

The Shadis Legion

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<http://www.shadowdancers.org/> - - - 2005 March Edition – Updated for Point Accuracy and Balance

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HISTORIC ORIGINS

Source: First Maj'Karat of the Imperial Crusade.
(Core of the First Legion, Founding Genepool of the Dark Angels)

Circa: First Crusade in the Age of the First Emperor of Mankind.

Tech: The Golden Age of Man (Before the Fall)

The Shadis are the dark warriors who fought alongside the Emperor during the First Crusade. They are Angels who have fallen from the Final Battle in the Warp. Their ships wander space looking for a way back into the Deep Warp to rejoin the Final Battle that rages for all time between the Emperor and the Chaos Gods.

They regard the mortals of the Milky Way as children unwilling to make the sacrifice the Emperor made for all of them. To the Shadis, the Emperor is only a Man, but He is the standard all men pale in comparison to. He is Mankind's personified potential, as yet unrealized by the rest of humanity. They intend to rejoin him, and spread this revelation along their way.

Their numbers were Legion at the time of the Heresy, but they all disappeared in the first days of the Golden Throne. (They literally vanished as the Emperor's body was possessed by Chaos. Entire Ships vanished from dry-dock filled with the Legion.) Scribes viewed it as a bad omen, perhaps revealing the hand of Chaos, and purged the history of the missing Imperial Army.

Deep in the Eye of Terror, beyond the border worlds given the chapters of Horus, the Eternal Battle continues. Every so often, one of the great ships of the Shadis Legion is crippled in battle and suffers a tragic miss-jump. On rare occasions this violent battle fate hurls the ship back into the material Universe, stranding its crew in the Imperium. The Shadis do not question their fate, but immediately set course for the Eye of Terror to fight their way back to the Emperor's side. It is along this way that they come into contact with their descendants again, often with violent results.

To the Imperium they are Heretics, to the Eldar – a dire and mysterious threat; and to Chaos - sworn enemies. The Squats' greed for Shadis technology has driven a campaign of false prejudice to be written about this Legion in stunted chants. For the Shadis there are no safe ports or worlds to return home to. Only the void of deep space and the din of battle offer them respite. At the same time, they long for lost comrades and the bright days of the Golden Age. They are a themselves an island in the sea of Chaos: caught in the exarch aspect of sacrifice and battle.

They are Demons of War—They are Shadis Marines.

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Overview

The Shadis are fierce warriors. Unlike the religious zealots of the Imperium, they retain the understanding of their weapons and equipment. This, above all else, makes them dangerous.

They have not let their 10,000 years of constant battle in the Deep Warp dull their weapons. On the contrary, they have improved them. Shadis power armor, ATC-X, is at least two generations ahead of standard Imperial technology. Many close combat weapons have been built directly into the suit, offering a fatal surprise for their opponents. Cloaking polymers and jamming equipment have also increased its survivability. Many suits include small foil packs and flechette charges to destroy incoming missiles. It would best be considered Mk. IX by current standards.

During their constant battle with Dark Eldar, Demons, and Chaos Marines, the Shadis have also upgraded their choice of weapons. Plasma grenades and proximity grenades have replaced the standard frag carried by most troops. The addition of Melta and Plasma mines have also strengthened their defensive capabilities.

All of this technology has its price. There are fewer Shadis than Chapter Marines, and they are feared and hated throughout the Milky Way. Inquisitors are instructed to pursue the mysterious ships with maximum Exterminatus. Farseers, frightened by minds even they cannot see into, summon up their hosts, and the squats ready their brotherhood to pursue the infamous Shadis for their legendary technology. Chaos Forces know the shadow of the Shadis Banner like an icy knife tearing into their empty souls, and attack with fury. Even the Tyranid sense the danger of the Shadis for different reasons. They sense the nearly-realized potential of each Shadis marine to be another Emperor, something they cannot allow to happen.

Recruitment

Shadis Youth are not culled from a single world, or a single race for that matter. Young warriors, nobles, and adventurers that cross the path of Shadis ships returning to the Eternal Battle are taken. They apprentice as scouts and technicians for 10 years before they are considered for Embrace into the Shadis. This time teaches the youth to appreciate age and the fear of a mortal death. Such is important to consider when faced with the change the Embrace brings.

