCannon	45cm	AT5+	-	
2x Heavy Bolter	30cm	AP5+	-	
Power Weapon	(base)	Assault	Macro-weapon, extra attack (+1)	
<i>Notes:</i> Reinforced armour, leader, fearless, inspiring				

### Super Heavy Tanks (SHT)

The Obsidian Guard use alternative heavy support from more traditional Imperial Guard forces, and this is apparent in their use of super heavy support tanks. A variety of types are fielded, but there are three which are most commonly seen in an Obsidian Guard force. These come directly from the factory world that Obsidian citizens maintain and, while the Adeptus Mechanicus are aware and displeased with this arrangement, the productivity of the factories and defence of the installation are more critical to them and so they turn a blind eye to this practice.

*Clotho Super Heavy Tank* – This variant is built for enemy suppression. Armed with huge, twin rotary cannons capable of throwing a lot of firepower down-field, its main role is to advance and force enemy units to go to ground.

<b>Clotho SHT</b>				
<i>Type</i>	<i>Speed</i>	<i>Armour</i>	<i>Close Combat</i>	<i>Firefight</i>
War Engine	15cm	4+	6+	4+
<i>Weapon</i>	<i>Range</i>	<i>Firepower</i>	<i>Notes</i>	
Twin Rotary Cannons	60cm	4x AP5+/AT5+	Disrupt	
2x Heavy Bolter	30cm	AP5+	-	
2x LasCannon	45cm	AT5+	-	
<i>Notes:</i> Reinforced armour Damage capacity 3. The Clothos magazines are ruptured and explode. The Clotho is destroyed and all units within 5cm suffer a hit on the D6 roll of a 6.				

*Lachesis Super Heavy Tank* – The Lachesis is a flexible variant, and similar in many ways to the Stormblade standard IG SHT. It mounts a plasma accelerator which has to be fixed rather than set within a turret due to the energy feed and generation constraints of the main gun. This weapon can be fired in one of two ways – either on a standard setting, spitting out plasma projectiles, or on its maximal setting, exhausting the entire plasma energy store in a single, explosive round which then needs to be regenerated before the weapon can fire in any way again.

<b>Lachesis SHT</b>				
<i>Type</i>	<i>Speed</i>	<i>Armour</i>	<i>Close Combat</i>	<i>Firefight</i>
War Engine	15cm	4+	6+	4+
<i>Weapon</i>	<i>Range</i>	<i>Firepower</i>	<i>Notes</i>	
Heavy Plasma Accelerator	75cm	2x AP4+/AT4+	FxF	
		3BP	Macro-weapon, slow firing, FxF	
2x Heavy Bolter	30cm	AP5+		
<i>Notes:</i> Reinforced armour Damage capacity 3. The Lachesis plasma generator is ruptured and explodes. The Lachesis is destroyed and all units within 5cm suffer a hit on the D6 roll of a 6. <i>Heavy Plasma Accelerator.</i> This weapon may be fired in one of two ways each turn. If it is fired on its maximal setting (3BP), it counts as slow firing and cannot be fired either way next turn as it regenerates the required power.				

*Atropos Super Heavy Tank* – This class of SHT is the closest to standard Imperial Guard armour, and mirrors the Shadow Sword SHT of other regiments. However, it is a generic classification, encompassing similar designs but variations on the main gun, firing either high explosive shells, high powered defence lasers, or other similar main armaments.

<b>Atropos SHT</b>				
<i>Type</i>	<i>Speed</i>	<i>Armour</i>	<i>Close Combat</i>	<i>Firefight</i>
War Engine	15cm	4+	6+	4+
<i>Weapon</i>	<i>Range</i>	<i>Firepower</i>	<i>Notes</i>	
High Yield Cannon	90cm	MW2+	Titan Killer (D3)	
2x Heavy Bolter	30cm	AP5+	-	
<i>Notes:</i> Reinforced armour Damage capacity 3. The Atropos main armament is ruptured and explodes. The Atropos is destroyed and all units within 5cm suffer a hit on the D6 roll of a 6.				

Where units are identical to the core, Steel Legion Imperial Guard list, these are noted below. Also included are any units which are not specifically included, but which are listed as reference here. They are reproduced here for reference only, and where differences occur, the core rules and updates override the following.

