

# Imperial Tunnelers

Back before the heresy, whole battalions of Imperial Guard were equipped with Tunnelers, specially designed transports designed to carry specially trained and equipped troops under the walls of enemy fortresses, or deep into their lines undetected.

These specialized squads were equipped for close assault and complimented the jet pack mounted assault troops and more traditional chimera mounted assault troops.

With the reorganizations in the Imperial Military that occurred after the Heresy, however, the specialist assault squad was eliminated and for the most part tunnel troops disappeared. Recently, however, the tunneler has seen a resurgence as the transport is now being used to equip more traditionally armed squads especially in Siege situations.

# Termite

The Termite is the smallest of the Imperial Tunnelers, and by far the most common. When the assault squads were dismantled, most termites were mothballed as it was simply too expensive to retrofit them into more useful vehicles. Mounted on a Chimera chassis, fairly heavily modified to carry its large launch ramp, the Termite has seen a resurgence as a transport for smaller squads. Other, more fortunate, units have even been able to equip whole platoons with Termites.

Termite					
	Points	BS	Armor		
			front	side	rear
Termite	90	N/A	12	10	10
Transporter		3	12	10	10

**Availability:** An Imperial Guard armored Fist squad may be equipped with a termite tunneler in place of their chimera. An Infantry platoon designated as a termite tunnel unit **MUST** take a termite transport for every command section, squad, or remnant squad taken. The Platoon may take these upgrades even if it was unable to take transports or if it is forced to take chimera transports from having the “Mechanized” doctrine.

**Type:** Termite: Tunneler  
 Transporter: Tracked, Normal

**Structure:** None

**Crew:** 2 Guardsmen

**Void Shields:** None..

**Transport:** Termite: Twelve models  
 Transporter: None

**Fire Points:** None

**Access Points:** The Termite has a side entrance hatch

**Options:** The Transporter may take any upgrades available from Codex: Imperial Guard..

**Weapons:** Termite: None  
 Transporter: Heavy Bolter

**Modeling:**

#### SPECIAL RULES

**Tunneler:** All Tunneling vehicles actually comprise two vehicles, the tunneler itself and the transport that carries the tunneler. Once a tunneler has launched, it may not return to being transported.

**Troops:** Tunnel troops must start the game inside their transport. They can also not reenter their transport once they have disembarked from it. Tunnel troops can only disembark from a surfaced tunneler, they may not disembark if the tunneler is still on its

transport. Because of this, they will ignore the effects of penetrating hits that require them to bail out, but if the tunneler is destroyed on the transport, or prior to surfacing, all troops are lost.

**Tunnelers on Transport:** When the tunneler is on its transport, only the transport's specifications are used, if the transport is destroyed, the tunneler cannot launch and is also considered destroyed.

**Tunnelers and transport separated:** A tunneler will launch from its transport and travel underground at a rate of  $12 + 2D6$  inches per turn. Have a small coin represent the position of the tunneler. To surface a tunneler, specify a point of exit at the start of its turn that is no more than 12 inches from its current position. If its transport is not stunned or destroyed on the turn it surfaces, roll 1D6 and the scatter die to determine if the tunneler deviates from its intended target point. If the transport is destroyed, roll 2D6 and the scatter die adding the values together. If a hit is rolled when the transport is destroyed, the tunneler deviates the larger of the 2D6 in the direction of the small arrow. If a double one is rolled for scatter, the tunneler encountered an obstruction, and is destroyed. A tunneler may move across the surface at 6 inches per turn, but ignores the effects of all terrain

# Mole

The Mole was originally the Heavy assault tunneler. Designed to carry twice as many troops as a termite, the Mole also had a more heavily reinforced construction. Designed to be used in numbers, the mole could provide a devastating assault. Further, the moles larger capacity made it perfect for carrying Ogryn assault squads, a task which it once again is being used for.

Mole					
			Armor		
	Points	BS	front	side	rear
Mole	390	N/A	12	10	10
Transporter		3	12	10	10

**Availability:** An Imperial Guard Infantry platoon designated as a mole tunnel unit MUST take a Mole transport for every two squads, remnant squad, or command section taken. The Platoon may take these upgrades even if it was unable to take transports or if it is forced to take chimera transports from having the “Mechanized” doctrine. A Mole tunnel unit must include at least a command section and three platoons. An Ogryn Squad may be designated an Ogryn Tunnel unit, an Ogryn Tunnel unit must take a single mole transport. Note that Ogryns do not suffer from “it’s dark in dere” because they must start the game in the transport, and cannot reenter it.

**Type:** Mole: Tunneler  
 Transporter: Tracked, Normal

**Structure:** Mole: 2  
 Transporter: 2

**Crew:** 2 Guardsmen

**Void Shields:** None.

**Transport:** Mole: Twenty models  
 Transporter: None  
 Remember Ogryns count as two models for purposes of computing space.