The Embrace of the Shadis Geneseed brings about a monumental change, not only physically, but mentally. Unlike other marines that carry the diluted seed, the Shadis gene is pure - still containing DNA taken from the Emperor. Because of this, the Shadis do not age, nor die a mortal death. Instead they are drawn towards the Deep Warp, doomed to the Eternal Struggle between Man and the Gods. It is said that when death comes on the battlefield, their soul merely seeks a new receptacle to carry it back to the Eternal Struggle. This is why the Shadis recruit seekers along the way, to recover their lost brethren. Whether the soul resides in a human vagabond or an Eldar renegade, their courage to face the Shadis and follow them to Hell is all the proof they need.

The weight of the armor and the geneseed implants tend to compensate for the changes in racial physiology. All marines retain the regular marine stats despite their race. Humans still make up the bulk of the Legion, but many Eldar from the Dark Library have come to them. (Squats and Orks have even been accepted, when they could get along for the 10 year training period.)

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Troop Organization

All statistics are the same as their equivalent troop type (i.e. trooper, Minor Hero, Major Hero, etc.) All basic characters are the same, except that their power armor is upgraded to ATC-Alpha.

Codex Index

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| • SM – Gamma Squad | Assault Squad |
| • SM – Delta Squad | Snipers Squad |
| • SM – Epsilon Squad | Rangers Squad |
| • ST – Omega Squad | Boarding Squad |

HQ AND OFFICERS

- **Commander** As listed in the Codex. No Personalities.
- **Standard Bearer** UNAVAILABLE – The Shadis do not follow flags into battle.
- **Chaplain** UNAVAILABLE – Nor do they fight for priests.
- **Librarian:** as per the DA Codex.
- **Apothecary:** Their Force Fields protect their patient (i.e. one adjoining model).
- **Tech-marine:** They may upgrade to any ATC for +5 pts.

SHADIS MARINE TROOPS

SM-Alpha Squad

Tactical Squad of 5 Shadis Marines in ATC-Alpha armor

Basic Gear: ATC-A (3+), M.A.R.S. Rifle, Plasma Grenades.

Sgt. Gear: Any Assault Weapons.

Major Weapons: 1 Special or Heavy Weapon.

Wargear: Entire Squad - Prox Frag (+25); Prox Krak (+25)

Restrictions: No Limit.

Point Value: 85

SM-Beta Squad

Support Squad of 5 Shadis Marines in ATC-Beta armor

Basic Gear: ATC-B (3+), M.A.R.S. Pistol, Prox. Frag & Krak Gren.

Sgt. Gear: Any Assault Weapons.

Major Weapons: 5 Special or Heavy Weapons.

Wargear: Entire Squad - Plasma Grenades (+25)

Restrictions: Max 1 SM-B per 2 SM-A.

Point Value: 90

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SM-Gamma Squad

Assault Squad of 5 Shadis Marines in ATC-Gamma armor

Basic Gear: ATC-G (3+), Storm Shield (4+), M.A.R.S. Pistol.

Major Weapons: 1 Special Weapon.

Wargear: 'Assault', 'Grenades', or 'Shadis' Issue Lists

Entire Squad - Jump Packs (+25).

Restrictions: Max 1 SM-G per 2 SM-A.

Point Value: 100

SM-Delta Squad

Special Forces team of 5 Shadis Marines in ATC-Delta armor

Basic Gear: ATC-D (3+), M.A.R.S. Rifle, Shadis Snipers Kit.

Sgt. Gear: Any Assault Weapons.

Major Weapons: 2 Special or Heavy Weapons.

Wargear: Anything from the Assault or Shadis Issue Lists.

Teleport?: Yes (+50% Point Value)

Restrictions: Max 1 SM-D per 3 SM-A, SM-B, or SM-G.

Point Value: 100

SM-Epsilon Squad

Strike team of 5 Shadis Marines in ATC-Epsilon armor.

Basic Gear: ATC-E (3+), M.A.R.S. Rifle.

Sgt. Gear: Any Assault Weapons.

Major Weapons: 2 Special or Heavy Weapons.

Wargear: Any weapons from the Scout or Shadis Issue list.

Teleport?: Yes (+50% Point Value)

Restrictions: Max 1 SM-E per 3 SM-A, SM-B, or SM-G.