<b>Imperial Guard Supreme Commander</b>				
<i>Type</i>	<i>Speed</i>	<i>Armour</i>	<i>Close Combat</i>	<i>Firefight</i>
Character	-	+2	+2	-
<i>Weapon</i>	<i>Range</i>	<i>Firepower</i>	<i>Notes</i>	
Power Weapon	(base)	Assault	Macro-weapon, extra attack (+1)	
<i>Notes:</i> Character, supreme commander				

<b>Imperial Guard Command Unit</b>				
<i>Type</i>	<i>Speed</i>	<i>Armour</i>	<i>Close Combat</i>	<i>Firefight</i>
Character	-	+1	+1	-
<i>Weapon</i>	<i>Range</i>	<i>Firepower</i>	<i>Notes</i>	
Chainswords	(base)	Assault	-	
<i>Notes:</i> Character, commander				

<b>Imperial Guard Commissar</b>				
<i>Type</i>	<i>Speed</i>	<i>Armour</i>	<i>Close Combat</i>	<i>Firefight</i>
Character	-	-	-	-
<i>Weapon</i>	<i>Range</i>	<i>Firepower</i>	<i>Notes</i>	
Power Weapon	(base)	Assault	Macro-weapon, extra attack (+1)	
<i>Notes:</i> Character, leader, fearless, inspiring				

<b>Leman Russ MBT</b>				
<i>Type</i>	<i>Speed</i>	<i>Armour</i>	<i>Close Combat</i>	<i>Firefight</i>
Armoured Vehicle	20cm	4+	6+	4+
<i>Weapon</i>	<i>Range</i>	<i>Firepower</i>	<i>Notes</i>	
Battle Cannon	75cm	AP4+/AT4+	-	
LasCannon	45cm	AT5+	-	
2x Heavy Bolter	30cm	AP5+	-	
<i>Notes:</i> Reinforced armour				

<b>Leman Russ Demolisher</b>				
<i>Type</i>	<i>Speed</i>	<i>Armour</i>	<i>Close Combat</i>	<i>Firefight</i>
Armoured Vehicle	20cm	4+	6+	3+
<i>Weapon</i>	<i>Range</i>	<i>Firepower</i>	<i>Notes</i>	
2x Plasma Cannon	30cm	AP4+/AT4+	Slow firing	
Demolisher	30cm	AP3+/AT4+	Ignore cover	
LasCannon	45cm	AT5+	-	
<i>Notes:</i> Reinforced armour				

<b>Hellhound</b>				
<i>Type</i>	<i>Speed</i>	<i>Armour</i>	<i>Close Combat</i>	<i>Firefight</i>
Armoured Vehicle	30cm	5+	6+	3+
<i>Weapon</i>	<i>Range</i>	<i>Firepower</i>	<i>Notes</i>	
Inferno Cannon	30cm	AP3+	Ignore cover	
Heavy Bolter	30cm	AP5+	-	
<i>Notes: -</i>				

<b>Hydra</b>				
<i>Type</i>	<i>Speed</i>	<i>Armour</i>	<i>Close Combat</i>	<i>Firefight</i>
Armoured Vehicle	30cm	6+	6+	5+
<i>Weapon</i>	<i>Range</i>	<i>Firepower</i>	<i>Notes</i>	
2x Twin Hydra AutoCannon	45cm	AP4+/AT5+/ AA5+	-	
Heavy Bolter	30cm	AP5+	-	
<i>Notes: -</i>				

<b>Griffon</b>				
<i>Type</i>	<i>Speed</i>	<i>Armour</i>	<i>Close Combat</i>	<i>Firefight</i>
Armoured Vehicle	30cm	6+	6+	5+
<i>Weapon</i>	<i>Range</i>	<i>Firepower</i>	<i>Notes</i>	
Heavy Mortar	30cm	1BP	-	
2x Heavy Bolter	30cm	AP5+	-	
<i>Notes: -</i>				

<b>Basilisk</b>				
<i>Type</i>	<i>Speed</i>	<i>Armour</i>	<i>Close Combat</i>	<i>Firefight</i>
Armoured Vehicle	30cm	5+	6+	5+
<i>Weapon</i>	<i>Range</i>	<i>Firepower</i>	<i>Notes</i>	
Earthshaker	120cm	AT4+ <u>or</u> 1BP	Indirect fire	
Heavy Bolter	30cm	AP5+	-	
<i>Notes: May either shoot normally or fire a barrage. May only use the indirect fire ability when firing barrages</i>				