**Fire Points:** None

**Access Points:** The Mole has a large side entrance hatch

**Options:** The Transporter may take any upgrades available from Codex: Imperial Guard..

**Weapons:** Termite: None  
 Transporter: Heavy Bolter

**Modeling:**

## SPECIAL RULES

**Tunneler:** All Tunneling vehicles actually comprise two vehicles, the tunneler itself and the transport that carries the tunneler. Once a tunneler has launched, it may not return to being transported.

**Troops:** Tunnel troops must start the game inside their transport. They can also not reenter their transport once they have disembarked from it. Tunnel troops can only disembark from a surfaced tunneler, they may not disembark if the tunneler is still on its transport. Because of this, they will ignore the effects of penetrating hits that require them to bail out, but if the tunneler is destroyed on the transport, or prior to surfacing, all troops are lost.

**Tunneler on Transport:** When the tunneler is on its transport, only the transports specifications are used, if the transport is destroyed, the tunneler cannot launch and is also considered destroyed.

**Tunneler and transport separated:** A tunneler will launch from its transport and travel underground at a rate of  $12 + 2D6$  inches per turn. Have a small coin represent the position of the tunneler. To surface a tunneler, specify a point of exit at the start of its turn that is no more than 12 inches from its current position. If its transport is not stunned or destroyed on the turn it surfaces, roll 1D6 and the scatter die to determine if the tunneler deviates from its intended target point. If the transport is destroyed, roll 2D6 and the scatter die adding the values together. If a hit is rolled when the transport is destroyed, the tunneler deviates the larger of the 2D6 in the direction of the small arrow. If a double one is rolled for scatter, the tunneler encountered an obstruction, and is destroyed. A tunneler may move across the surface at 6 inches per turn, but ignores the effects of all terrain

# Hellbore

The Largest of the Imperial Tunnelers and one of the two praetorians, the Hellbore was a monstrous machine capable of transporting entire platoons into combat. Today, the massive Hellbore is a very rare sight, but when it takes the field, not even the highest walls will offer protection.

Hellbore					
	Points	BS	Armor		
			front	side	rear
HellBore	1090	N/A	13	11	10
Transporter		3	13	11	10

**Availability:** An Imperial Guard Infantry platoon designated as a hellbore tunnel unit MUST take a single Hellbore transport for the entire platoon. The Platoon may take these upgrades even if it was unable to take transports or if it is forced to take chimera transports from having the “Mechanized” doctrine. A Hellbore tunnel unit must include at least a command section and three platoons.

**Type:** Hellbore: Tunneler  
 Transporter: Tracked, Normal

**Structure:** Hellbore: 5  
 Transporter: 3

**Crew:** 6 Guardsmen

**Void Shields:** The Transporter carries two void shields which will shield the hellbore when transported as well.

**Transport:** Hellbore: sixty models  
 Transporter: None

**Fire Points:** None

**Access Points:** The Hellbore has a large side entrance hatch

**Options:** The Transporter may take any upgrades available from Codex: Imperial Guard..

**Weapons:** Hellbore: Multi Melta  
 Transporter: Heavy Bolter

**Modeling:**

#### SPECIAL RULES

**Tunneler:** All Tunneling vehicles actually comprise two vehicles, the tunneler itself and the transport that carries the tunneler. Once a tunneler has launched, it may not return to being transported.

**Troops:** Tunnel troops must start the game inside their transport. They can also not reenter their transport once they have disembarked from it. Tunnel troops can only disembark from a surfaced tunneler, they may not disembark if the tunneler is still on its transport. Because of this, they will ignore the effects of penetrating hits that require them to bail out, but if the tunneler is destroyed on the transport, or prior to surfacing, all troops are lost.

**Tunnelers on Transport:** When the tunneler is on its transport, only the transport's specifications are used, if the transport is destroyed, the tunneler cannot launch and is also considered destroyed.

**Tunnelers and transport separated:** A tunneler will launch from its transport and travel underground at a rate of  $12 + 2D6$  inches per turn. Have a small coin represent the position of the tunneler. To surface a tunneler, specify a point of exit at the start of its turn that is no more than 12 inches from its current position. If its transport is not stunned or destroyed on the turn it surfaces, roll 1D6 and the scatter die to determine if the tunneler deviates from its intended target point. If the transport is destroyed, roll 2D6 and the scatter die adding the values together. If a hit is rolled when the transport is destroyed, the tunneler deviates the larger of the 2D6 in the direction of the small arrow. If a double one is rolled for scatter, the tunneler encountered an obstruction, and is destroyed. A tunneler may move across the surface at 6 inches per turn, but ignores the effects of all terrain