Point Value: 100

ST-Omega Squad

Terminator Squad of 4 Shadis Veterans in ATC-Omega (Terminator) armor

Basic Gear: ATC-O Armor (3++), M.A.R.S. Stormer, Power Glove.

Major Weapons: 1 Terminator Heavy Weapon.

Wargear: Terminator Assault Weapons.

Teleport?: Yes (+50% Point Value)

Restrictions: Max 1 ST-O per 3 SM-A, SM-B, or SM-G.

Point Value: 200

Support

RAT : Rhino-based All-terrain Tank.

ACT - RAT: Advanced Combat Transport

Upgrade Bolters to linked Hvy Bolters, and add autolaunchers w. blind & ATC-A armor for the driver. PV: 75

MAD - RAT: Mobile Aircraft Destroyer

Basic Rhino w. an enclosed turret mounting quad linked Autocannons & a Targeter. Remove all transport room. Add an Advanced Sensor Suite (see Gear), and call it 200 pts even.

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ATC - Advanced Tactical Carapace

I. Basic Abilities

Power Armor Shell - same abilities as regular Mk. VI and Mk. VII armor.

Internal Combat Accessories - Select an attacker and roll 1d6 before HtH is resolved. If the roll exceeds the target's Toughness, it takes a wound at an AP 5 Modifier. Usable only once per HtH phase. The user may strike unarmed with both hands for extra Attack dice.

Cameleoline Surface - Causes a -1 TH modifier when the marine remains stationary. It has no effect when the marine is on the move.

Electronic Jammers - Negates the effects of all Targeters, scanners, and similar equipment when used on the ATC. (With so few men, you have to hide.)

Chaff & Flechette AMS - Detects incoming missile attacks and launches countermeasures. Rocket and missile attacks directed at the marine deviate on a d6 roll of 4+. (Note: a Hit-Misfire result will only be a dud under this effect. ATC models under Cyclone blasts are completely saved if they roll a 4+.)

II. Models

ATC-Alpha - Basic (listed above).

ATC-Beta - Internal Motion Targeting System: Grants Targeter benefits to all weapons, not just heavies. It also negates all the penalties for motion (including Ravenwing jinking).

ATC-Gamma - Heavy power packs allow the incorporation of a storm shield into the users off hand. It may be used as a slashing/bashing weapon to gain another attack dice.

ATC-Delta - An advanced communications suite allows Dispersed Formation. Built in tools and accessories allow movement over all terrain without penalty.

ATC-Epsilon - Epsilon squads are beamed in before the battle, or sneak forward to secure contested ground. They are subject to the rules for Infiltration, as well as Dispersed Formation and No Terrain Penalties for movement, like the ATC-D.

ATC-Omega - Terminator ATC. We are currently testing this option. I know it sounds scary, but they are the Emperor's elite. If the unit were not restricted to < 25% of Shadis Ground forces, I would be scared too.

III. Don't Cry Cheese Just Yet

- The majority of their force must be *Tactical*, unlike the other Codex Armies.
- There are *No Screening Troops* to soak up casualties for a Shadis strike force.
- Remember that the Shadis are HATED, by all races except the Orks.
- Nor can the Shadis take any ALLIES, (even Orks).

SPECIAL RULES:

- **NO ALLIES:** The Legion always fights its battles alone.
- Special Shadis Codex Unit formations and Gear.
- Subject to **HATRED** from all races except Orks.
- Powers of Advanced Tactical Carapace.
- **RAPID FIRE & SHAKEN RULES.**

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Shadis-Issue Wargear List (SI-Wargear)

- M.A.R.S. Rifle 2 pts.
- M.A.R.S. Pistol 1 pts.
- Proximity Fragmentation Grenades 1 pts.
- Proximity Krak Grenades 1 pts.
- Plasma Grenades 2 pts.
- Proximity Plasma Mines 3 pts.
- Proximity Melta Mines 5 pts.

Other New Equipment

- M.A.R.S. Sniper's Kit 3 pts.
 - M.A.R.S. – Stormer Model 2 pts.
 - Advanced Sensor Suite 25 pts.
-

New Weapons

Marine Armor-Piercing Recoilless Sabot (M.A.R.S.) Rifle

The M.A.R.S. Rifle is a dual chambered heavy bolt rifle designed the Shadis ATC's need for flexible firepower. It can be fired in two distinct modes using it's revolving dual chamber. The armor piercing shell is designed to penetrate military grade armor to kill even the toughest shock troopers.