<b>Manticore</b>				
<i>Type</i>	<i>Speed</i>	<i>Armour</i>	<i>Close Combat</i>	<i>Firefight</i>
Armoured Vehicle	20cm	6+	6+	5+
<i>Weapon</i>	<i>Range</i>	<i>Firepower</i>	<i>Notes</i>	
Rocket Launcher	150cm	2BP	Disrupt, slow firing, indirect fire	
Heavy Bolter	30cm	AP5+	-	
<i>Notes: -</i>				

<b>Thunderbolt Fighter</b>				
<i>Type</i>	<i>Speed</i>	<i>Armour</i>	<i>Close Combat</i>	<i>Firefight</i>
Aircraft	Fighter-Bomber	6+	n/a	n/a
<i>Weapon</i>	<i>Range</i>	<i>Firepower</i>	<i>Notes</i>	
Storm Bolters	15cm	AP4+/AA5+	FxF	
Multilaser	30cm	AP5+/AT6+/ AA5+	FxF	
Underwing Rockets	30cm	AT4+	FxF	
<i>Notes: -</i>				

<b>Marauder Bomber</b>				
<i>Type</i>	<i>Speed</i>	<i>Armour</i>	<i>Close Combat</i>	<i>Firefight</i>
Aircraft	Bomber	4+	n/a	n/a
<i>Weapon</i>	<i>Range</i>	<i>Firepower</i>	<i>Notes</i>	
2x Twin Heavy Bolters	15cm	AA5+	-	
Twin LasCannon	45cm	AT4+/AA4+	FxF	
Bomb Racks	15cm	2BP	FxF	
<i>Notes: -</i>				

<b>Luna Class Cruiser</b>				
<i>Type</i>	<i>Speed</i>	<i>Armour</i>	<i>Close Combat</i>	<i>Firefight</i>
Space Craft	-	-	-	-
<i>Weapon</i>	<i>Range</i>	<i>Firepower</i>	<i>Notes</i>	
Orbital Bombardment	n/a	3BP	Macro-weapon	
Pinpoint Attack	n/a	MW2+	Titan killer (D3)	
<i>Notes: -</i>				

<b>Warhound Class Scout Titan</b>				
<i>Type</i>	<i>Speed</i>	<i>Armour</i>	<i>Close Combat</i>	<i>Firefight</i>
War Engine	30cm	5+	4+	4+
<i>Weapon</i>	<i>Range</i>	<i>Firepower</i>	<i>Notes</i>	
Vulcan Mega-Bolter	45cm	4x AP3+/AT5+	Forward arc	
Plasma Blastgun	45cm	2x MW2+	Slow firing, forward arc (see notes)	
<p><i>Notes:</i> Fearless, reinforced armour, walker. 2 Void Shields  Damage capacity 3. The Warhound is caught off-balance and staggers. Move it D6cm in a random direction. If this move takes the Warhound into impassable terrain or another unit it cant move over then it stops when it contacts the obstruction and suffers an extra point of damage. If it staggers into or over any units then they will take a hit on a D6 roll of a 6+ (make saving throws for the units normally).  May step over units and impassable or dangerous terrain that is lower than the Titans knees and up to 2cm wide.  The plasma blastgun may either fire one shot and still have one shot 'in reserve' for next turn, or fire two shots and not shoot next turn at all.</p>				

<b>Reaver Class Battle Titan</b>				
<i>Type</i>	<i>Speed</i>	<i>Armour</i>	<i>Close Combat</i>	<i>Firefight</i>
War Engine	20cm	4+	3+	3+
<i>Weapon</i>	<i>Range</i>	<i>Firepower</i>	<i>Notes</i>	
2x Turbolaser	60cm	4x AP5+/AT3+	Forward arc	
Rocket Launcher	60cm	3BP	FxF	
<p><i>Notes:</i> Fearless, reinforced armour, walker. 4 Void Shields  Damage capacity 6. The Reavers plasma reactor has been damaged. Roll a D6 for the Reaver in the end phase of every turn; on the roll of a 1 the reactor explodes destroying the Reaver, on a roll of 2-3 the Reaver suffers one more point of damage, and on a roll of 4-6 the reactor is repaired and will cause no further trouble. If the reactor explodes, any units within 5cm of the Reaver will be hit on a roll of 5+.  May step over units and impassable or dangerous terrain that is lower than the Titans knees and up to 2cm wide.</p>				

## FORCE LIST

6.4.1 – Commissars – The Obsidian Guard remove the use of rule 6.4.1, and 2D6 Commissars are *not* added to the army. Instead, the Commissars are included in regular formations as listed below.