When facing superior odds, the M.A.R.S rifle has a smaller chamber that accommodates light bolts. The barrel of the rifle is made of polymetic alloys that narrow the bore to fit the new munition. This lighter ammo allows for an incredible cyclic rate of fire. While not as potent, the sheer volume and spread of rounds can even the odds immediately.

The design is based on the original BOLTER described in Rogue Trader (it was a masterful description). Because the round is a single rocket rather than a short burst of slugs, there is no short range To-Hit bonus for a M.A.R.S. Rifle. Most Shadis have adopted this heavier version of the Bolter over its alternative: the Boltgun (which seems more like a hardened submachine gun than a rifle).

Marine Double Fire Rules apply to the M.A.R.S. Rifle in both modes. Double Fire may employ either mode during the same turn.

M.A.R.S. Rifle Modes	Range	To-Hit	Str.	AP	Mod.	Notes
High-Caliber Single Bolt	12" / 24"	+0 / +0	4	4	-	
Low-Caliber Auto-fire	12" / 24"	+1 / -1	4	6	1 SFD	

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Marine Armor-Piercing Recoilless Sabot (M.A.R.S.) Pistol

This is a smaller, but no less deadly version of the M.A.R.S. Rifle. Because of a much shorter barrel, the pistol is less effective against armor, but still more powerful than the small arms bursts of a regular Bolt Pistol.

Marine Double Fire Rules apply to the M.A.R.S. Pistol.
Double Fire may employ either mode during the same turn.

M.A.R.S. Pistol Modes	Range	To-Hit	Str.	AP	Mod.	Notes
High-Caliber Single Bolt	8" / 16"	+1 / +0	4	5	-	
Low-Caliber Auto-fire	6" / 12"	+2 / -1	4	6	1 SFD	

Plasma Grenades

Many of you remember plasma grenades from the 2nd edition of WH40K. They seem to have been too HOT to handle in the 3rd edition, but we miss them. Shadis Plasma Grenades have a 2" radius that dissipates just like any blast marker - immediately. Anyone caught in the blast takes a S 7 AP 2 hit, just as though shot by a plasma pistol. This is very underpowered compared to modern U.S. Magnesium Grenades, but very deadly in the 40K universe (where rifles shoot only 48 meters with any accuracy, even though U.S. Marines are known to hit targets as small as a coin at 300 meters.)

Proximity Grenades

Prox grenades don't detonate when thrown. They are armed when thrown, and may detonate when any model moves into their detection radius. Each model passing through the D-Radius must roll, and any one that rolls D-Target will detonate the grenade. Once detonated, all models in the Blast Radius suffer damage as though hit by the grenade of the same name. When used against ground vehicles: prox. grenades hit track/leg or hull and get point-blank penetration dice. Skimmers are hit in a random location, w/o point-blank damage.

Prox Frag - D-Radius of 2", D-Target of 4+, and a Blast Radius of 2".

Prox. Frag are also a little more powerful than regular frags:

Str. 4 and AP6

Prox Krak - D-Radius of 1", D-Target of 4+, and only effects one model.

Proximity Mines

Identical to Proximity weapons, but are armed one turn after they are placed. Instead of firing, a model may place a mine where it stands, and then get out of the radius before it arms in their next turn shooting phase. After that, identical stats apply to mines. When used against ground vehicles: mines hit track/leg or hull and get point blank penetration dice. Skimmers are hit in a random location, w/o point-blank damage.

Plasma Mines - D-Radius of 2", D-Targ of 4+, and a B-Radius of 1d6 inches.

Melta Mines - D-Radius of 1", D-Targ of 4+, and a B-Radius of 1/2".

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M.A.R.S. Sniper's Kit

Mainly used by Shadis Delta Forces, the Kit consists of a Targeter Scope, automated weapon Tripod, and a G-Muzzle (Gaussian Energy Muzzle). All of these items require the model to be stationary, but the weapon may still be fired on the run and double-fired by trained marines holding their ground.. - - - Back to the Index - - -

Targeter Scope - adds +1 to the user's Ballistic Skill when stationary.

Automated Tripod - interfaces with the Scope to automatically sight a single target. (Any Target, including models inside squads, weapons specialists, and specific locations on vehicles.) The weapon must be stationary to pick a target, but can be fired on the run in a pinch.

G-Muzzle - Turns any ballistic weapon into a Gauss Rifle by pushing the shell down the barrel with electromagnetic pulses. It fits over the barrel housing, and extends 0.5 meters past the existing barrel. It adds spin and push to sling the projectile at incredible speeds. It allows targets to be fired at +50% farther away (at a -1 To-Hit Modifier). (So far, G-Muzzles only exist for the M.A.R.S. Rifle). The weapon must remain stationary to use the G-Muzzle.

M.A.R.S. - Stormer Model

Shadis Terminators carry a wicked industrial version of the M.A.R.S. system called the "Stormer Model". It is more akin to an underarm slung Heavy Bolter than a storm bolter. The system links two M.A.R.S. Rifle bodies together with an extended barrel, active cooling system, and larger back mounted ammo supply. Only the weight of Tactical Dreadnaught armor makes the weapon portable.

Marine Double Fire Rules apply to the M.A.R.S. Stormer Model.

Double Fire may employ either mode during the same turn.

M.A.R.S. Stormer Modes	Range	To-Hit	Str.	AP	Mod.	Notes
High-Caliber Single Bolt	18" / 32"	+0 / +0	4	4	1 SFD	
Low-Caliber Autofire	12" / 24"	+1 / +0	4	6	2 SFD	

Advanced Sensor Suite – 50 Pts

Vehicle Card - Through a complex array of radar, thermal, and motion sensors, the system allows the detection of all hidden life forms within 24". Furthermore, a vehicle that does not fire in the shooting phase will be put on Overwatch, even if it is in motion. It also allows OverWatched turret weapons on the vehicle to seek any target that exposes itself, even if they are not pointed in the right direction at the time. The system requires one operator, and takes up 5 crew spaces including the operator's chair.

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WARGEAR

Personal Wargear

Bomb 'Bot - (*Uncommon*) - 5Pts. each *Any Technician*

Bomb 'Bots are small, automated, semi-intelligent robots that are under the control of the technician. All races have some form of these ingenious little creatures. Each robot acts as a character model for the purpose of movement and attacks. They can pick their targets, and charge any model they choose. The only restriction is that each unit must charge towards a target. They may seek cover, but may not linger. As long as the Tech is alive, they may change targets. When the unit reaches its target, it explodes like a Krak Grenade in HtH. Any damage dealt to vehicles strikes a ground location. If the unit is engaged in HtH unintentionally, it may evade upon winning the combat and may move freely in its next phase. If killed in HtH, the victor suffers a Krak grenade hit..

Bomb 'Bot

MWs	Bs	S	(AV)	W	I	A	Ld
6 2	0	3	10	1	6	1	Nil

Infiltration Kit - (*Rare*) - 25pts. *No Personalities*

Allows one character or squad led by a character to infiltrate the battlefield. Often entire units are sent on deep penetration missions to destroy vital supplies, spy on the enemy, and set up ambushes on the battlefield. The unit is parachuted, teleported, or otherwise dropped into the combat zone.

Intelligence Report - (*Uncommon*) - 20pts. *Main Commander/Leader*

Advanced intelligence is infinitely useful in planning a campaign. Each Intelligence Report card grants the commander +1 Strategy Rating for all battles he leads in the campaign. The card represents the work of infiltrators, spies, and recon parties under the player's command. Multiple cards may be taken to signify the strength of such an intelligence network available to the commander.

Light Artillery Support Package - (*Uncommon*) - 75pts.

The model carrying this card has been trained as an advanced artillery observer. They carry a comm-unit and work in close coordination with a battery of Thudd-Guns. Because of this close coordination, the call for supporting fire always gets through. In order to call for a barrage, the observer must remain still and spend his firing action making the call. No transmission check is required, and 1d3 Thudd-Guns are fired. Roll for deviation on each initial shell and then lay additional Thudd-Gun templates as usual. (Though the battery cannot be destroyed, the observer is worth a lot of VP to kill!)

Heavy Artillery Support Package - (*Uncommon*) - 150pts.