<b>Formation</b>	<b>Rating</b>
Obsidian Guard Army	Strategy rating: 2
Titans	Initiative rating: 1+
All other formations	Initiative rating: 2+

<b>Obsidian Guard Companies</b>		
<i>Company</i>	<i>Units</i>	<i>Points Cost</i>
Obsidian Guard Regimental HQ (max one)	1x Obsidian Guard Regimental HQ 11x Obsidian Bike Squads	400 points
Obsidian Bike Company	1x Company Command Bike Unit 11x Obsidian Bike Squads	300 points
Obsidian Guard Tank Company	1x Commissar Leman Russ 9x Leman Russ MBT	650 points
Obsidian Artillery Company	9x Artillery units (each unit can be either a Basilisk or Manticore)	650 points

<b>Obsidian Guard Upgrades (maximum of three for each Obsidian Guard Company)</b>		
<i>Upgrade</i>	<i>Units</i>	<i>Points Cost</i>
Obsidian Bike Auxiliary	6x Obsidian Bike Squads	100 points
Quad Outrider Auxiliary	6x Quad Outrider Units	175 points
Support Buggy Auxiliary	6x Support Buggies	200 points
Leman Russ Auxiliary	3x Leman Russ or 3x Leman Russ Demolishers	200 points
Anti-Air Auxiliary	1x Hydra	50 points
Hellhound Auxiliary	3x Hellhound	150 points
Griffon Auxiliary	3x Griffon	100 points

<b>Obsidian Guard Support Platoons (maximum of two per Obsidian Guard Company)</b>		
<i>Upgrade</i>	<i>Units</i>	<i>Points Cost</i>
Quad Outrider Platoon	6x Quad Outrider Units	175 points
Support Buggy Platoon	6x Support Buggies	200 points
Leman Russ Platoon	6x Leman Russ or 6x Leman Russ Demolishers	400 points
Anti-Air Platoon	3x Hydra	150 points
Hellhound Platoon	6x Hellhound	300 points
Griffon Battery	6x Griffon	200 points
Artillery Battery	3x Artillery units (each unit can be either a Basilisk or Manticore)	250 points
Super Heavy Tank Platoon	1 or 2 Super Heavy Tanks (each SHT can be either the Clotho, Lachesis or Atropos, you may mix types in a platoon)	200 Points per SHT
Orbital Support	1x Imperial Navy Luna Class Cruiser	150 points

<b>Imperial Navy Support (maximum 1/3 of points total)</b>		
<i>Upgrade</i>	<i>Units</i>	<i>Points Cost</i>
Thunderbolt Wing	2x Thunderbolt Fighters	150 points
Marauder Bomber Wing	2x Marauder Bombers	300 points

<b>Titan Legion Battlegroups (maximum 1/3 of points total)</b>		
<i>Upgrade</i>	<i>Units</i>	<i>Points Cost</i>
Reaver Battle Titan	1x Reaver Battle Titan	650 points
Warhound Titan Pack	1 or 2 Warhound Scout Titans	250 points per Titan

## RESOURCES

### Bikes

- Exodus Wars - <http://www.exoduswars.com/exodus-wars/guild/guild-prefect-rapid-response-patrol.html> - 24 for £3.95

### Quads

- CinC - <http://www.pfc-cinc.com/catalog/item/8020030/8644375.htm> - 5 for \$4

### Buggies

- DRM Pax Arcadians
- Exodus Wars Kazari Raiders

### SHT

- <http://www.exoduswars.com/exodus-wars/guild/guild-exterminator-heavy-tank-squadron.html>
- <http://www.exoduswars.com/exodus-wars/guild/guild-enforcer-urban-pacification-squadron-mki.html>
- <http://www.exoduswars.com/exodus-wars/guild/guild-enforcer-urban-pacification-squadron-mkii.html>