The model carrying this card has been trained as an advanced artillery observer. They carry a comm-unit and work in close coordination with a battery of howitzers. Because of this close coordination, the call for supporting fire always gets through. In order to call for a barrage, the observer must remain still and spend his firing action making the call. No transmission check is required, and 1d3 Battle Cannon shells are fired. Roll for deviation on each shell and apply damage. (Though the battery cannot be destroyed, the observer is worth a lot of VP to kill!)

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Squad Wargear

Commando Training - (*Rare : Squad*) - 25pts. *Squad Leaders Only*

Any character that assumes command of a squad for the duration of the battle may convey the bonus of this card to his unit. It allows the squad to operate in dispersed formation (4" apart). If the leader dies, the unit maintains the ability.

Drop Troop Cadre - (*Uncommon : Squad*) - 25pts. *Squad Leaders Only*

The entire unit is dropped from low orbit into battle. The unit does not deploy initially, and in any turn after the first it may drop onto the field like swooping hawks. Most races use grav-chutes, suspensor belts, or primitive parachutes to accomplish this.

Psychotic Heroes - (*Rare : Squad*) - 25pts. *Squad Leaders Only*

Because of dramatic leadership (or more often propaganda and combat drugs), the entire unit is prepared to fight to the very death. Though crippled in body, their purity of spirit (and raging anger) will carry them forward into a hail of defiant enemy fire. Treat each model in the squad as having +1 Wound and hatred against all enemy models.

Vehicle Cards

Death Blossom (Rare) - 50pts.

The Death Blossom is a last ditch defense module that ties an alien targeting computer and power plant into the vehicle's systems. During the shooting phase, a stationary unit may activate this artifact. In the few trials it has been used, the entire vehicle exploded after several seconds of use, but the effects are undeniably deadly for all concerned.

As the alien power plant melts down, massive energy surges overcharge the weapons. Capacitors cycle to capacity in nanoseconds and chain-driven ammo feeds melt their bearings cramming ammo through melting breach-bolts. Add +1 Follow-Fire dice to all weapons fire during the shooting phase. (Even LCs and BCs.) The alien targeting computer tries desperately to aim the weapons, and its presence possesses the entire vehicle. Any weapon with a living gunner may pick any target they wish within LOS, even characters and heavy weapons teams hidden behind or next to other closer troops. (The gunner says, "Shoot that xxxx guy with the big xxxxxxx!" and the computer says, "How many times?") Weapons that lack living crew will simply be fired by the computer at the closest troop or vehicle, as per normal targeting rules.

At the end of the shooting phase, roll 1d6. On a "1-5" the tank explodes killing everyone inside automatically. The blast extends 1d6" from the hull inflicting 1d6 Str.10 hits for 2d6 damage to any model under the blast. (The destruction counts as VP for your opponent.) Should the vehicle not explode after firing, the computer goes into shock and shuts down. All targeters on the vehicle will no longer function, and the device must recharge 1 turn before being used again.

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STC HERESY

Dominator MBT (Main Battle Tank)

Take a basic STC Landraider and stuff a Demolisher Cannon into a centerline recoilless fixed-forward mounting. The incredible weight of the 'Raider track assembly, coupled with its ability to rock without losing tread contact, allows the Demolisher to be fired while moving. It should be noted that the Demolisher Cannon takes up the crew compartment and is fired by the driver.

Total Conversion cost: 250 + 25 (DC) = **275 Pts.**

The Dominator is most often employed as a mobile anti-tank gun in city fighting. Its robust arc of fire, range of dedicated weapons, and destructive main cannon make it ideal for a role in close combat. Common options are Ablative Armor, Reinforced Armor, and a Vortex or Haywire Detonator (**400 Pts.**)

Kraken MBT (Main Battle Tank)

When facing other tanks in open terrain, the short range of the Demolisher Cannon is insufficient. In response, a rapid firing Battle Cannon replaces the Demolisher in the Kraken variant of the STC-Landraider. The Kraken uses a unique Rapid Automated Breach Invoice Droid (RABID 'Bot for short) to load 120mm battle cannon shells as fast as the gunner pulls the trigger. The RABID system grants 1 Follow-Fire dice to the Battle Cannon.

Total Conversion Cost: 250+ 25 (BC) + 25 (RABID)= **300 Pts.**

The Kraken is an excellent anti-tank unit as its laser cannons allow it to engage 3 targets at once with a very high kill ratio. Squadrons of 5 Kraken are a standard battle formation, proving a formidable match for most Superheavy Companies.